PROJECT THREE
MODULAR 3D STRUCTURE

OBJECTIVE
Design a module (a standard, single unit) that you can use to create a larger, unusual and visually engaging, 3-dimensional structure. Explore the potential of a material to transcend its origins to become something greater or unexpected. You must be able to identify and articulate the visual design principles inherit in your work.

Push yourself to do something different than you have done before. Experiment. Harness the potential of an iterative process to discover new ideas. Play with the material to find out what it is capable of. The more you invest creative energy and time into this project, the more you will benefit from it.

KEYWORDS: modular, origami, sculpture, paper art, geometry, structure, form

PROJECT REQUIREMENTS
FORMS: The design must be based on a module (a standardized part or unit that constructs something more complex) and include at least 10 of them. If the modules are simple to create, you should include more of them. If they are more complex, the minimum may be adequate. You may add color, but the emphasis should be on the dimensionality and form of the piece, not the surface decoration.

SIZE: Structure must be at least 6 inches in any direction.

TOOLS: Paper, Xacto, and other supplies to achieve color. Adhesives may be used but should not be visible in final models.

EVALUATION
Conceptual and aesthetic refinement evident in final forms;

Process and level of alternative explorations demonstrated by evolution of preliminary and draft models;

Craftsmanship and presentation.

SCHEDULE
MAY 8: Introduce project 3
MAY 13: 3 different modules + concept sketches [due]
MAY 15: Finalize concept + begin construction
MAY 20: Individual meetings.
MAY 22: [Final critique] Present projects in class. Upload three images of work to canvas.