

Transitional Geometries

Course Instructor:

Trevor Watson

Course Description:

In this class, we will investigate new tiling patterns, geometries, and relationships that push what configurations are possible with a single, cast unit. Students will explore this by making an iterative series of prototypes and molds that consider new adaptable spatial relationships.

Hands-on tutorials will teach students the various rapid prototyping, casting, and mold making strategies required to successfully fabricate the intended design.

We will create and develop 3D models and drawings to respond to basic interface requirements, and explore new patterns, relationships, and spaces. We will also discuss rubber mold-making techniques in detail, and through hands-on exploration, students will produce their own functional molds. Each block design will be cast in a short run, and assembled into the designed wall system.

Class Schedule:

Class 1: Tutorial and hands-on workshop

Class 2: Prototype 1 workshop + strategy

Class 3: Prototype 2 workshop + strategy

Class 4: Prototype 1+2 INTERIM REVIEW + discussion

Class 5: Tutorial and hands-on workshop

Class 6: Prototype 3 workshop + strategy

Class 7: Prototype 4 workshop + strategy

Class 8: Prototype 3+4 INTERIM REVIEW + discussion

Class 9: Tutorial and hands-on workshop

Class 10: Cumulative design + strategy

Class 11: Cumulative design + strategy

Class 12: Cumulative design FINAL REVIEW + documentation