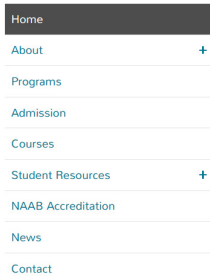
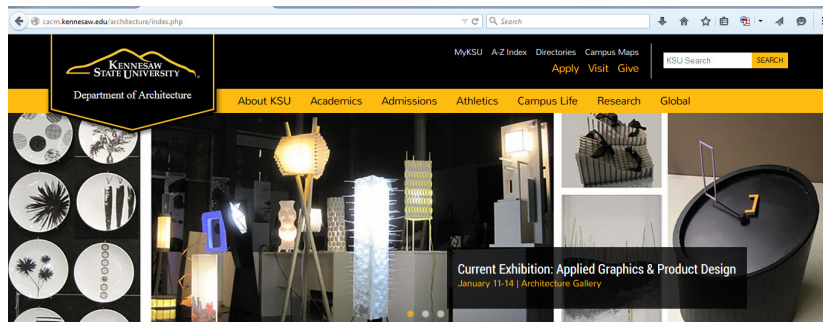


## Studio and Design Communication Teaching

### Applied Visual Graphics and Product Design in Digital Media | An Elective for Upper Level Architecture Students

This course highlights integration of functional/visual form-making and application of graphic techniques through a series of projects ranging from visual art (such as painting, or wall hanging) to functional product (such as lamp). In one hand the course allows students to explore abstract nature of fine arts and on the other hand requires preciseness of scale, material, and assembly for functional utilitarian objects. By the end of the semester students are expected to construct a number of projects in varying scale that reflects design thinking and its execution using drawing, hand craft, welding, laser cutting, and CNC routing.

Exhibition of student work announcement in the University website. Dinner Plate, Clock, Lamp, Footwear, and Architectural Painting. Fall 2015.



#### The Department of Architecture at KSU



##### Current Gallery Exhibition

Students from Professor Uddin's Fall 2015 Special Topics course exhibit "Applied Graphics and Product Design" in the Gallery January 11th-14th.

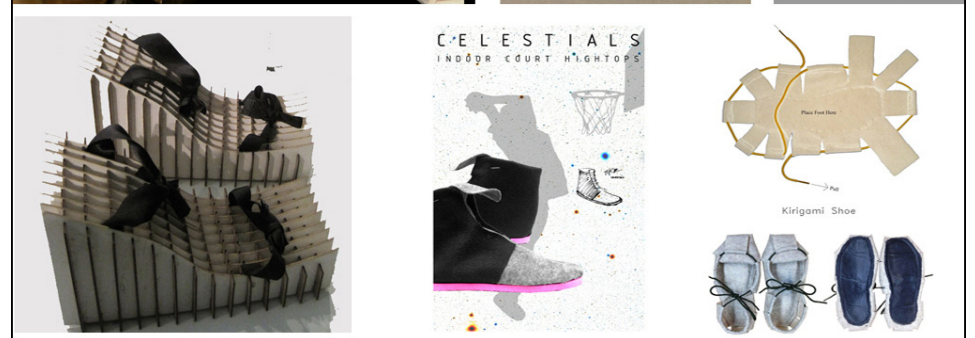
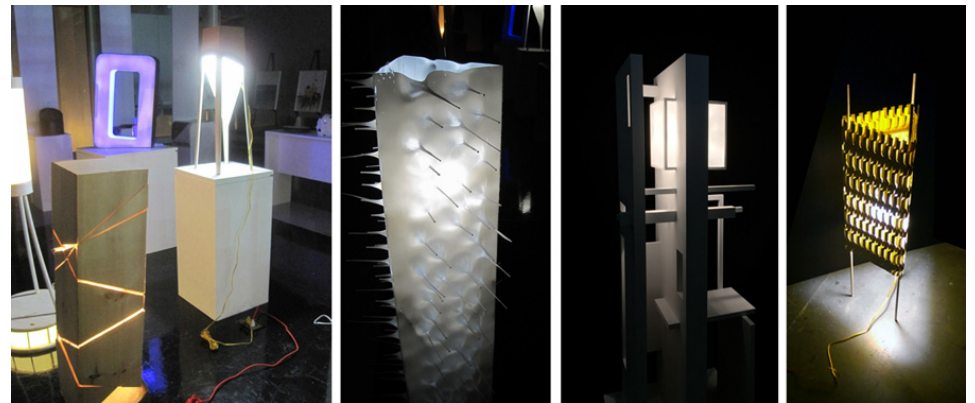
[View Flyer](#)



##### Future City Competition: Georgia Region

Teams will face the challenge to design an innovative city-wide solid waste disposal system for their future city that is safe, environmentally sound, and energy efficient.

[More about Future City](#)

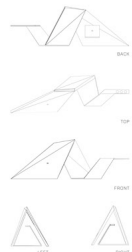




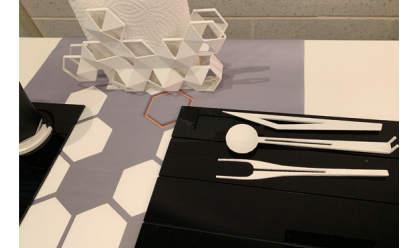
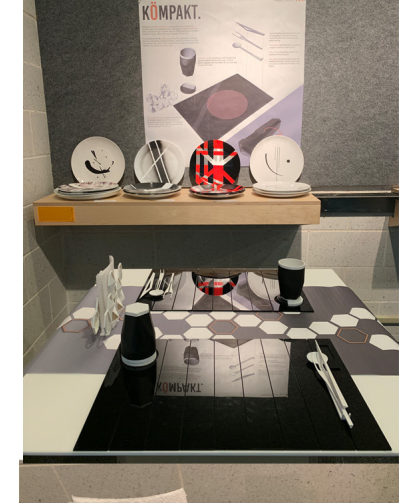
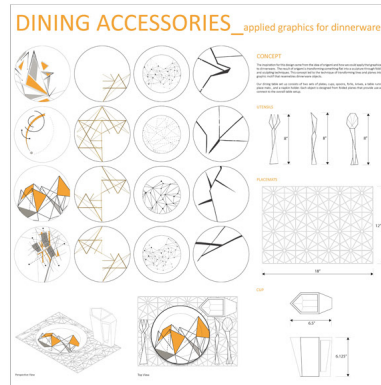
# Studio and Design Communication Teaching

Applied Visual Graphics and Product Design in Digital Media | An Elective for Upper Level Architecture Students

## Clock and Footwear Project



## Dining Accessories Set-Up. Design of Dinner Plate, Place Mat, Napkin Holder, Spoon, Fork, and Knife. Fall 2019



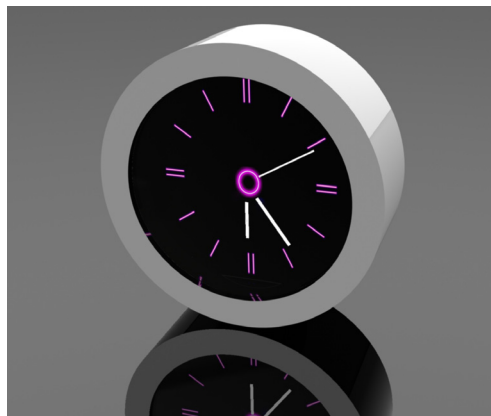
## Studio and Design Communication **Teaching**

### Digital Animation | An **Elective** for Upper Level Architecture Students

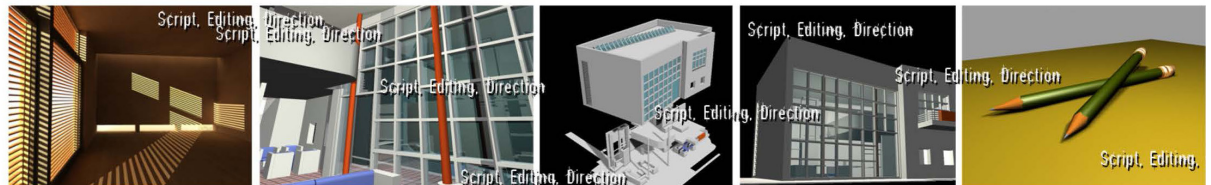
Film Language and Documentary

Hands-on course on film and architectural documentary making in digital media. The objective is to create a complete short film and/or a documentary on a selected topic related to architecture. Each project will start with narrative of a selected subject matter that will follow a sequence of storyboard, shot sequence, time-line editing, audio and background music. Adobe Premiere, 3D Studio Max, and Photoshop are the primary software for this course.

Animating a clock in real time with ticking sound



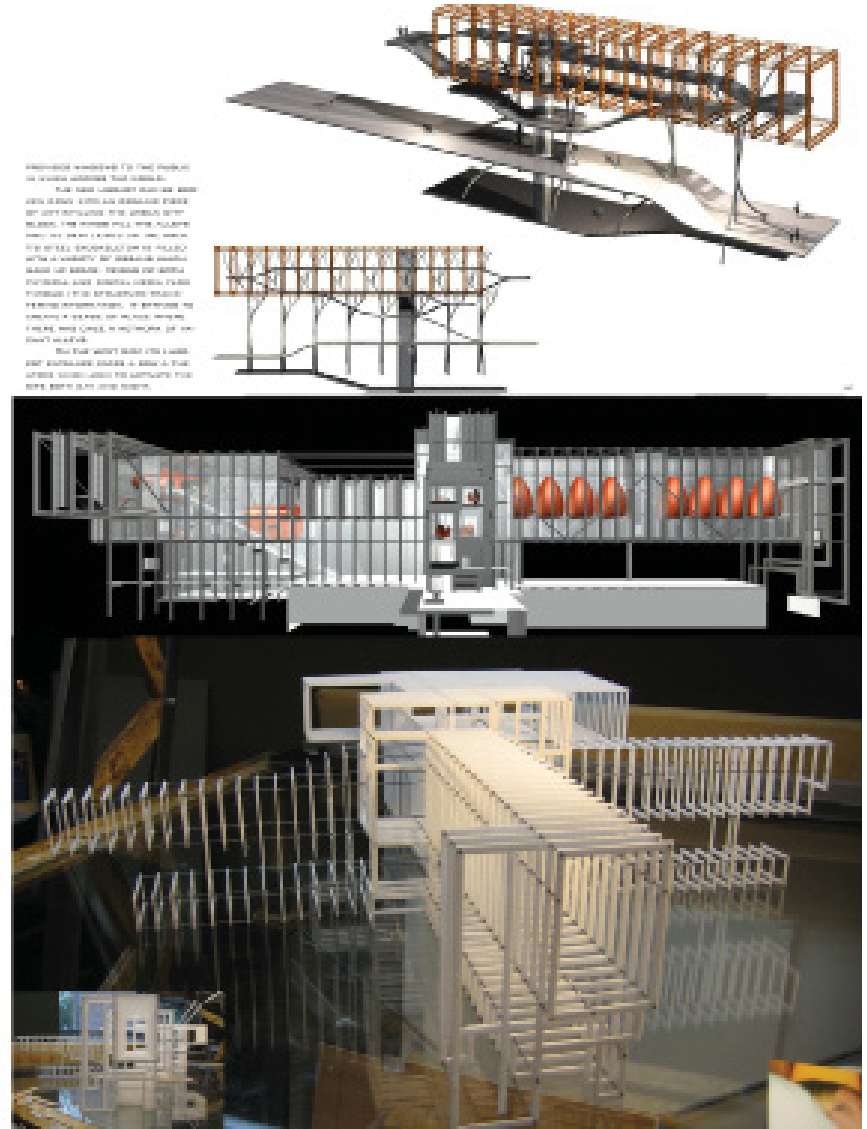
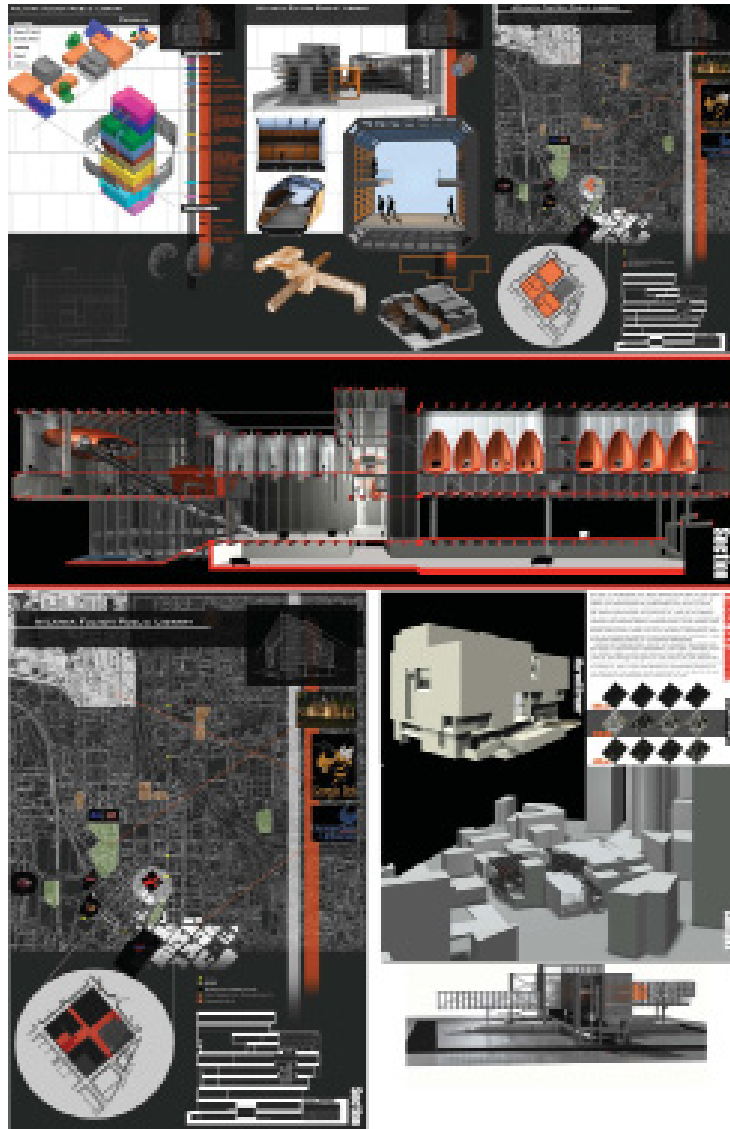
10-min documentary on an architectural topic









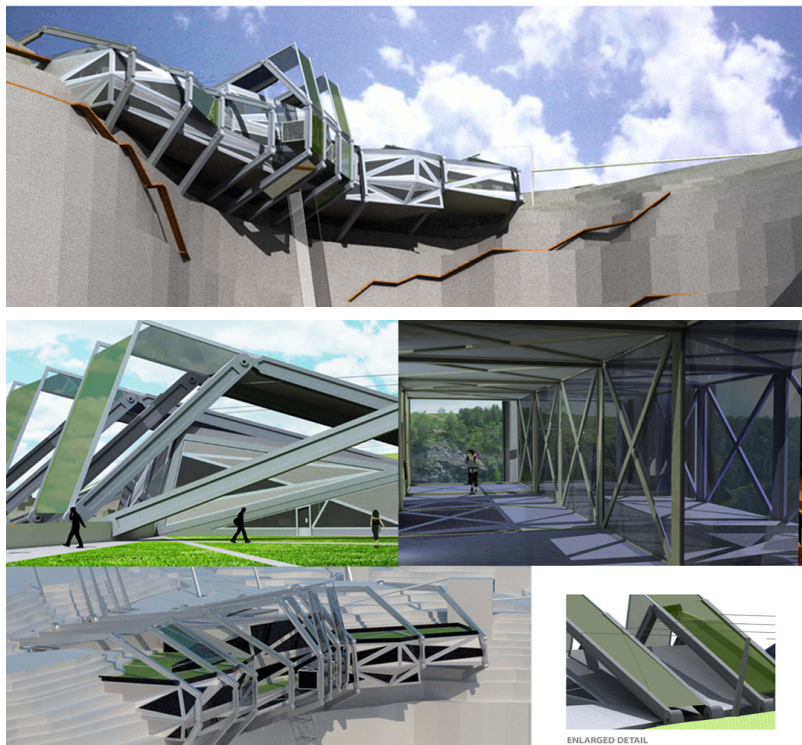
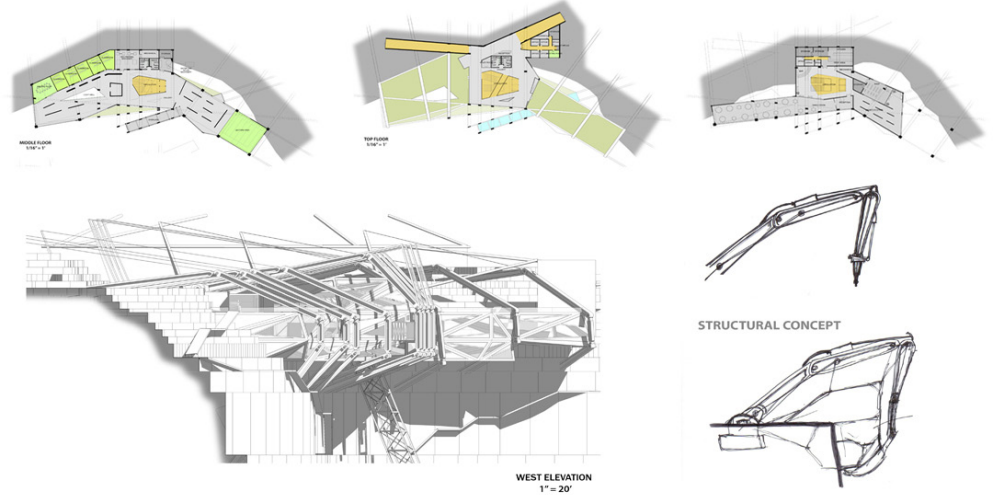
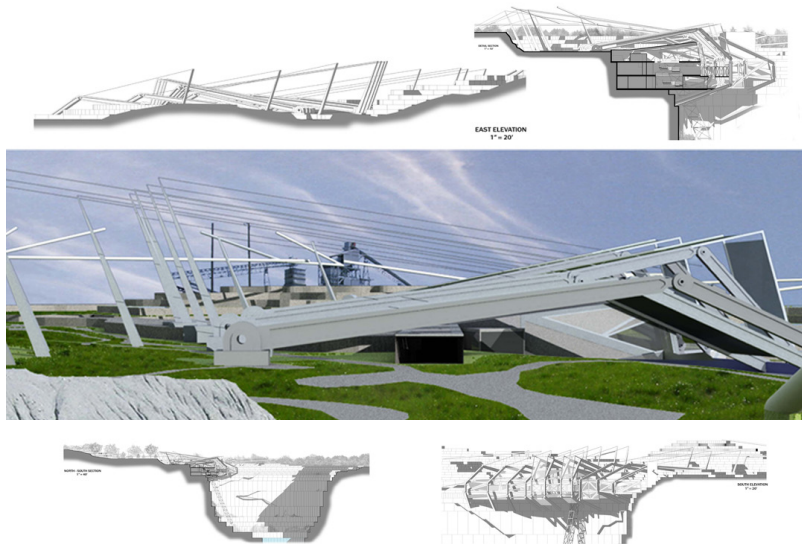




# Studio and Design Communication Teaching

5th Year Thesis Studio

Quarry Museum by Bridget Elglass | Duration 1 Semester | Spring 2009

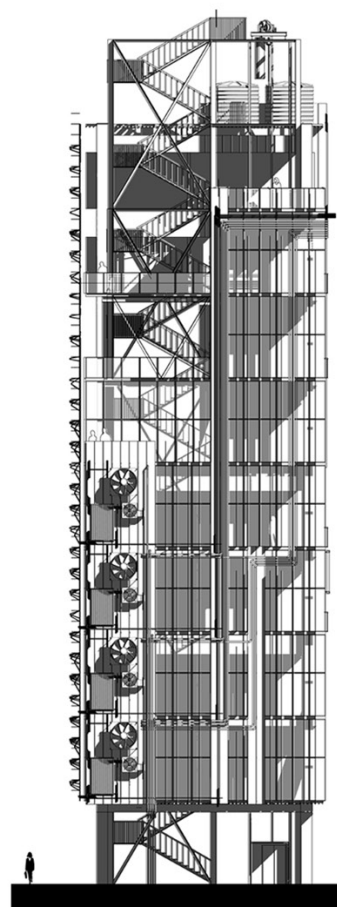
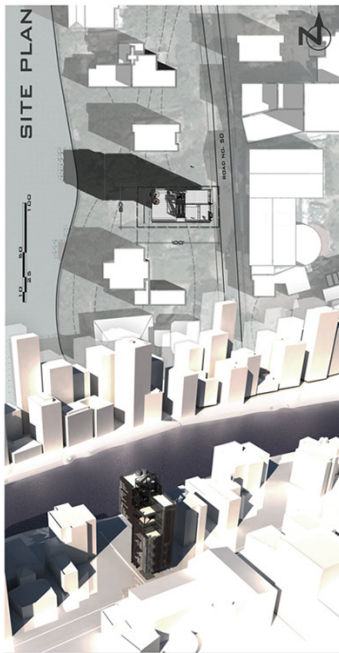
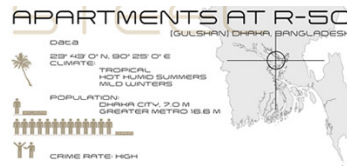




## Studio and Design Communication Teaching

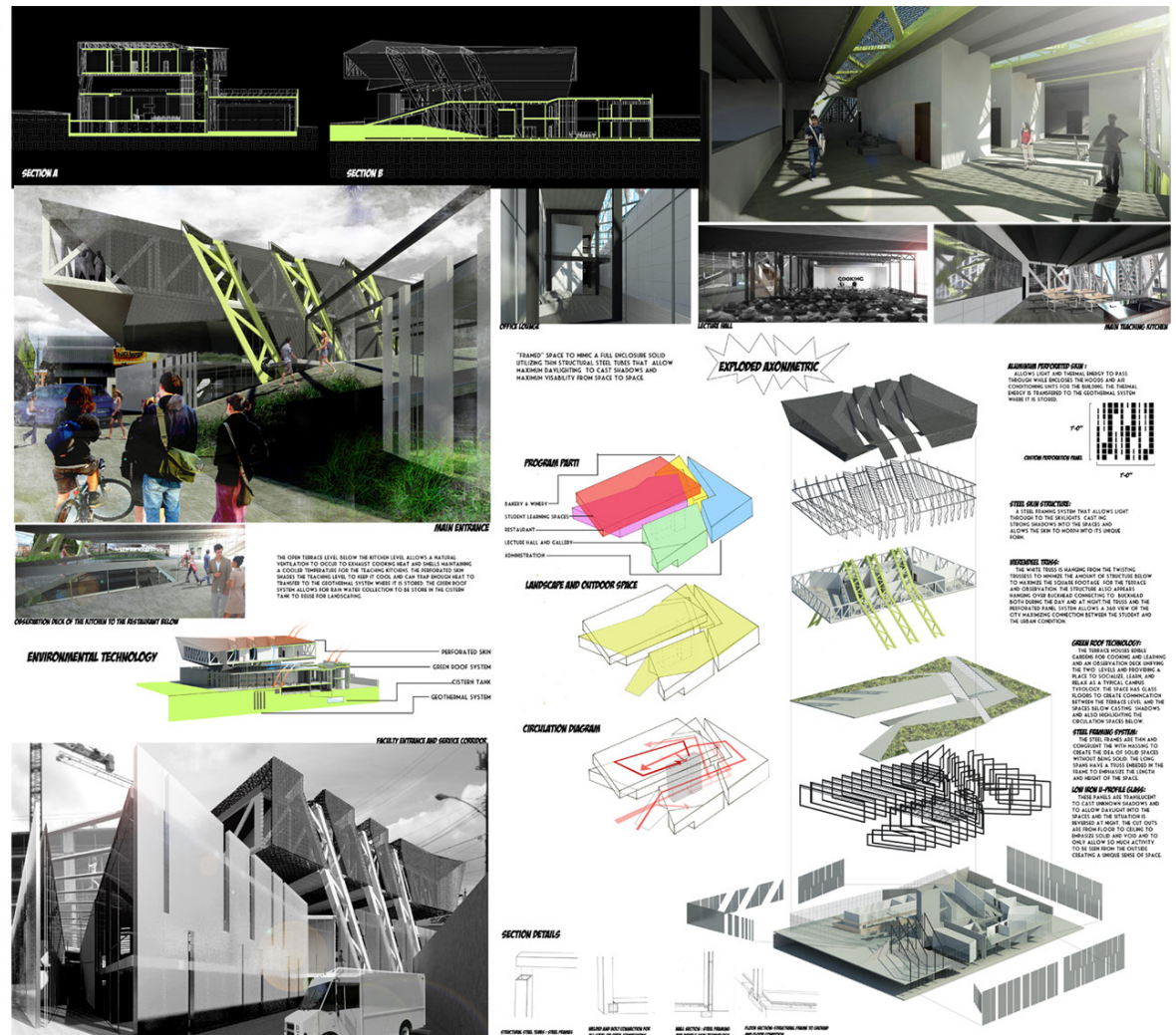
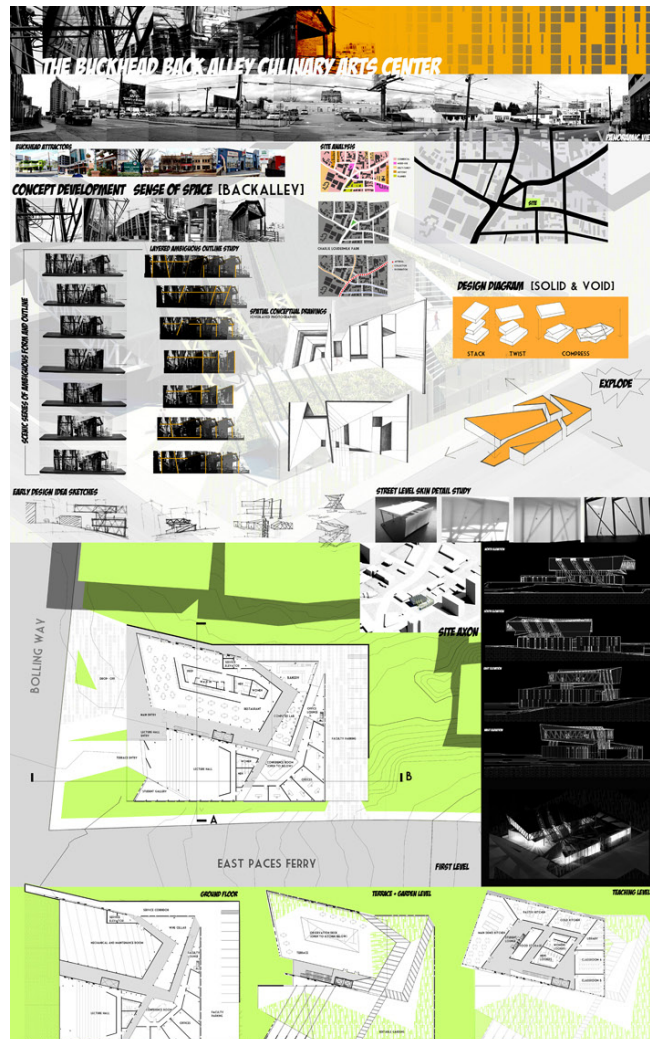
4th Year Design Studio

Urban Apartment by Julian Quinn | Duration 4 weeks | Spring 2012



SCALE 1:500



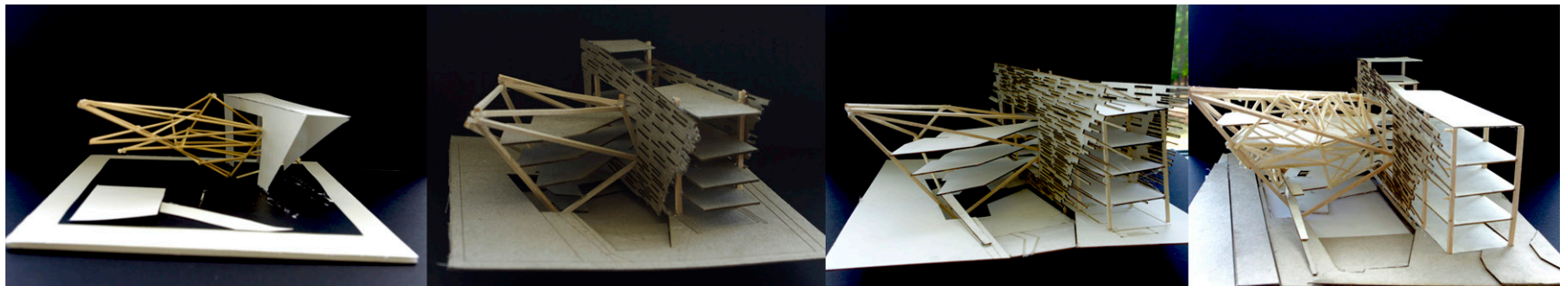
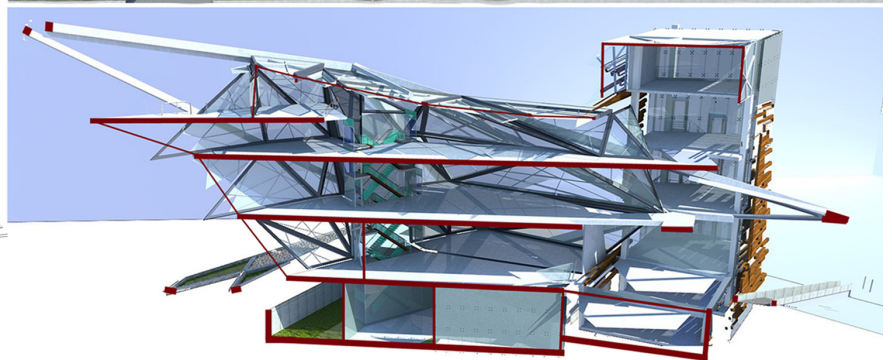
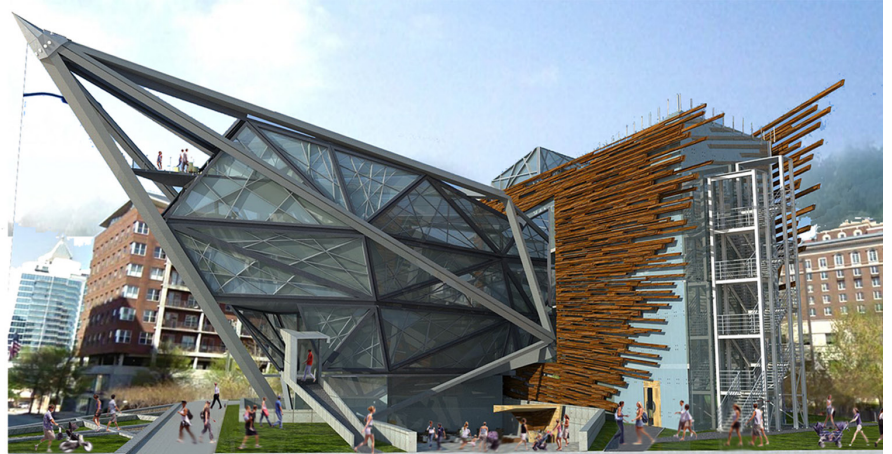
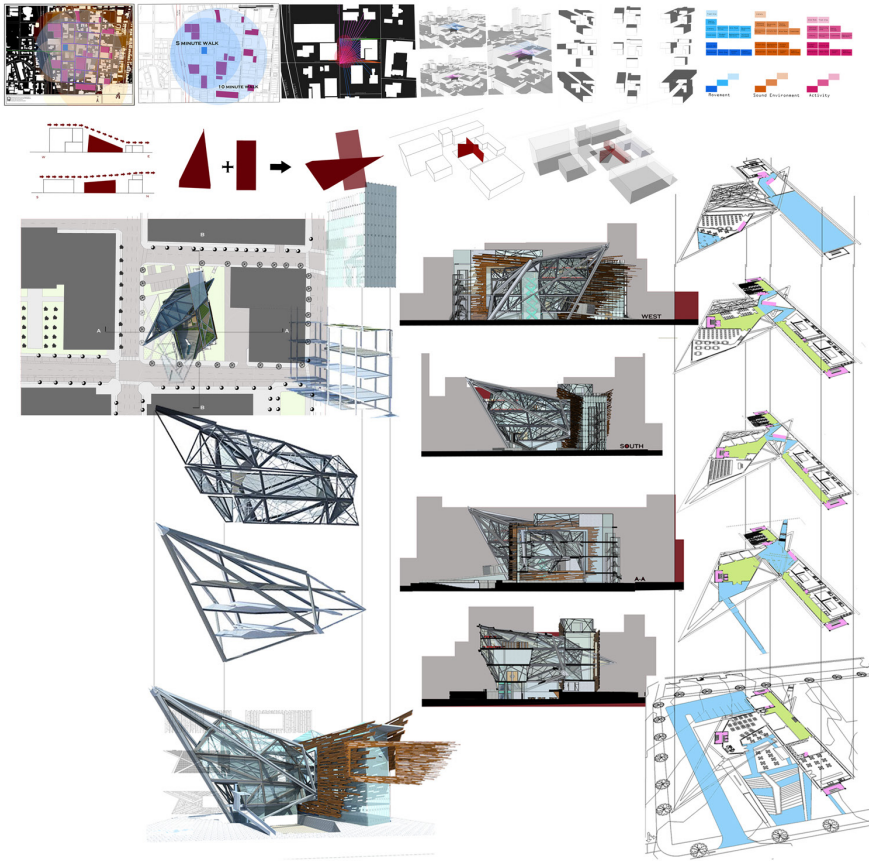




## Studio and Design Communication Teaching

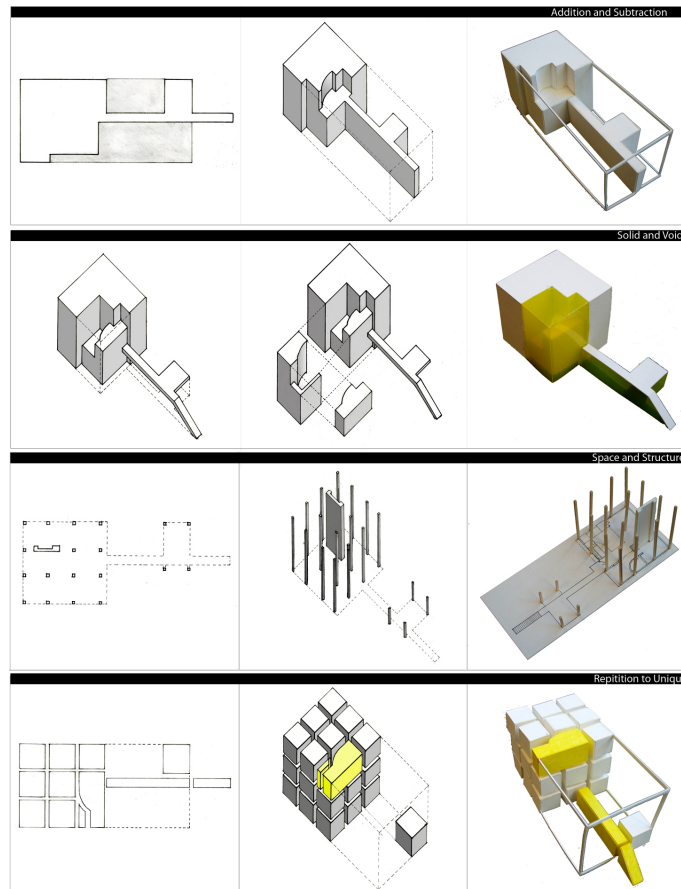
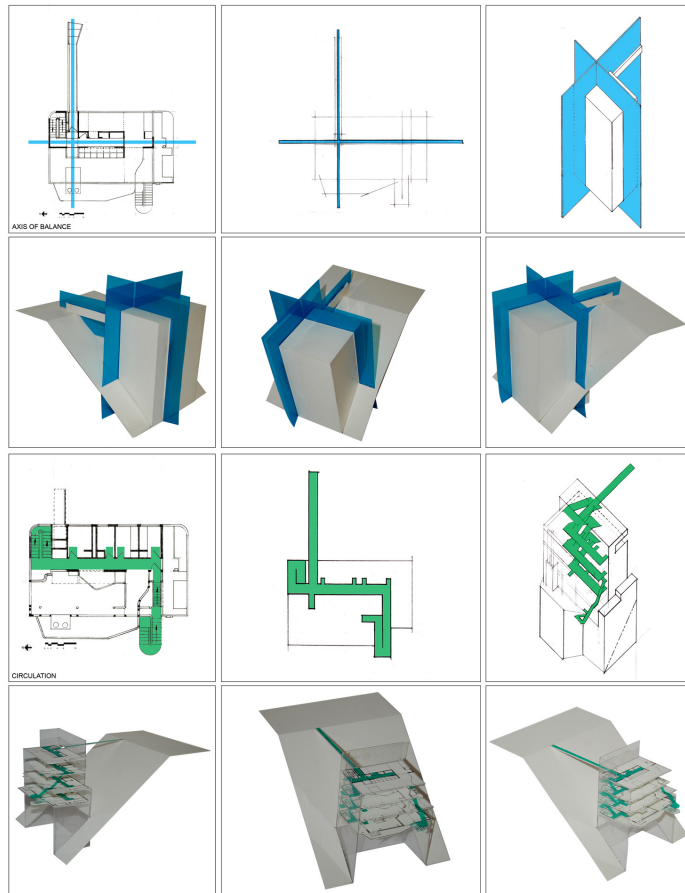
4th Year Design Studio

ACSA Steel Competition 2011-12 | Culinary Arts College, Atlanta by Pan Pan | Duration 10 weeks | Spring 2012



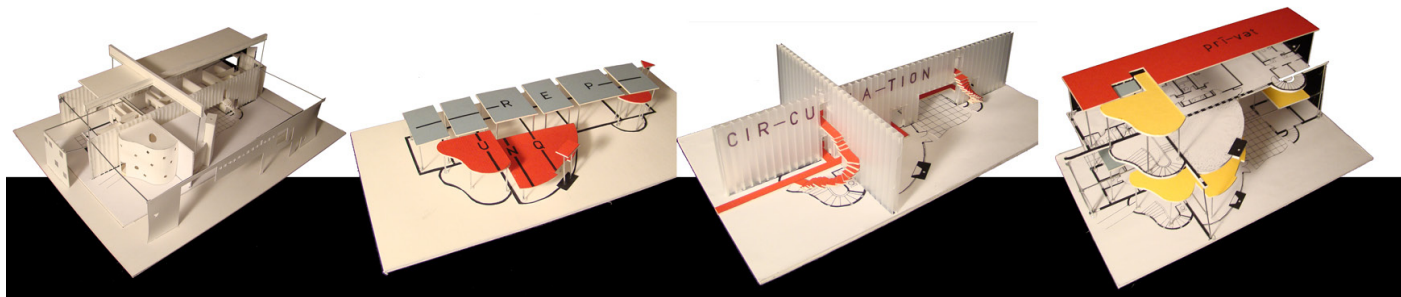
# Studio and Design Communication Teaching

2nd Year Design Studio



## Precedent Study

This exercise aims at introducing students to the use of precedent as a possible avenue in developing creative response to design problems. Students will be introduced to several renowned work that offers opportunity to study and document organizational strategies in those examples. Each student will be asked to analyze the chosen example and to formulate the generative principles of such a design. The analysis should integrate the notion of architectural order while examining organizational strategies and exploring the notions of generative principles and architectural vocabularies. Students will create a minimum of six to eight analytical diagrams represented in both drawings and physical models to capture the essence of the selected building.



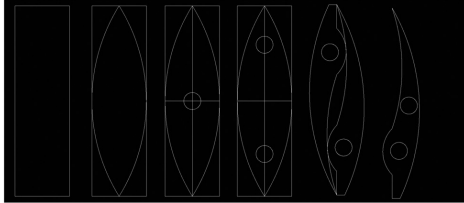


## Falcate Wall

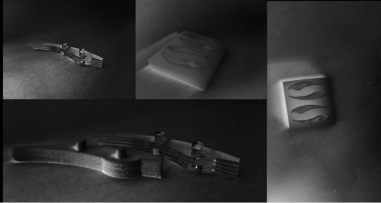
The design derives itself from the falcate which is a type of fauna originally from the midwest. We selected this to be the basis of our design because its unique hooked shaped when assembled. It allows for air flow and light to pass through while offering a very stable structure that has the option to be configured into many different ways.



### PROCESS OF DESIGN



### CASTING PROCESS



### LIGHT STUDY MODELS

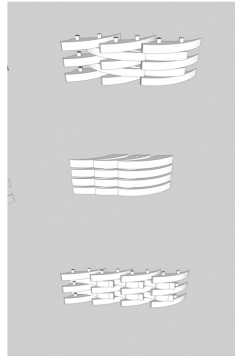
#### ACRYLIC



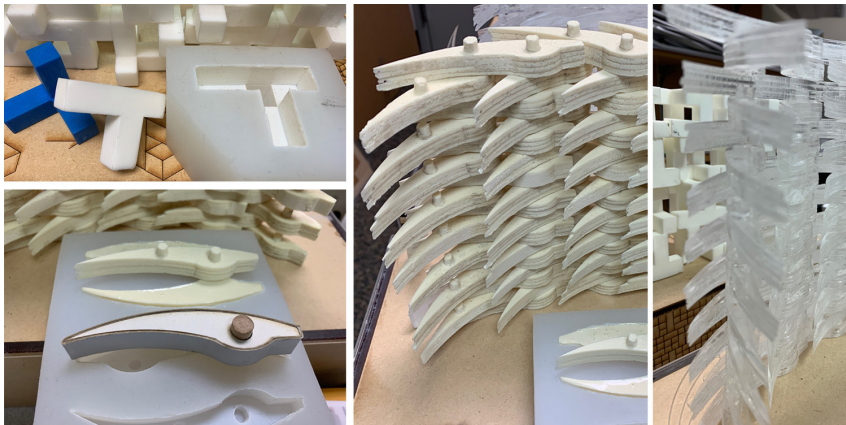
#### CAST



### VARIATION IN ASSEMBLY



### Modular Wall from Manual Mold Cast



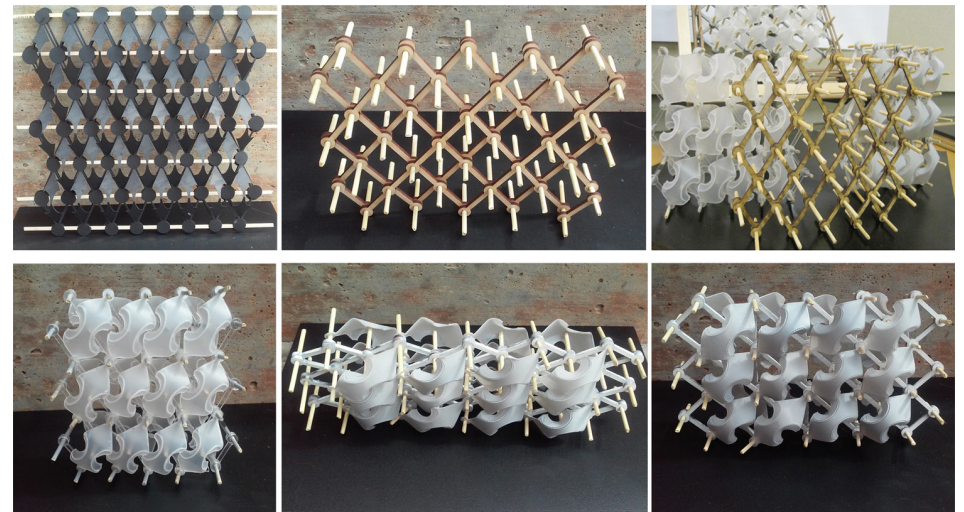
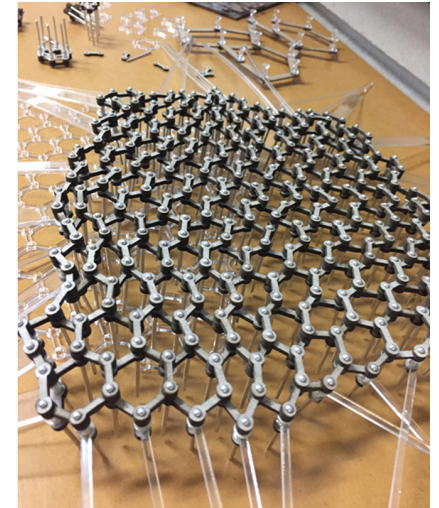
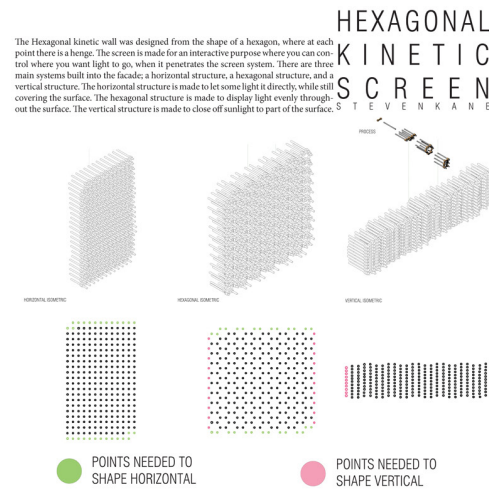
## Studio and Design Communication Teaching

### 2nd Year Design Studio

Geometry, Pattern, Module, Fabrication, Kinetic

### 2D Platonic Geometry to Kinetic Pattern

These three projects demonstrate exploration of platonic geometry to form expandable and retractable kinetic systems by reforming original geometries. Using additional elements of pivot points the modules were able to expand and contract in all directions. The working principle of this kinetic movement was entirely conceived by tectonic experimentation in physical pieces rather than digital models. Only AutoCAD and laser cutter was used to create these expandable modular systems. Developing a connection system became an important factor for these explorations.

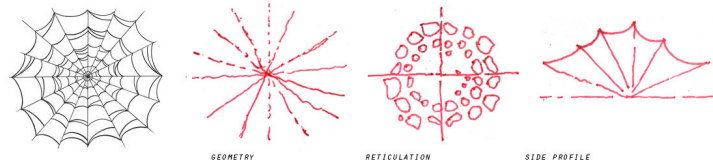


# Studio and Design Communication Teaching

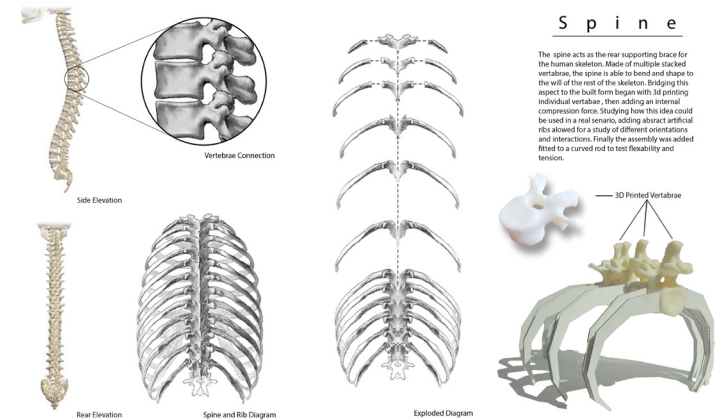
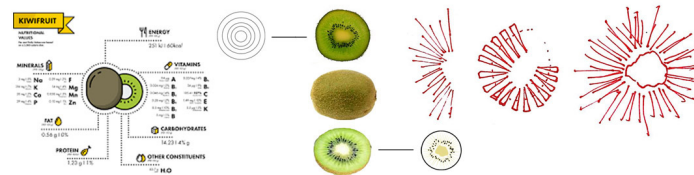
## 2nd Year Design Studio

### Structure in nature and Kinetic Construction

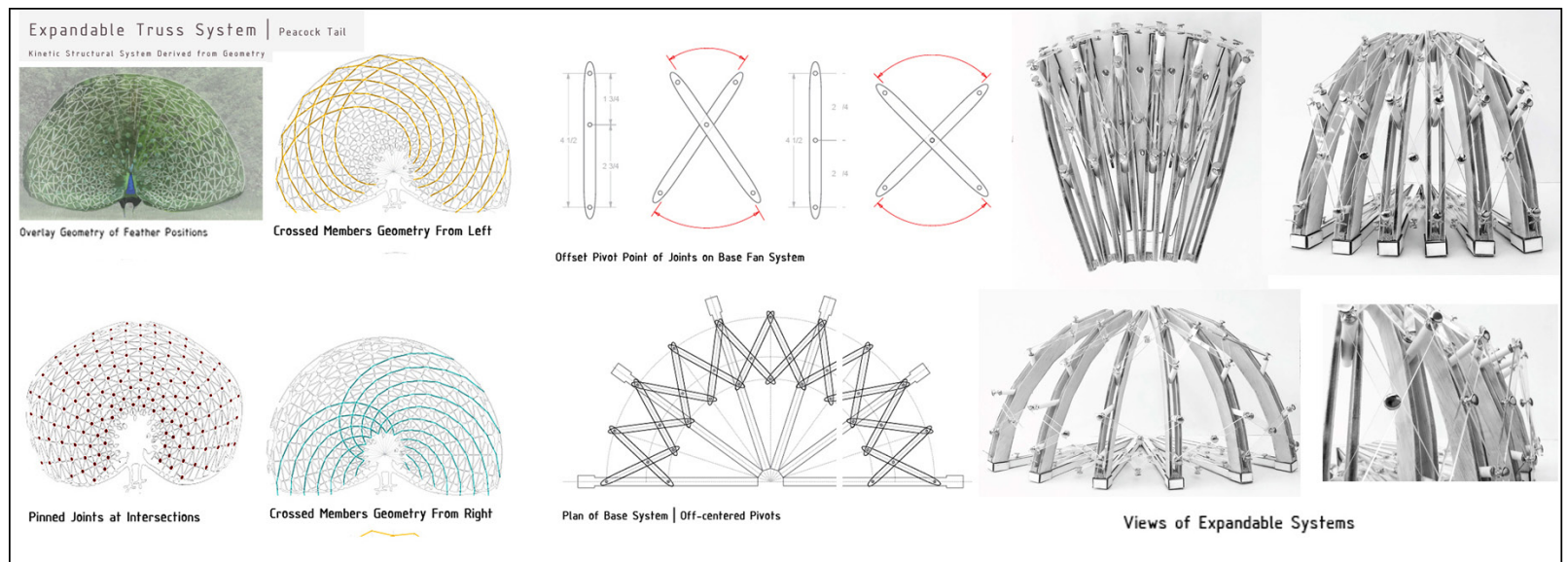
PRECEDENT | SPIDERWEB | SPIDERWEB ILLUSTRATES AN OPEN FRAME STRUCTURE



PRECEDENT | KIWI | KIWI'S STRUCTURE PROVIDES A STABLE SHELL LIKE STRUCTURE



Nature inspired pattern and kinetics for large span structure. Student work



Adaptation of transformable geometry in peacock's feather to design a structure with kinetic expandable truss system

Using inspiration from a Peacock's expandable feather system this project analyzes the geometric pattern and constructs a 3D structural system that can expand and contract and span a large space. The fanned tail of a Peacock presents geometry when diagrammed creates the mapping of a structural truss system. This system can be applied two-dimensionally as an expandable fan and three-dimensionally as an expandable dome. The method can be applied as a kinetic roofing or wall system that divides spaces according to program. It can also be applied as an expandable shell structure that can create temporary space. Analysis of geometry, kinetics, hand diagram and physical model iterations were the primary means for this exploration.



# Studio and Design Communication Teaching

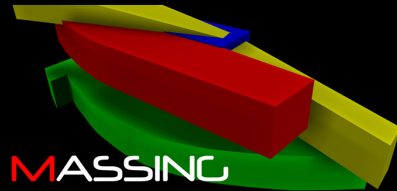
2nd Year Design Studio

Urban House by Student D. J. Bryant | Duration 6 weeks

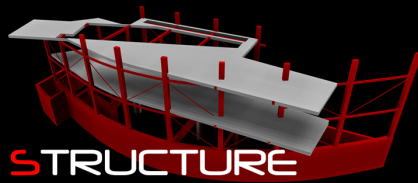
spsu d.o.a. | fall 2007 | dfn 2003 | dr. m.s. uddin | donald bryant

## SINGLE-FAMILY HOUSE 04

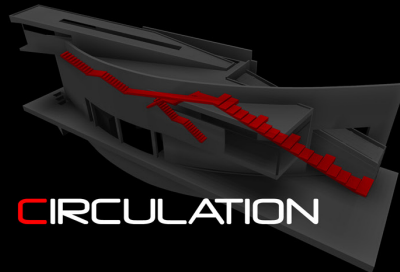
### DESIGN CONCEPT



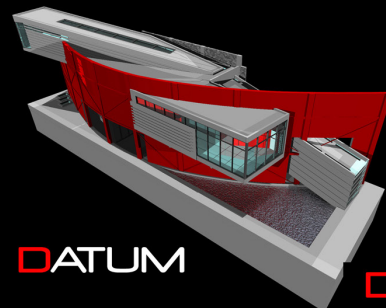
MASSING



STRUCTURE



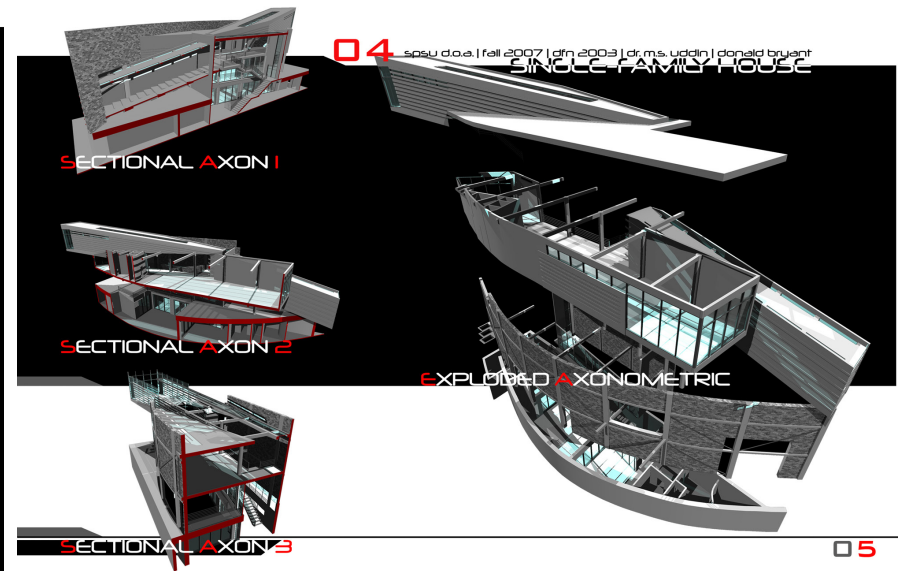
CIRCULATION



DATUM

DIAGRAMS

02



SECTIONAL AXON 1

SECTIONAL AXON 2

EXPLODED AXONOMETRIC

SECTIONAL AXON 3

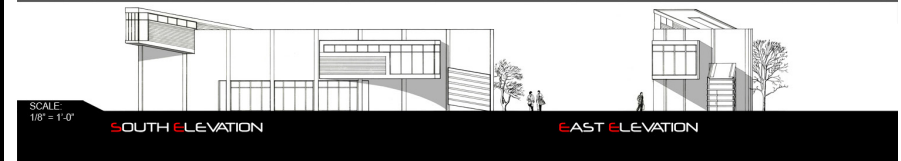
05



SCALE:  
1/8" = 1'-0"

SECTION I

SECTION II



SCALE:  
1/8" = 1'-0"

SOUTH ELEVATION

EAST ELEVATION



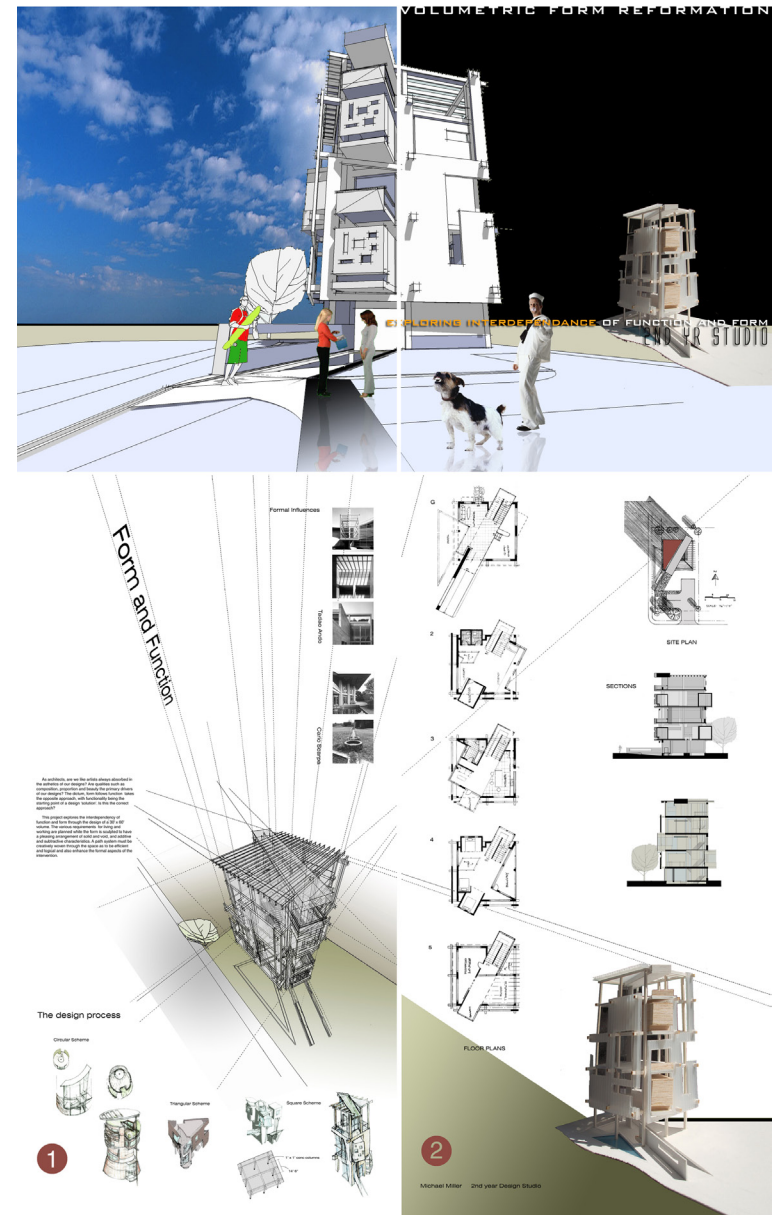
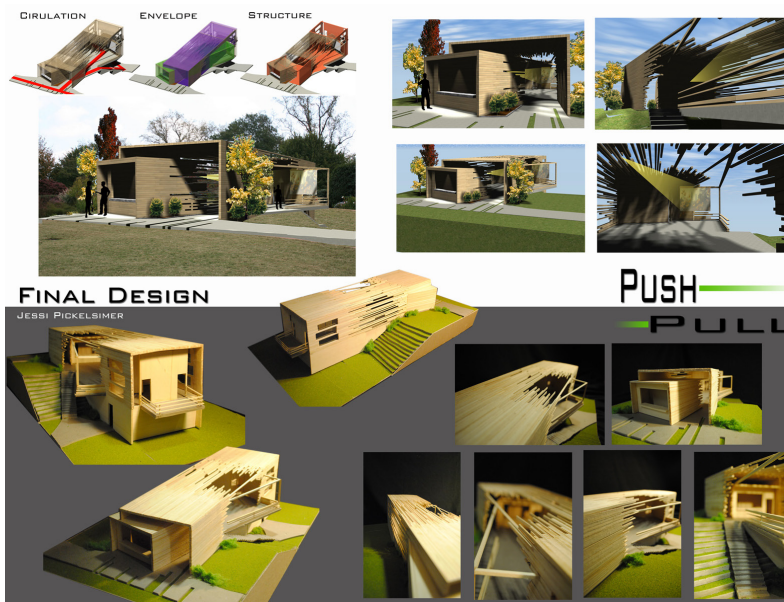
## Form Reformation by Student Michael Miller | Duration 6 weeks

**PROCESS**

JESSIE PICKELSIMER

THE CONCEPT OF PUSH AND PULL WAS DERIVED FROM THE RELATIONSHIP BETWEEN MAN AND NATURE. THE HUMAN RACE PUSHES AND MANIPULATES THE NATURAL WORLD UNTIL NEAR ITS BRINK. NATURE RETALIATES BY THE DETERIORATION OF MANMADE OBJECTS. THE PUSH/PULL PAVILLION REPRESENTS THIS RELATIONSHIP BY A LITERAL PULLING APART OF THE BUILDING. A SECOND RECT-ANGULAR BOX IS FORCED INTO THE MAIN RECT-ANGLE. THE PLACING OF PAVILLION ON THE SITE TAKES ADVANTAGE OF THE CIRCULATION THROUGH THE GREAT LARIN AND THE VIEWS OF THE ATLANTA SKYLINE.

**STUDY MODELS**





## Studio and Design Communication **Teaching**

### 1st and 2nd Year **Design Studio**

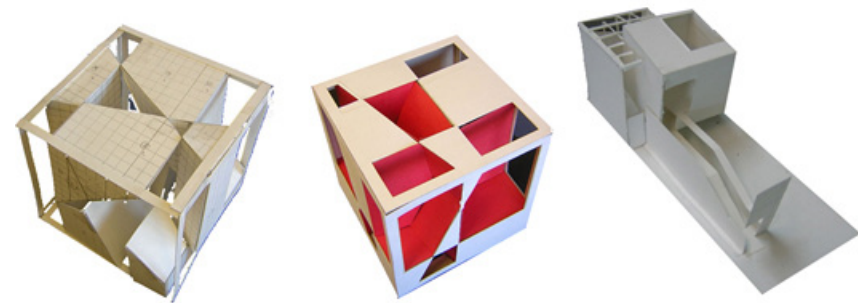
Cubic Reformation, Composition, Color Theory



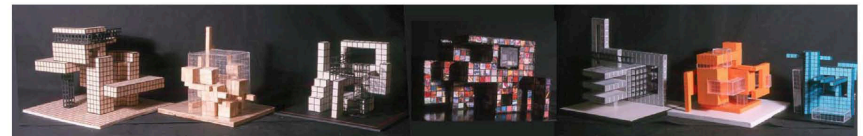
Composition Progression (hand and computer) using Paper Cut, Line Drawing, Illustrator, and Photoshop



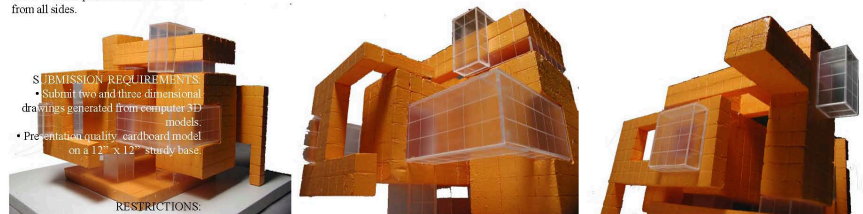
Color Theory through Pigment Color and Digital Photoshop in Self Portrait



The Cube in 3-D Reformation  
Duration: Two Weeks, Fall 2001



A six inch cube is provided to reform its volumetric composition in three-dimension. The entire cube is composed of 1/2" cubes creating a gridded mass. Create a three-dimensional composition by manipulation and rearrangement of these units, emphasizing basic elements and principles of design (specifically point, line, plane, mass, and solid-void). Subtracted masses may be replaced with gridded hollow masses with frame-work. Solid-void composition should be evident from all sides.



**SUBMISSION REQUIREMENTS:**

- Submit two and three dimensional drawings generated from computer 3D models.
- Present a quality, cardboard model on a 12" x 12" sturdy base.

**RESTRICTIONS:**

- The final design must not exceed overall dimension of a 12" cube.
- None of the sides should be entirely solid, or void, or a single plane.
- Must not create an obvious pattern, or symmetric arrangement.

Student: Mark Stegeman

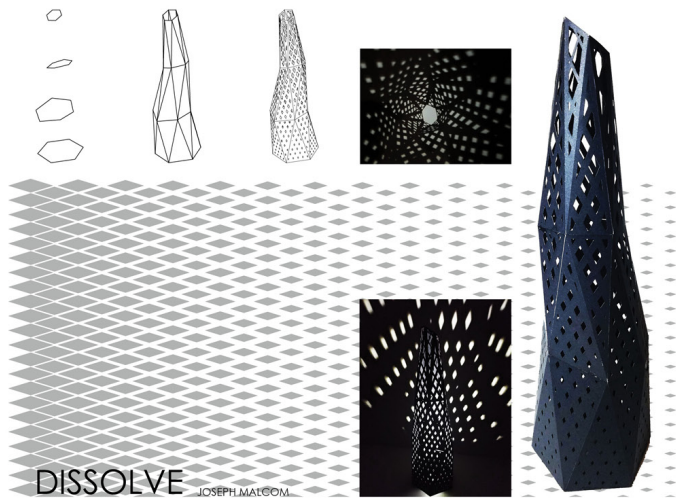
## Studio and Design Communication **Teaching**

### Design **Communication 1**

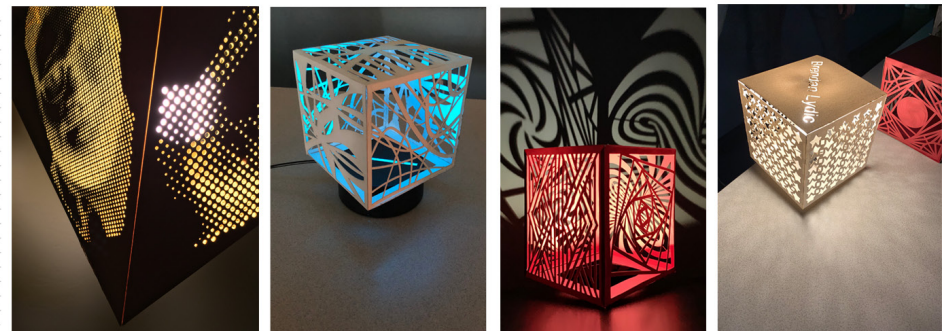
Rhino for 3D model, pattern, laser cut light diffusing container



Design Communication I. Rhino for architectural 3D modeling, texture mapping, and rendering. Hand-drawn plan as underlay to create plan, section, elevation, and 3D using Rhino



Design Communication I. Rhino for pattern and laser cut to create a lighting fixture. Summer 2018



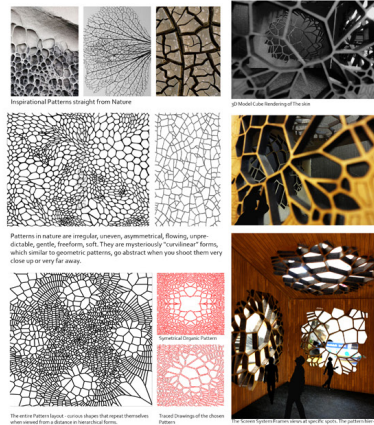


# Studio and Design Communication **Teaching**

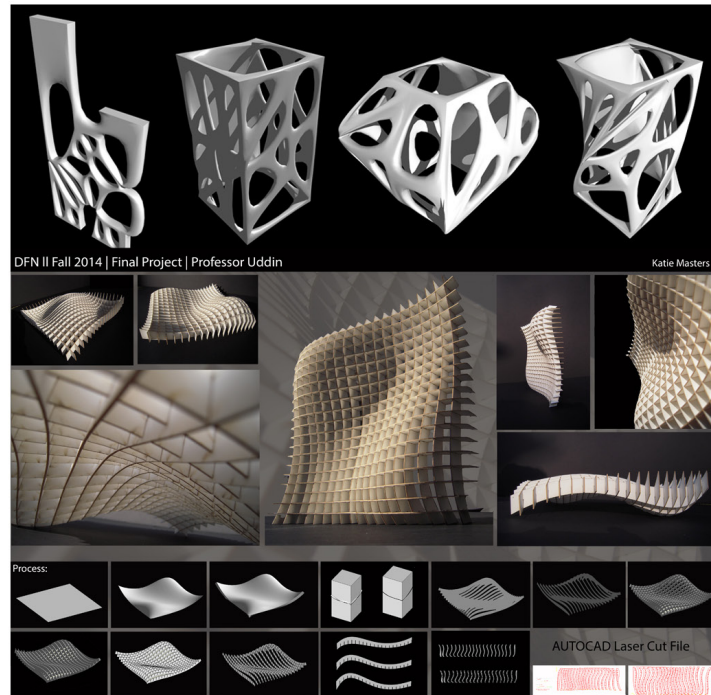
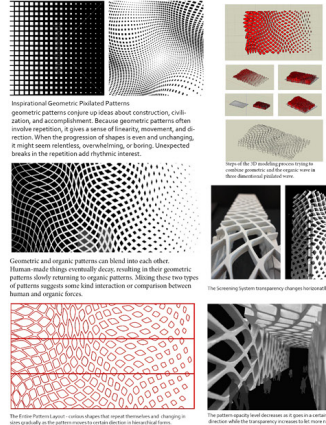
## Design **Communication 2**

Parametric, Fabrication, Pattern, and 3D Computer Model

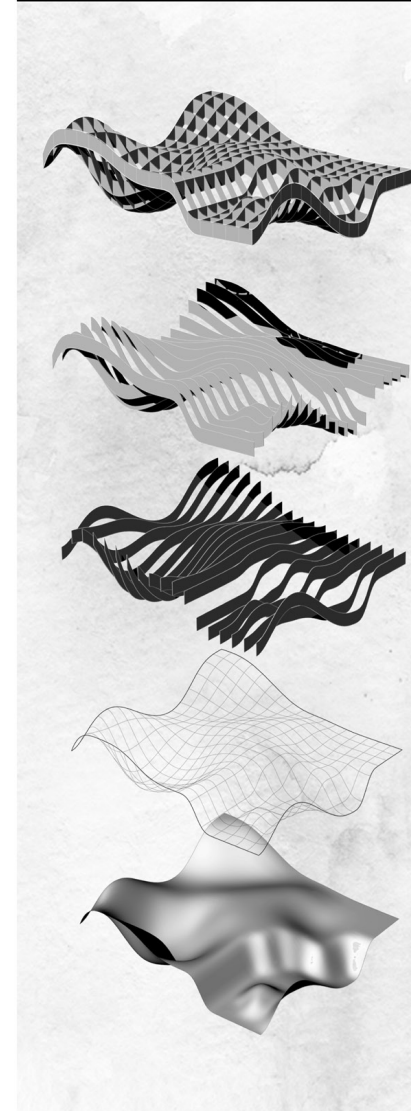
Organic Web (Patterns from Nature)



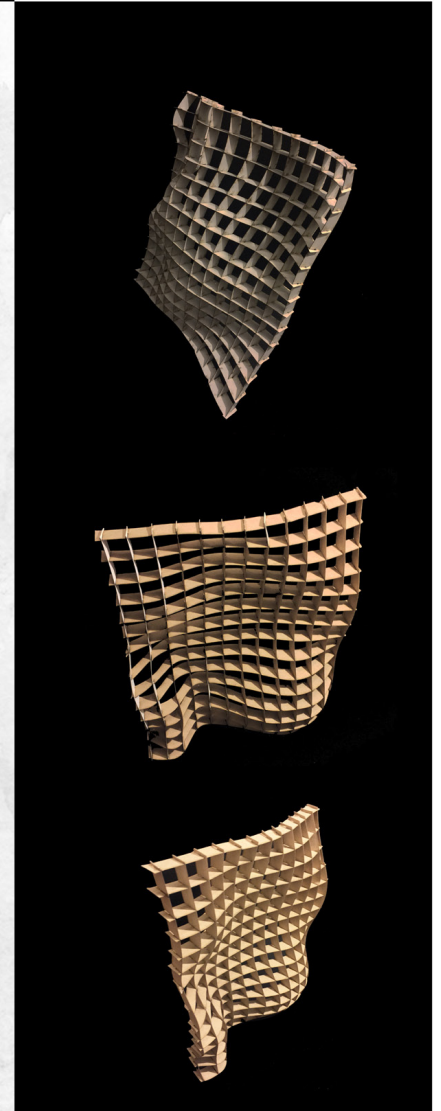
Pixilated Wave (Geometric and Organic Pattern)



## DESIGN PROCESS



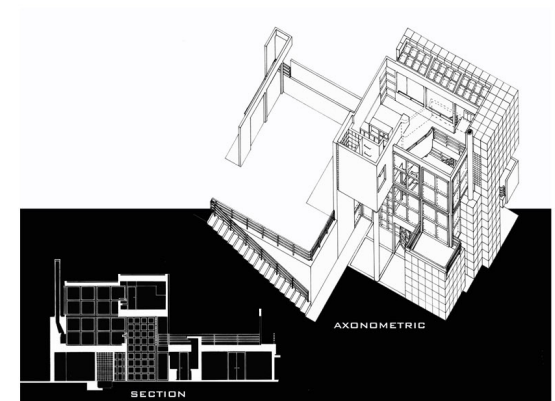
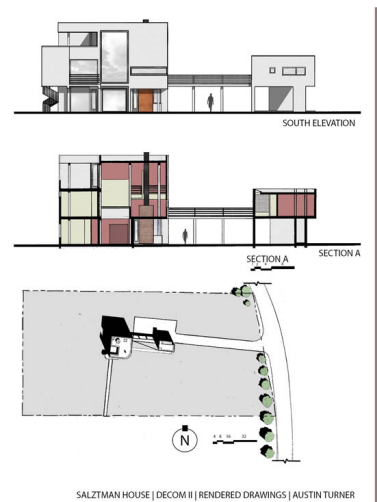
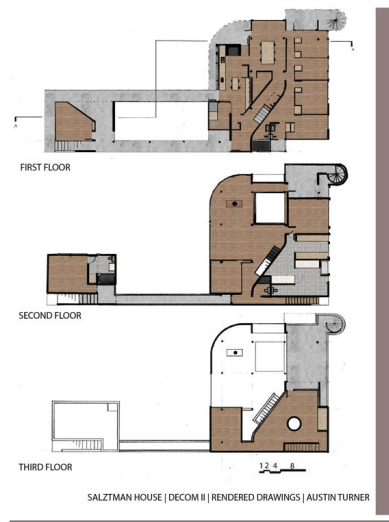
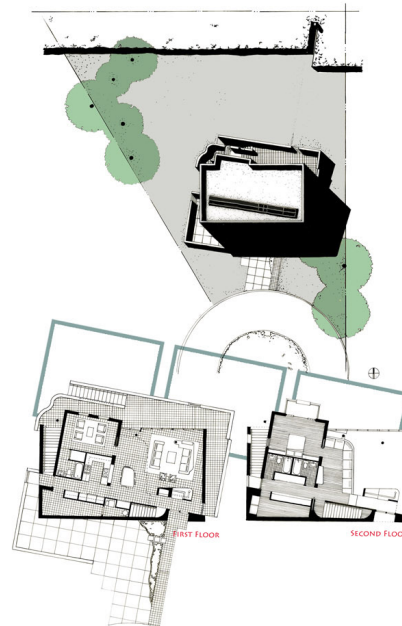
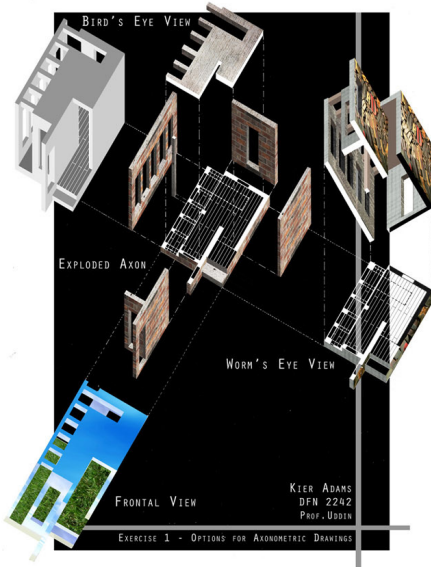
## FINAL DESIGN



## Studio and Design Communication **Teaching**

### Design **Communication 2**

Architectural drawing convention, hand-drawn Plan, Site Plan, Elevation, Section, Axonometric and Photoshop rendering

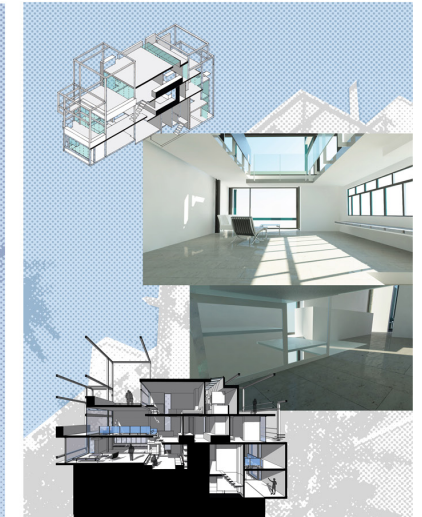
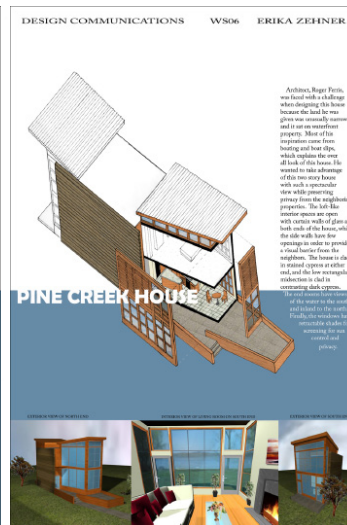
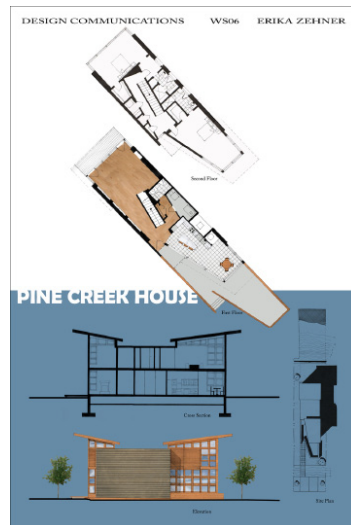
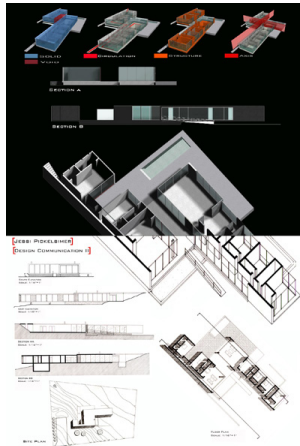
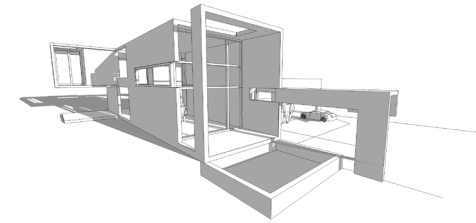




# Studio and Design Communication **Teaching**

## Design **Communication 2**

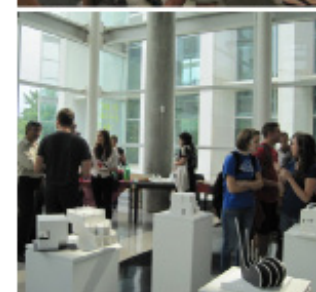
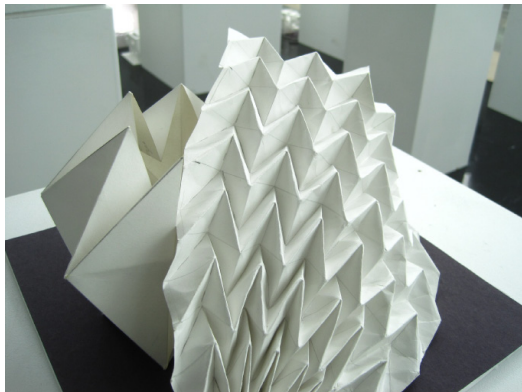
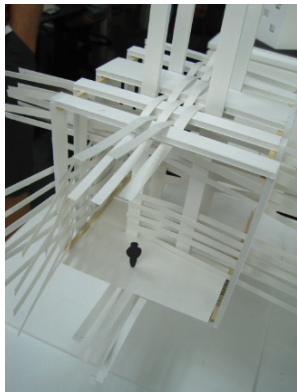
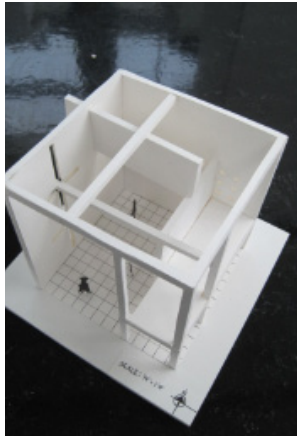
Hand drawing, Photoshop, 3D computer model, and Board Layout





## SUMMER Foundation DESIGN WORKSHOP 2011 - 2017

Coordinator: Professor M. **Saleh Uddin**



The pedagogical aim of the First-year Design Summer Workshop + Studio is to introduce students to the nature of the design studio, and to critical design thinking, in preparation for making an informed decision regarding joining the architecture curriculum and program in the fall semester.

