



Award of Distinction

Summary description of project:

The Transformer box is an idea that fosters the process of design playfulness. This game of 'Transformer' promotes the creation of something new and unknown through the alternation of design decisions between two individuals. Each mover inspires the next. Each decision poses a question. Design conversation is established. Through the reassembly of formal elements, based on fictitious means, spacial reality is created. This play between what was and what can be is carried throughout the design process. With each decision comes new rules, inspiration, and reality. A move is made and a space is created. A space that is as permanent as its ability to inspire. The kinetic character of such space is the nature of transformers. With each decision, a question. With each question, a new space. Let's play.

Reasons for the nomination:

The student use **form•Z** to transcode, rearrange, manipulate, and transform a vintage typewriter into a space visualization fantasy. Out of the many possibilities captured, something was made literally out of nothing. A pure creation of the mind is made possible with **form•Z**. A remarkable aspect of this media driven project is that all of the carefully framed perspectival viewpoints shown in these images are generated directly from the **form•Z** model and **RenderZone**, without any manipulation from other post-production software such as Photoshop.

The resultant modeling studies emphasize experimental and sensorial perception. **form•Z** was used as an interpretive playground for design experimentation, exploiting the representational elements of form, space, material, light, shadow, color, transparency, texture, and implied motion.

The Transformer Box

by Lauren Segapeli

Level

Fourth Year

Course

ARCH 4361 Media Elective

Advisor/Instructor

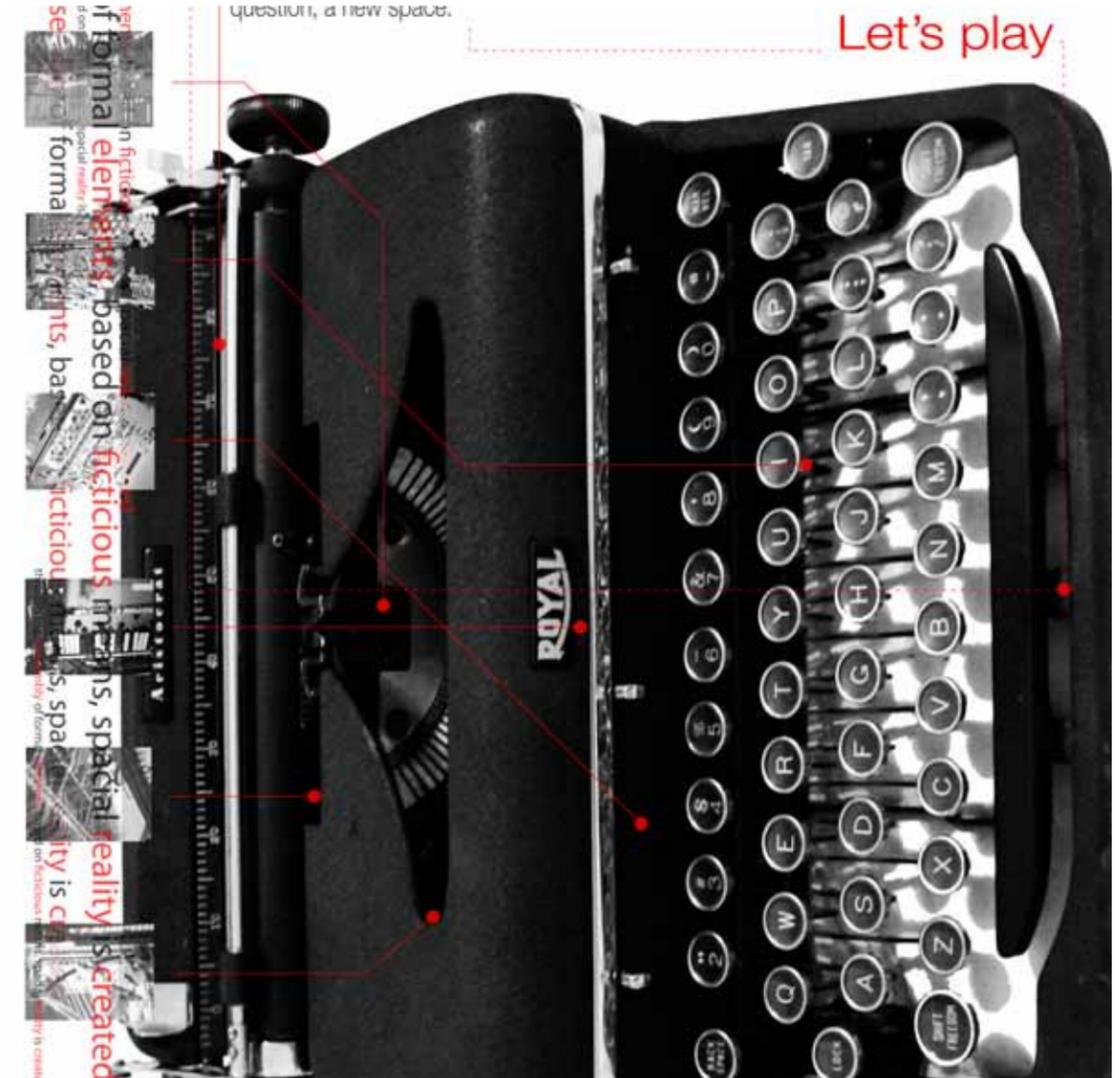
Bennett Neiman

Principal Investigator

Bennett Neiman

Department/School

College of Architecture, Texas Tech University

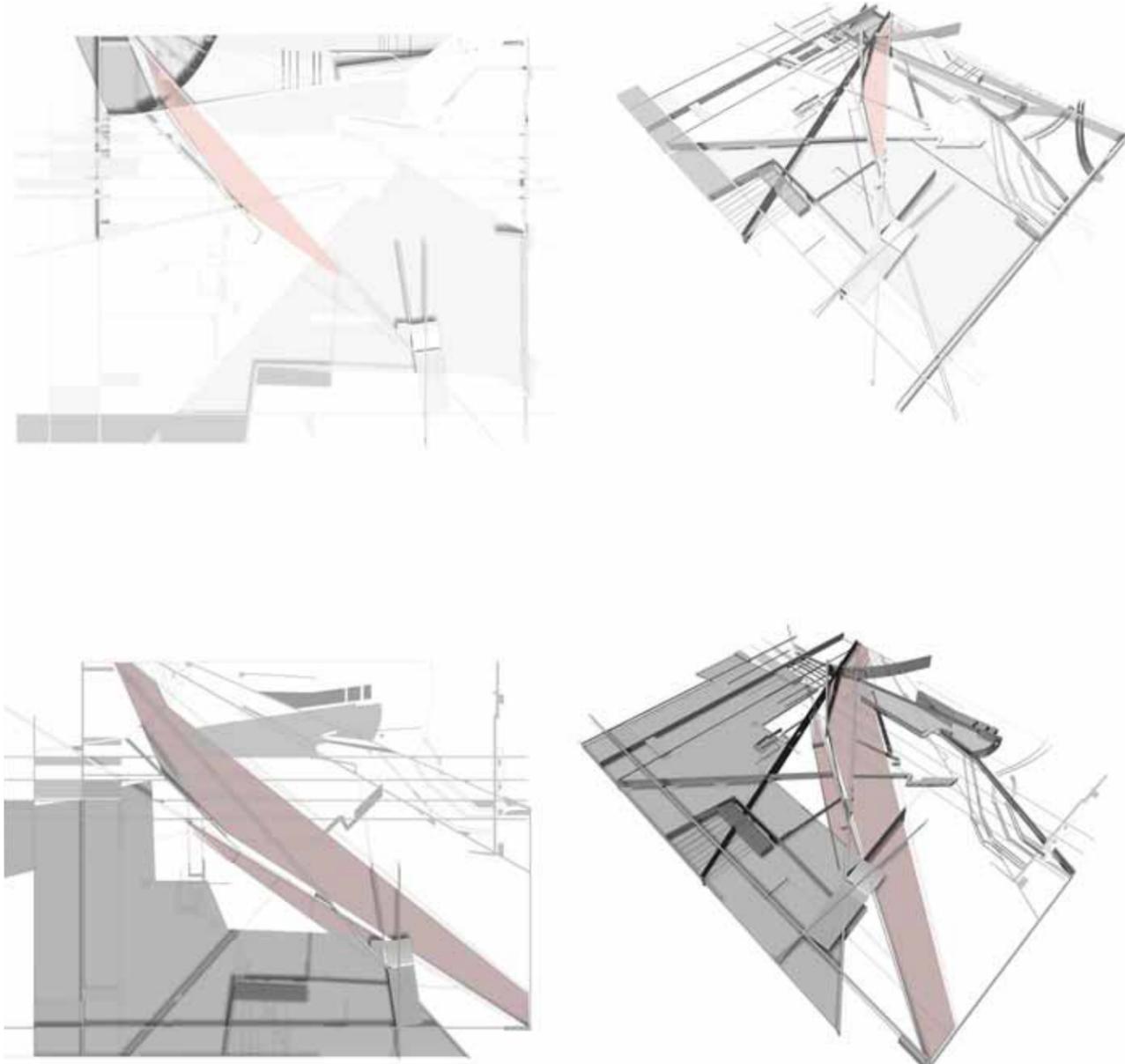


Jury comments:

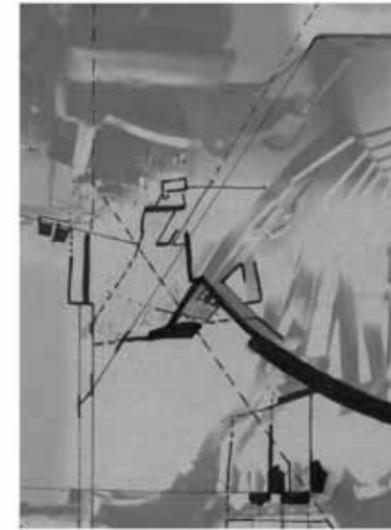
Complex model and bold intriguing graphics. Excellent choice of model views to achieve evocative imagery. — **Frank Elmer**

The significance of this project lies in the fact that visualization is a key component of a rigorous process, not simply a task completed after design decisions have been made. The techniques deployed are not obvious; the graphics are truly spectacular. — **Beth Blostein**

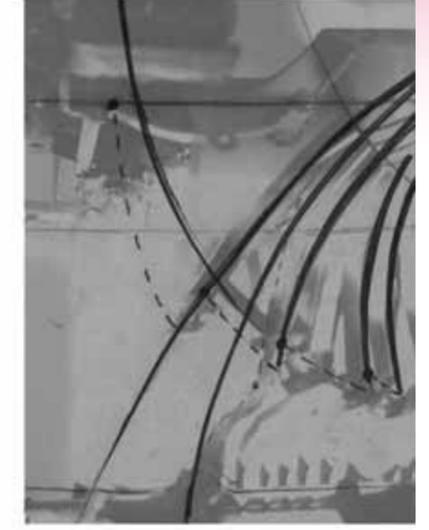
I was enamored by this project solely by its visual effect. I have no idea what the project may mean, and it sometimes reads like an Escher, but the depth of visual intricacies and spatial investigation from the transformation of a typewriter all deserve merit! — **Susan Melsop**



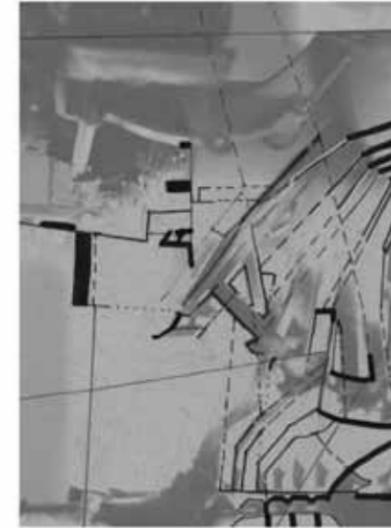
Architectonic



Tension



Architectonic



Rotational



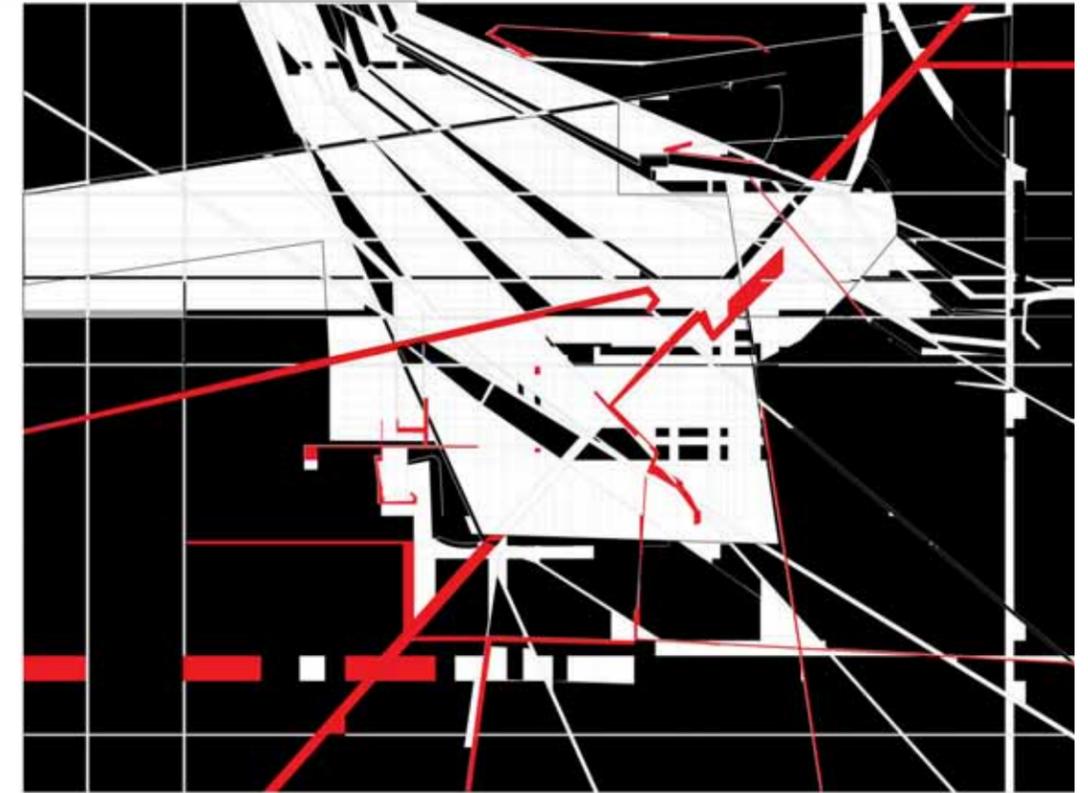
Combination

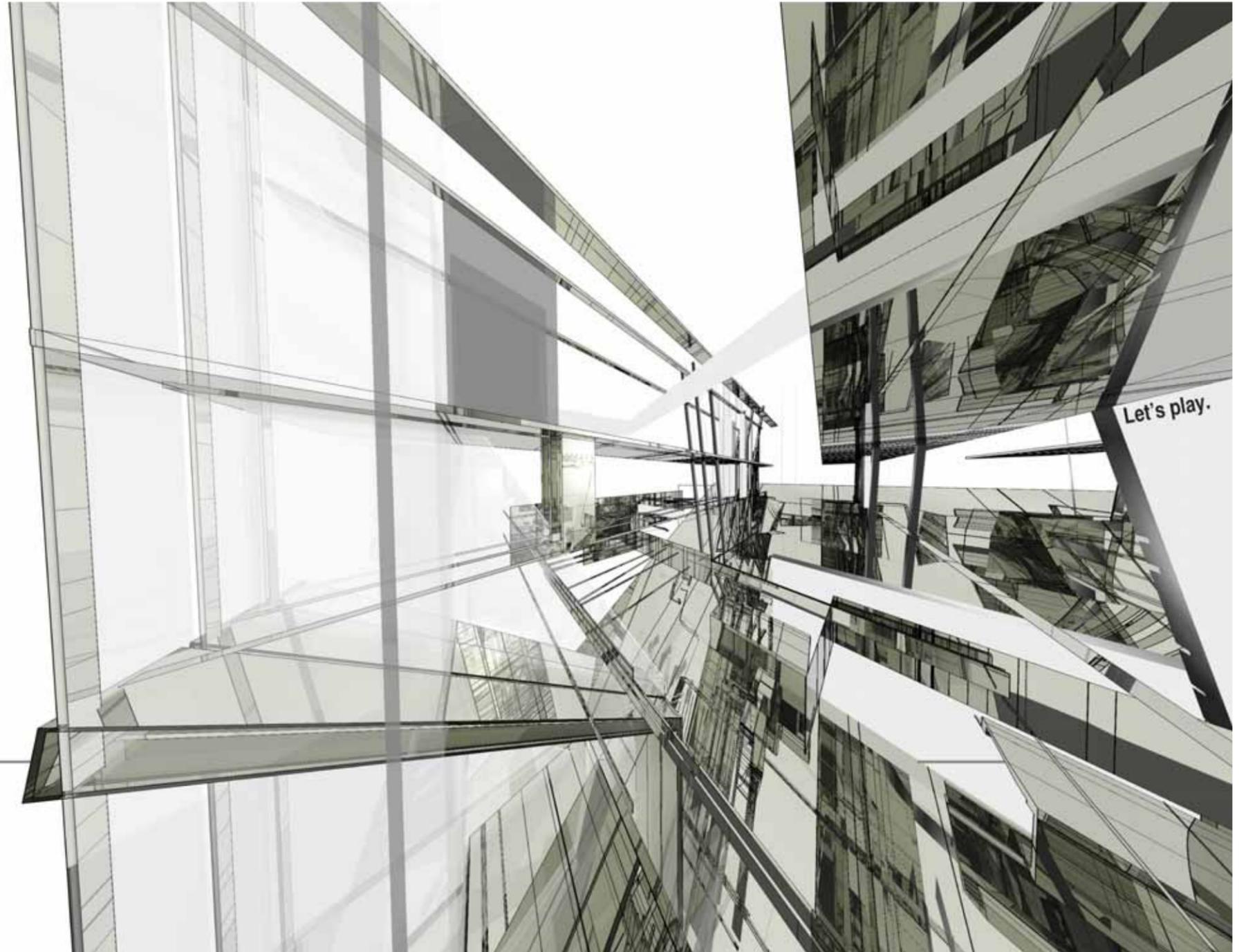
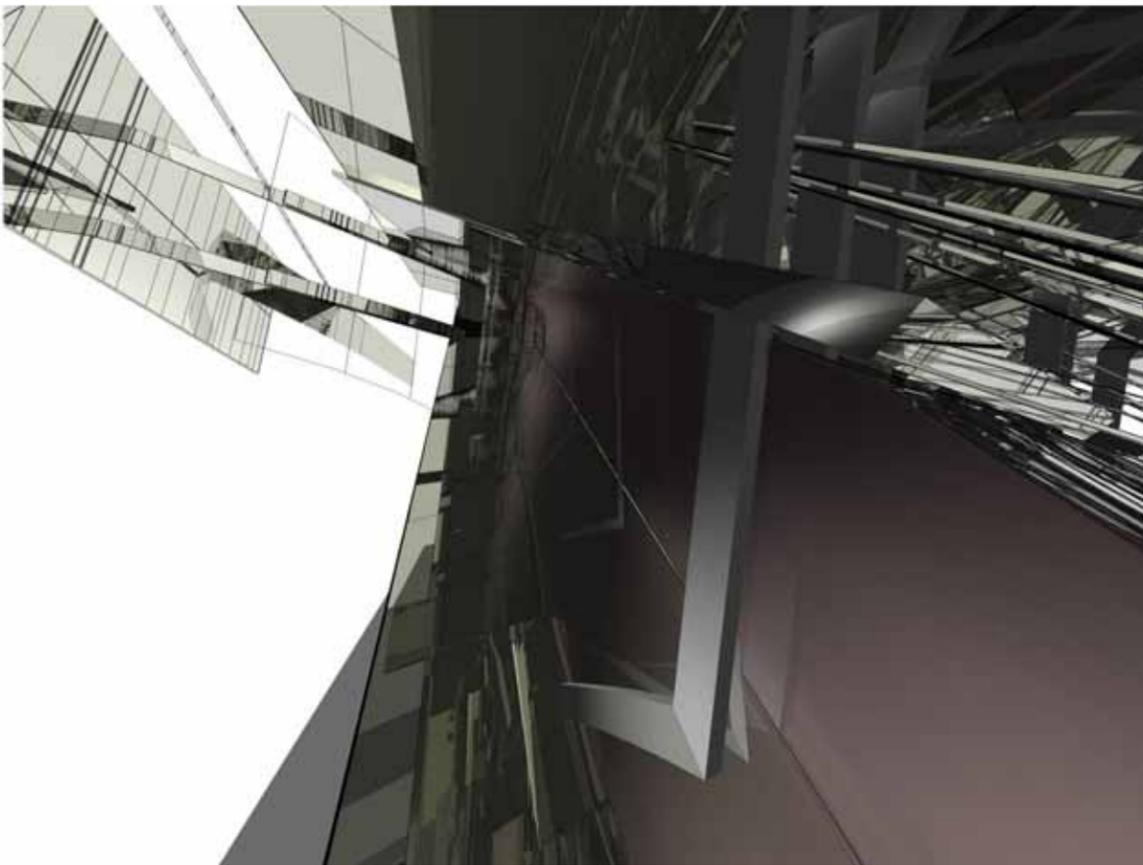
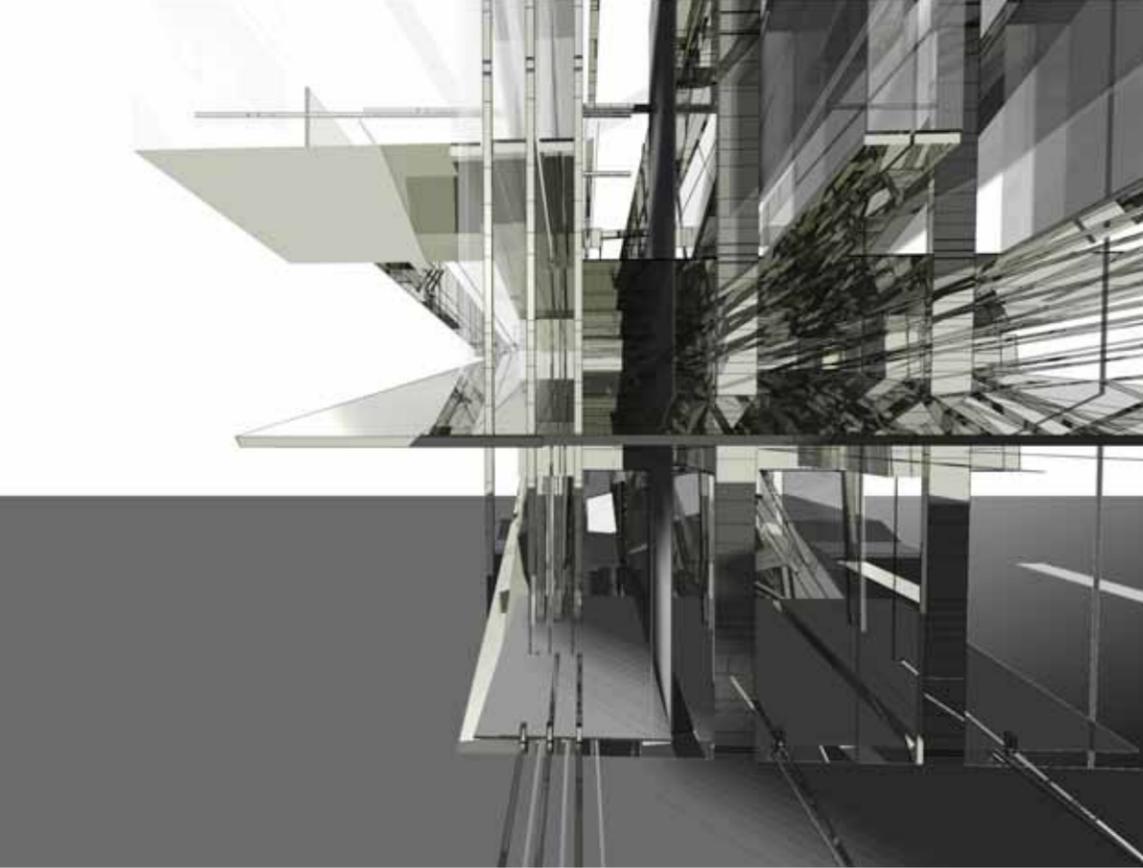


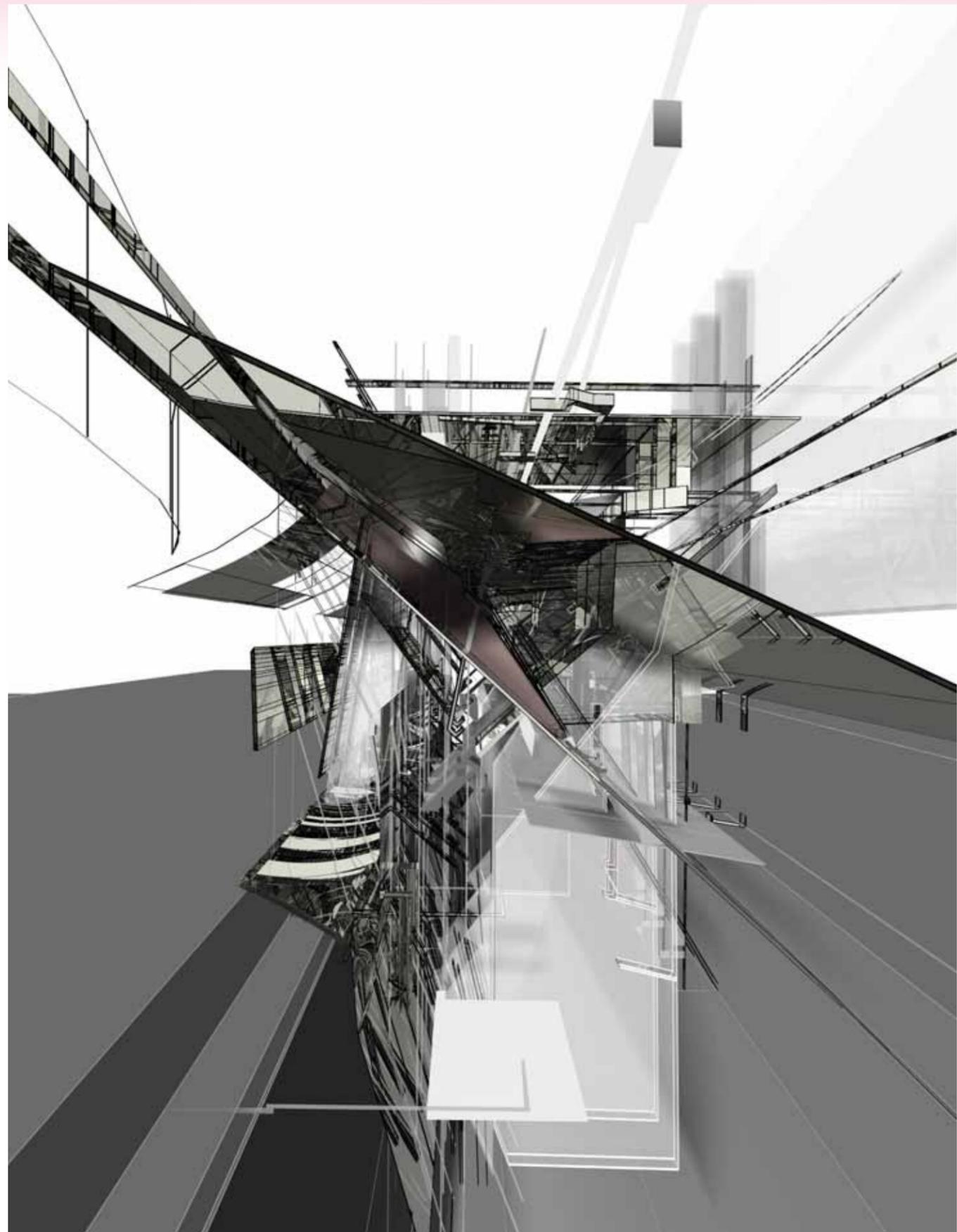
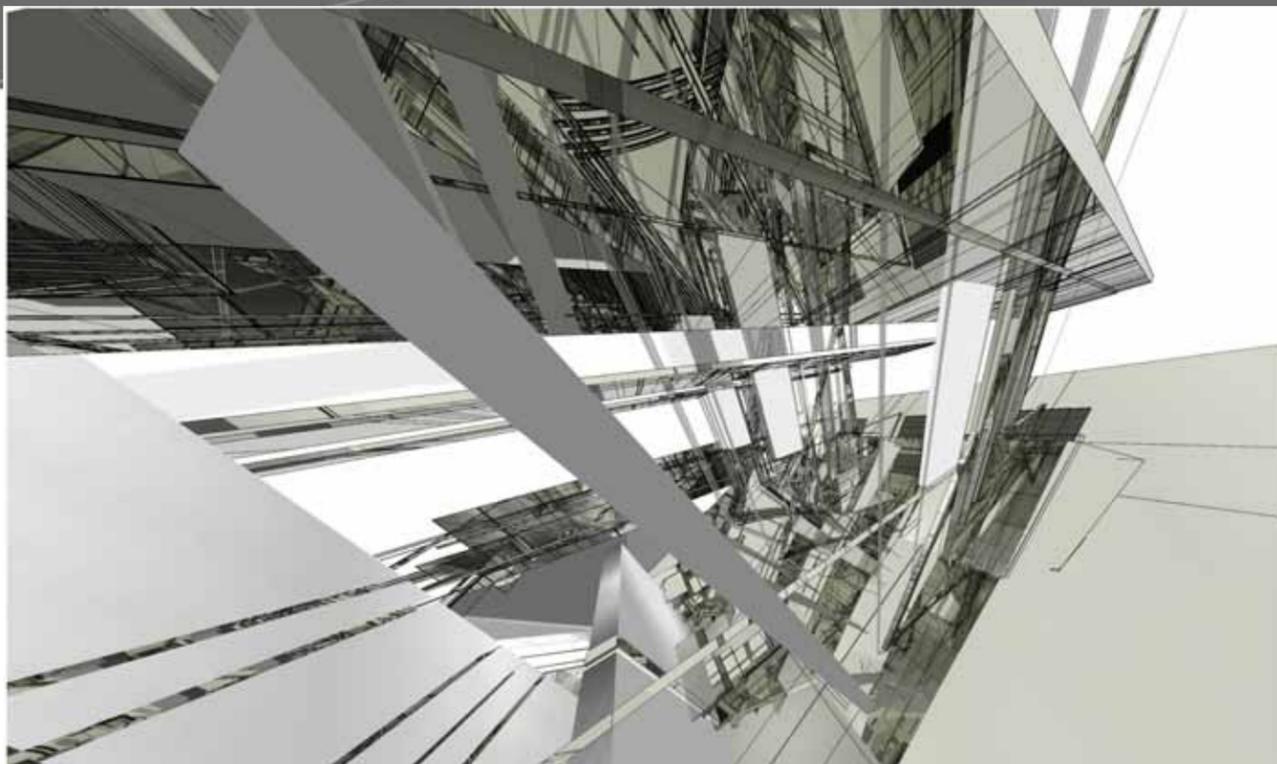
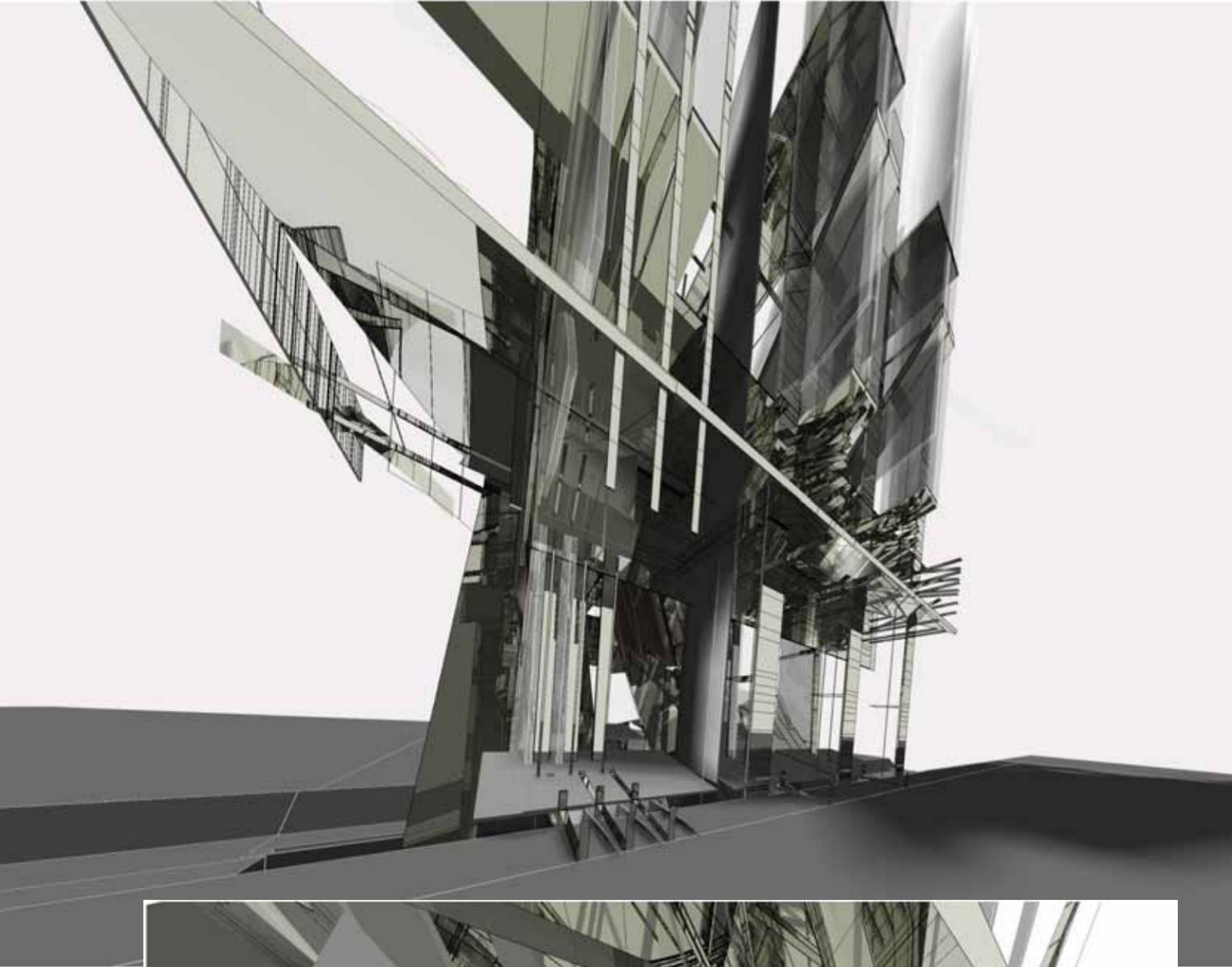
Orthogonal



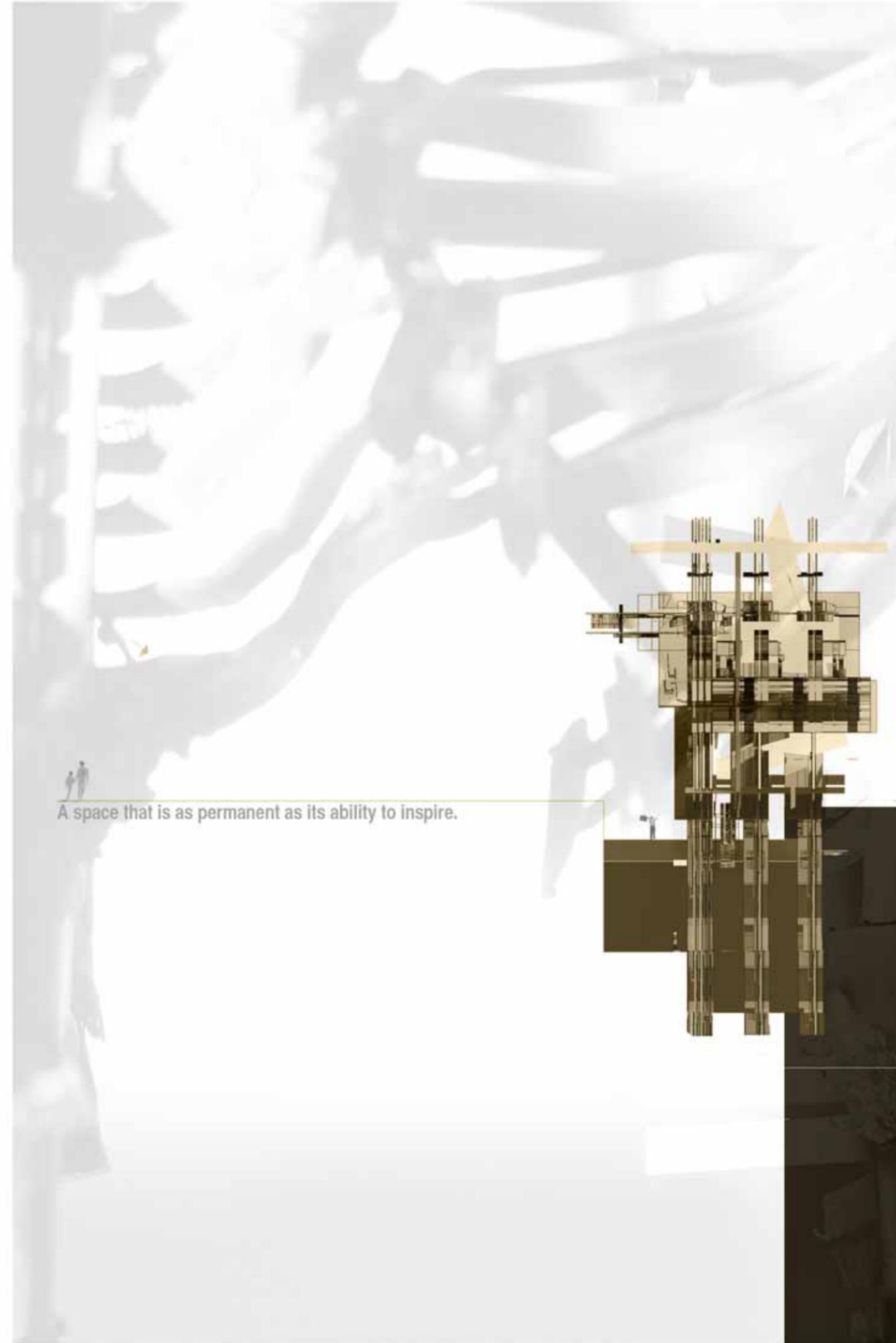
The Transformer box is an idea that fosters the process of design playfulness. This game of Transformers promotes the creation of something new and unknown through the alternation of design decisions between two individuals. Each move inspires the next. Each decision poses a question. Design conversation is established. Through the reassembly of formal elements based on fictitious means, spatial reality is created. This play between what was and what can be is carried throughout the design process. The engagement of analog play to digital imagination allows design decisions to flourish and become fictitious ventures. Transformers now incorporates the design singularly and with each decision comes new rules, inspiration, and reality. A move is made and a space is created. A space that is as permanent as its ability to inspire. The kinetic character of such space is the nature of transformers. With each decision, a question. With each question, a new space. Let's play.



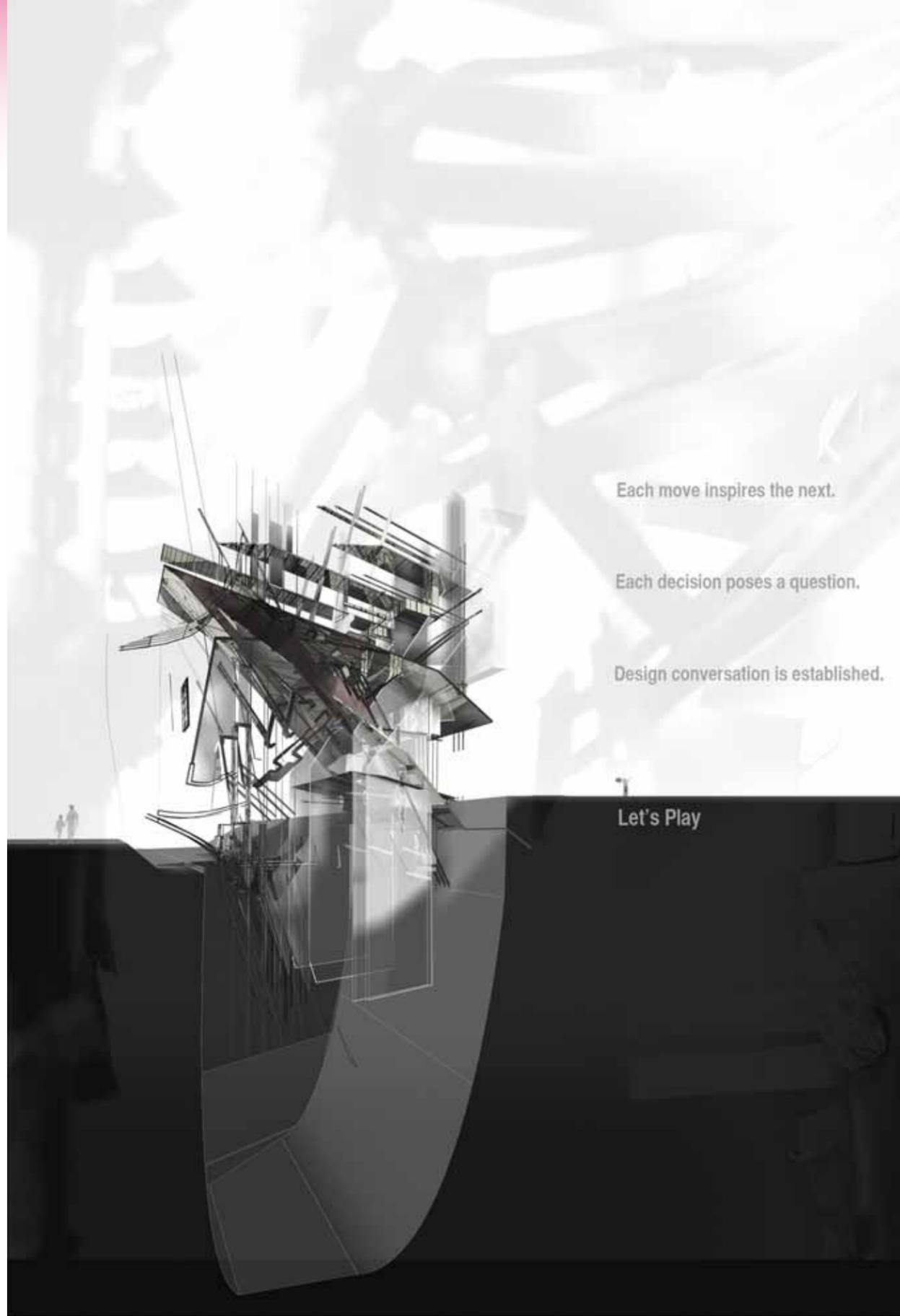




Visualization and Illustration : The Transformer Box by Lauren Segapeli



A space that is as permanent as its ability to inspire.



Each move inspires the next.

Each decision poses a question.

Design conversation is established.

Let's Play

