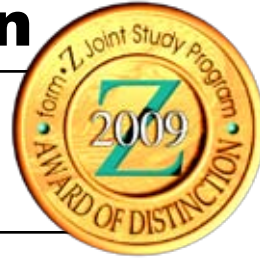


Visualization and Illustration

Award of Distinction



Project Title: The Periscope is a Viewfinder

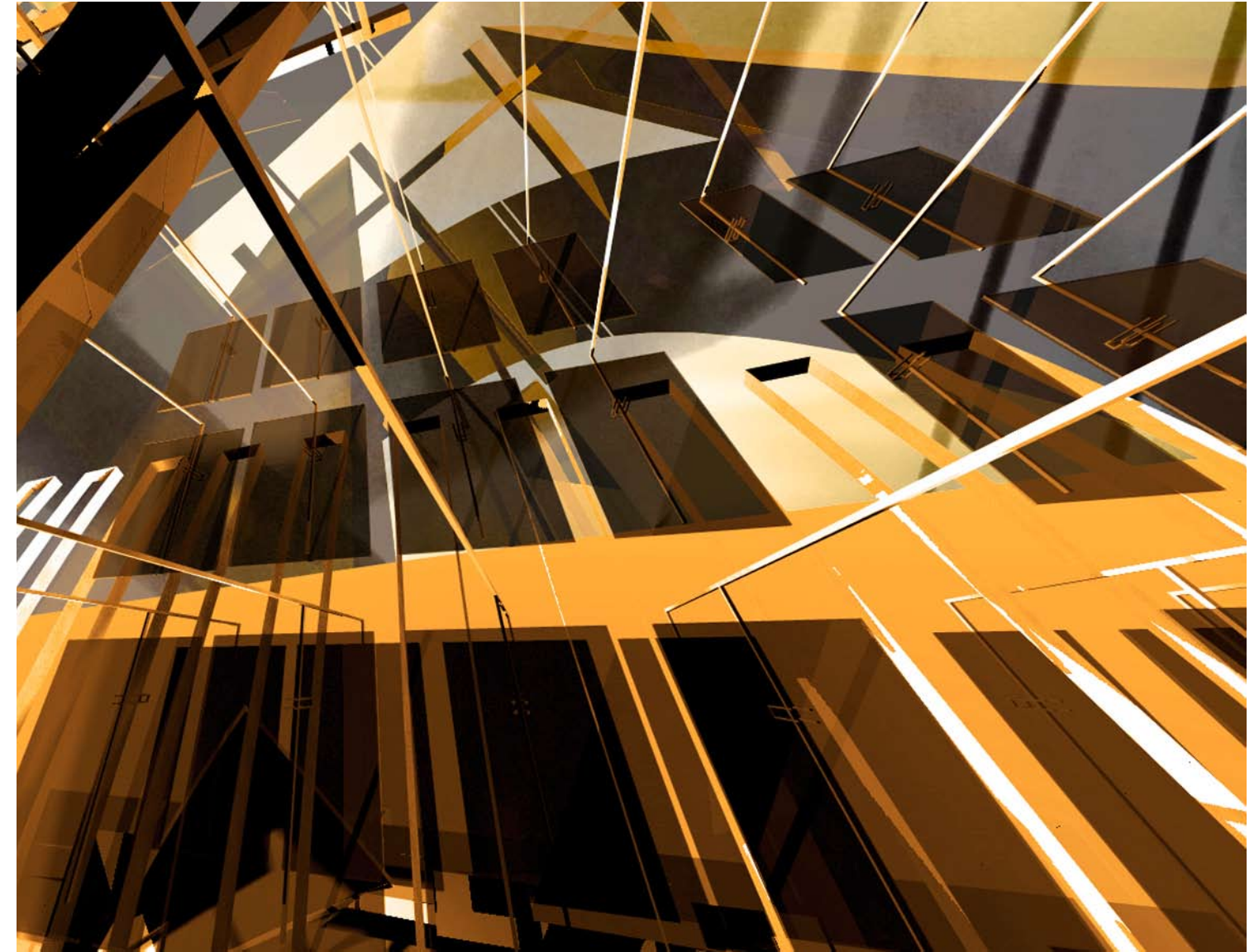
Student Name: Lindsay Kunz

Level (year), Course: 4th year; Media Elective

Advisor: Bennett Neiman

Principal Investigator: Bennett Neiman

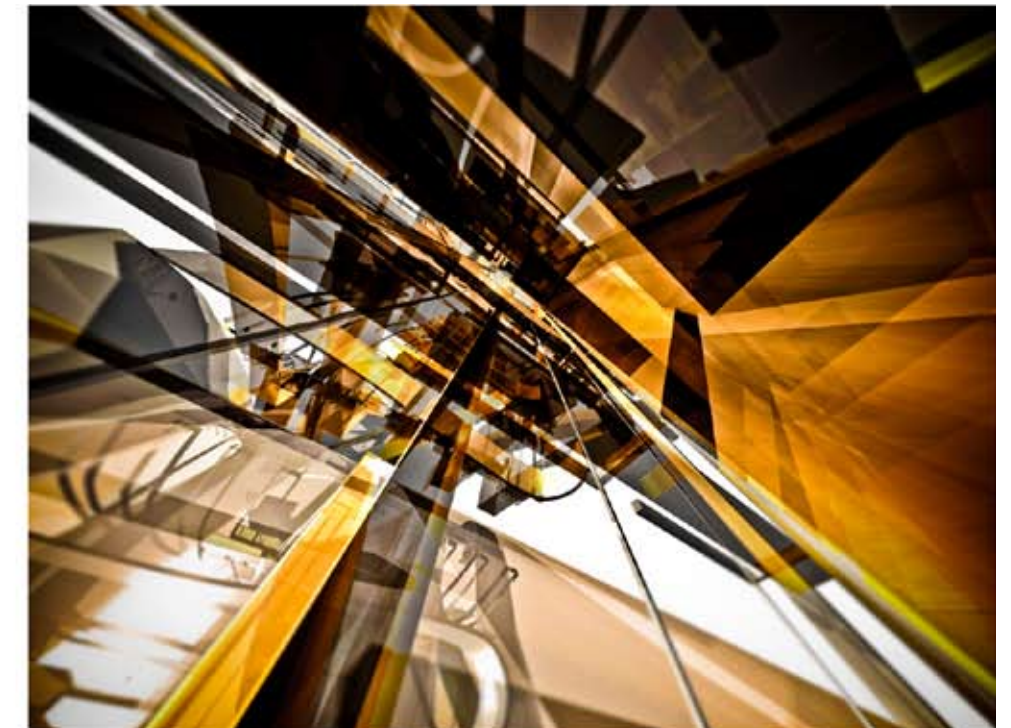
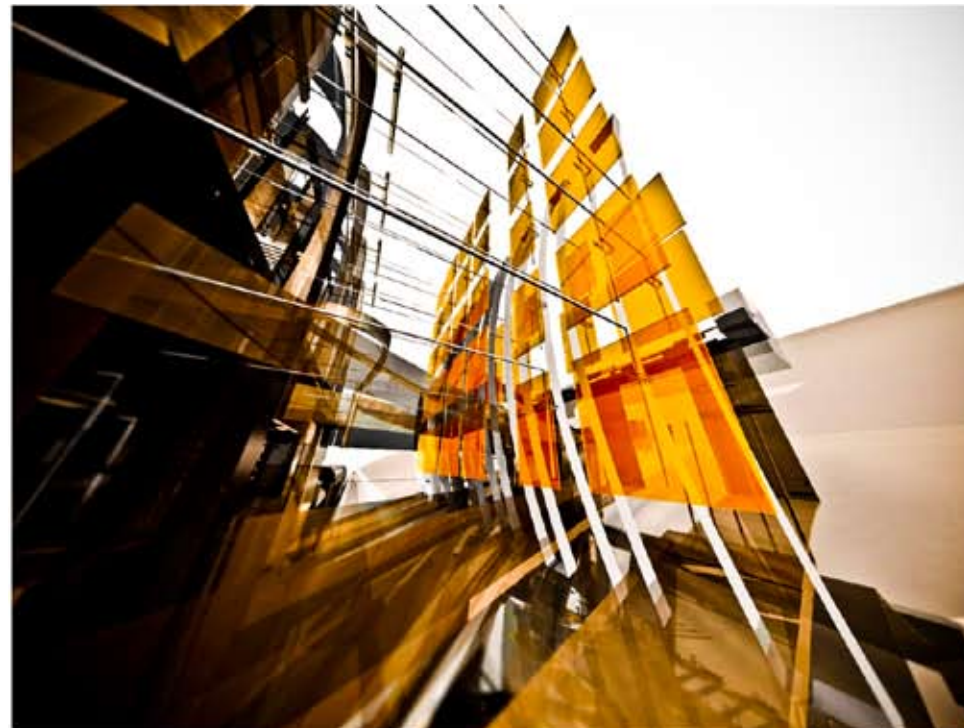
Department: College of Architecture, Texas Tech University, Lubbock, Texas



Summary description of project:

periscope - noun "an optical instrument for viewing objects that are above the level of direct sight or in an otherwise obstructed field of vision..."

The periscope is a viewfinder. Scenes are constructed through careful examination of spaces bound by both solid masses and their consequent shadows and reflections. The resulting views are seemingly architectural, defined by structure that is simultaneously real and perceived. The periscope allows views to be established from apparently hidden places. Focus is placed on the interaction of detailed elements and the site that grounds them. The periscope in this sense becomes an instrument for discovering architectural spaces where architecture may not truly exist.



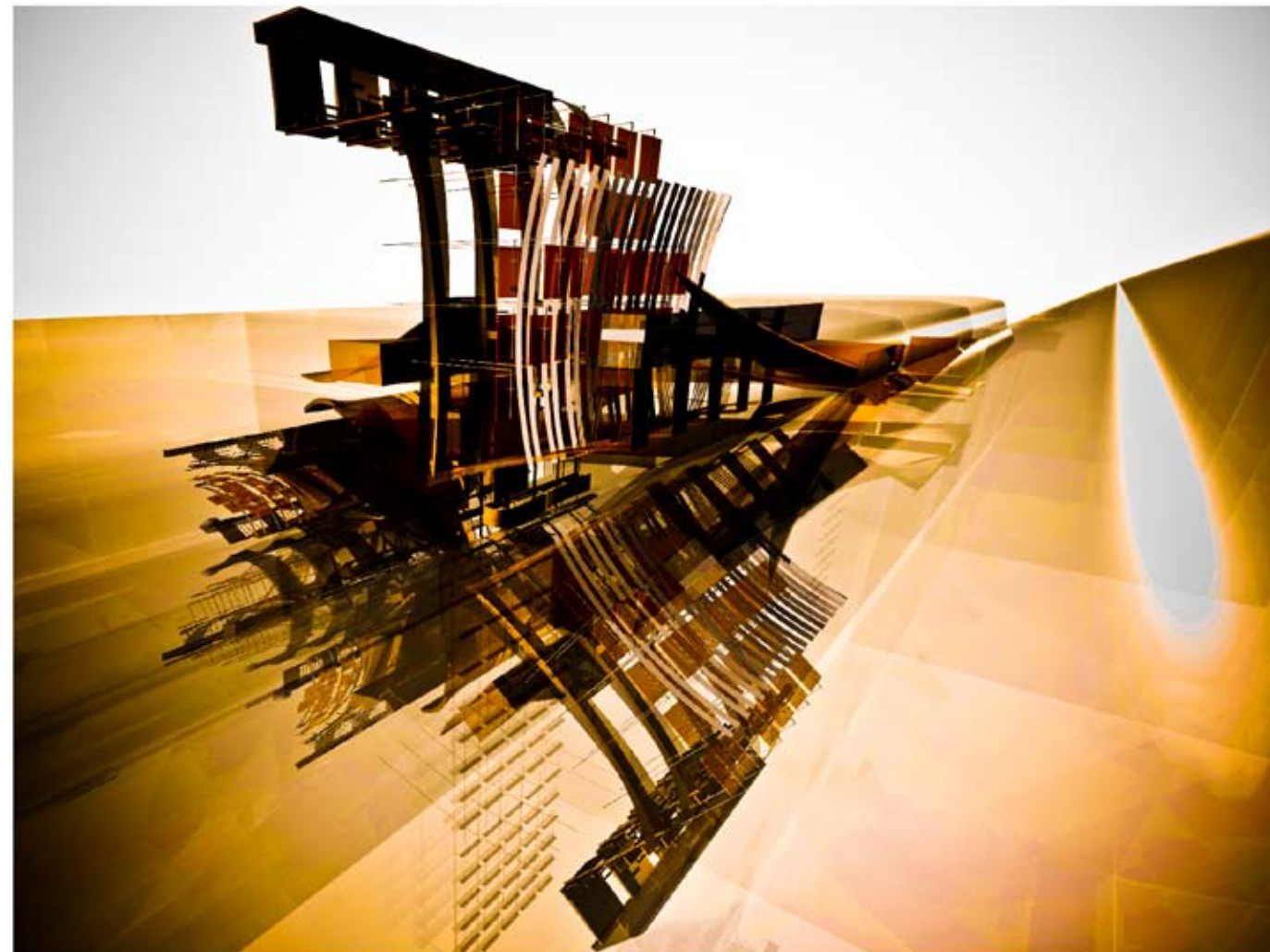
Reasons for which this student should be awarded:

The student used **form•Z** to visualize the sequential possibilities of framing graphic space as a spatial narrative from outside to inside to outside. Each refined perspectival viewpoint experiments with color, transparency, translucency, reflectivity, texture, etc. The images exude the spirit (color, mood, etc.) of the original analog spatial manipulation devices (warped acetate layers of photographs).

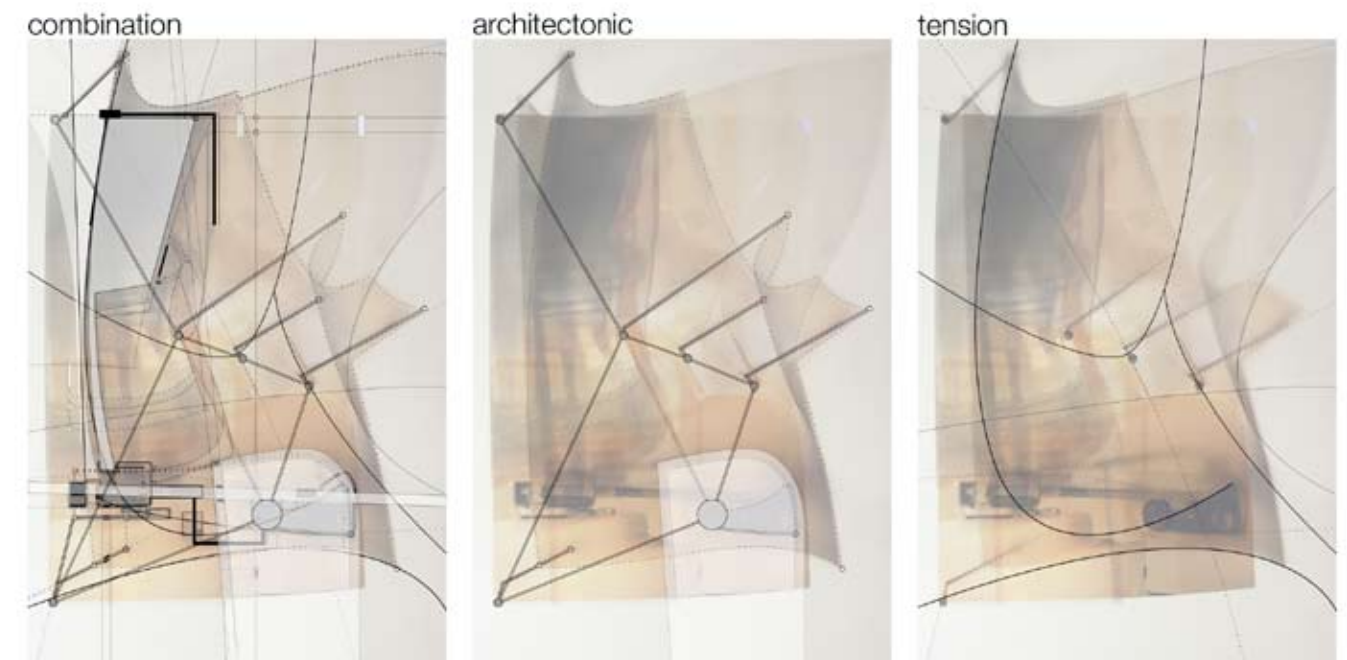
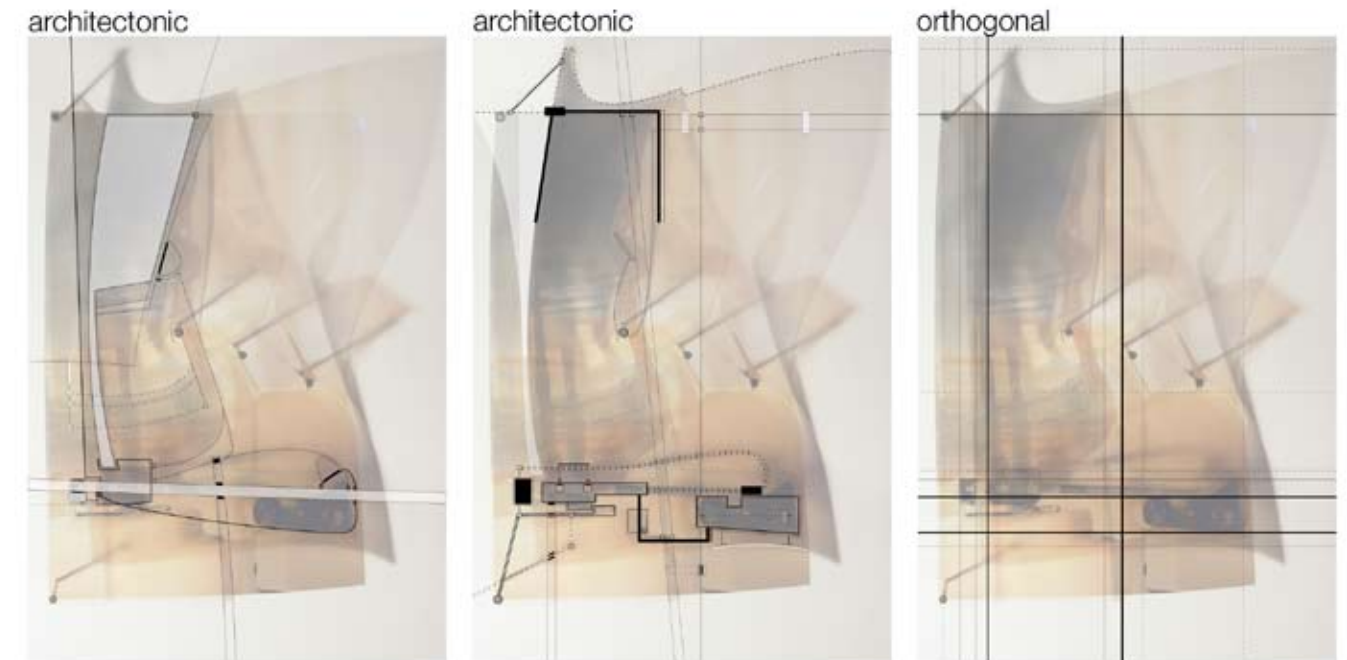
The student experimented with multiple layers of rendering in **form•Z**. Each view was rendered several times with different RenderZone settings. Using Photoshop these renderings were composited, enhanced, adjusted, cropped, and reframed as needed. The combined digital paintings result in a richly layered poetic essay that deserves recognition.

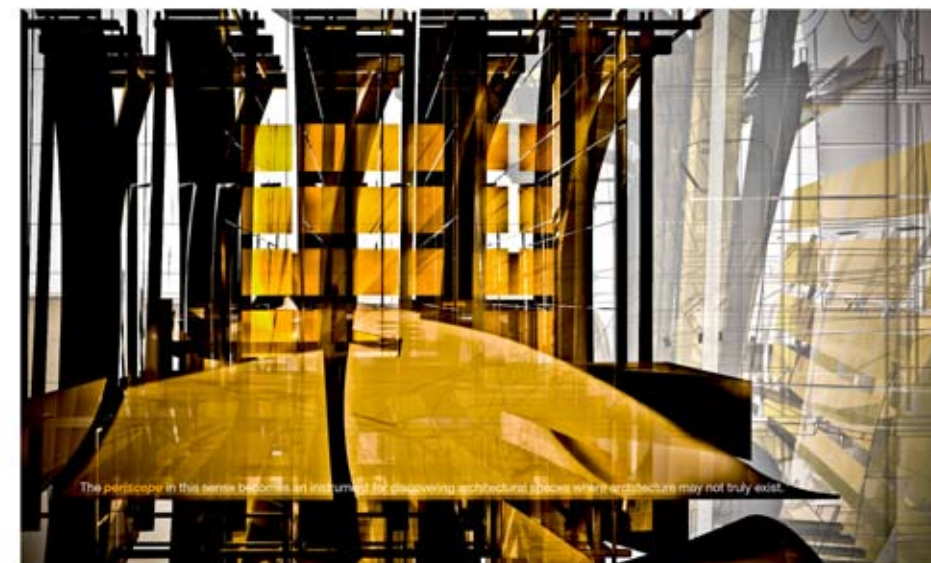
Jury Comments:

This project blends the real with the virtual. It also blurs the distinction between 3D artifact and abstract painting beautifully. Each rendering presents multiple readings and allows the observer to imagine the 3D world from which it is derived. At the same time, the renderings present elegant 2 dimensional compositions. Using a single color scheme avoids the project becoming overloaded with visual stimulation. Without a doubt this is an original demonstration of some of the possibilities that are offered by contemporary digital tools.



source1_tracings





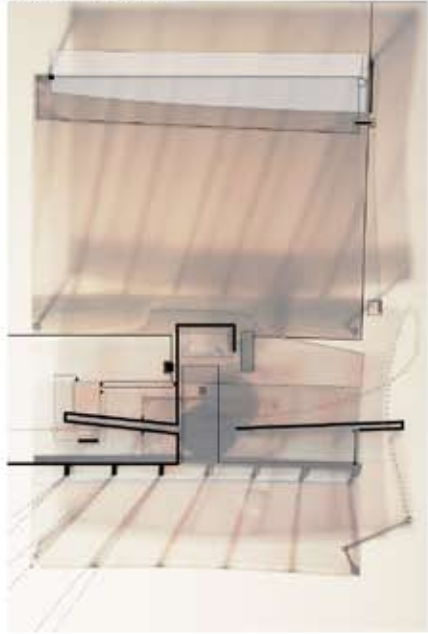


source2_tracings

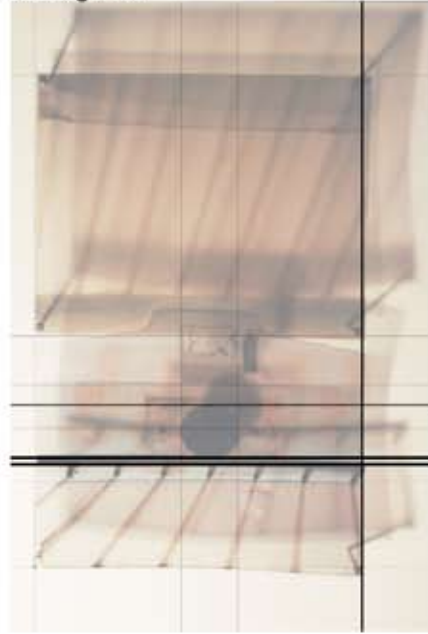
architectonic



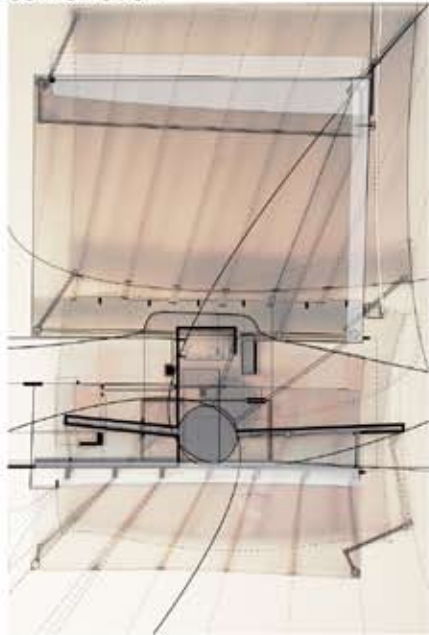
architectonic



orthogonal



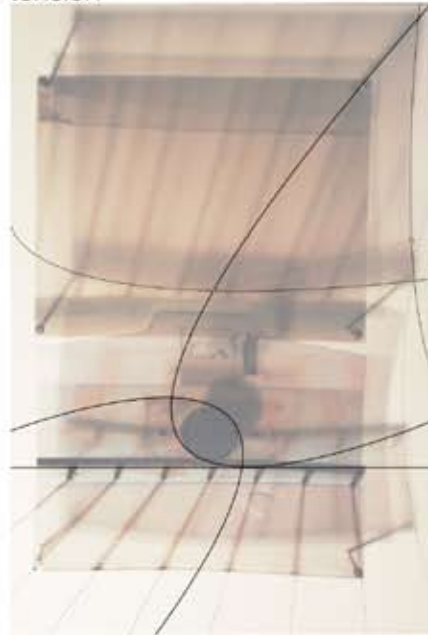
combination



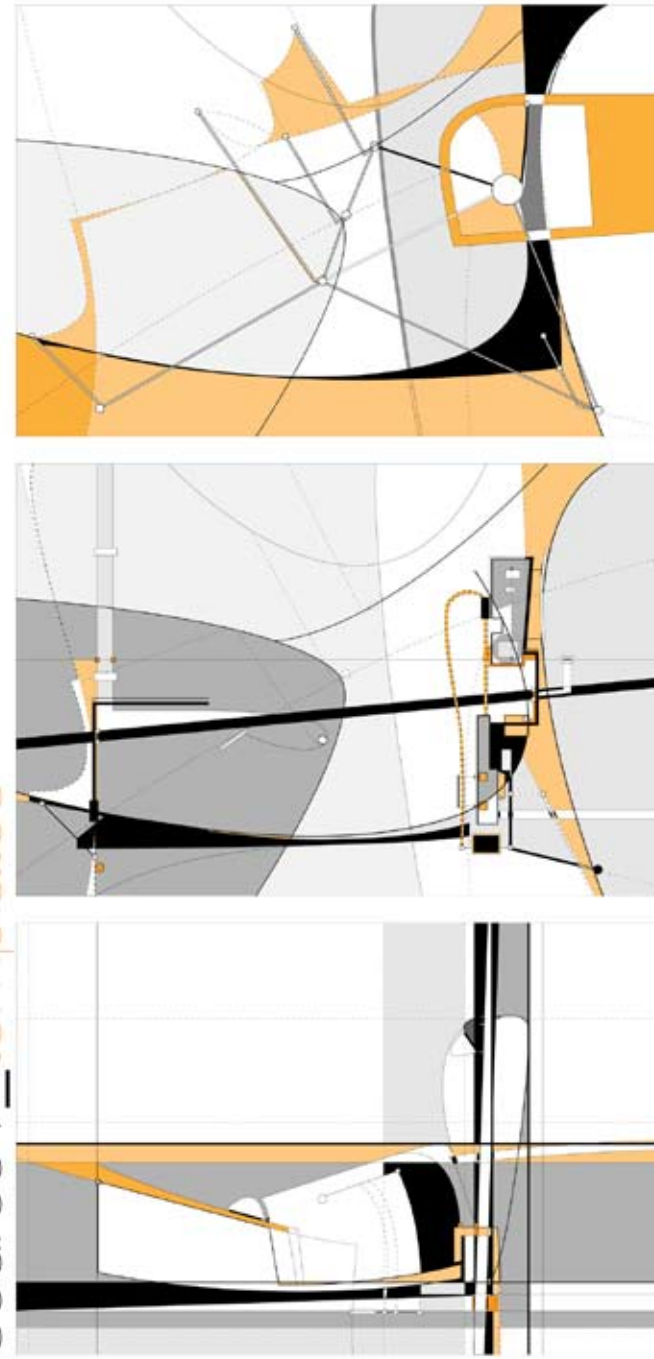
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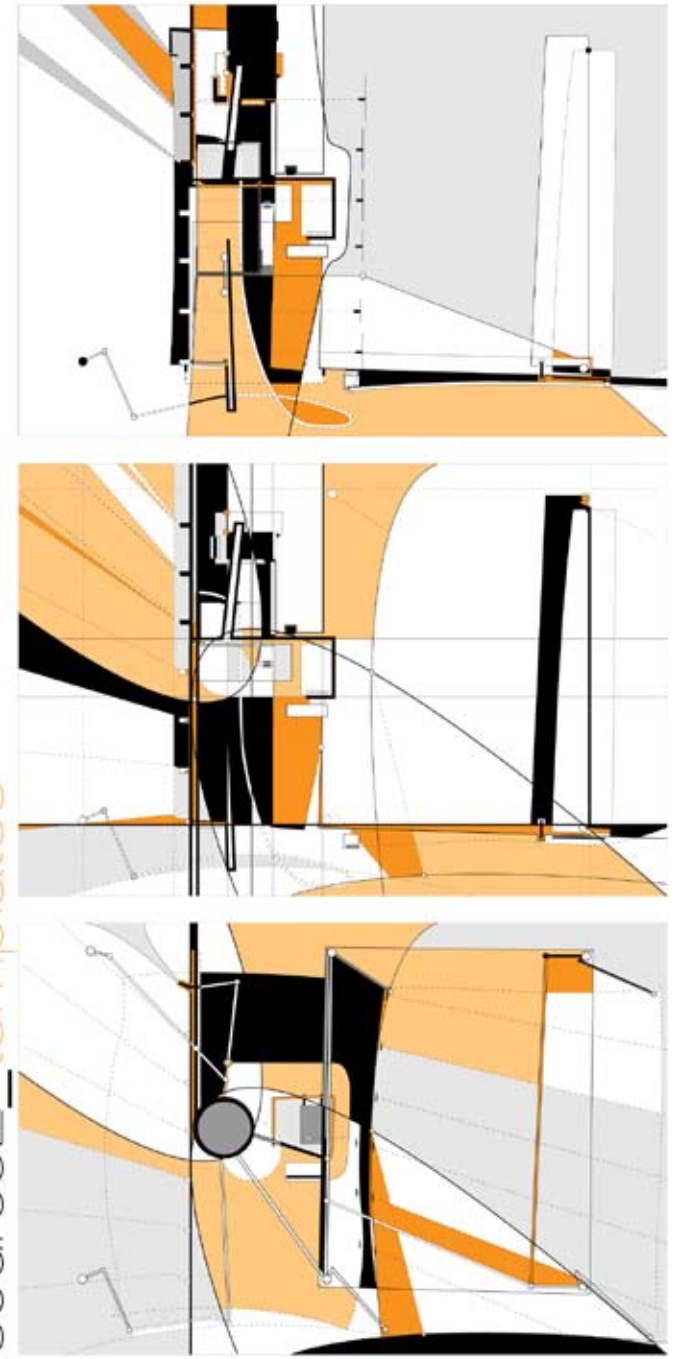
tension



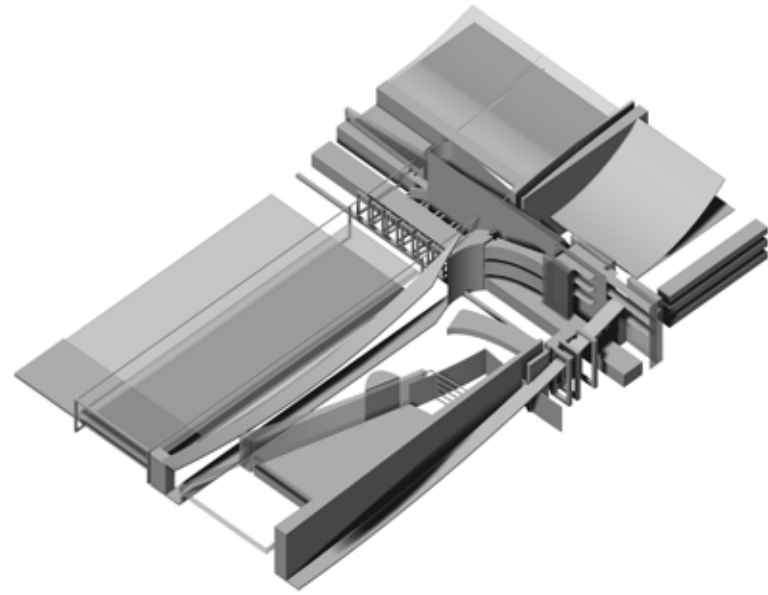
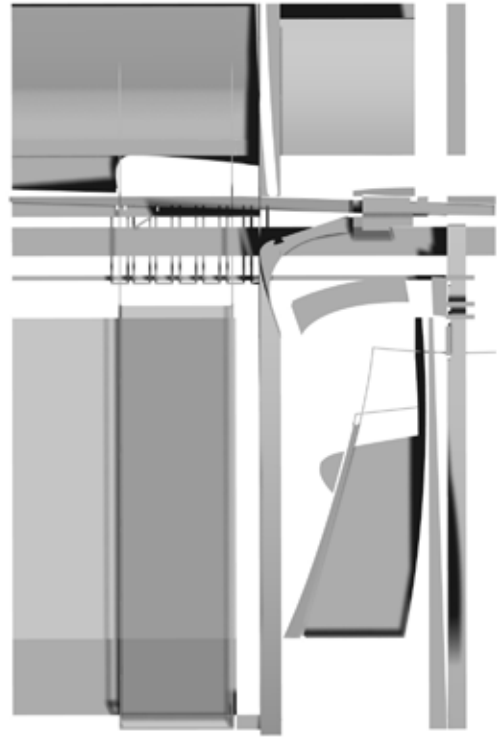
SOURCE2_TEMPLATES



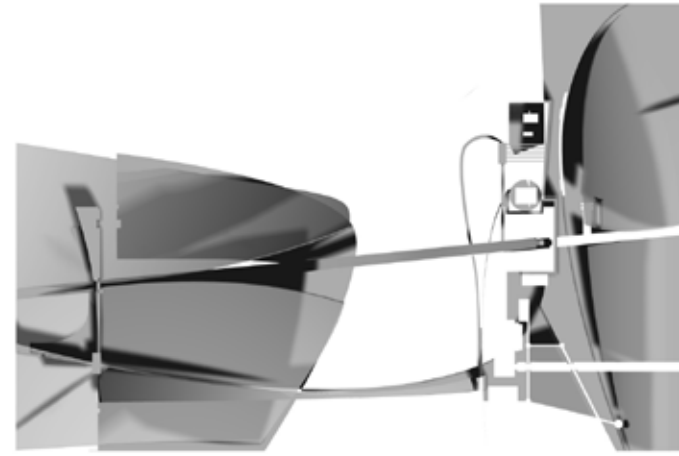
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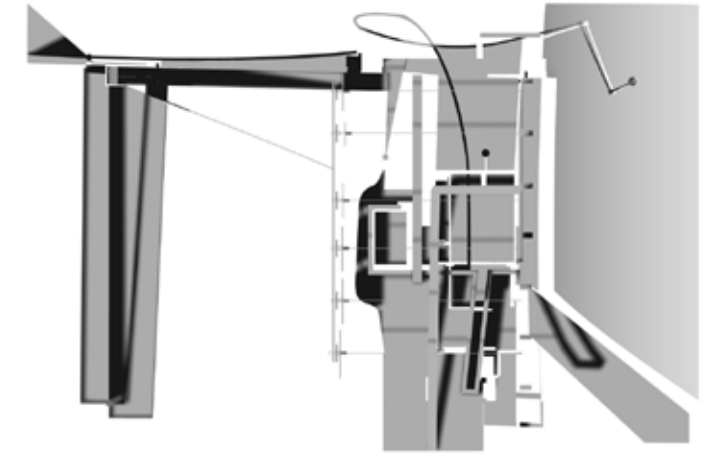
relief 3



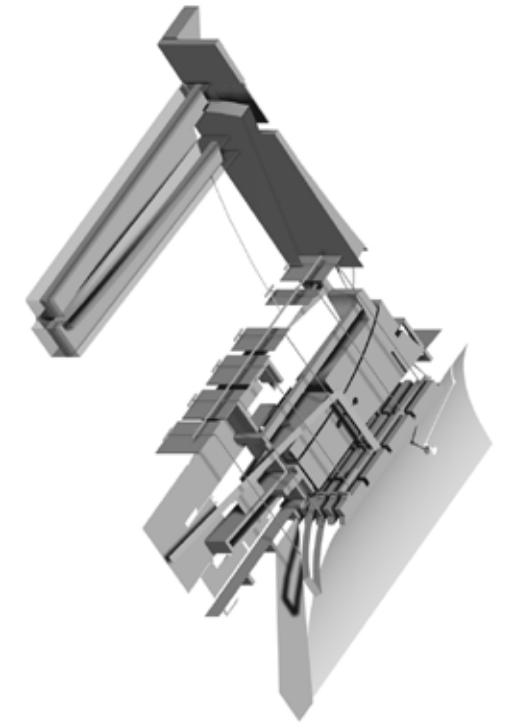
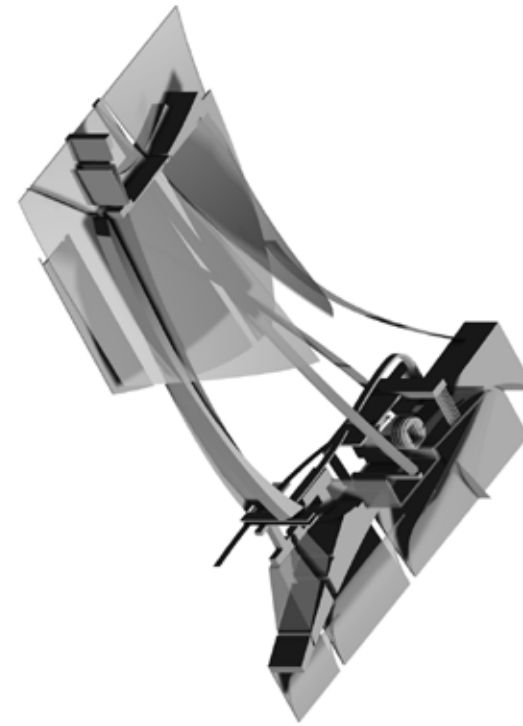
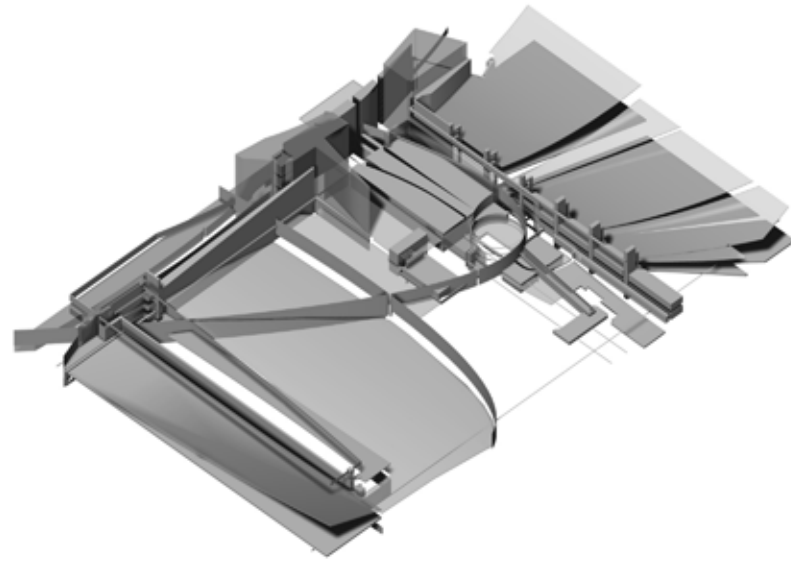
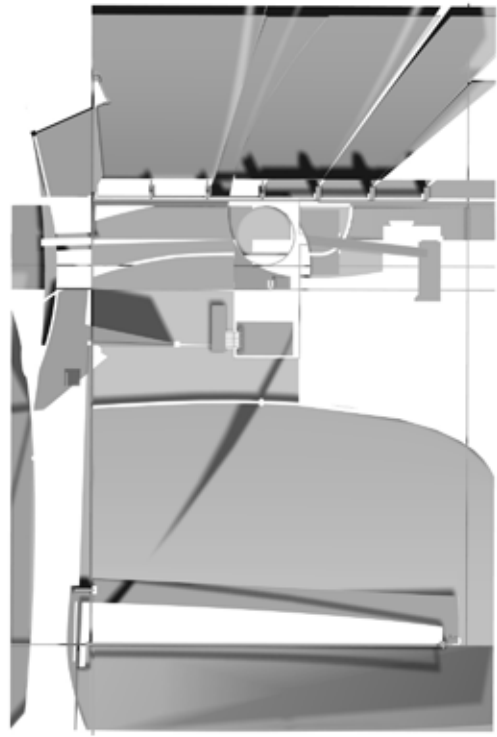
relief 2



relief 1



relief 4





The Periscope is a Viewfinder by Lindsay Kunz