MODULAR DESIGN: PART II

Having experienced programmed modular designing which incorporated an introduction to the 6 Phases Of Creative Problem-solving, our next challenge removes the "Toothpick" module fence post. In its place is the following:

The Assignment: Create a design incorporating a single module which, like the toothpick design, is programmed to produce a larger system without preconception.

The Module: 1. This module must be a SQUARE and/or CIRCLE or portion thereof.
2. It cannot vary in shape. Although the module shape cannot vary, all other aspects of it may be programmed to change. This change must be programmed, and once programmed, there can be no deviation or arbitrary variation introduced. In other words, NO FREAKS allowed!
3. Its shape must be defined by color and value.
4. It should lose its importance as an independent shape and contribute to a larger relationship in which the whole is greater than the sum of its individual parts.
5. Both module and its color can change, but only in a programmed context. In the case of its color, the progression must be dictated by an array or matrix. (Those unfamiliar with either term should contact members of the class who have the experience and knowledge. There are tutorials available online to further assist. As a last resort call Dick between 2:00am and 2:01am.)

Procedure: Utilizing only the first two phases of our 6 Phases Of Creative Problem-solving, develop the following:
1. Identify preconceptions (Point Of Entry).
2. Generate a list and/or samplings of many options and possibilities through search and research in keeping with the 2nd Phase of problem-solving, i.e. EXPANSION.

Allow for some important play time with trial and error as the mode of operation. The results of this exploration will be shared with the class at the next session and documented in whatever form the designer sees as the best means for archiving and sharing. Avoid Phase III "Converge".

Tools: Computer (Adobe Illustrator, Internet search), Collage, Sketches, Notebook, etc.

Materials: Carte Blanche

Note: Adobe Illustrator provides the equivalent of several apprentices, allowing more time for engaging in the design aspect than its manufacturing. Check with Holly should you wish special tutoring of the application. In addition, there are two tutorials by Dick online which provide each step needed to accomplish the task. See https://vimeo.com/album/3172266/sort:alphabetical/format:detail and Color I blog posts on DickNelsonColor.com.