

Natasha Hatcher
Tectonics Project

Art/Egt 396



Sneaker Tectonics Sculpture by Chris LaBrooy
<http://undergroundsoles.com/2011/10/sneaker-tectonics-sculpture-by-chris-labrooy/>



Interview with Julian Rose and Garrett Ricciardi
<http://www.mascontext.com/12-aberration-winter-11/fck-your-tectonics/>

Frank Gehry



Marques De Riscal



Fred and Ginger Building



Disney Hall

After clearer understanding of assignment, back to the drawing board.

Came up with these thoughts and ideas



www.youtube.com/watch?v=OGun5M6dl4o

Granted the guy has a very monotone voice, at least there is a part or two that shows what the end of a mannequin joint looks like

How are the joints of a drawing mannequin made?



<http://www.conceptart.org/forums/showthread.php?t=26396>

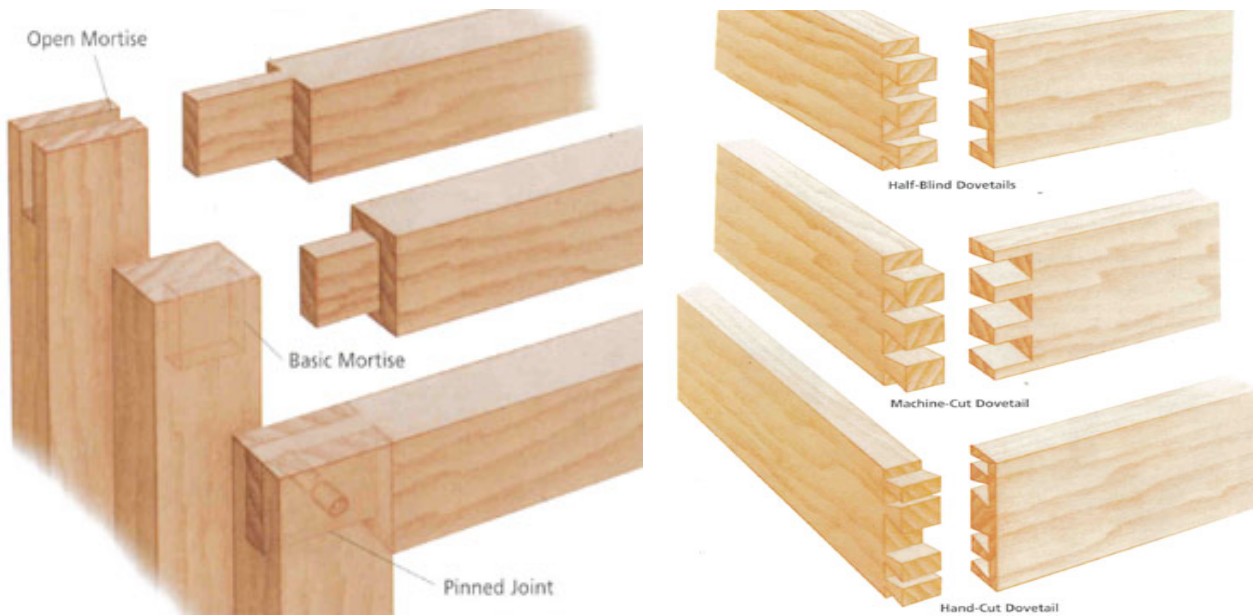
toy/figurine joints



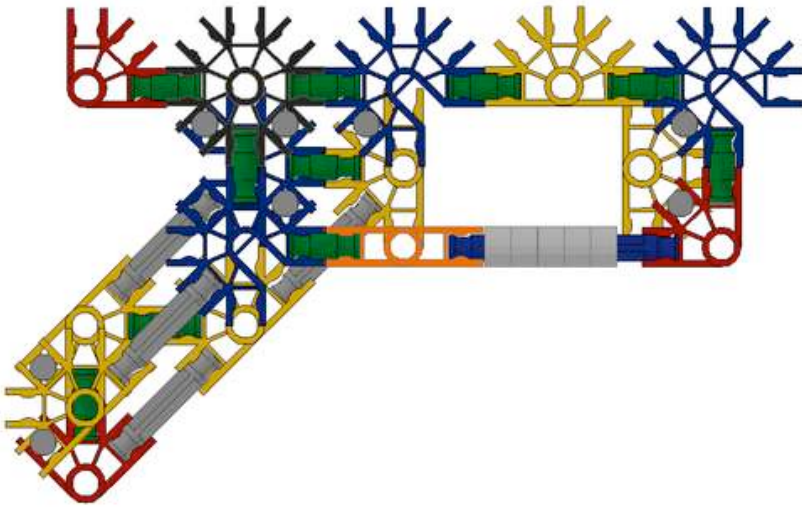
How a flute is put together

<http://www.efi-costarica.com/antique-furniture-joints.html>

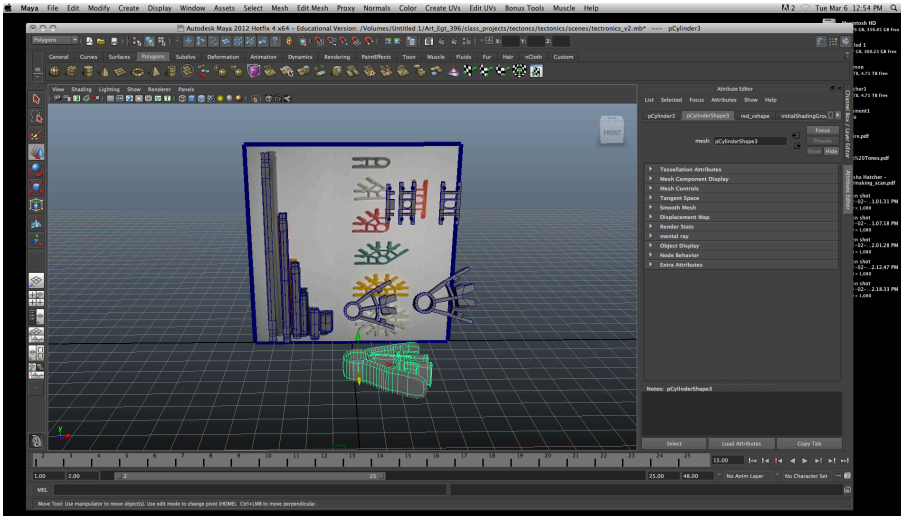
joints for building furniture and other items



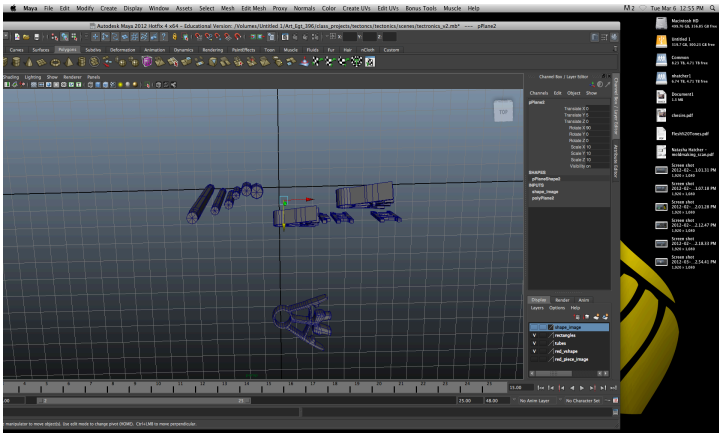
K'Nex



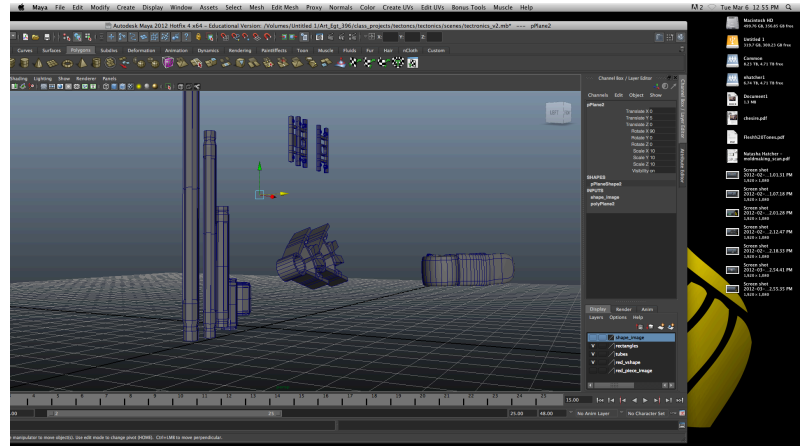
Decided to go with Knex-like objects since you would have to think of what parts to use to establish the piece you are creating



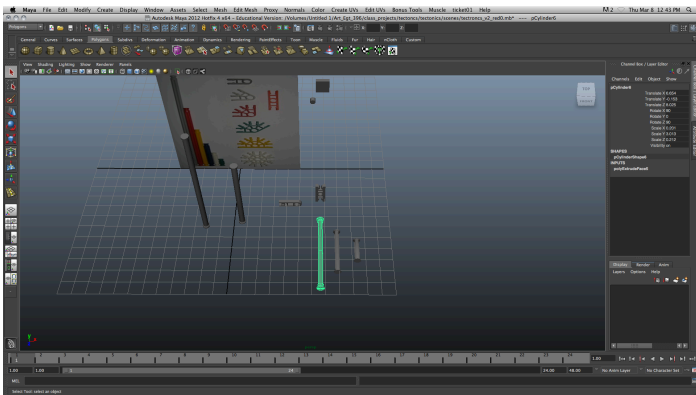
Objects modeled with reference image



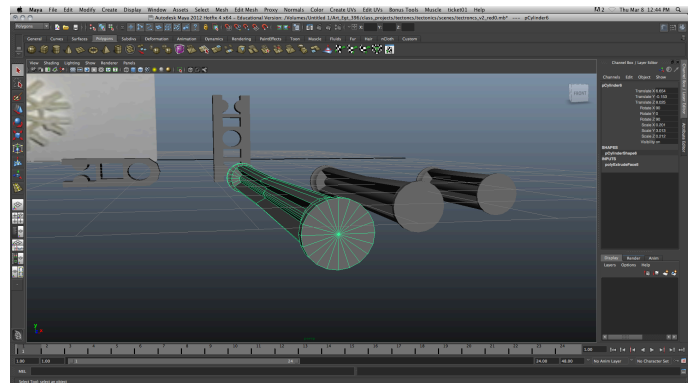
Top view of modeled objects



Side view of modeled objects



Remodeled objects using inches in maya instead of centimeters



Another view of objects remodeled