

ECC 2 - Rebecca Jones

by Rebecca Jones

Submission date: 07-Jan-2025 02:50PM (UTC+0000)

Submission ID: 247506254

File name: 50600_Rebecca_Jones_ECC_2_-_Rebecca_Jones_635551_1690199501.docx (10.67M)

Word count: 30

Character count: 156

Evolving your Creative Craft

ASSIGNMENT 2

REBECCA JONES (2305750)

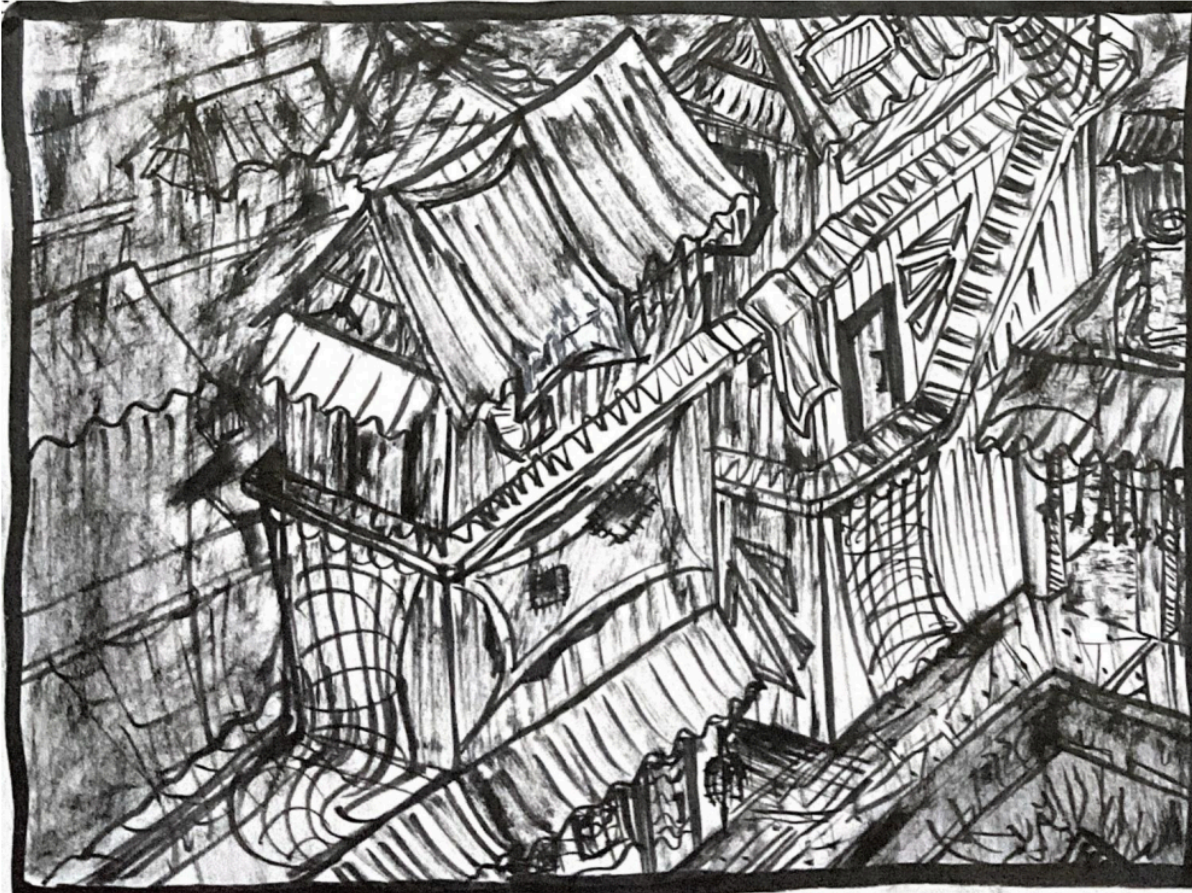
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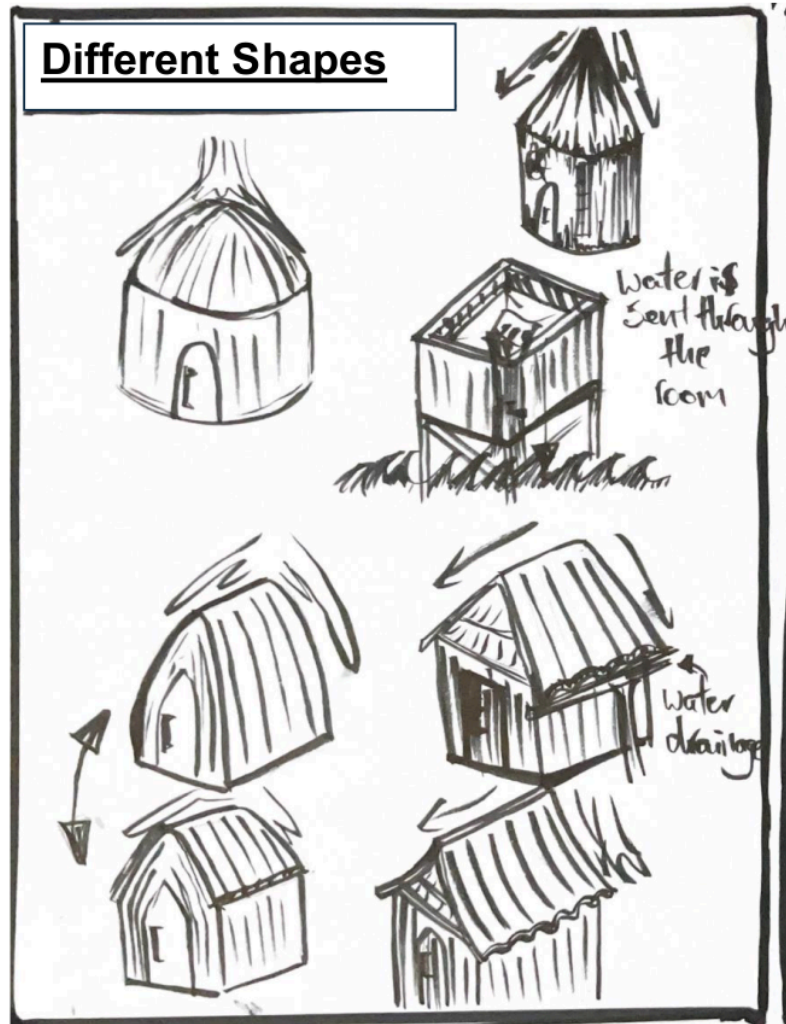
Task D – Iterative development



City building drawn with a brush pen, including more random items, and more tarps.

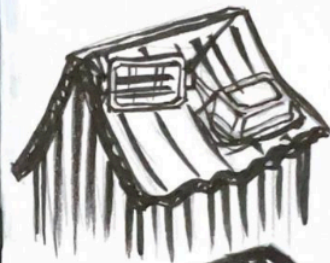


Drawing of city buildings all interlocked with each other, suggesting a completely connected city.



Concepts for different roof and building shapes which could be used.

Different Materials



- Plastic bot lids as skylights



- Seaweed coated house



- Corrugated Metals

Concepts for varied materials for the buildings/roofs.

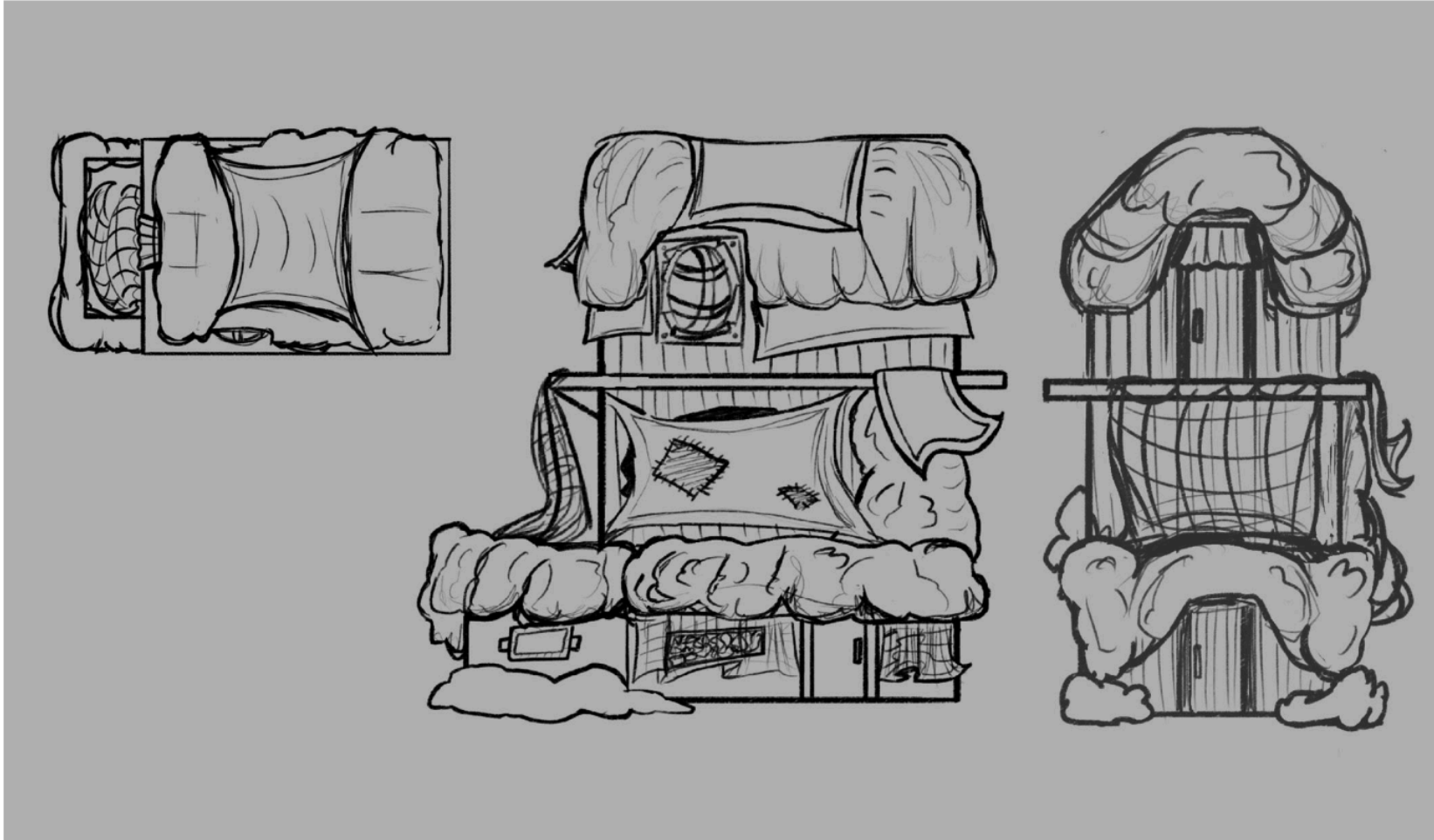


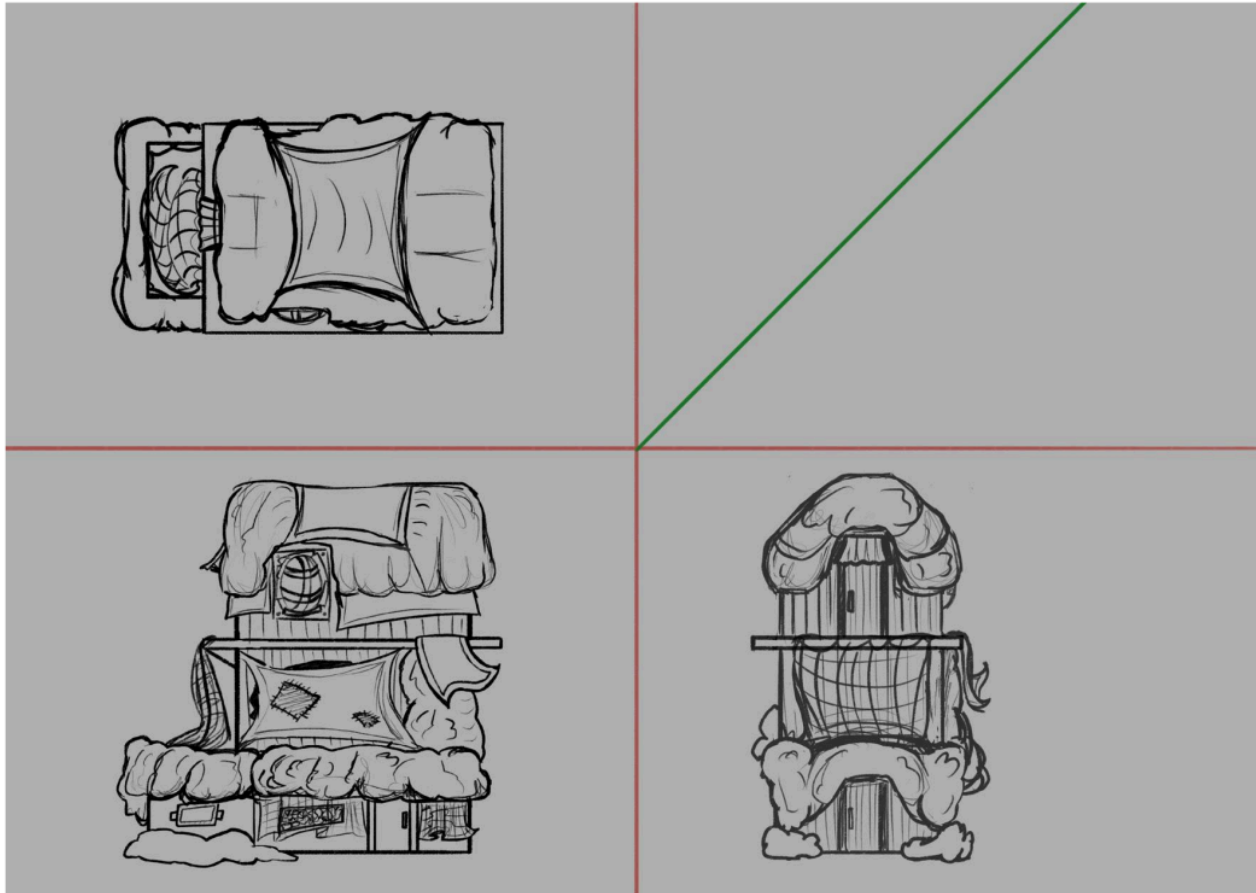
Concept for a seaweed roof house, based on research of possible available materials for a world which is mostly sea and rain.

“...islanders needed to find an alternative roofing material. The island itself has scant resources and, consisting largely of mud flats and sand banks, is difficult to cultivate, so instead residents looked to the sea.”

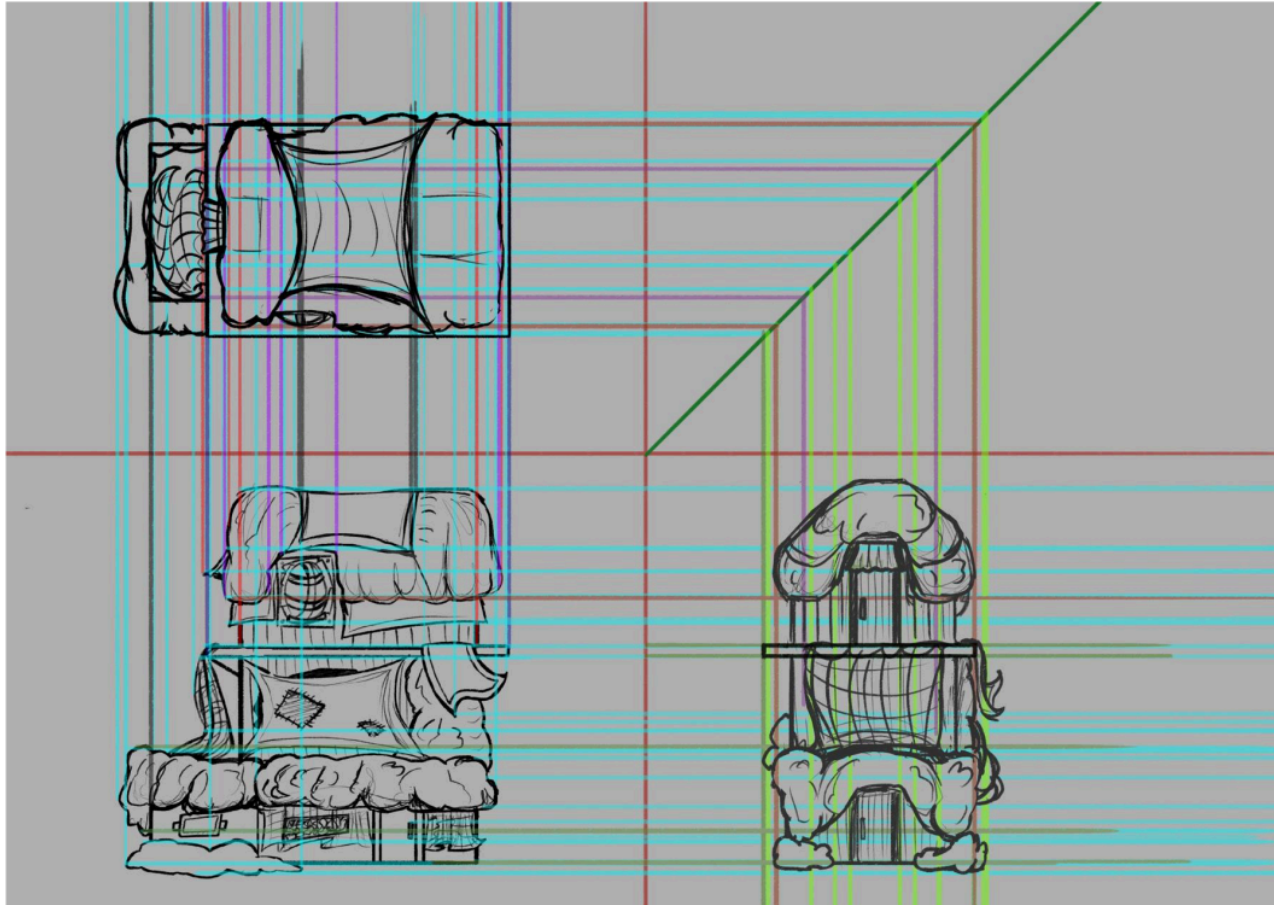
- <https://www.bbc.com/travel/article/20200805-denmarks-300-year-old-homes-of-the-future>

Task E – Orthographic projections



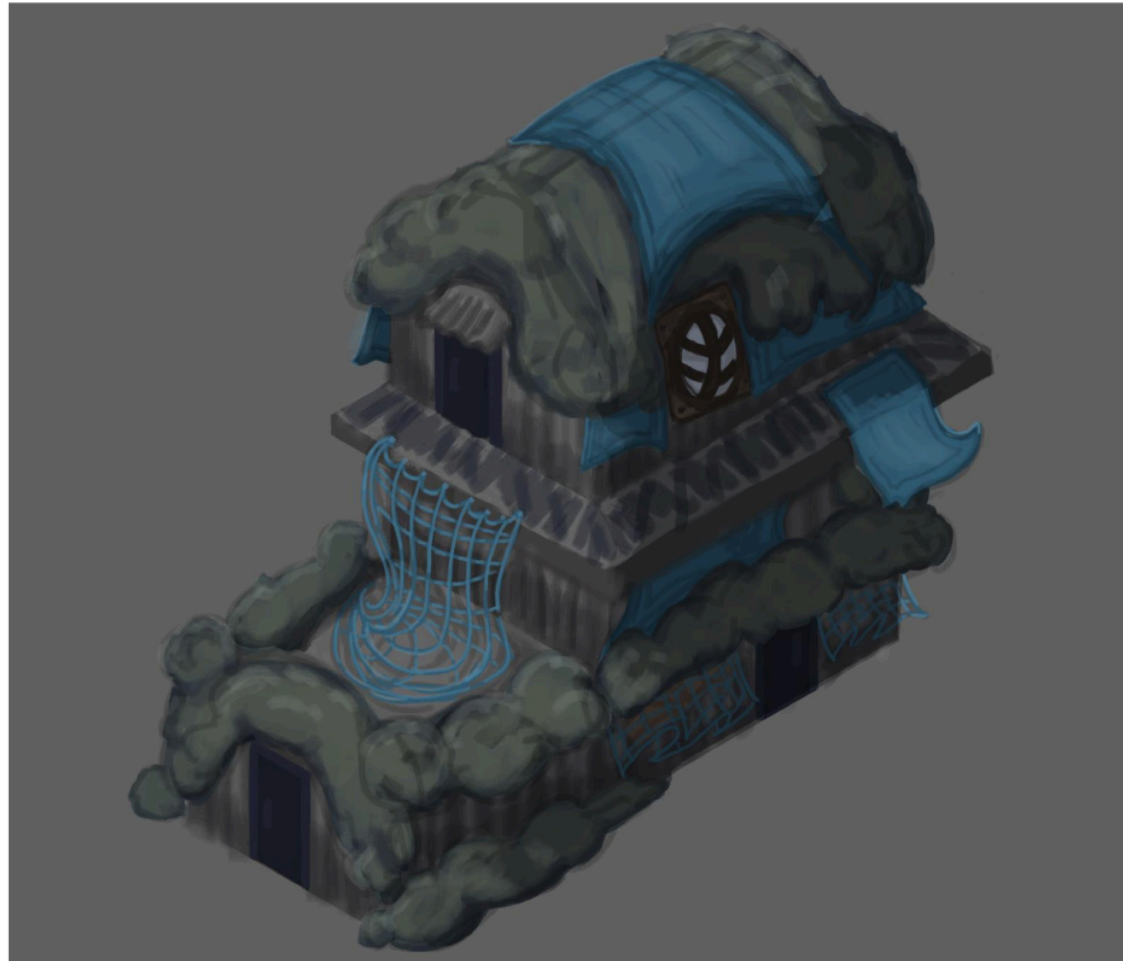


Orthographic projection
of a large building
featuring the seaweed
roof.



Orthographic projection
with guidelines visible.
Drawn on Procreate.

Task F - Final design



FINAL GRADE

67 / 100

GENERAL COMMENTS

1. Engagement With Literature Skills

(not assessed in this assignment)

2. Knowledge & Understanding Skills (69%)

TASK E (Orthographic projections): The orthographic projections are well constructed and the construction lined version has also been included in the submission, which is good to see. Hopefully this process will help with producing reference material for both 2D concepts and 3D models in future projects.

3. Cognitive & Intellectual Skills (70%)

TASK D (Iterative design): Exploration is evident from the initial ideas carried over from Assessment 1 and further research and development has taken place (and has also been evidenced). Annotations to the additional designs help to show the thought process behind the designs and contextual details have been added to create a more unique design. This is good as it shows the advantages of keeping an open mind when it comes to design – the buildings you are developing have evolved from a general idea into an original design to be refined. Good work.

It would be good to see a little more in terms of colour tests, just in case you discover colour palettes that you hadn't considered previously.

4. Practical Application Skills (65%)

TASK F (Final Design): The final design has been rendered and is recognisable from the orthographic projections and iterative design concepts. The colours are appropriate for the theme of the settlement and work well, and the application of shading helps make the design more interesting. The render is good and shows the structure from a three-quarter view – consider using a smaller brush such as the one used for the blue netting to add some definition to the metal elements and texture on the seaweed – it does not have to be solid drawn outlines, but just a little more definition to 'sharpen up' the image – I feel this will enhance the final output.

Alternatively, if the inhabitants use light sources inside, consider adding a contrasting warm colour (oranges and reds) radiating out of open doorways or windows. This would add a complimentary colour to the image and could also enhance the visual quality in a more subtle way.

5. Transferrable Skills for Life and Professional Practice

(not assessed in this assignment)

Overall Mark: 67.3%

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