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Art History DMA006

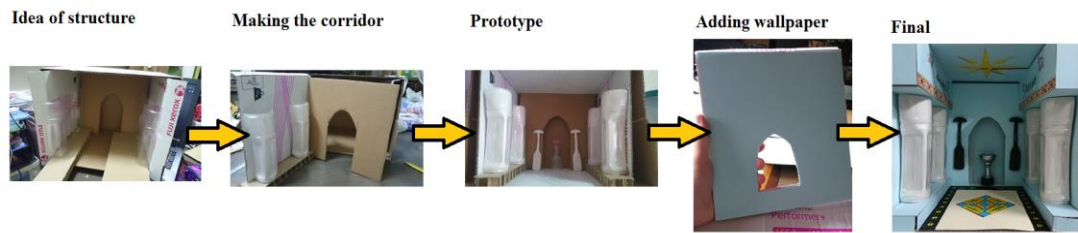
1 Aug 2016

1. Final Artwork



2. Documentation of Artwork

OVERALL PROGRESSION



MAKING OF EACH DETAIL

Making the base of the model

Cut an A4 paper storage box



Making the floor and ceiling designs

1. Get measurements

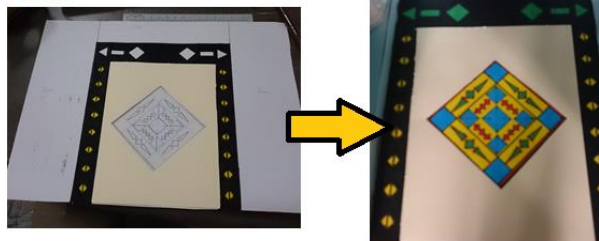


2. Draw design



3. Add colours (paper & marker)

Floor



Ceiling



Making the pilasters

1. Cut up oolong tea bottle



2. Wrap drawing block paper around the inside



Making the trophy

1. A chess piece and a small container



2. Glue them together



3. Paint



Making the paddles

1. Form up the structure



2. Model it with clay



3. Paint



Making the wall above pilasters

1. Make the stencil



2. Draw the pattern on



3. Colour the pattern



4. Draw the dragon boat



5. Colour and add the pattern



3. Weekly Sketches & Ideas Development

ARCHITECTURAL REFERENCES

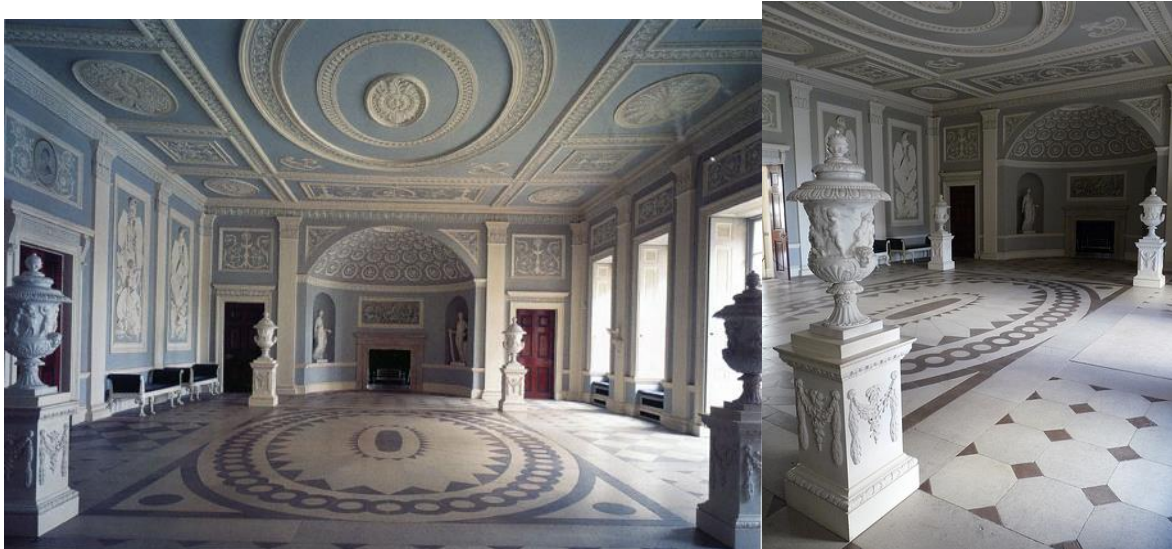
Adam Style: an 18th-century neoclassical style of interior design and architecture, practiced by the Adam brothers.

- Integrated style for architecture and interiors, with walls, ceilings, fireplace, furniture, fixtures, fittings and carpets all being designed as a single uniform scheme
- Style
 - Classical Roman decorative motifs, such as framed medallions, vases, urns and tripods, arabesque vine scrolls, sphinxes, griffins, dancing nymphs
 - Flat grotesque panels
 - Pilasters
 - Painted ornaments, such as swags and ribbons
 - Complex pastel colour schemes

Osterley Park

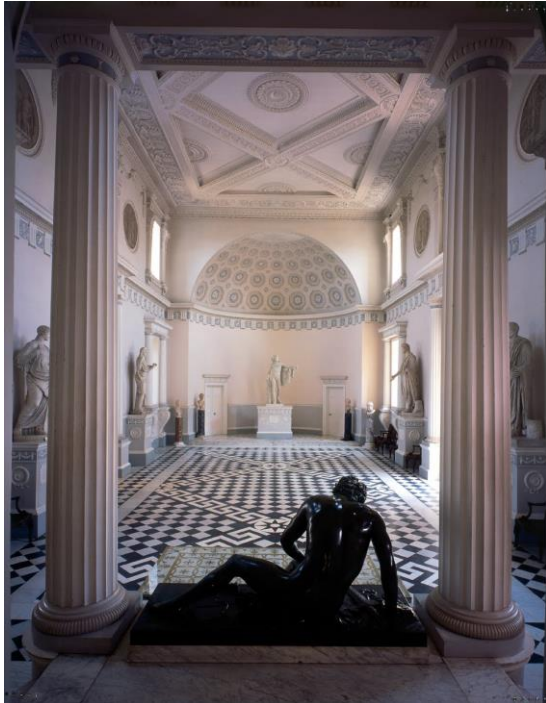
Designed by: **Robert Adam**

Hall



Syon House, Brentford, Middlesex
Designed by: Robert Adam

Entrance hall



Dining Room



Anteroom



Panthéon, formerly church of Ste-Genevieve, Paris
Designed by: Jacques-Germain Soufflot

Interior view



Braccio Nuovo, Vatican, Rome (a gallery)
Designed by: Raffaello Stern



DESIGN REFERENCES

Borders



Floor/ceiling designs



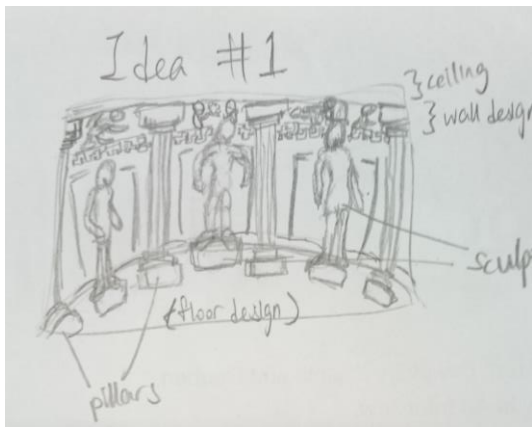
Dragon boat



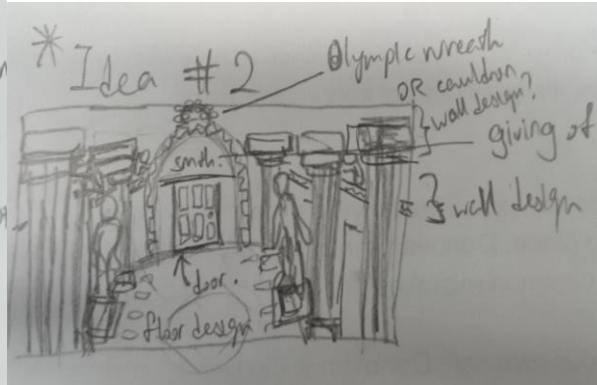
SKETCHES

Interior Structure (used Idea 3)

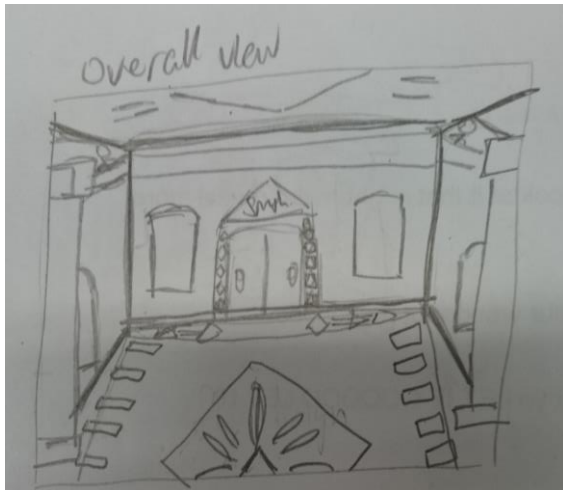
Idea 1



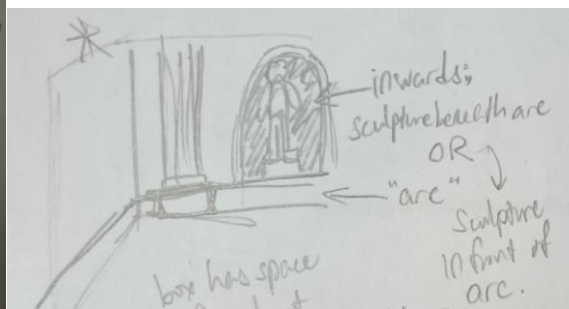
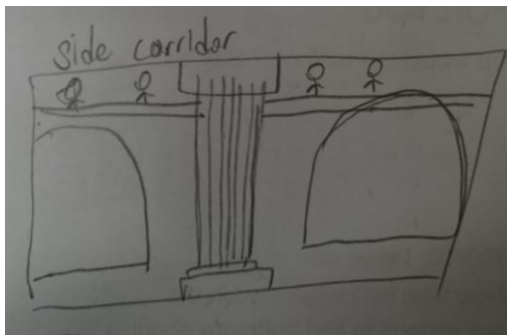
Idea 2



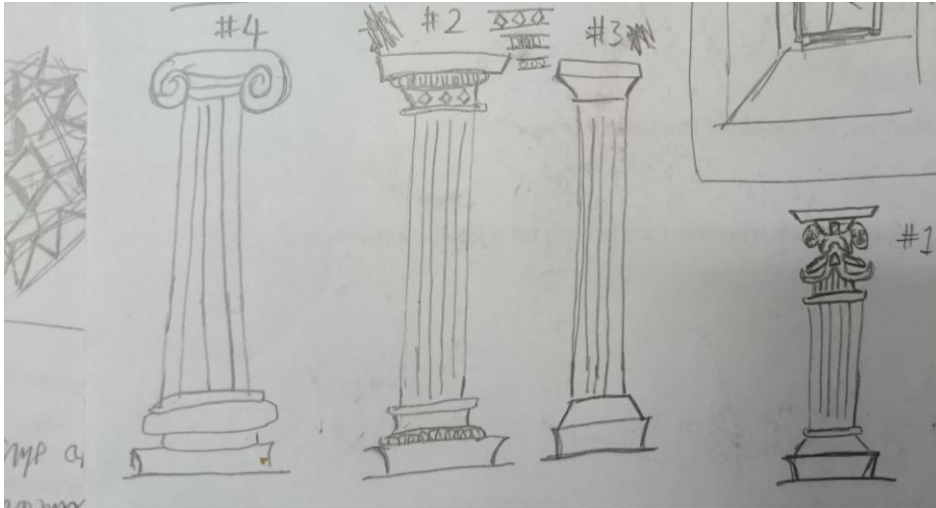
Idea 3



Side corridor

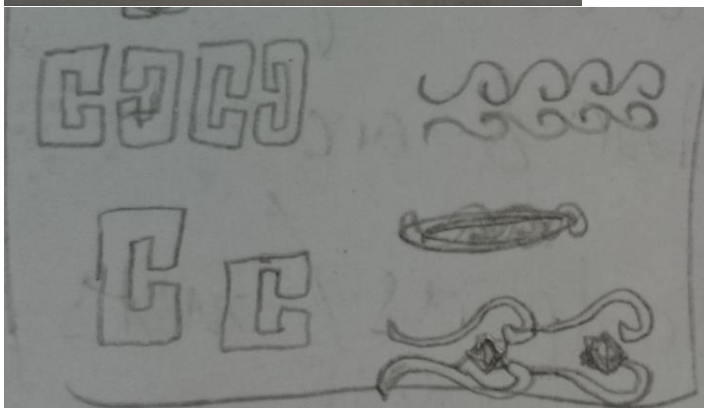
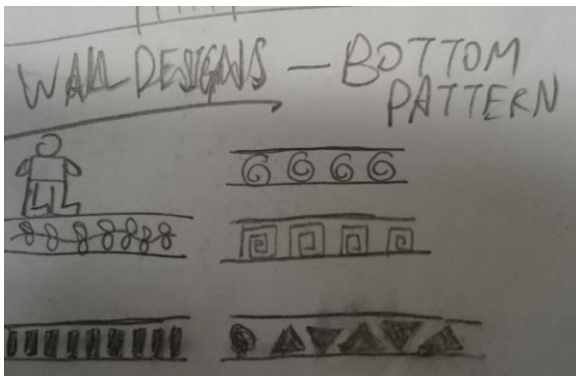


Pilasters (did a simple pilaster due to lack of time and resources)

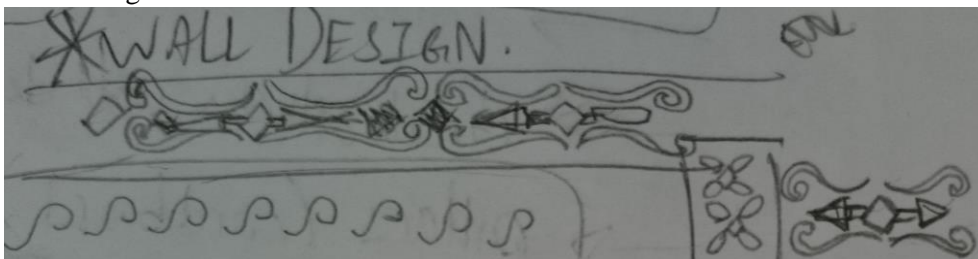


Swag

Some Ideas

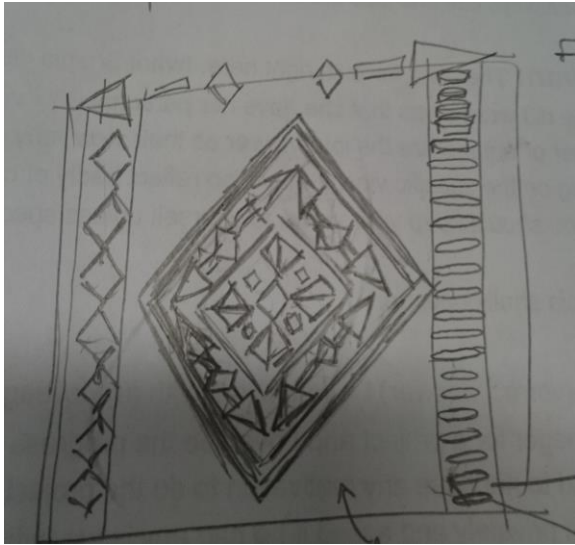


Final Design

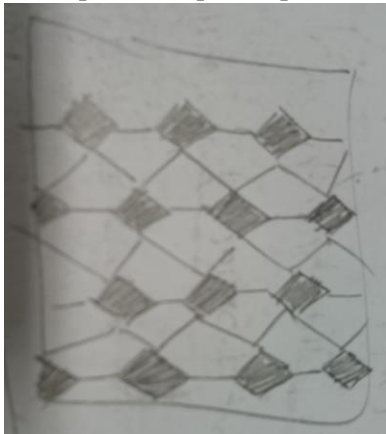


Floor designs

Final design (actual border design is as below)



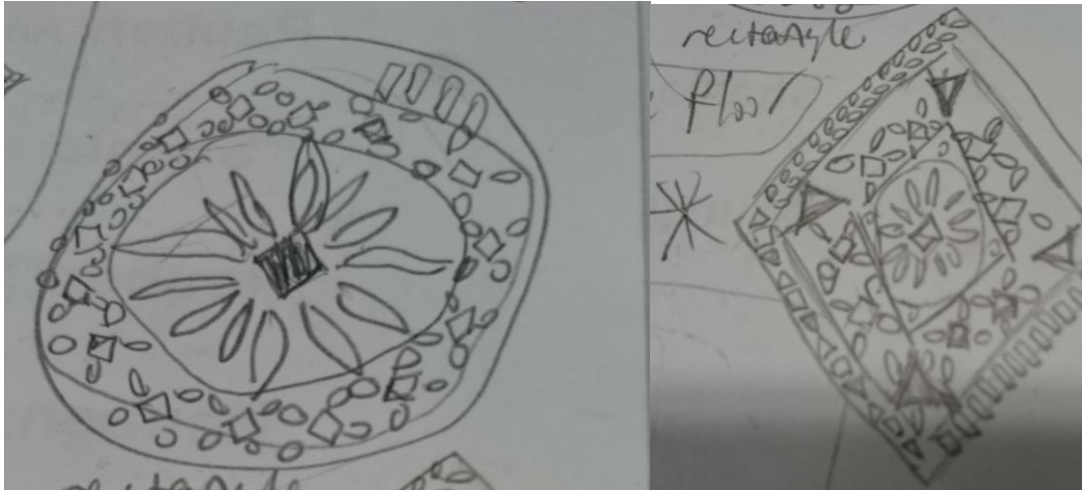
Concept 1 – a repeated pattern



Concept 2 – a single large design in the middle

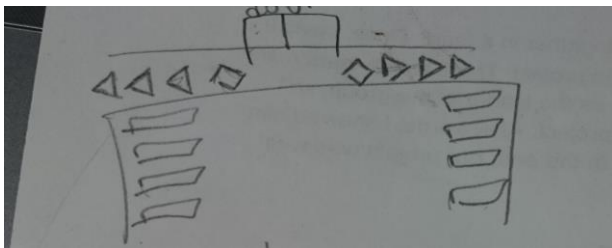


Finalised Idea using concept 2 – circular version, rhombus version (chose rhombus version)

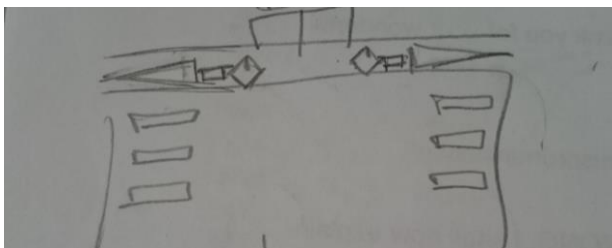


Border around center design (chose Idea 3)

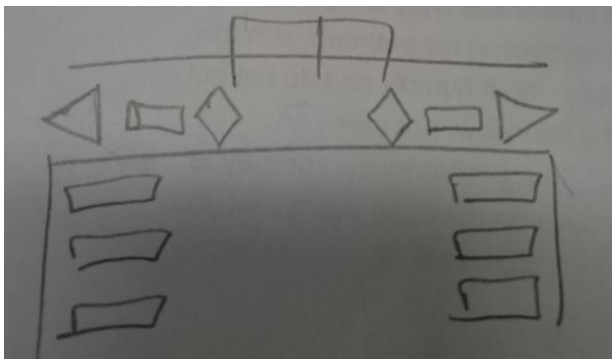
Idea 1



Idea 2

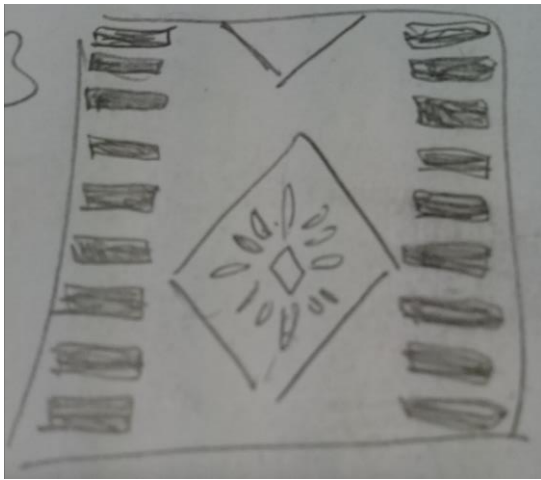


Idea 3

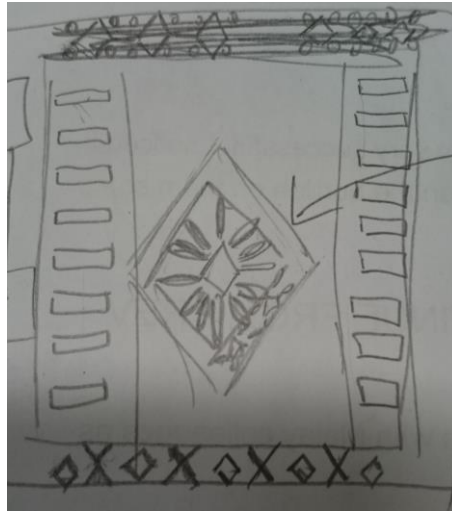


Ceiling designs (only used the sun design in the middle)

Idea 1

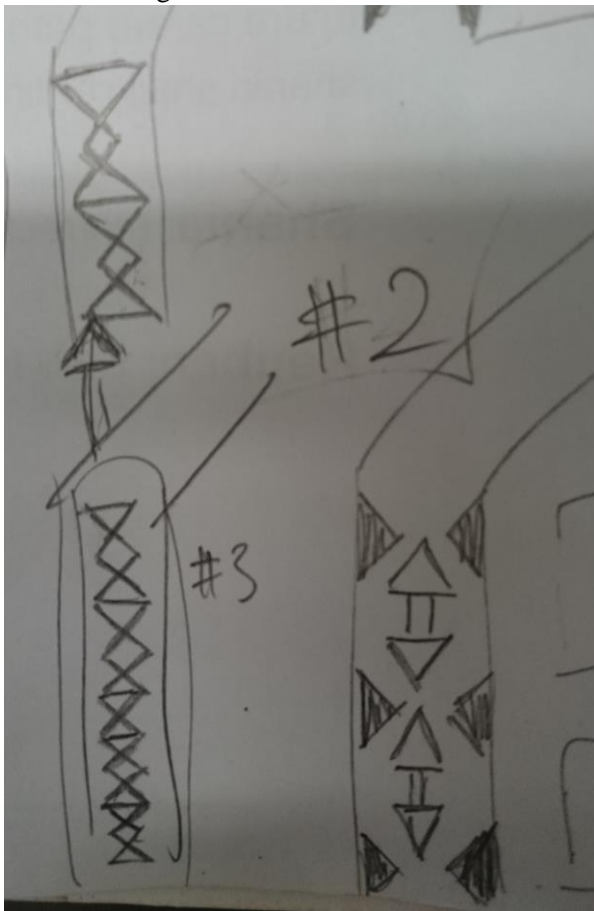


Idea 2



Arcs (did not do due to lack of time)

Possible designs



4. Short Write-Up of Artwork

Hall of Fame (Title of Artwork)

Scale Model (Medium of Artwork)

Neoclassicism (Art Movement Chosen)

“Hall of Fame” is a scale model design of a hall inspired by architecture from the Neoclassical era. It is designed as a hall showing the glory of dragon boat, a water sport that focuses on intensity, strength and teamwork. The focus of this model is on the features that are involved in the design of the interior and how it contributes to the overall appearance of the design.

In this model, the hall is viewed from one’s position along its corridor. The corridor has pilasters on each side, and wall designs on top of the pilasters. At the end of the corridor, a trophy is placed, representing the glorious reward for winning dragon boat races. There is a paddle on each side of the arc which the trophy is kept under, showing that the paddles are the ones used to power the boat and thus behave like guardians of the trophy.

The characteristics of Neoclassical architecture is simplicity in using geometric designs, symmetry, usage of plaster and ornaments. These characteristics come together to give a grandeur feel to the architecture. For this scale model, I have particularly followed the Adam style, an interior design and architecture style that follows a uniformed scheme, and has decorative motifs, pilasters, ornaments and pastel colour schemes.

I mostly used rhombuses and triangles for most of the pattern designs, which are the floor, the ceiling, and the swag across the walls. The rhombus represents clarity and inner focus, and this reflects how the sport requires great focus and strong will. A triangle is a half of the rhombus, and the main reason for its usage is to allow for more variations in design.

The wall and ceiling is sky blue in colour. Blue is colour of the sky and the sea, both of which are very important in dragon boat, considering that dragon boat is a water sport, and is outdoors right under the sun. This is also reflected by the ceiling design, which is a sun made out of simple geometric shapes. Sky blue is used so as to give the feeling of pastel colour.

The floor design is a rhombus in the center, and mainly uses yellow as the background. This was done as yellow complements blue quite well. Where blue is calm and tranquil, yellow gives energy, which represents the power that comes from the water sport.