

INTRO

Our world is filled with restrictions. Most times, our wishes of how we want to see the world are not granted due to the conservatism of real life. Our imaginations being restrained and capped in ourselves by normality. For example, we often walk and spend an considerable amount of time in our cities but what do we really remember seeing there? We remember seeing regular buildings which all look alike and are random landmarks of no interest. Does our urban environment have something to offer? The environment is dull and grey. Is our city any different to cities next door or even overseas except the name? They all have the same thing. A jungle of glass and concrete moulded into repetitive shapes.



Our own cities "fron", an expanse of grey and regularity?



I will be doing what street artists hope to achieve and fate it even further from just colouring the city. Reshaping the city as I see fit.

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AIM

What I aim to do this year is to create situations where simply don't care. We let our imaginations roam over a dull and colourless city. Study of individuality will be represented by the urban environment. I want to explore how our creativity can colour and shape the city we live in today!

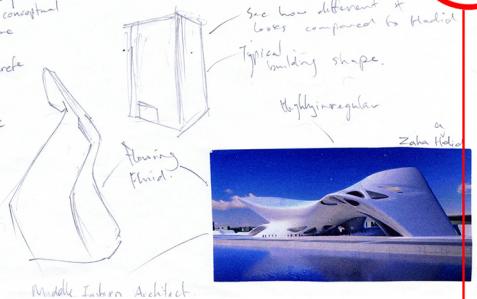


Zaha Hadid

- Typical example of highly conceptual architecture

- Pure concrete will be difficult to handle

- Dry stone wall will be used to substitute



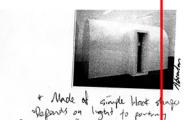
Middle Eastern Architect



Very abstract, organic lines/shapes. Vibrant colours (red shown in this picture) Has earthy feel (ice man of a child). Almost looks like a toy (toys). It is asymmetric, radiating out of central point.



Very scale is the main focus of this sculpture. Very clean and simple. Contrasts with Urban landscape in almost a surreal way. Has a youthful feel in comparison to Sosinski's clear installation. Stacking blocks also makes it look like extreme scale at relatively small everyday objects.



- Made of single blue rings
- Repetition of light to produce installation.
- Very minimalist and simple.
- Darker interior compared to room.
- Abstractly bland, but visually interesting.

Use of repetition and sense that the light can give to negative space. Concept with the Russian doll.

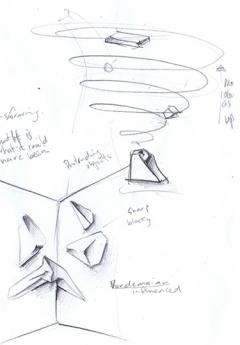


Minimalistic  
Bald.  
Hard Edges.  
Vibrant / plain.  
Use of simple 3D shapes.  
Anti-Architectural.  
Decomposition.

\* Minimalist  
\* Strong use of repetition after five spaces.  
\* Very rough, organic shapes.  
\* Lines, very easy to draw.  
\* Modern and contemporary.



Voroshilov



Incorporating 3D elements to 2D works

You could almost use the term 'brothers' as they're quite similar but being completely each other is 3D; 'Dain' is more 2D orientated and is more soft, featuring softer more curves.

"Dain"

We'll use highly contrasting "urban" colours in my works.

I believe the distinct feature for 'Dain' is that all the lines/shapes has its original shaped towards the centre.



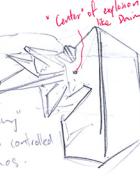
Looks like alien spaceship.

- Deconstructionism -

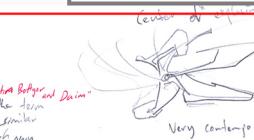
(Cardboard) word frames

Concidentally (or not)

Martin Botiger takes what 'Dain' is doing and taking it one step further, by making it Completely 3D.



"Exploding" into controlled chaos.



Crush of colour

Martin Botiger and Dain

Very contemporary.



Spraying paint like Noart below



Lack of colour makes it more striking

Hard edges.

Gives urban feel

"Exploding" off simple shapes

\* The overall shape makes Martin Botiger like it takes the shape of some extra-territorial spaceship. That aside, I want to incorporate this "deconstruction" to use as transforming tools for buildings.



Fluid/smooth lines.

almost liquid like.

Smooth allows to give off a sense

of fun, freedom and happiness.

Even abstract, it feels childlike,

representation of youthful society



Essential part of an Urban environment.

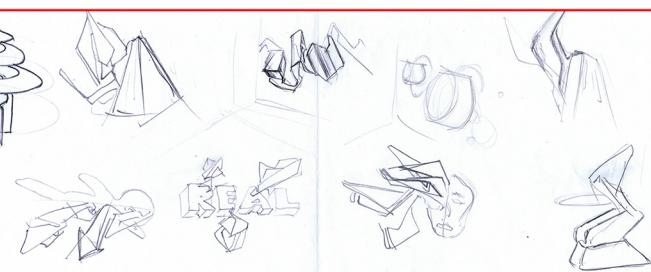
Dain

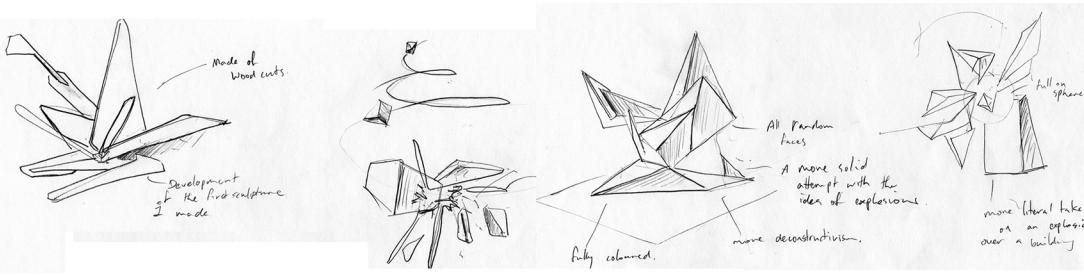
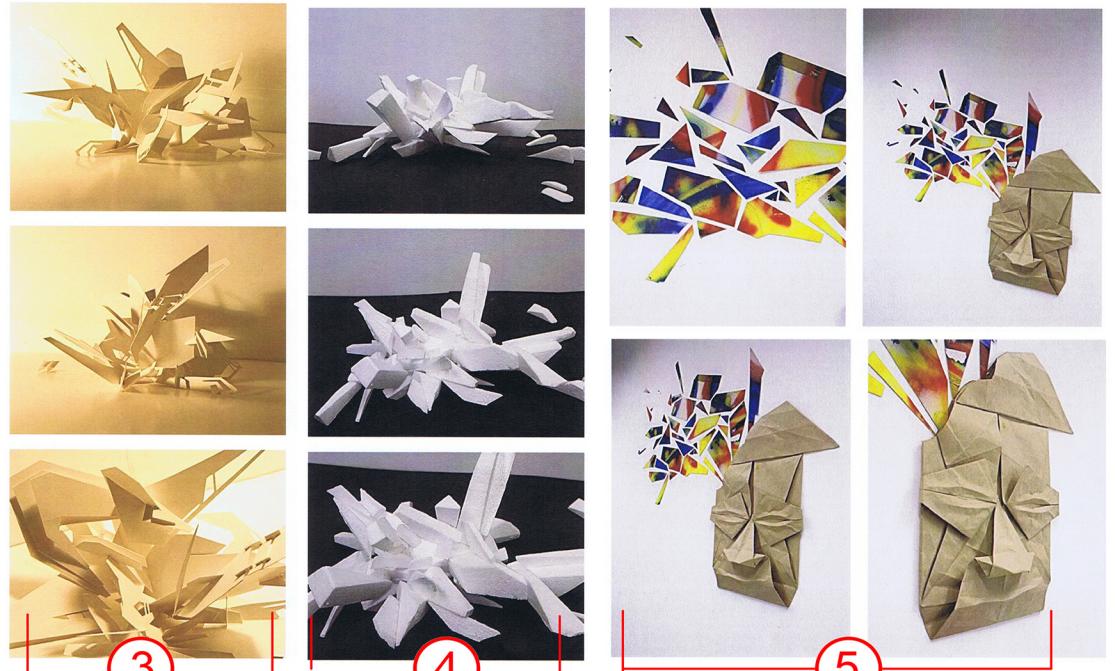
Spraying paint as Medium.

Extremely medium (other

sculptures).

Eager, more "hard!"





**Review**

Unusually successful sculpture that conveys ideas. Aesthetically pleasing even with its geometric shapes. Sharp explosion-esque idea of Dain and 3D forms of Martin Butcher. Idea of paper morphing from 2D to 3D. Takes inspiration from street graffiti, hence the sharp lines and curves that make sense, meaning as you look at the random lines don't look out of place.

**Positives**

- Somewhat deconstructive.
- Negative/positive shape and space.
- Overlapping of similar shapes to add more solid feel. Nice use of holes to create positive/negative space, and create desired shapes through light.

**Negatives**

- Could be bigger.
- More spreading out.
- Less soft edges, not what I want.
- Incorporation of Martin Butcher is unsuccessful looks like rush.
- Some parts were lacking in volume compared to other portions.

**Influences**

(3) Martin Butcher - Dain  
Overlapping looks nice.

**Overview**

Marginaly less successful than the Art Sculpture (on left). Messy and almost bland, despite its complex shape. However it has architectural qualities, mainly due to its 3D form (unlike the first one) which is based off Zaha Hadid's highly contextual design of looked at from architectural perspective, the overall work makes more sense.

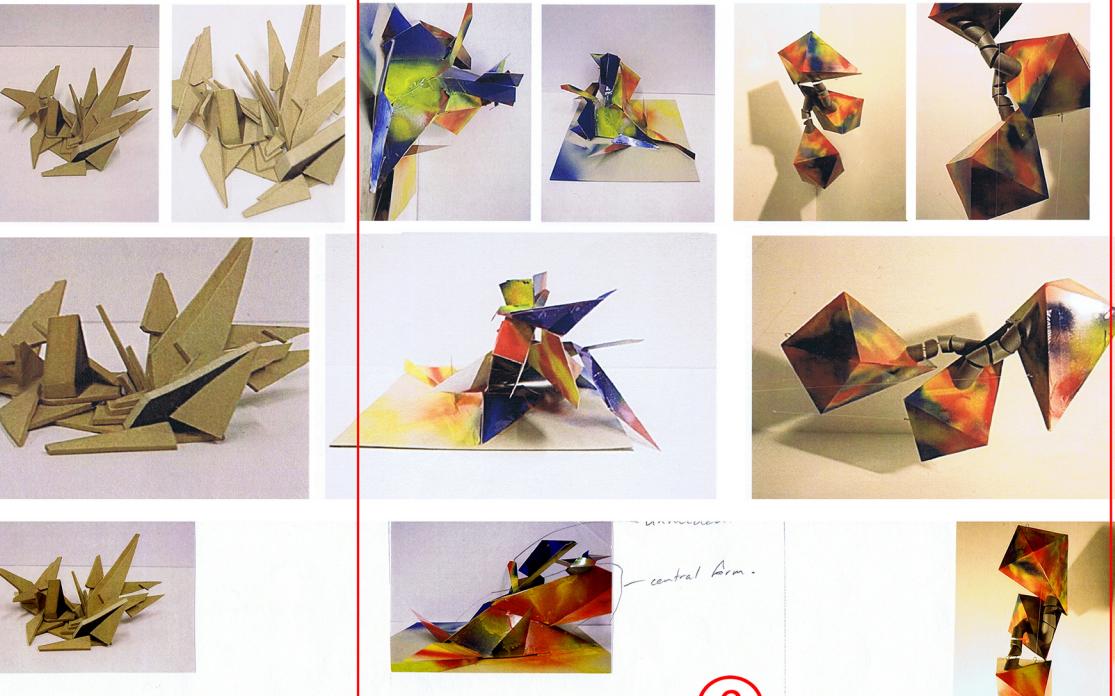
**Positives**

- Somewhat deconstructive.
- Negative/positive shape and space.
- Architectural qualities.
- changes the Art sculpture into 3D form.
- Has decent volume, compared to the first volume.

**Negatives**

- Using Polystyrene is not used clearly.
- Has soft edges, not what I want.
- Incorporation of Martin Butcher is unsuccessful looks like rush.
- Could have used different material to create the same shape.

**7**

**Positives**

- Very angular and sharp. Has a street art appeal due to its aggressive stance. Has jagged segments to give it more a solid feel. I also like the exploded look that links to my theme genre of deconstructionism. Another benefit is that I have picked up by making this sculpture that the form of it imitates a scorpion like outline, so it has a primitive side to it. The shapes have graffiti influences, more specifically from Dain. The sculpture is as though it is building on top of itself, hence the layer that is used, gives it like like quality.

**Negatives**

- It looks like it's been half-made incomplete. The joining edges of each faces are crude, meaning it has been taped together. That degrades the overall quality of this work. It was too small to have the effect I wanted some parts looked out of place completely. The "construction" of the faces were too low in height to be fully appreciated. Too many adding on at unnecessary shapes.

**Positives**

I like the colourful aspect of this sculpture. Also it possess a form of architectural influence in an abstract way. I enjoy the random angles this sculpture is making, making it less predictable. Looks like a highly conceptual building has a sleek and elegant feel even with the absence of round curves. The spray painted layers have the feel of the urbanised world of street art. Like the first sculpture (see left) it is as though it has the ability to construct on top of itself.

**Negatives**

- The idea of interlinked shapes has been a major plus. The suspended shapes give it a fantasy type feel. The colours are incorporated into this sculpture to reinforce the idea of untamed creativity. This sculpture is definitely more "organised" than the others. The "links" between the diamonds have a similar look to piping in the urban world, which links back to my desired ideas of choice, which is urban creativity.

**Positives**

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**Negatives**

- The wires subtract from the overall look of the sculpture. The diamond shape has been taped together so the edges are not completely clean. The linking "spikes" are wonky and not inline with each other. Also the grey look out of place against the colourful shapes. It is overly simple, no intricate complexities. Being honest I don't know if this sculpture portrays my idea properly. A stick model.