

TGF

Transforming Geometric Form

(Due after four class periods, or at the very beginning of the fifth day.)

Rules:

- 1) You are to create 6 three-dimensional paper forms.
- 2) Each form must appear as a solid, with no areas composed of only one paper thickness.
- 3) The forms can contain open-through spaces, but must still be able to “float on water” by having a completely enclosed interior.
- 4) They are to be neatly constructed.
- 5) The first form may be a basic geometric form.
- 6) Subsequent forms must be modifications of the first in this way:
 - a) Make a single transformation in each subsequent form.
 - b) Each transformation must be unique; don't duplicate a transformation and call it new.
 - c) Each subsequent piece must carry through the forms of its predecessor unless a form gets replaced or modified.
 - d) Do not design beyond the next form in the series! Physically build a piece before you decide on the next.
- 7) In the end, you must have 6 forms able to be lined up in a row according to the order they were produced. You must be able to list the unique simple transformations from piece to piece without repeating a transformation.

Some of the manipulations possible:

Truncate	Stretch	Tunnel	Face Indent	Edge Indent
Corner Indent	Squish	Stellate	Distort	Partial/Full Scallop Step
	Partial/Full Notch	Twist	Curve	Wave
		Add or Remove sides or edges		

GOAL: You are doing this project for a loftier goal than just making interesting forms. TGF is designed to broaden your creative process and dexterity. Here is how it happens: before the actual TGF project begins, you will be lectured on how to make simple, basic paper forms and patterns (*Pre-Project*). At this stage, allow your self to make mistakes and be messy! By *Pre-Project* end, you will have garnered some useful skills. When TGF officially starts, visualize a small evolutionary change to one of the basic forms you made. Implement this change in a new physical model. Don't worry about the future. Instead, allow your latest experience to inform you of new possibilities. Each step of the way, you will gain a deeper understanding... By project end, something beautiful that earlier seemed impossible to visualize/understand/construct will be in your hands.

- Final goal: to have 6 neatly constructed and evolved paper forms.

AVOID: As you work, you will entertain many thoughts to be avoided. Common among them are: frustration and the desire to quit; fixating on a "final" form (diluting the creative process); and a desire to "fill in the gaps" when you think you skipped too far ahead or are too far behind in time. All of these problems can be avoided by freeing yourself from fear of failure. How do you do this? Just take baby steps! Ask lots of questions. Look at what others are making. Don't worry, someone just like you has already done this project successfully.

For some, it is possible to get through the project without much creative thought. You may be a person who has a creative mind and can make 6 forms with little effort. If this is true, just think of the possibilities if you really apply yourself! If you have a vision of a finished series, ignore the impulse to simply follow with that. In a way, if you have already visualized the steps, you have already done them. Again, allow yourself to make small changes, which lead you to new possibilities.

•LET GO OF INTENTION•

GRADING: If you fall behind or are not the neatest craftsman: it is far better to have 6 almost-clean forms than 5 perfect ones; it's much better to show 4 completed forms than none at all. Grades are figured this way:

Grade	Qualification 1	Qualification 2	Qualification 3
A (100 points)	All 6 shapes, neatly constructed, with all unique and logical transformations		
A- (90 points)	All 6 shapes, <u>not quite</u> neatly constructed, with all unique and logical transformations		
B (80 points)	All 6 shapes, neatly constructed or not, but with <u>most</u> all unique and logical transformations	5 shapes, neatly constructed, with all unique and logical transformations	
C (70 points)	All 6 shapes, neatly constructed or not, with <u>few</u> unique and logical transformations	5 shapes, <u>not quite</u> neatly constructed, with <u>most</u> all unique and logical transformations	4 shapes, neatly constructed, with all unique and logical transformations
D (60 points)	5 shapes, neatly constructed or not, with <u>few</u> unique and logical transformations	4 shapes, neatly constructed or not, but with <u>most</u> all unique and logical transformations	3 shapes, neatly constructed, with all unique and logical transformations