Methods of Iterating / Week 2

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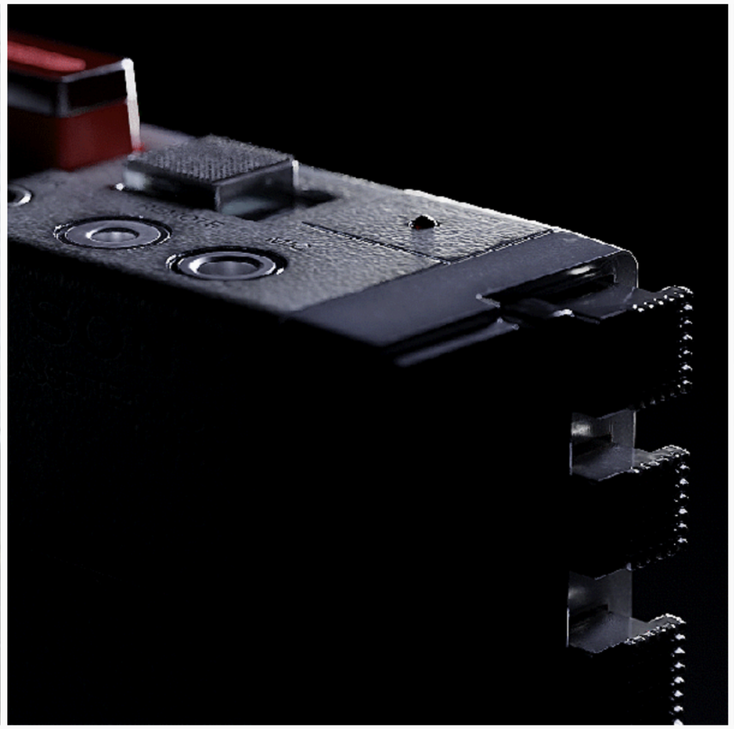
So this is what I wanted to replicate:

Sony TCM-600 Cassette Walkman



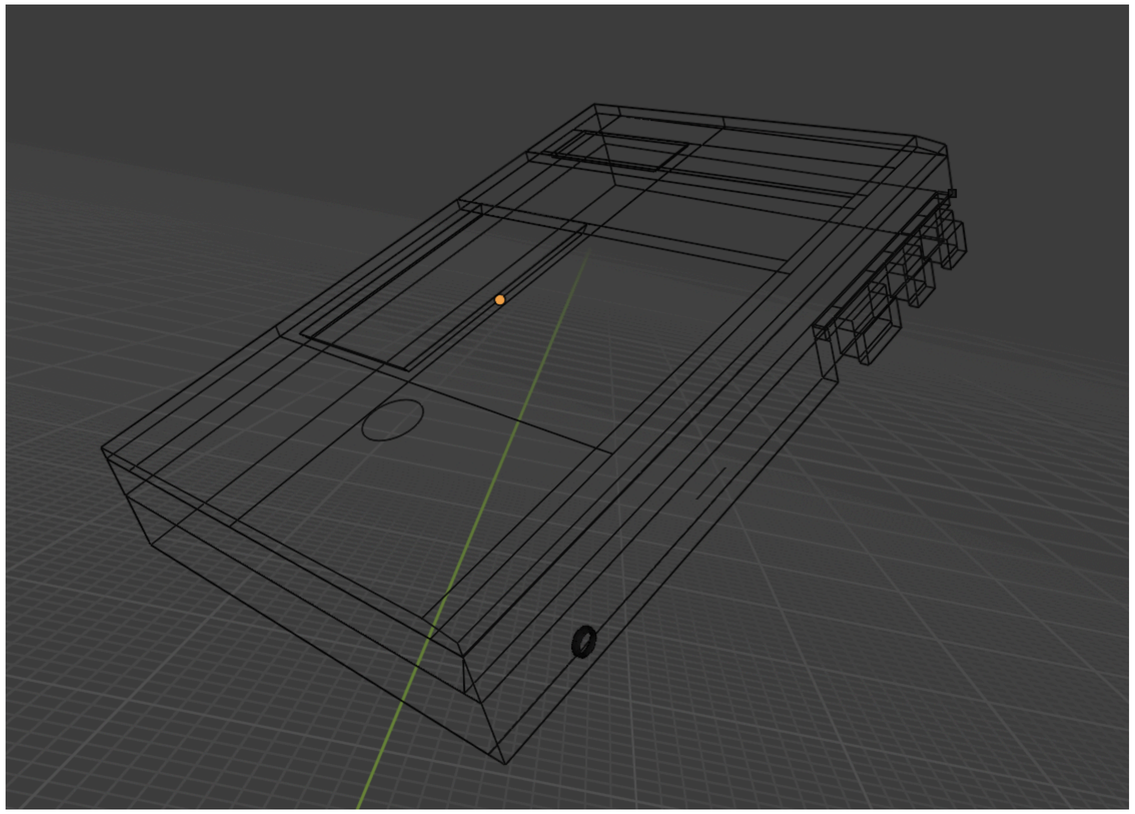
https://www.behance.net/gallery/109912453/Sony-TCM-600-Cassette-Walkman/modules/633366003

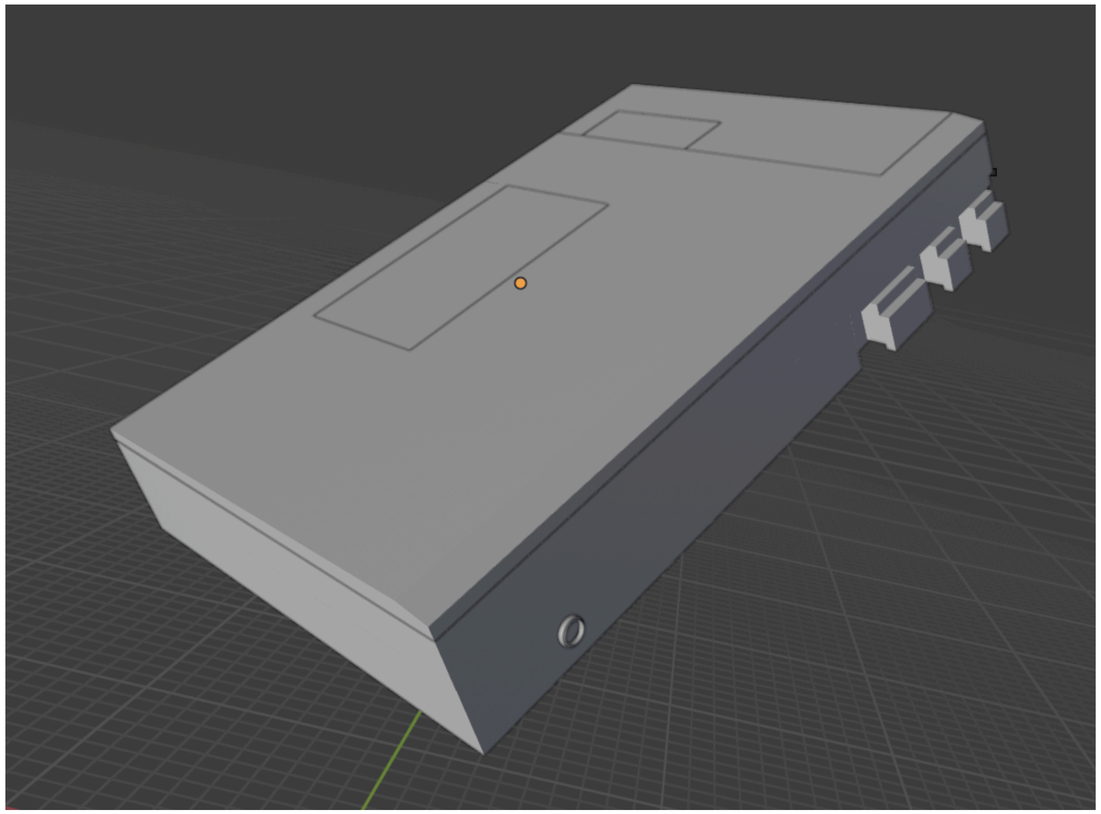
Reminder

The key-word in the brief was “fidelity”

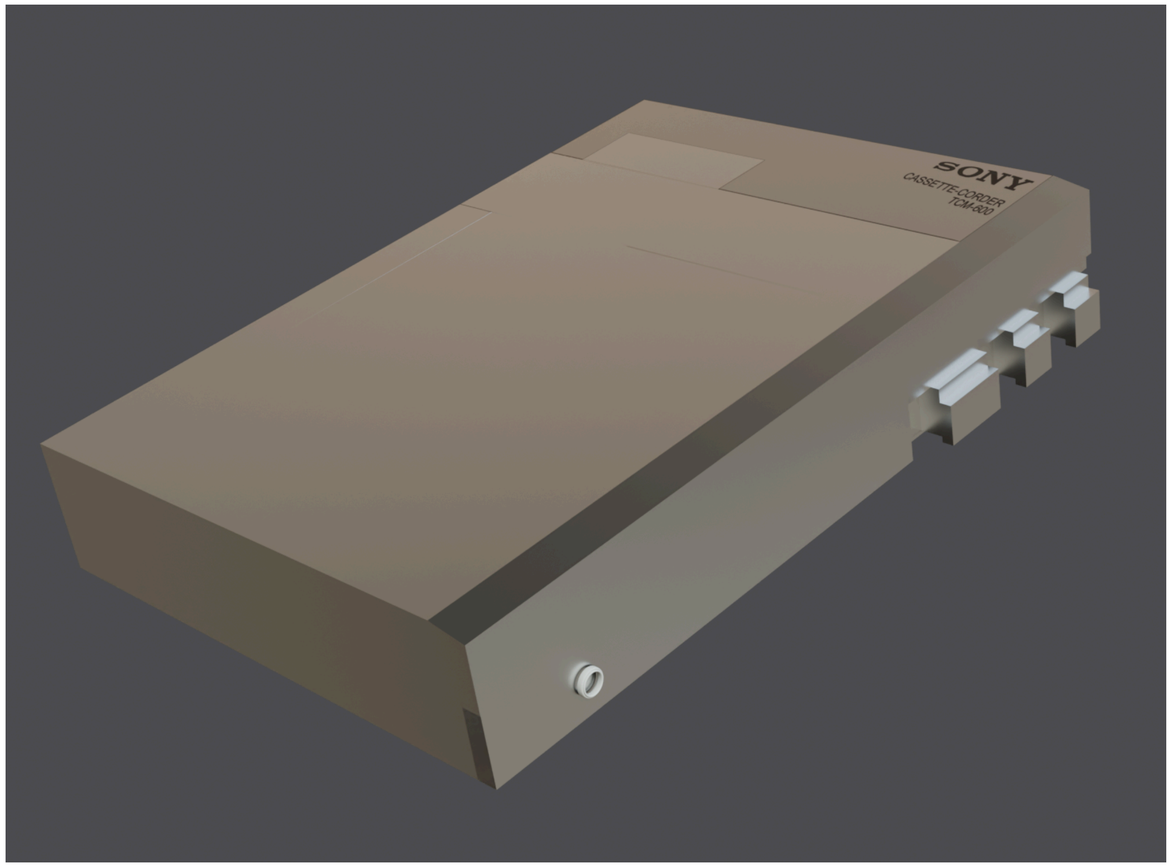
Remake this selected project as best as you can, with as much fidelty as possible. (Through this task you’ll be primarily engaged in iteration according the first definition shown to the right.) Bring this to your tutorial on Jan 21.

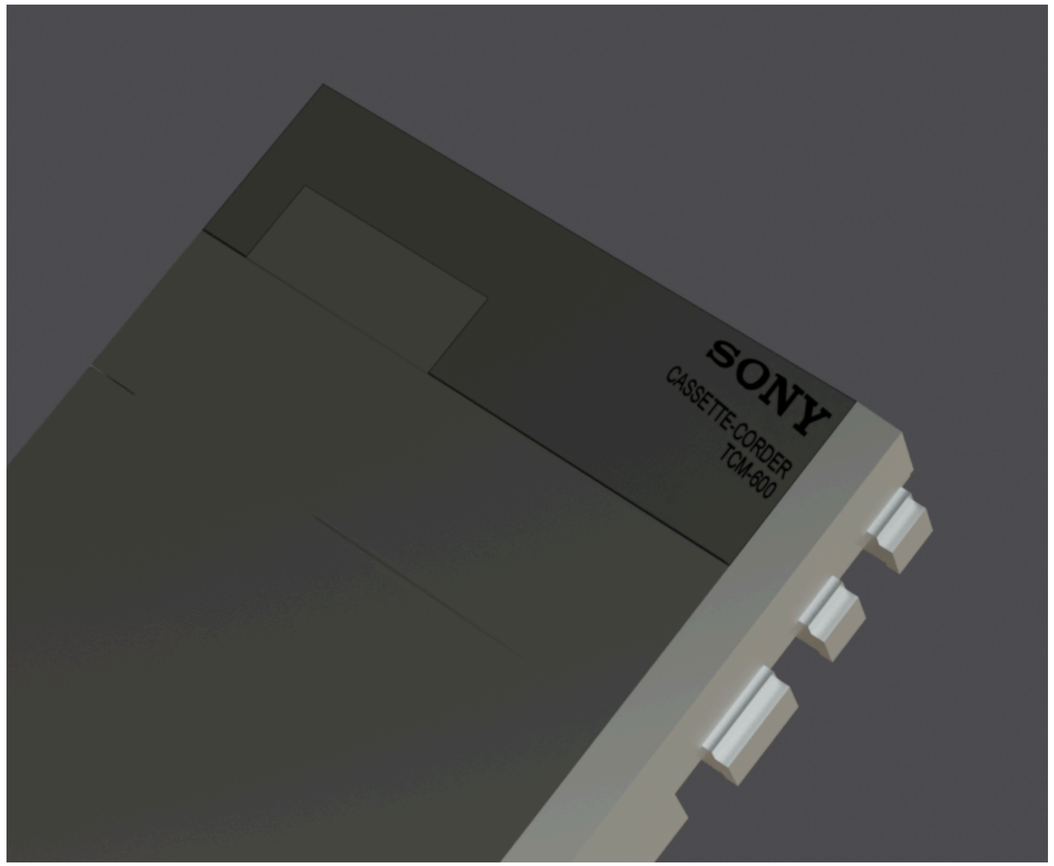
My version / Sony TCM-600 Cassette Walkman





My version / final render





Reminder

fidelity

/fɪˈdɛlɪti/

noun

1. faithfulness to a person, cause, or belief, demonstrated by continuing loyalty and support.
   "he sought only the strictest fidelity to justice"

   Similar: loyalty | allegiance | obedience | constancy | fealty | homage

2. the degree of exactness with which something is copied or reproduced.
   "the 1949 recording provides reasonable fidelity"

   Similar: accuracy | exactness | exactitude | precision | preciseness | correctness

Feedback

More definitions

Written Response

I started with answering the prompts

Prompts

What's unexpected about this thing you just made?

- The fact that this was achievable within this time frame? I tend to put things off at the very start thinking that it would be too time-heavy of an exercise so I shouldn't bother starting. So, I am surprised that I actually got this done.

  → So does that mean I suffer more in imagination than in reality?

- Abstraction; That is one thing that I kinda didn't emphasize enough on walking into this project. The fact that when you imagine things as shapes, you can literally build anything. So, I feel like my sense of observation has really benefited from this endavour. And that is one thing that I didn't think about? Like I feel like I can imagine things better now because there is this new layer or superpower of sorts that I have when it comes to deciphering the world around me. When I got into photography and got a little decent at i over the years, I realised that photography had taught me to appreciate the world around me more. Lights, shadows, colours, composition. There was this new found appreciation in these small things that I would notice. And, this tool made me do the same thing by nature but in a different way. Like observing how bigger and complex objects are made out of smaller shapes and constituent elements.

  → So basically any medium or tool that you want to learn, essentially it always enhances your sense of observation and appreciation for your surroundings in some way?

What do you understand better or differently about your tool or medium now?

- I am mostly used to working with 2D so now I understand how objects operate in a 3D space as well.
- My sense of operating a 3-D software has dramatically improved. I have an awareness of how different components like lighting, textures and modelling come together to make a fully functional render.
- I think I can somewhat discern a 3-D render from an actual picture taken in a studio. Like how you know working with AI kinda exposes the faults of Generative AI to you and you can tell the difference apart. So I feel like I have kinda naturally just imporved over there a little.

  → In what ways does working with a medium or tool enable proficiency in deconstructing the output of that tool or medium?

Prompts

Did it pose a particular technical challenge?

Of-course it did.

I had to take an approach in which I wasn't learning the software from scratch in a conventional tutorial by tutorial way. But rather took a hybrid approach in which I used the internet and even Chat-GPT to get to the answers of certain technical challenges while also acclimatising myself with the interface of the software through tutorials.

I think the most technical challenge that I faced was respecting how the software functioned. To make a shape in a 3-D space, you had to be cognisant of the fact that there were vertices and edges of the shape and you had to be mindful of them when creating something more complex with those tinier shapes. So I would see myself struggle with faces and loosing track of certain vertices which would then become a problem later on when I applied a more complex function onto them.

→ How important is it to understand the basics first? Would I suggest taking on a hybrid approach or go about it in a tutorial by tutorial manner?

I personally lack the patience to watch a tutorial series so honestly this worked better for me. But it comes with its challenges where you have to figure out answers in a very specific way.

What kind of output or knowledge does this tool or medium favor?

(Knowledge: Identify and articulate your own positions by situating your work in relationship to other knowledge, practices, and contexts.)

I think in a very timeline kinda way it makes me more curious and appreciative of the past. What is in the present can be appreciated the way it is. But this is a great medium to interact with both the how the past was like and how the future can be and everything in between (like conceptions of the future in the past i.e., retro future) So the interactiveness of this medium gives it a whole new advantage over what I am used to working with previously i.e., 2D. And, i think it favors anything that is in that realm then. The realm of interaction

→ Does a medium or tool serve as a portal of teleporting to different timelines?
→ Does 3-D being the ultimate interactive experience give it an advantage over other mediums? Do they feel restricting in constrast? Or do these tools come together to form the idea of interaction? (Maybe you need to see something in 2-D to visualise how it would look in 3-D. For instance, if I never saw a picture of a dinosaur in different angles in 2-D I wouldn't be able to picture it in a 3-D way)

What relationship does it have to graphic or communication design?

It is an integral part of conveying a piece of information. 3D conveys information in a more enhanced and value driven way. It is an important asset and could be utilised to get the point across in an effective way depending on the context.

I think humans have this inherit fascination and desire to experience things in a multi-dimensional realm and they are able to extract more value as recipients of information when it is conveyed in that realm, making the delivery of information more effective.

Critical Questions

1. Why does abstraction enhance my observational skills, and how does breaking complex objects into simpler shapes influence the way I perceive the world?

Critical Questions

2. Can engaging directly with a 3D tool help me discern between renders and real-world visuals, similar to how familiarity with AI exposes its imperfections?

Critical Questions

3. How does working in 3D change the way we interact with timelines (past, present, and future) compared to static or 2D mediums?

Critical Questions

4. Does the interactive and immersive nature of 3D tools give them an edge over traditional graphic design tools in communicating complex ideas?

Shukriya :)

That’s “thank you” in Urdu