

GENERATIVE DESIGN

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“예술은 다른 것을 맛보는 것이지, 일등을 매기는 것이 아니다”
Art is experiencing something different, not determining the rank

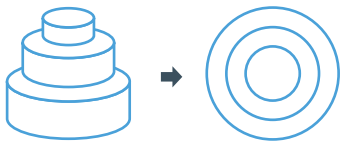
Nam June Paik, Video artist

/ The Three Attribute & Transforming Rules

[CLEAR]

[WITTY]

[COLORFUL]



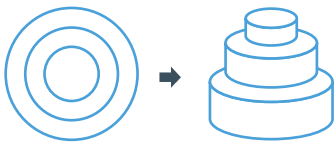
1-1. make 3D object into flat 2D image
**icons*



2-1. add flipping object on the opposite side of reference line
**decalcomania*



3-1. distort height and width of object randomly / rotate object in random angle
**Karim Rashid's work*



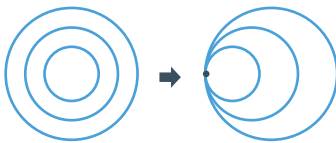
1-2. make 2D object into 3D object
**3D graph*



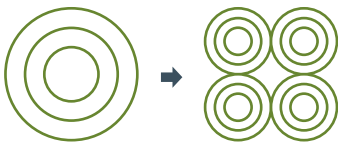
2-2. rotate 2D image and make into 3D object
**paper crafts*



3-2. make lines from center point of object
**fireworks*



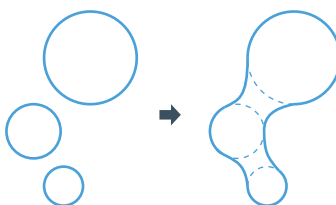
1-3. make a reference point/line and move all the object to meet the point/line
**arrangement*



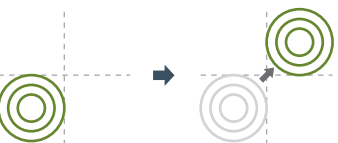
2-3. repeat object several times
**Andy Warhol's works*



3-3. split object into small pieces
**neo-impressionism*



1-4. smoothly connect objects with curved lines
**water drop*



2-4. shift an object to other place
**chess game*

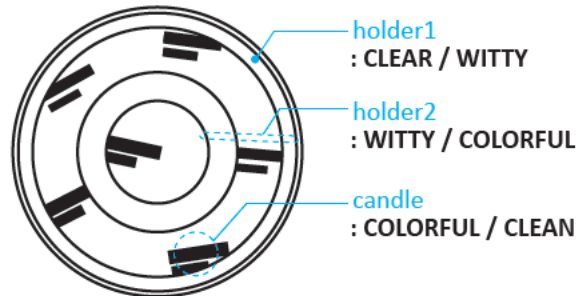


3-4. change the size of an object
**Russian dolls*

**reference*

Chandelier Design

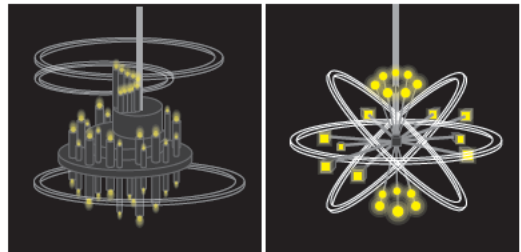
/ Catalyst & Paradigm



/ Scenarios & Results

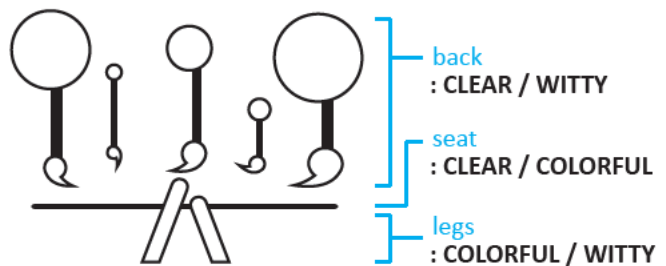
http://www.youtube.com/watch?v=ldq5bhxKANo&feature=player_detailpage

http://www.youtube.com/watch?v=MqplfUAvSeY&feature=player_detailpage



Bench Design

/ Catalyst & Paradigm



/ Scenarios & Results

http://www.youtube.com/watch?v=mzmAXFVLFBU&feature=player_detailpage

