

CONSTRUCTED REALITY

(recall D. D. Hoffman, *Visual Intelligence*)

THE CASE OF D.S.

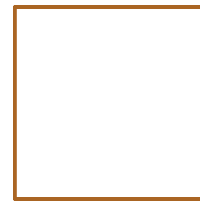
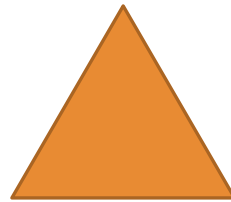
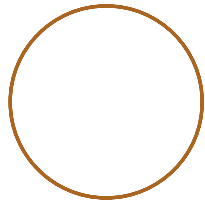
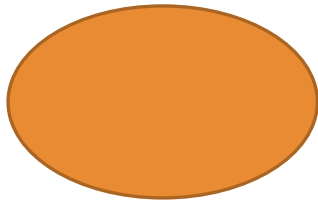
1. D.S. WAS A 30 YO MALE THE SUFFERED A TRAUMATIC BRAIN INJURY.
2. HE WAS IN A COMA FOR 3 WEEKS.
3. A YEAR LATER, D.S. WAS ALMOST BACK TO NORMAL.
4. WHEN HE SAW PEOPLE HE KNEW, HE CONSIDERED THEM TO BE IMPOSTORS.
5. THE DAMAGE TO HIS BRAIN RESUTLED IN *CAPGRAS SYNDROME*.

https://www.ted.com/talks/vs_ramachandran_3_clues_to_understanding_your_brain

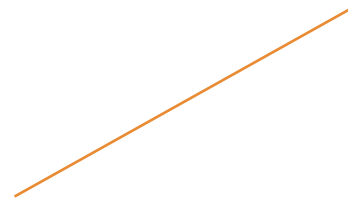
VISUAL DESIGN BASICS

REVIEW

1. SHAPE



2. LINE





DIAGONAL LINES CREATE TENSION.
JAGGED, ZIGZAG LINES SUGGEST
TENSION OR REPRESENT DANGER.

STRAIGHT LINES CONVEY
RIGIDITY AND STRUCTURE.



POP QUIZ

WHAT IS A LINE ON END?

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HOMework



VISUAL DESIGN BASICS

TEXTURE AND
PERSPECTIVE

TEXTURE

PATTERSON SUGGESTS THAT TEXTURE IN A PHOTOGRAPH COMES IN TWO FORMS:

1. "A SURFACE APPEARANCE SUGGESSTING THE WEAVE OF A FABRIC".

I TAKE THIS TO MEAN SOMETHING AKIN TO A REGULAR PATTERN OF REPEATING SHAPES.

EXAMPLES







TEXTURE

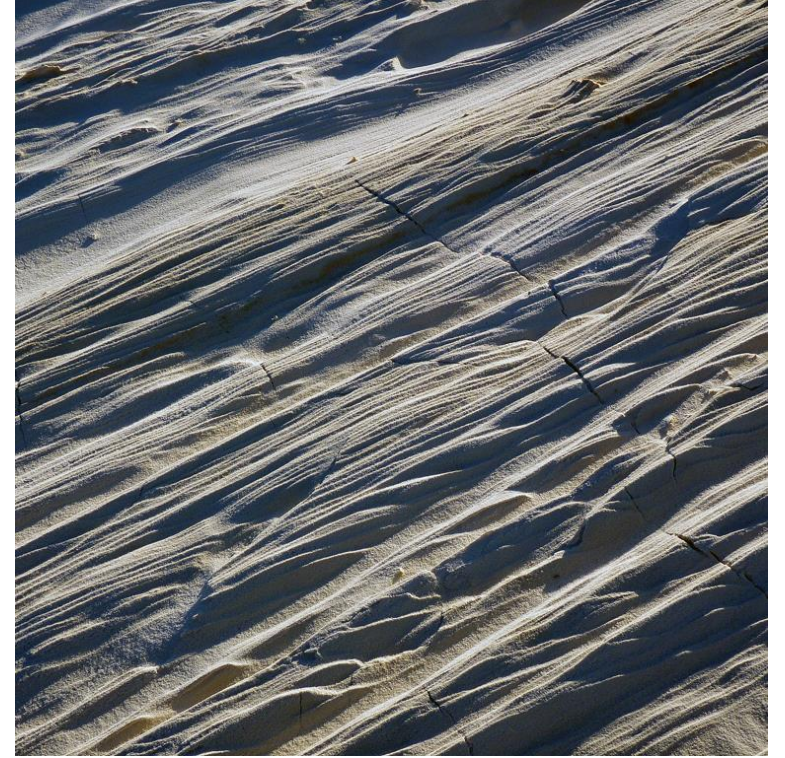
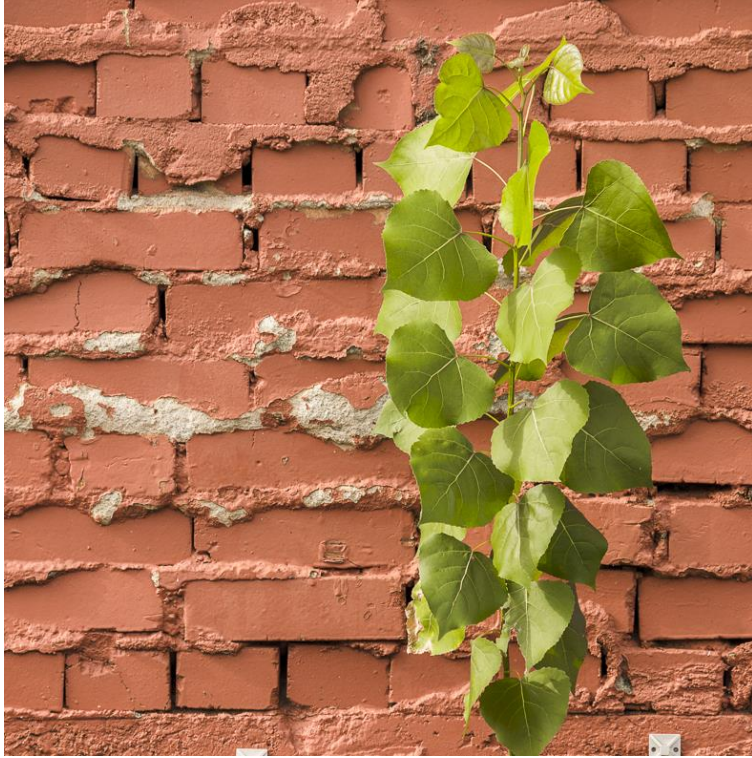
PATTERSON SUGGESTS THAT TEXTURE IN A PHOTOGRAPH COMES IN TWO FORMS:

2. "THE ROUGHNESS OR SMOOTHNESS OF SURFACES."

CLEARLY, THE TWO DEFINITIONS ARE RELATED.



EXAMPLES



EXAMPLES

PERSPECTIVE

“IN THE LANGUAGE OF TWO-DIMENSIONAL VISUAL DESIGN,
PERSPECTIVE IS THE REPRESENTATION OF DEPTH OR DISTANCE ON
A FLAT SURFACE.”

◦ FREEMAN PATTERSON



KIDS



CAVE PAINTINGS

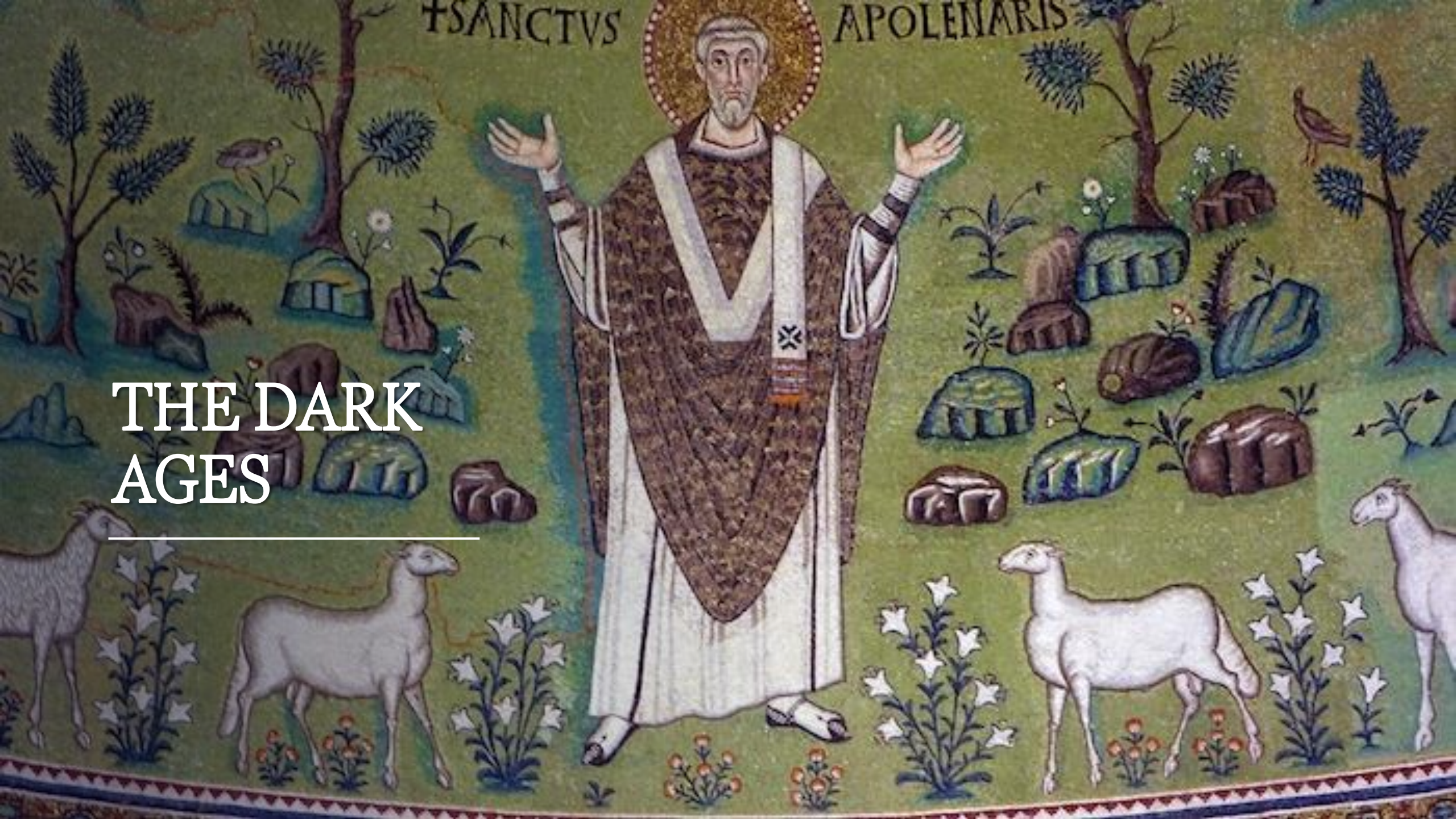


THE CLASSICAL AGE

TSANCTVS

APOLENARIS

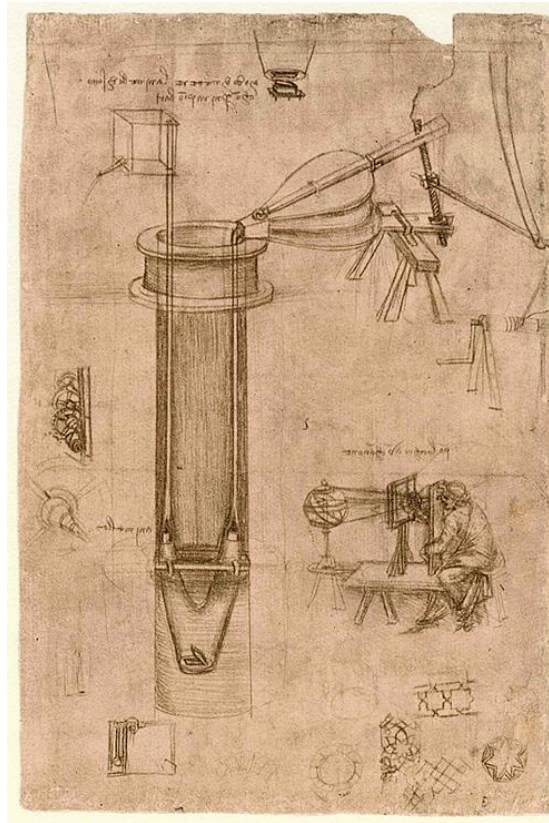
THE DARK AGES



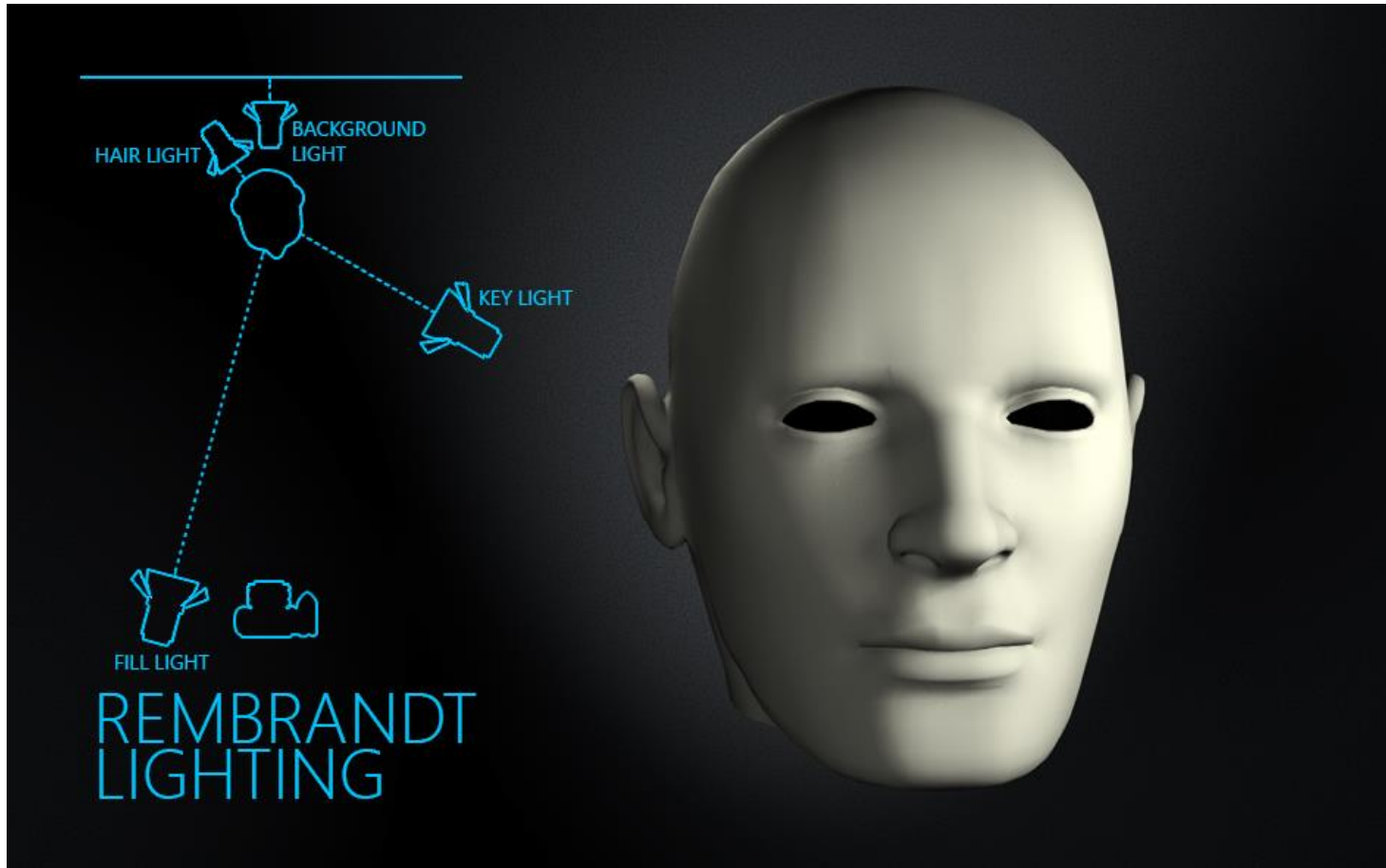
THE RENAISSANCE



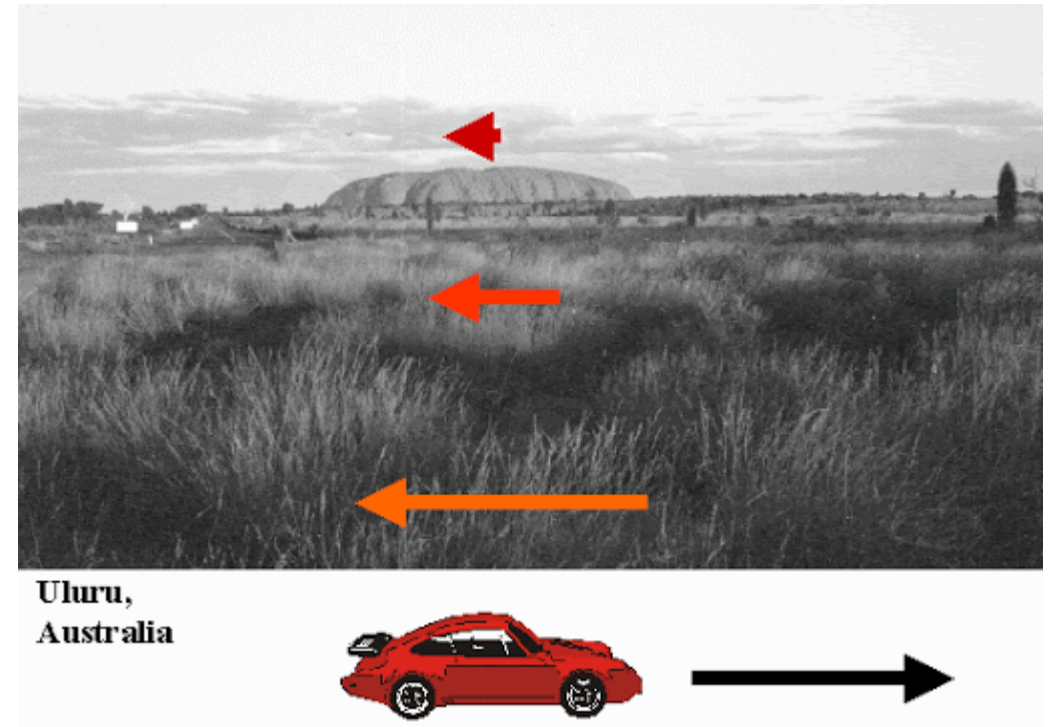
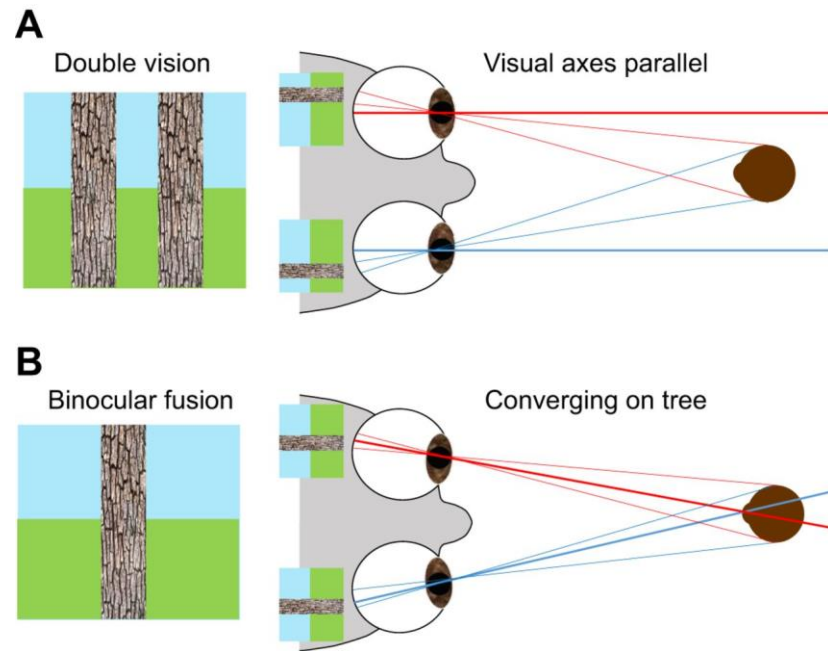
LEONARDO DI VINCI (1452-1519)

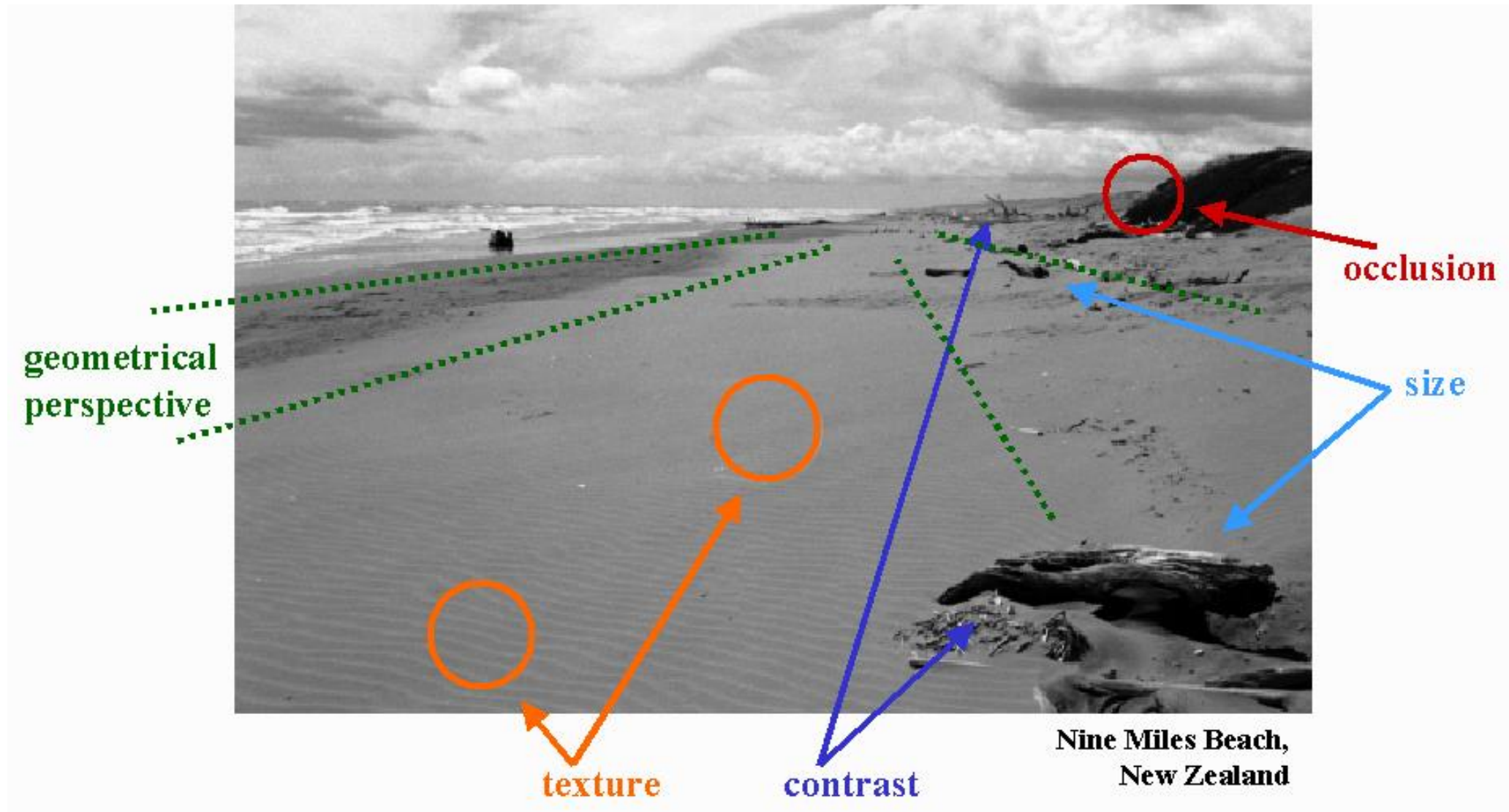


REMBRANDT (1606-1669)



STEREOPSIS AND RELATIVE MOTION





LAYERS



SELECTIVE FOCUS



PATTERSON SAYS

“THE QUICKEST AND EASIEST WAY TO CREATE OR ENHANCE PERSPECTIVE IS TO DISTORT OR DEFORM SPACE-THAT IS, TO ENLARGE AN OBJECT OR AREA OF YOUR COMPOSITION RELATIVE TO ANOTHER OBJECT OR AREA.”





ADDITIONAL RESOURCES FOR STUDY

History of Perspective in art

<http://becktastic.weebly.com/history-of-perspective.html>

<http://www.classicalart.org/blog/a-brief-history-of-perspective>

Jamie Windsor explains chiaroscuro (shading) <https://youtu.be/zCOI7bYDPrM>

Mads Peter Iversen offers tips for creating depth https://youtu.be/H_zdjyFvIB8

HOMework

1. MAKE AND TURN IN TWO (2) EXAMPLES OF *TEXTURE*.
2. MAKE AND TURN IN TWO (2) EXAMPLES OF *PERSPECTIVE*.

Send email with attached files to Lpetterborg@gmail.com

QUESTIONS?