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Composition
Multi-Sensory Cube
Human Comfort and
Building Response to
Climate

Bus Stop

Living Unit

Tim

Quick note to accompany the 1st year projects, chosen to represent the spectrum covered in our program + the more successful projects.

1. Info on composition/color etc. + basic problem developing design from b+w/color/3-D.
2. Your cube project as synthesizer of previous abstracts on space, light, textures - developed a stage further.
3. Climate info + design of basic one activity space eg. bus shelter.
4. synthesis of semester concerns in design of 2 person living unit.

ARCHITECTURE 100 ENVIRONMENTAL DESIGN FALL 1978

Barr-Kumar (Coordinator), Boles, Francisco, Jackson/Young, Liebman, Schneider, Sneary, Theis/Staff, Wysocki

## COMPOSITION

OBJECTIVES:

1. To gain a greater understanding of the principles of 2-dimensional composition:
   balance
   dominance
   contrast
   repetition
   scale
   figure/ground, etc.
2. To explore the 3-dimensional aspects of composition
3. To become more familiar with the design skills of refinement and reinforcement

## EXERCISE 2

STAGE I

Create a 2-dimensional composition (black and white) on a 9" x 12" ground that exhibits the following characteristics:

1. either an interacting or ambiguous figure/ground relationship
2. a point of dominance
3. balance

Making use of any of the other principles of composition would be beneficial but is not required.

STAGE II

Using the above composition as the starting point, construct another composition (9" x 12") utilizing color to reinforce and expand the qualities of the original composition. A minimum of 3 colors must be used and should reflect an awareness of the guidelines discussed in class.

STAGE III

Reinforce and expand the qualities of the second composition by adding depth (maximum total depth = 1½") to a third composition (9" x 12"). All forms must be a vertical projection of the 2-dimensional shapes.

Note: This stage allows a less restricted exploration of overlap and penetration than the previous stages.

STAGE IV

This final stage requires you to extend the three dimensional qualities of your previous design to their full potential and generate a free standing composition that embodies all the characteristics required of Stage I in what is in effect an abstract from study.

## EVALUATION CRITERIA

1. Prompt submission and completion of assigned projects (completion).
2. Demonstration of emerging craft skills and skills in selecting and using the appropriate materials, techniques, and procedures in visual design and communication (familiar, craft).
3. Demonstration of understanding of and ability to make use of the perceptual and relational elements of two dimensional visual design (acquaintance, analysis).
4. Demonstration of understanding of and ability to evaluate use of principles of composition in two dimensional visual design (acquaintance, synthesis).

Minor changes may be made at each stage as the need for refinement becomes apparent. The final presentation will consist of all four compositions. Do not neglect craft.

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# COLOR

## Classification of Color

1. Purpose
   1.1 To acquaint the student with the artist's classification of colors based upon the manner in which pigments or dyes react when they are mixed.

   1.2 To give the student an accurate description of a given color.

2. Definitions
   Every color has three descriptive qualities or dimensions: hue, value and intensity.
   2.1 Hue: the name of a color; particularly the names of chromatic or spectral colors.
      2.11 Examples: blue, red, orange, red-violet, etc.
      2.12 Normal hues: colors which are as intense as possible and approximate the colors in the spectrum.
      2.13 Classification of hues
         2.131 Primary hues: yellow, red and blue
            All other colors can be obtained by mixing them in various proportions.
            Cannot be obtained in their pure form by mixing any other hues.
         2.132 Secondary hues: orange, green and violet
            Middle hue obtained by mixing two primary hues.
         2.133 Intermediate: red-orange, blue-green, red violet, etc.
            Obtained by mixing a primary hue with its adjacent secondary hue, or by the addition of one primary hue to another in unequal amounts.

   2.2 Value: lightness or darkness of a color; also brightness, reflectance
      2.21 Examples; dark blue, light blue, etc.
      2.22 Classification.
         2.221 Neutrals or achromatic colors.
            Neutrals are black, white, and grays.
            Neutral value scale; achromatic brightness scale; reflectance scale.
            (1) Gradual transition from white to black, through grays
            (2) Usually diagrammed with 9 steps:

ACHROMATIC

| Chromatic Warm | White | Cool Chromatic |
|---|---|---|
| Yellow | high light gray | Yellow |
| Yellow orange | light gray | Yellow green |
| Orange | low light gray | Green |
| Red orange | middle gray | Blue green |
| Red | high dark gray | Blue |
| Red violet | dark gray | Blue violet |
| Violet | low dark gray | Violet |
| | Black | |

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2.222 Value relationships of normal hues:

Each normal hue has its own proper relationship to the value scale (see chart).
Each color can be gradually changed in value from very light to very dark.

(1) Light values of a hue are called tints: normal hue plus whites; higher reflectance of incident light.
   (a) whiter in the value scale or lighter than the normal hue; add water to transparent pigments add white to opaque pigments.

(2) Dark values of a hue are called shades: normal hue plus black; lower reflectance of incident light.
   (a) blacker in the value scale or darker than the normal hue; add black to normal pigments

2.3 Intensity: brightness or dullness of a color; also chroma, saturation
- 2.31 Examples - bright blue, dull blue, etc.
- 2.32 Classification:
  - 2.321 High intensity color, a color at its greatest possible strength. Other terms sometimes used:

    Strong colors
    Normal, bright colors
    Spectrum colors
    Full intensity colors
    Tube colors

  - 2.322 Low intensity color: any dull color whether it be light or dark in value. Other terms sometimes used

    Dull colors
    Grayed colors
    Tones
    Soft or subtle colors

- 2.33 Methods of obtaining low intensity of colors:
  - 2.331 Add neutral gray or both white and black
  - 2.332 Add the complement (opposite on the diameter of the color circle)

3. Other qualities sometimes used in the description of color
- 3.1 Warm colors
  - 3.11 Examples: yellow, orange and red
  - 3.12 Advancing colors: make a room look smaller or an object look larger.
- 3.2 Cool colors
  - 3.21 Examples: blue, green and violet
  - 3.22 Receding colors: make a room look larger, or an object look smaller.

4. Other technical methods of classifying colors
- 4.1 Physical: based on the way that light rays of various wave lengths react when they are either separated or mixed.
- 4.2 Physiological: based on the way that the optic nerve and other nerve/muscle systems react when rays of light contact and are sensed by humans.
- 4.3 Psychological: based on the way that light and color are perceived and responded to by humans; and behavioral transactions of color and light.

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