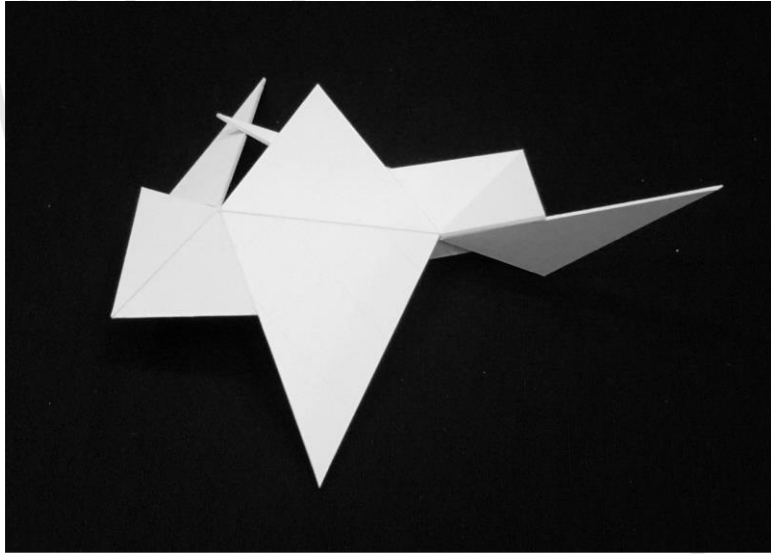


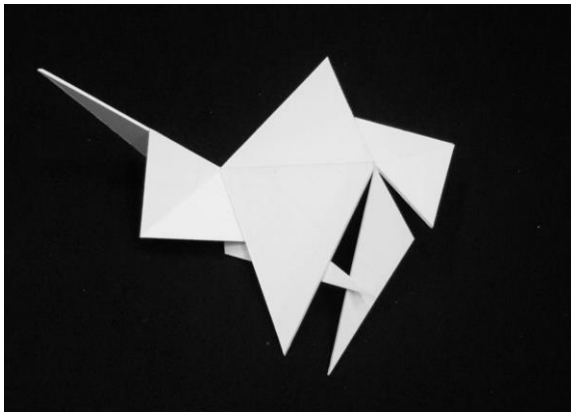
XYZ Project

Alissa Roepke

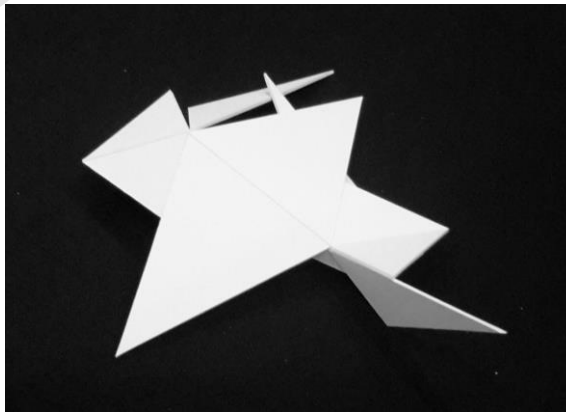


Final Model 1

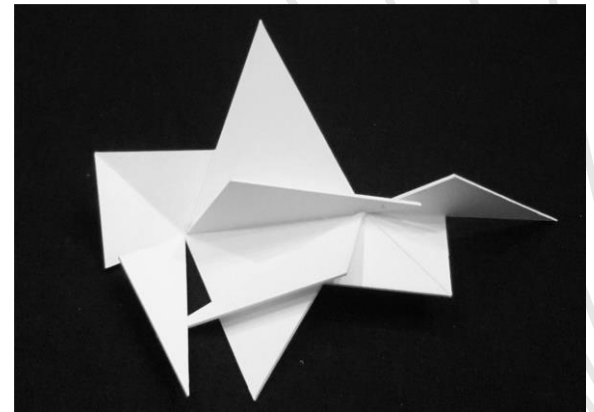
For this project, I needed to create a 7 inch square abstract model from a sketch. Being inspired by clothing pattern manipulation, I chose to create my model from one piece of board. I started by establishing a mountain ridge on the diagonal. Then, I decided to make one peak and one valley along the ridgeline and bend it by removing certain sections and attaching non-adjacent sections. I wanted to emphasize the peak, so I added a “backbone” support underneath. Next, I wanted to support and visually extend the valley, so I moved one of the cut-out sections to support the valley and draw the eye beyond the confines of the structure. Finally, by bringing my last hidden section to overlap a non-adjacent piece, I created a dynamic moment that is unexpected and heightens the viewer’s curiosity, causing them to interact with the model and explore it from its many angles and perspectives.



Final Model 2



Final Model 3



Final Model 4, Inverted