8.3 Sketch Problem 5: Photomontage

CS 5984
Design of Interactive Devices
March 18, 2005

Steve Harrison
More on s/a/d

(8.2 cont’d)

- LEGO Mindstorms Robotics
  - sensors: touch, light, rotation
  - affectors: motor
  - display: speaker
On “realism”  (1)

☐ Representations that make imagined reality “real”
☐ trust images?
☐ set in real context
☐ Science fiction or design project?
On “realism” (2)

- Confusing picture with thing \((Sr \rightarrow Sd)\)
- Ethical responses?
  - make image say “imagine this” (not “this is”)
- engage in dialog with users
Tools

- sketches
- models
- cameras
- scanner
- Google image search
- Photoshop
- Illustrator
- Word drawing tools
Image concepts

- layers
- extract
- draw
- brush shape
Photomontage
Sketch problem

☐ Due next Friday (3/25)
☐ Required submission:
  ☐ initial sketches showing what montages should look like
  ☐ 2 photomontages
  ☐ deconstruction of one montage
Photomontage

Sketch problem

- 2 photomontages:
  - image of small item inserted into larger environment image (i.e. Barbie Doll in driving into a parking space)
  - drawing over or inserted in photo image (Word annotations or Arul’s drawings)
- deconstruct one montage
- interpret meanings of elements in image

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Photomontage
Sketch problem

☐ Subject: your idea of your team’s project
do individually.
we’ll compare next Friday as part of progress crit
useful for progress report
will do comparison photos in final report

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Coming Attractions

☐ For Monday: read DG Chapter 8
  ☐ Justin G and Pardha send materials by noon
☐ for Monday: SEC proposal due
  ☐ goal: reframe project to appeal to CFP
☐ For Friday: Sketch Problem 5 due
☐ Keep working in your design journals