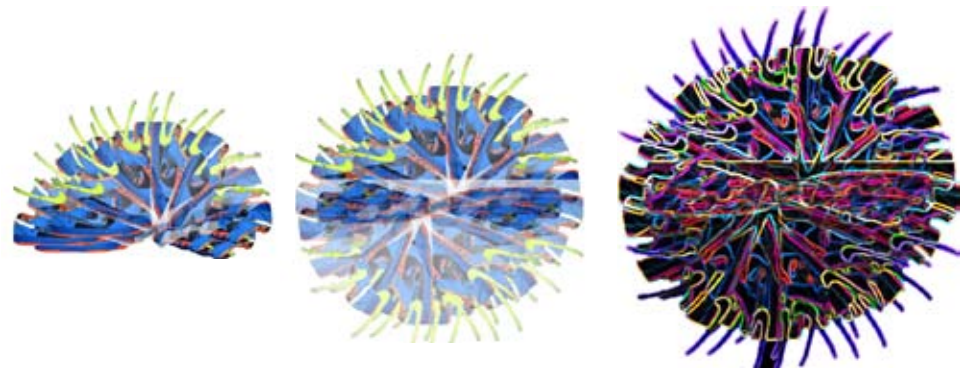


mutation



vectors

_original

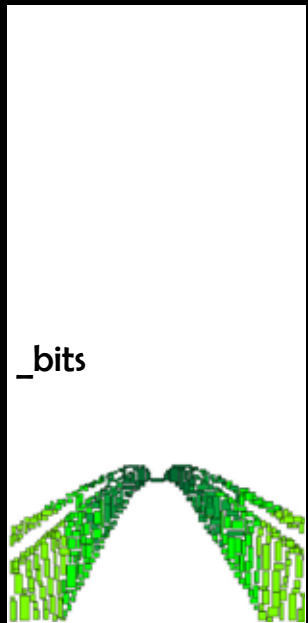


_vector-based
visualizations
through
illustrations based
on bits, strands,
and blobs.

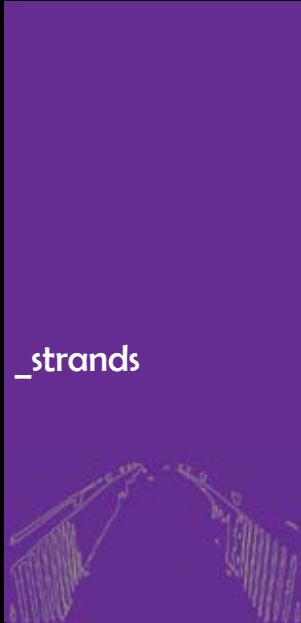
_original



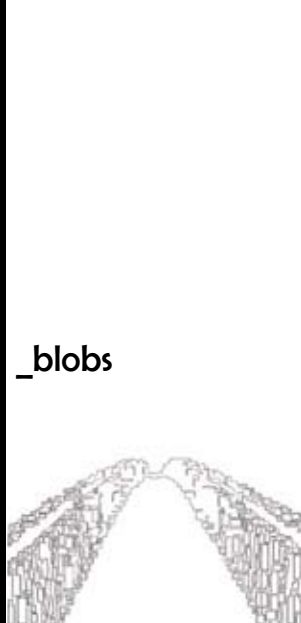
_bits



_strands



_blobs



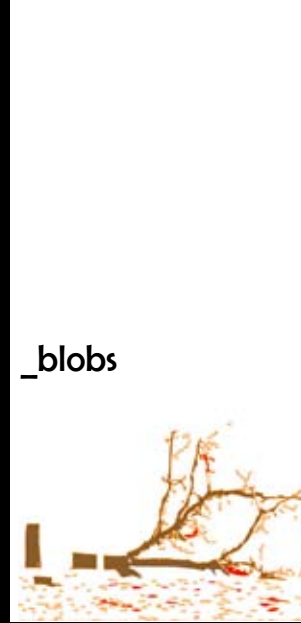
_bits



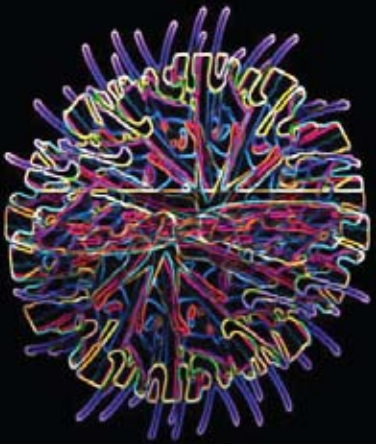
_strands



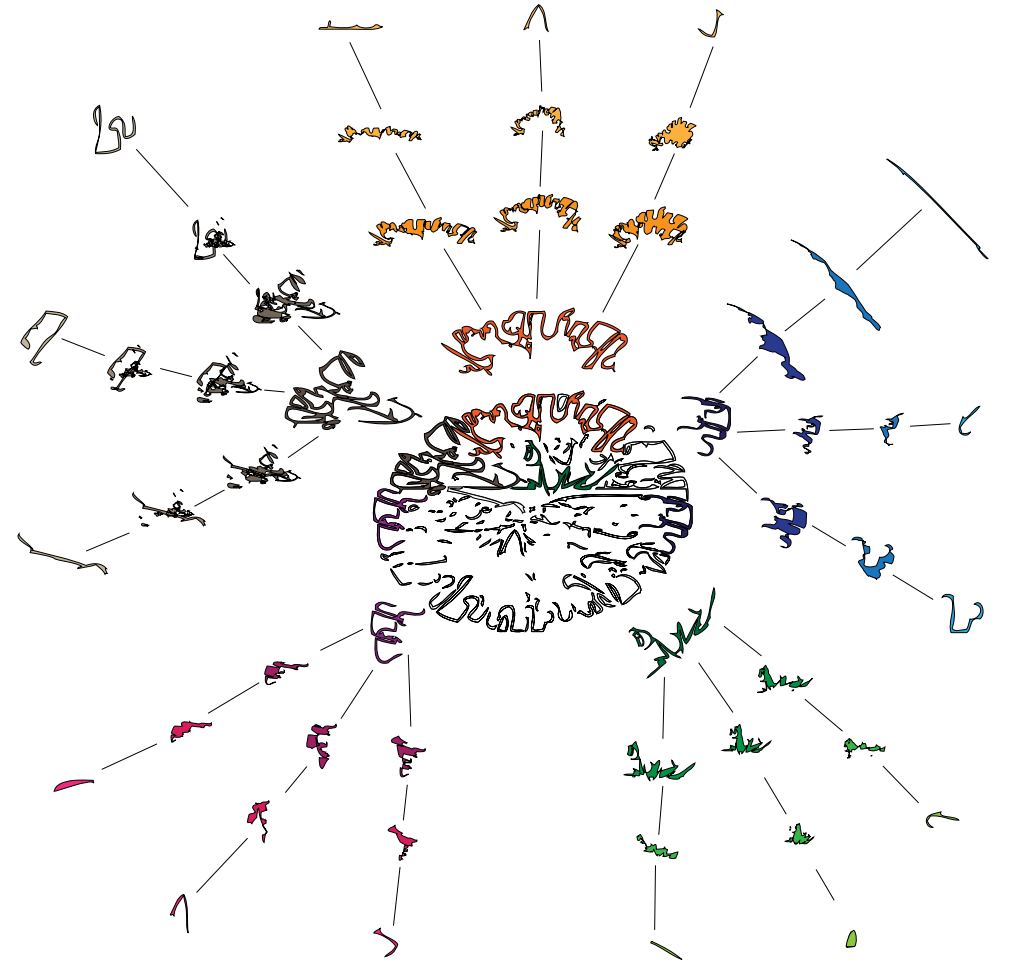
_blobs



morphosis

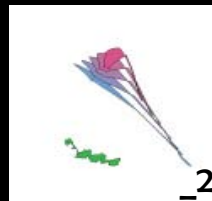
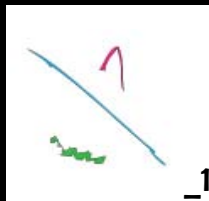


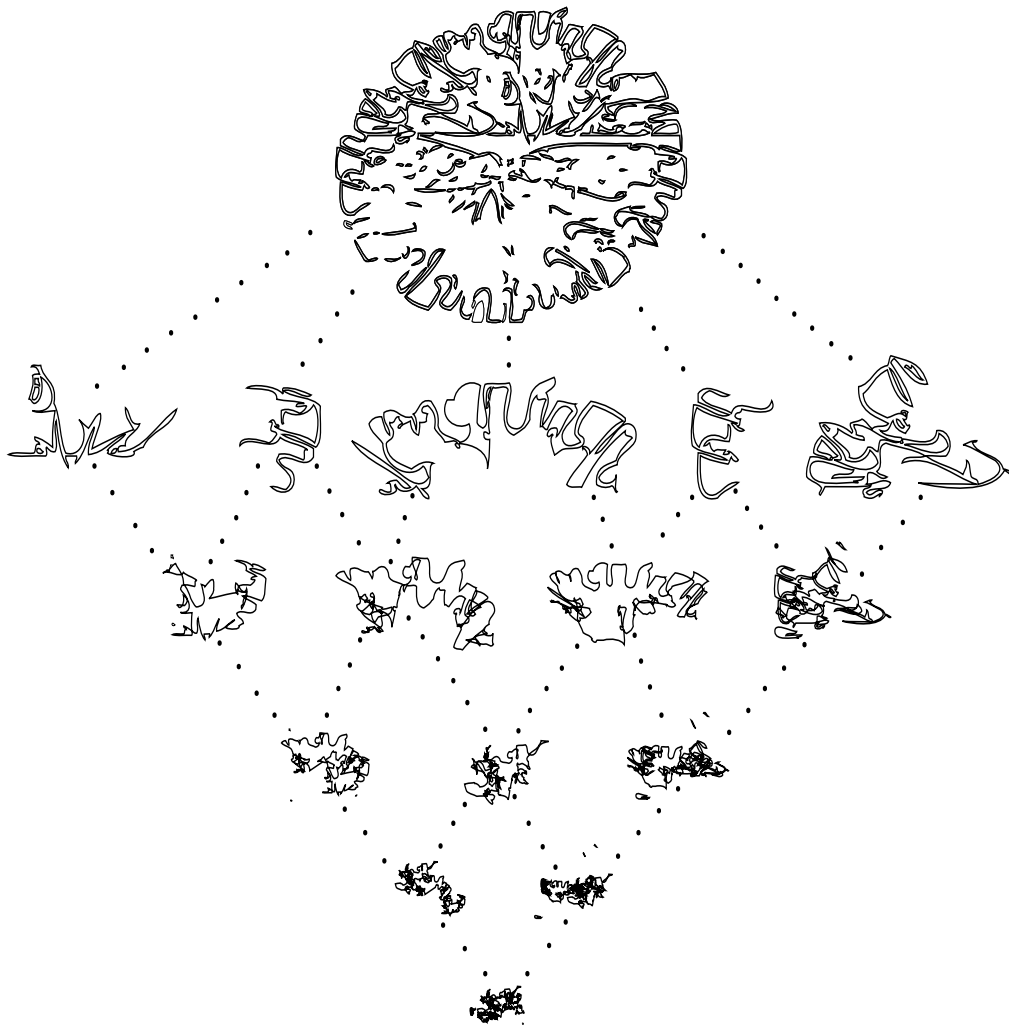
_the study of morphosis through systems of classifications known as phylograms. individual components are then synergized together to form an experimental breed.



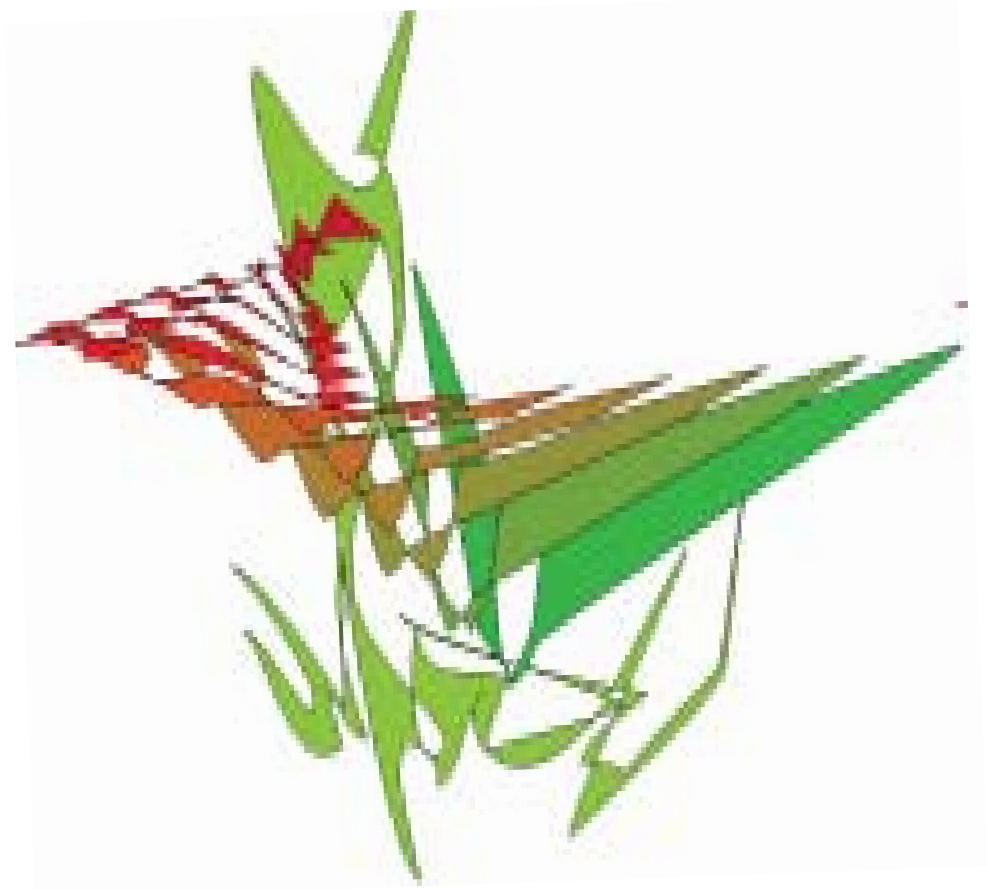
_phylogram_1

_morphosis_timeline

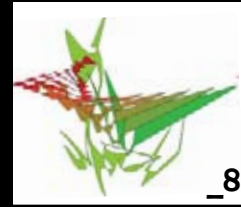




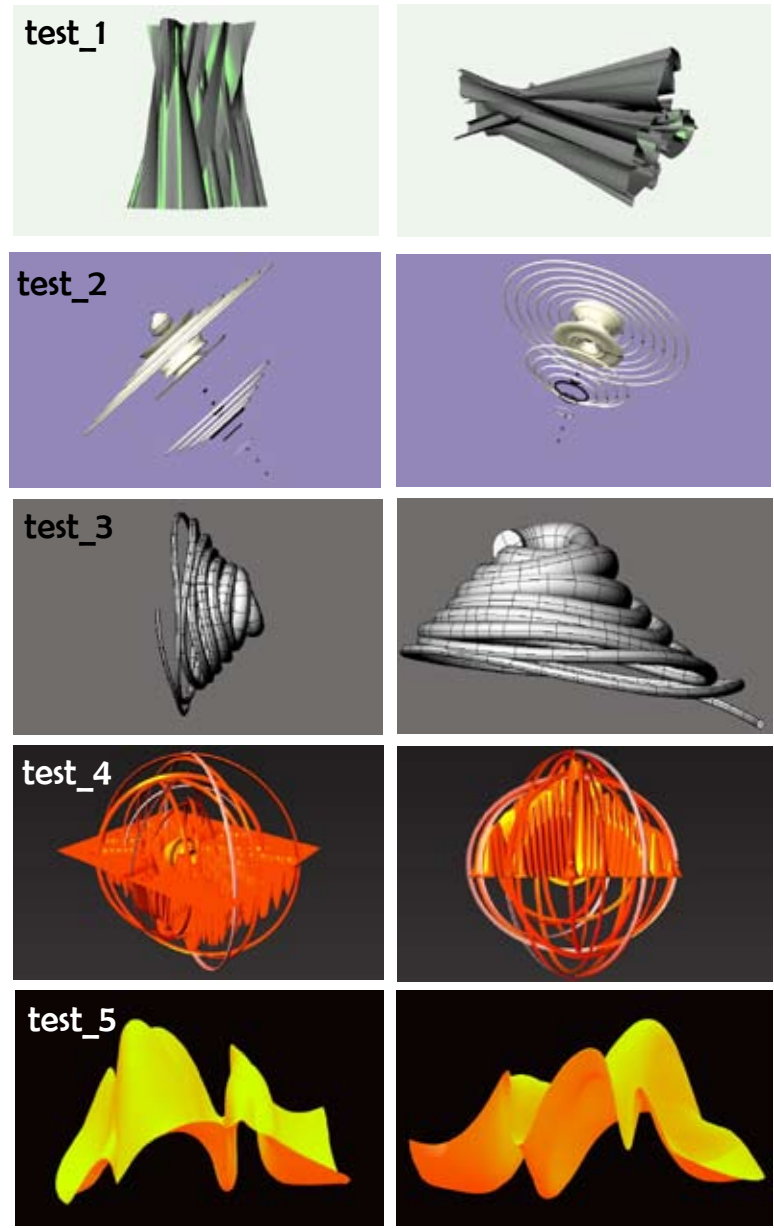
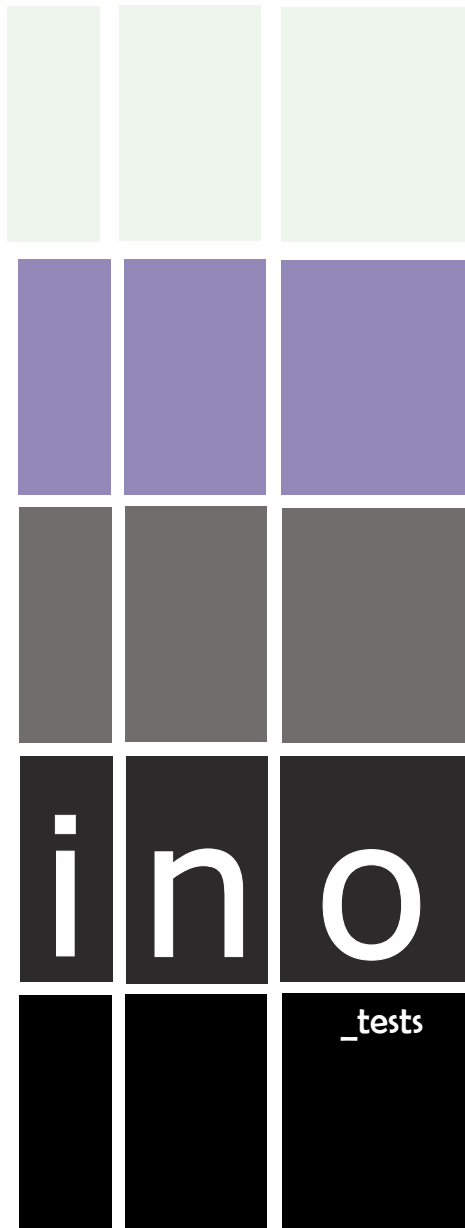
_phylogram_2

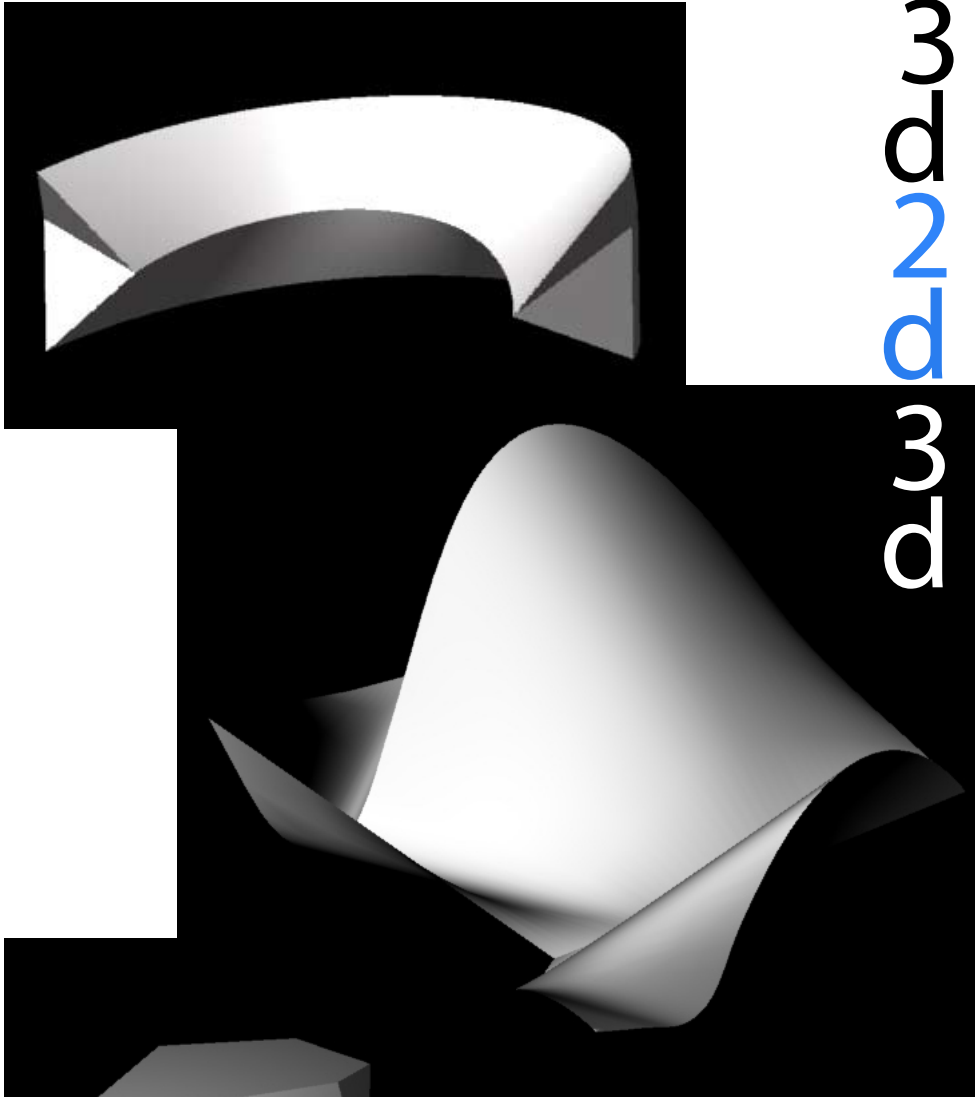


_experimental_breed

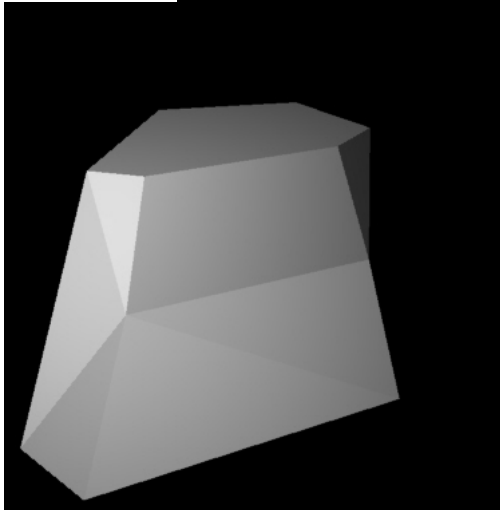


rhino



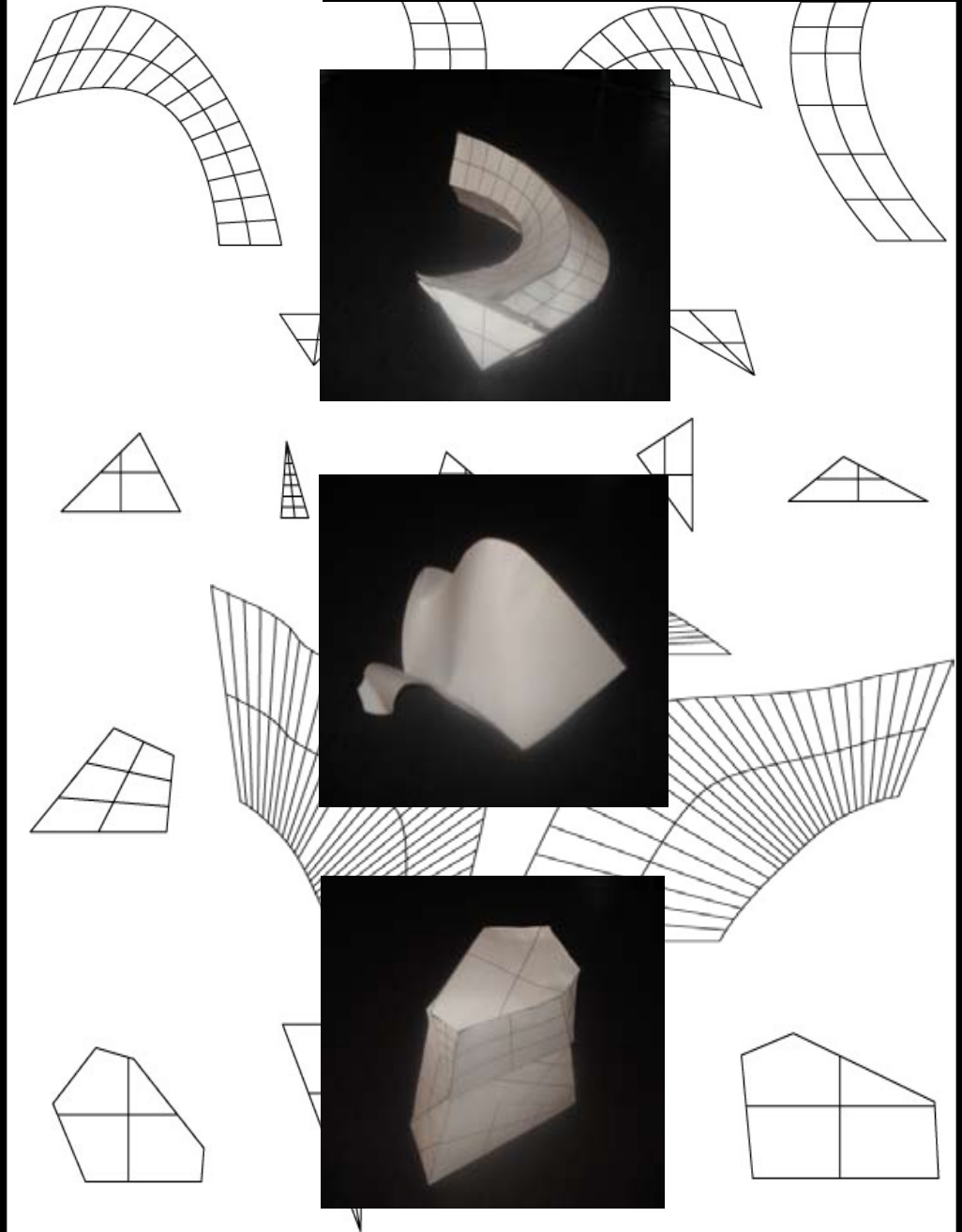


3-2-1-3



taking a 3-dimensional object; realizing it in 2-dimensions and then manual building it back in 3-dimensions.

assignment_5 III II I IIII component_systems
10_27_08

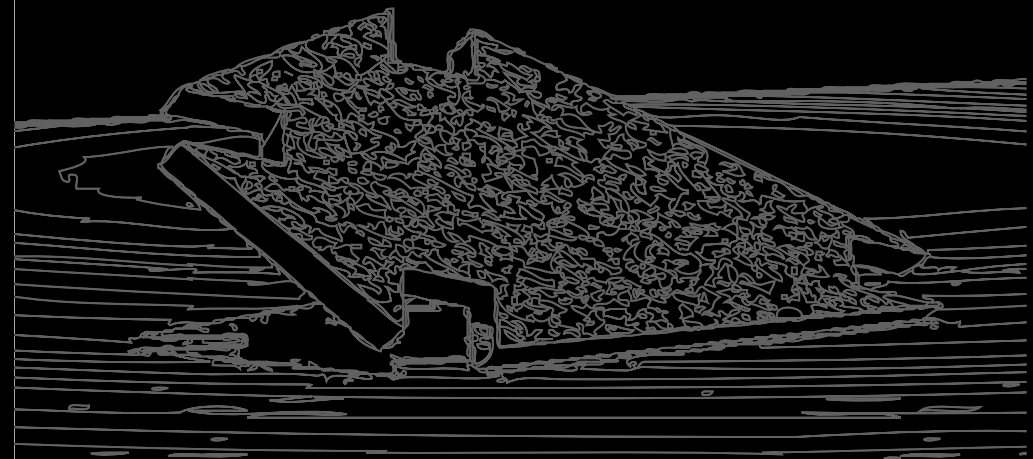


accumulations

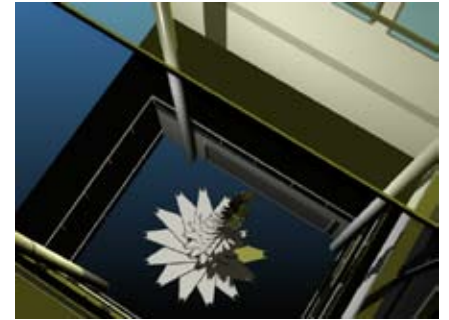
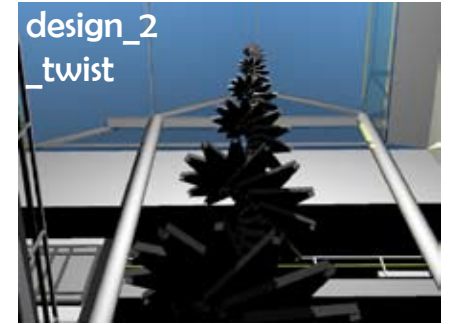
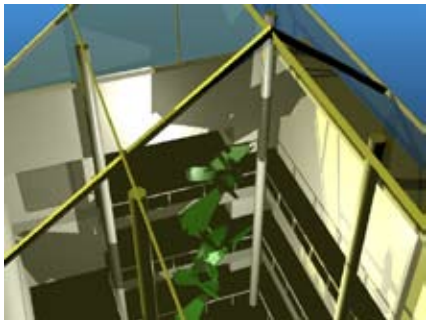
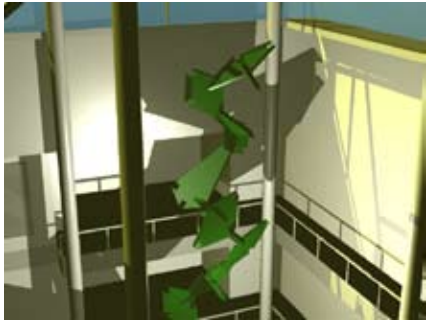
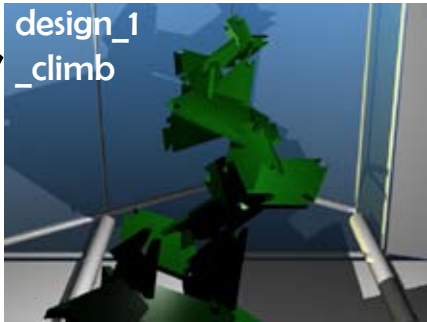
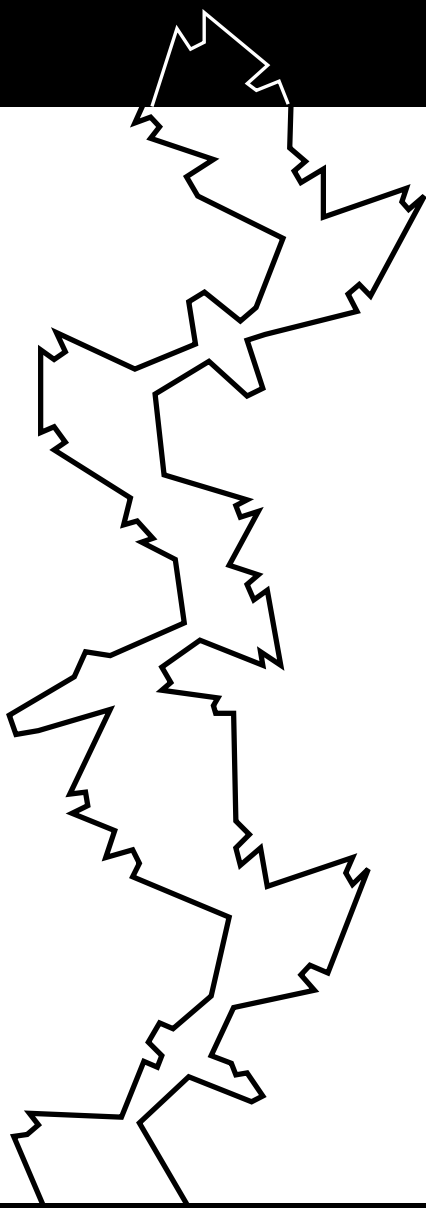
_laser cut models



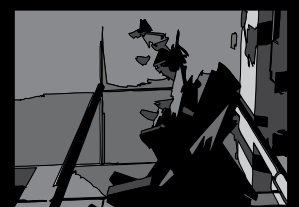
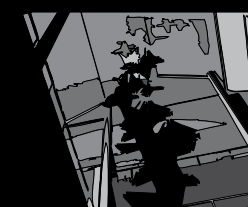
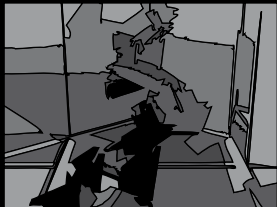
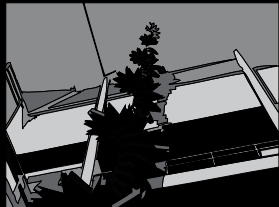
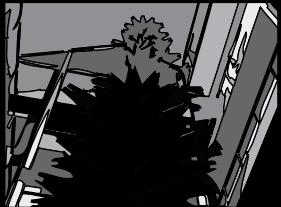
_taking one seed and manipulating it to create 29 seperate individual components. these components are then assembled to create an accumulation of the original seed.

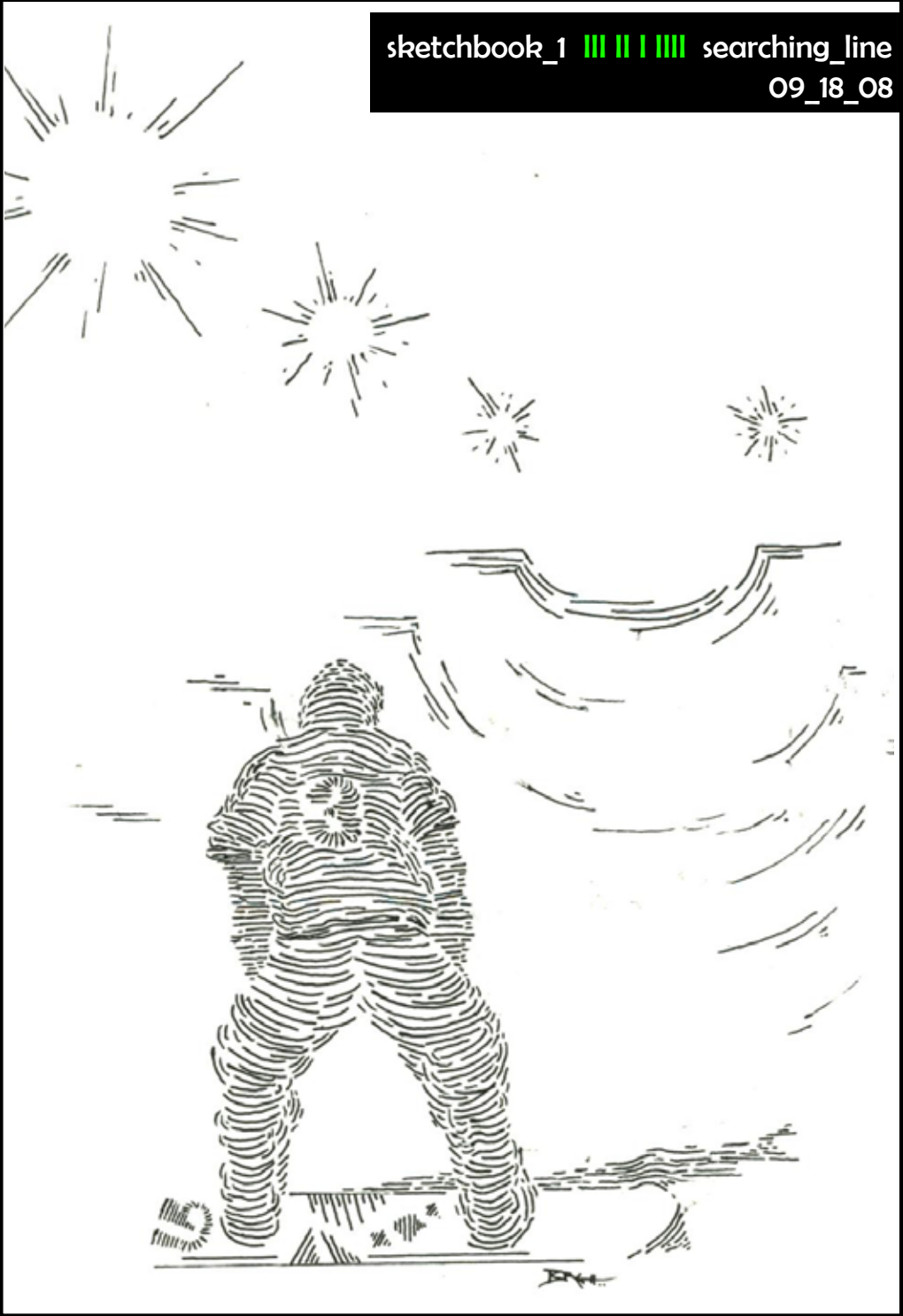
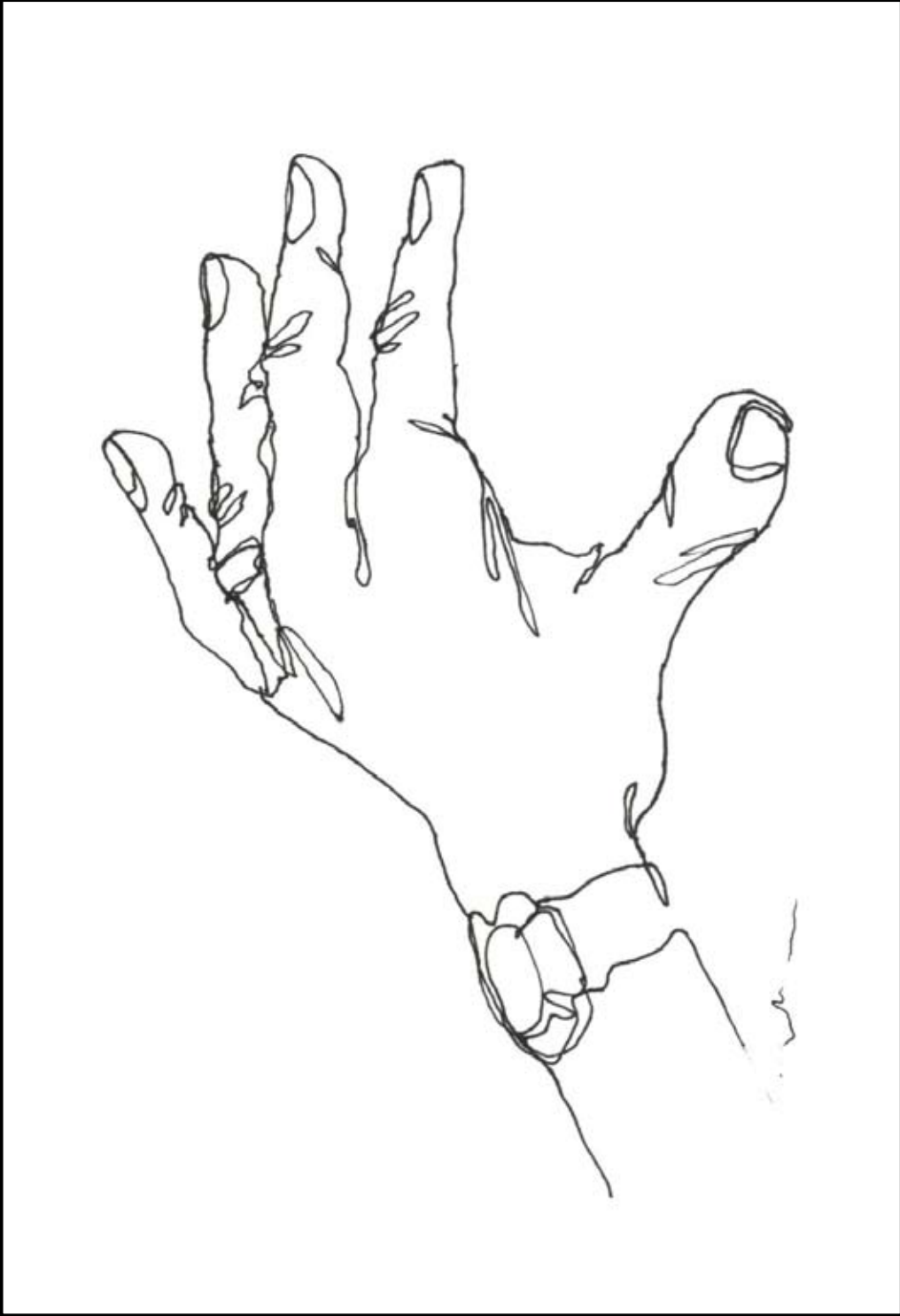


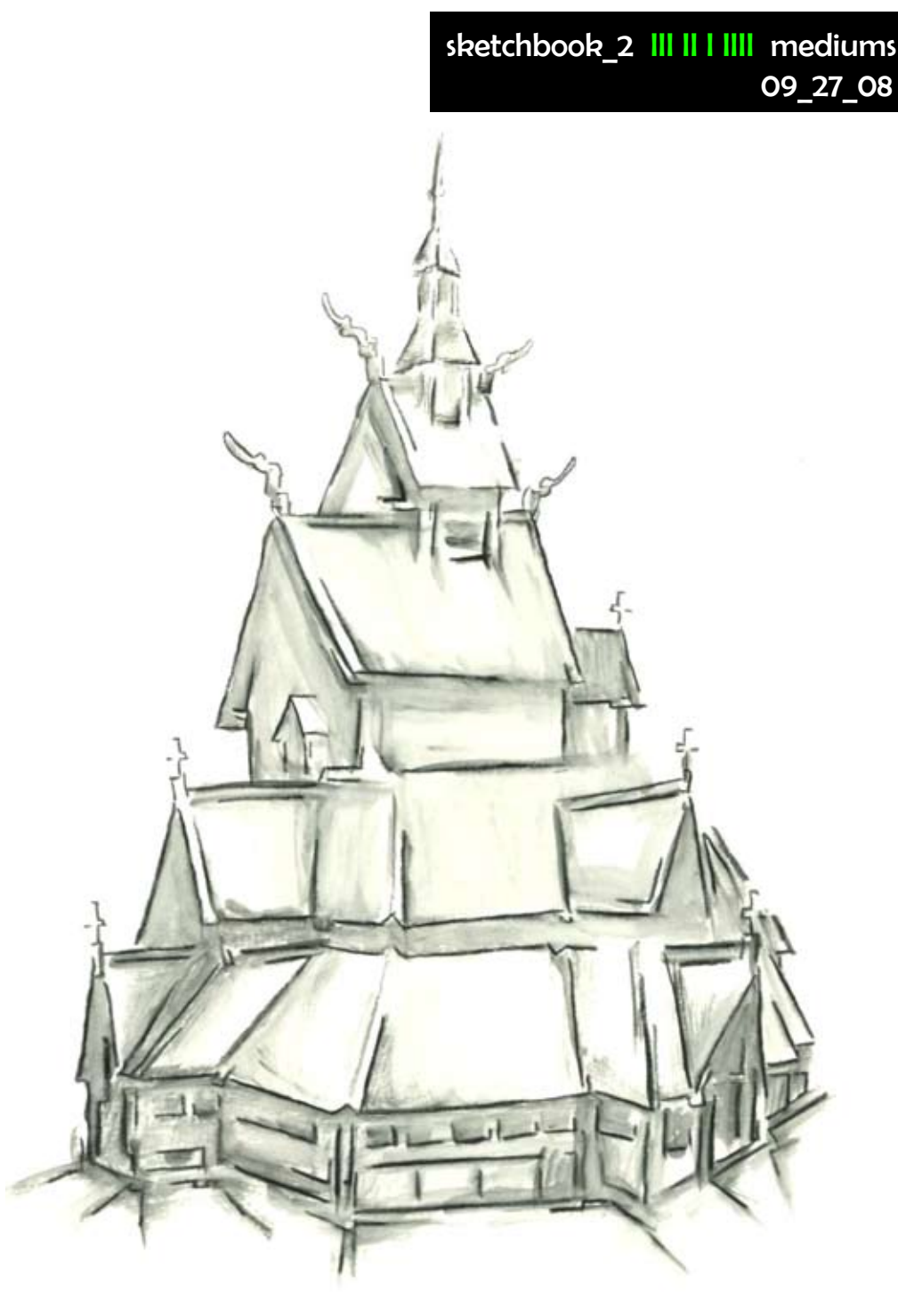
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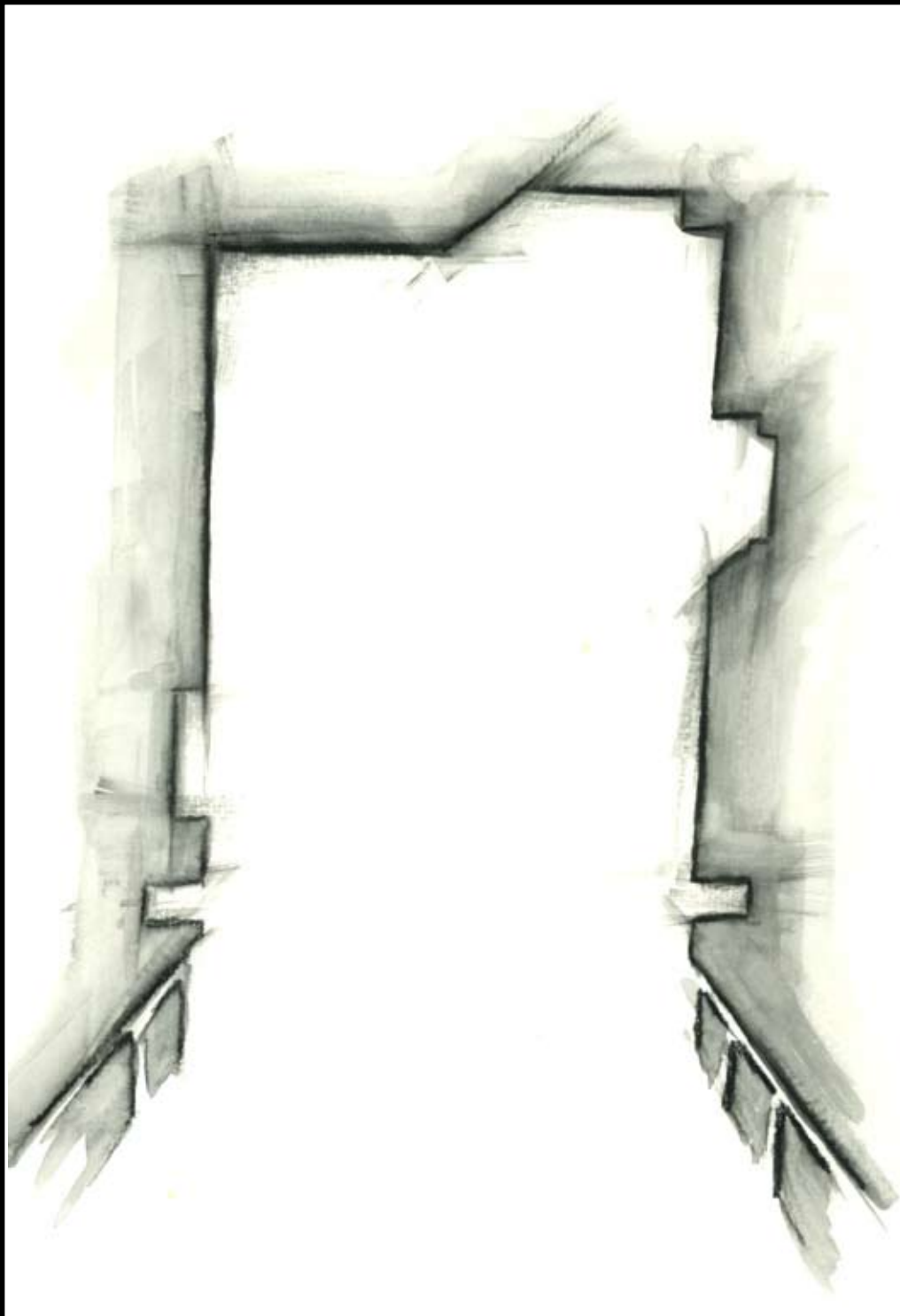


_using the variable accumulations from assignment 6; these renders depict both the versatility and flexibility of the design in a real scenario. two designs are being realized; the first utilizing connections between components and the second utilizing the flat surfaces as connection points.









sketchbook_3 IIII I tone
10_25_08

