


NOTE: All assignments should be done neatly, with "GREAT" ideas, and full effort, as appropriate for a week long assignment. Save your own xerox copy. Please see instructor at earliest convenience, if you do not completely understand any project. Make IT MEANINGFUL FOR YOU. (AND keep oriented to the course model )

## ① IMITATIVE METAPHOR ASSIGNMENT

NOTE: A metaphor is where art copies the primary essence of another object, and uses it as underlying secondary essence. (eg a hotel, has the primary essence of "lodging", with a secondary sense of "destiny-voyage" by using the bird metaphor.

Instruction: Create 14 Metaphors that relate to your field. (Draw, and describe the big idea briefly; neat presentation and best effort). They must a big idea that is relevant. They should be subtle and not literal, otherwise they destroy the primary nature of your object. See lists:

Suggestion List for ID students: (Create an architectural metaphor: Hotel (name a location); Art Museum; Hospital; Science museum; Homeless shelter; Concert Hall; Law Office; Hospice; High Tech Company; Courthouse; Newspaper Company; Daycare Center; Cancer Research Sports Arena or Stadium; College Gate; Elementary School; Observatory Prison; Library

Suggestion List for Fashion Designers: (create a metaphoric garment or jewelry): Wind; love; the computer era; birth; the mystery & miracle of life; wealth vs poverty; sex/romance; each of the four seasons; childhood; triumph crystals; honesty; deception; war; losing a friend; nature; work;

Graphic Students may design a metaphoric logo from either list. Communication Students may use either list for a video photographic theme or drawing.

see GRID sheet

## ② SITE SPIRIT IMITATION ASSIGNMENT

Use imitation of information seen on the Boston photo (Create art, in you field, to capture the aesthetic character of Boston).

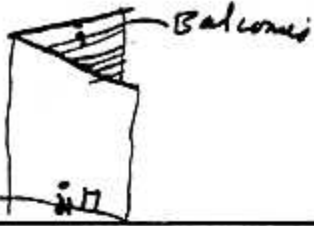
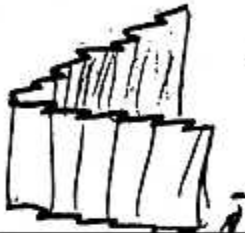
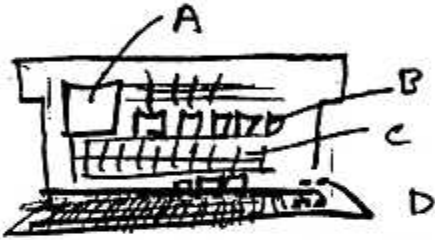

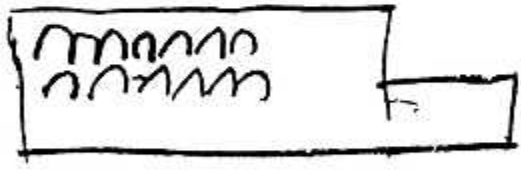

FD: Create garments (sketch that capture through imitation the spirit of Boston).  
GD: 3 different abstract patterns to capture the spirit of Boston.

ID: Create, in plan, architectural concepts based on the the Boston drawing. (Locate in a specific spots. (Includes a basic building, spatial parti, and basic interior elements. Drawing should be clear and neat, with a brief text explaining the imitative ideas.

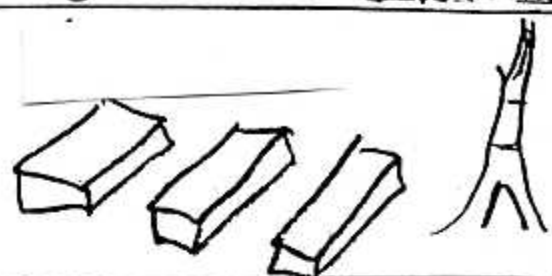

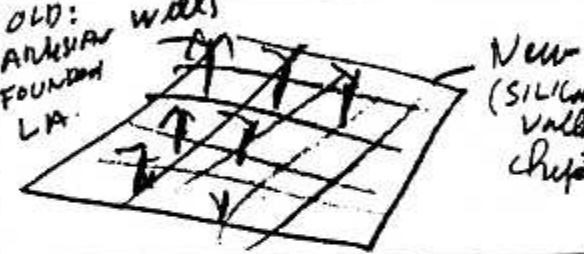


use PLAN sheet

# SEMPER'S IMITATION THEORY

Referential: Metaphor  
ARCHITECTURAL

PROJECT	METAPHORIC BIG IDEA	CONCEPTUAL DRAWING
LIBRARY	"AN OPEN BOOK"	
CORPORATE BUILDING	"BIRDS IN FLIGHT"	
CITY HALL BOSTON	<p>"DEMOCRACY"</p> <p>A The BIG window = Mayor            B 5 Medium window = CABINET            C Many small window = DEMOCRACY            D Bricks (common man) penetrate Gov.</p>	
BANK	"TRAYS of CASH"	
MARRIOTT HOTEL	<p>"A SHIP A DOCK"</p> <p>Windows anchor resembled LIFE BOAT CATCHES.            DORCH = BOON DORCH.</p>	
LOUIS KAHN! PLAZA	"SOLDIERS MARCHING TO DESTINY (FATE)"	
CORBUSIER'S Ronchamp Chapel	<p>(These are only after-speculation of Charles Jencks: MULTIPLE Metaphor)</p> <p>? • Kitchen + children            ? • BOAT (voyage)</p>	See Handout

5-24-1993 IMITATION THEORY: Referential; Metaphor.

PROJECT	METAPHORIC BIG IDEA	CONCEPTUAL DRAWING
PARIS MUSEUM	3 Parisian Jewelry Boxes	
MIA	Street is a Flowing River (of Penetrations)	
L.A. Park	Double Metaphor <ul style="list-style-type: none"> <li>• "Silicon chip" evolution with</li> <li>• Artesian wells</li> </ul> Both = L.A. History Old/New	
	Double Metaphor <ul style="list-style-type: none"> <li>• Buildings are <u>crystals</u></li> <li>• BUILDING are GATE to city</li> </ul>	
	3 PYRAMIDS	

# SITE SPIRIT IMITATION

(use white front page for sketches!  
be creative capture the feel)

(1 other sites are OK)

