01 Game Space

Assignment 02: Relief Model

Continuing the work done in the first part of the project, the next assignment expands the exploration of space by working with small diagrammatic models.

In Art, the term for a sculpture in which the forms are only slightly raised from the background is a bas-relief. For the next step in this process, you will create 5 relief models based upon the diagrams created previously. It is important to note that the models are not a faithful representation of the space in your game, but an attempt to translate the two dimensional diagrams into something more overtly spatial.

Consider that every form of media (and the material it consists of) that you use to describe a space will leave its own impression on that representation. A model will require you to speculate on aspects of the game space that you may not be sure of—this is expected and provides the opportunity for discovery during an iterative design process.

Process

At this point in the process, you should have multiple diagrams for at least five spaces. Choose one diagram from each space you captured to work with. Make at least one model per diagram.

- Maximum dimensions for each model: 4” x 4” x 1”
- Materials are limited to chipboard and/or newsboard
- Model must be pinnable to a wall

The five models are due at the beginning of class on Monday, September 28.