

Reply to Red

By: Yves Tanguy



“Reply to Red.” Minneapolis Institute of Arts - The Collection.
Minneapolis Institute of Arts, n.d. Web. 08 Sept. 2013.

Positive



The Reply to Red, By: Yves Tanguy in 1943 has a great sense of depth by using cast shadows and by the placement of objects. Pieces are interlocking with each other making the image work as a whole. The color scheme was well chosen using primarily primary colors with exception to the secondary green sphere.

Neutral



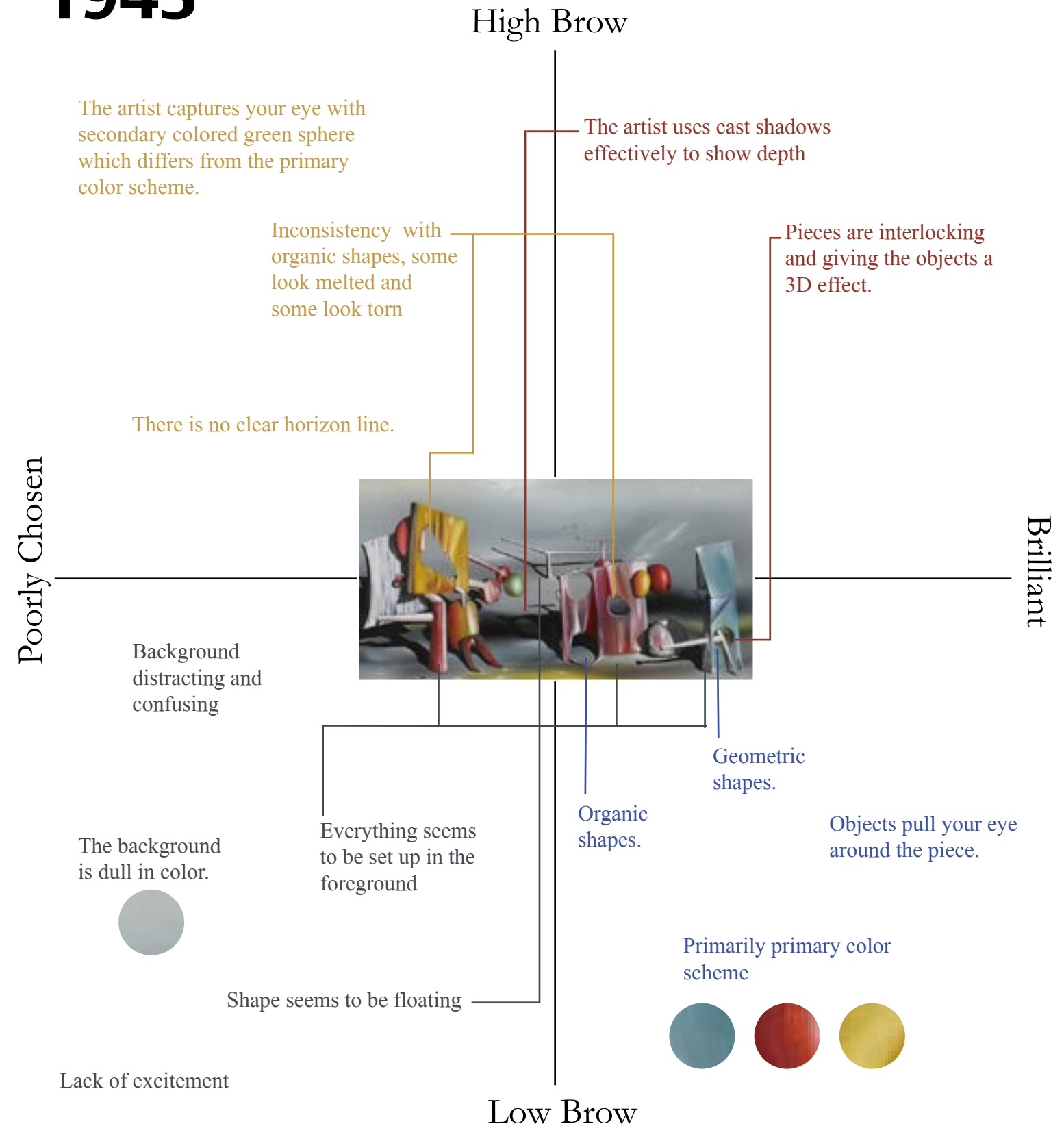
The piece fits together as a whole, the artist uses both geometric and organic shapes to create an interesting composition. The colorful foreground objects pull your eye around the piece, creating great movement.

Negative

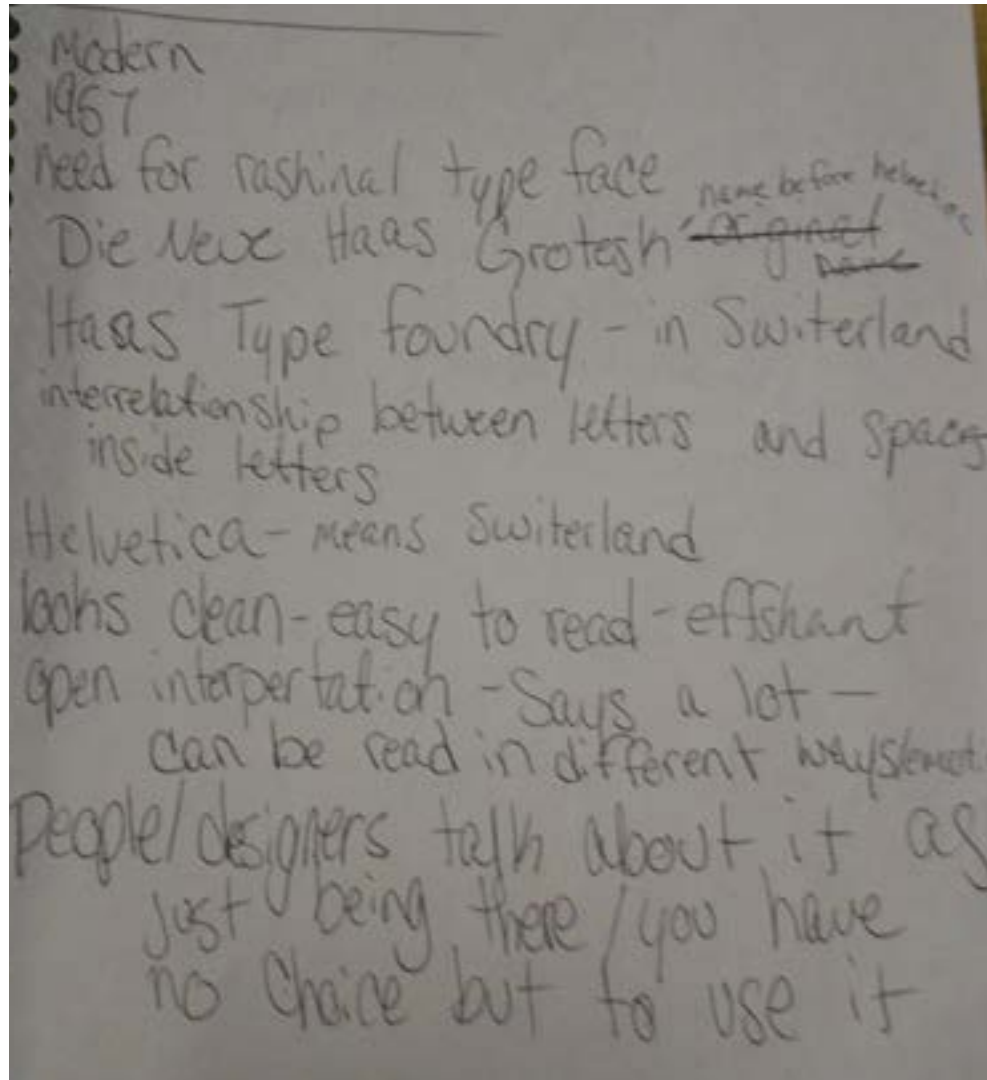


The background is dull and takes distracts from the colored organic shapes in the foreground. Everything seems to be set up in the foreground so when looking into the background the probe like shape seems to be floating. There is no clear horizon line, which makes the background distracting and confusing.

Reply to Red By: Yves Tanguy 1943

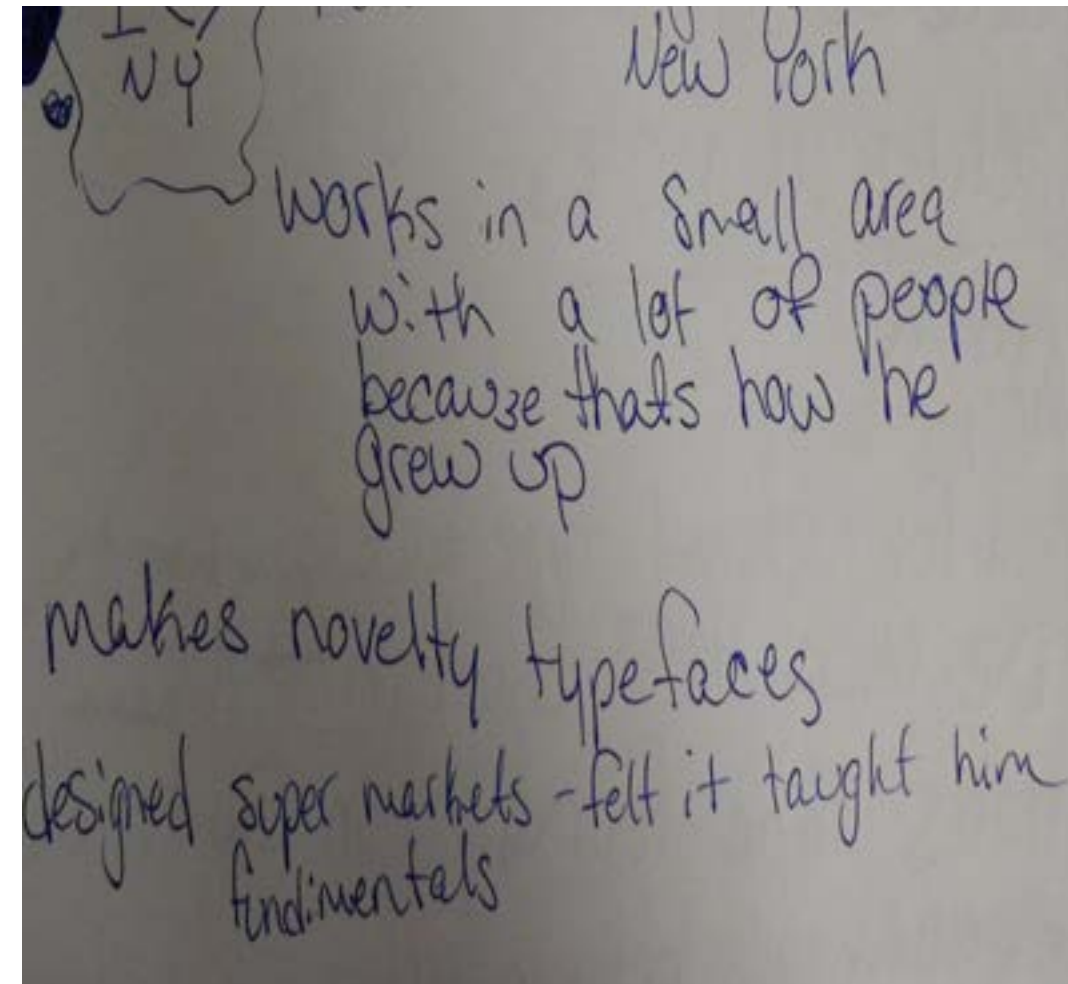


Helvetica 2007



Die Neue Haas Grottesk or better known, as Helvetica is a very well known typeface. The type was produced in the Haas Type Foundry in Switzerland, Helvetica means Switzerland and the name was changed when it became more popular. The typeface was made to be easy to read and have a modernistic look. The design focuses on the interrelationship between letters and spaces inside the letters. The design is also very open to interpretation, the typeface can be read in many ways and give off different emotions with out changing the text but with just changing the context. Some of the type designers in the movie Helvetica talked about how the typeface was just there. They used it because that's what people were using. Some even said that they had no choice but to use Helvetica, the typeface had that strong of an impression.

Milton Glaser: To Inform and Delight 2008

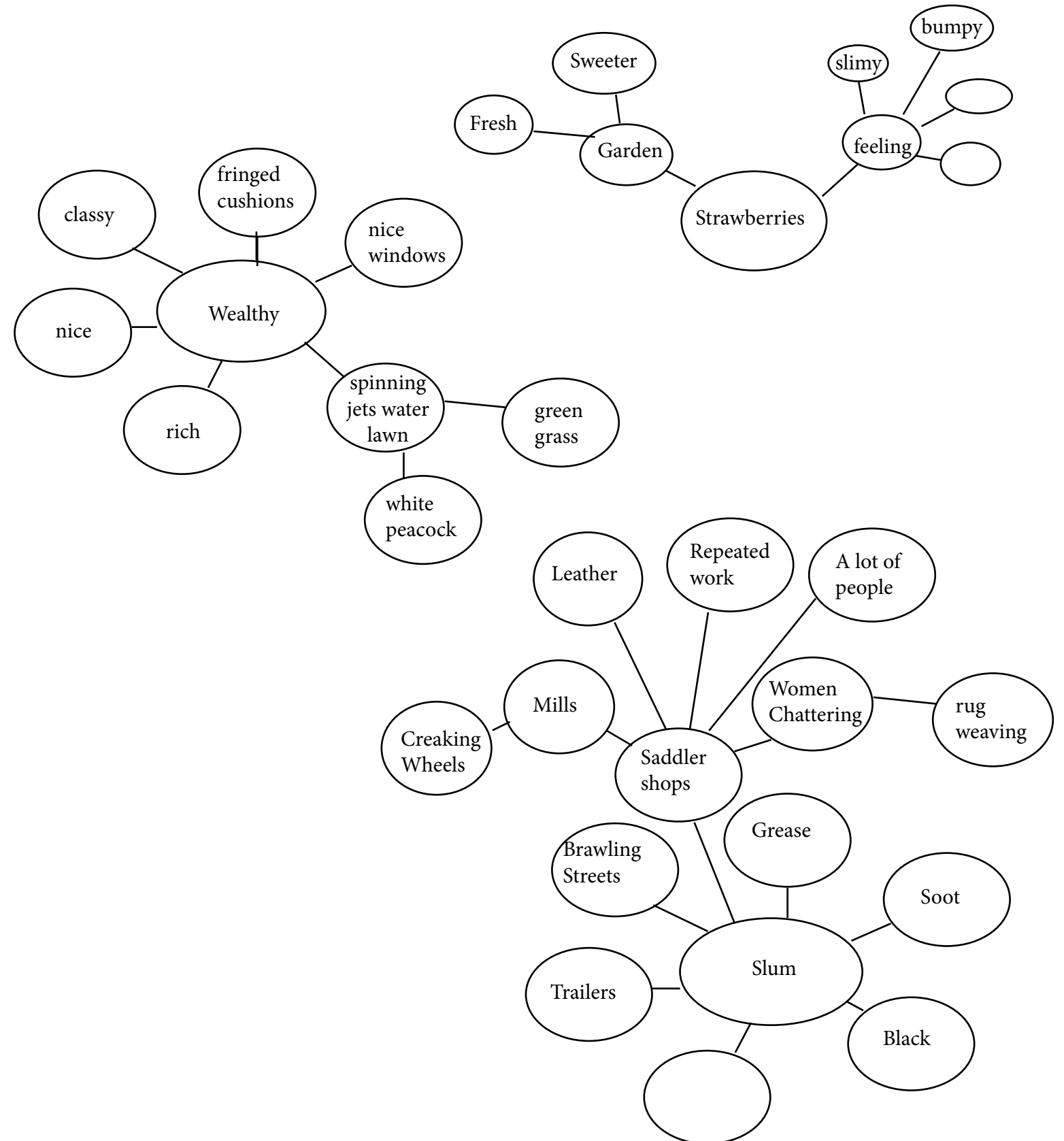


Milton Glaser was a type designer who started the magazine New York. Milton would work in small areas with a lot of people in the space. That is how he grew up and he says its nicer because then everyone is right there he doesn't have to bother with memos he can just yell across the room and get a answer right then. Glaser designed signs for super markets and he felt that, that taught him good fundamentals.

Fruit



Mind Maps



STORY

No one, wise Kublai, Knows better than you that the city must never be confused with the words that describe it. And yet between the one and the other there is a connection. If I describe to you Olivia, a city rich in products and in profit. I can indicate its prosperity only by speaking of filigree palaces with fringed cushions on the seats by the mullioned windows. Beyond the screen of the patio, spinning jets water the lawn where a white peacock spreads its tail. But from these words you realize at once how Olivia is shrouded in a cloud of soot and grease that sticks to the houses, that in the brawling streets, the shifting trailers crush pedestrians against the walls. If I must speak to you of the inhabitants' industry, I speak of the saddlers' shops smelling of leather, of the women chattering as they weave raffia rugs, of the hanging canals whose cascades move the paddles of the mills; but the image these words evoke in the enlightened mind is of the mandrel set against the teeth of the lathe, an action repeated by thousands of hands thousands of times at the pace established of each shift. If I must explain to you how Olivia's spirit tends toward a free life and a refined civilization, I will tell you of ladies who glide at night in illuminated canoes between the banks of a green estuary; but it is only to remind you that on the outskirts men and women land every evening like lines of sleepwalkers, there is always someone who burst out laughing in the darkness, releasing the flow of joke and sarcasm.

This perhaps you do not know: that to talk of Olivia, I could not use different words. If there really were an Olivia of mullioned windows and peacocks, of saddlers and rug-weavers and canoes and estuaries, it would be a wretched, black, fly-ridden hole, and the describe it, I would have to fall back on the metaphors of soot, the creaking of wheels, repeated actions, sarcasm. Falsehood is never words; it is in things.

RESEARCH/ MODELS



http://www.brooklynpaper.com/stories/34/45/dtg_janescarouselnight_2011_11_11_bk.html
I used this piece as research because I wanted a way to show the spirits of the citizens of my city and I felt that once the glass panels on Jean Nouvel's glass-walled design for a pavilion for Jane Walentas's carousel in Brooklyn Bridge Park were close it was like the horses spirits were being portrayed on to the glass.



Crowded city streets



Q- Tips represent people

RESEARCH/ MODELS



In my story they talked about an Estuary and when I think of an estuary I think of something that looks like this image so i wanted to make a close up of the heavily covered and over grown area for my models.



MODELS



MODELS

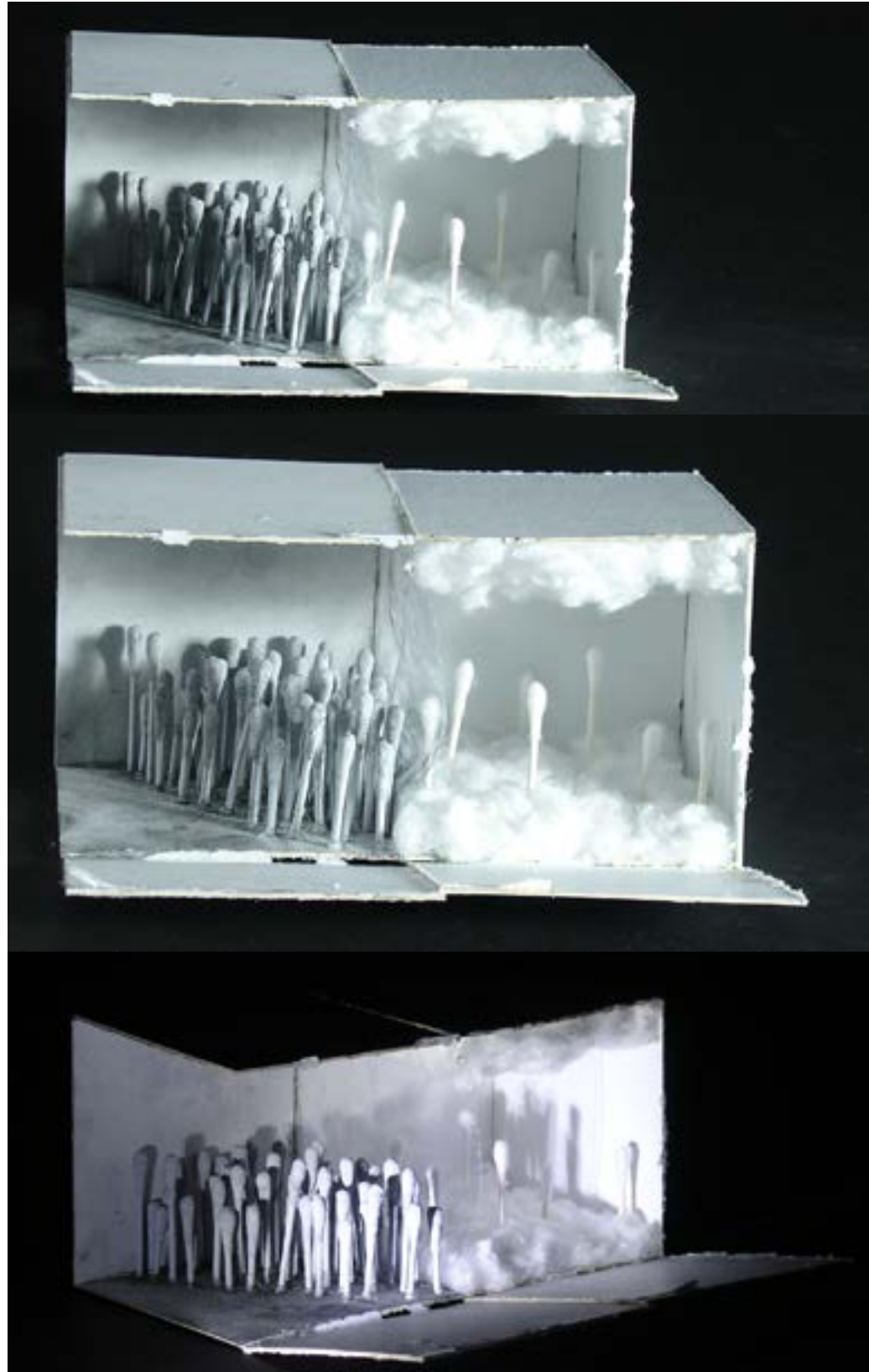


FINAL

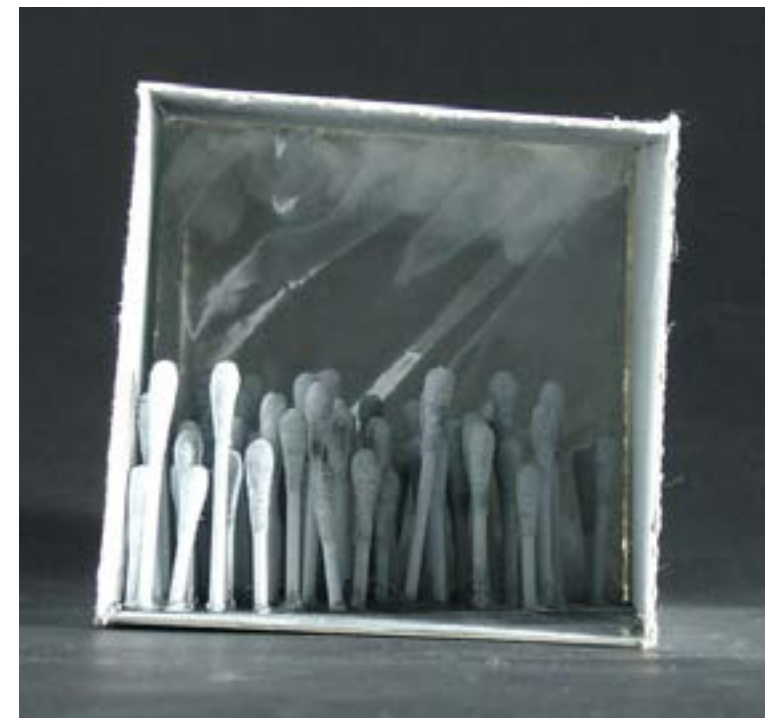
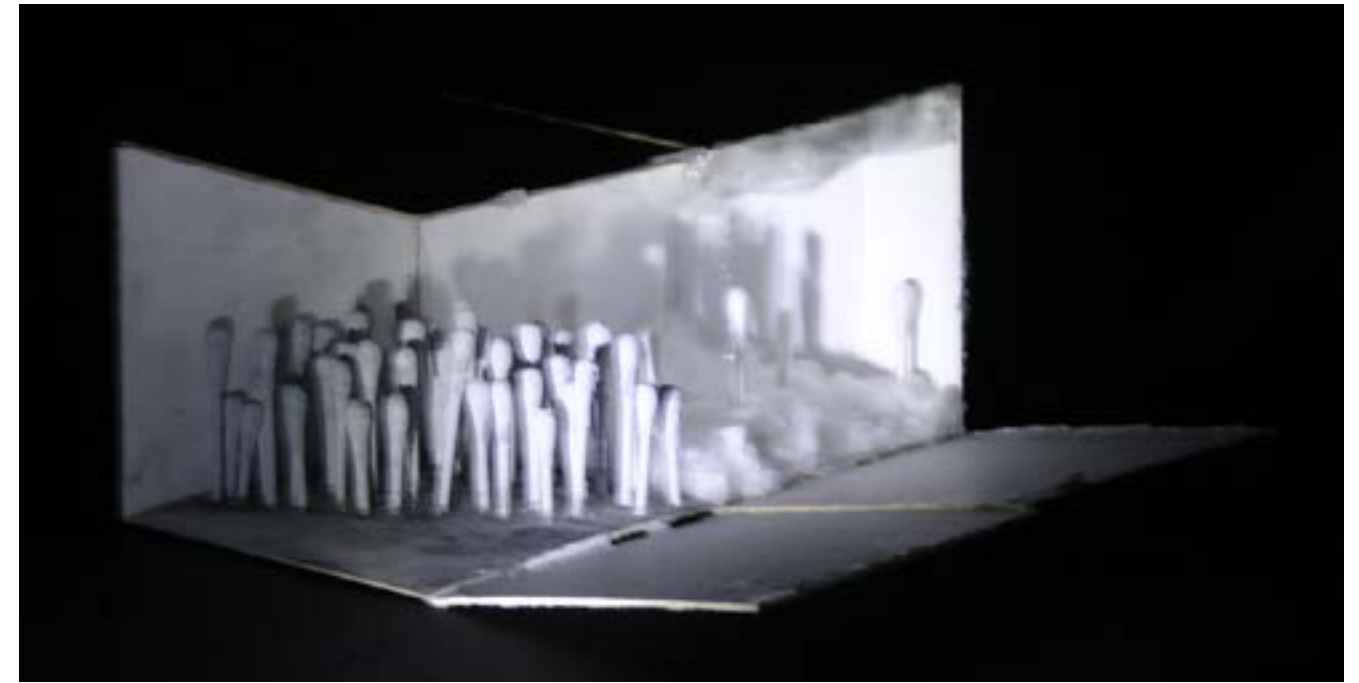


The installation is interactive, there would be mannequins that would represent the streets being filled with people and you can walk through the people and see your shadow interacting with the shadows of the mannequins. Walking around the room would also cover the viewer in the “soot” if they touched anything. I want the viewer to also feel like they are trapped in the lower civilization, wanting so bad to see and explore the upper class.

FINAL



FINAL



FINAL



Lower class

Plastic is a stand in for thicker plastic to separate classes

Upper class



Visitors would be able to walk around the outside of the exhibit and this is what would be seen the cast shadows of the inside.

INTERACTING



Nick Lubinski

Age: 20

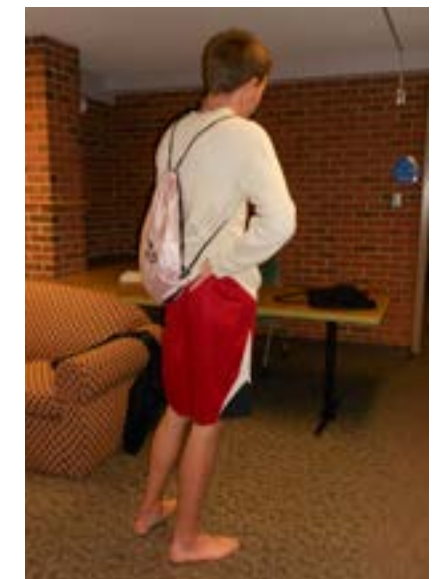
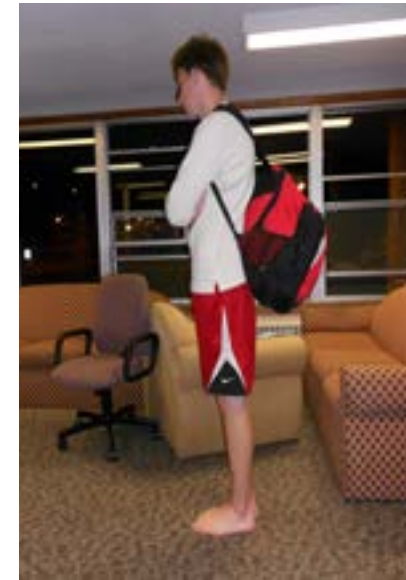
Hometown: Hudson, WI

Interest and Activities: Track, Hunting, Fishing,
Video Games.



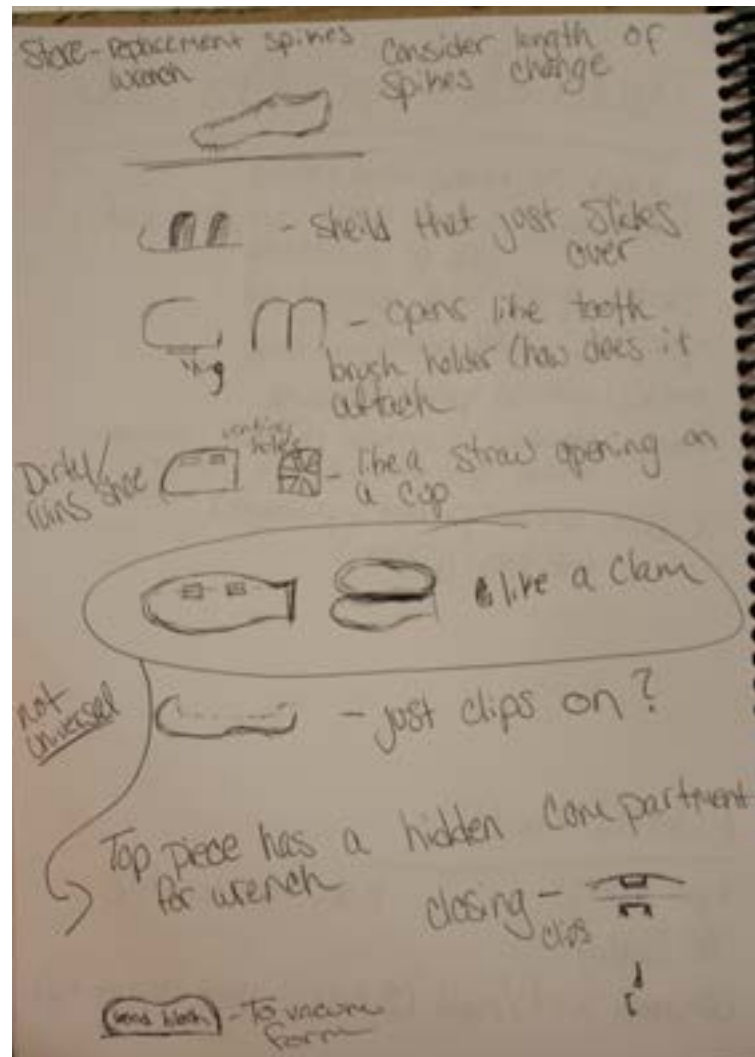
THE PROBLEM

Being a track athlete means you have a lot of shoes. But when athletes carry spikes in their bags it pokes them in the back.



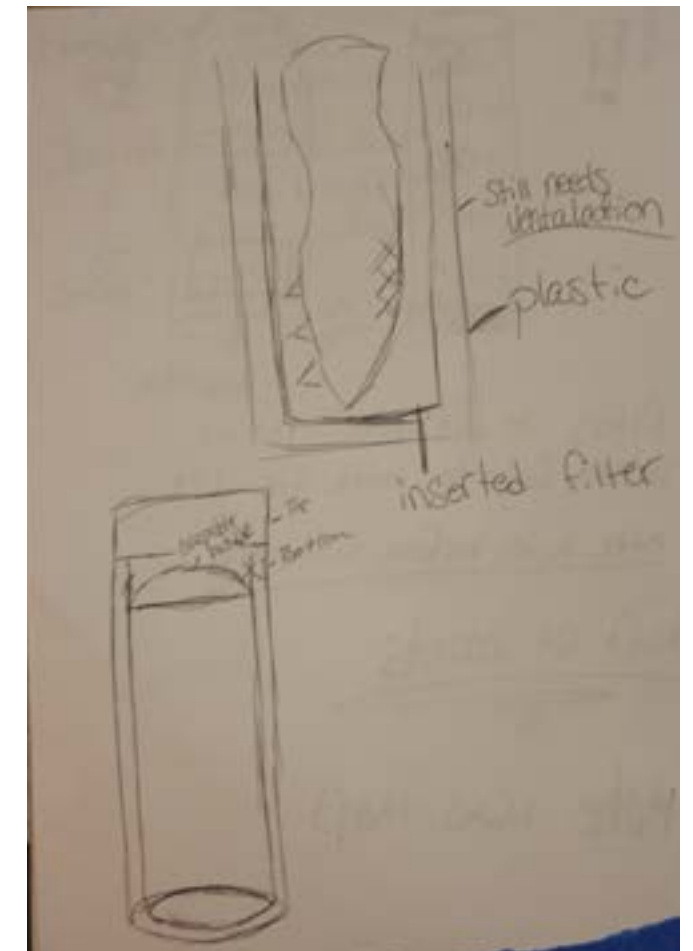
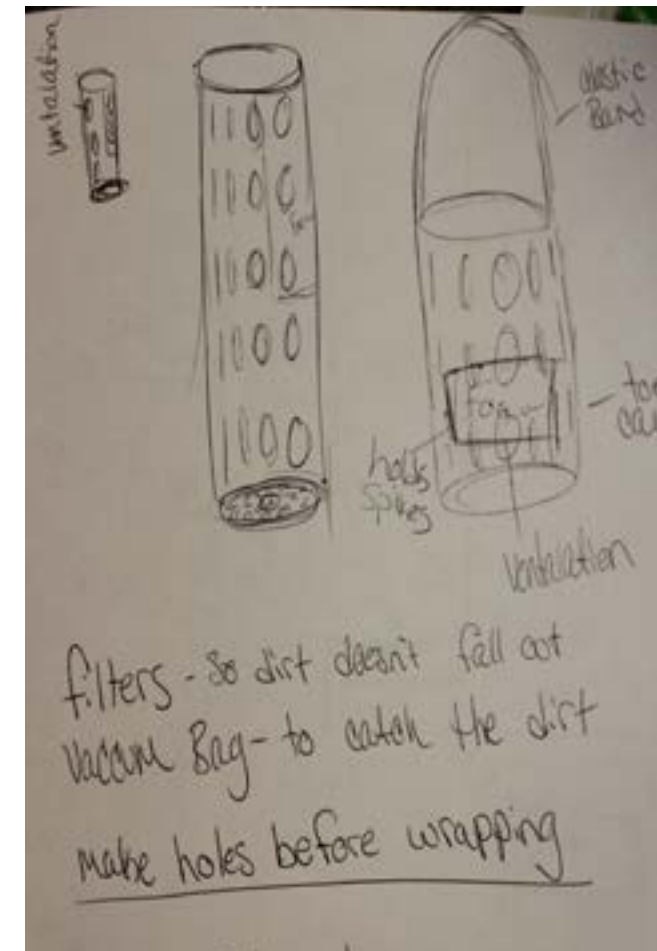
"Map of Hudson Wisconsin WI." Map of Hudson Wisconsin WI. N.p., n.d. Web. 16 Oct. 2013.
 "September Is Boy Scout Month at Bass Pro Shops- Providing a Compass for Life | Scout Wire." Scout Wire. September Is Boy Scout Month at Bass Pro Shops. Providing a Compass for Life. Comments. N.p., n.d. Web. 16 Oct. 2013.
 "Track And Field Clip Art." - Vector Clip Art Online, Royalty Free & Public Domain. N.p., n.d. Web. 16 Oct. 2013.
 "Spoof PS3 3.60 Firmware On 3.55 To Prevent Automatic Update And Keep Jailbreak PSN Access | Redmond Pie." Redmond Pie RSS. N.p., n.d. Web. 16 Oct. 2013.

IDEAS

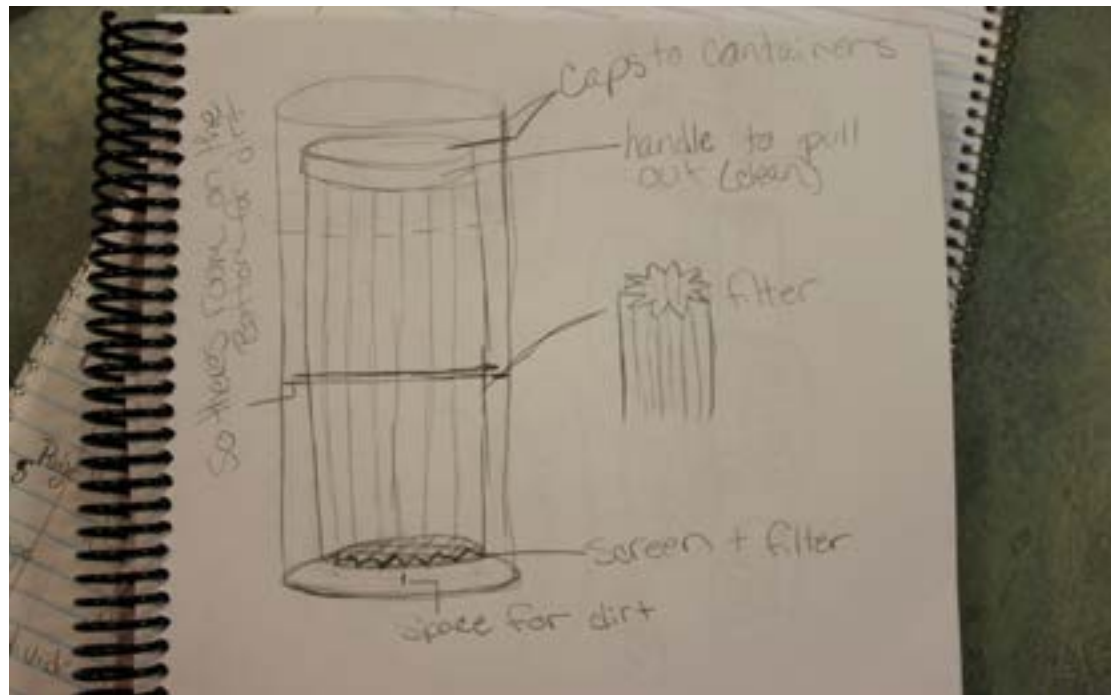


Is the bag the problem?

DESIGNS






DESIGNS








New idea









MATERIAL OPTIONS



Wood: too bulky and heavy   

Cardboard: would wear from the spikes and could easily be punctured or get wet and soggy   

Cloth: can't contain water and the spikes would puncture   

Plastic: Contains water and dirty, can not be punctured   

Mesh: doesn't contain water or dirty and spikes would stick out.   

Foam: could be punctured, wouldn't hold wetness and dirt, wears easy  

Rubber: water proof, spikes wouldn't puncture   



Water



Dirt



Puncturable

Material limits:

Light weight

Not bulky

Can not be punctured

Can contain wetness and dirt

MODELS



This shows my idea of just placing a cap on the shoe. This would be quick and easy to put on and take off. This design lets the dirt fall out of the container though and would make everything inside the bag dirty as well.

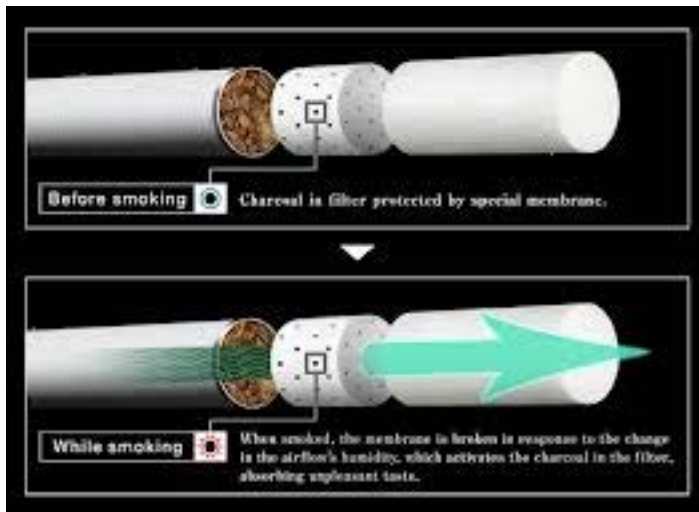


MODELS

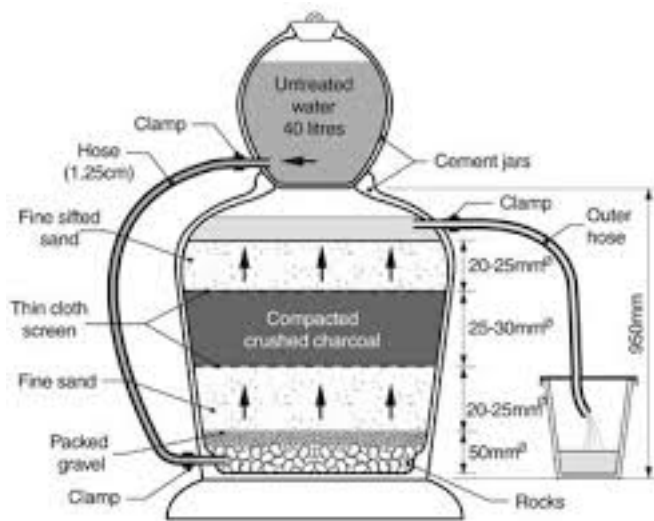


With this design the dirt is contained but this also leaves the dirt trapped with the shoe making the shoe dirty and just spreads the dirt around

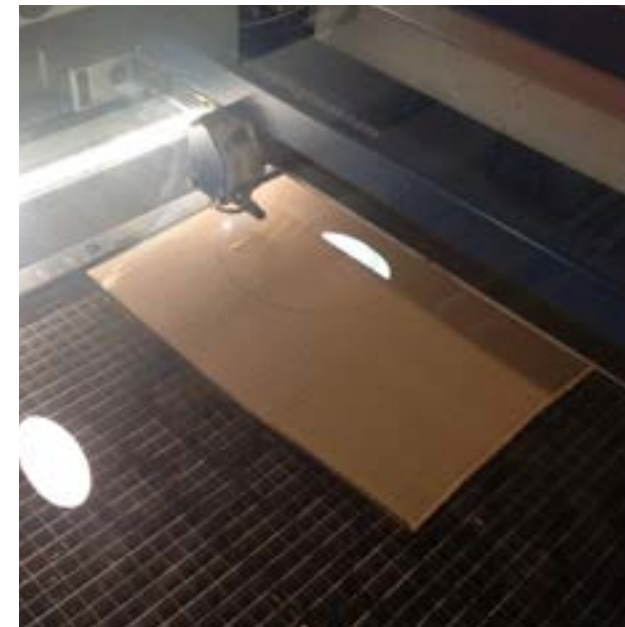
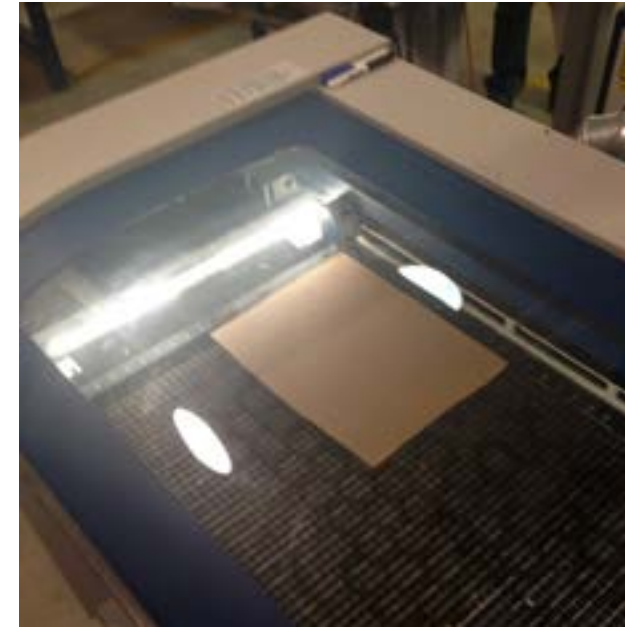
Filters



To keep the shoes clean I thought a filtering system would be nice to have. This way when the dirt on the shoes dries and chunks off its not all over your shoes or contents in your bag.



LASER CUTTING

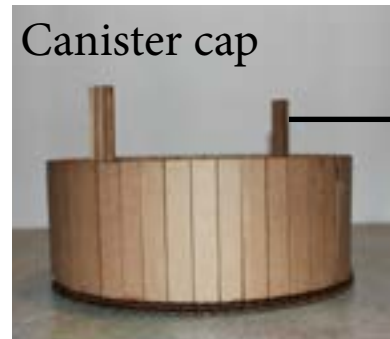


FINAL



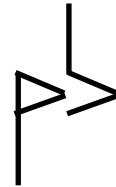
Canister

The pieces of the canister would be made from a harder plastic in the final production



Canister cap

Simulates clips that would hold the cap on.



Opened Canister



Canister

Filter



Filter



This is showing the filter opened in the canister.



The white filter on the right is a blown up version of the brown filter on the left. The image is showing the texture and shape of what the larger version would be made of if i have the material.

FINAL



FINAL



This is what the filter material would look like when the product went to actual production.

DIFFERENT MODELS

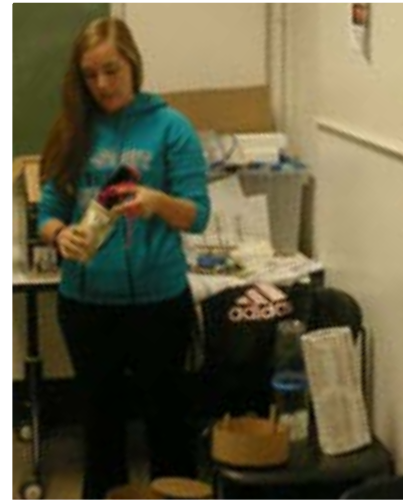


Final model



The Stab Me No More!

INTERACTING



HELP SAVE THE FOREST BEFORE THE FIRE SMOKES YOU OUT!

PRESS RELEASE

FOR IMMEDIATE RELEASE

Date: 12/2/2013

Contact: Rachel Bachmeier, Matt Bruhn, Nick Goodsell or Paige Taber on the official website, www.Flashpoint.com or call us at (715)-648-3215.

New Forest Fire board game expected to be hot on the shelves!

Help the civilians escape the fire before it completely goes up in smoke!

Menomonie, WI. – Introducing the newest game to hit shelves this holiday season, Flashpoint! Local University of Wisconsin–Stout Students have collaborated to create this educational board game about forest fires for ages 6 and older.

“Desperate times call for desperate measures.” – Nick Goodsell

Based off this quote, in this game, the player is going to be tested to the limit based on the decisions they make and the steps they take to win the game. It goes like this: there has been a devastating forest fire nearby, and there are still people trapped inside! The players will need to gather their rescue teams and save the people still trapped before it's too late! Cards will reveal encounters along the way that will either help or hinder; anything from finding health-boosting berries to being chased by a pack of wolves. Each player will start with three lives and will have to strategically use their individual skills to save the people trapped and escape the forest before it's completely engulfed in flames. Along the way, the forest will continue to burn in specified colored zones as the game plays on, so it's a race against time. It's all random; you never know what is going to happen next, so that adds to the excitement of the game. The players will also be able to choose from four different characters to play along their quest: a firefighter, park ranger, paratrooper, and a paramedic. Every character has a specific skill that can help them along their journey: the firefighter can go into zones that have already been engulfed in flames to rescue the people still trapped inside; the paramedic can give extra health to anyone about to be eliminated from the game; the paratrooper can jump spots to help other players trapped on other levels; and park rangers can move extra spots based off their knowledge of the forest.

“As soon as I saw it, I wanted to play it.” - Molly Beaghan, Industrial Designer

This rotating game surface is a new twist on board games that will make it stand out from the rest on the shelves. Soon to be available at Walmart, this hot new item is a perfect family gift for the holiday season! For more information or any questions, you can go to our website, www.Flashpoint.com. You can like us on Facebook, Flashpoint Board Game,

HOT TOPICS

PAIGE

Paige did her research on Milton Glaser, aka the guy who made the famous “I love NY” logo. He was a very well known designer who made many different logos for many other projects, including the logo for the Minneapolis Institute of Arts Museum.



Image from www.wikipedia.org

MATT

Matt did his research on the famous Industrial designer, Karim Rashid. Rashid makes ordinary objects into extraordinary with his colorful and organic shapes and designs. He was a great inspiration for the tiny game pieces.



image from www.designboom.com

RACHEL

Rachel did her research on demographics. One of the most important factors for any salesman is knowing who they're trying to sell to. A specific object could appeal to one group of people over another.



Image from Rachel's presentation

NICK

Nick did his game research on winners of the Caldecott Medal award from 1971-2013. It showed how illustrations and art play a key role in how the success of something attracts people towards it.

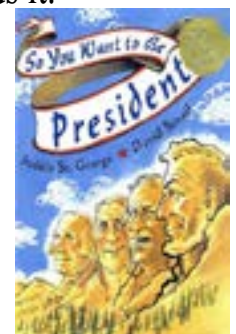


Image from www.wikipedia.org

VISUAL INSPIRATION

Quite a bit of our inspiration came from the recent event of the typhoon hitting the Philippine Islands. It's devastation has caused countless injuries and deaths and total destruction; it was a very hard to miss story. That story immediately caught our eyes because of the danger involved in this natural, but deadly occurrence. We looked up different types of natural disasters, and we came up with a short list of types of disasters that could be made into a board game. Some examples were tsunamis, earthquakes, volcano eruptions, and avalanches. We chose forest fires as our theme because it is relevant to the area in which we live.



Image from www.free-islamic-course.org



Image from www.wikipedia.org



Image from www.blogs.smithsonianmag.com.com

GAME INSPIRATION



Image from www.gamewright.com

One game that significantly influenced our design is Forbidden Island. It has a similar structure; a team of players with specific traits and skills have to collect tokens on the tiles, and get to the safe zone before the island is completely sunk. As you draw cards from the decks, that determines how slow or fast the island sinks.

Another huge inspiration for our board was the rotating treasure map from the Pirates of the Caribbean movies. Its ability to be rotated gave our game a new twist on the game play that can be related to how unpredictable a forest fire really can be.

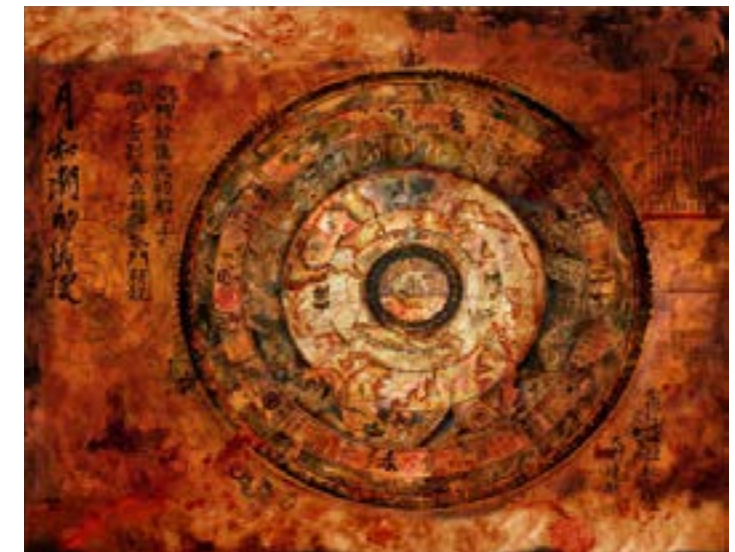


Image from www.pirates.wikia.com

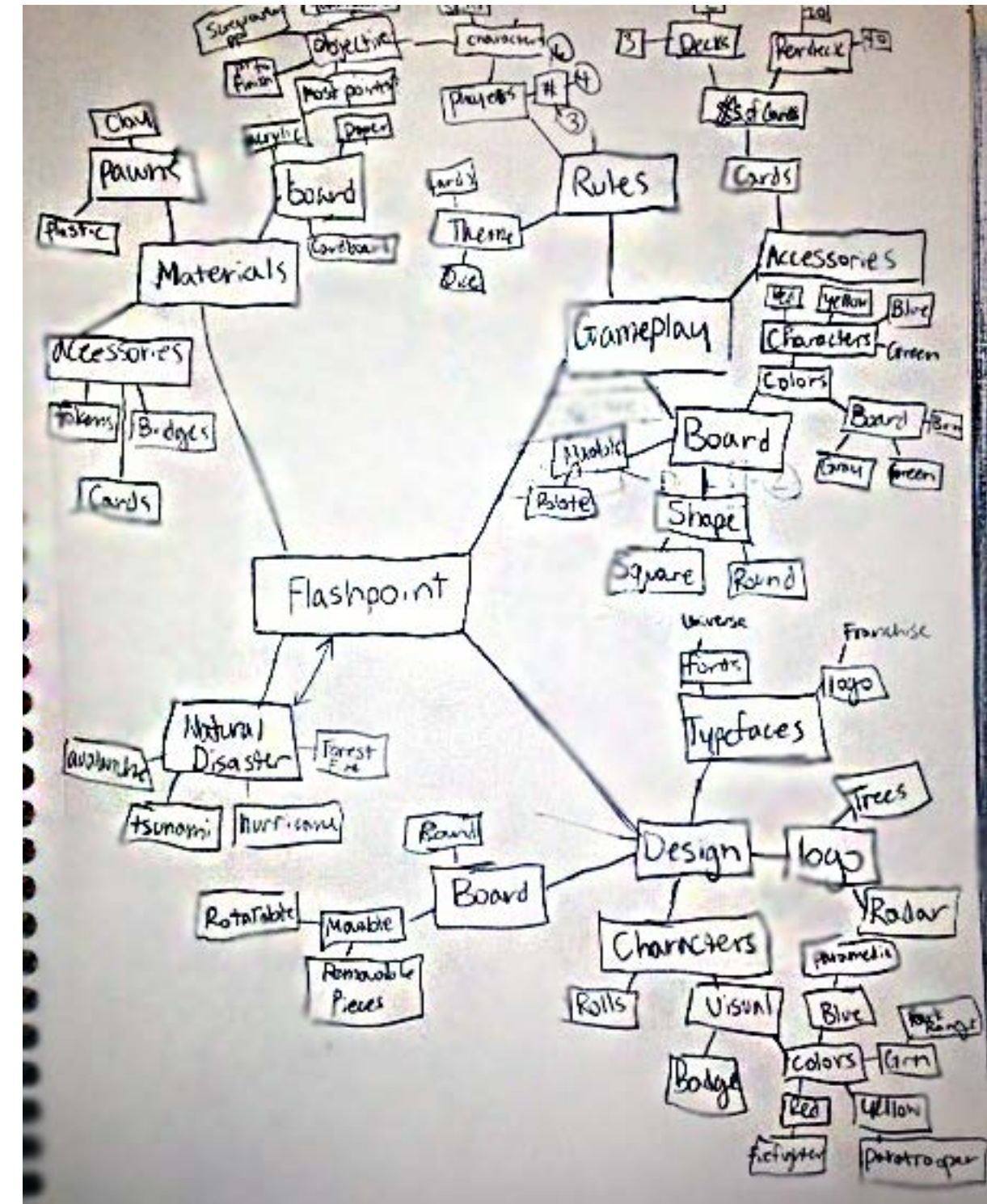
EDUCATIONAL IMPACT

The game has many lessons that teaches the individual players. One thing the game teaches is for players to work well with other people, and to use their individually specific skills to their advantage to succeed in their journey. With the different skills that come with each player, they are also developing teamwork skills. As the game play moves along, players will have to make sacrifices along the way that will hinder them and help someone else, or vice versa. To be able to move past that for the good of the game, and to win, is a great thing to teach anybody.



College students enjoying the action packed game play

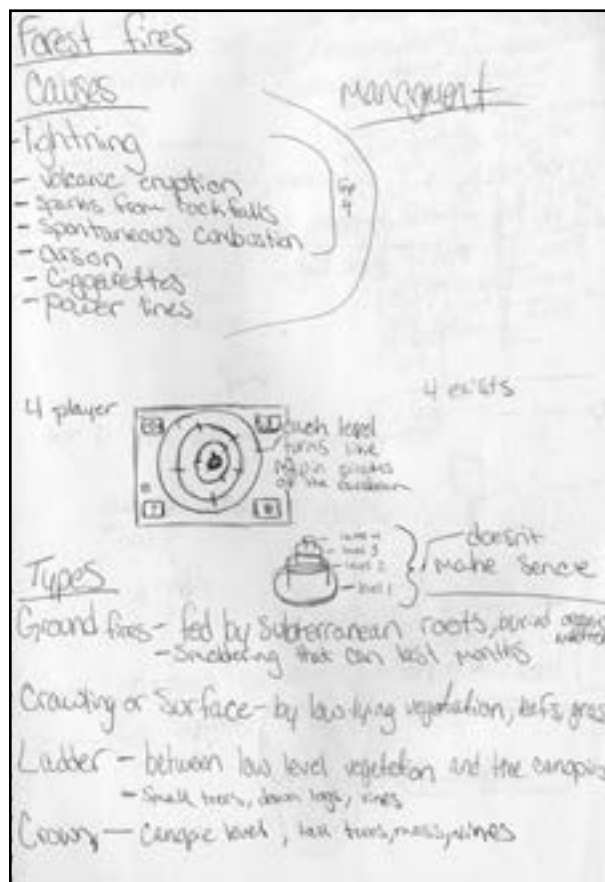
MIND MAP



Nick Goodsell's mind map

EARLY SKETCHES

Some early drawings and ideas from Rachel's sketchbook (below and to the right). Here you see card ideas and early game piece ideas.



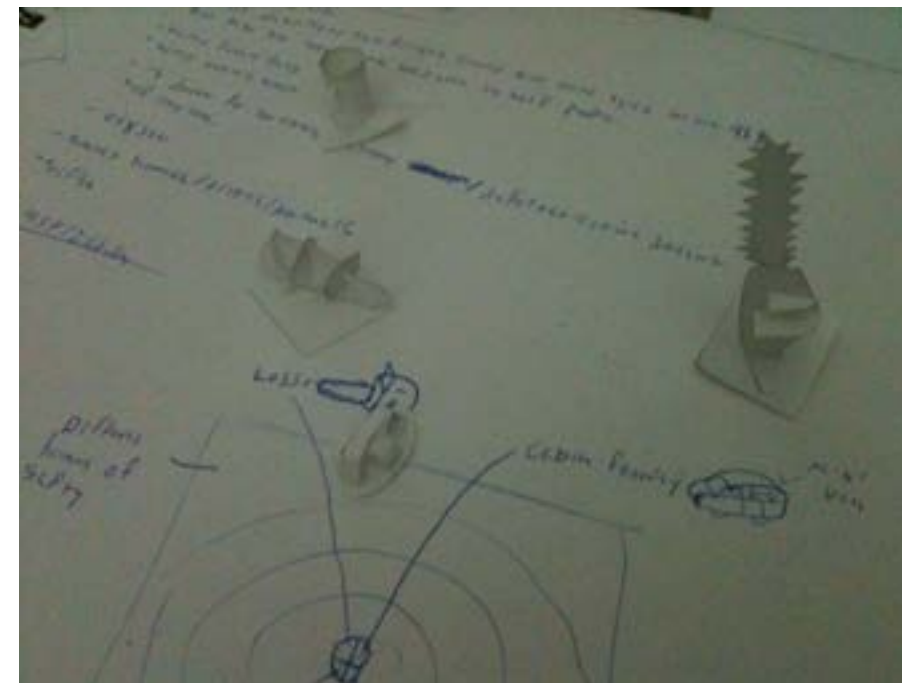
More early idea from Paige's sketchbook (left and below). She did research on forest and found out main causes and came up ideas for what the cards said on the back.



EARLY MODELS



Pawns, Bridges, and Tokens made by Matt Bruhn. Cards made by Bachmeier.



EARLY PLAY TESTING



The group trying to figure out how the game could work.

1ST PROTOTYPE



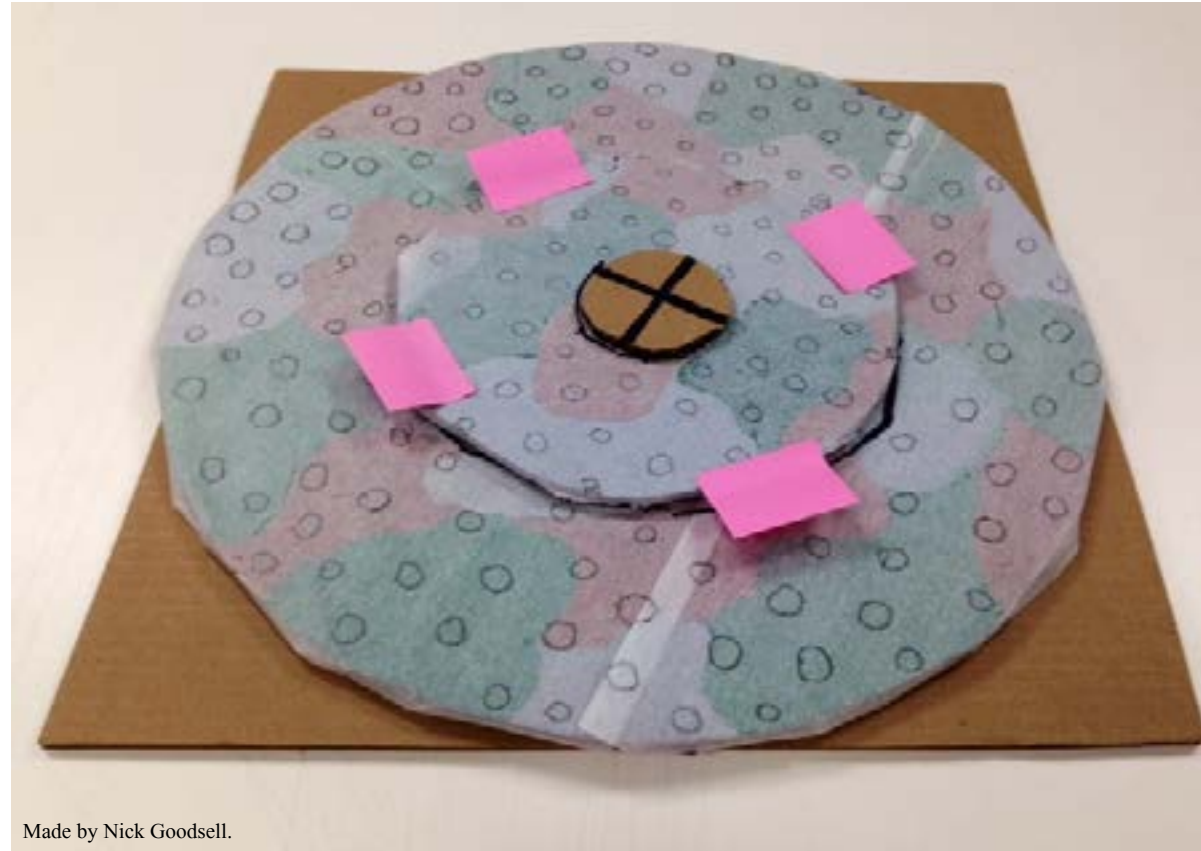
Pros:

- Colored steps for players to clearly see where to go
- Designated trails for game piece movement

Cons:

- No accessories
- No center or base to keep game together in one piece
- Colors didn't match theme colors
- Too small

2ND PROTOTYPE



Pros:

- Had an underlayer of zones for when fire spread
- Had a base and different rings for players to move down
- Had plenty of spots for more freedom to players
- Had center starting piece

Cons:

- Wasn't able to attach pieces together
- No trails so players didn't know where to go
- Not enough rings
- No bridges
- Had minimal cards and pieces
- The spots all across the board weren't colored in, so there was no indication of what card to draw

3RD PROTOTYPE



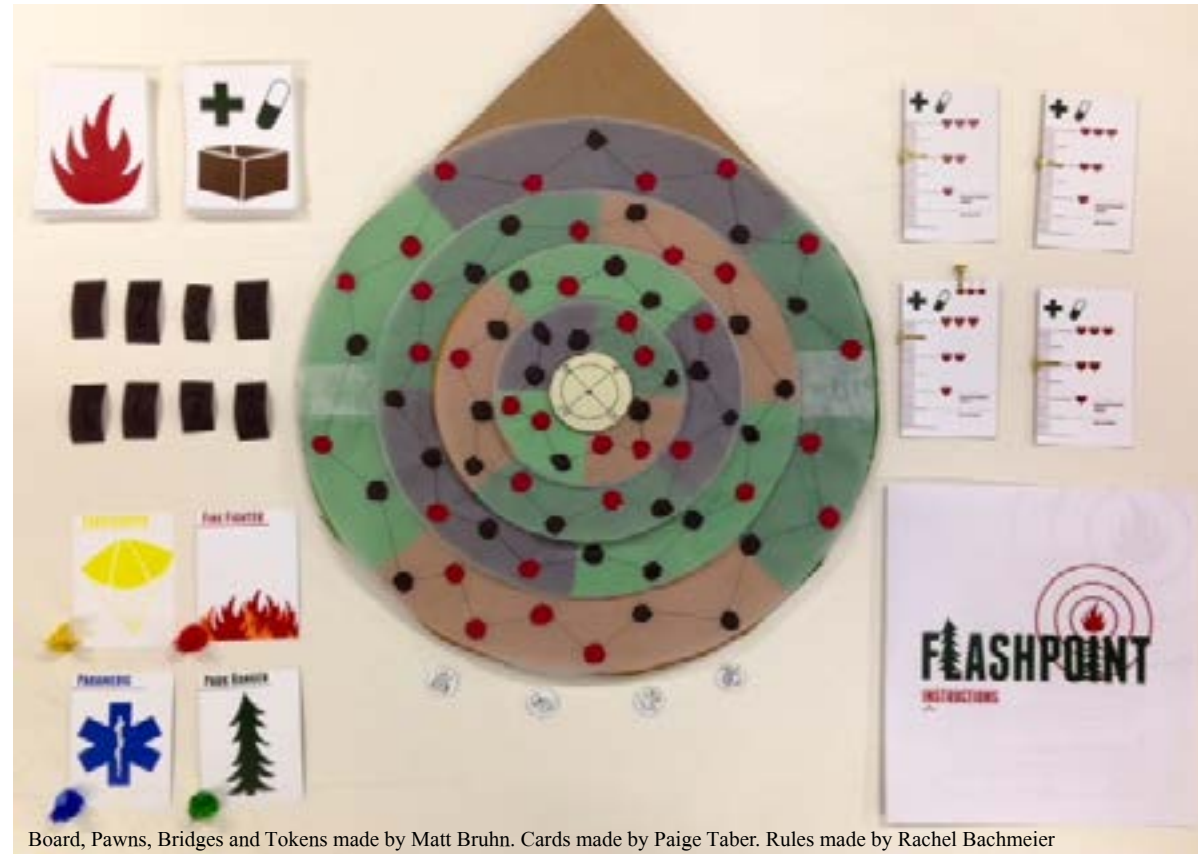
Pros:

- Had rotatable layers
- Had developed cards & accessories
- Had bridges to move across on different rings
- Was a smaller, more portable size

Cons:

- Cards were still not fully developed, needed to be improved on balance of types of cards
- Needed to be more 3D to show different levels
- Needed better zone differentiation
- Needed more bridges
- Based off of other players testing it out, the game board wasn't big enough

4TH PROTOTYPE



Board, Pawns, Bridges and Tokens made by Matt Bruhn. Cards made by Paige Taber. Rules made by Rachel Bachmeier

Pros:

- More professional looking
- Had persona cards for specific people
- Had printed set of rules with logo on front
- Board was bigger and more 3D with better colored zones and spots to move on
- Cards were more balanced and grammar/spelling was corrected
- Had complete accessories

Cons:

- Still made from cardboard, needed to look more professional
- Cards need to be laminated for improved durability
- Better materials for pieces and accessories
- Rules booklet could be smaller and thinner

PLAY TESTING

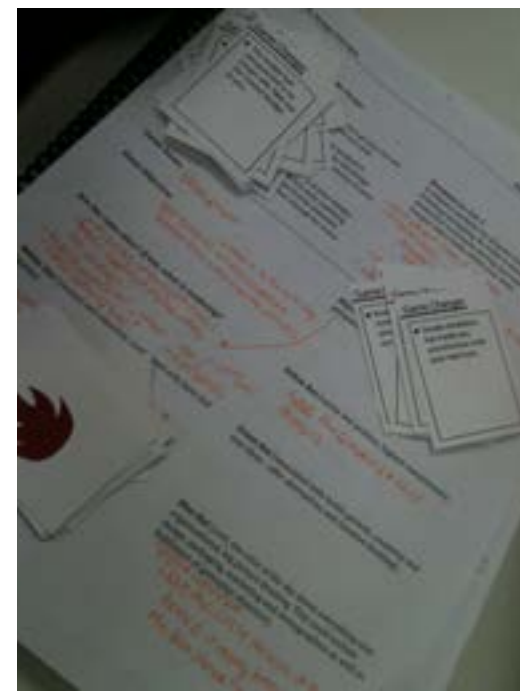


The game is finally planned out. We played the game on one of the final prototypes to work out maniacal kinks.

PLAY TESTING



We had other groups play test our game. They helped find grammer errors, kinks in the game and gave use ideas to improve the game content as well as the design.



RULES



RULES

- As you take turns throughout the game you navigate the changing game board and try to collect the four tokens.
- When it is a player's turn you roll the die, move in any direction chosen along the path and draw a card with the corresponding color of the spot you land on. If you land on a spot that has a token collect the token but do not collect a card.
- Follow the instructions to further advance the game.

Bridges: When bridges are taken out, the number will be identified on the card. Bridges are not a spot, just a pathway.

Health-o-meter: When your health meter reaches the bottom, you are out of the game. You lose a full life when you are caught in an elimination zone. The Paramedic has the health-o-meter with the three extra lives indicated on the top.



DESIGN ELEMENTS

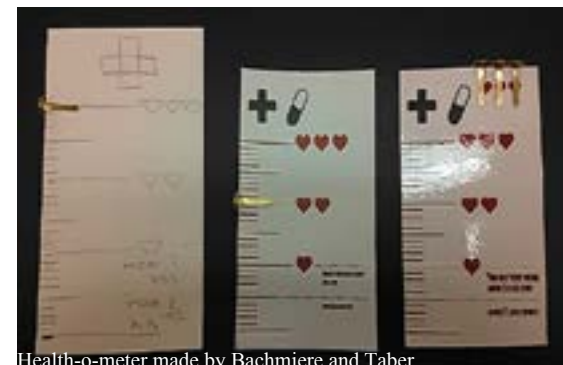
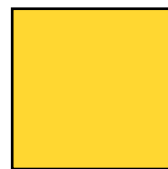
For our design and overall layout, we decided to keep things simple. Rachel came up with the logos and the designs on the cards on the box, and right away, the group enjoyed her simple and economic style. They have simple silhouettes for the pictures on all the cards, life trackers, and even the little bystander tokens. We chose Universe LT Std and Franchise as our two main fonts because of their aesthetic qualities; we thought visually they looked pleasing to the eye. We picked the colors brown, green, and gray for the forest zones because they are colors that everyone can associate with the forest. We also chose red, yellow, blue and green for the different characters because they are easy colors to use for different players and each color represents a certain figure that would help out during an actual forest fire. As people can see from the images below, the cards and the life trackers have improved in style but kept their original ideas and symbols.

Universe LT Std

FRANCHISE



Cards made by Bachmiere and Taber



Health-o-meter made by Bachmiere and Taber



Pawns made by Bachmiere and Bruhn



Cards made by Bachmiere and Taber

FINAL MODEL



PACKAGING

Game Information:

Box Dimensions: 17" x 21"

Materials:

- Bridges and game pieces: clay
- Rotatable rings and tokens: acrylic
- Spots on game board: vinyl
- Box: mat board

Estimated Price:

\$30 - \$40. This is because of all the included pieces, the material of the game board, and the overall size of the box

Sustainability:

Game pieces are reusable, and all parts of final model could be made from recycled material

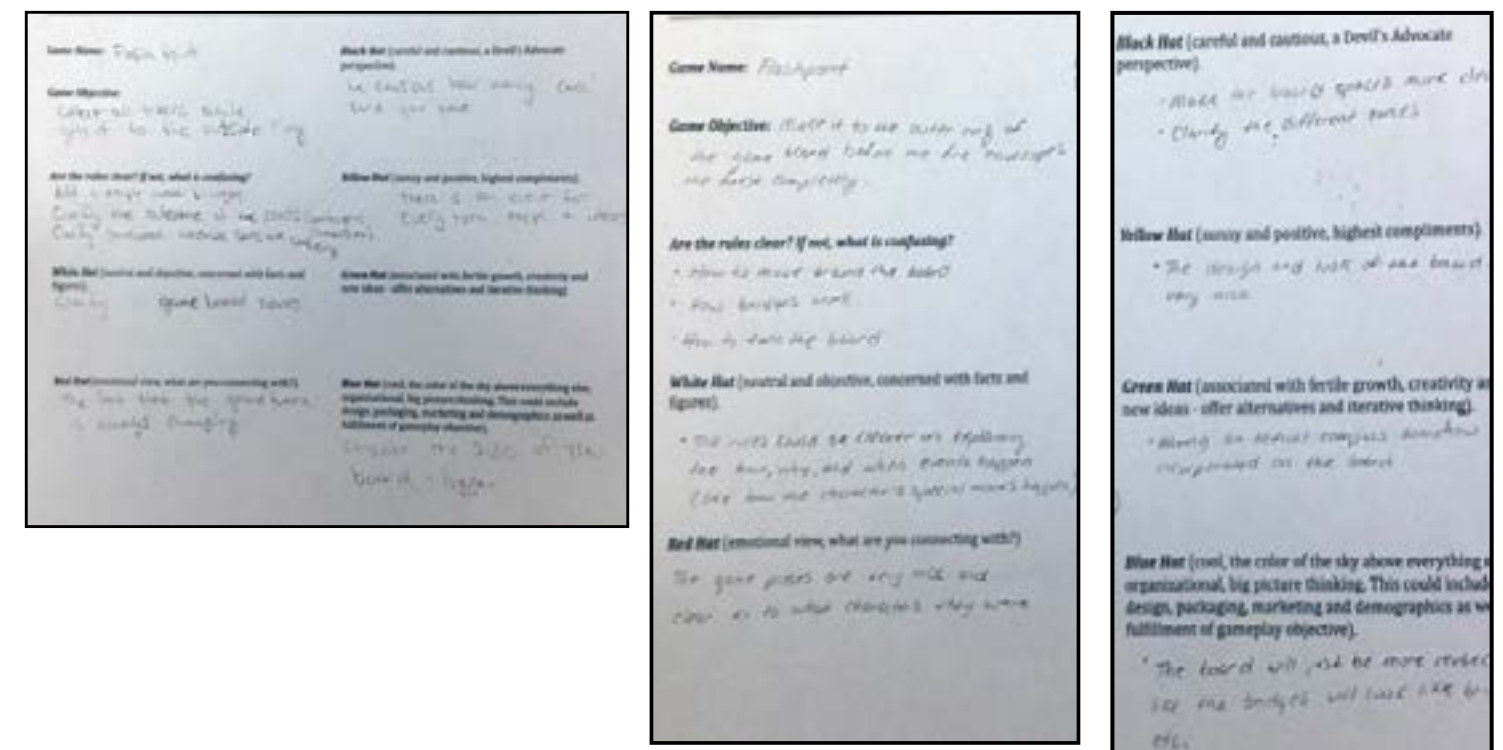
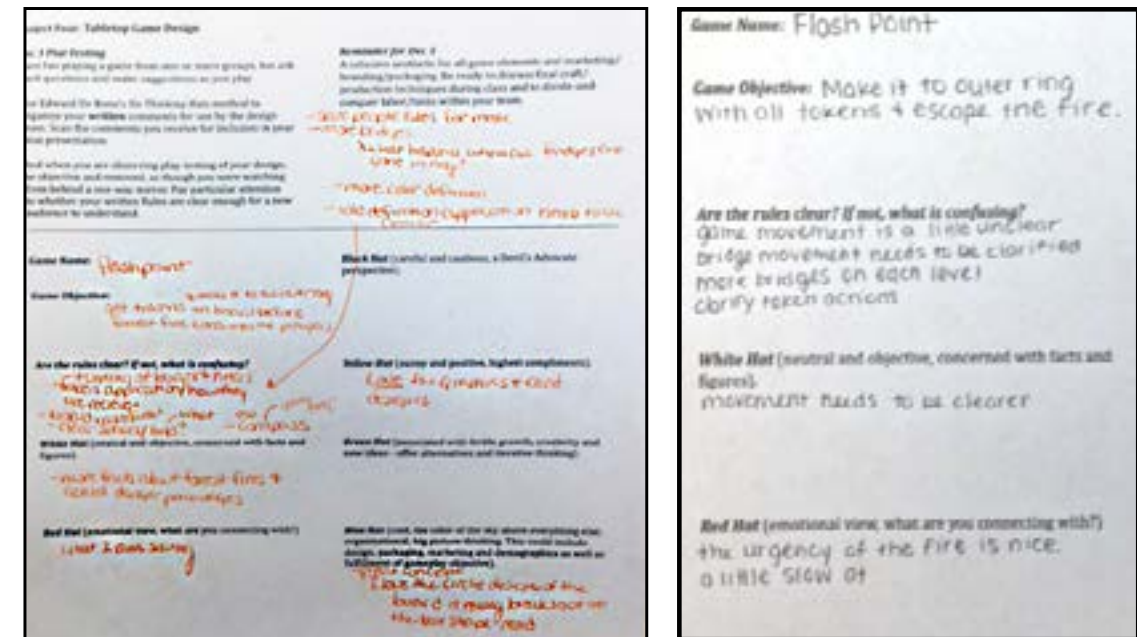
Durability:

The pieces are sturdy and won't break easily. Board is also secure, because its mostly flat.

Cards are also laminated to make them last longer and are a comfortably sized to fit in people's palms

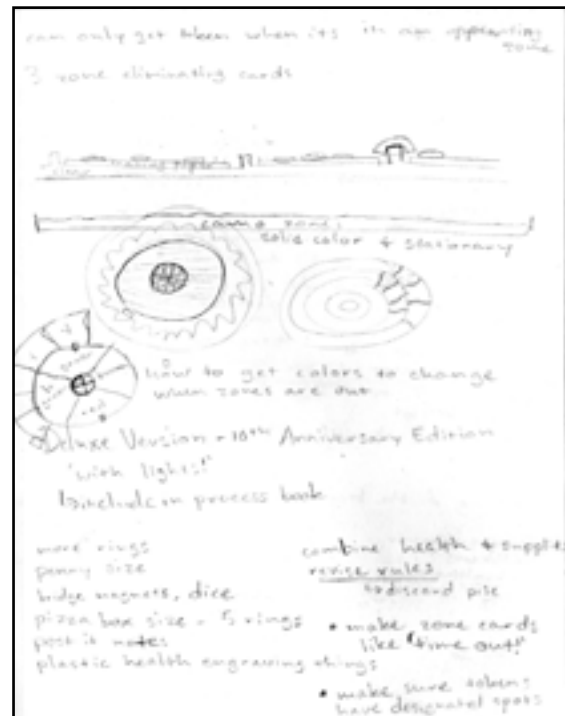
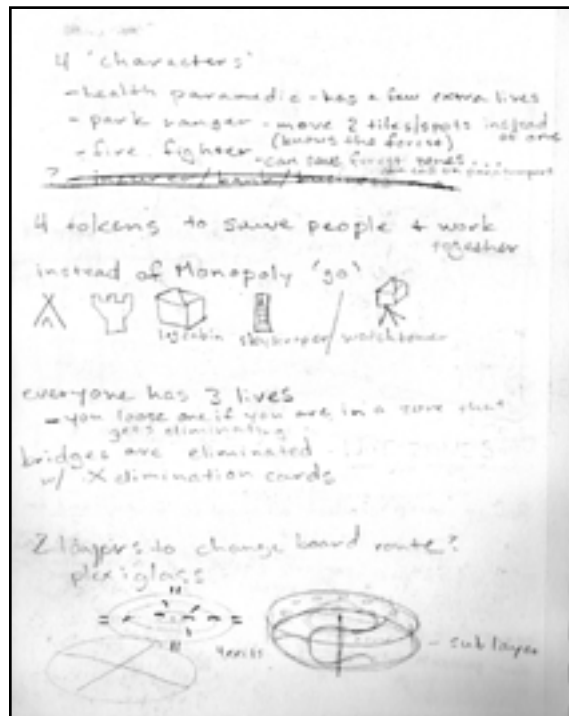
CRITIQUES

Here are some critiques we received from some of our fellow classmates after a testing day of the game. For the most part, they enjoyed it, the main things we needed to improve on was the size of the game, include more bridges, make the cards better balanced, and make spots clearer to move on.



PROGRESS NOTES

Over the course of this project, there have been plenty of ideas coming and going along the way. While this progress was coming along, there have been many ideas we originally had planned were omitted from the game. One example was a third deck of cards. We were going to include a money system and somehow players were supposed to use their money to buy supplies throughout the game, and one of the ways a player one was how many supplies they managed to get by the end of the game. Another aspect we changed was the paratrooper position. At first, going along with the money aspect, we were going to have a banker or anybody that controlled the money flow of the game. As we progressed with the game, we discovered this factor didn't add up, so we removed this from the game as well. Another factor we were always changing around was how the spots players moved on throughout the board had specific trails or was completely random. The random would have worked for an actual forest, since there are no obvious roads that travel through one, but through test plays, we found that others playing the game didn't enjoy that randomness, in fact, it just made the game more confusing.



Here are more notes from Rachel's sketchbook that show our progress on the outlook of the game. Here you can see different ideas for the board layout, game pieces and rules that could be added to it as well.

DEMOGRAPHICS

The demographic level chosen for Flashpoint is the ages of three and older. Kids that reach this age have a basic sense of motor skills, can solve simple problems, and can read at a simple level as well. There are small pieces included in the game that could be a choking hazard; like the bridges, character pieces, and especially the lifesaving tokens. At this age, kids play other board games such as Sorry, Trouble, and even Connect Four. All include small choking hazards for children under the age of three.



Image from www.sheknows.com



image from www.sheknows.com

