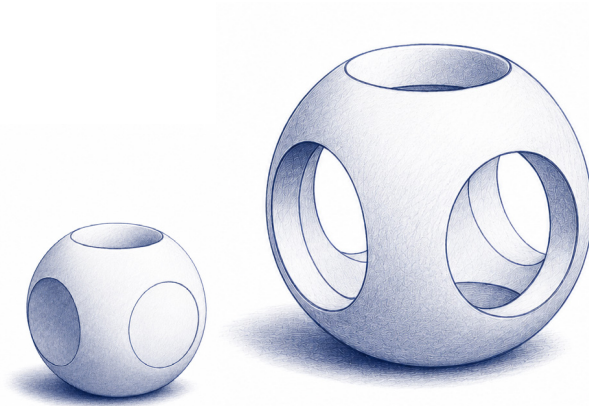




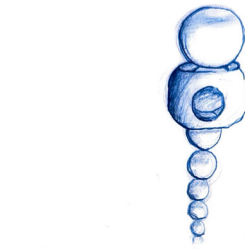
3 DIMENSIONALES GESTALTEN

Martin Schechinger

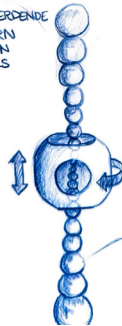
KUGELWÜRFEL

In dem Kurs 3 dimensionales Gestalten sollten wir ein Objekt gestalten, welches den Kugelwürfel in den Fokus nimmt. Das Objekt soll in die Hände genommen werden können. Es soll einen spielerischen und formalästhetischen Aufforderungscharakter haben und mit einem oder mehreren Kugelwürfeln interagieren.

Das Zusammenspiel zwischen Kugelwürfel und Objekt passt in den Kontext zwischen Spiel und Interior.



IMMER DICKER WERDENDE
KUGELN VERHINDERN
DAS RAUS RÜSCHEN
DES KUGELWÜRFELS

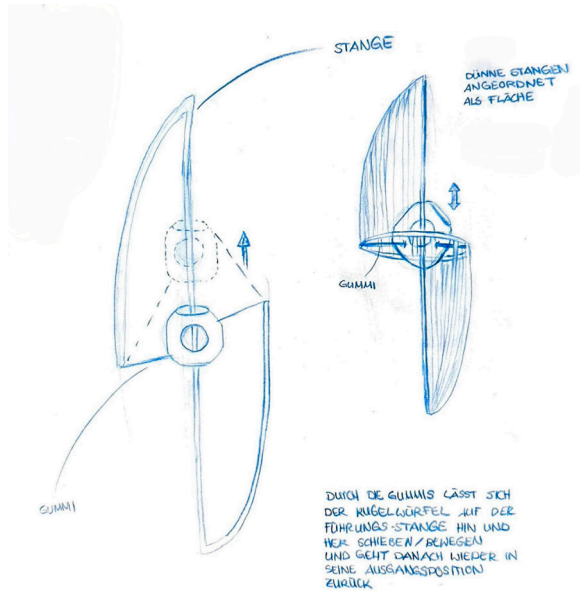


VERJÜNGENDE
KUGELREIHE



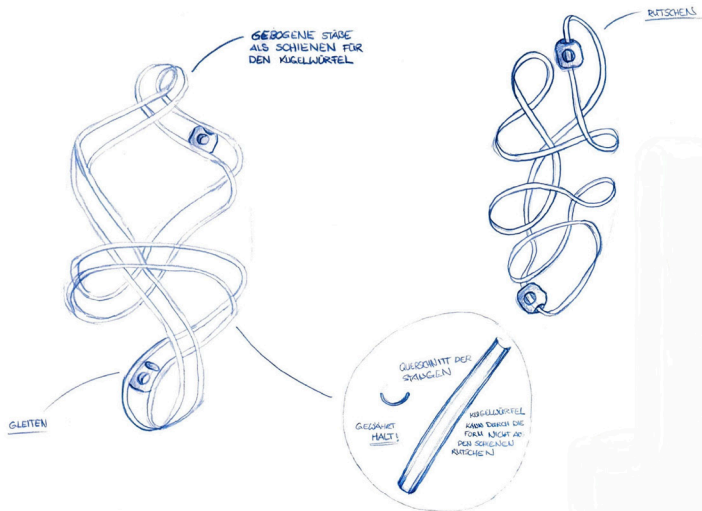
GRUNDKÖRPER

Proportion



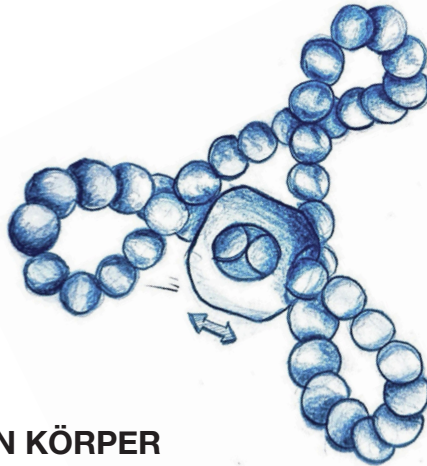
STÄBE

Spannen



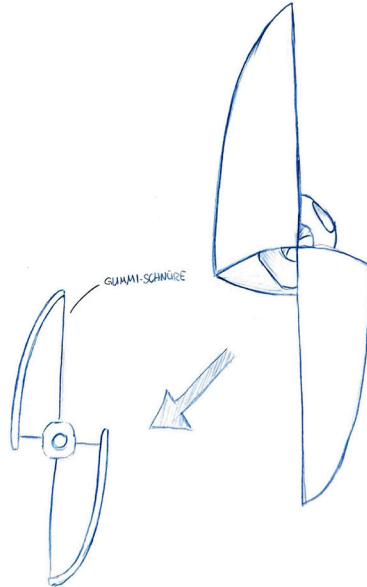
STÄBE

Rutschen / Schieben

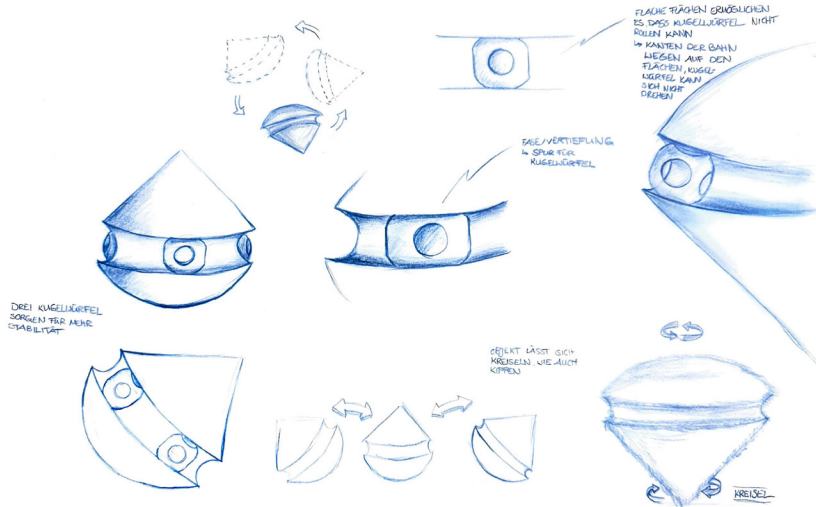


ADDITION VON KÖRPER IM WINKEL

Schieben

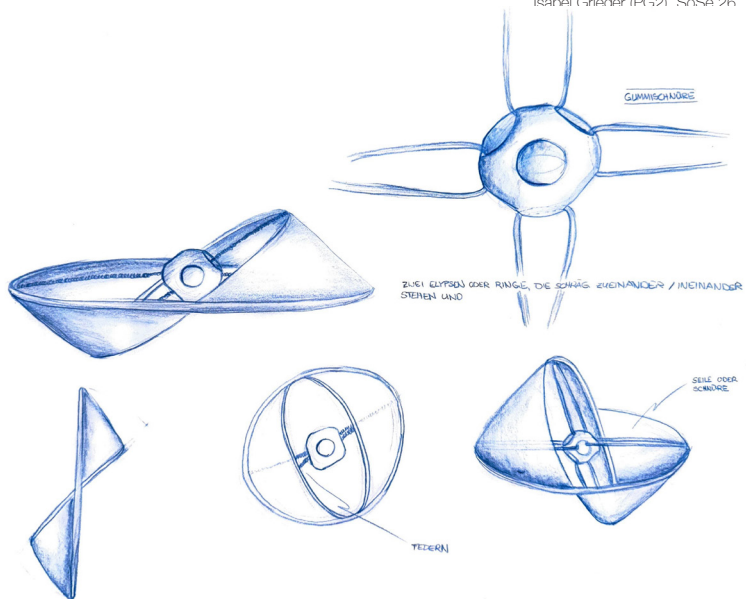


FLÄCHEN
Spannen

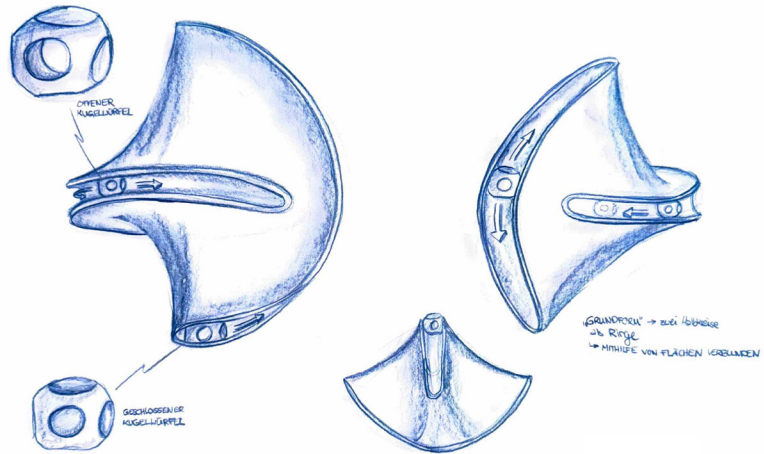


FASEN

Kreiseln / Kippen

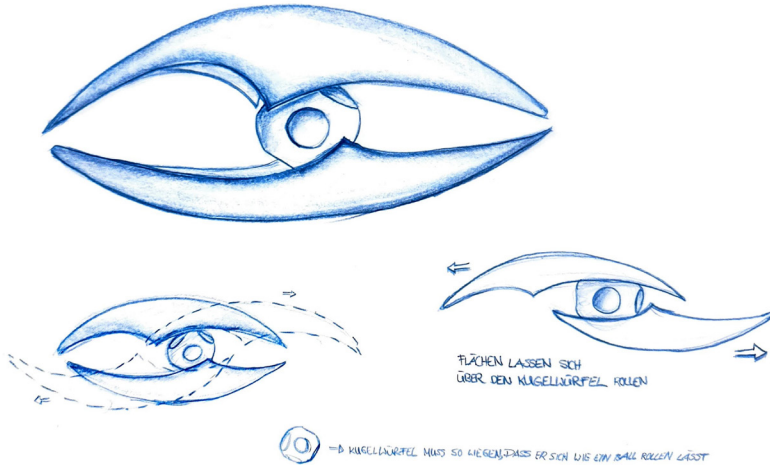


FLÄCHEN
Spannen



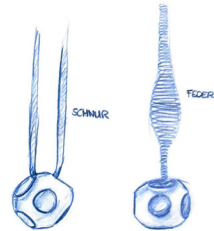
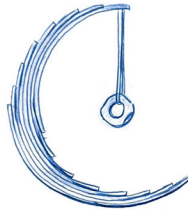
FASEN

Schieben

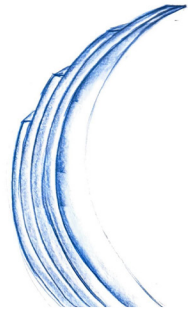
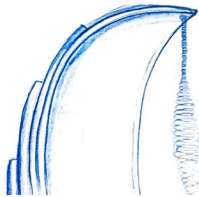


FLÄCHEN

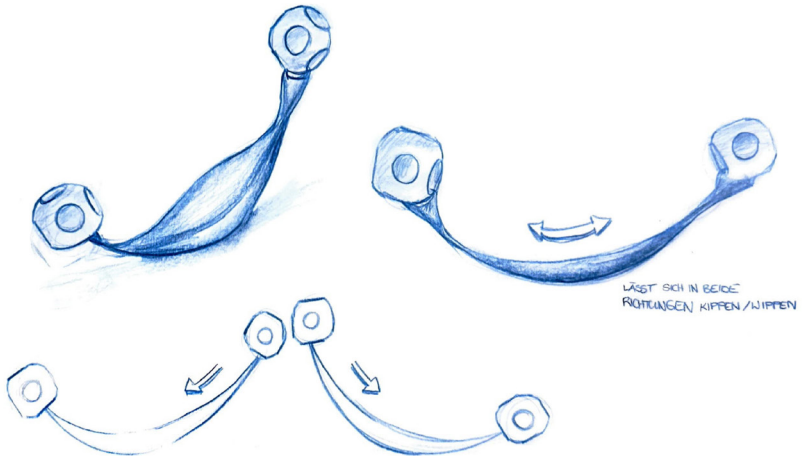
Rollen



HALBKREIS-FLÄCHEN ZUSAMMENGESETZT
UND JEWEILS EIN WENIG
VERSCHOBEN

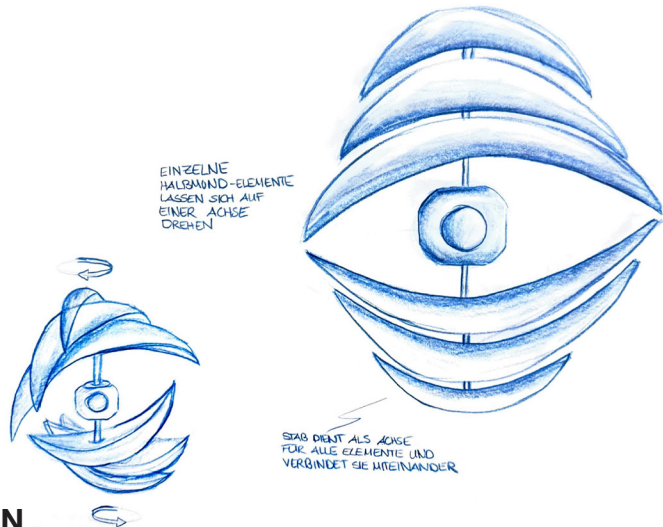


**ADDITION
VON
FLÄCHEN**
Hängen



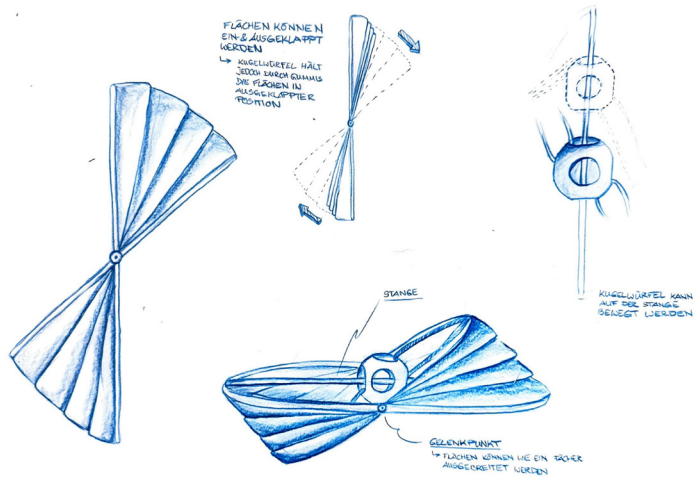
STÄBE

Wippen



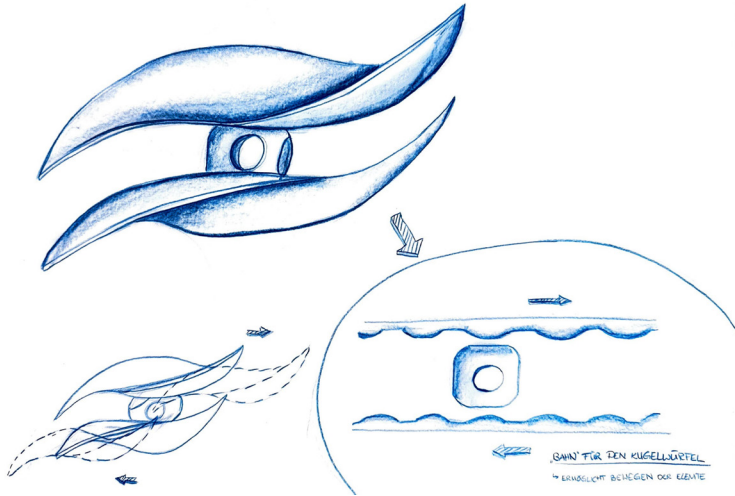
PROPORTIONEN

Drehen



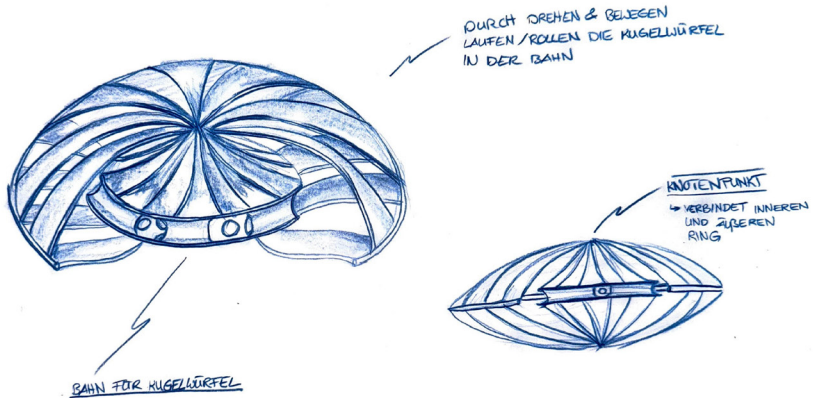
FLÄCHEN

Spannen



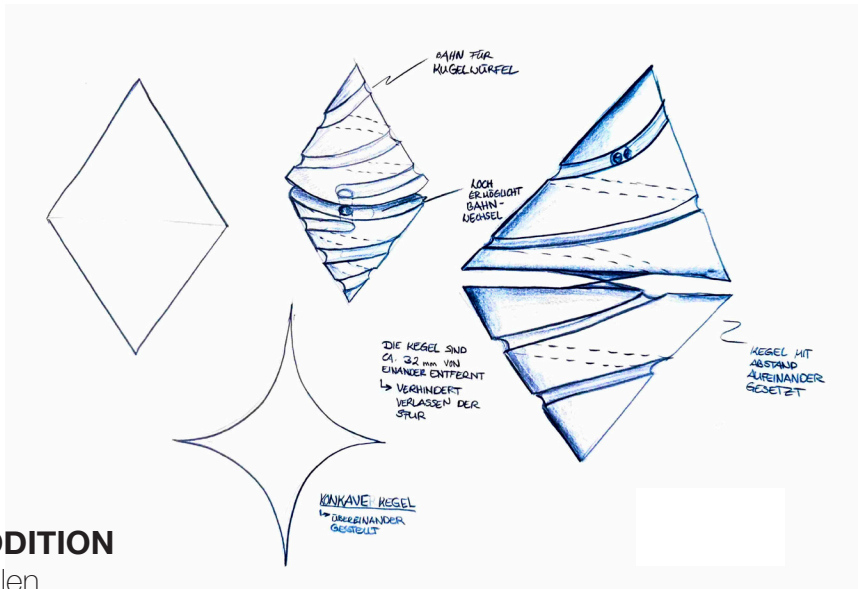
FLÄCHEN

Rollen



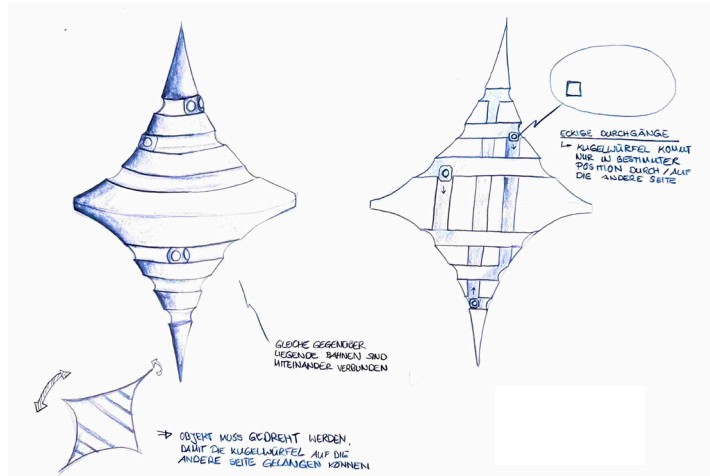
FLÄCHEN / STÄBE

Rollen



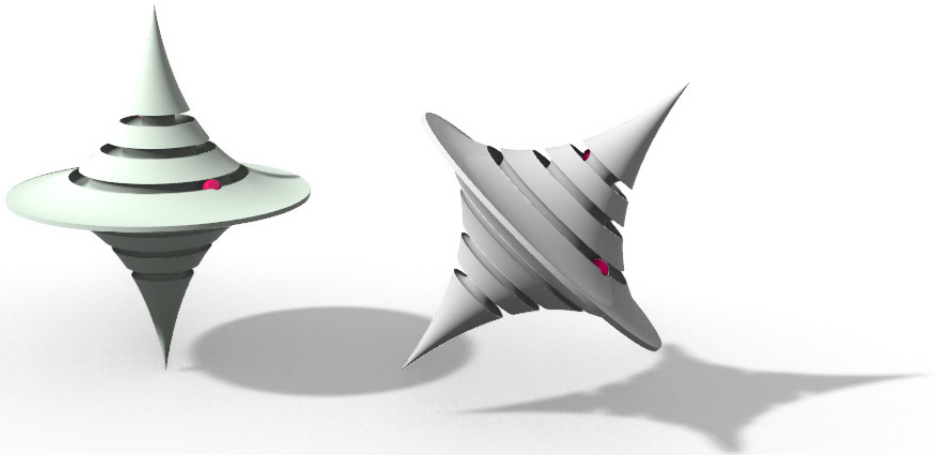
ADDITION

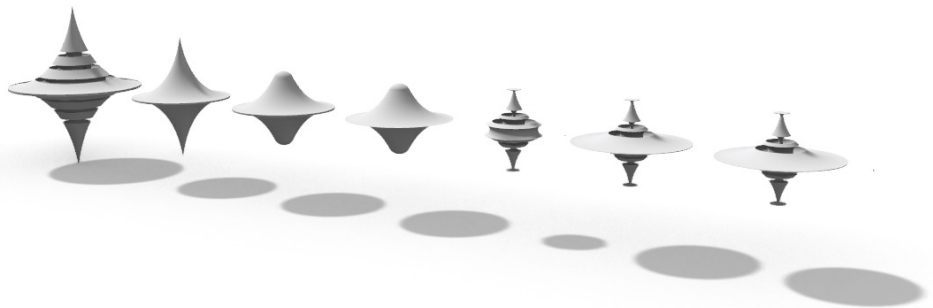
Rollen



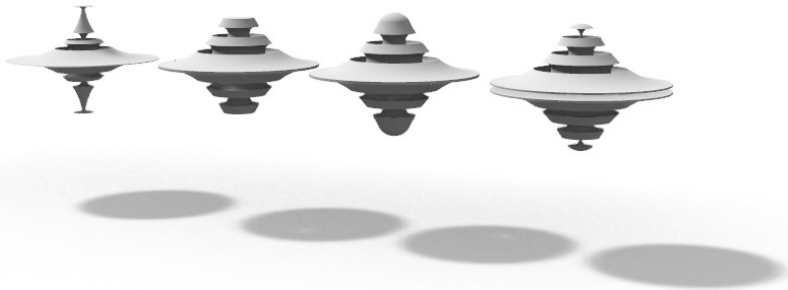
PASSGENAU

Rollen

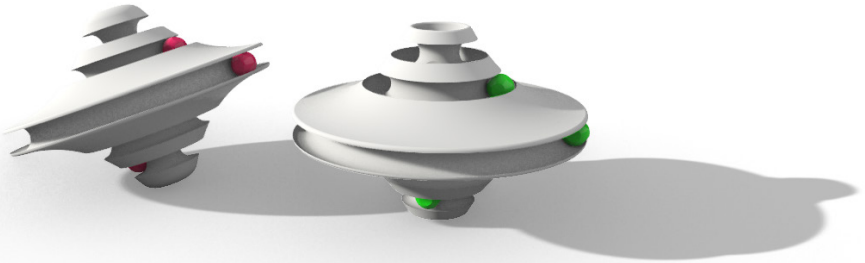












HfG
Schwäbisch Gmünd