

JONATHAN D. SHATSWELL
CREATIVE WORKS 2008-2009
PORTFOLIO

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ABOUT THIS PORTFOLIO

THIS PORTFOLIO IS A COMPILATION OF MY PROJECTS AND ARTWORK THAT I COMPLETED IN 2008 AND 2009. THEY ARE PRESENTED IN CHRONOLOGICAL ORDER AND REPRESENT A WIDE RANGE OF DEMONSTRATED SKILLS (INCLUDING HAND RENDERING AND DRAFTING, MODEL BUILDING, ATTENTION TO DETAIL, COMPUTER RENDERING AND DRAFTING, GRAPHIC DESIGNING, ETC). I HAVE ALSO TRIED TO CREATE A STRONG SENSE OF PROCESS IN EACH PROJECT. THE DESIGN OF THE PORTFOLIO ITSELF IS BASED ON MY PERSONAL TASTE IN STRUCTURE MEETS NATURE.



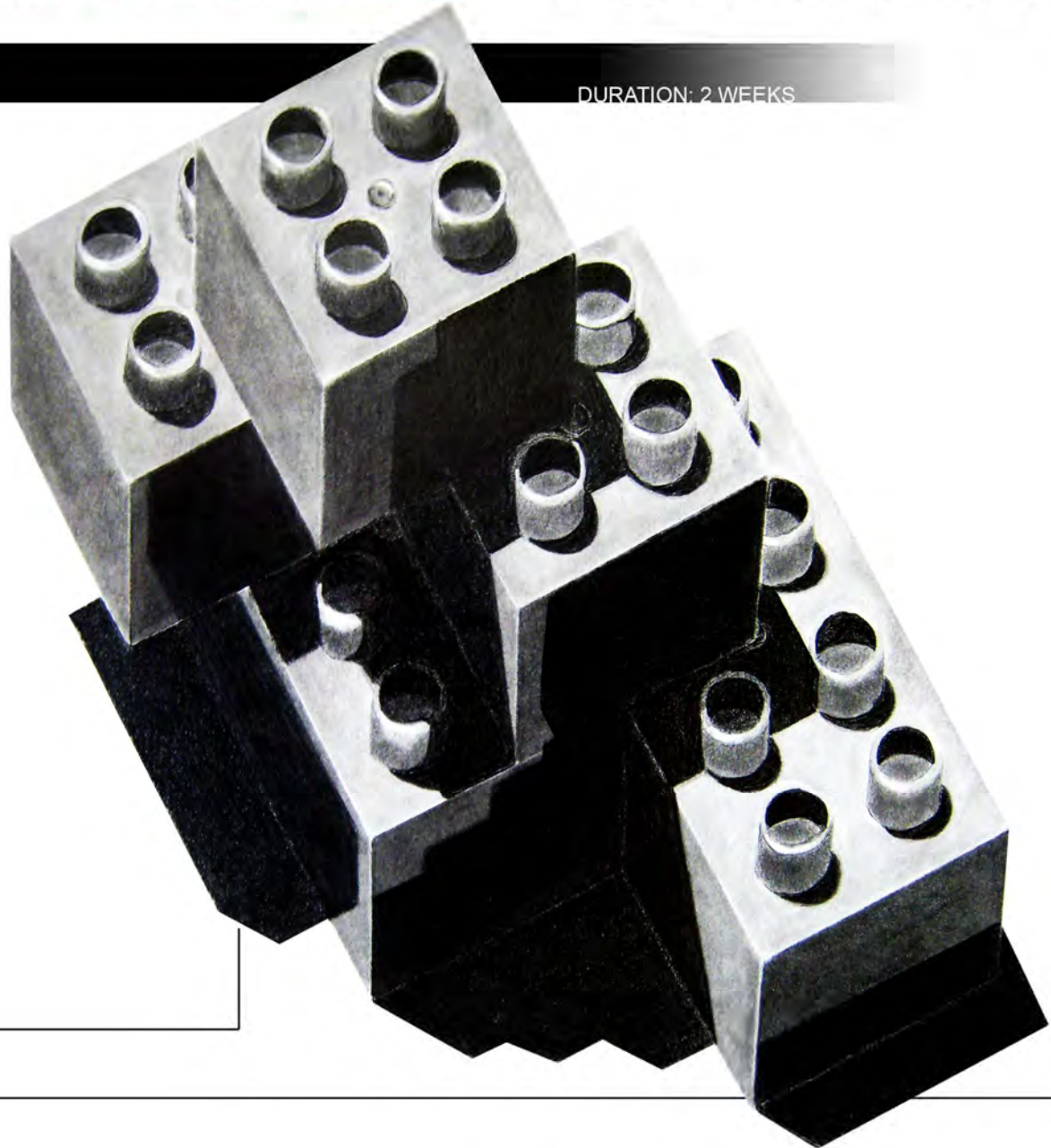
DUPLO

DURATION: 2 WEEKS

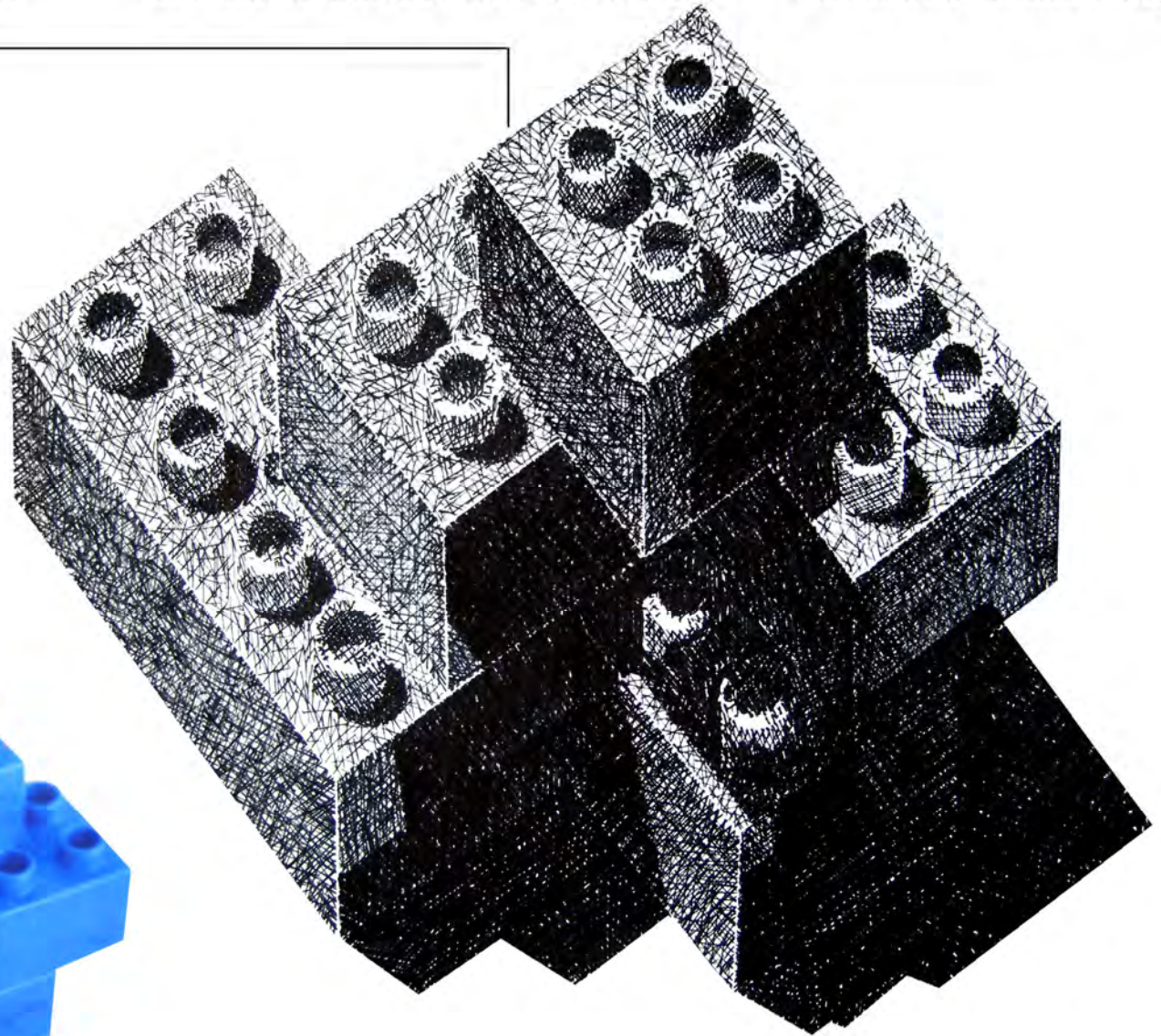
PROJECT OUTLINE

THE GOAL OF THIS PROJECT WAS TO LEARN HOW TO TAKE A SIMPLE THREE DIMENSIONAL OBJECT, AND CONSTRUCT PLAN OBLIQUE DRAWINGS OF THAT OBJECT. WE BEGAN BY CREATING A FORM OUT OF FIVE DUPLO PIECES OF OUR CHOICE. FROM THERE, WE CONSTRUCTED PLAN OBLIQUE DRAWINGS AND RENDERED SHADE AND SHADOW FREE HAND. WE WERE REQUIRED TO USE TWO DIFFERENT MEDIA AND SHADING TECHNIQUES FOR THE RENDERINGS.

THE FIRST RENDERING WAS DONE WITH A RANGE OF GREY PENCILS AND AN EBONY PENCIL. I USED A BLENDING STICK TO CREATE SMOOTH AND CONSISTENT TONES.



THE SECOND RENDERING
WAS DONE WITH A RANGE OF
BLACK PENS. I USED A CROSS
HATCHING TECHNIQUE TO
RENDER SHADE AND SHADOW.



ORIGINAL DUPLO FORM



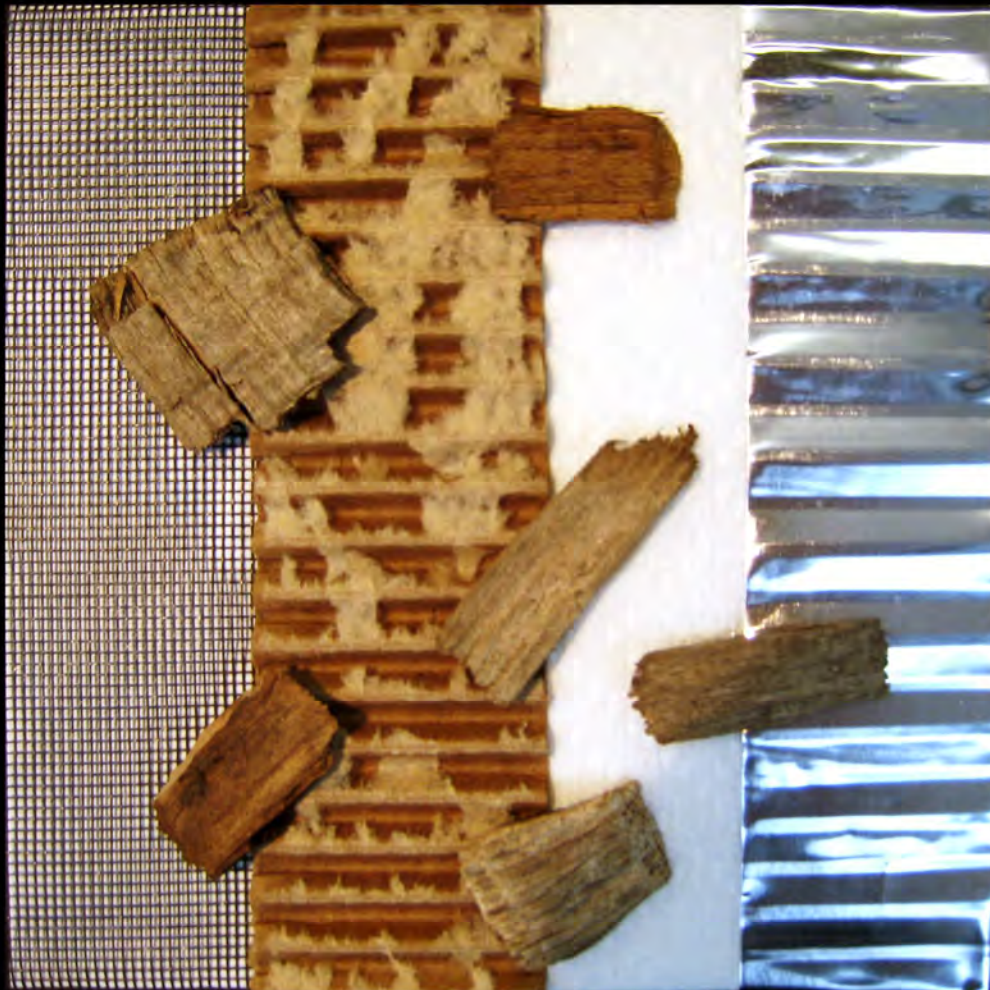
TEXTURE

DURATION: 2 WEEKS

PROJECT OUTLINE

THE TEXTURE PROJECT BEGAN WITH CREATING A 6"x6" COLLAGE USING FIVE MATERIALS OF OUR CHOICE. WE WERE REQUIRED TO DESIGN OUR COLLAGE SO THAT A COMMON THEME UNIFIED THE DIFFERENT MATERIALS. THE MATERIALS THAT I CHOSE WERE WOOD CHIPS, CARDBOARD, A NAPKIN, CORRUGATED ALUMINUM, AND SOME SCREEN. I CHOSE THESE MATERIALS BECAUSE EACH ONE OF THEM HAD A DISTINCT TEXTURE. ONCE I HAD MY MATERIALS DECIDED, I ORGANIZED THEM WITH THE THEME OF MAN vs. NATURE MADE.

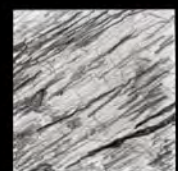
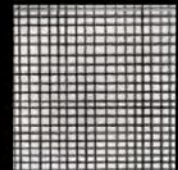
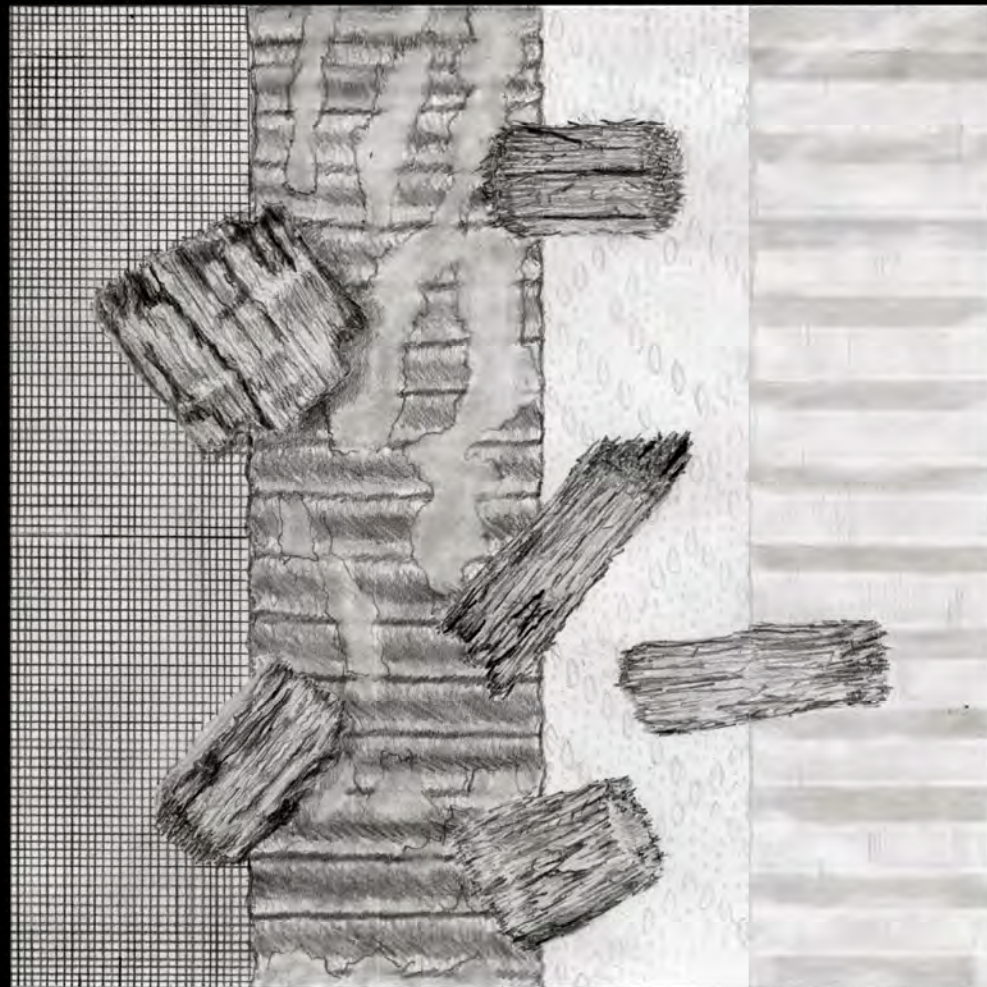
(IMMEDIATE RIGHT) FINAL COMPOSITION OF TEXTURE COLLAGE.



THE SECOND STAGE OF THE PROJECT REQUIRED US TO RECREATE THE TEXTURAL QUALITY OF OUR MATERIALS IN A HAND DRAWN COMPOSITION OF OUR COLLAGE.

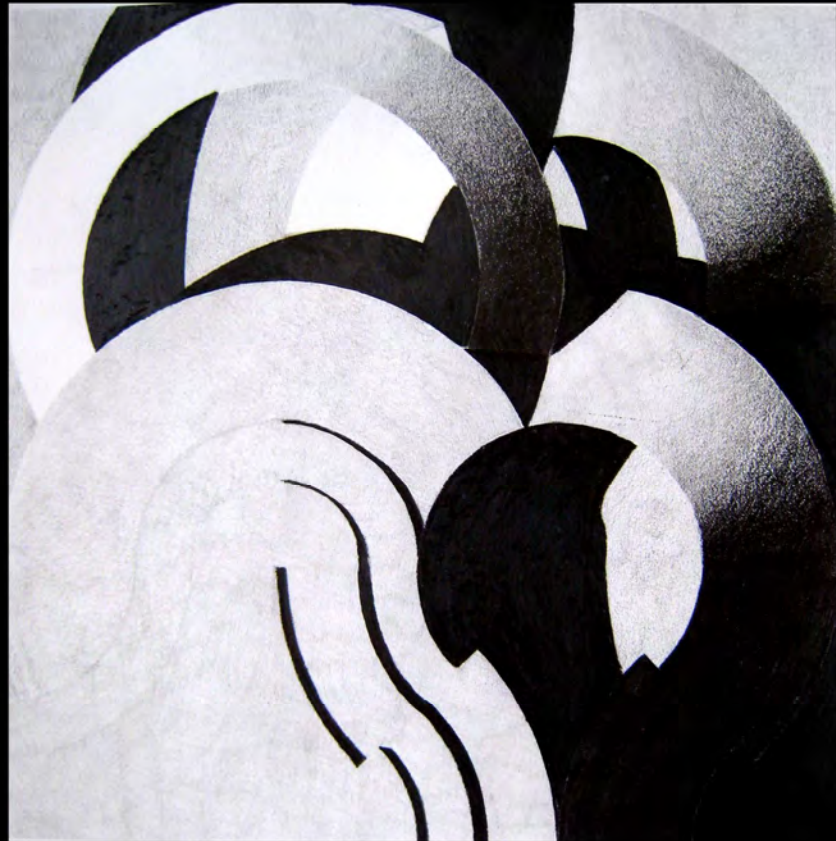
(IMMEDIATE RIGHT) FINAL HAND DRAWN COMPOSITION. THE MEDIA WAS A VARIETY OF GREY PENCILS. NO BLENDING STICK WAS USED.

(FAR RIGHT) HAND DRAWN MATERIAL SAMPLES.



FORM

DURATION: 2 WEEKS



PROJECT OUTLINE

THE FORM PROJECT BEGAN WITH DESIGNING TWO, 3-DIMENSIONAL FORMS. THEY WERE DESIGNED AROUND CONCEPTS LIKE SOLID AND VOID, HIERARCHY, MOVEMENT, AND BALANCE. WE CREATED BOTH AN ASYMMETRICAL AND A SYMMETRICAL DESIGN. ONCE WE WERE DONE WITH THE FORMS, WE BEGAN THE NEXT PHASE OF THE PROJECT.

THE GOAL OF THE SECOND PHASE WAS TO CREATE HIGH QUALITY, HAND DRAWN, IMAGES. THE DRAWINGS WERE REQUIRED TO ACCURATELY REPRESENT THE 3-DIMENSIONAL QUALITIES OF THE FORMS WE CREATED. THEY ALSO NEEDED TO HAVE SMOOTH TONES AND GRADATIONS WITH OUT THE USE OF A BLENDING STICK.

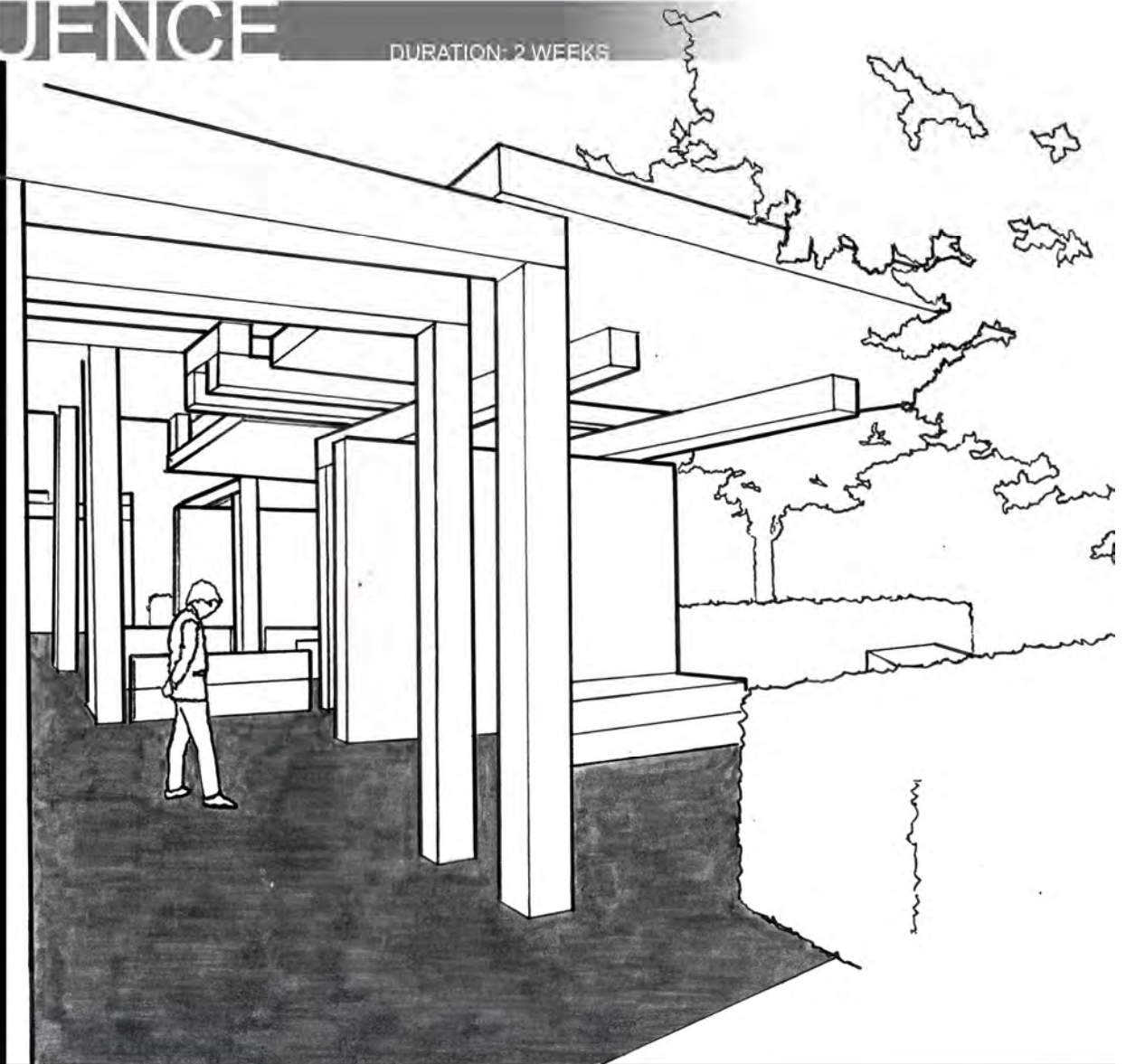


SPATIAL SEQUENCE

DURATION: 2 WEEKS

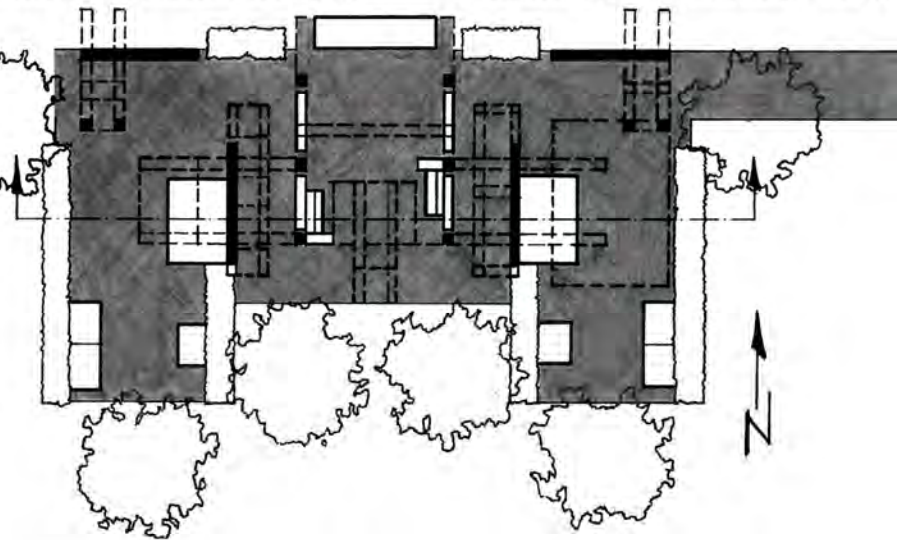
PROJECT OUTLINE

THE GOAL OF THIS PROJECT WAS TO CREATE A SEQUENCE OF THREE SPACES THAT REACT TO DIFFERENT SEASONAL REQUIREMENTS WHILE USING A KIT OF PARTS. THROUGH THE USE OF LIGHT AND FORM, I CREATED AN INTERESTING SPACE THAT RELATES TO NATURE AND PROVIDES AN ESCAPE FROM EVERYDAY LIFE.

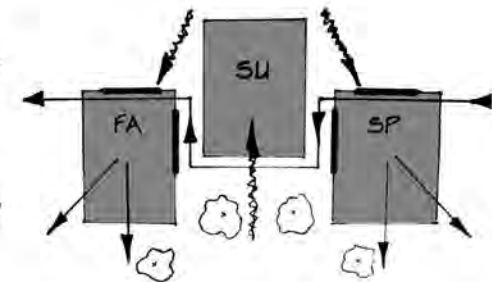


0 10 feet 20

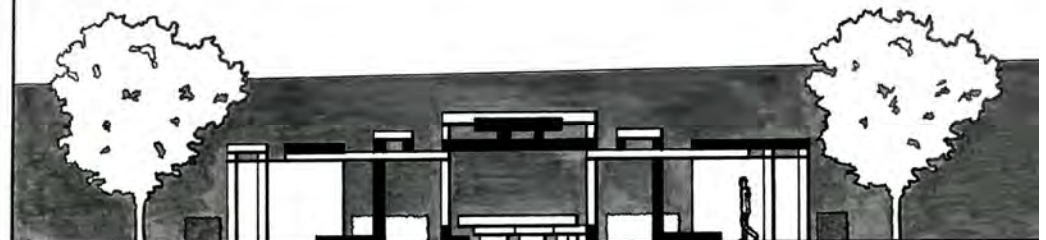
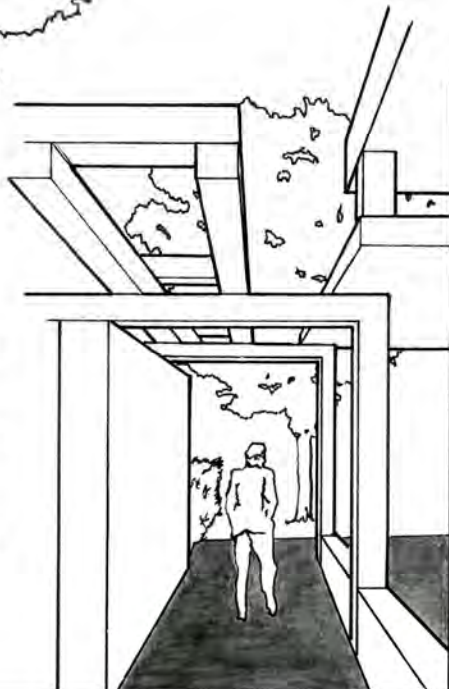
"I WENT TO THE WOODS BECAUSE I WANTED
TO LIVE DELIBERATELY, I WANTED TO LIVE
DEEP AND SUCK OUT ALL THE MARROW OF
LIFE..."
-THOREAU



PARTI DIAGRAM
SHOWING
ORGANIZATION OF
SPACES,
CIRCULATION
THROUGH THE
SITE, SEASONAL
WIND DIRECTIONS,
AND VIEWS FROM
SPACES.



(LEFT)
PERSPECTIVE
IN TO SPRING
SPACE.
(RIGHT)
PERSPECTIVE
OF
TRANSITION
SPACE
BETWEEN THE
FALL AND
SUMMER
SPACES



INSPIRATIONS COLLAGE

DURATION: 2 WEEKS

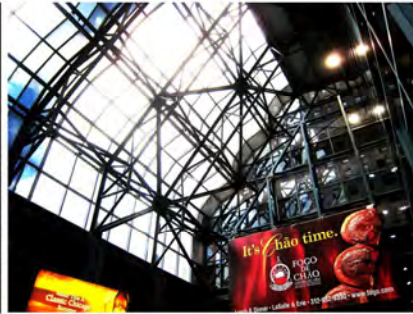
PROJECT OUTLINE

THIS PROJECT BEGAN WITH TAKING PHOTOGRAPHS AND SKETCHES OF ARCHITECTURE THAT INSPIRED US IN DOWNTOWN CHICAGO. WE WERE REQUIRED TO FIND EXAMPLES THAT DEMONSTRATED VARIOUS ARCHITECTURAL TERMS SUCH AS STRUCTURE, SOLID AND VOID, AND FORM. WE THEN BEGAN TO CREATE 3-D COLLAGES THAT WERE BASED OFF OF THE PHOTOGRAPHS, SKETCHES, AND ARCHITECTURAL TERMS THAT INSPIRED US THE MOST. THE COLLAGE THAT I CREATED FOCUSED ON STRUCTURE, MOVEMENT, RHYTHM, AND FORM. WITH THESE CONCEPTS AS MY FOUNDATION, I CREATED AN INTERESTING SCULPTURAL OBJECT COMPRISED OF MY FAVORITE PHOTOGRAPHS AND SKETCHES.

FORM



STRUCTURE



STUDY MODEL 2



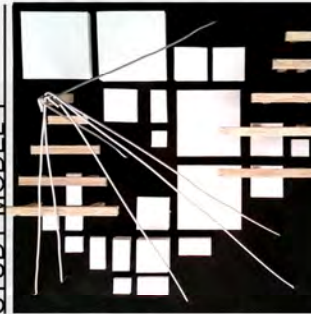
MOVEMENT



RHYTHM



STUDY MODEL 1





CHICAGO PAVILION

DURATION: 3 MONTHS

PROJECT OUTLINE

THE CHICAGO PAVILION PROJECT BEGAN WITH A SITE VISIT TO CHICAGO. WE WERE GIVEN THE OPTION BETWEEN THREE DIFFERENT SITES ALL ALONG MONROE STREET AND HAD TO ANALYZE THE SITE'S VIEWS, WIND DIRECTIONS, SUN ANGLES, DIMENSIONS, ETC. THE SITE I ENDED UP CHOOSING WAS THE SITE THAT LINED UP WITH THE AXIS OF THE DAILY BICENTENNIAL PLAZA. I WAS DRAWN TO THE VIEWS TOWARDS THE LAKE AND ART MUSEUM, AS WELL AS THE OPPORTUNITY TO CREATE A GRAND ENTRANCE TO THE PARK BY PLAYING OFF OF THE AXIS.

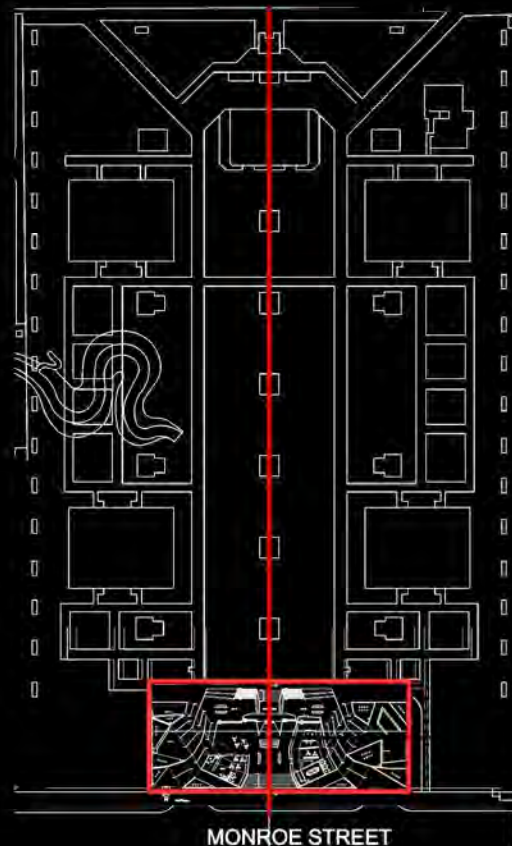
THE BASIC PROGRAM REQUIREMENTS FOR THE PAVILION WAS A VISITOR CENTER, A MULTIPURPOSE CENTER CONSISTING OF A CONFERENCE ROOM AND ART GALLERY, A CAFE, AND A PERFORMANCE AREA.

CONCEPT STATEMENT

MUSIC IS WHAT GIVES CHICAGO LIFE. IT BRINGS PEOPLE TOGETHER AND UNIFIES THEM. I WILL USE A MUSICAL ATMOSPHERE TO UNIFY MY SPACES AND DRIVE PEOPLE IN TO THE PARK.

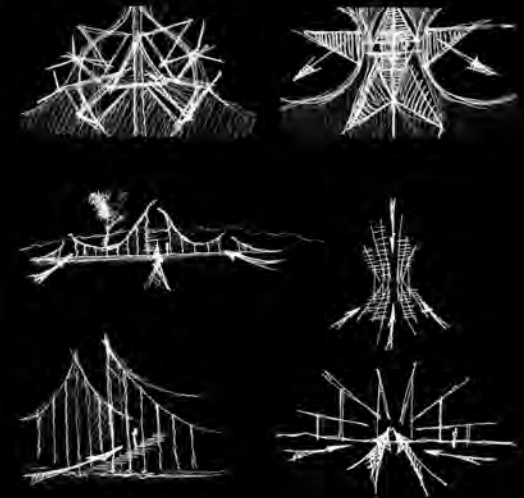
THE MAIN FOCUS OF MY SITE IS AROUND THE PERFORMANCE AREA. I USED MY CIRCULATION TO CREATE EMPHASIS ON THE STAGE WHILE BECKONING VISITORS TO ENTER THE PLAZA. THERE ARE MULTIPLE REFLECTING PONDS THAT PLAY MUSIC FROM SPEAKERS CREATING A CONSISTENT ATMOSPHERE OF MUSIC AROUND MY SITE. I HAVE ALSO PLACED MULTIPLE COURTYARD SPACES THROUGHOUT THE SITE WITH VIEWS TO THE PERFORMANCE AREA. MY OTHER BUILDINGS WERE DESIGNED TO APPEAR LIKE THEY ARE SLIDING DOWN MY PATHS AND SINKING IN TO THE PERFORMANCE "PIT".

SITE ORIENTATION AND AXIS



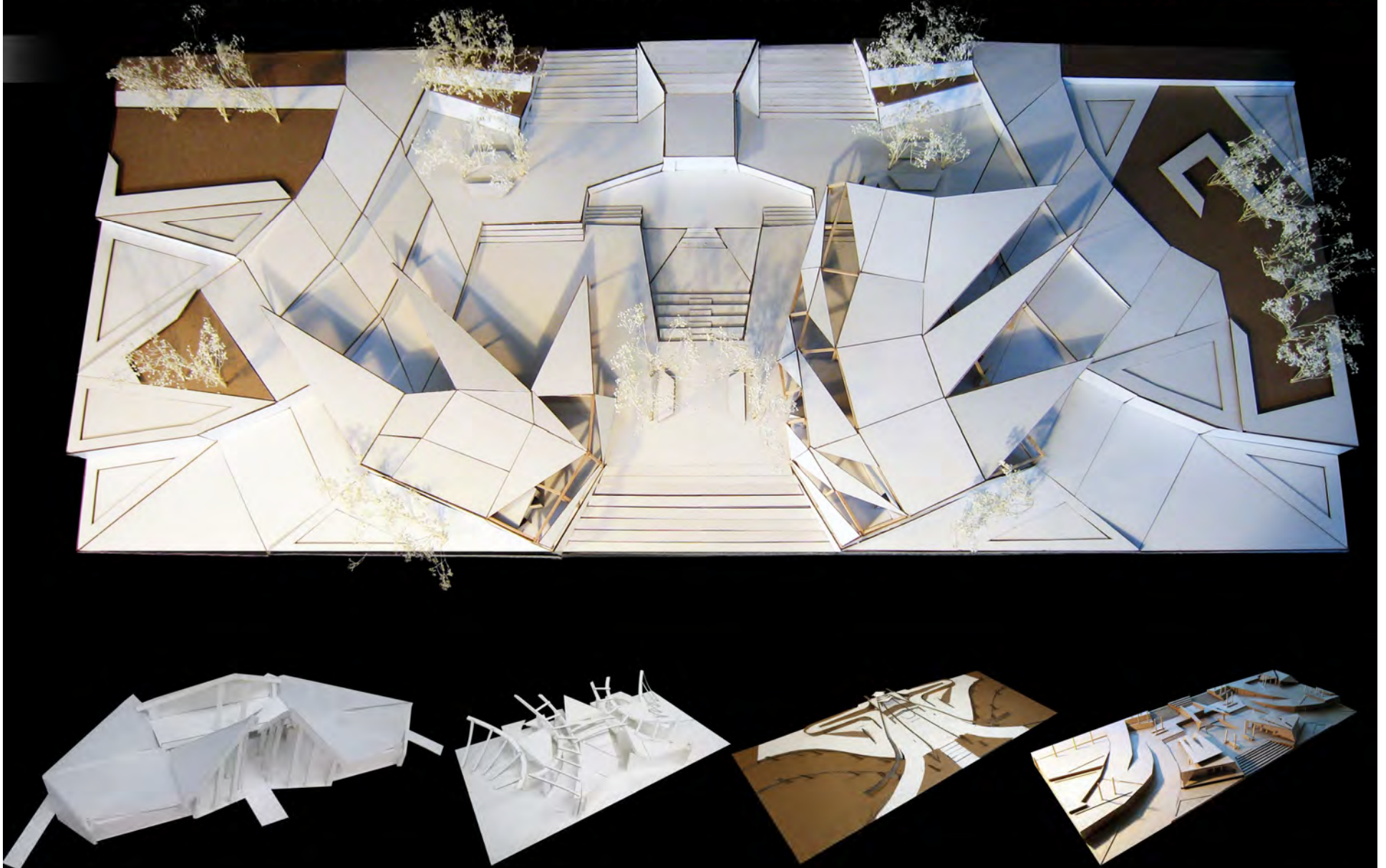
MONROE STREET

CONCEPT SKETCHES



MODEL PROCESS

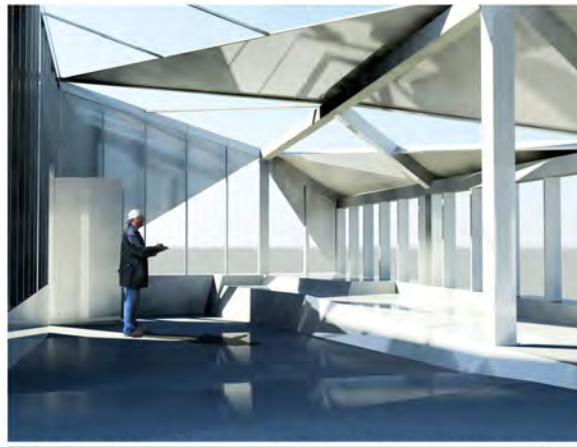




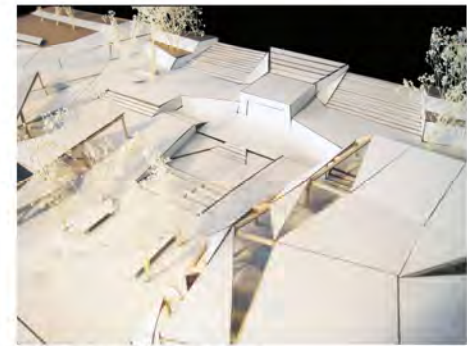
CHICAGO PAVILION



(TOP) CIRCULATION. (BOTTOM) CONCEPT.



INTERIOR VIEW TOWARDS THE CONFERENCE ROOM.



MODEL PHOTOGRAPHS



PART I

THE OPPOSING CURVES REPRESENT THE FUNNEL CREATED BY MY MAIN CIRCULATION. THEY FOCUS YOUR EYES ON THE DOT WHICH REPRESENTS THE MUSIC.



CONCEPT STATEMENT

MUSIC IS WHAT GIVES CHICAGO LIFE. IT BRINGS PEOPLE TOGETHER AND UNIFIES THEM. I WILL USE A MUSICAL ATMOSPHERE TO UNIFY MY SPACES AND DRIVE PEOPLE IN TO THE PARK.





THE PHOTOGRAPHS AND SKETCHES ABOVE, ARE OF
INSPIRATIONAL SCENES THAT I ENCOUNTERED IN CHICAGO.





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