



**NEW JERSEY INSTITUTE OF TECHNOLOGY  
COLLEGE OF ARCHITECTURE AND DESIGN**

***AUTOBIOGRAPHICAL IMAGE: VANITAS-IMAGE AS STORY***

**COURSE:** DD 363 – Digital Design Studio I (5 credits)  
**PROGRAM:** Digital Design/School of Art + Design  
**LOCATION:** Third year; fall term studio course (undergraduate)  
**INSTRUCTOR:** Augustus Wendell

**DESCRIPTION:** The course focuses on three-dimensional design in a digital milieu. The course includes project-based applications focusing on the design and digital representation of a combination of architectural or environmental settings for games, theater, advertisements, books, or similar contexts as well as assets/objects that populate the spaces. The course includes modeling with different geometries (e.g. NURBS, polygonal) and advanced techniques in rendering with lighting and materials as well as issues of production design. Overall, the semester focuses on narrative and graphic design with still images.

**PROJECT:** A three-week assignment in which each student must create a single-frame image exercising traditions of “Vanitas” painting within the specific context of the student’s life and background. The image must communicate either a personal history, ore ethnic/cultural history through the selection and composition of symbolic objects. These objects or artifacts must be culled either from the life/culture of the student, or intimately tied to them. For each object, students must collect documentation to assist in building and texturing a three-dimensional model of the object. In addition, each student must prepare a written statement about each object/artifact placing it a life/cultural contexts. There must be a minimum of six objects in the image and placed in a shallow realistic setting or environment.

**REQUIREMENTS:** Provide one high-resolution 40” x 30” print of an autobiographical image. Digital deliverables include the composite file as well as 3D models of each object/artifact to be used in the final image. Progress shots illustrating geometry and different rendering techniques must be provided. Finally students must explore different compositional organizations and camera viewpoints and document preliminary trials including the final composition with “rule of thirds” analysis.

**OBJECTIVES:** (1) Provide an opportunity for self-exploration in a cultural context and a platform for discussion among and between students of very diverse backgrounds. (2) Study and acquire compositional skills in the organization of three-dimensional objects and their relation to two-dimensional representation. (3) Study the impact of camera position when exploring visual expression. (4) Gain expertise and practice in three-dimensional modeling, rendering, and texturing all in a design context.