

## History and Theory of Design Project: Playing Cards/Chess Set

Draft due: March 25, 2010 — Final due: April 22, 2010

**Purpose:** An opportunity for you to show your intellectual understanding of—and visual sensitivity to—the characteristic design conventions of a particular style, period or movement, such as De Stijl, Art Nouveau, Arts and Crafts, or Russian Constructivism

**Grading Criteria:** Successful evocation of period style characteristics, good physical/digital craftsmanship, and adherence to the assignment format

**Assignment:** Choose any historical style from the **renaissance or later**. Design and execute either selected elements of a set of playing cards or a chess set.

*For playing cards:*

Design and construct a set of 8 representative playing cards using the most distinctive visual elements and design characteristics from your chosen period or style. Your project must include:

- 4 useable, standard poker-sized (2½in × 3½in or 63mm × 88mm) face cards, one from each suit
- 4 additional useable, poker-sized cards, of any type or value, from any suit
- 1 box, sleeve, or case designed to hold a 52-card deck

*For chess sets:*

Design and construct one each of the 6 pieces of a standard chess set (King, Queen, Bishop, Rook and Pawn) using the most distinctive design characteristics from your chosen period or style. Your project must include:

- 1 front and side view (elevation) *full scale drawing* of each of the six pieces (A standard chess king is 3¾in tall)
- 1 full-size chess board (A standard chess board square is 2in×2in)
- 1 selected chess piece constructed in a 3D modeling package to be fabricated at the formLab. This 3D printed piece must fit in a 2in×2in×4in box **and the finished model (in .3ds, .obj, or .stl) must be turned in by the draft date of 03/25/2010**

You may use any combination of digital and traditional techniques in either project. The drafts may be sketches, digital illustrations, or maquettes.