

Face Off (Project 2)

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Annie and Liz

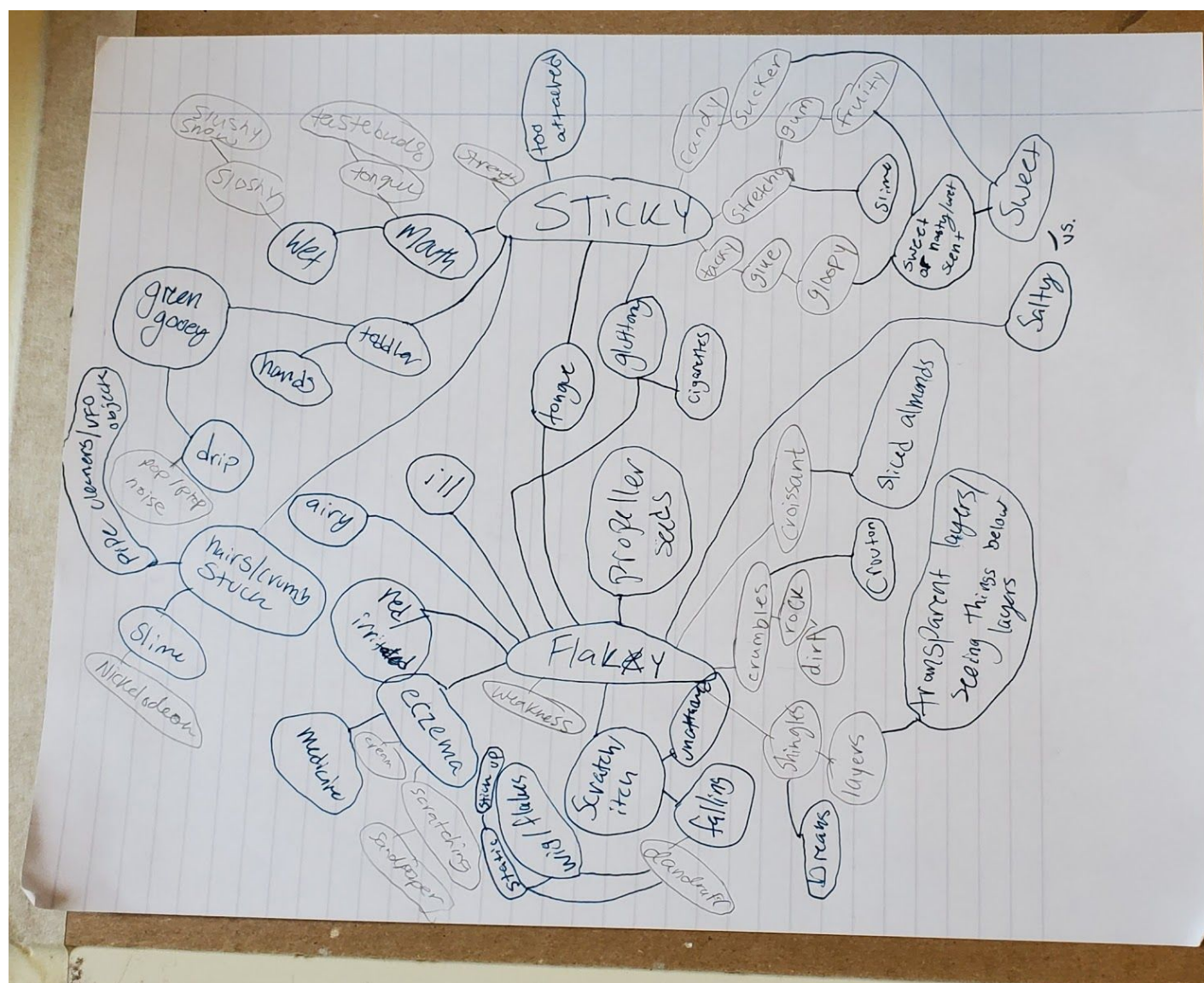
Design 2130

Design Fundamentals

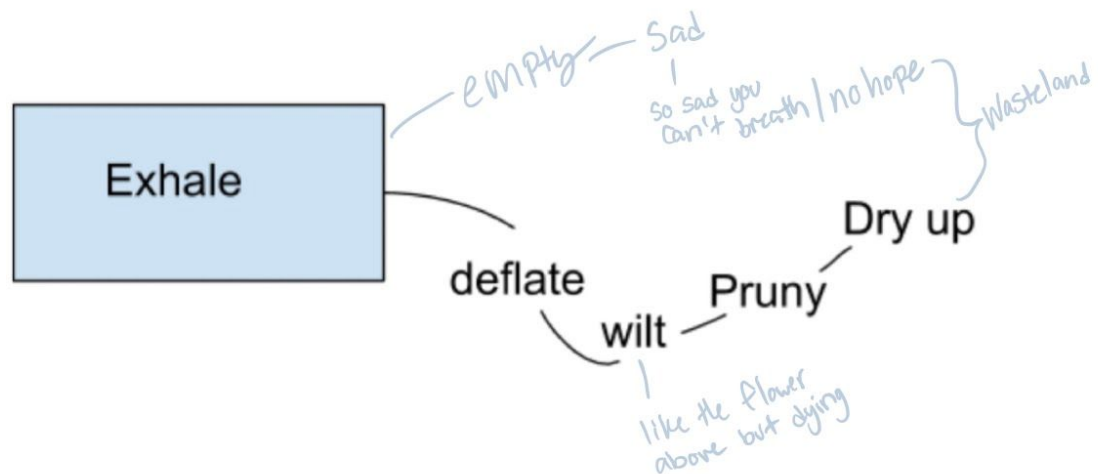
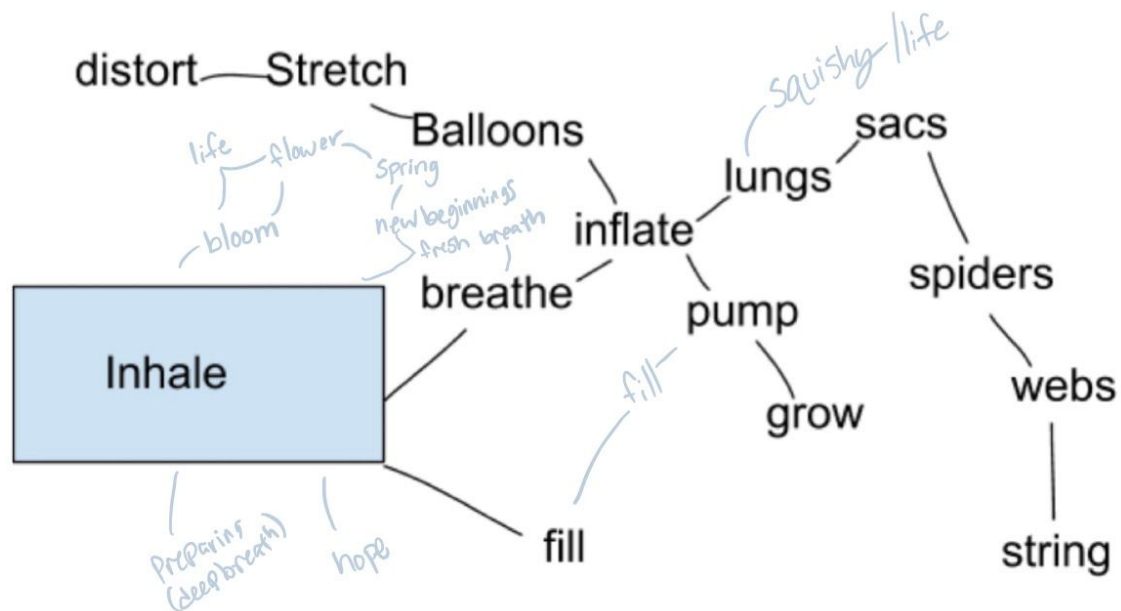
Word Pairs:

Sticky Vs. Flaky	Spiky vs. Fuzzy	Yell Vs. Whisper
Perfect Vs. Imperfect (Blurry Vs. Clear)	Messy vs. Neat	Stable vs. Unstable
Inside vs. Outside (Rainy Condition)	Inhale vs. Exhale	Melty vs. Solid(?)

Completed Mindmaps:



In-Progress Mind Maps:



Possible Materials:

For Sticky:

- Do we use velcro and fabric...maybe fabric with elongated holes in it for a stretchy gum like feel and manipulate the fabric into a weird wig? Stick foreign objects (like pipe cleaners) in it?
- Flypaper? Saran wrap? Double sided sticky material?
- Could possibly explore types of mod podge/ resin material that can dry clear or dyed to dry with a gloppy effect
- Sounds could be made with liquid, peeling, rubbing
- Colors- possibly brighter colors

For Flaky:

- Layered squares of flaky/rough/crumbly material?
- Tissue paper? Could paint with glue and wrinkle it and make it crispy? Crinkly sound?
- Could use heat to our advantage to 'cook' a material to its driest point
- Very thin pieces of clay dried in oven and perhaps glued to tissue paper
- Colors- possibly more muted/ fleshy colors

Performance Ideas:

- Growing up (sticky toddler to flaky old person)
 - Recreation of the skin cells reacting to the skin changing over time (from the perspective of young sticky cells to dry and flaky skin cell)
- Blowing your nose (snot to dryness from blowing nose too much)
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