

Animacija u inženjerstvu

1. godina



Computer Graphics Chair

Enterijer – dizajn i skice

Osnove crtanja za animaciju i vizuelne efekte

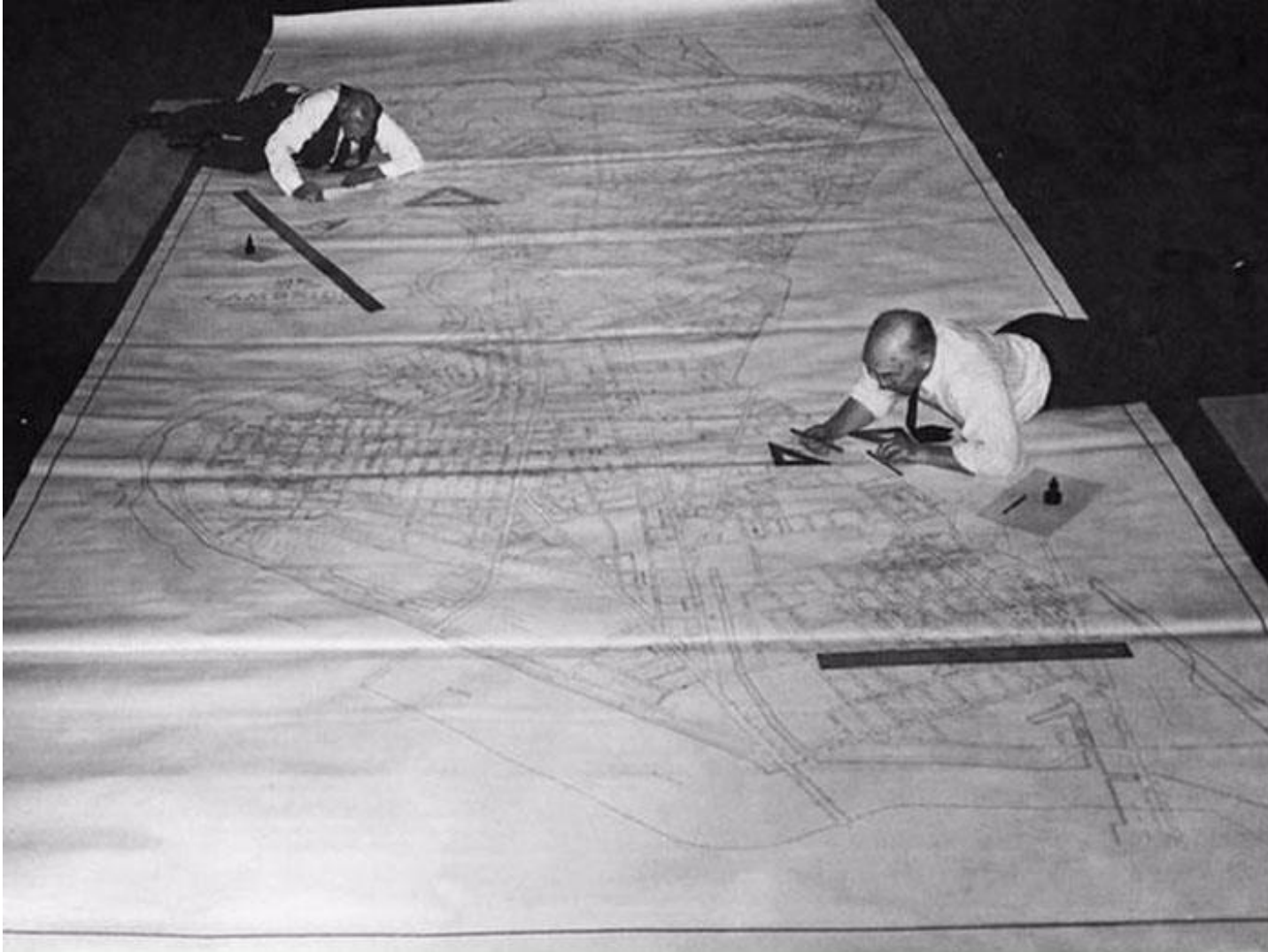
Doc. dr Isidora Đurić

Dizajn enterijera

Savremeni alati:

- **CAD crteži**
- **3D prikazi (renderi)**

Život inženjera i dizajnera pre CAD (*computer-aided design*) tehnologije



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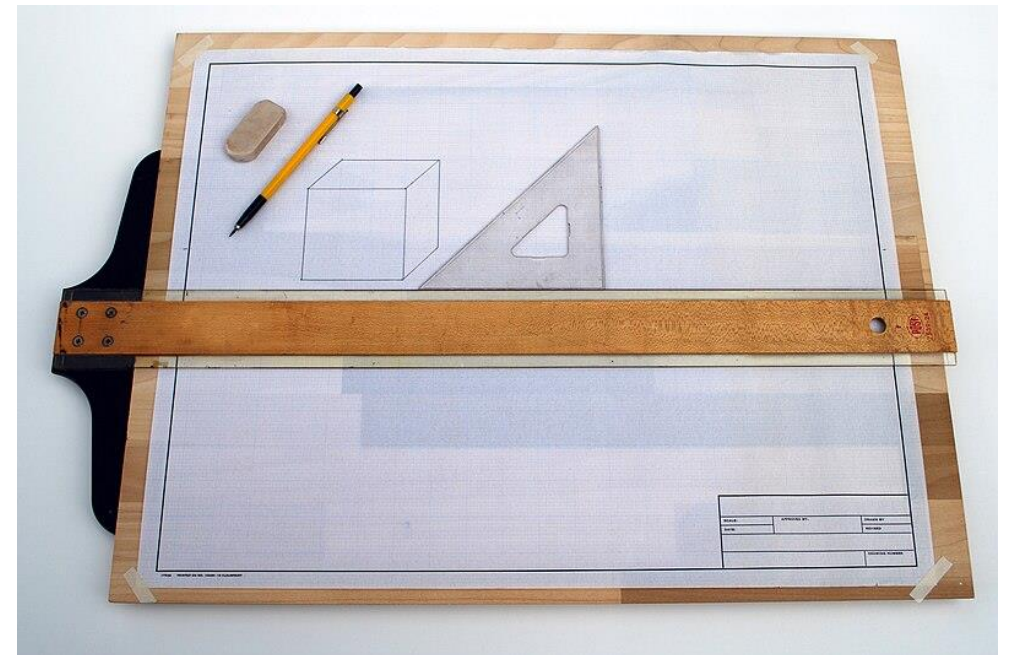


Tradicionalni alati:

- table za crtanje
- setovi lenjira (T-lenjiri), uglomeri
- olovke različitih kvaliteta, rapidografi, gumice
- papir, paus papir...

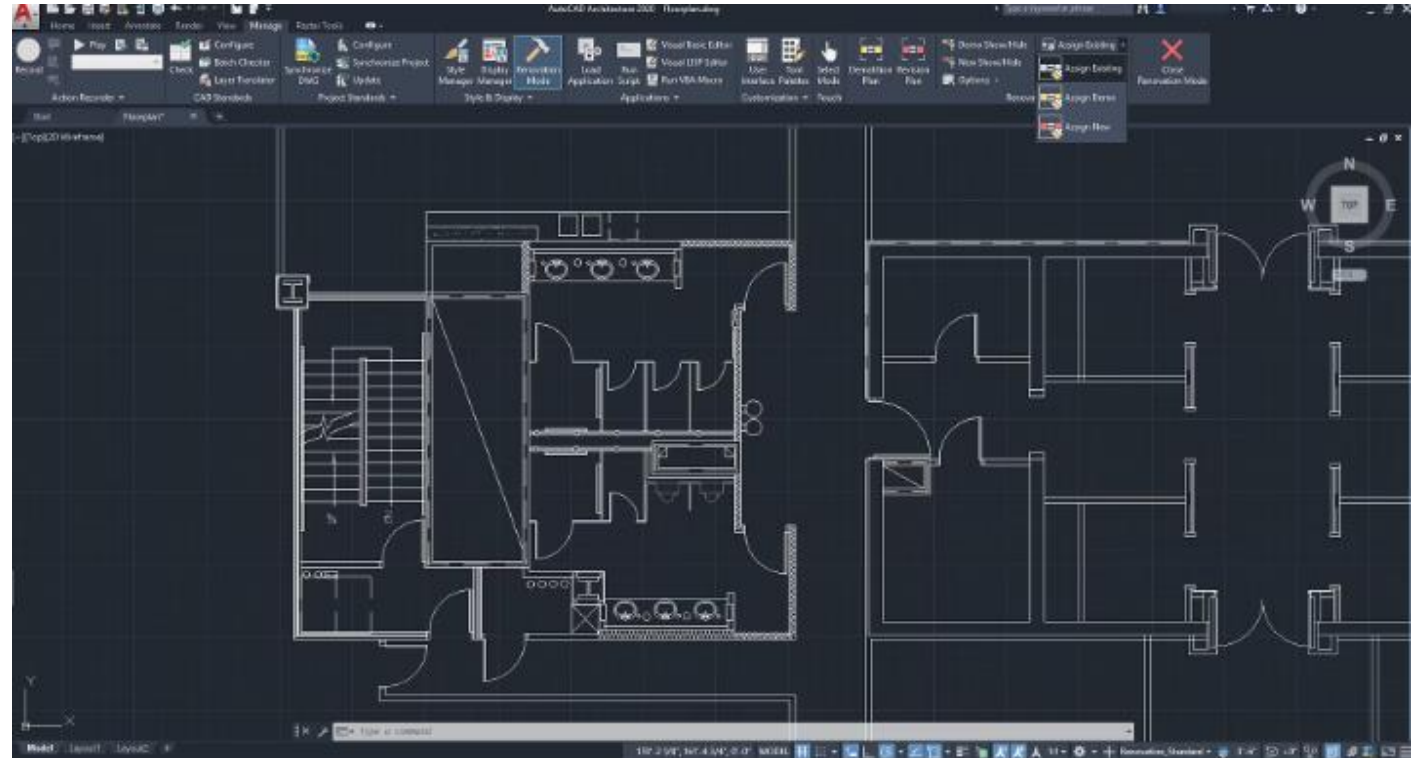


T – lenjir



AutoCAD

- softver za tehničko crtanje (2D i 3D)
- razvijen 1982. godine
- do 1994. godine koristilo ga je 750 trening centara za obuku širom sveta



Savremeni alati:

- Tehnologije i automatizacija promenile su praksu dizajna enterijera
- Table i lenjire zamenili su softveri za tehničko crtanje i 3D modelovanje
 - AutoCad, ArchiCad, Revit, 3ds Max, Blender...
- Crteži su zamenjeni fotorealističnim 3D prikazima
- Ušteda vremena, prostora, resursa

Uloga skiciranja u savremenoj praksi dizajna enterijera?

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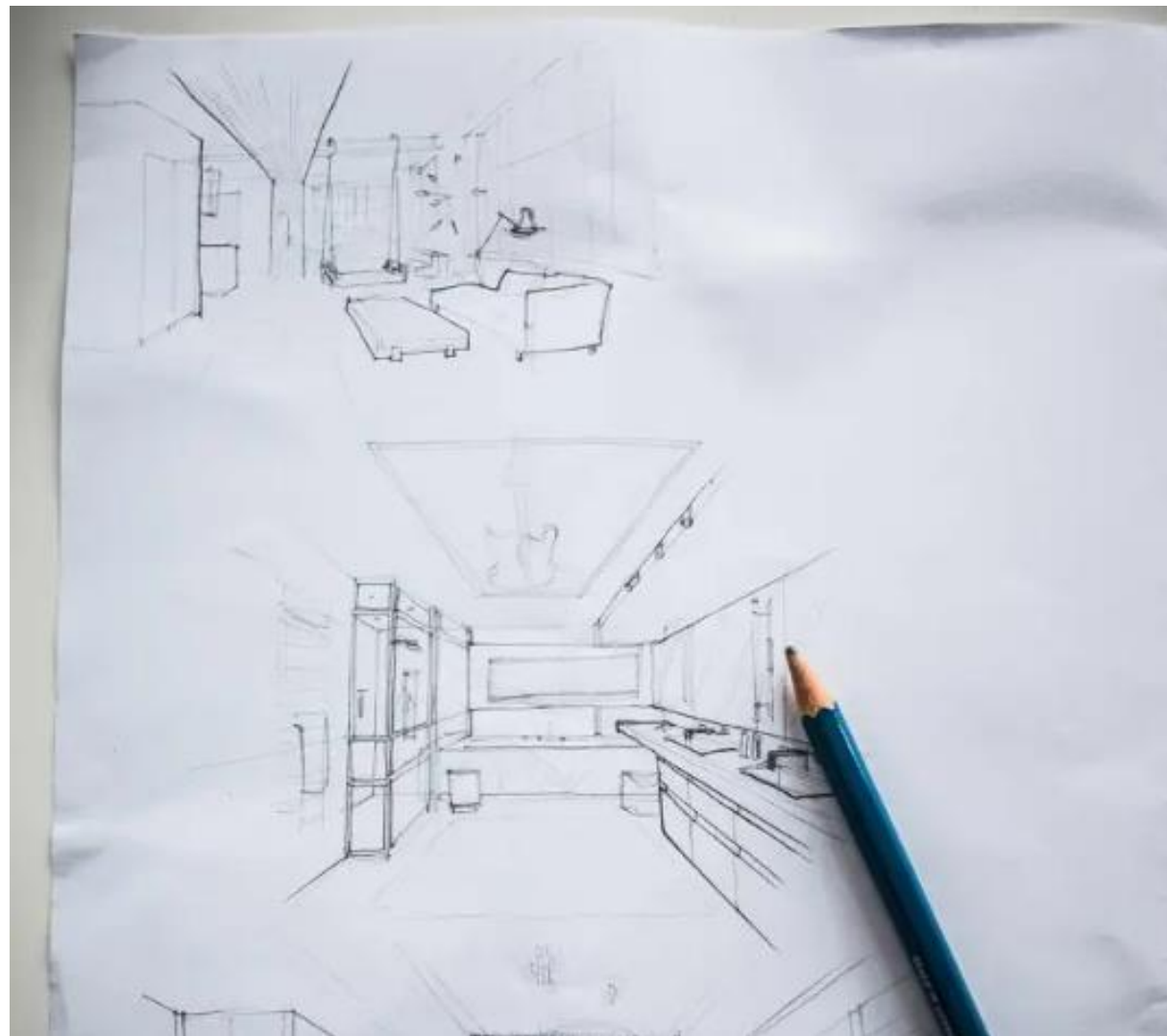
- Metod razmišljanja
- Razvoj ideje (brz, fluidan i promenljiv proces)
- Istraživanje i razvoj koncepta
- Istraživanje oblika, forme i materijalizacije
- Predstavljanje i prenošenje ideje

Dizajn enterijera kroz skiciranje - tehnike

- **Brze skice u pokretu**
- **Skice za prezentaciju (slobodoručno ili lenjirom)**
- **Crtež za prezentaciju – papir i olovka** (tanka HB 0,5mm za postavku, mekša 2B za podebljavanje najvažnijih ivica)
- **Crtež za prezentaciju – paus papir i rapidograf**
- **Visokokvalitetni crteži - osenčeni ili u koloru**

Dizajn enterijera kroz skiciranje - tehnike

- **Brze skice u pokretu**
- Za razvoj ideja, koje se brzo smenjuju



Dizajn enterijera kroz skiciranje - tehnike

- **Skice za prezentaciju (slobodoručno ili lenjirom)**

- Više detalja
- Različiti nivoi preciznosti:
 - Slobodoručno / umetnički
 - Lenjirom / tehnički



Dizajn enterijera kroz skiciranje - tehnike

- **Visokokvalitetni crteži - osenčeni ili u koloru**

Pomažu u rešavanju boja, materijalizacije i rasvete enterijera

- Različite tehnike:
 - Bojice (drvene / vodene)
 - Makeri
 - Photoshop



Skiciranje

- Duboka lična praksa, povezana sa načinom na koji naš um obrađuje ideje, uključujući oblik, formi i materijalizaciju
- Ne postoje pravila (ispravno ili pogrešno)
- Svaki dizajner ima sopstveni stil dizajna i skiciranja
- Proces razvijanja i prenošenja ideja
- Umetnički izraz (može da se koristi za prenošenje osećaja prostora, umesto izgleda)

Razvoj ideje u dizajnu enterijera

Faktori koji utiču:

- **Specifikacije projekta**
- **Lokacija**
- **Klijent**
- Razumevanje informacija koje treba predstaviti je ključno za razvoj ideje

Dizajn enterijera kroz skiciranje

Obuhvata:

- **Koncept**
- **Prostorno planiranje (zoniranje i raspored elemenata)**
- **Razvoj detalja**
- **Materijalizacija**
- **3D vizualizacija (perspektiva sa dva nedogleda)**
- **Razmera**

Koncept

- Moodboard i skica



Koncept

- Moodboard i skica



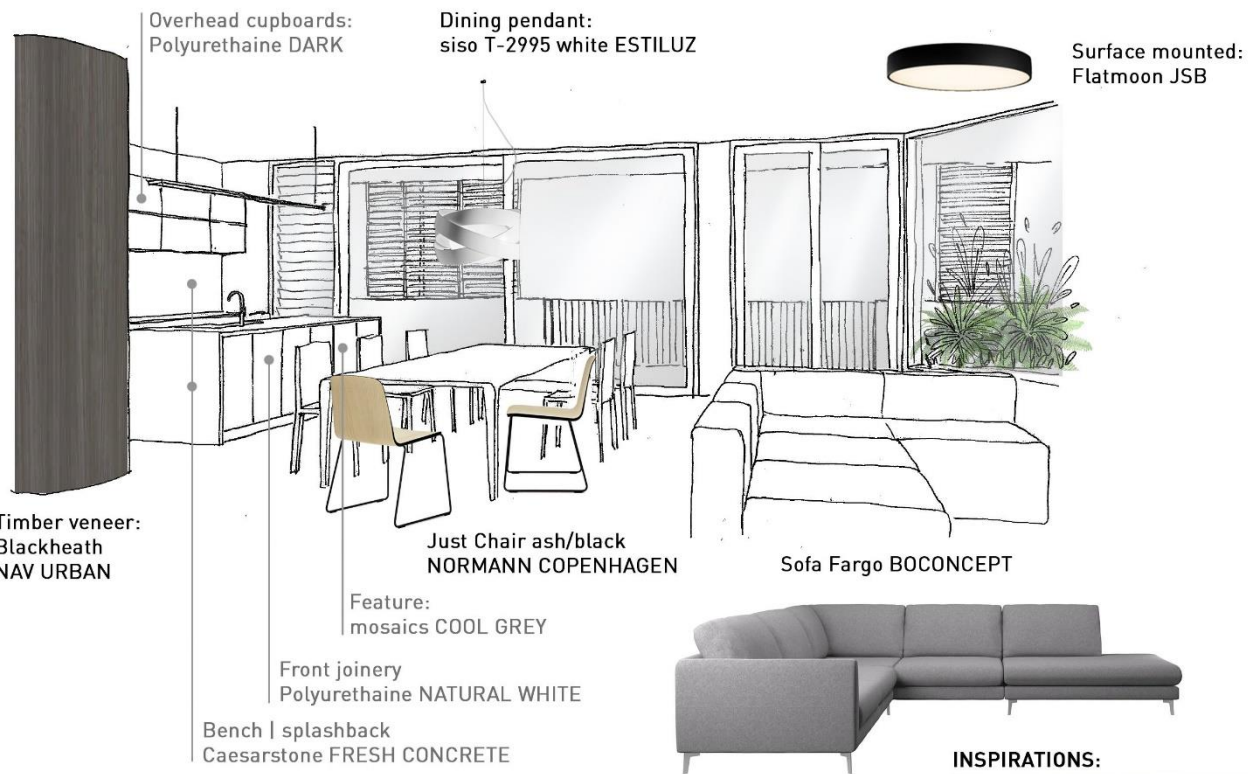
Kitchen mixer: BRODWARE
finish: Weathered Brass Organic



Downlight: SmartKup JSB



Balcony tile option:
Vancouver Mid Grey
SKHEME



Overhead cupboards:
Polyurethane DARK

Dining pendant:
siso T-2995 white ESTILUZ

Surface mounted:
Flatmoon JSB

Timber veneer:
Blackheath
NAV URBAN

Just Chair ash/black
NORMANN COPENHAGEN

Sofa Fargo BOCONCEPT

Feature:
mosaics COOL GREY

Front joinery
Polyurethane NATURAL WHITE

Bench | splashback
Caesarstone FRESH CONCRETE



INSPIRATIONS:



Scheme: Ros



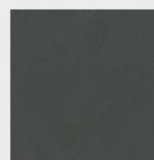
floor



timber veneer



wall | joinery



joinery



benchtop | splashback



feature

Koncept

Primer: **Bar Dried Chat Room, Belgija, 2014.**



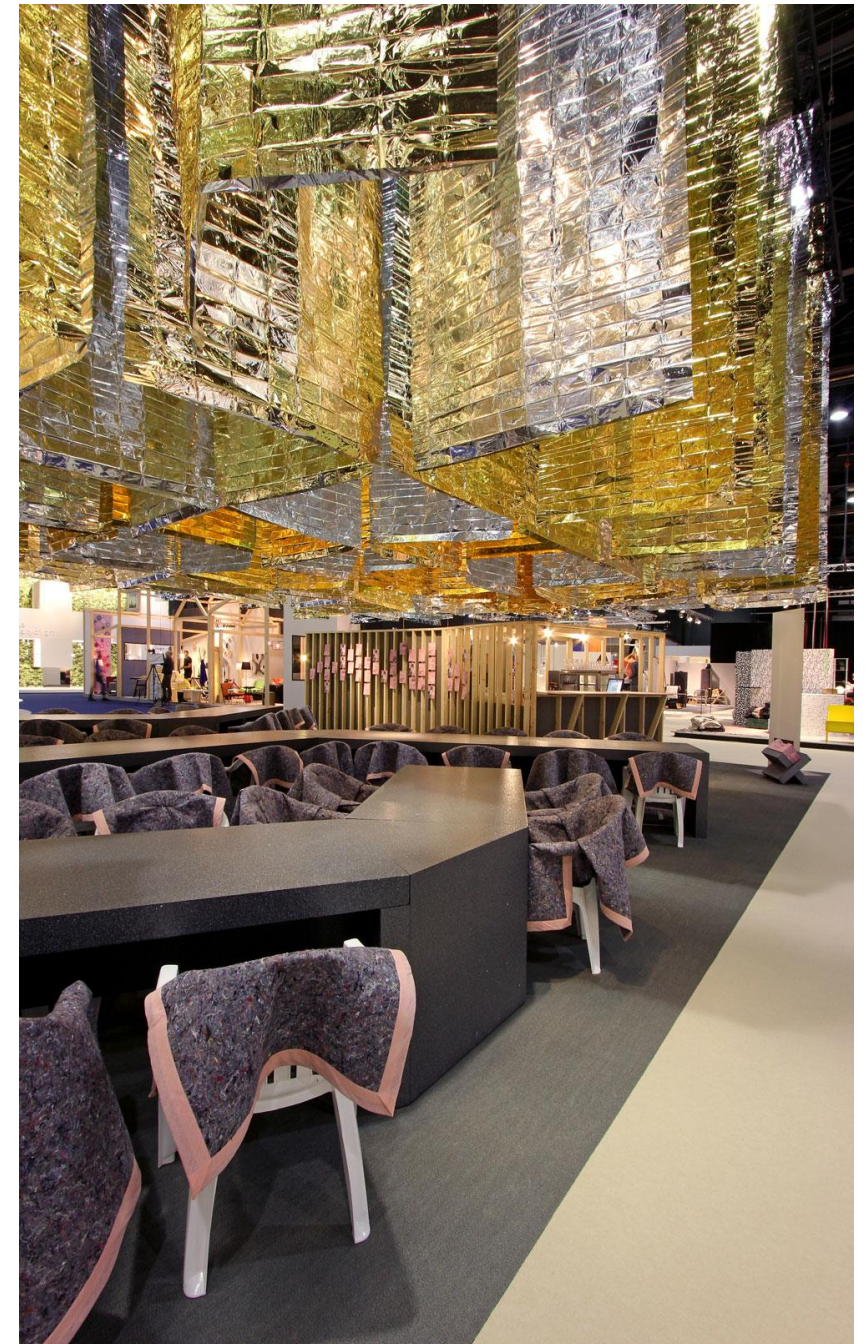
Izvor: [Driedchatroom Bistrobar](#)

Koncept

Primer: **Bar Dried Chat Room, Belgija, 2014.**

Zajednički razvoj koncepta hrane i dizajna enterijera:

- identifikacioni elementi prostora
- upotreba niskobudžetnih, pristupačnih materijala
- upotreba minimalnih resursa
- savremeni odnos prema nasleđu



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DRIED CHAT ROOM

DriedChatRoom explores ancient methods of cooking and preserving food with a contemporary social attitude.

A bar reflecting present-day and future lifestyle, considering the new rhythm and ways of living.

We live in a restless world dazed by increasingly invasive virtual reality coexisting with our need to savour real scents and flavours.

Rediscovering primitive and natural processes of food preparation and preservation, such as smoking or salting meat or fish, drying fruits and vegetables, is now an indispensable attitude towards our heritage and environment because of the minimum use of resources to obtain the best possible results.

Moreover, this kind of food, commonly used by travellers, explorers and nomadic people, is an expression of deep contemporary changes in action.

A short lunch break becomes a regenerating moment for the body and mind, a moment to develop social interaction.

DriedChatRoom is an essential and unusual bar space to eat and socialise in.

CHAT ROOM

DRIED

DESIGN TEAM:

DWA INTERIOR ARCHITECTURE
ALBERTO ARTESANI / FREDERIK DEWACHTER
[dw-a.it](#)

DWA is a design studio founded in Milan in 2005 by Alberto Artesani and Frederik De Wachter, combining their shared background in interior, retail and exhibit design. Their collaboration is a dialogue between their different characters and common love for simple solutions, forms and materials.

The multi-disciplinary team of DWA cooperates continuously with numerous companies in the field of luxury, fashion and design. Clients include Wallpaper*, Ermengildo Zegna Group, Salvatore Ferragamo among others.

SPECTACULARCH ARCHITECTURE & COMMUNICATION
SANDRA MARCHESI / FRANCESCA PERANI
[spectacularch.com](#)

SPECTACULARCH is a studio operating at the intersection between architecture and communication. It is based on the design cooperation of Francesca Perani and Sandra Marchesi. The numerous international working and learning experiences during their training, guide their design towards new archi-shores. The studio has a strong multidisciplinary approach, it pursues the common impulse of experimenting; their design expresses the need to wonder about how to interpret spaces and communication in contemporary life.

Special Thanks to
Alessandro Argenio
Giovanna Bossi
Roberto Fermo
Fabrizio Parodi
Roy Sax
& The Interior Team

Common materials with strong textures are turned into emotions. Shimmering golden draperies wave naturally above lightweight black "stones" and plain fabrics. Used outside their normal context, such materials acquire unique, alternative aesthetics.

The ingredients of the dishes proposed are most of all organic and apparently humble. They come from multiple cultures and traditions. New blends for unexpected flavour sensations.

USE MINIMUM RESOURCES FOR BEST RESULT

A MOMENT TO DEEPEN SOCIAL RELATIONSHIPS

A BAR REFLECTING PRESENT-DAY AND FUTURE LIFESTYLE, CONSIDERING THE NEW RHYTHM AND WAYS OF LIVING

Prostorno planiranje

- Zoniranje

service bar area

timber frame structure 90x210cm
covered by grey patterned fabric
with a pink timber counter top

stock area 10 sqm / serving area 6 sqm

ceiling

silver/golden blankets
1,40m grid
attached to 6 timber structures
4,30m grid

cool beam lights

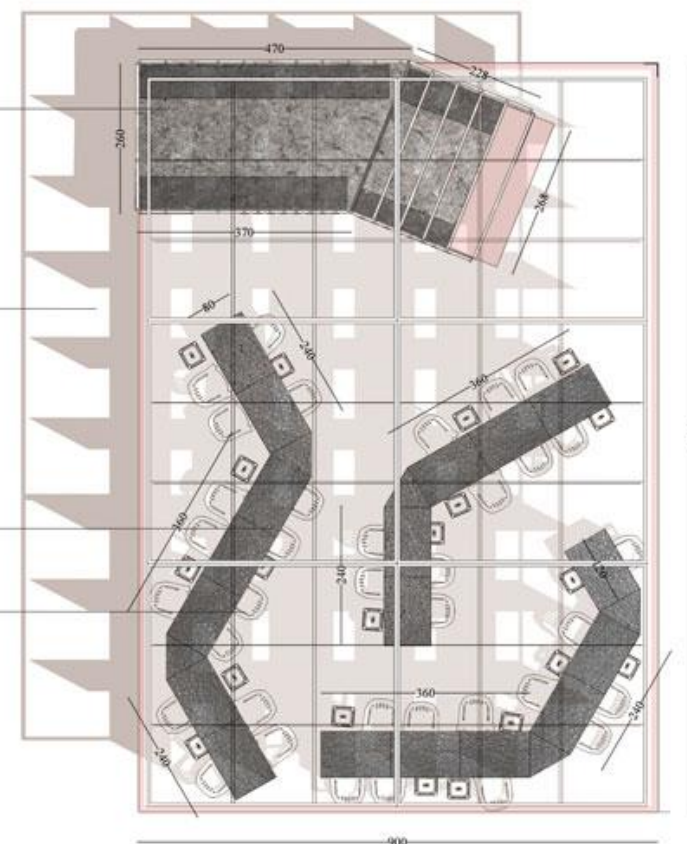
chairs & stools

35 plastic garden chairs
and 15 stools
covered by grey patterned fabric

tables

black thermal
insulation boards
treated with
crystal clear resin

hidden timber structure

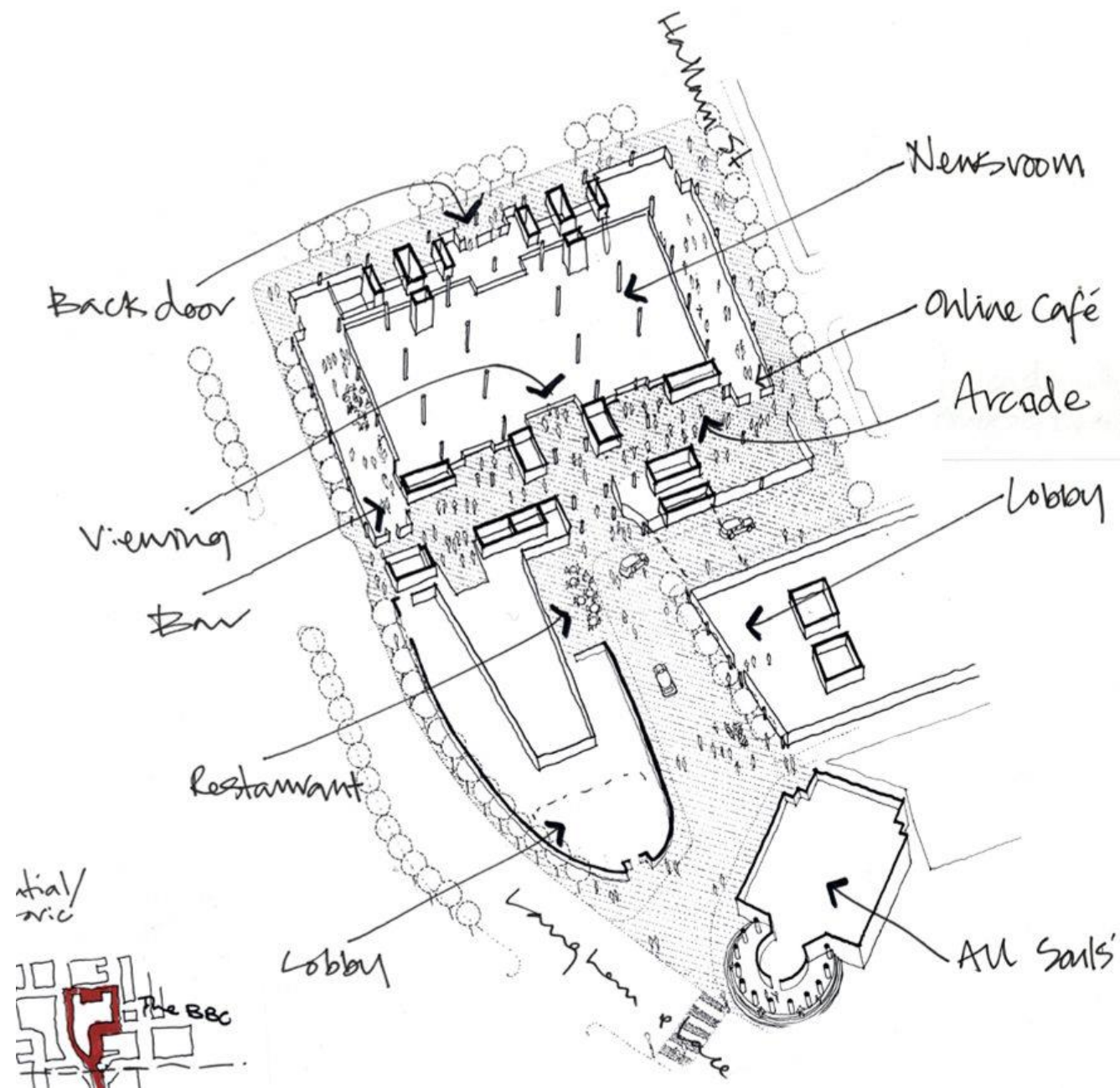


total area
117 sqm

LAYOUT

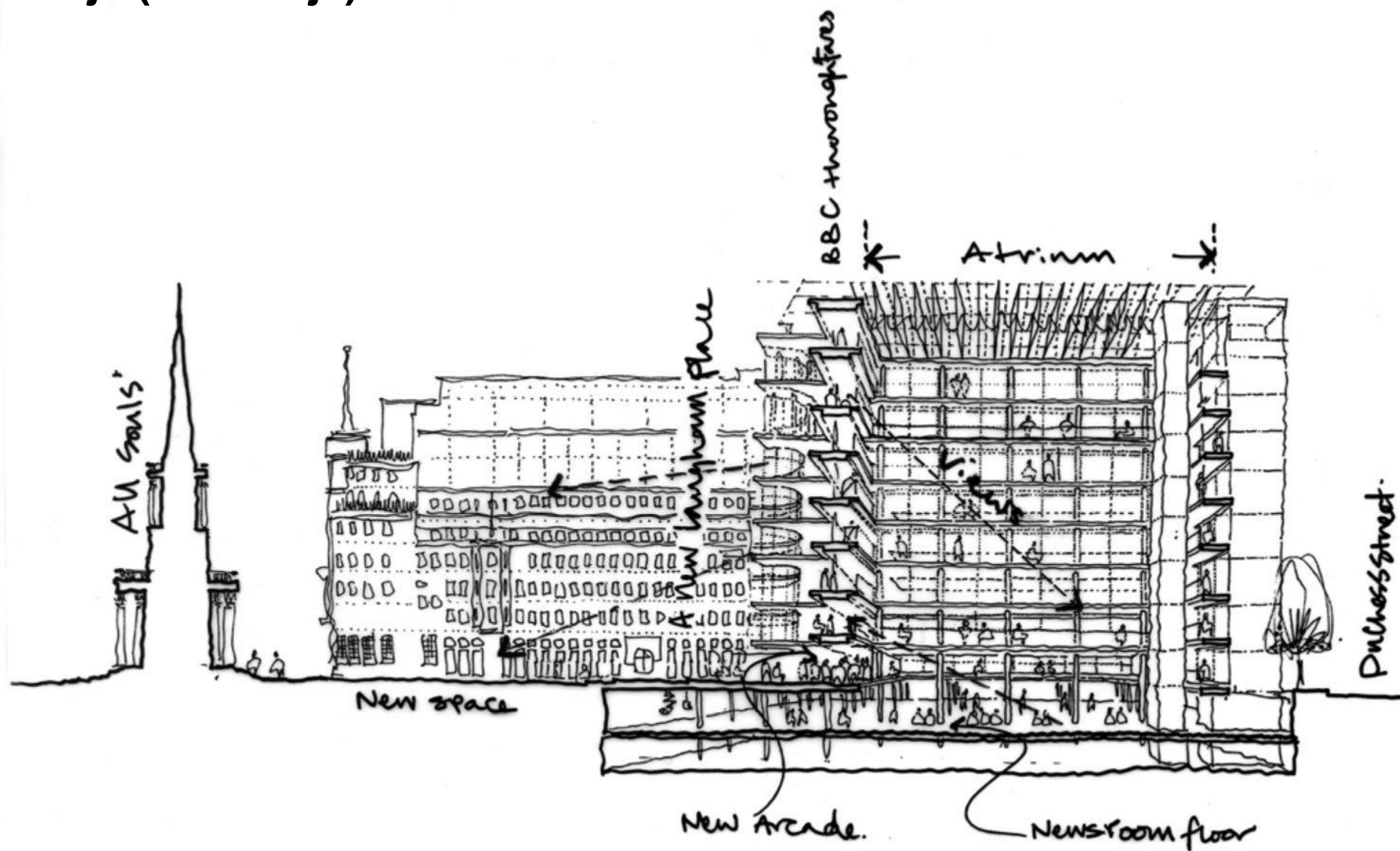
Prostorno planiranje (zoniranje)

- primeri



Prostorno planiranje (zoniranje)

- primeri



Prostorno planiranje (zoniranje i raspored elemenata)

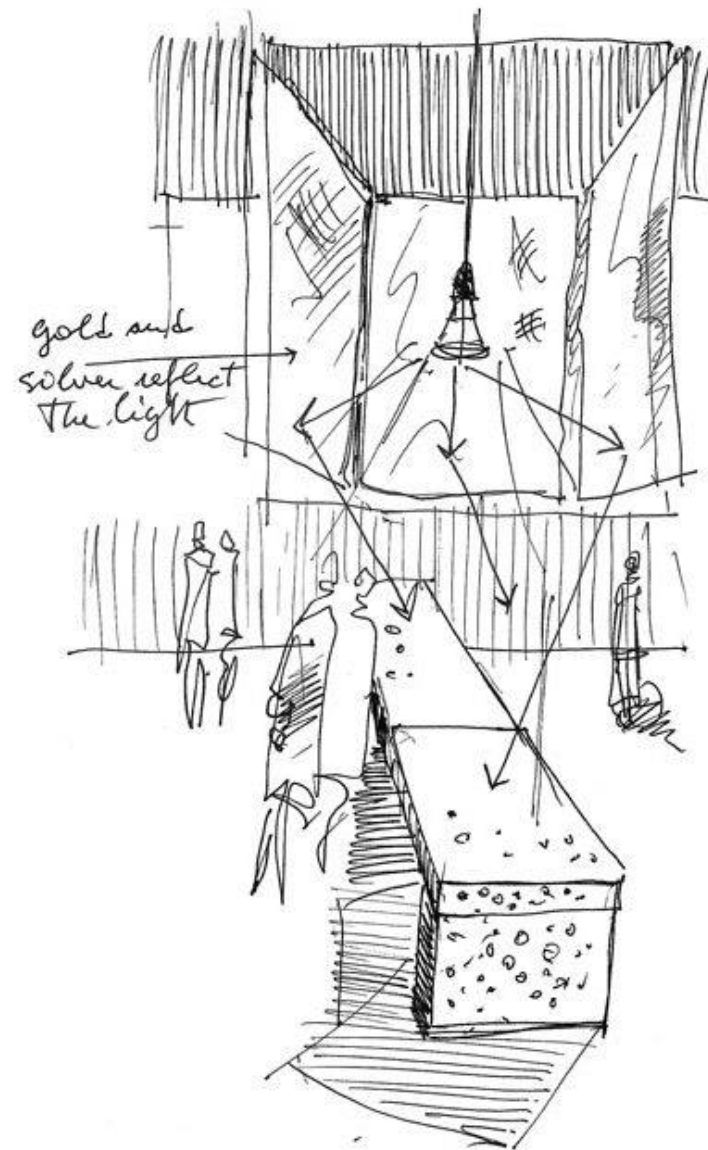
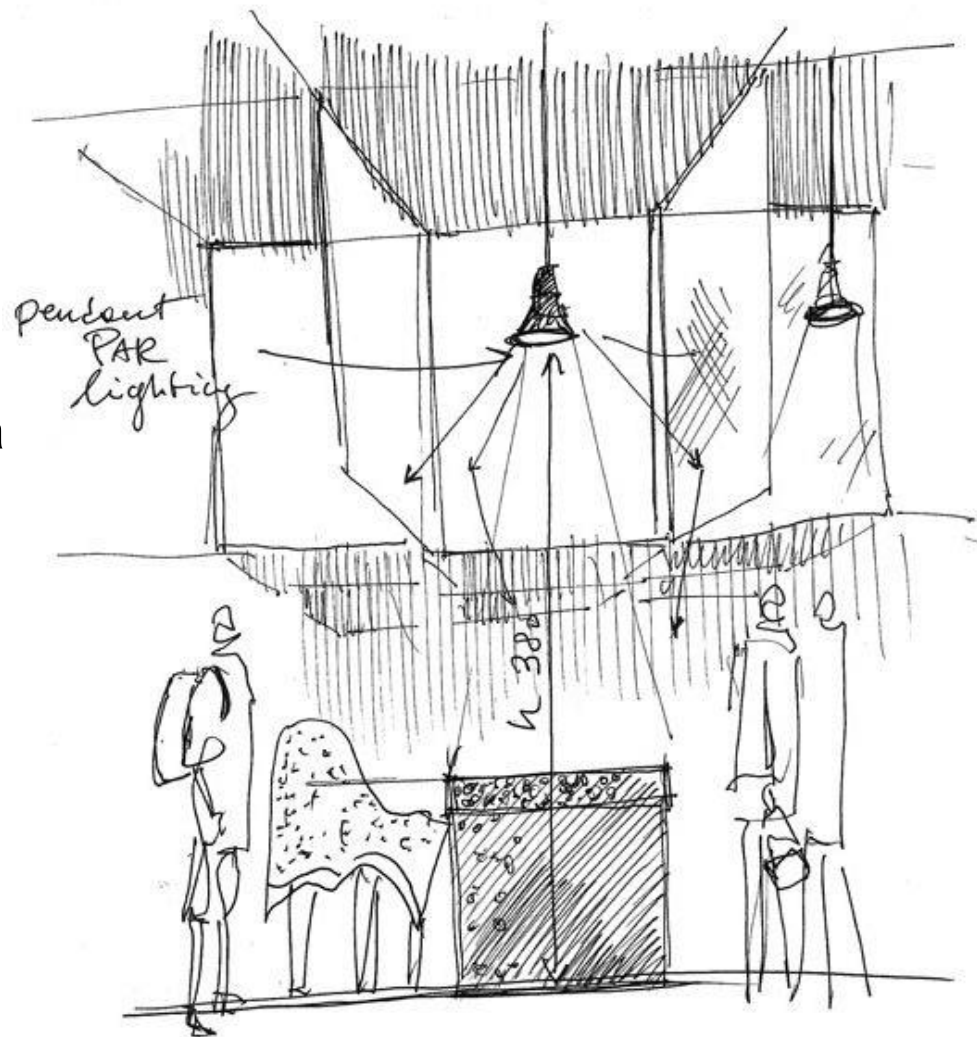
Razumevanje raspoložive površine poda – kako trenutno funkcioniše i kako je prilagoditi zahtevanim potrebama projekta

Zoniranje: rastavljanje prostora na „zone“

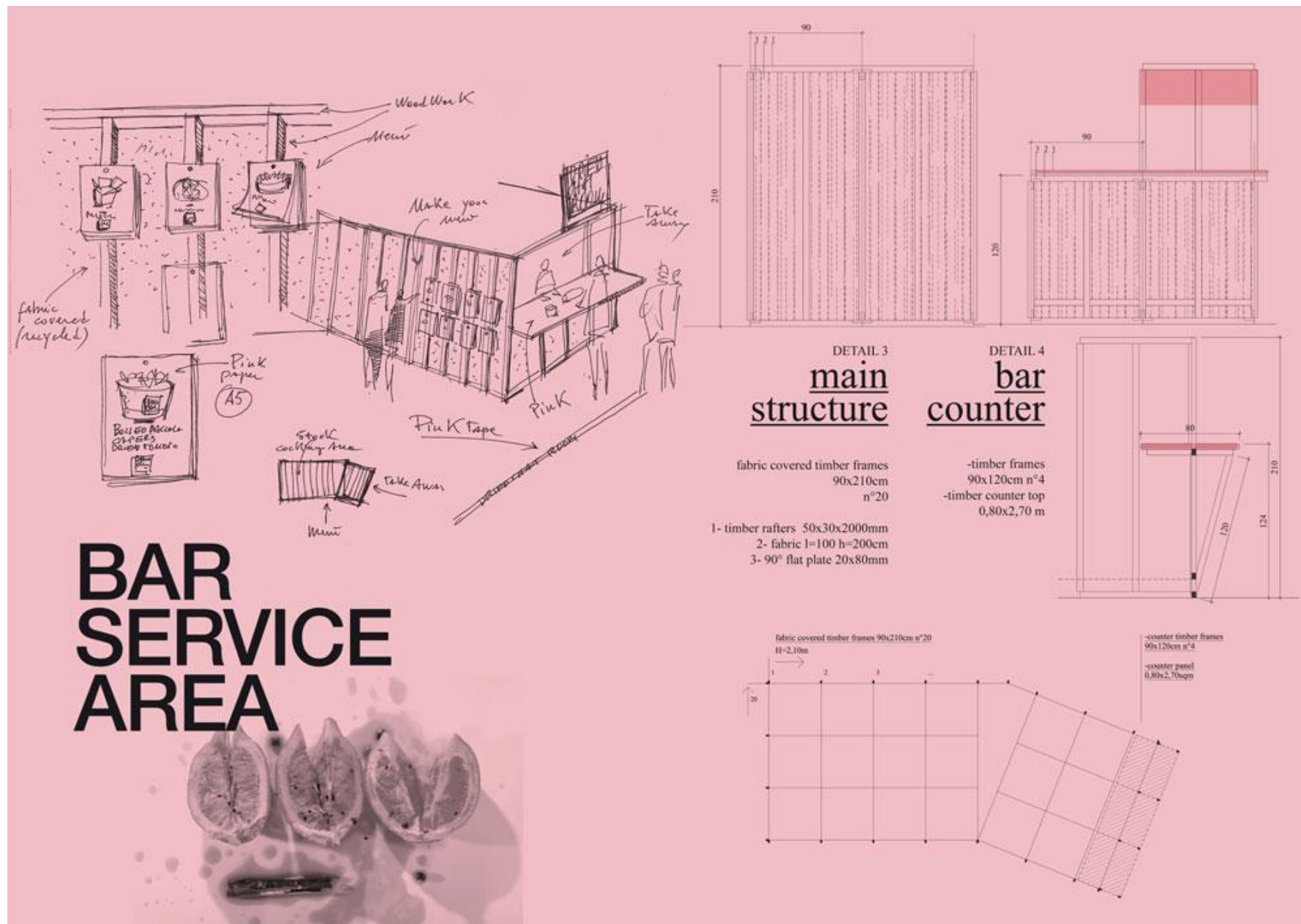
- može pomoći da se razume kako će prostor funkcionisati, da se istraže prelazi iz jedne prostorije u drugu
- Omogućava diktiranje različitih atmosfera u skladu sa nemanama različitih prostornih celina
- Omogućava usmeravanje potencijalnih korisnika prostora
- Pravilno zoniranje omogućava da prostor deluje uravnoteženo i harmonično

Razvoj detalja

- Niz eksperimenata zasnovanih na originalnoj ideji
- Mnogo iteracija / više skica (3D)
- Eksperimentisanje sa različitim opcijama, oblicima, proporcijama...



Razvoj detalja

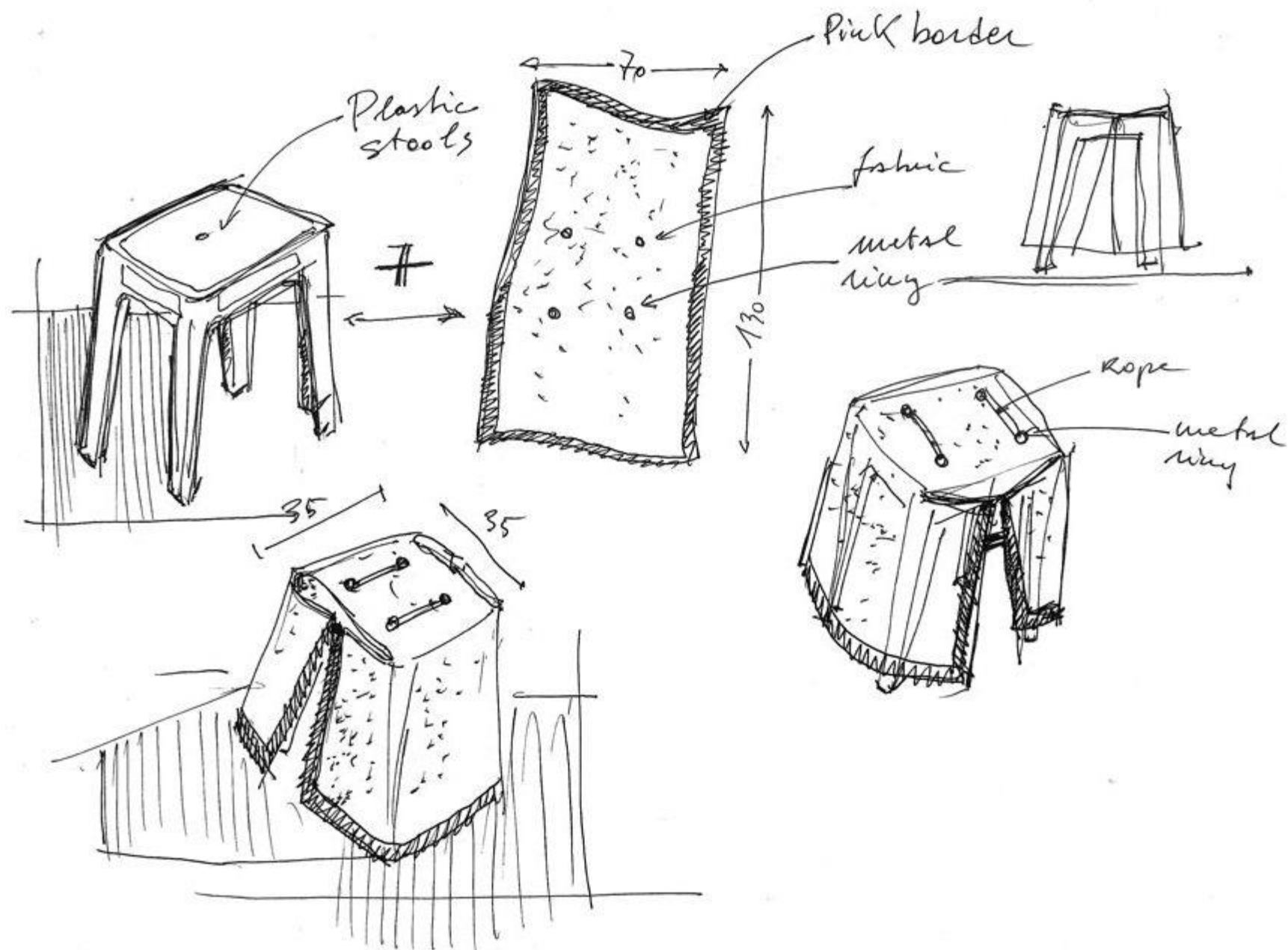


Razvoj detalja



Materijalizacija

- karakteristike materijala
- proporcije
- svojstva



Materijalizacija

DETAIL 2

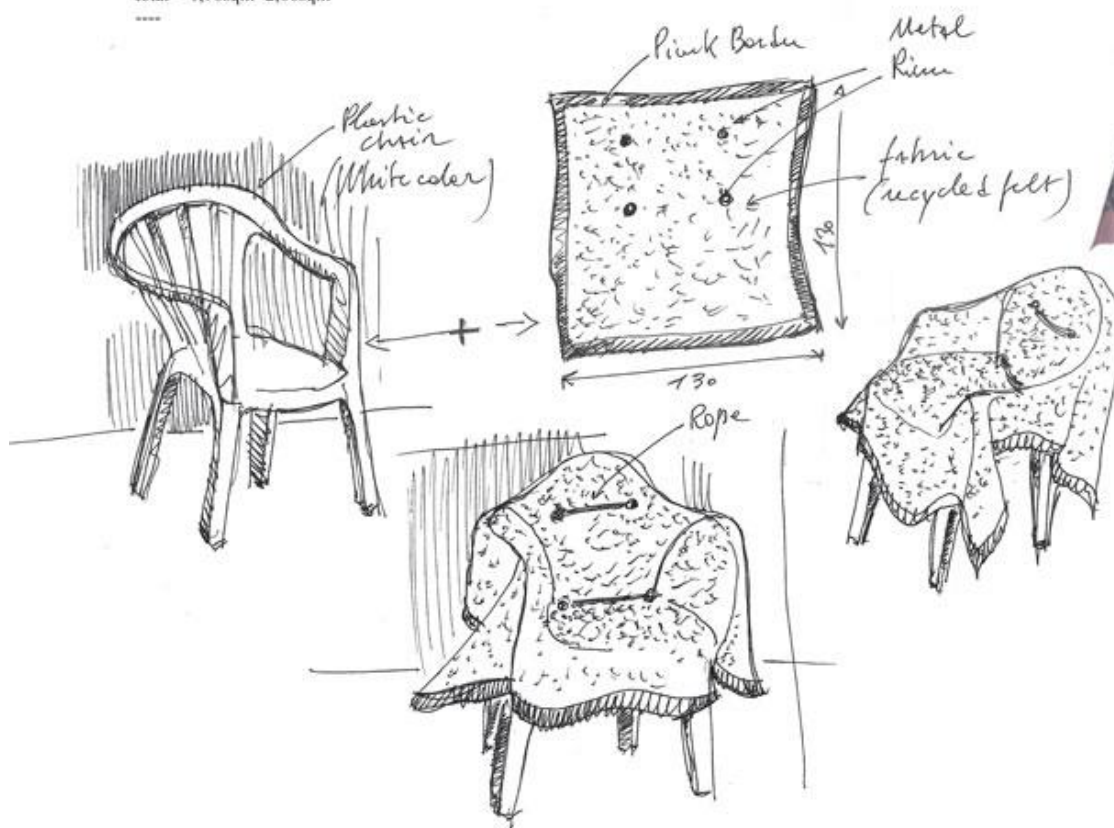
chairs & stools

35 white plastic garden chairs and 15 plastic stools covered by absorbent fabric with PE layer and rope - *4

l=0,82+0,78+0,40= 2,00m
w= 0,60m
area=1,20sqm

side: 2 x 0,35smq

total = 1,90sqm=2,00sqm



Materijalizacija



Materijalizacija

- **Moodboard (kolaž)**
- za konceptualizaciju, vizualizaciju, istraživanje, prezentaciju ideje



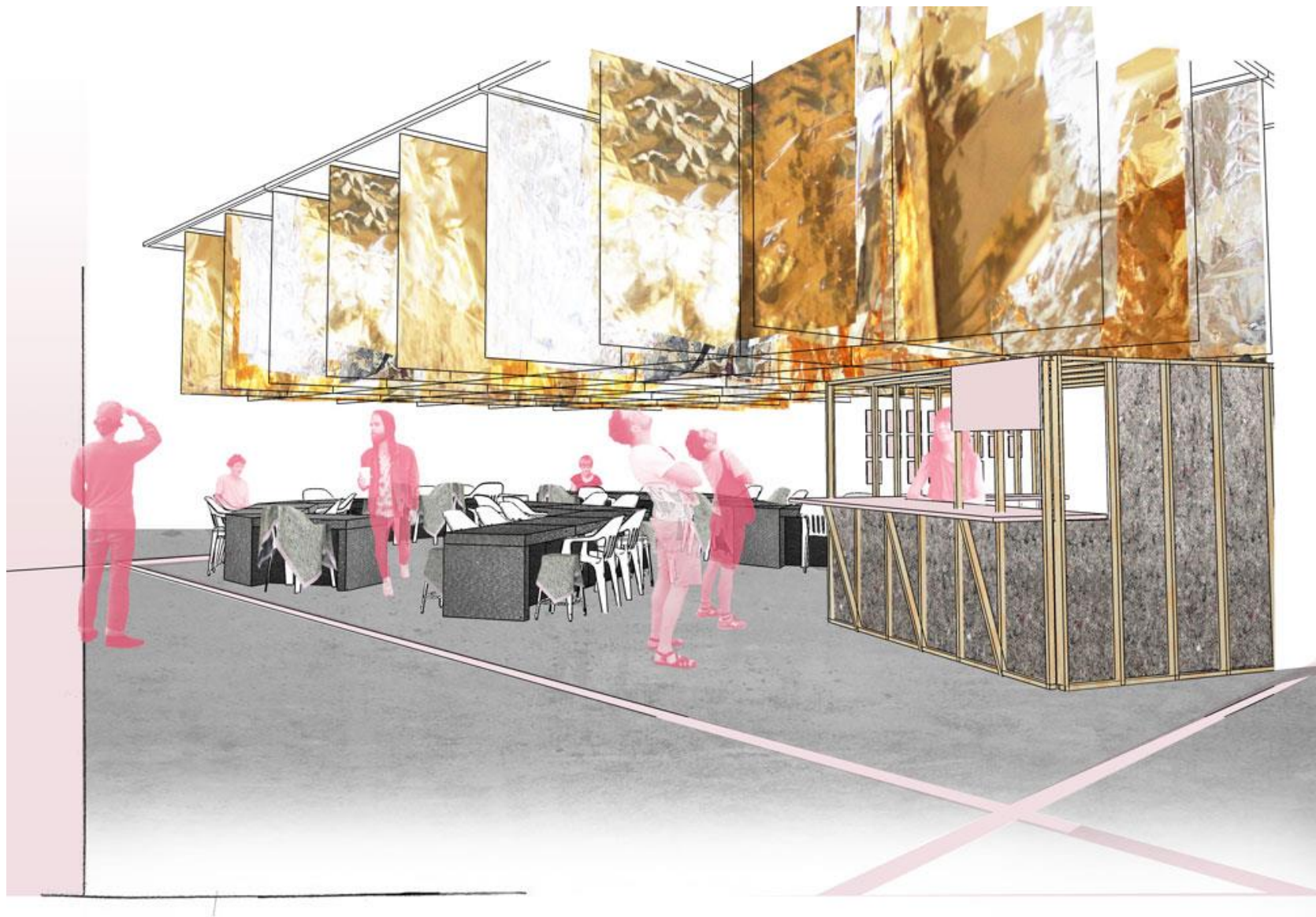
3D vizualizacija

- perspektiva sa dva nedogleda



3D vizualizacija

- Ilustruje izgled i atmosferu
- Perspektivni crteži
- Renderi (3D prikazi)



3D vizualizacija

- Odabir tačke gledišta!



Razmera

Razmera je podešavanje veličine crteža, što podrazumeva smanjenje ili uvećanje stvarnih objekata na crtežu uz zadržavanje njihovih proporcija.

- Održavanje elemenata crteža u razmeri
- Arhitektonske razmere su izražene u proporcijama (1:1; ...1:100; 1:50; 1:10...)
- Crtež u razmeri 1:10 – objekat je 10 puta manji na crtežu nego u stvarnosti
- Razumevanje razmere je sastavni deo prostornog planiranja i skiciranja prostora

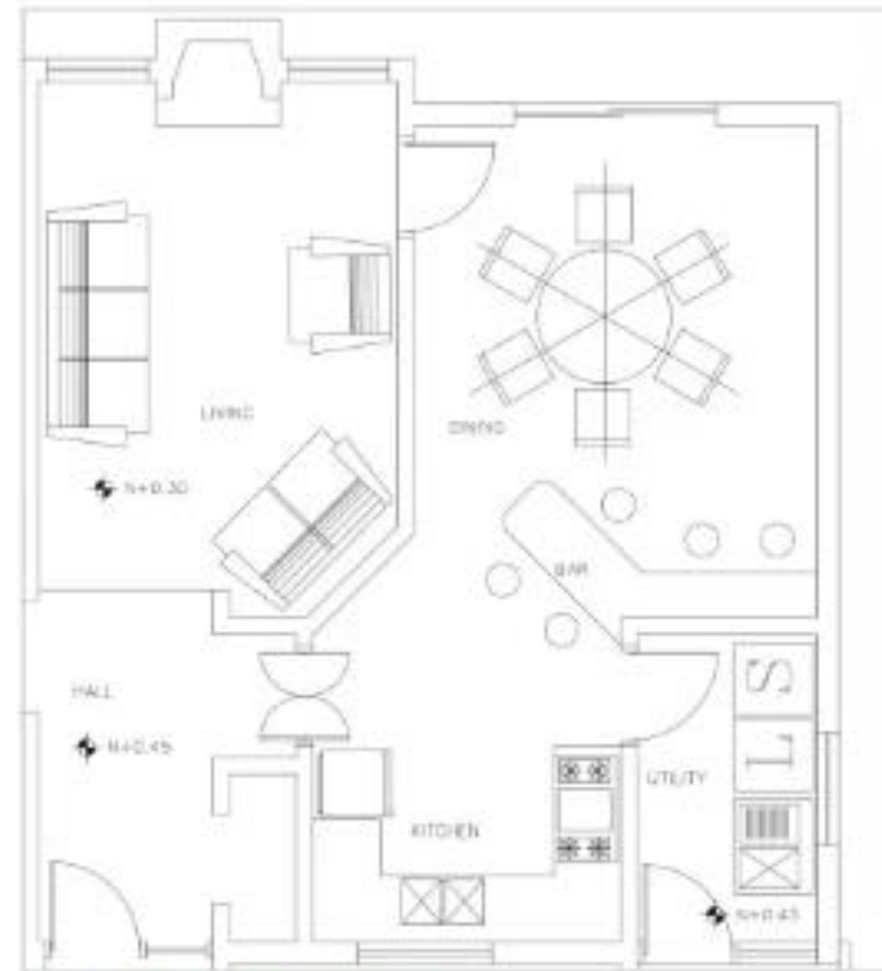
Razmera

Stan R=1:100

Prostorija R=1:50



Floor Plan 1:100



Kitchen Dining Plan 1:50