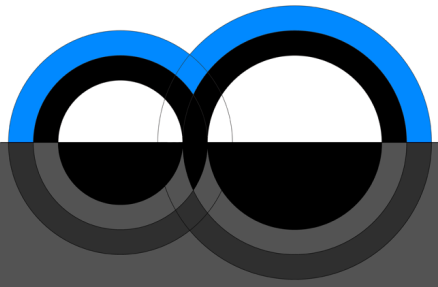


BRYAN BAY

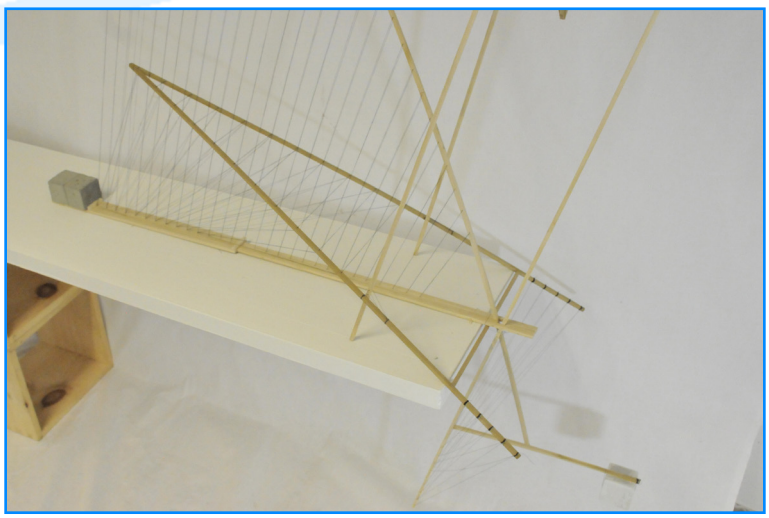
FIRST YEAR PORTFOLIO

FEAR + CONTAINMENT

A study into structures, it all started out by suspending a pool ball six inches above the tabletop. It progressed to two feet above, then two feet above while intersecting the plane of the table's edge and cantilevering downwards six inches. The first design was inspired by a lighthouse with family connections once on the Chesapeake Bay, Shark Fin Shoal; as a symbol of safety and guidance, the design reflected the basics of the lighthouse providing an environment the ball would feel safe in.

The project quickly left this notion during the second stage becoming defined by fear and containment as the semester took a turn. The third and final stage represent this identity, through both the poster and structure which complement each other. While the structure catches the eye, the poster enshrines everything the model represents in clearer terms. It was also inspired by "The Yellow Wallpaper" by Charlotte Perkins Gilman.

The construction of the final model was with quarter inch popular, held together by dowels and suspension strings with the frugal use of glue. Over three hundred and fifty yards was used in the making of it.



NAEF TOY COMPETITION

A childhood game, stick provided entertainment through simple means. I would go into the woods and search for the perfect stick, one that was a foot in length and felt good in the hands. I stripped the bark from one half leaving all the imperfections on the stick. Tossing this stick around kept us entertained while on camping trips in the Appalachian Mountains. Stoss is my interpretation of this beloved game that I use when leading these trips now as an adult. Enjoy stoss, be creative.

Intended to fill a gap in Naef's product portfolio, Stoss placed the design values of Naef into a group activity for all ages. The finished product entailed learning how to lathe to create the 2¼ centimenter diameter maple wood cylinders and challenged what is actually required for an affective packaging. The identity of Stoss is its strongest characteristic.

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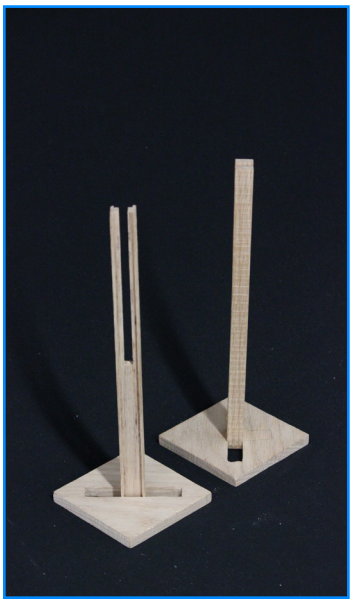
stoss
last limb wins.

WEDGE JOINERY

In order to further learn how things naturally go together, adhesive must be abandoned. By exploring natural forms of joinery, one picks up a better understanding of the forms surrounding them. I chose to explore wedging because of what it allows. Once the central core figured out, essentially how is the wedge going to be applied such that it supports a structure, wedgeing does not limit the forms that reach out from this core. The desired form influences how the wedge functions; for instance with this project, the appearance of slats mandated that the wedge would hold up the slats in a narrow “mouth” piece that is repeated throughout the desing. It goes together separately as two parts until the final merger of these parts, when the two core columns wedge together remaining interlocked unless pulled into two separte pieces again.

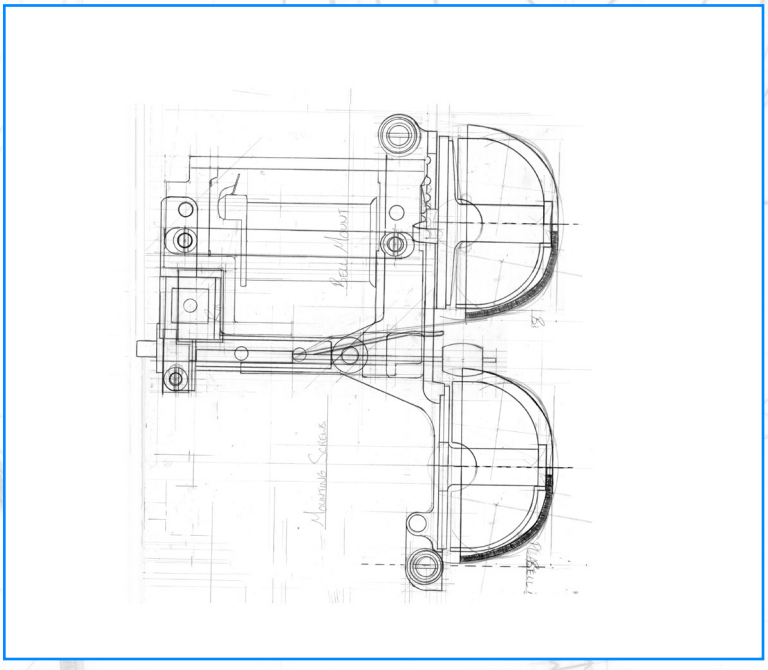
The hourglass form is my respond to life during that time period. Prior to this project, I was having problems prioritizing studio and other things properly. This project took this form to mark a point of change as it placed me back on track with my studio work and personal events. It is a monument to prioritization that will stay on my work desk for some time to come.

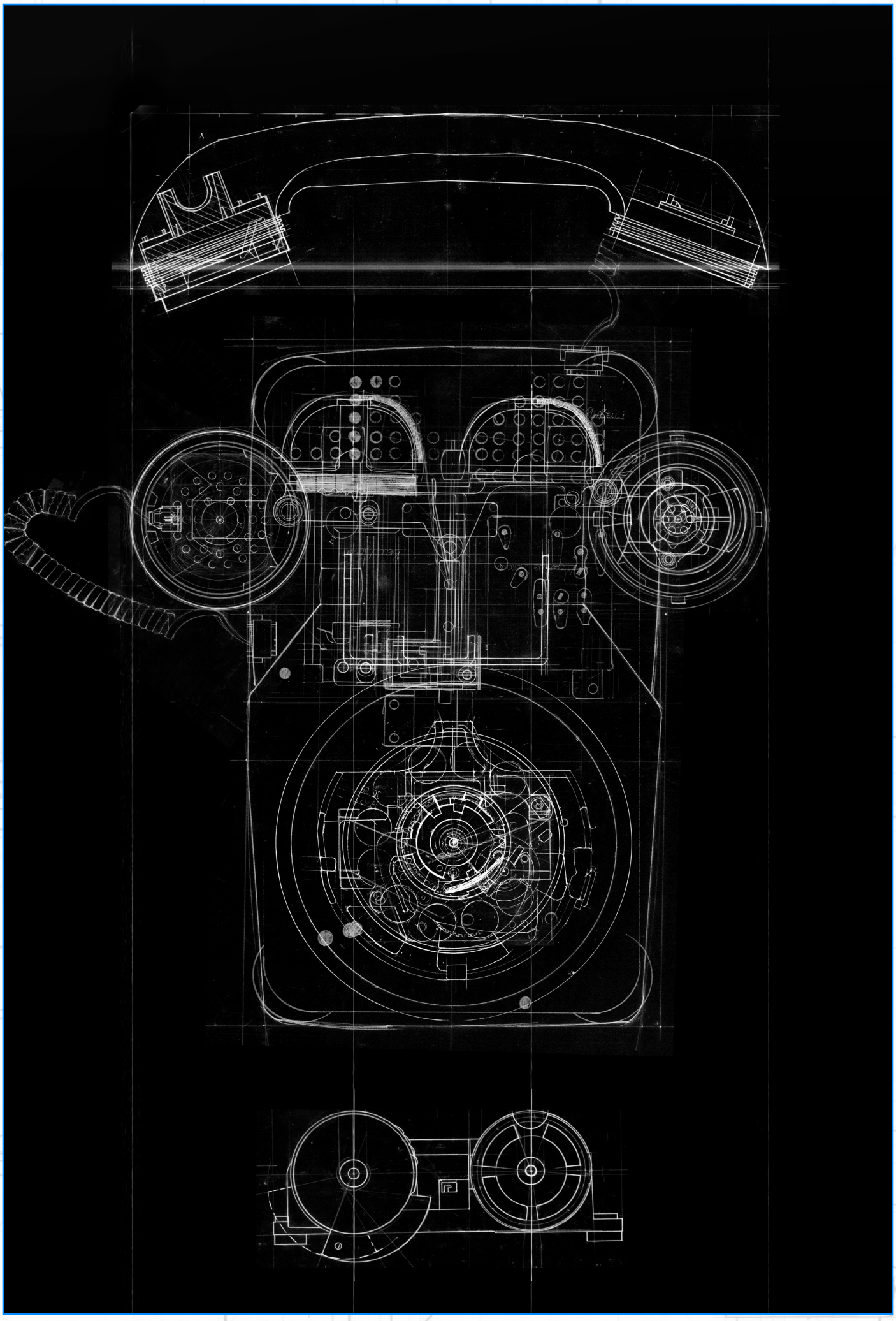


ASSEMBLY

An understanding of how design works is required before someone can even think to start designing something. That is what Assembly did; it taught our studio to appreciate and notice how things went together and why. It taught us this first through physically taking apart various objects but also by drawing each and every part to a specific scale. Our drawings revealed to us through their construction lines the similarities and scales between different parts. As pieces begin to line up with each other via their construction lines, you become aware of a relationship between those parts that you were unlikely to realize existed beforehand.

This project taught physical skill sets also. It was the first techincal drawing, photoshop file, and lobby presentation we did as a studio. Every group had a person or two who volunteered to photoshop the drawings back together, that was me for my group. It was my first experience with any sort of Adobe program, let alone photoshop. By doing this work, I quickly learned the bare bone basics of Photoshop that has given me the platform to buid off of this and future years in studio.





REIMAGINING THE SKIN

Imagine a dystopian world where our bodies have had to evolve in order to deal with the new found problems created by our species. The most dramatic change in our society today is our use technology as a sort of personal ambassador to everyone we encounter. This project foresees our mouths and ears being replaced by screens, speakers, and microphones. This benefits us by eliminating the language barriers between different groups of people as the device automatically translates for its user. It includes a screen also to allow deaf people the ability to read what is being said at that moment.

There is a deeper underlining concept in this piece however, we are allowing the experiences that make us human to be replaced by technology. We would rather spend our time together on our phones than talk to each other about what is happening in the present. Our technology has allowed us to practice multiplicity, being in more than one place at once, but it challenges what human interaction is. This project portrays what I see as our future. This is a future where we have lost our ability to interact with each other in person.

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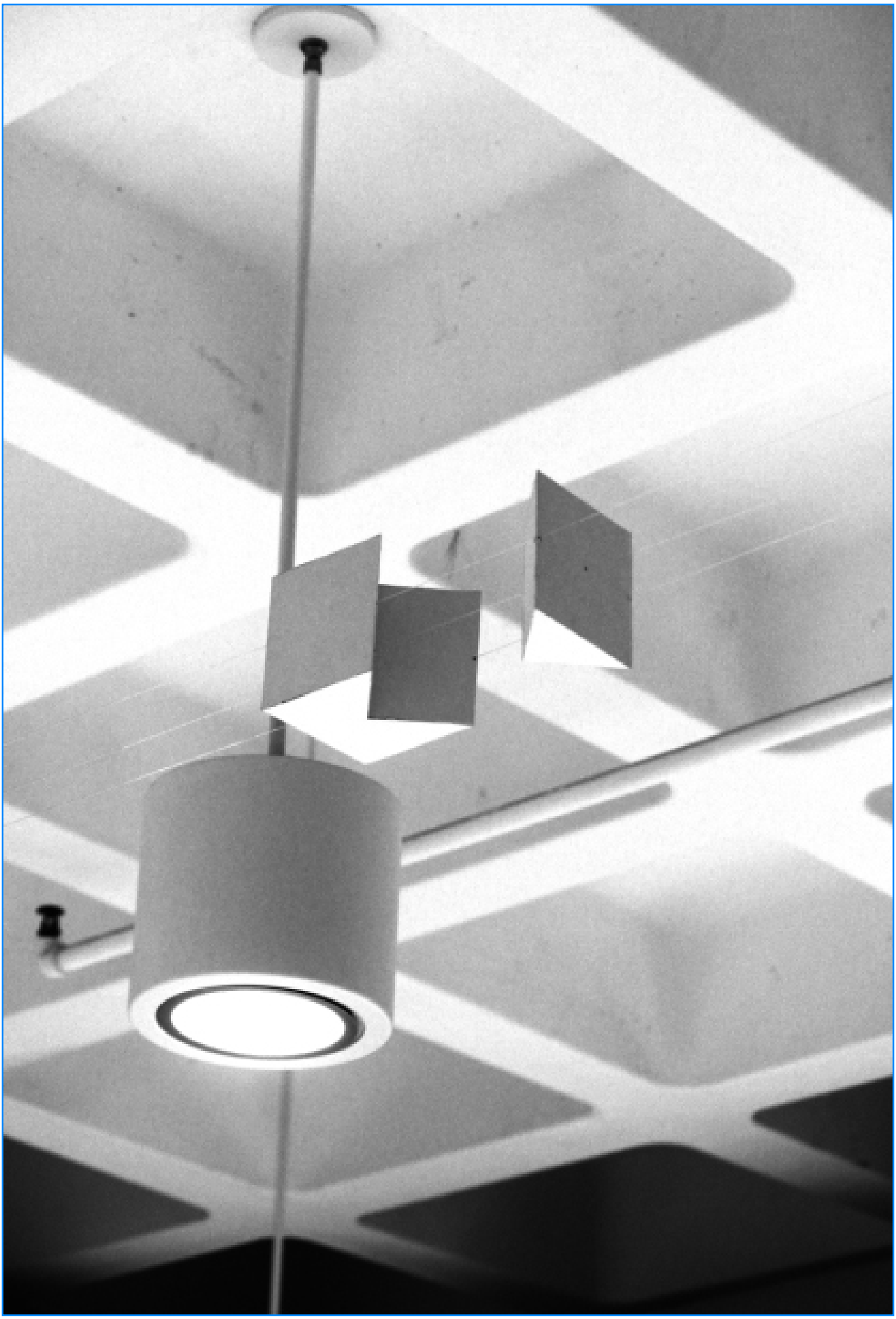
Guten Tag!
Frankfurt
Offenbach

First Year Competition

One sheet of Bristol + three actions.

That is all we had to start with, except I had layered another challenge on top of it. As an experiment, I limited the amount of time I could think about something to half an hour — all other time spent on the project had to be spent doing something. This project taught a valuable lesson in how I can spend my time more wisely in the future years while working creatively.

My targeted response was a smile on the people's faces that interacted with my project. In this manner, the project was a success. In terms of answering the prompt, perhaps it was too literal. In the end, the project was a success however as the former was my goal, not the latter.