

Pre-Design

P O R  
T F O  
L I O

Calvin Jerome Dolatowski

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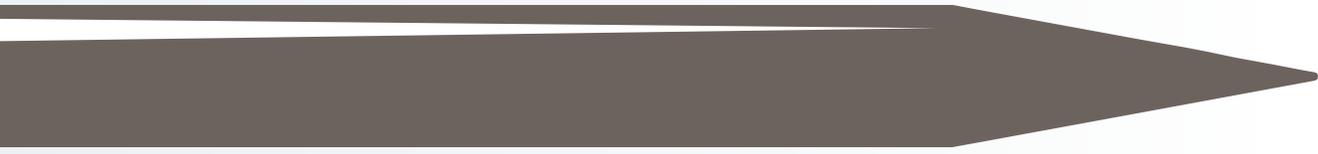
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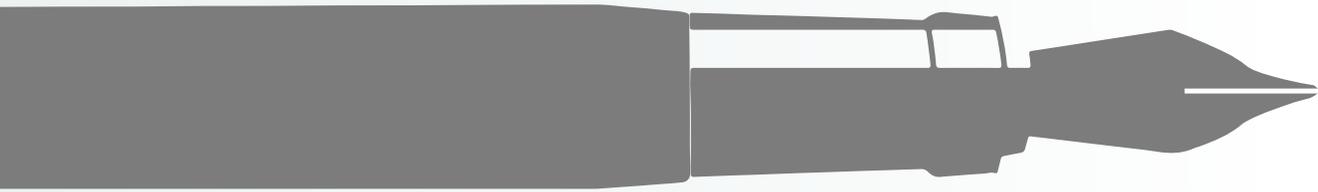
## Personal Work

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|-------------------|----|



2110



2310



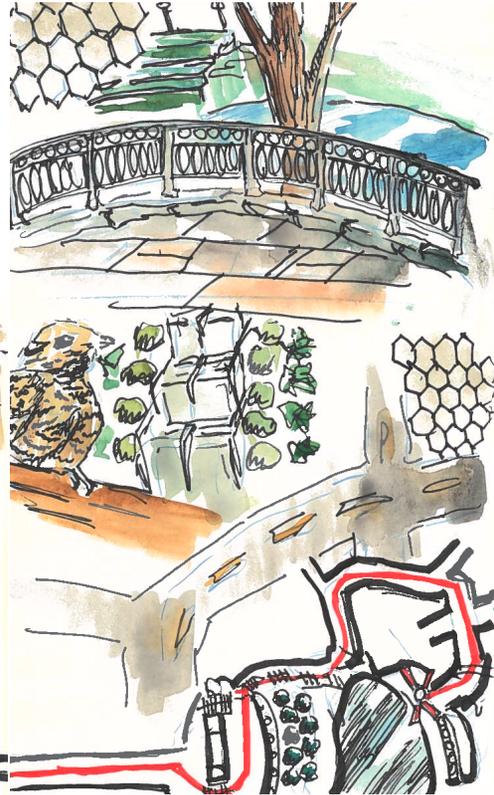
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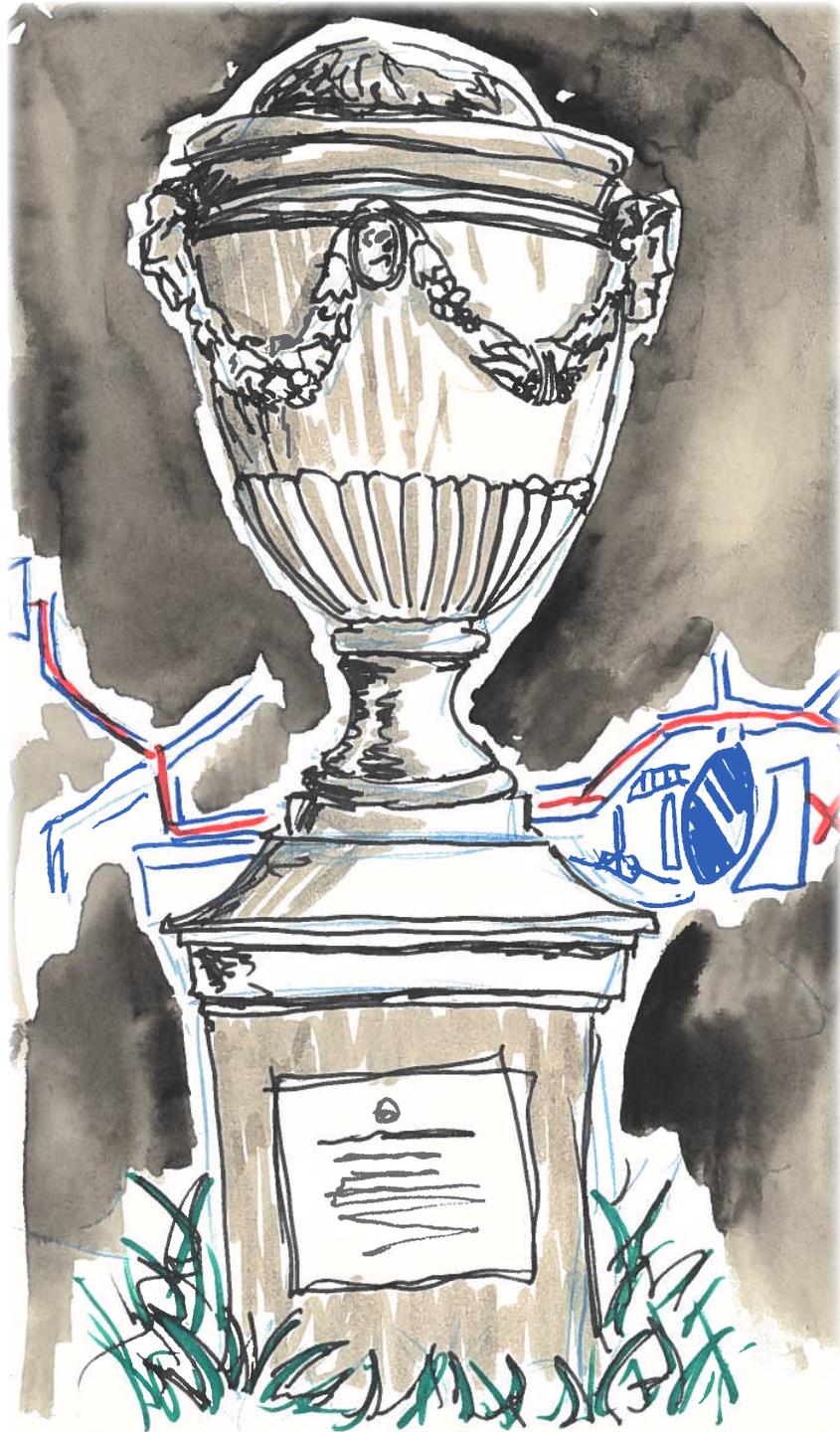


2130

# A2 TREASURE MAP

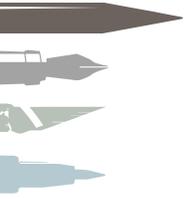
"Visualizing instructions given to me by a peer to a 'treasure' on campus."





## First Stroll Through the Oval

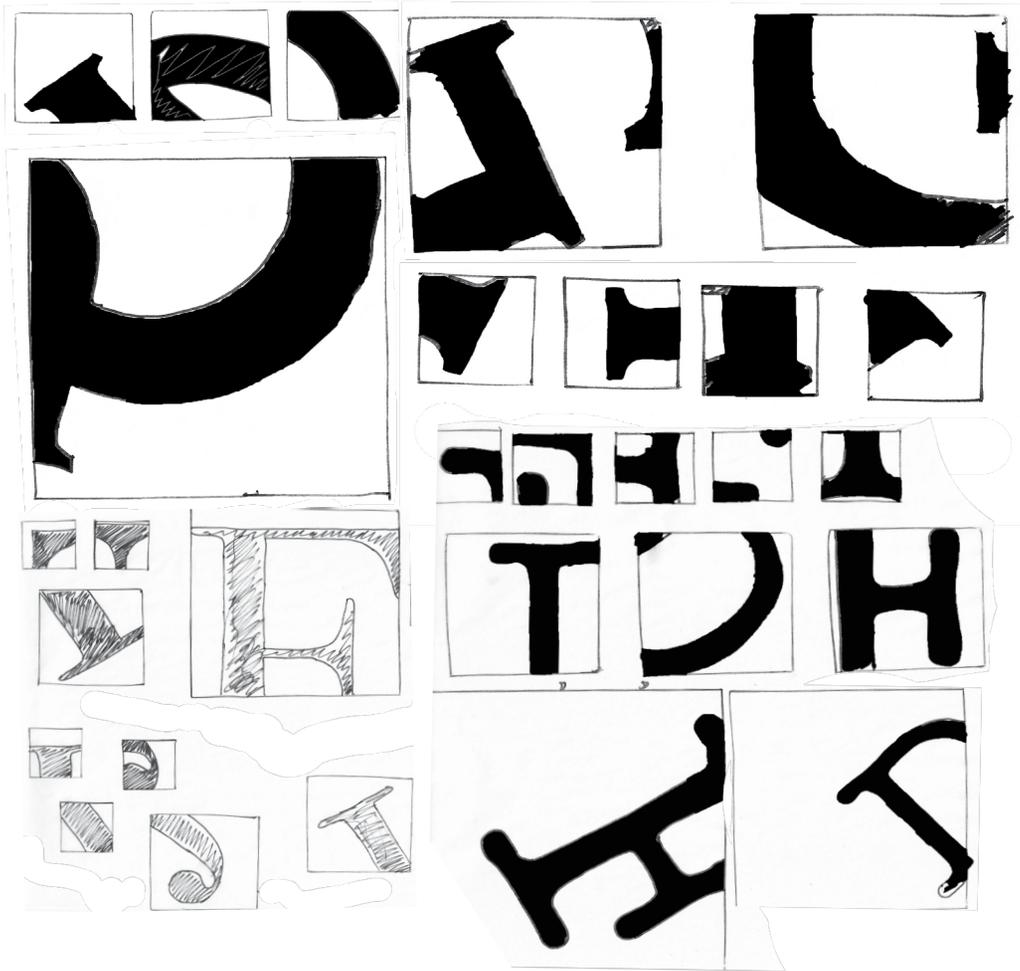
Being the first assignment I didn't know what I was about to embark on this year. Looking back I would have **added more sensorial information** in my map, maybe how it smelled or the temperature. I do think the addition of adding greenery from my journey was beneficial.



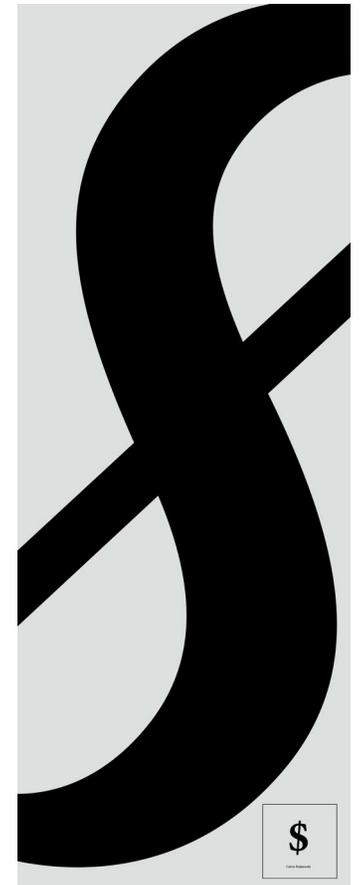
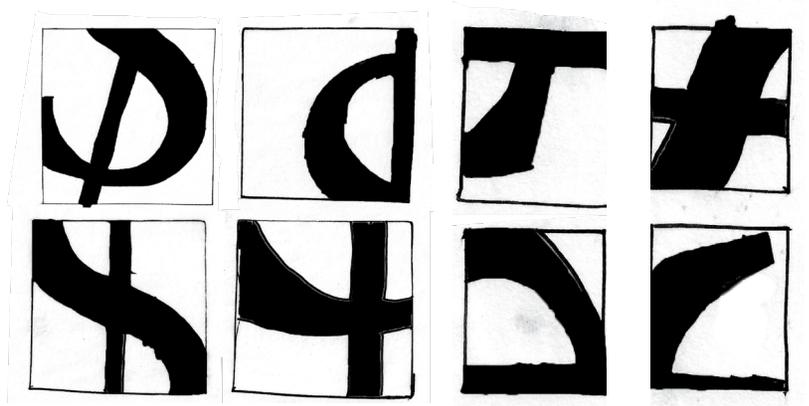
# A3 LETTERFORM

"Studying positive and negative space to create fluidity."

## Some Time with Minion Variable Concept



## Final Character



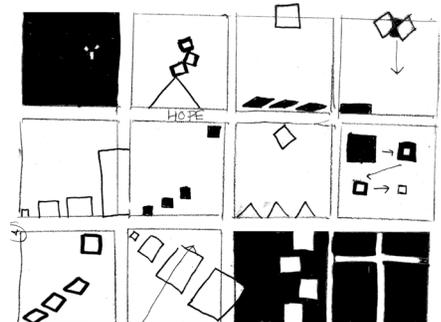
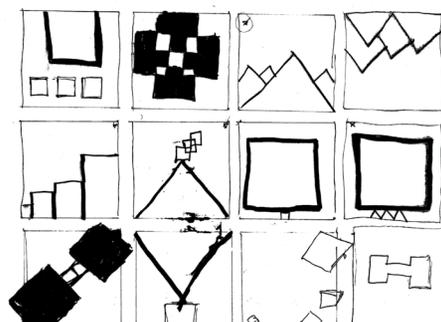
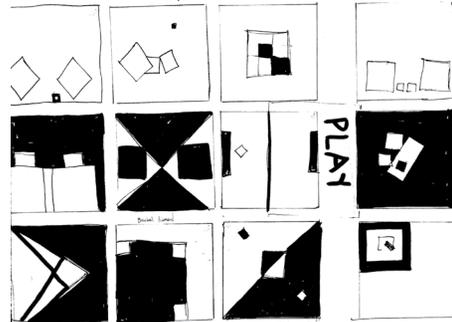
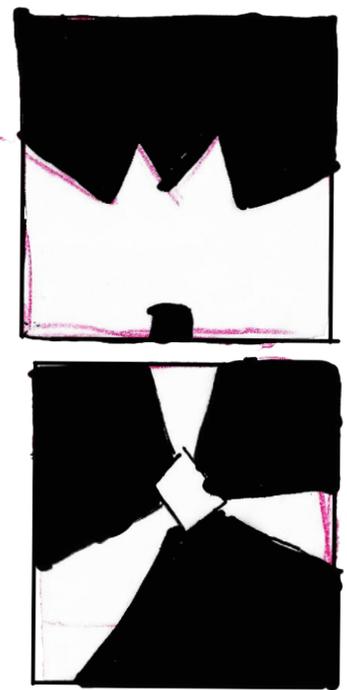
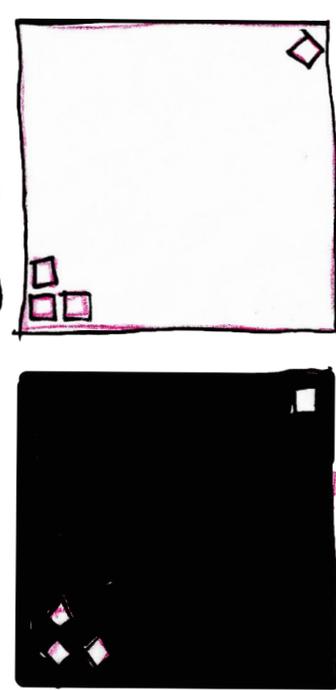
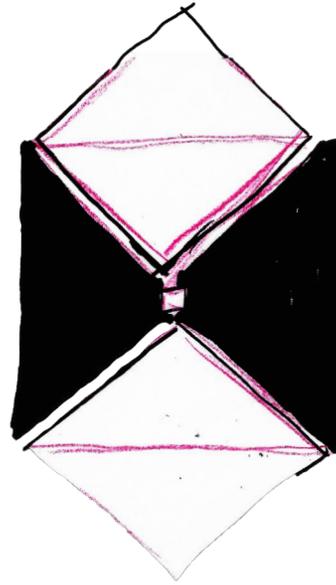
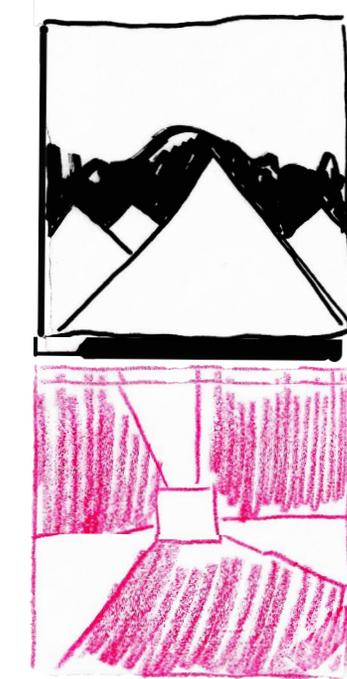
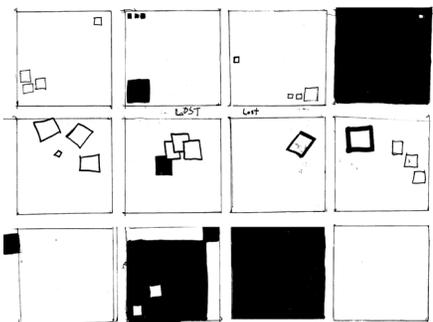
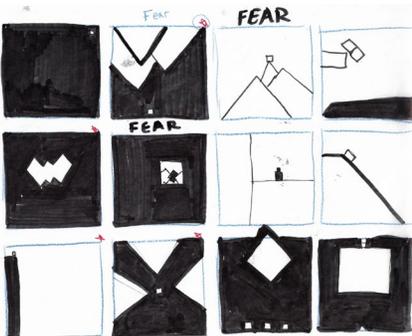
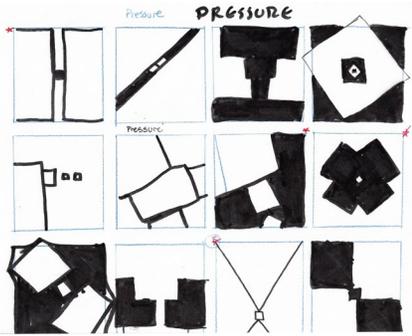


Calvin Dolatowski - Design 2110 Valentine - 8AM

# 2D SQUARES

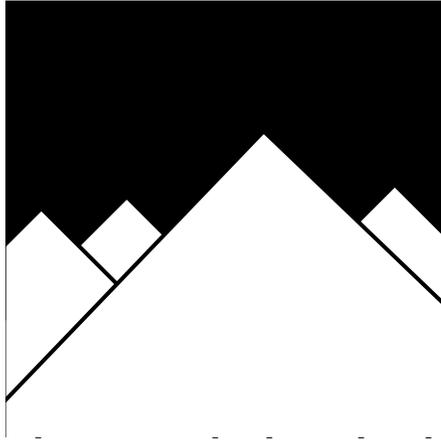
"Use squares to portray feeling."

## Ideation

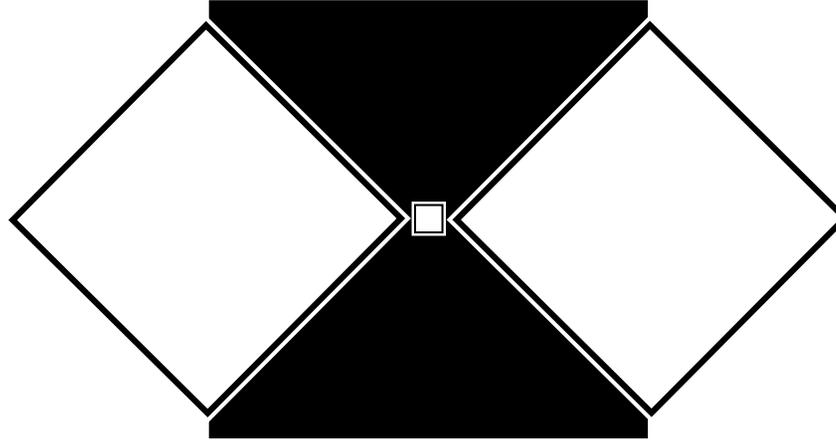


## An Exploration of Squares

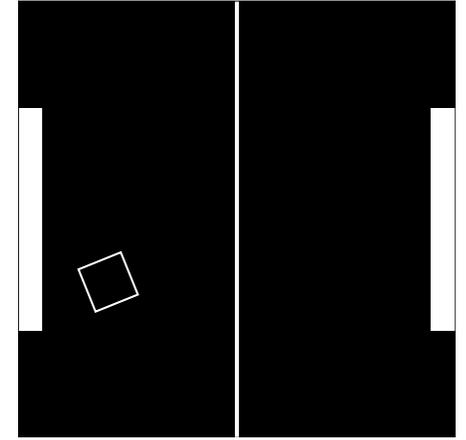
I thought I did an adequate job portraying the six words. I was still **very new to Illustrator** and believe that I could depict these much better now.



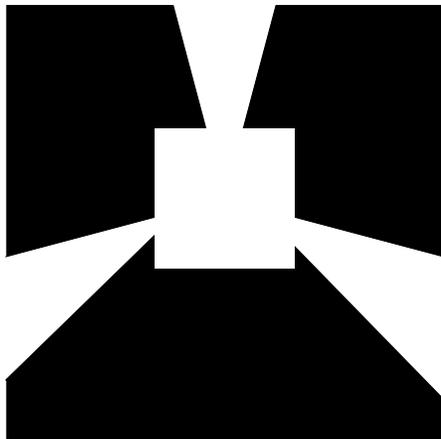
Strong



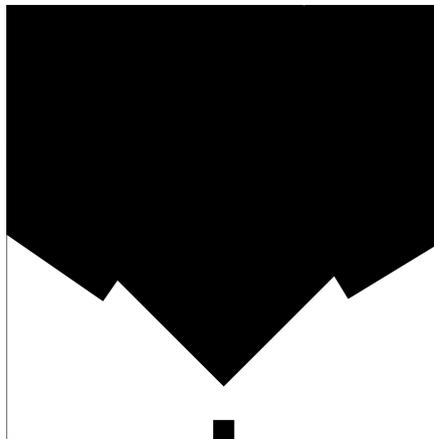
Pressure



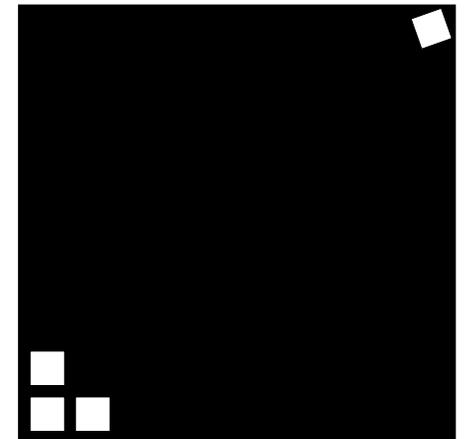
Play



Hope



Fear

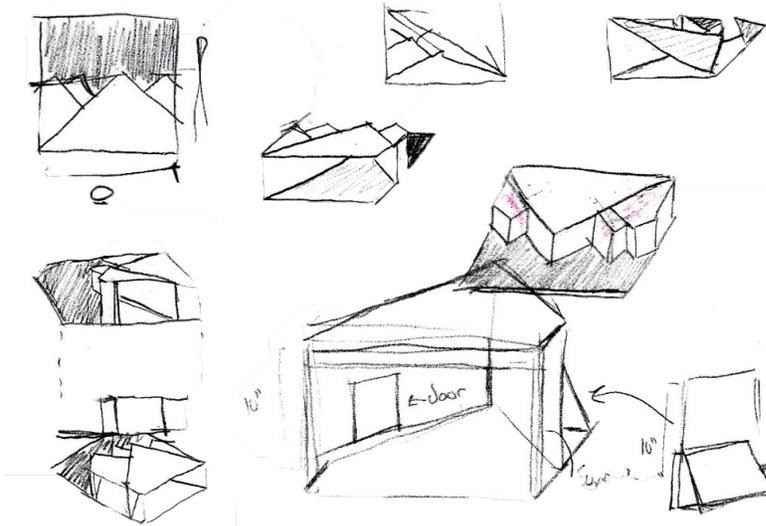
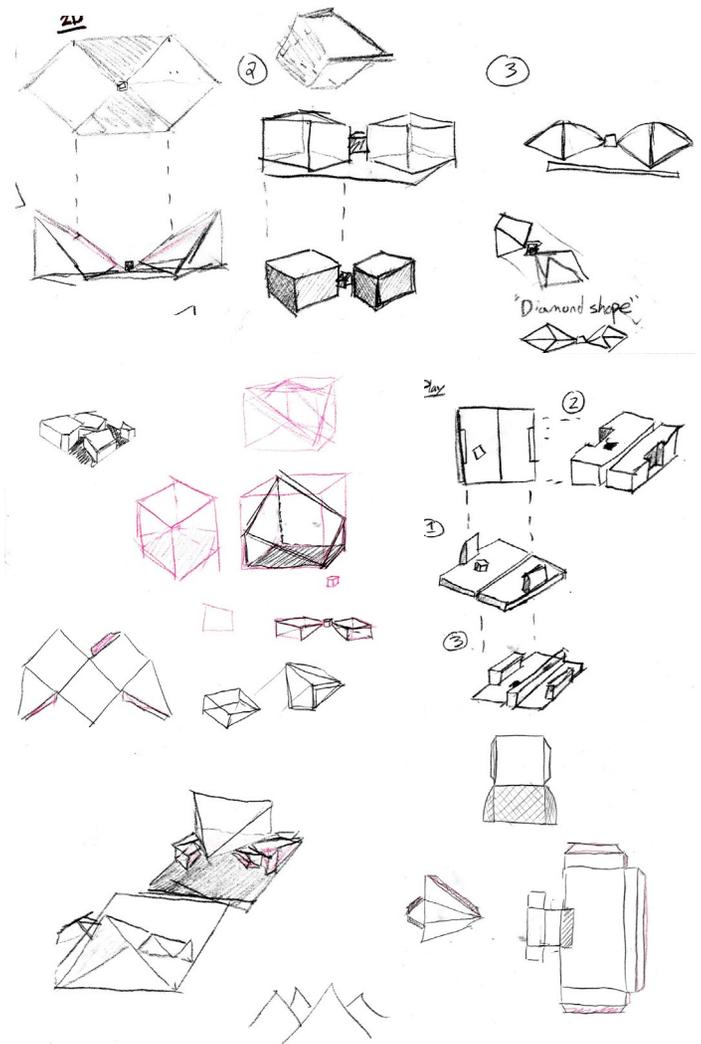


Lost

# A5 2D SQUARES TO 3D CUBES

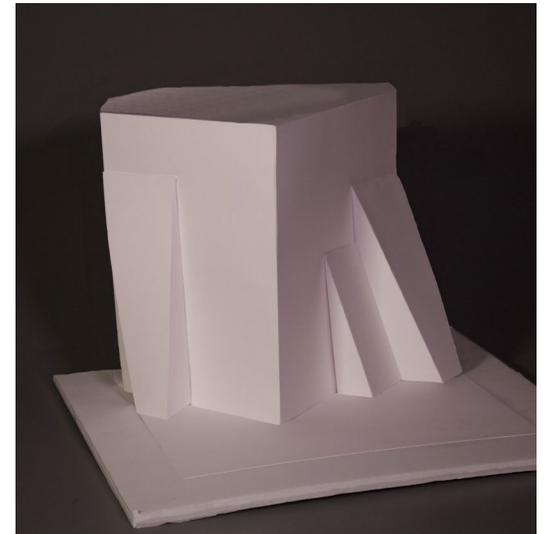
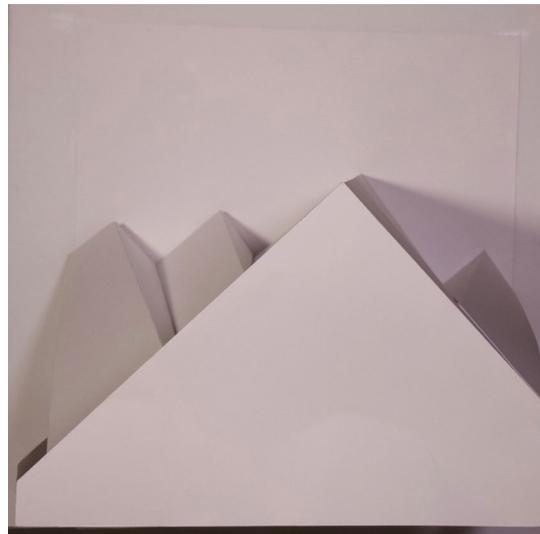
"Analyze shapes and convert to volume with intention"

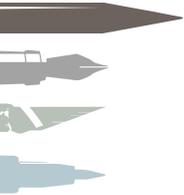
## 3D Form Exploration



## Interior Havoc

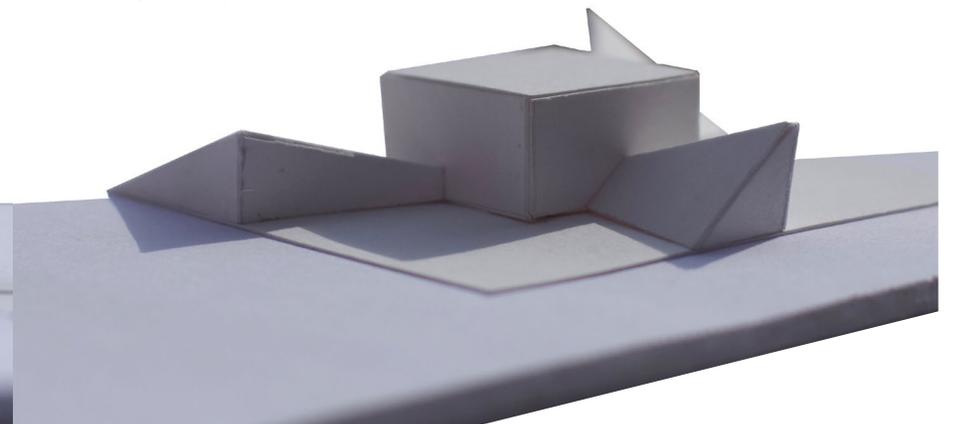
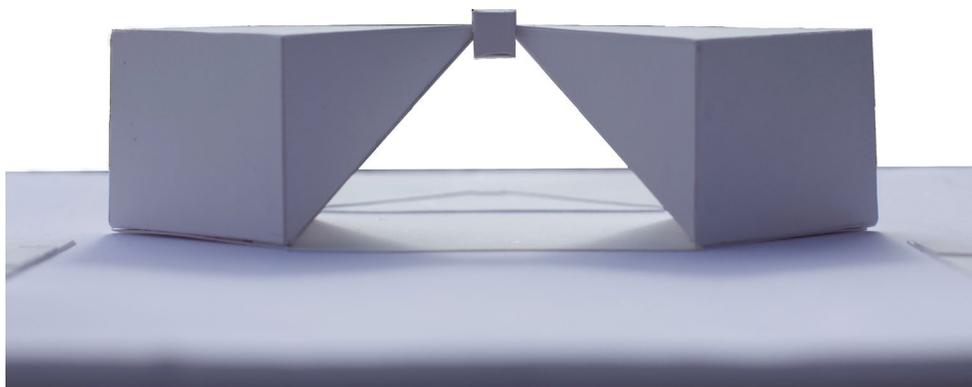
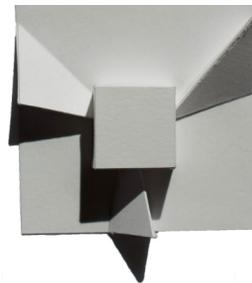
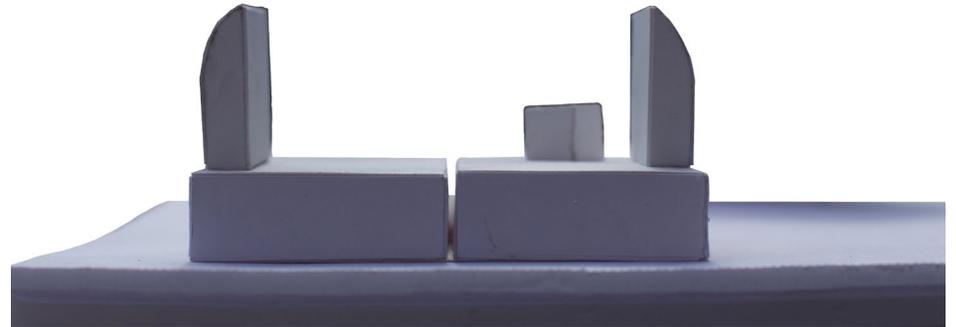
I bit off a little **more than I could chew** for this project. I spent so much time on the three smaller cubes that I didn't have enough time for the interior cube.



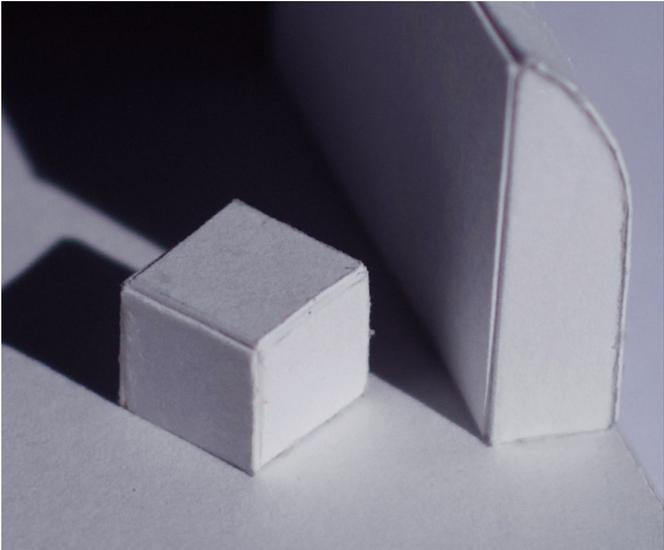
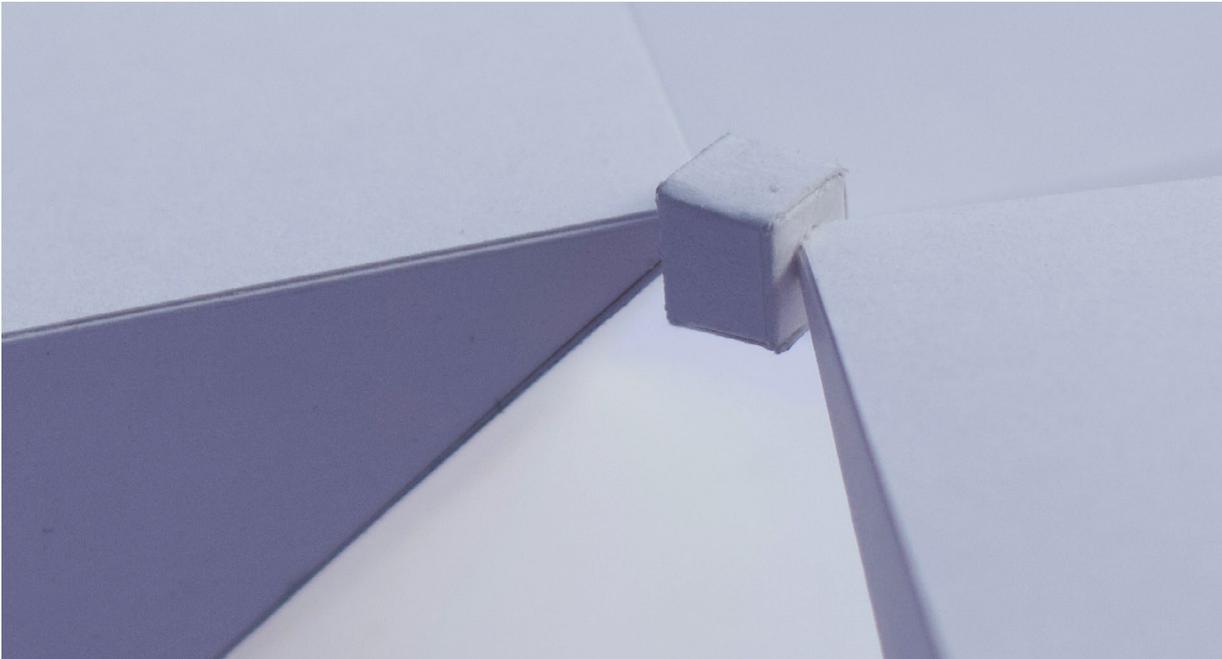
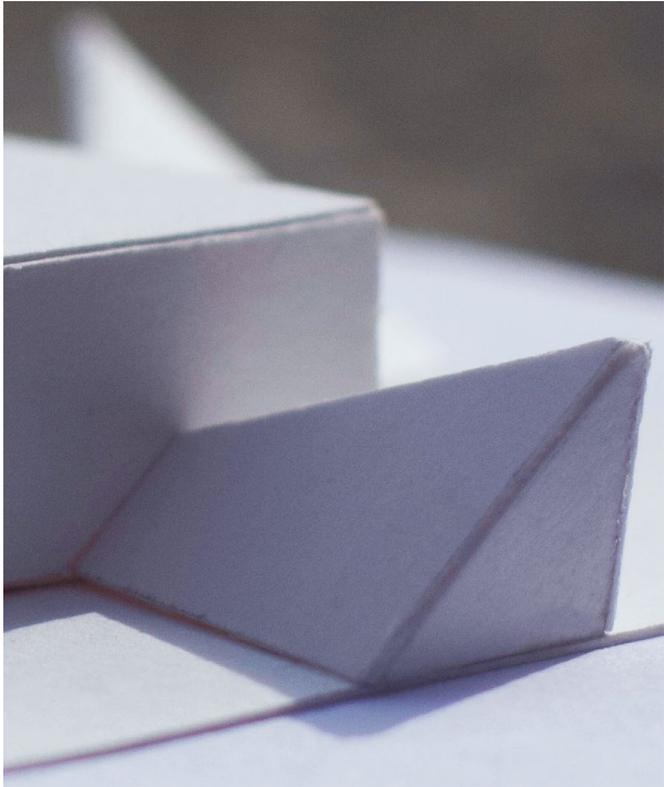
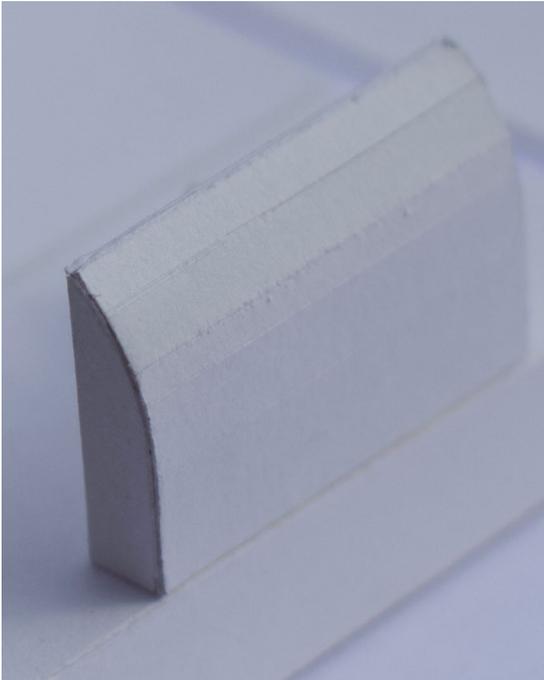
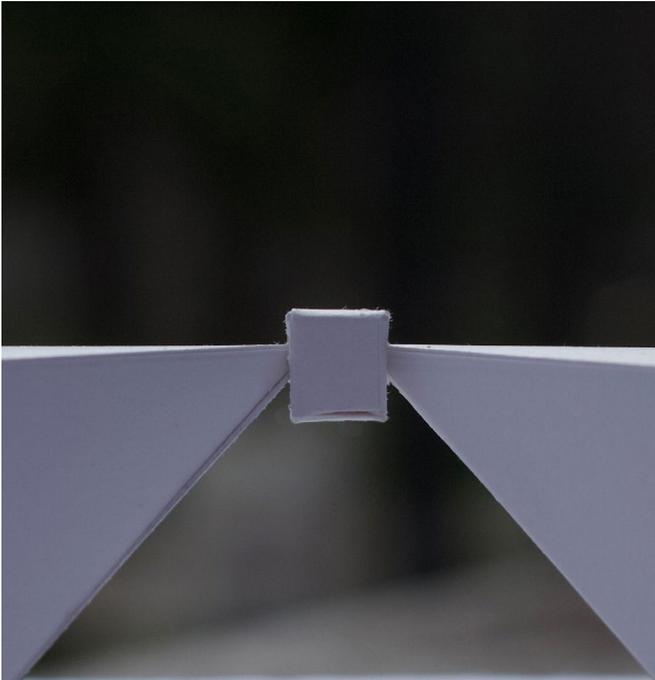


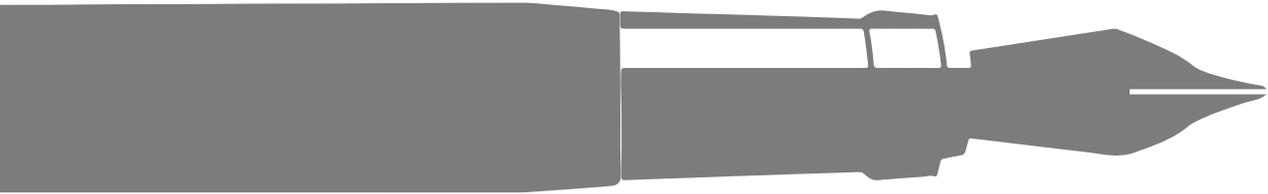
## Boxed In

I wanted to test my precision and craftsmanship while imitating my squares exactly. I believe I did a good job transferring my drawings into 3D forms. I learned how important **precision is while measuring and HAND cutting such a small pieces.** I also got to pay homage to Mrs. Gray (my 7th-grade geometry teacher) when I had to calculate how to craft the three triangles coming out of the middle square.

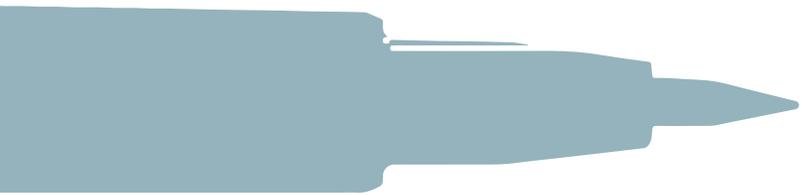


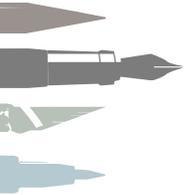
Money Shots





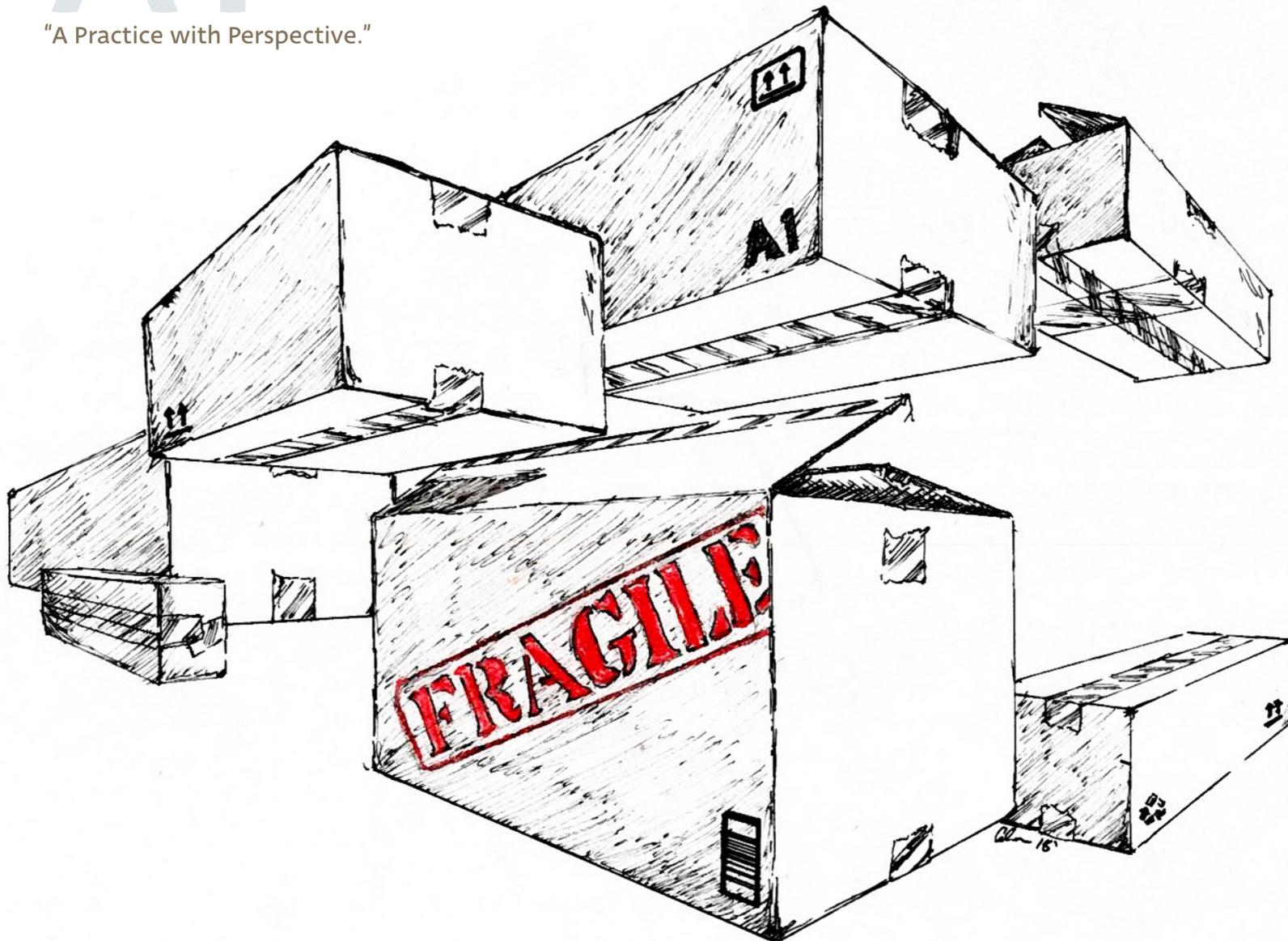
2130

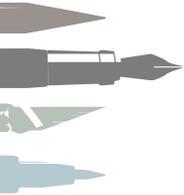




# A1 BOXES

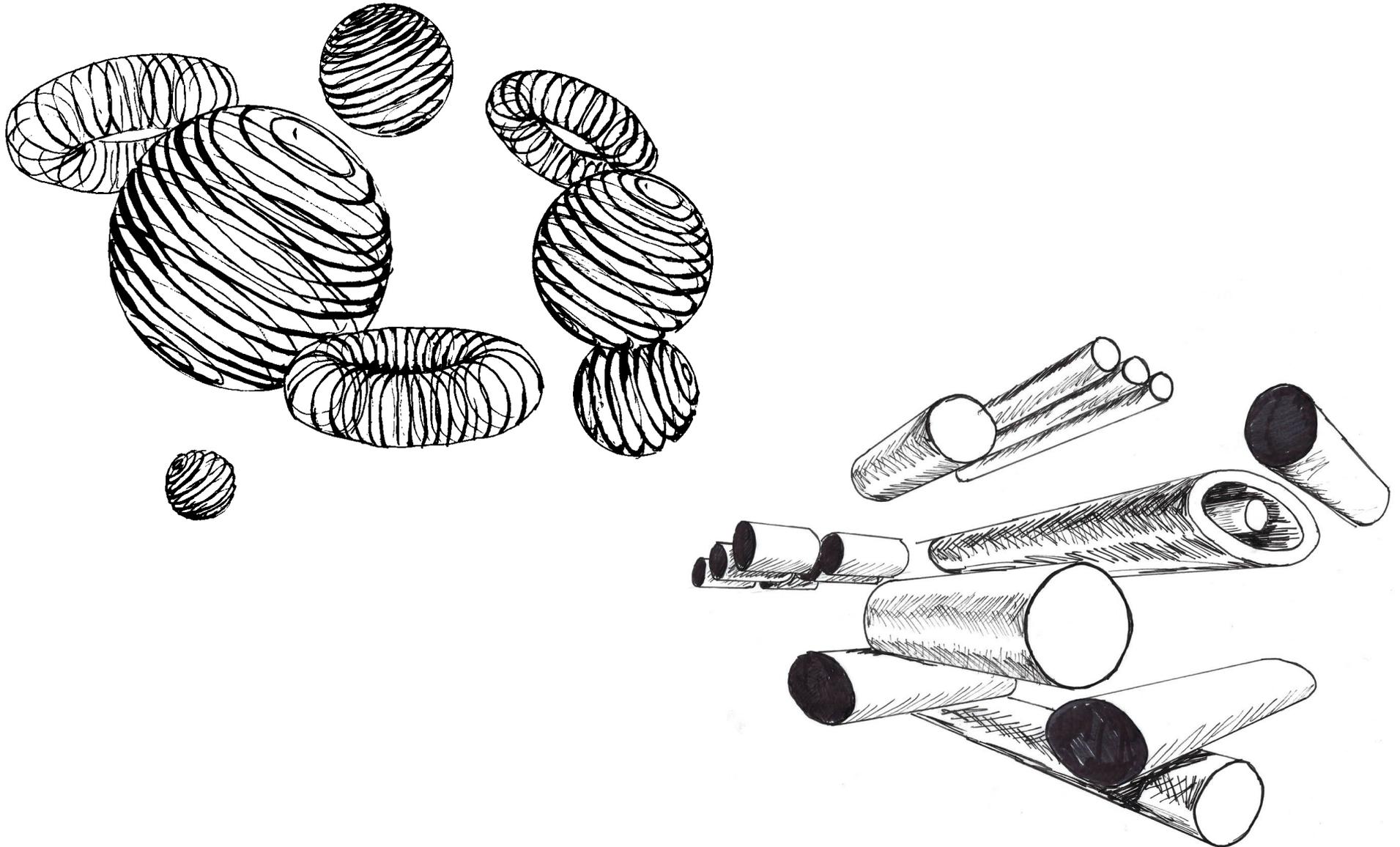
"A Practice with Perspective."

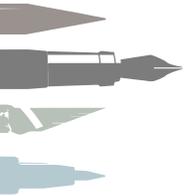




# A2/A3 CYLINDERS & SPHERES

"Practicing volume and composition with spheres, torus, and cylinders."





# A3 STILL LIFE

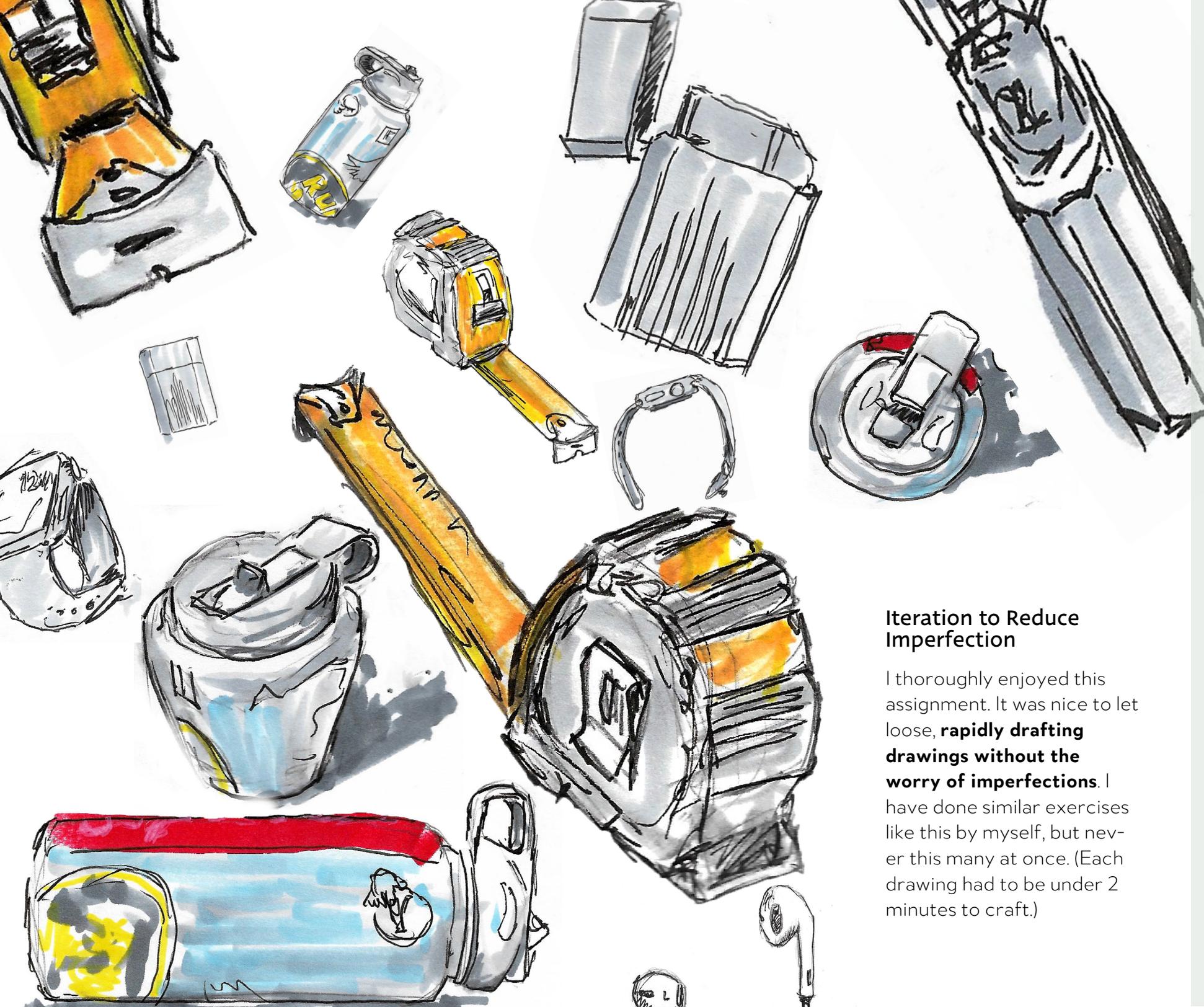
"Transcribe an observation to paper."







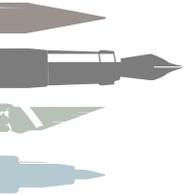




## Iteration to Reduce Imperfection

I thoroughly enjoyed this assignment. It was nice to let loose, **rapidly drafting drawings without the worry of imperfections.** I have done similar exercises like this by myself, but never this many at once. (Each drawing had to be under 2 minutes to craft.)





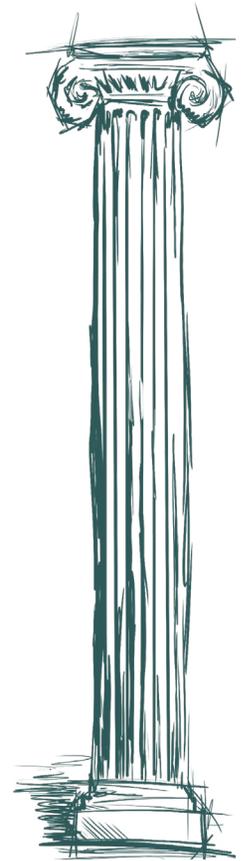
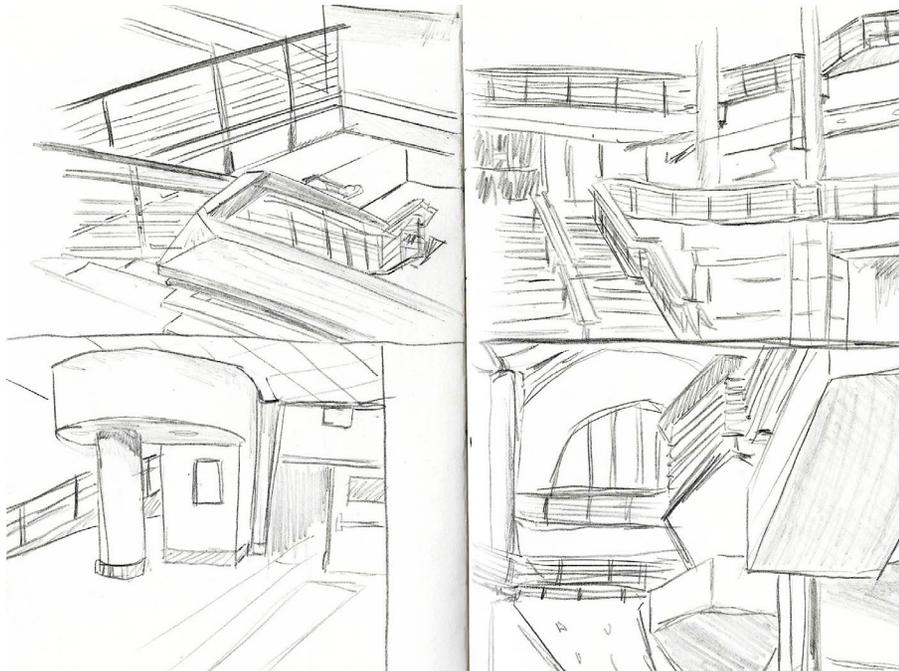
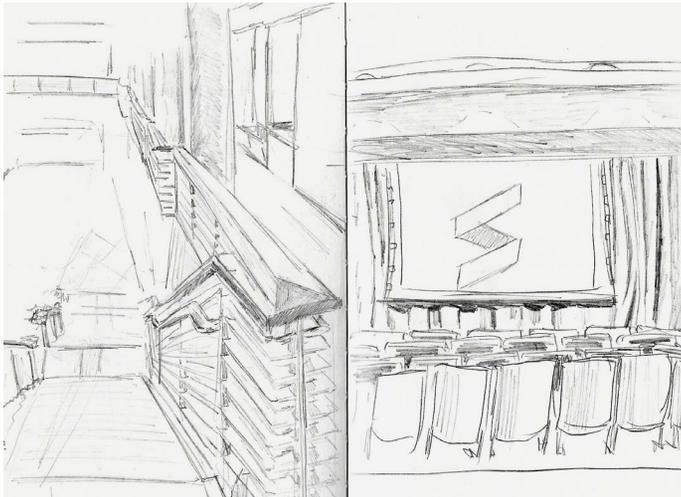
# A5 ANALYSIS OF AN INTERIOR

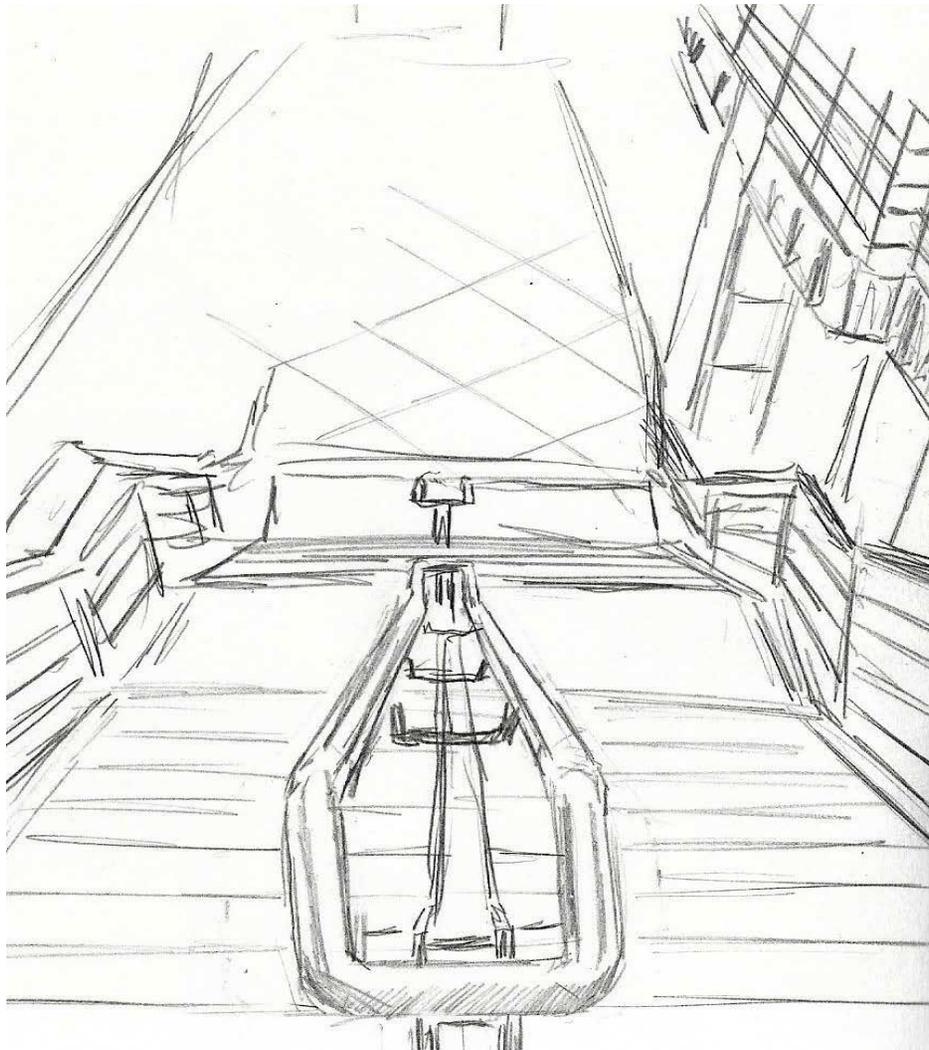
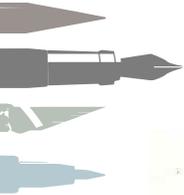
"Exploration of interior spaces in the Union and how they relate to each other."



## Strokes of Metal

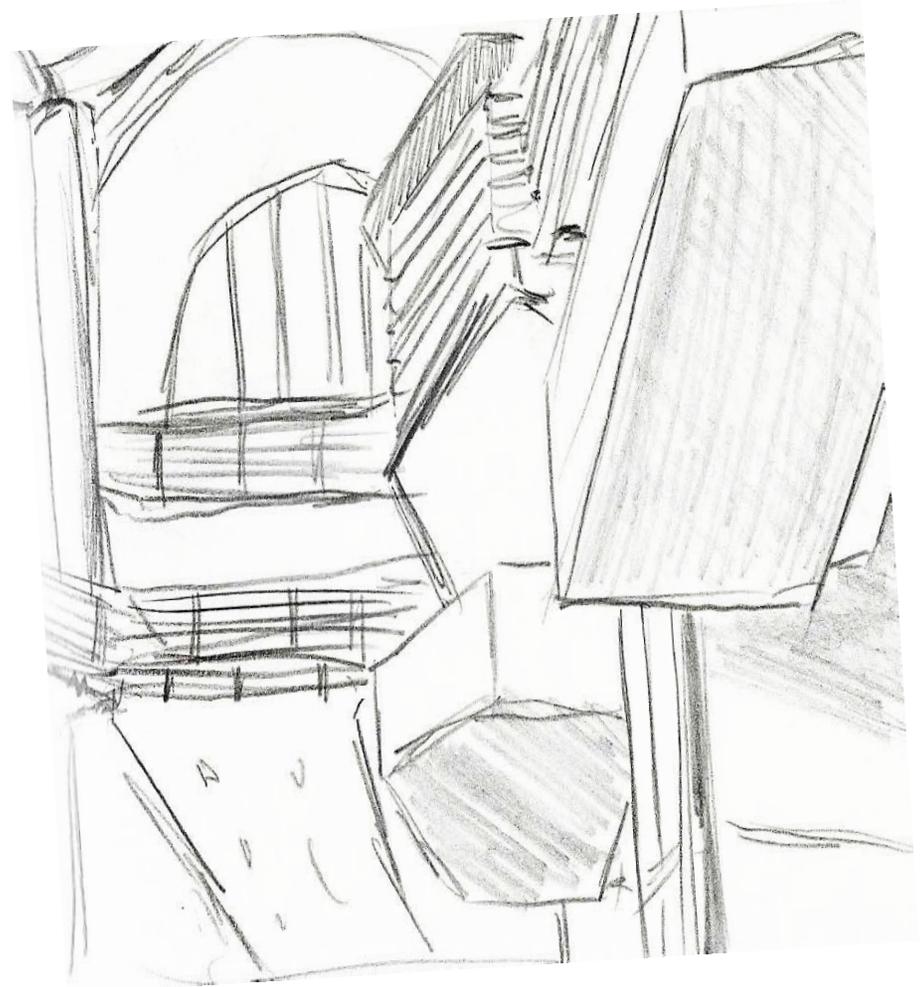
I wanted to portray the difference in **shape and form** throughout the Union. I focused on the curvatures of the ceiling beams, archways and how they contrast to the geometric shapes on the floors and railings. I wanted to accentuate the repetition of these forms as they unify the space.

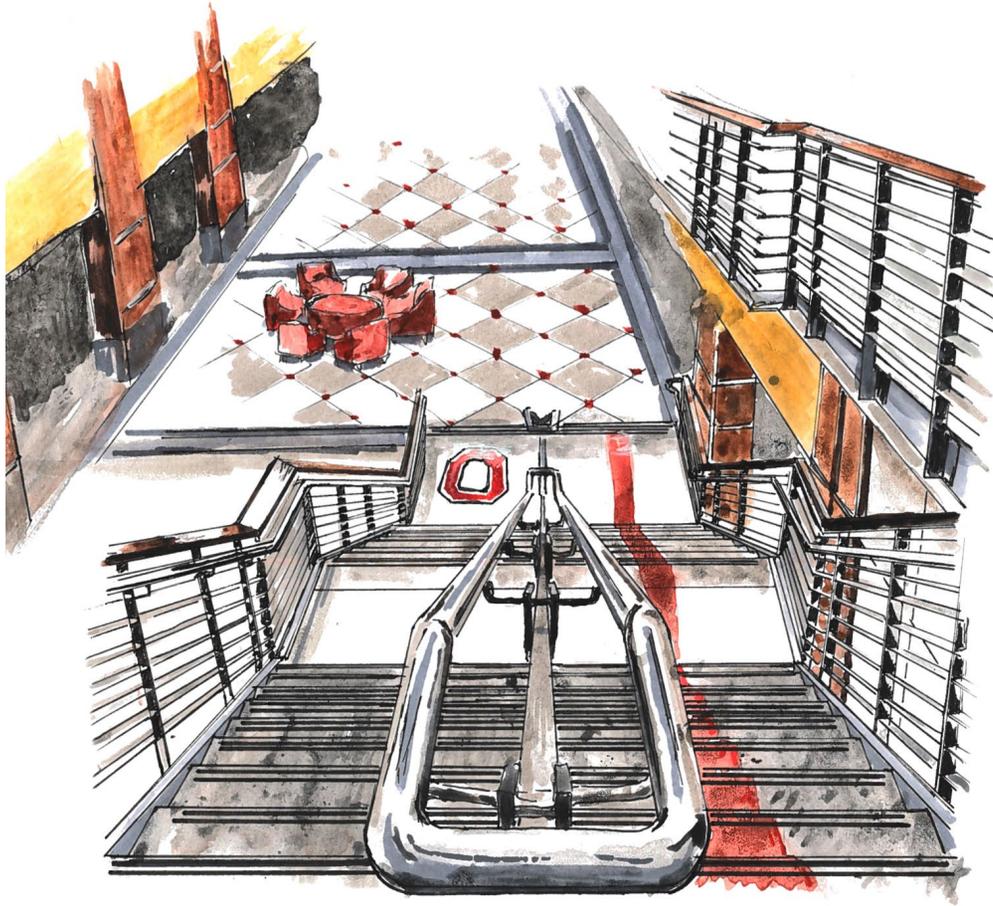




## Visualization Goals

- Work on my freehand perspective
- Convey feeling through my diptych
- Practice technical drawing





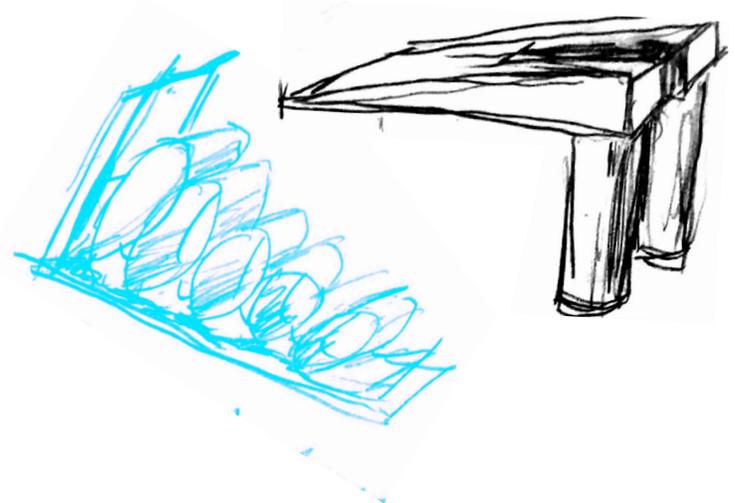
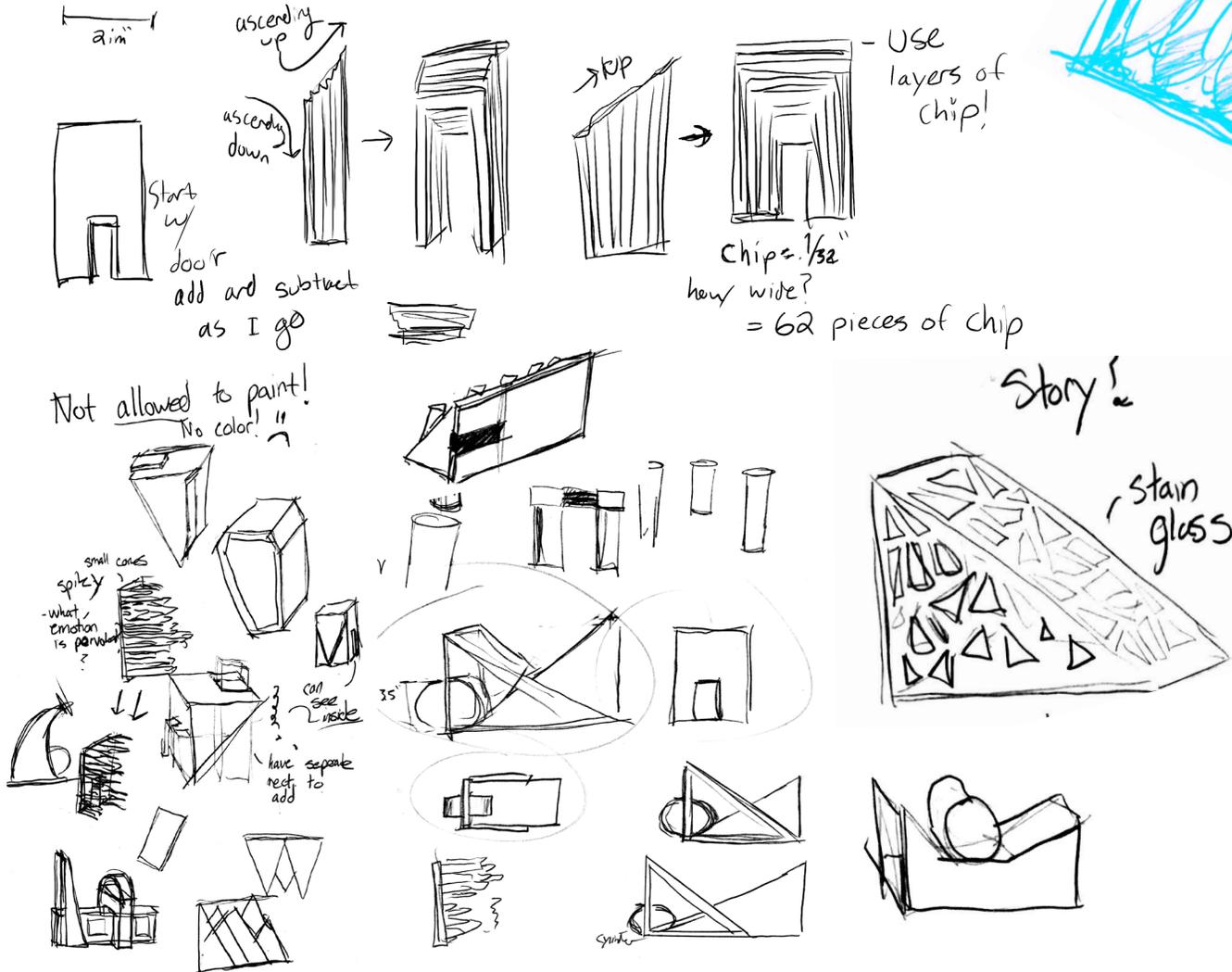
## Reflecting

I thought this project went rather well, I'm proud of it. I sketched and drew each part of the diptych **freehand** and used **watercolor** to **extenuate the lines and curves** in my two spaces. I learned how to convey two different spaces and correlate them together.

# ORTHOGRAPHIC CONSTRUCTION

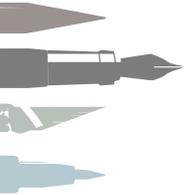
"Interpret a profile view with exact proportions, creating a 3D form out of a 2D rendering."

## Ideation

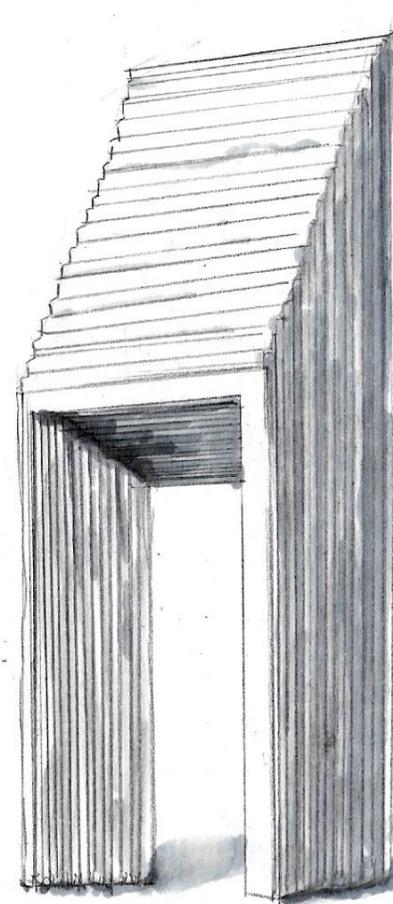
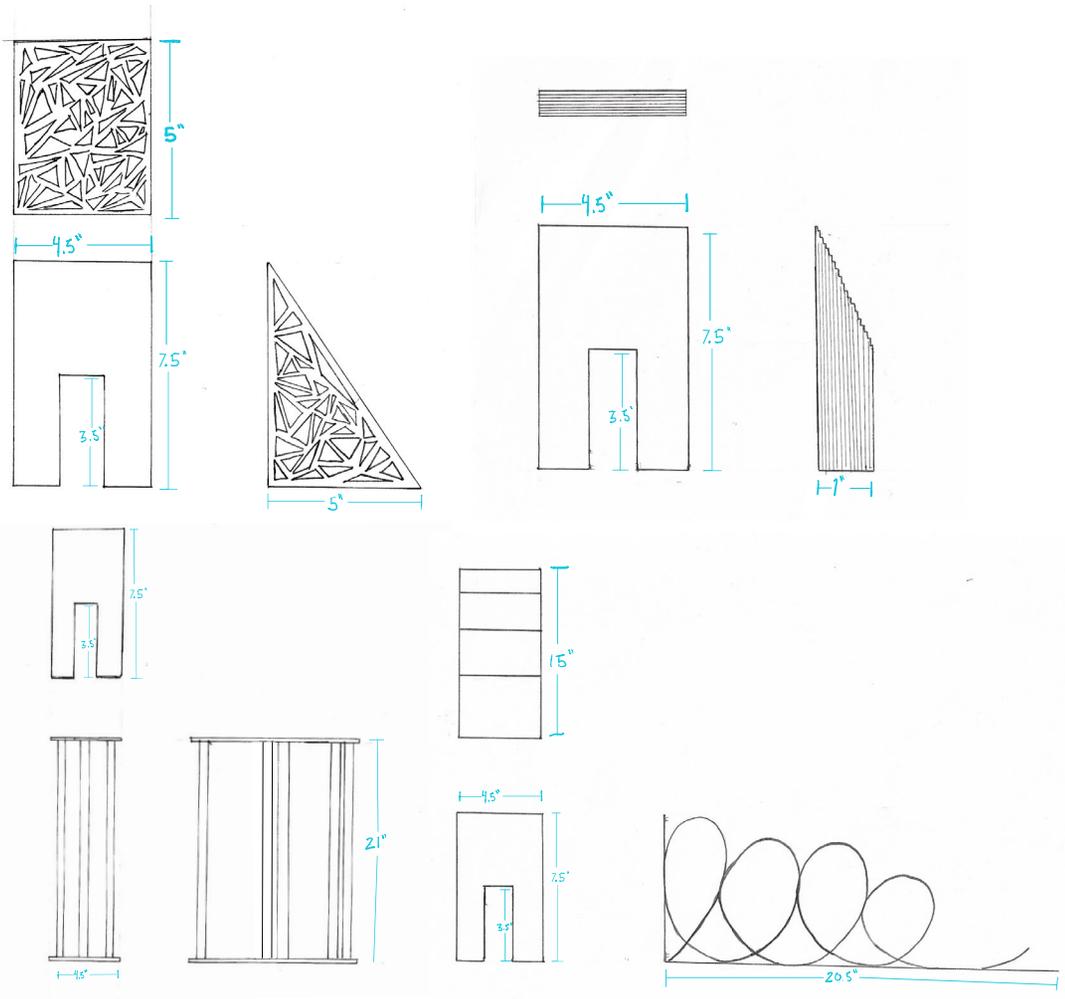


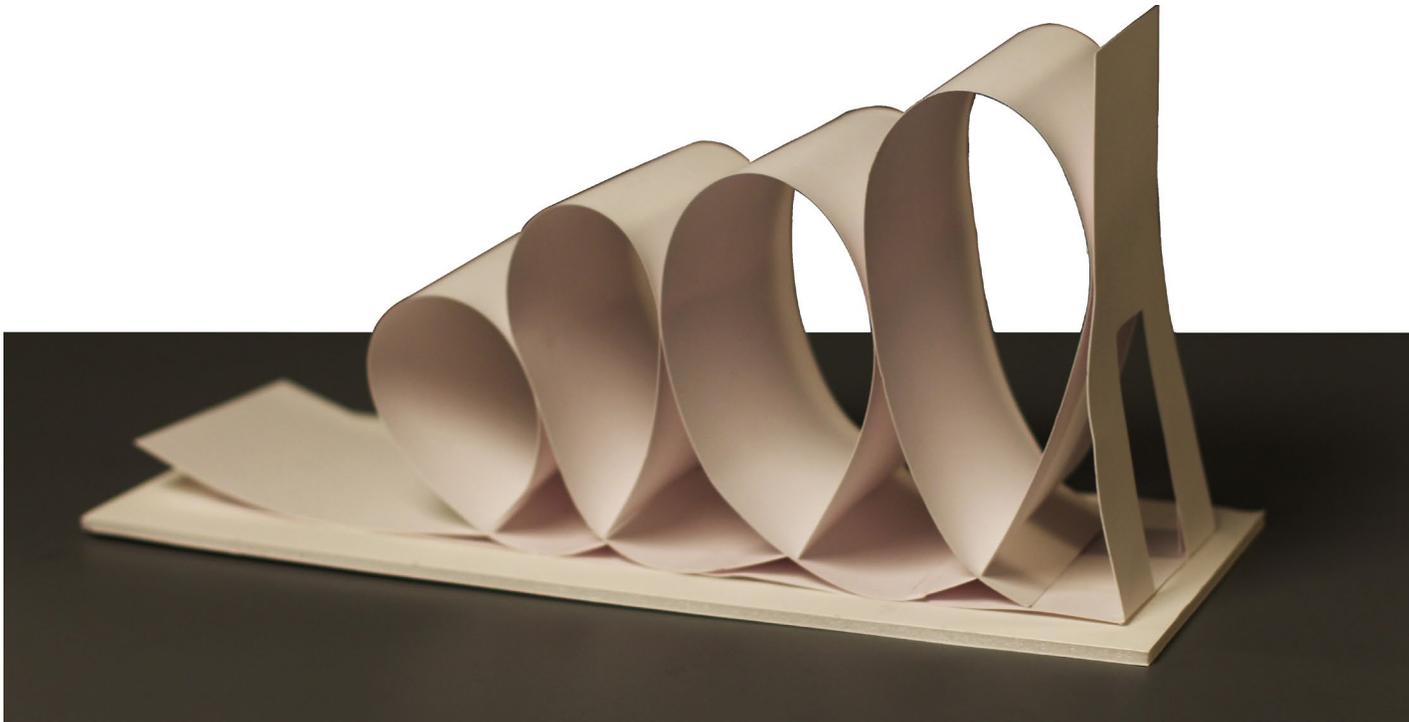
## Box Concept

After just finishing the square to cube assignment, I wanted to **think OUTSIDE the box**. So my four structures don't have any enclosed spaces. I decided to create these structures focusing on these specific words; flow, density, sight, and flight.



# Orthographic Drawings





### Thinking Outside the Box

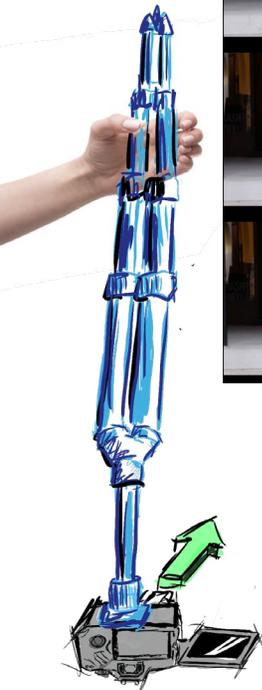
I thought these were successful in standing out while following the strict rule of incorporating a specific diagram. I enjoyed crafting a form other than a box. I do wish **I made more prototypes before my final iterations**, so I could work out construction issues.

# A7 VISUAL NARRATIVE

"Recreate the treasure map assignment in a different medium."



## A Dive into Animation

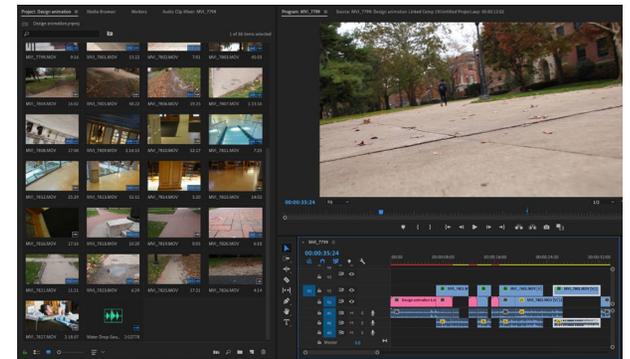


I placed my camera on a tripod and held it upside down to get the perspective of my character.

## Concept

To recreate my treasure map journey I wanted to animate a small figure through the path I took.

## First time using After Effects

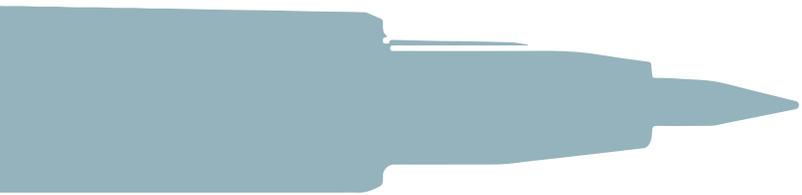
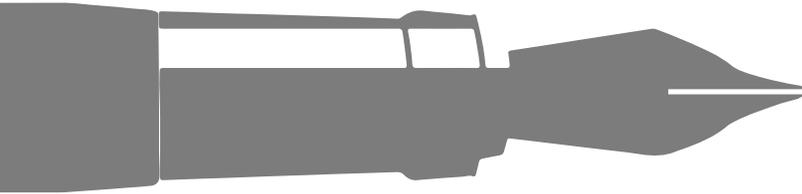


## Final Video



### Reflection

Overall I am pretty happy with how this turned out. I didn't realize **how difficult it would be to animate a figure.** Being the first time I ever used After Effects there was a learning curve. After some time I got the hang of it and it went smoothly.



2130

# A1 TRANSFORM + TRANSPORT

"Build an installation influenced by structural elements of Hayes Hall which can collapse into a confined space."

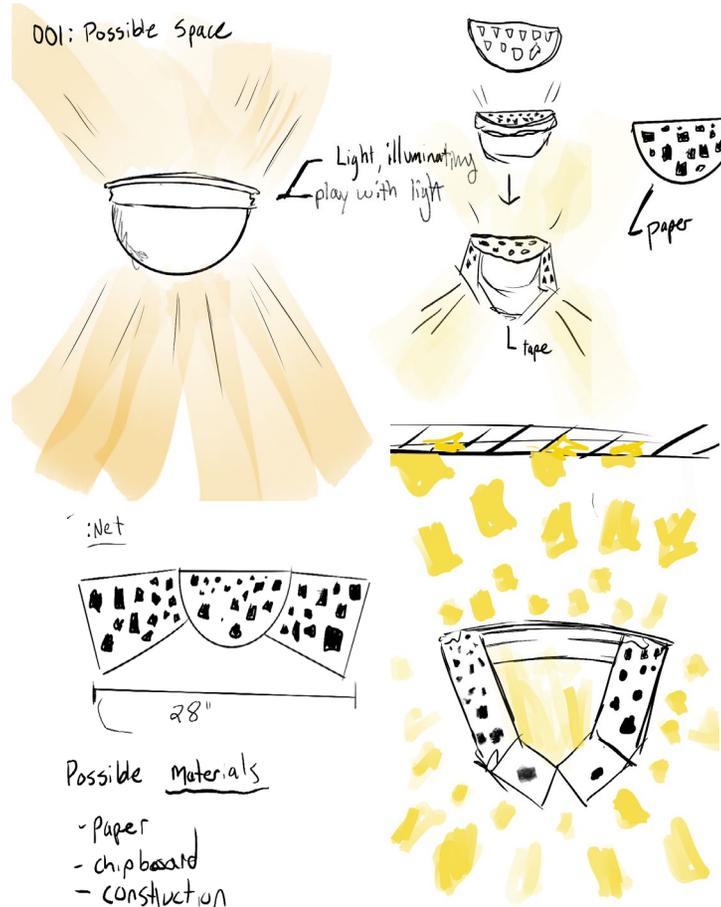
## Space Exploration



## Lights Tricky

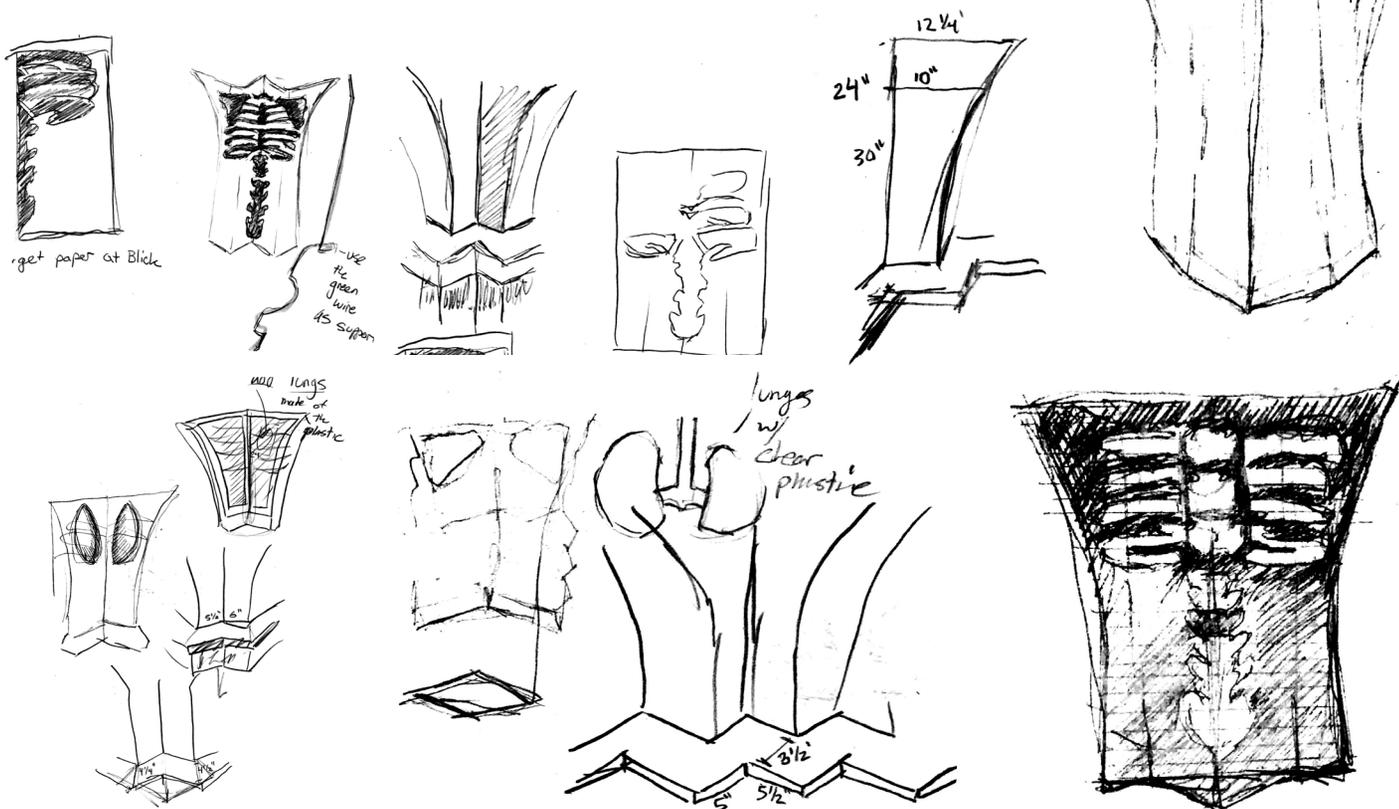
I chose the light fixture by the front doors of Hayes Hall. I had hoped to play with light by making **shadows of squares** going up until they hit the ceiling where they would be met with the square ceiling tiles. I tested some prototypes but none seemed to work out so I looked for a new space.

## Original Concept Sketches

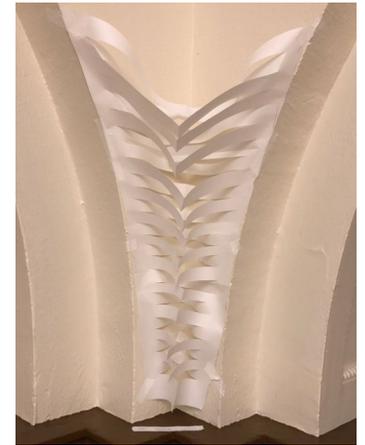


## Second Concept

For my second crack at this assignment, I liked the pillars in the front of Hayes Hall; how they expand outwards. **I first thought of scales that match the lines of the pillars.** Since these two big structures are holding up the whole design building I thought of a backbone. My final concept was to show how the support beams are the backbone of the design building. I made the negative space a cutout so you are looking through almost a lens to the wall that is the backbone. Then the lungs move ever so slightly when the front doors open to represent how this building is always alive.



## Prototypes





### Poor Planning

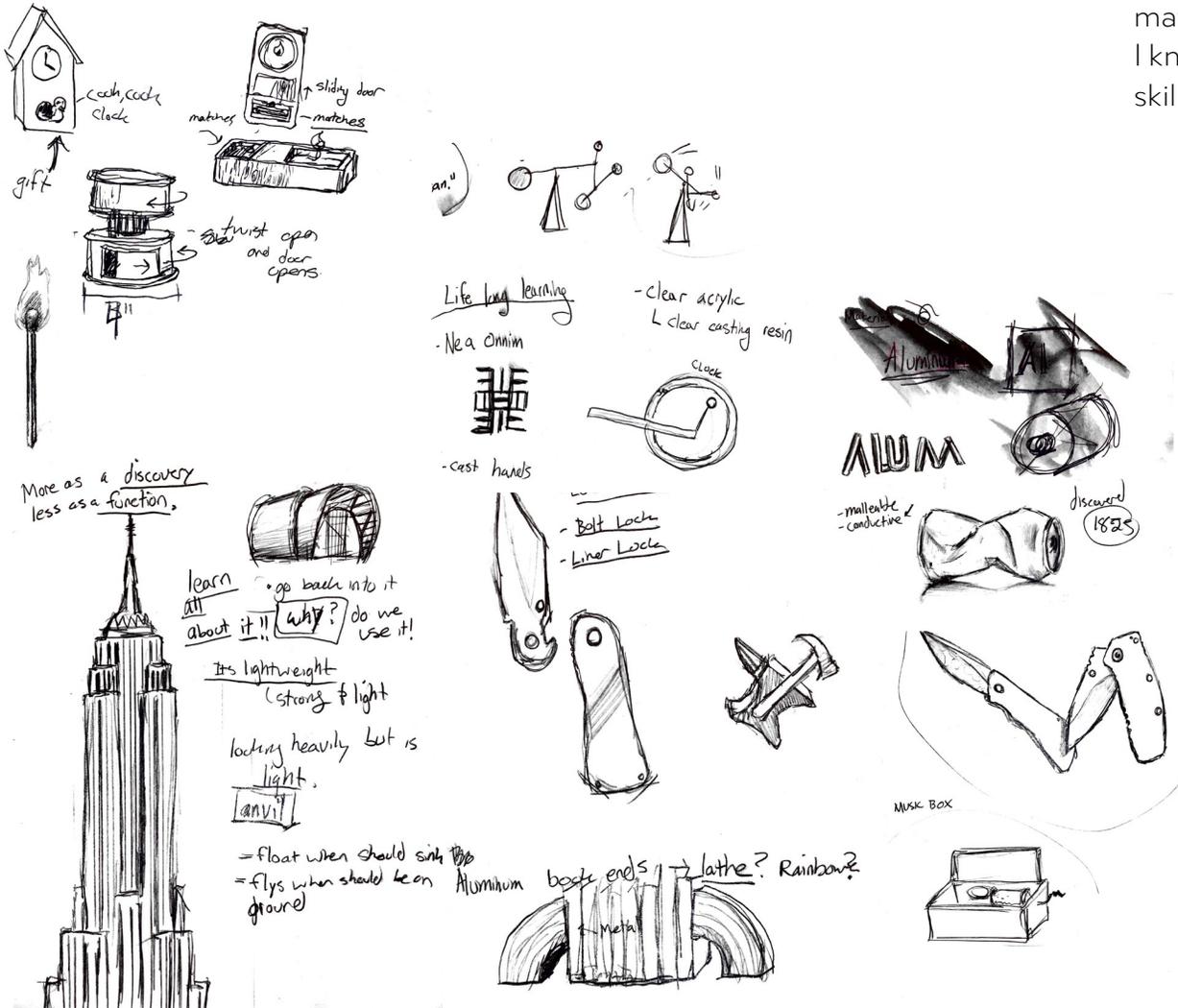
I waited until the night before to start this installation thinking I could craft it to how I wanted to. But that wasn't the case this time. Through this failed project I learned that you need better planning. Also that matter how much you prepare, in the end, you **just have to go for it.**



# A2 GIFT

"Ideate and craft a gift tailored to an upperclassman based off of a quote that represents the creative process."

## Sketches



## Meeting Mitchell

After meeting Mitchell and getting to know him, I quickly had some ideas. I could tell right away he is a very intelligent man and somebody who loves to learn. He said his favorite material to work with was aluminum. I knew then that I would learn a new skill while constructing his gift.

"CAN YOU IMAGINE  
WHAT I COULD DO IF I  
COULD DO ALL I CAN."

-SUN TZU



# Prototypes



# More Ideation

- Perpetual Motion
- alexander calder



- aluminium
- wood
- steel dowels
- epoxy resin
- glue

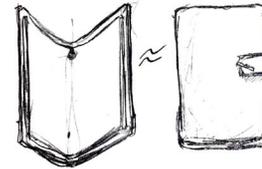
5 1/2 x 1 1/2 x 1 1/2

Stain the wood

5 min - 10 min - 15 min



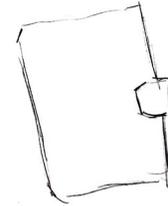
Notebook



Clasp



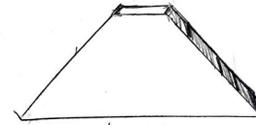
ask Mitchell about his favorite designer artists.



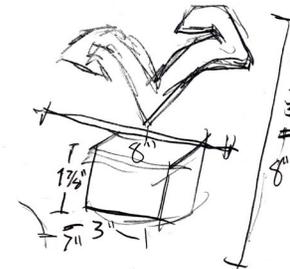
- wood
- epoxy resin

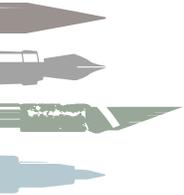
J-B Weld

- Sand the metal
- 100
- 200
- 400
- 600
- 800
- 1000
- 1250
- 3000!

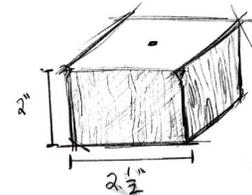
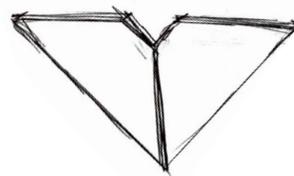
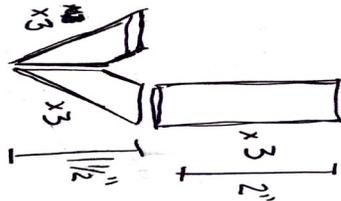
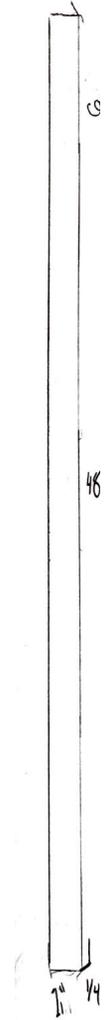
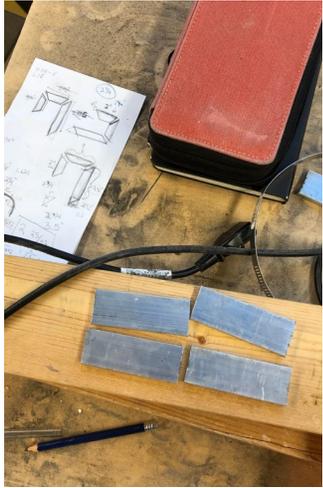
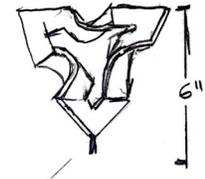
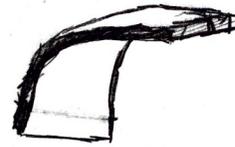
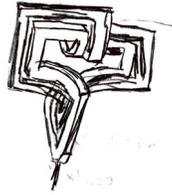


actual size

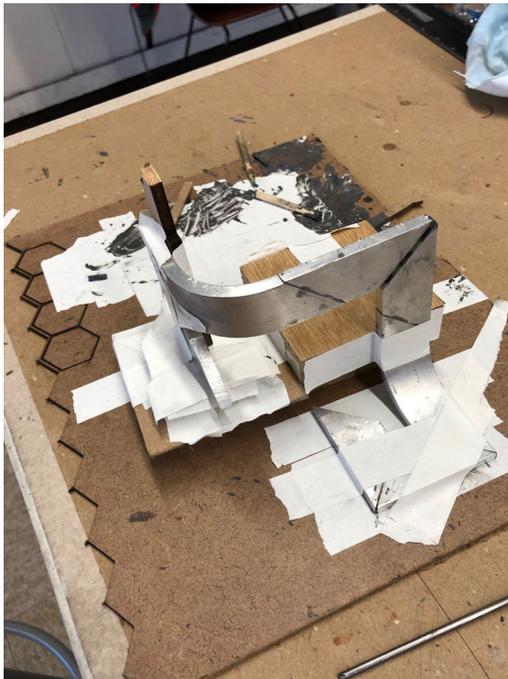
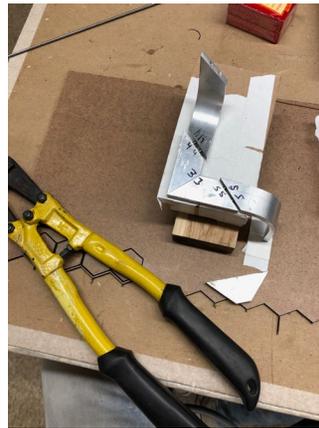




# The Path of Exploration



Continued



CLICK TO SEE SPIN!



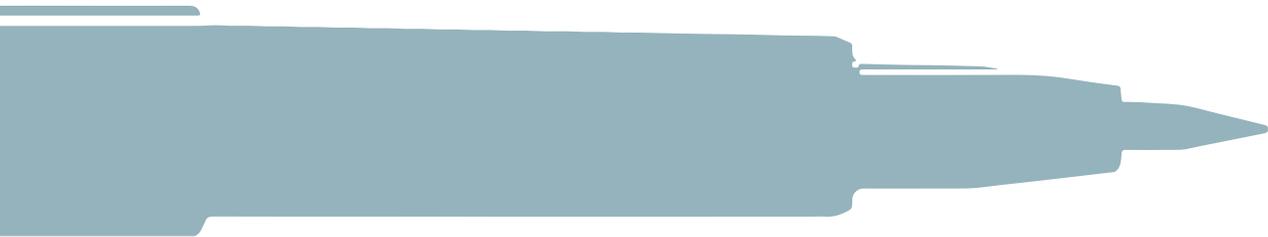
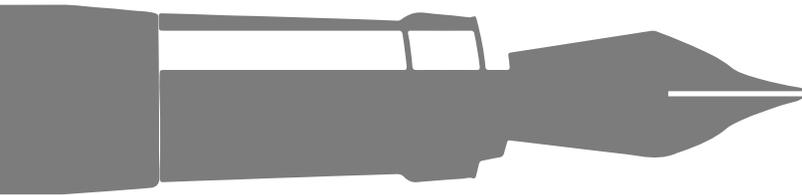
## Giving Mitchell his Gift



## Reflection

This project taught me a multitude of lessons relating to the design process, understanding your 'client,' and I even learned about myself. **I learned how to work with metal, specifically aluminum, and how to work with wood.** It was a very long and strenuous process, but well worth it. Mitchell is an amazing designer and an even more amazing guy and I was honored to make him a gift.





2330

# A1 CHARACTER DESIGN

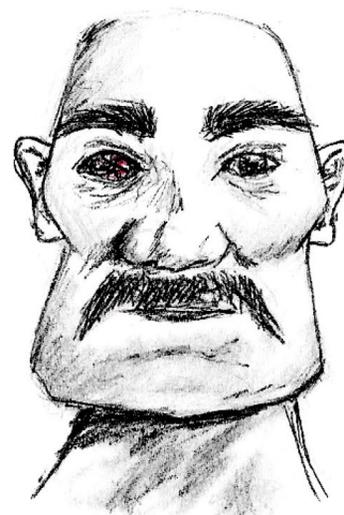
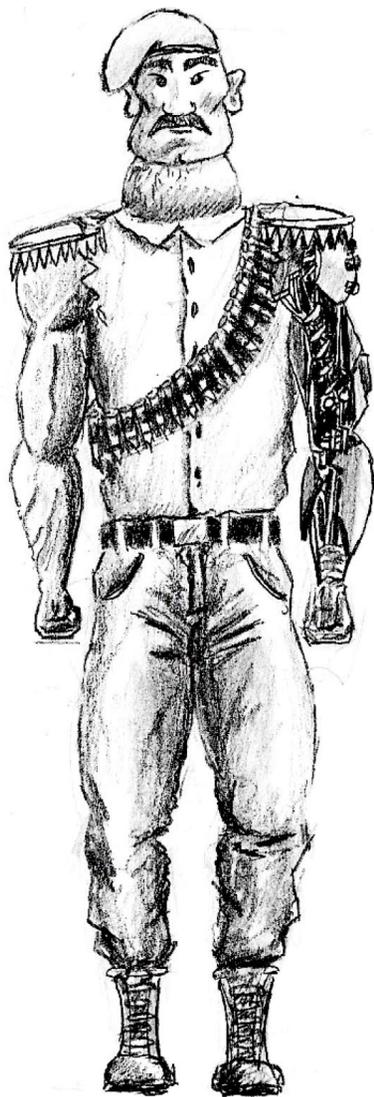
"Write a brief backstory and illustrate multiple iterations of characters."



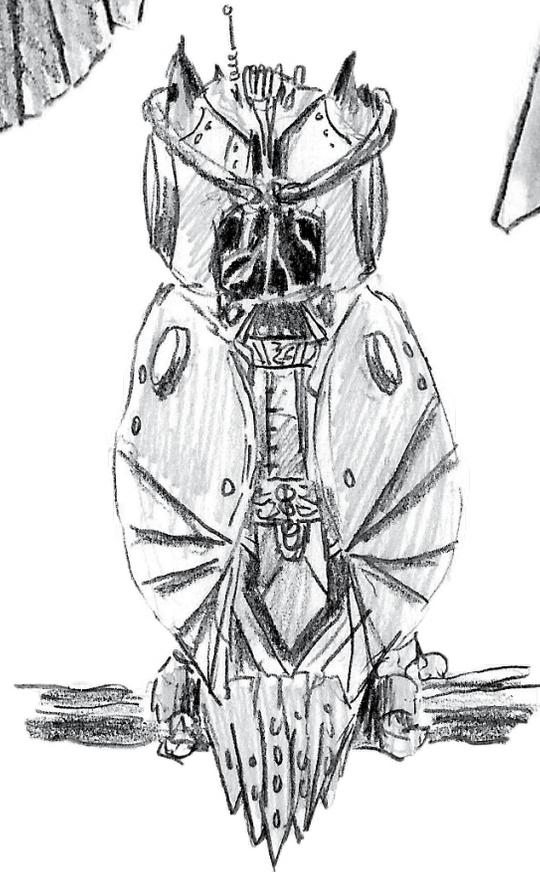
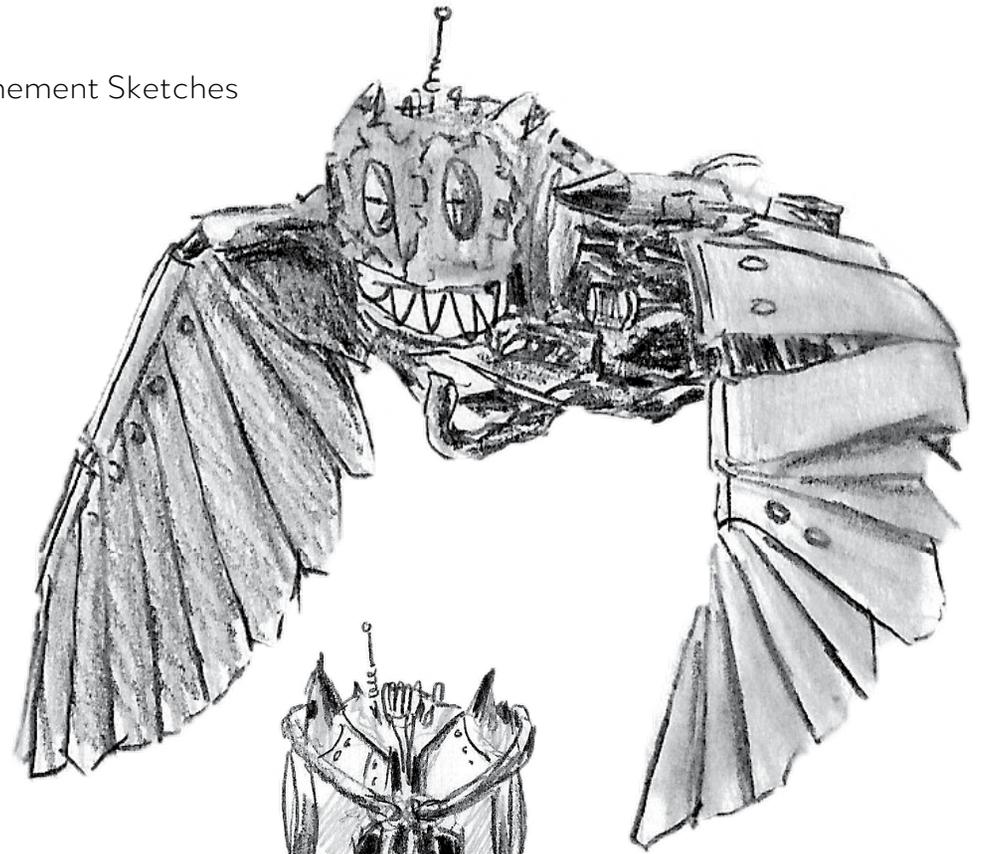
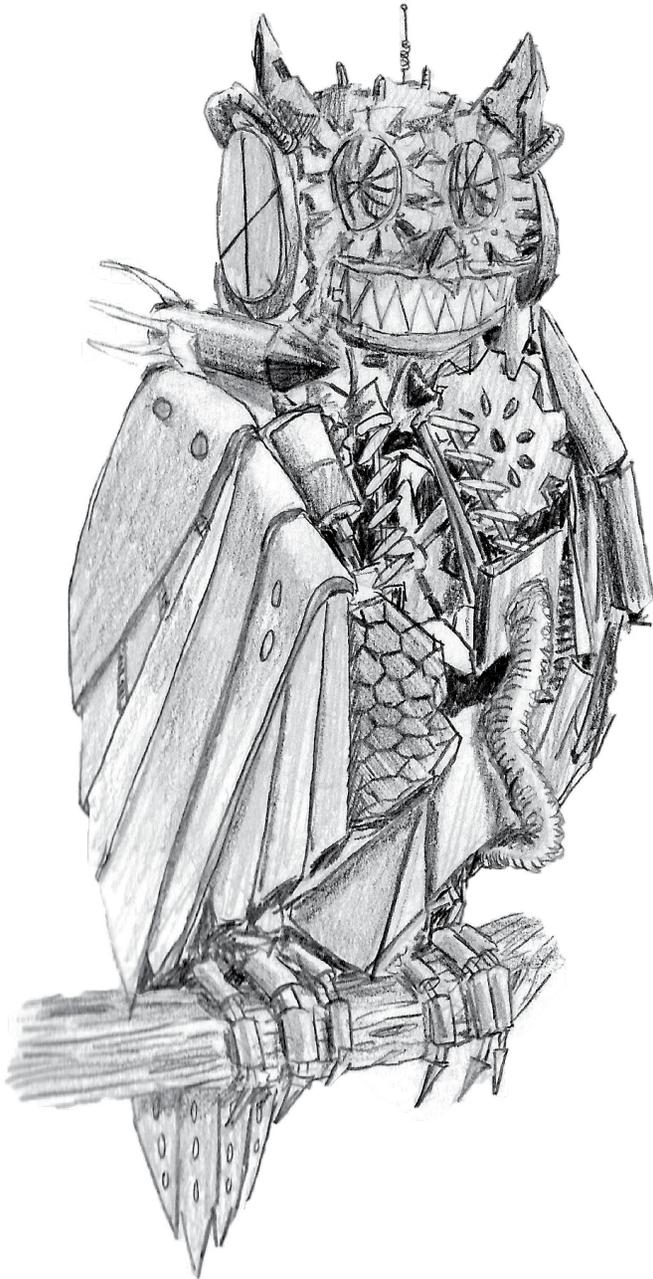
## Character Iterations



Refinement Sketches

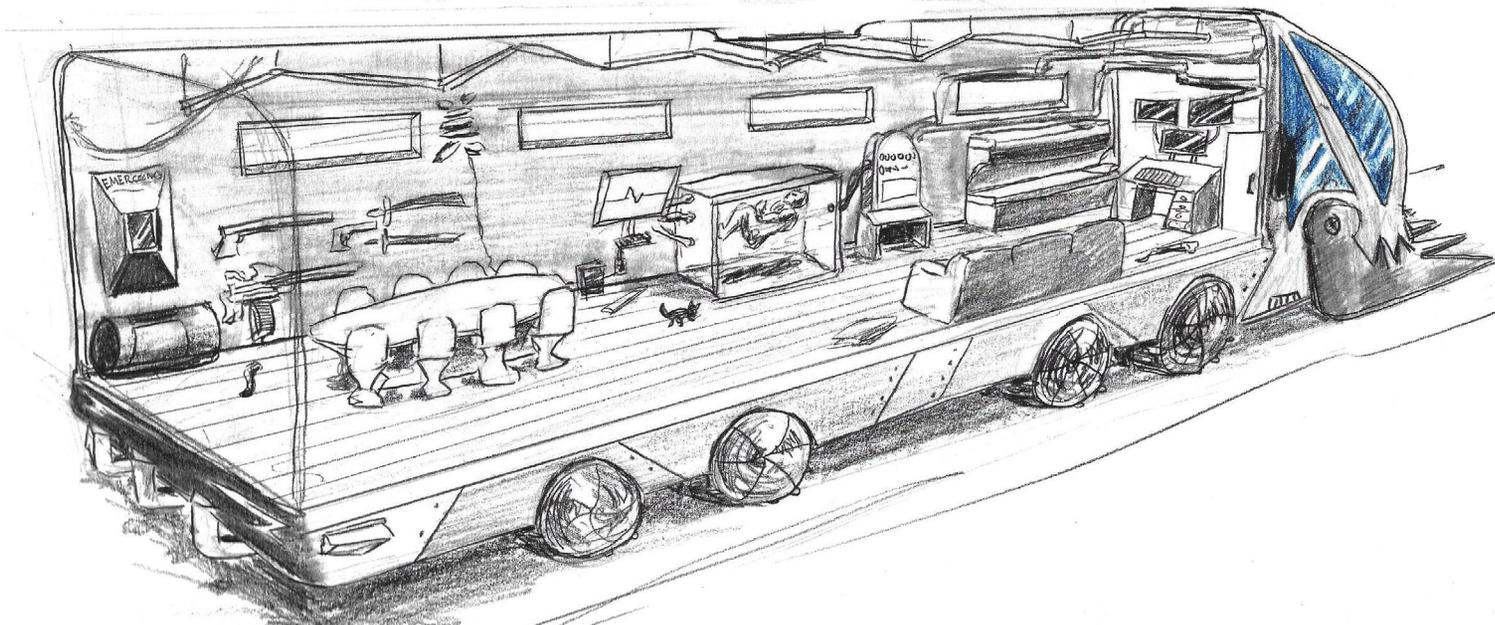
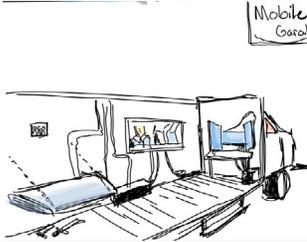
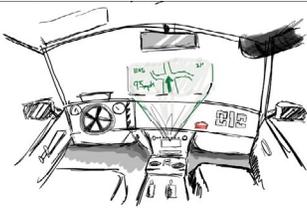
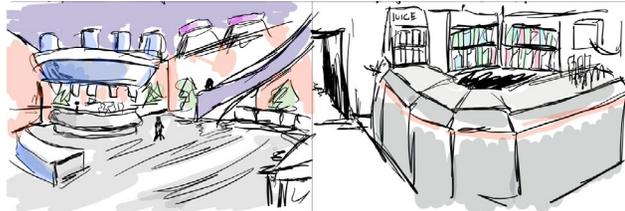
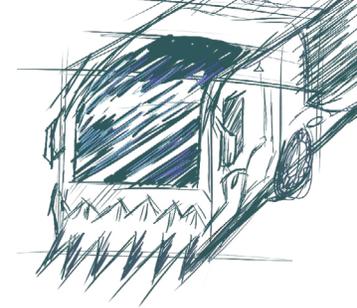


Refinement Sketches



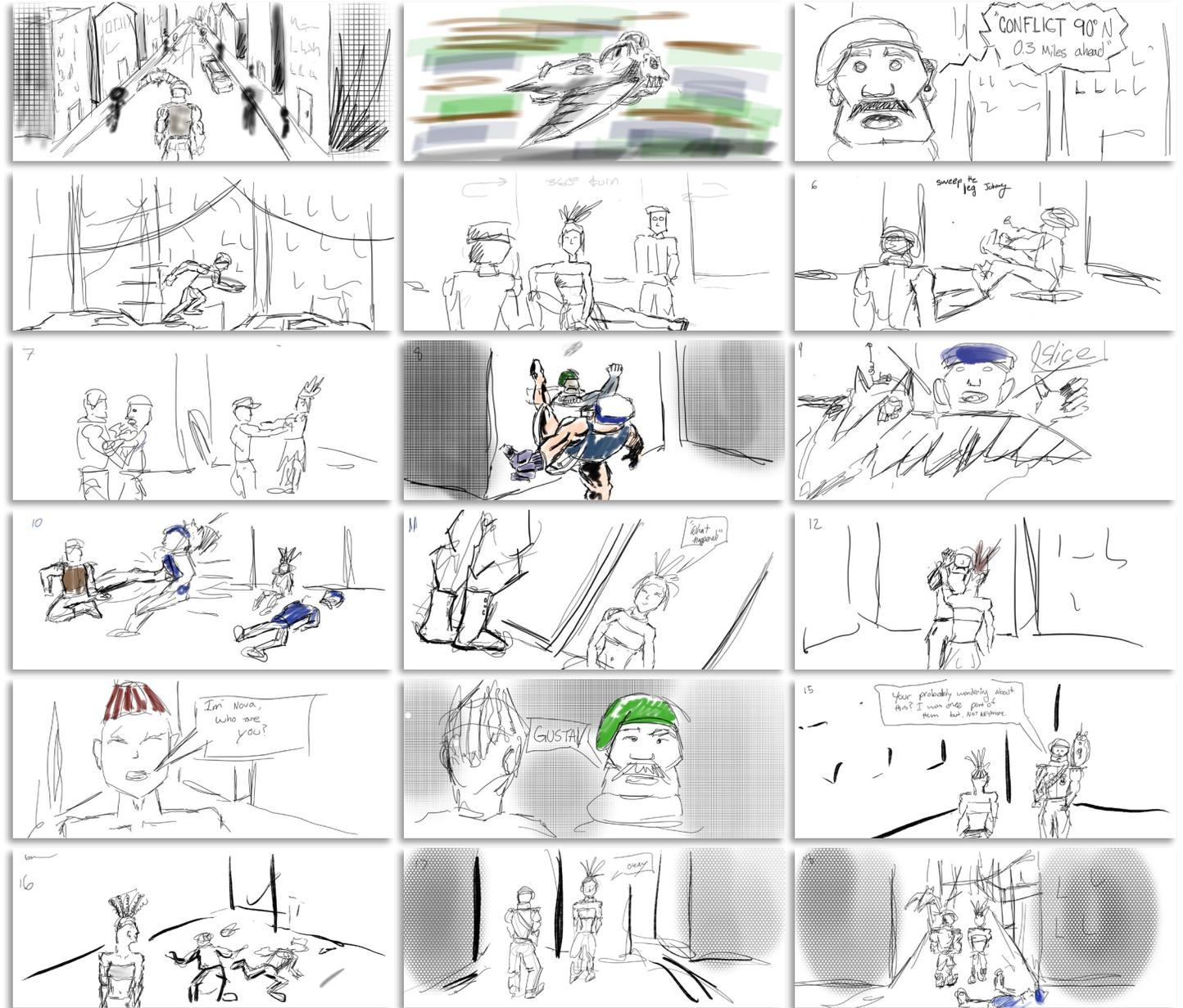
# A1 INTERIOR ITERATION

"Draft multiple interiors focusing on form and functionality."



# A1 ANIMATIC

"Construct an 18 frame animatic using the characters, artifacts, and interiors you constructed. Include a rising action, climax, and falling action."



## Color Scheme



## Creating a Compelling Narrative

My animatic tells a story about Gustav, an ex-military officer patrolling the streets with his trusty sidekick, Skippy, a high-tech owl. Gustav hears a girl in distress and runs towards her screams. When he arrives the girl is being taken by government robots. I wanted to have an eclectic arrange of camera shots to show motion and suspense.

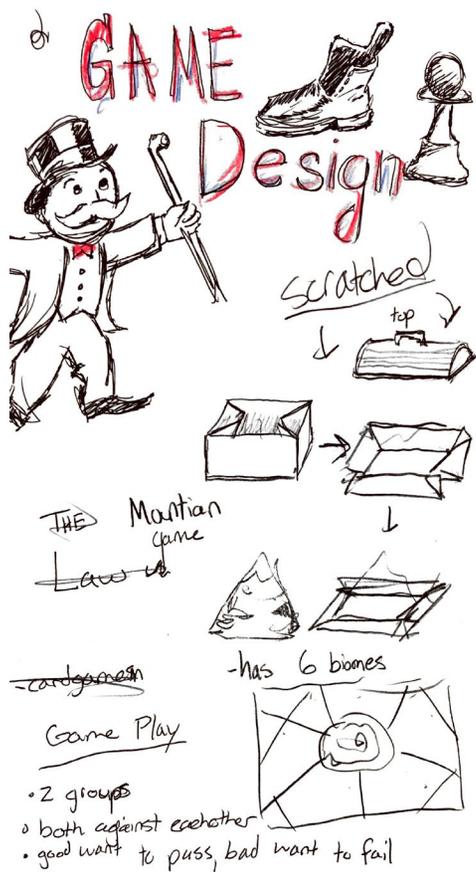
My backgrounds are shades of amber and brown, with grimy colors as accents. I did this to show the life of people living in the undergrounds.



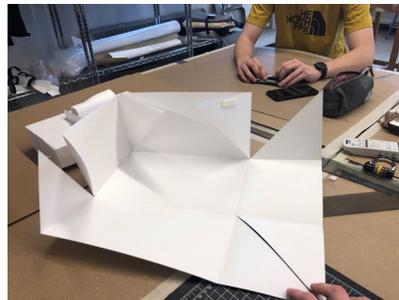
# A2 ANALOG GAME

"Design and construct an analog game emphasizing interaction, user experience, and aesthetics."

## First Idea



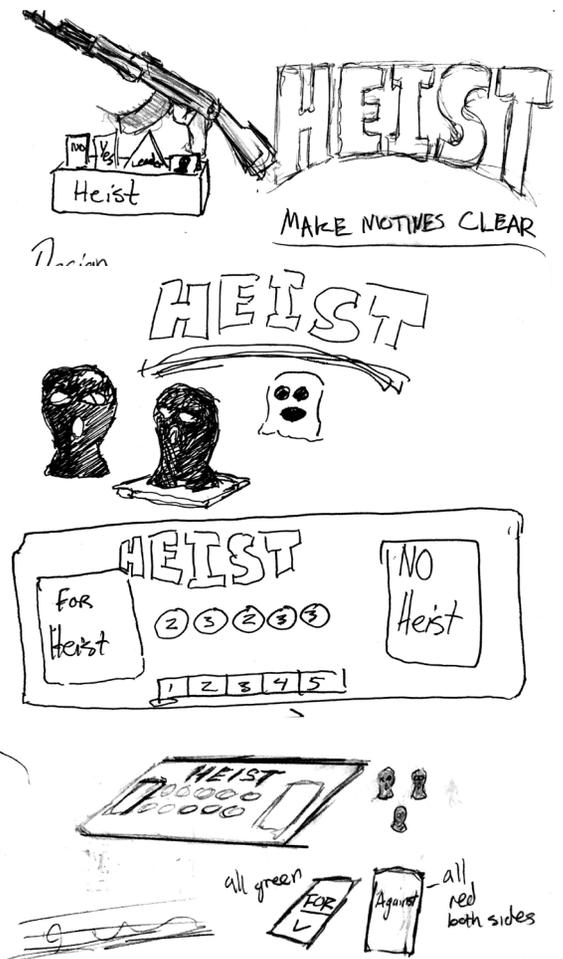
## EVEREST



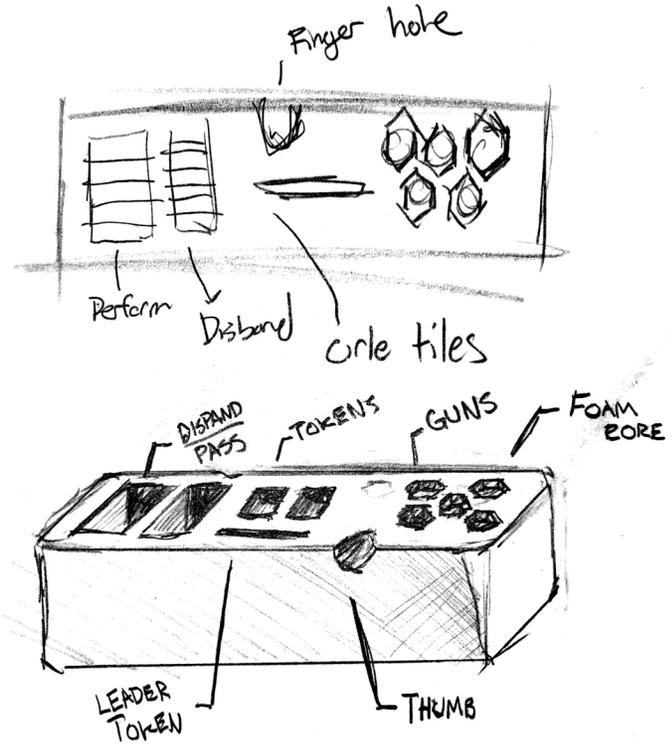
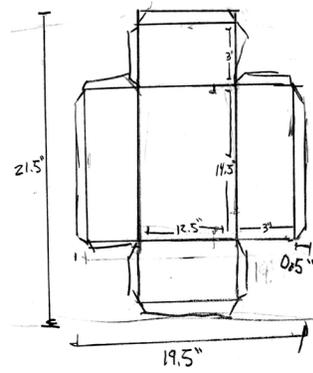
## New Concept

### Switching Things Up

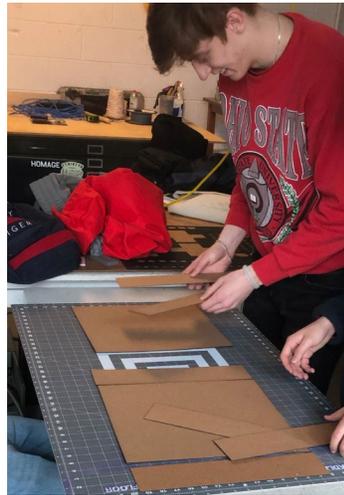
We were originally going to construct an adventure game with a 3D mountain in the center. After much thought the team decided to change the concept completely.

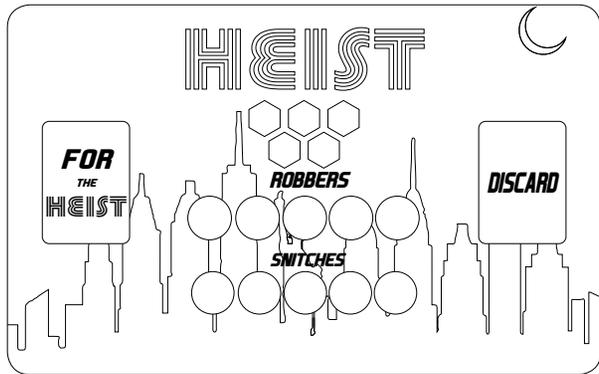
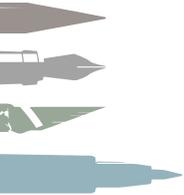


# Constructing the Box



Smooth like butter!





# HEIST

# HEIST

# HEIST

# HEIST

**STRATEGY HELP**

**TEAM CLARIFICATION**

**HEIST**

CREATED BY:  
 CALVIN DELACROIX  
 MIKE DELACROIX  
 JOEL LUCAS  
 SAMMY LOFF  
 HENRY OAK

**CHARACTERS**

**SET UP**

**BUILD THE TEAM**

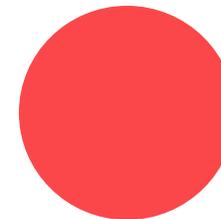
**GOALS/TYPES**

**PLAYERS**

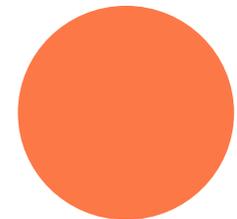
|          | 5 | 6 | 7 | 8 |
|----------|---|---|---|---|
| Robbers  | 3 | 4 | 4 | 5 |
| Snitches | 2 | 2 | 3 | 3 |

**SNITCHES BEHAVIOR**

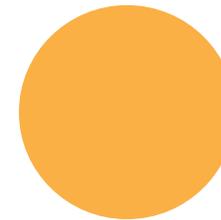
**ROBBER PLAY**



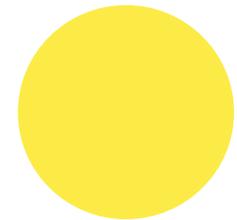
#FD484A



#FD7748



#FAB045



#FDEA48



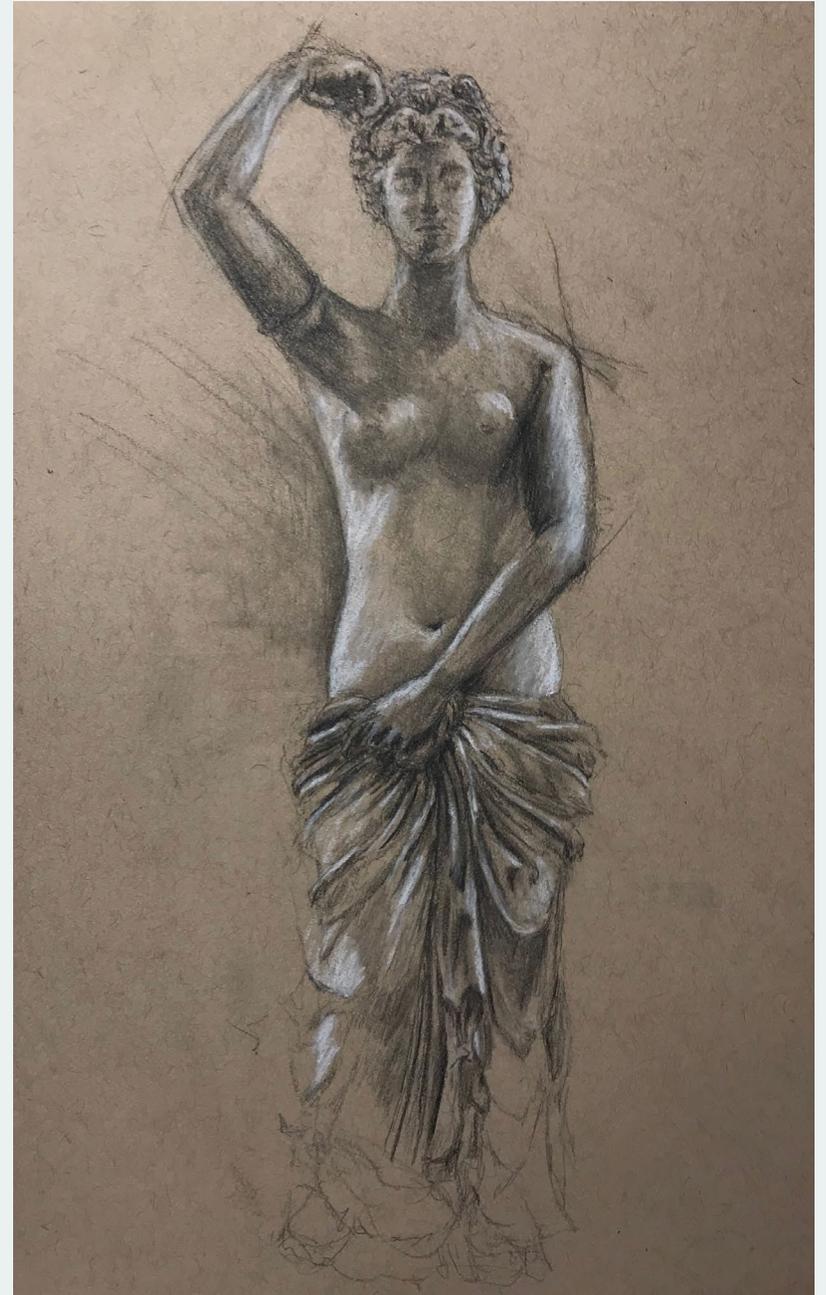
## Looking Back

This project taught me a great deal about **user experience** as well as working closely with others. I learned how to not stick with your first idea for so long, but rather **always keep prototyping**. In the beginning, I was a little worried if we would all work well together, but those worries soon subsided. The whole process of iterating, tweaking, and testing countless times will go forward with me forever.

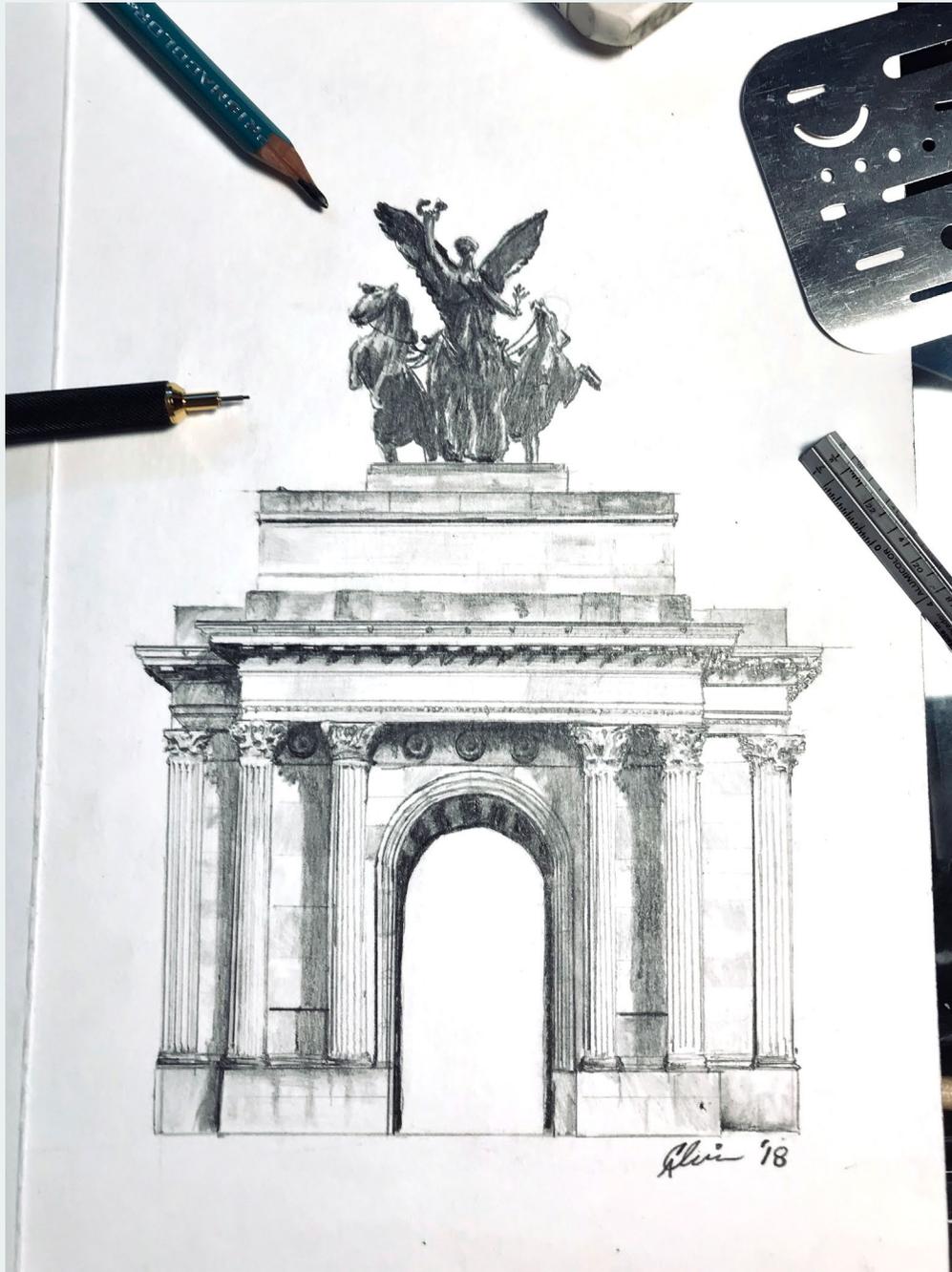
# Personal Work



2016



2017



2018



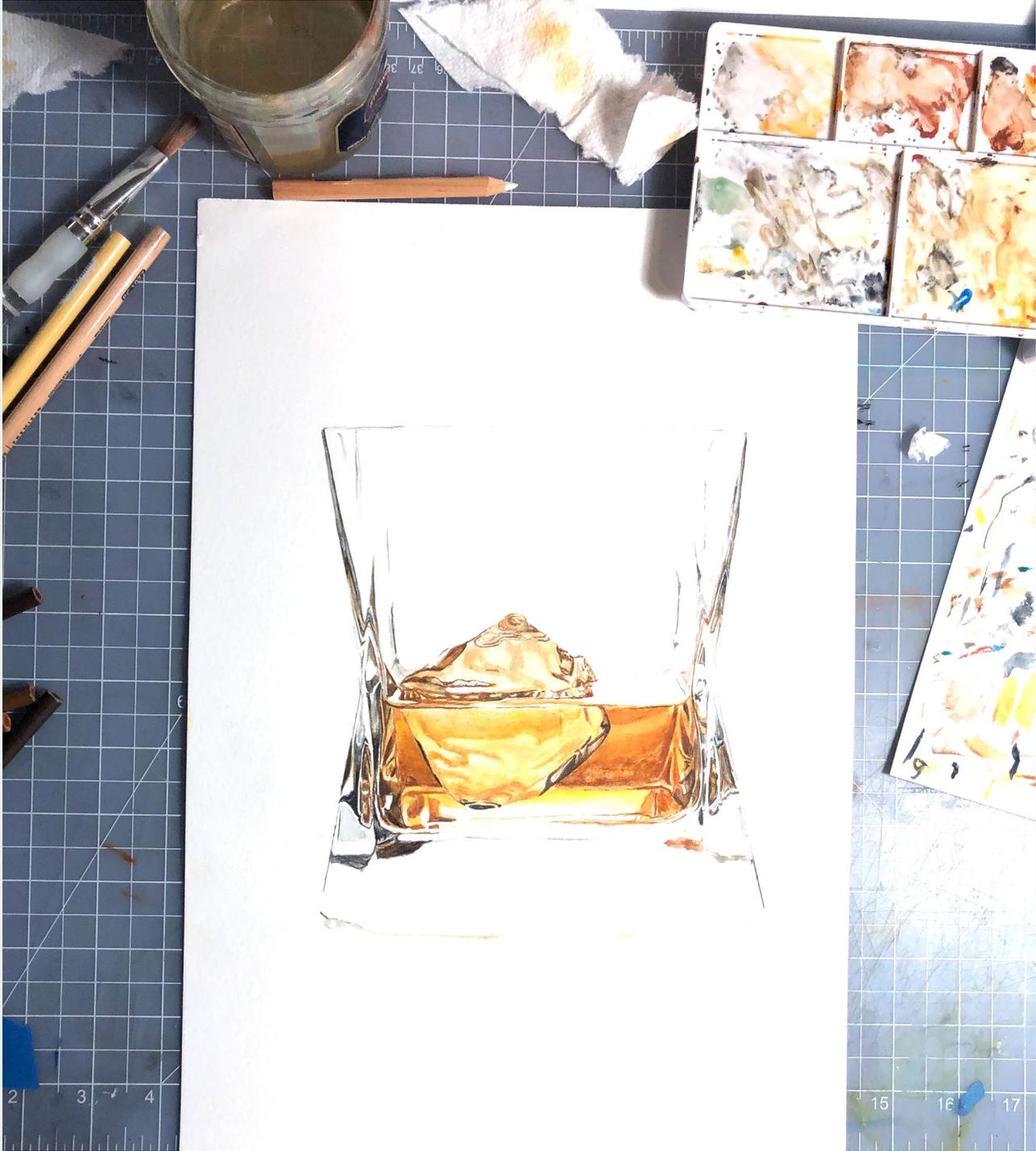
2018



All ballpoint pen!

2018

Currently Working On



Logo Design



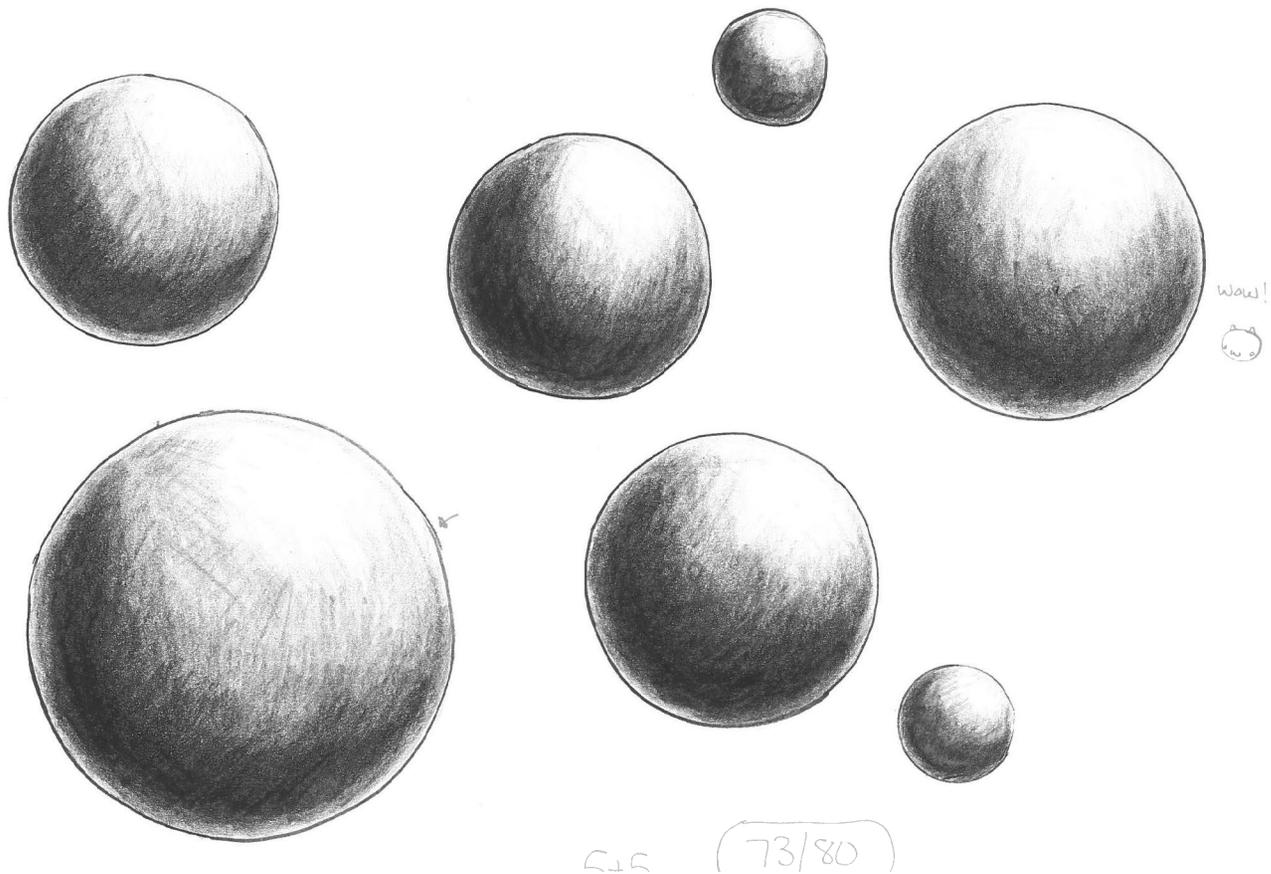
# INDUSTRIAL DESIGN

## FIRST SEMESTER

As this semester has progressed I have been more and more disappointed with the design program. I don't feel like I'm learning as much as I want, our facilities are horrible, my professors aren't very good at teaching, and there is no opportunity for studying abroad. I just want to be in an environment where I can learn and grow and would love to be in architecture.

# 3301 SKETCHING CLASS

This is by far the best taught class, and my favorite this semester.





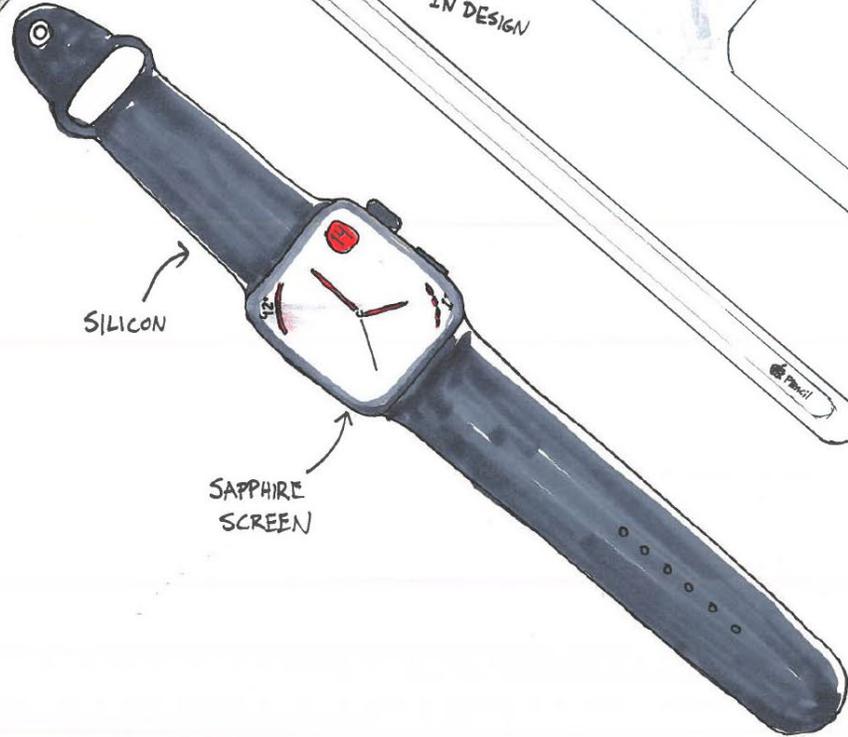
GREAT attention to detail

SINGLE GLASS BACK



UNIBODY CASE

ONLY 1 BRAKE IN DESIGN

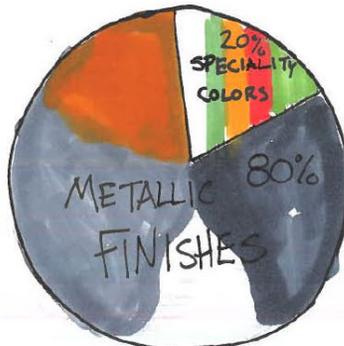


SILICON

SAPPHIRE SCREEN



ALL GLASS FRONT

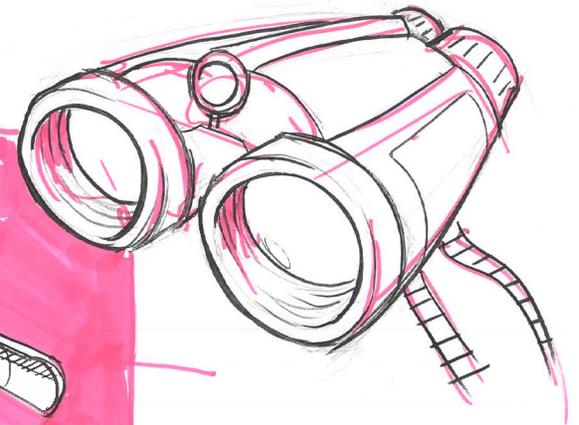
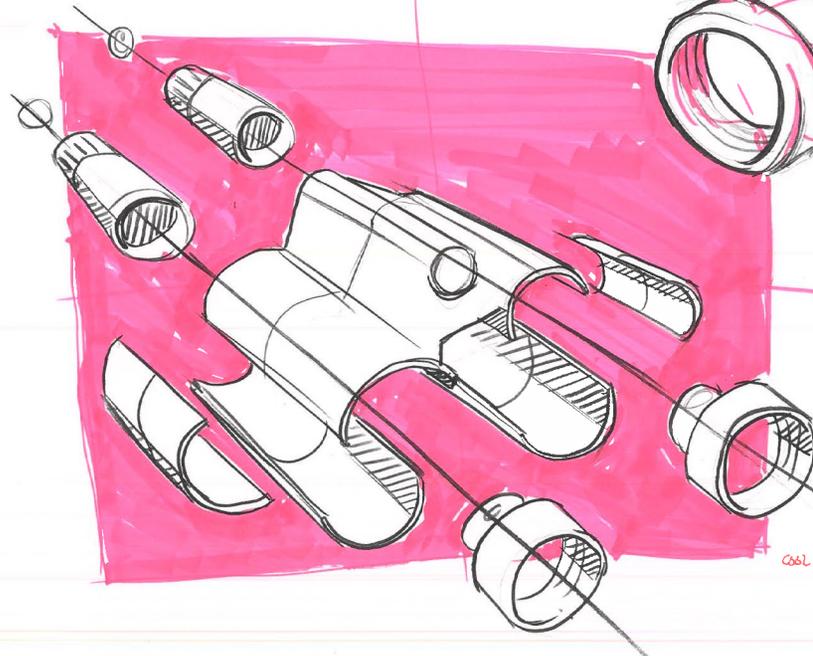
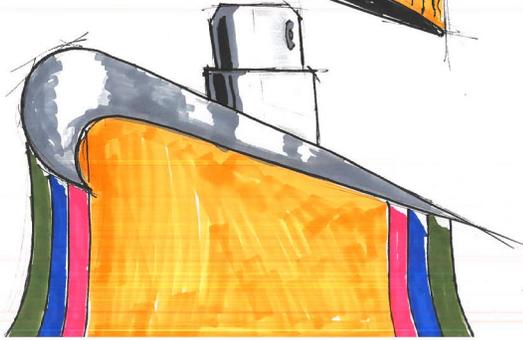


APPLE PRODUCT COLORS

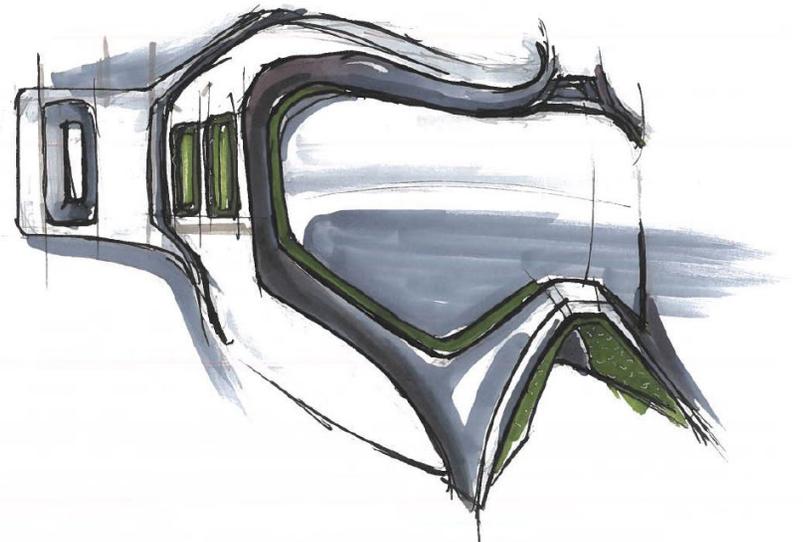
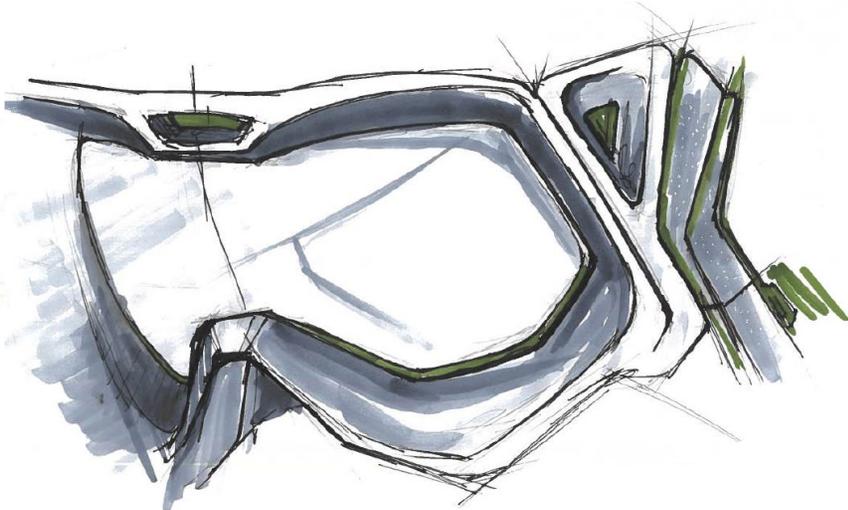
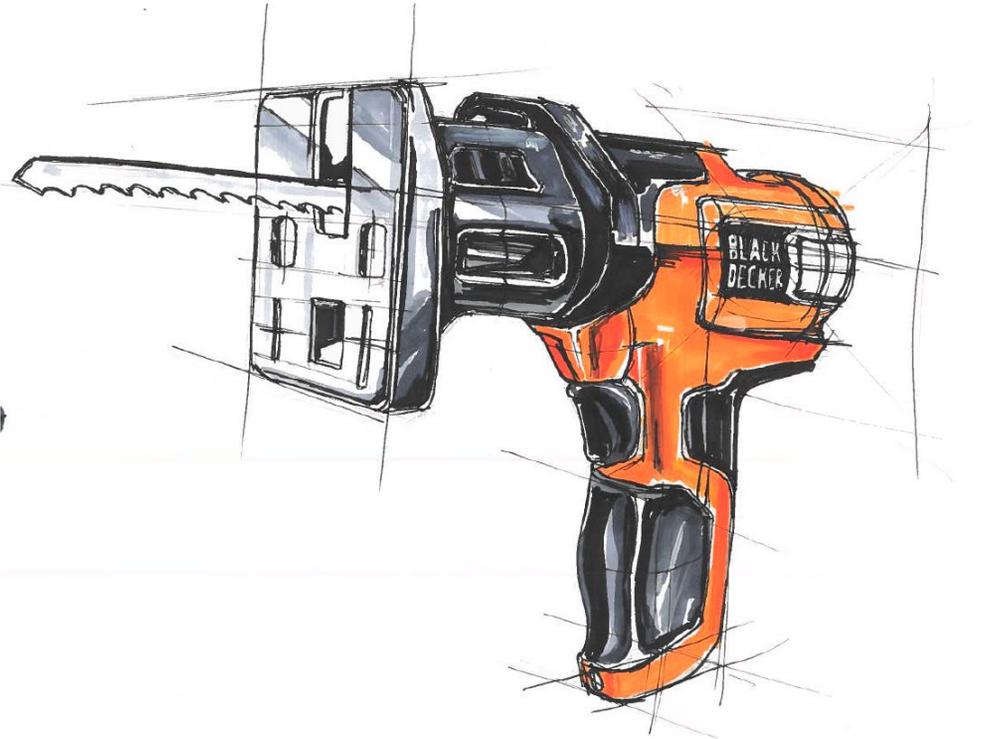
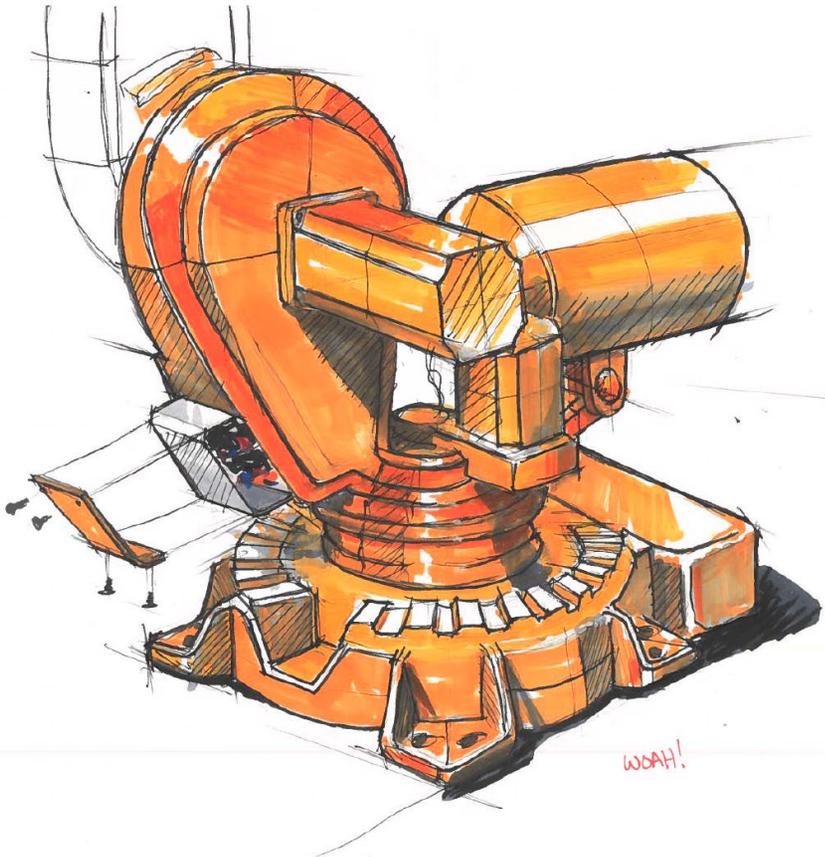
SEAM

PUSH TO DISPERSE

CORDUROY TOP



COOL EXPLODED VIEW!

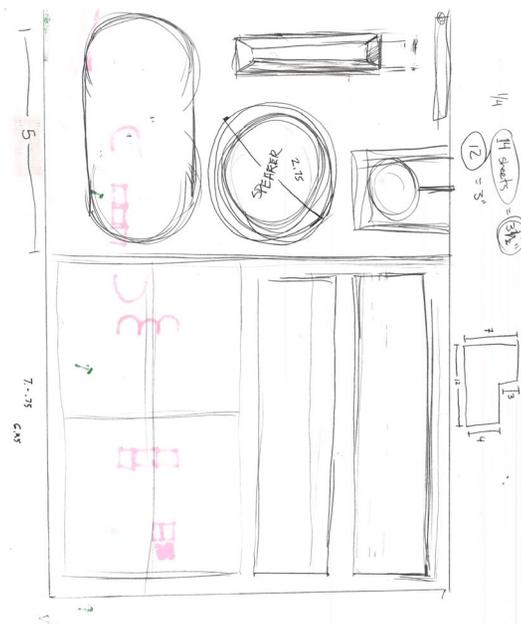


# 3301/3400 Desk Organizer

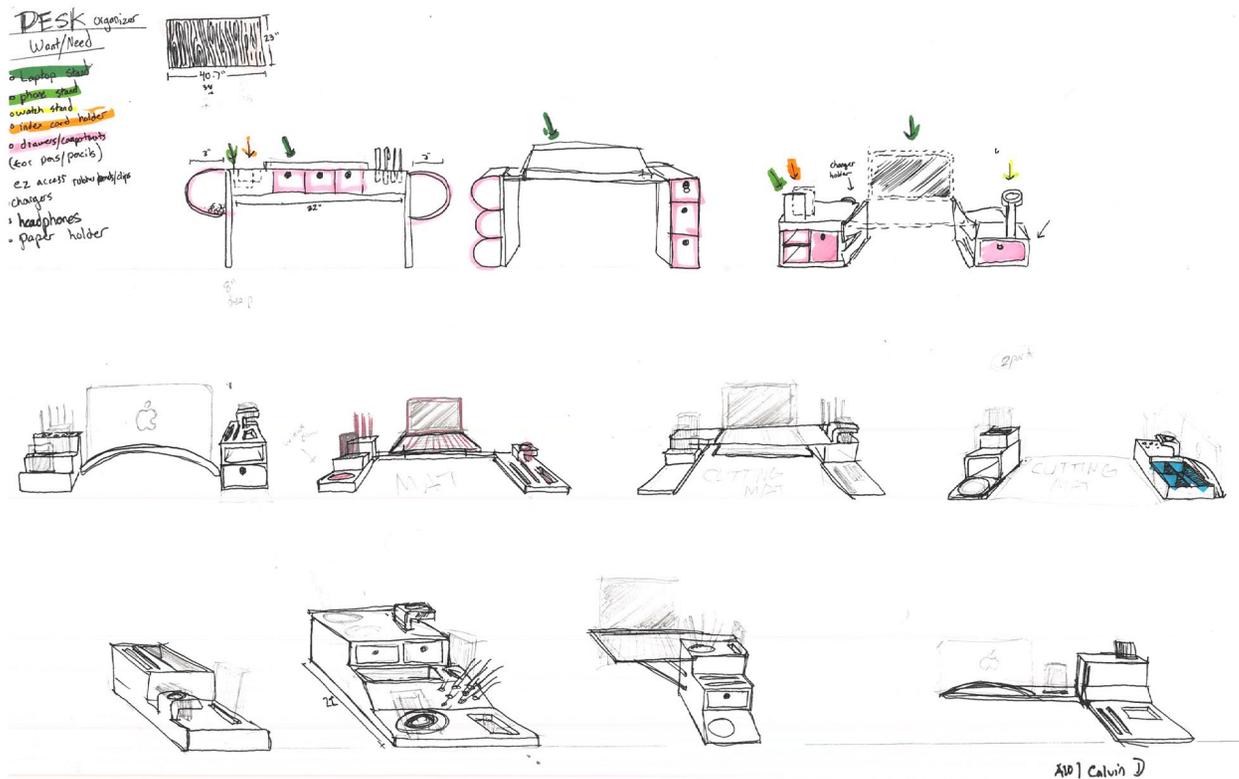
This was a project where we drew our concepts in 3301 Design and modeled it in CAD in 3400.

## Rants

In my CAD class, my teacher is nice but it's his first time TEACHING. He is not good at teaching at all and it's so frustrating. He spends more than half of our class helping one person, and we don't really get to learn anything.



## Ideation



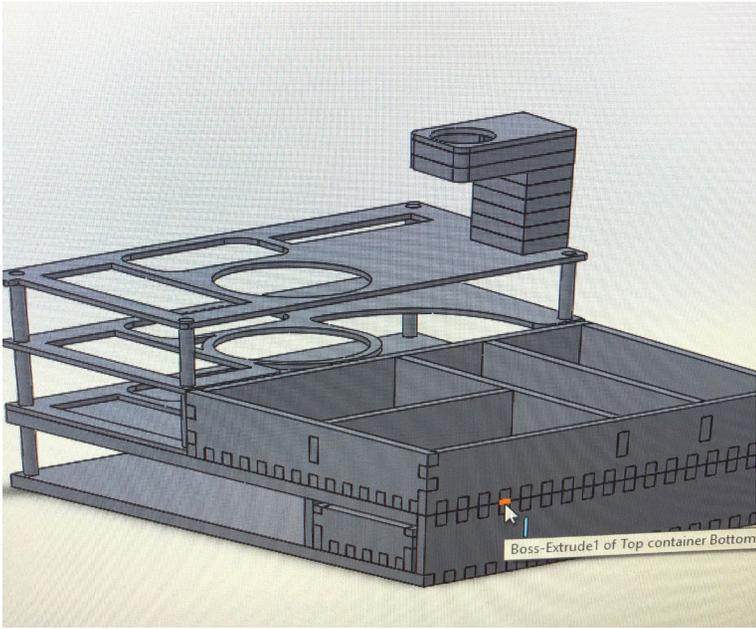
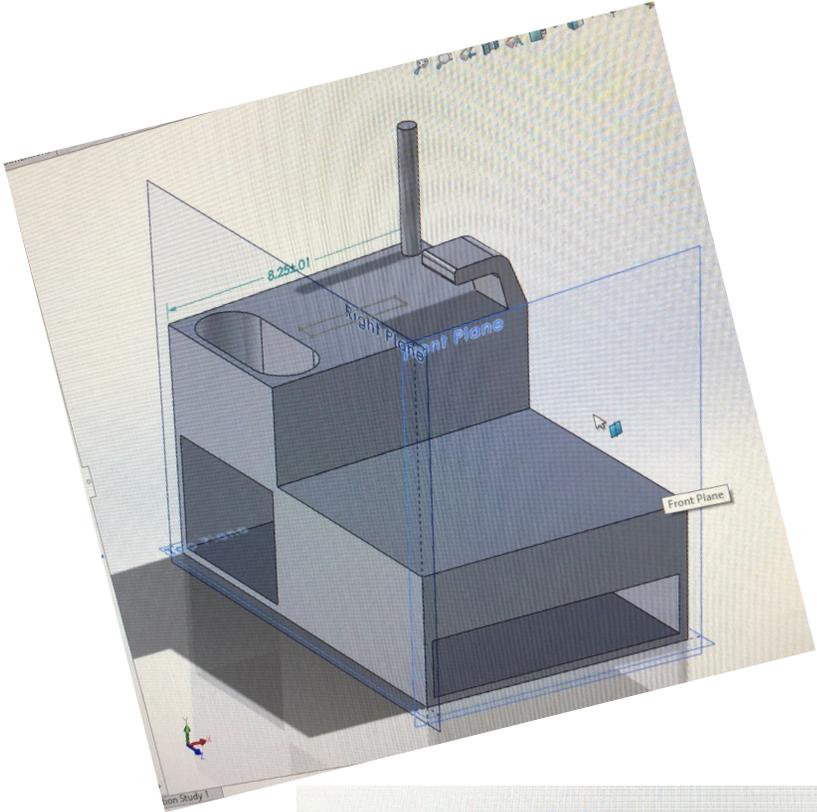




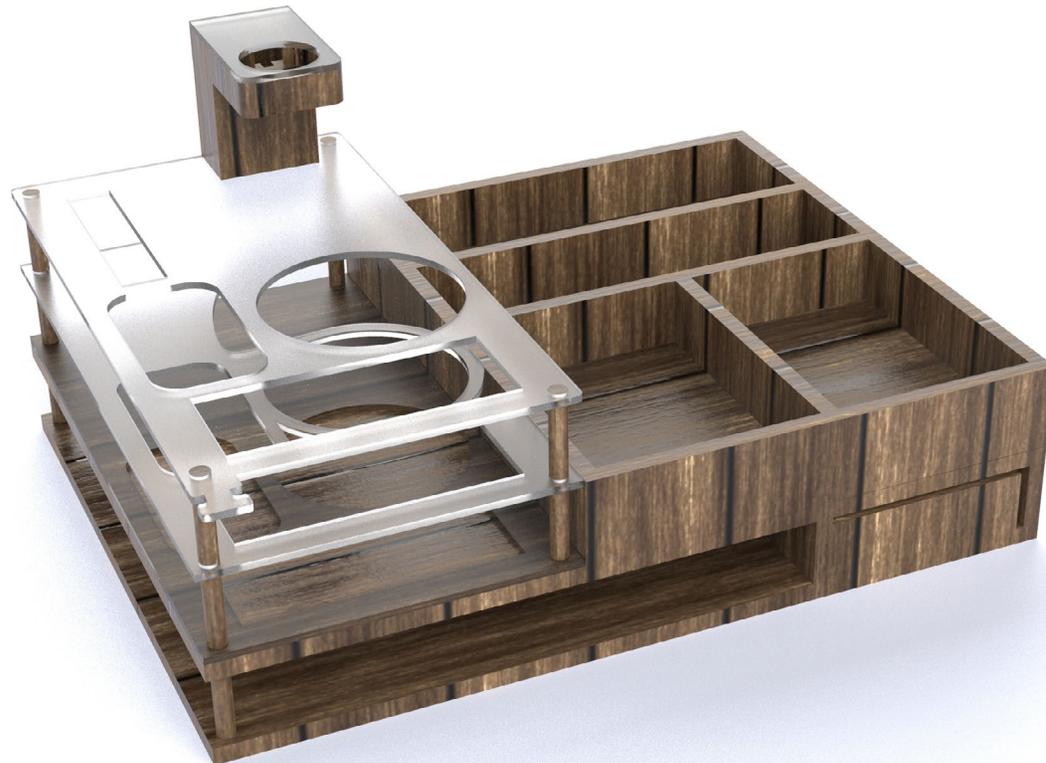
# Extremely Rapid Prototype



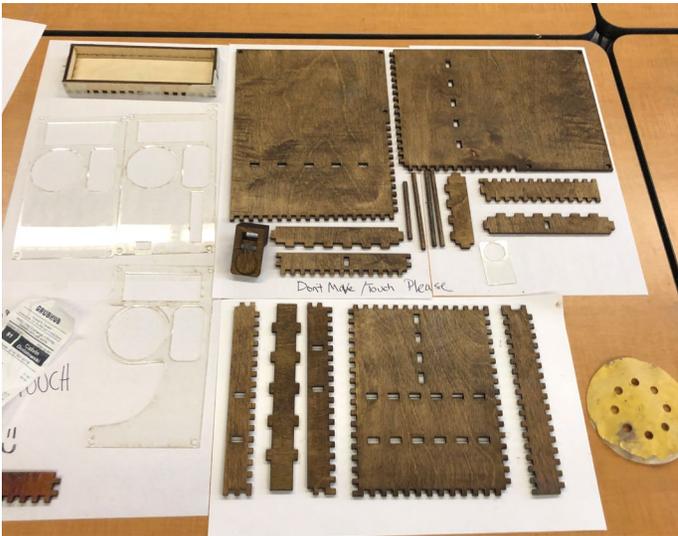
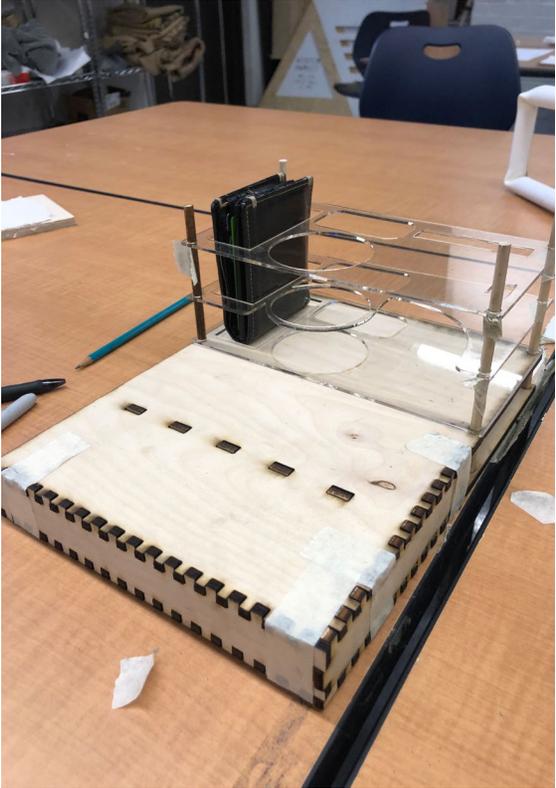
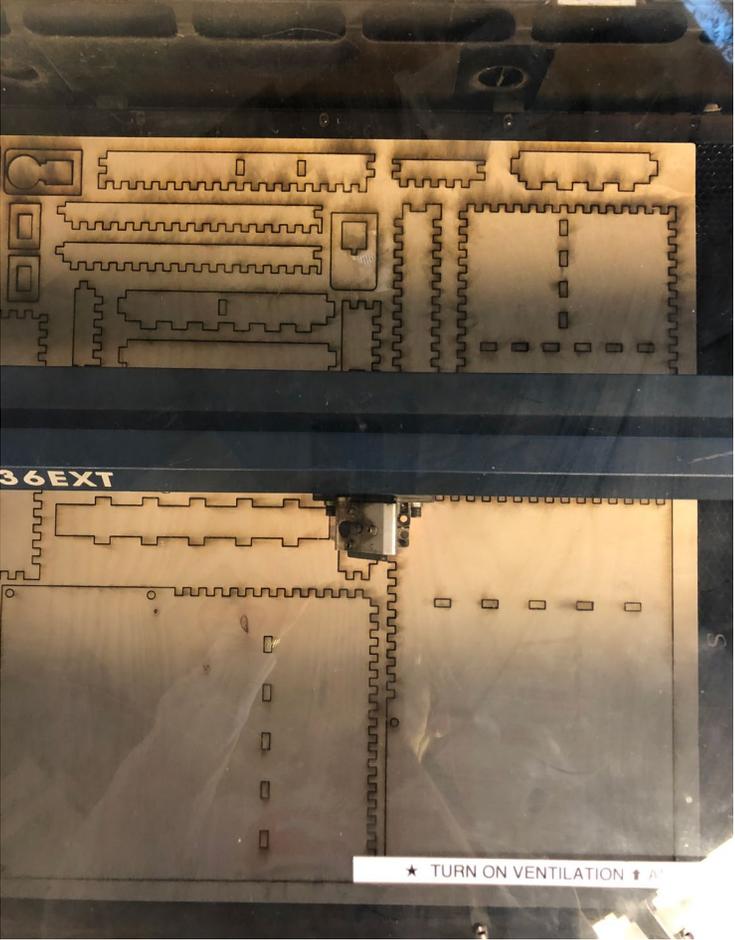
2016

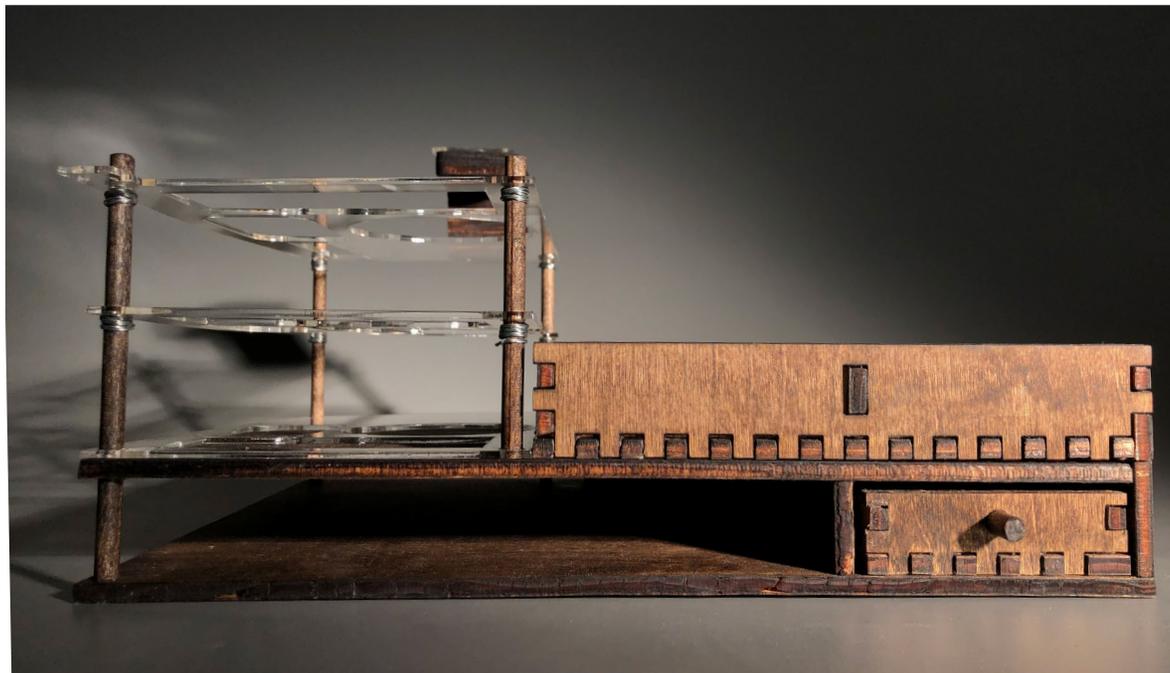
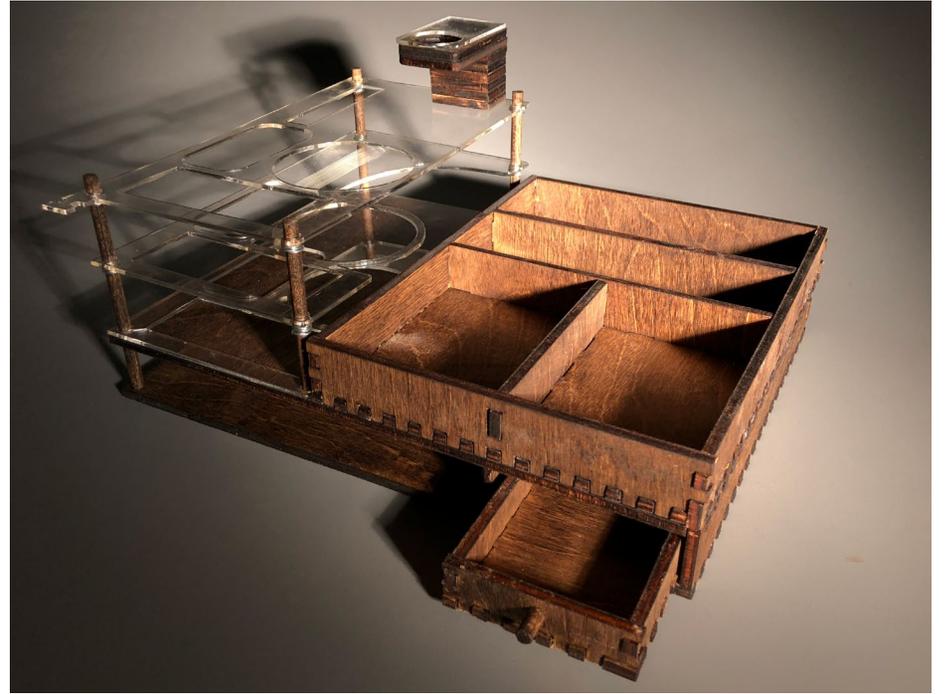
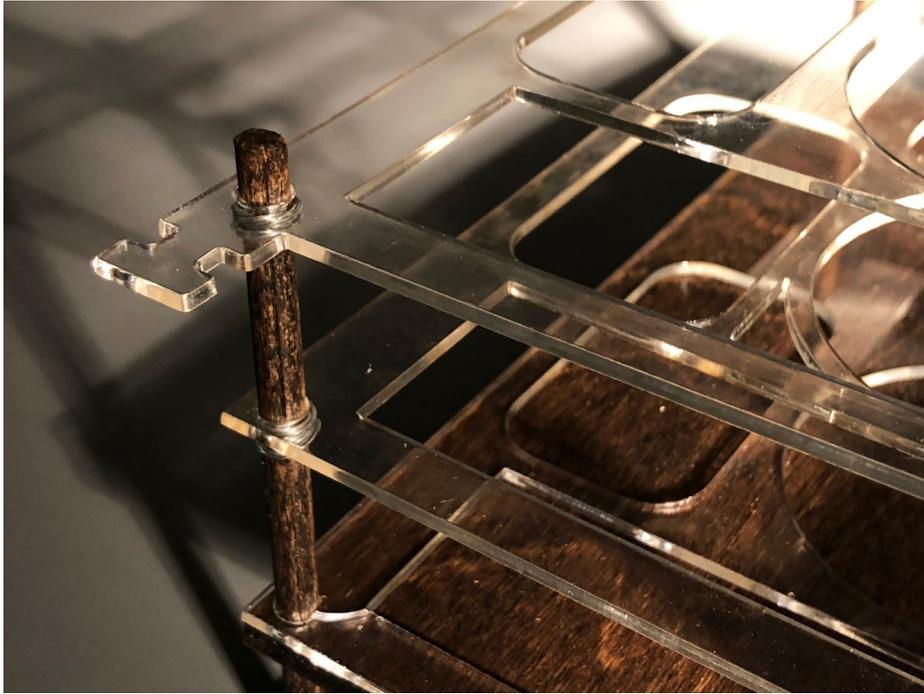


# Keyshot Renderings



Cutting at Knowlton because the design's laser cutter stinks!!!







Thank you  
for your consideration.