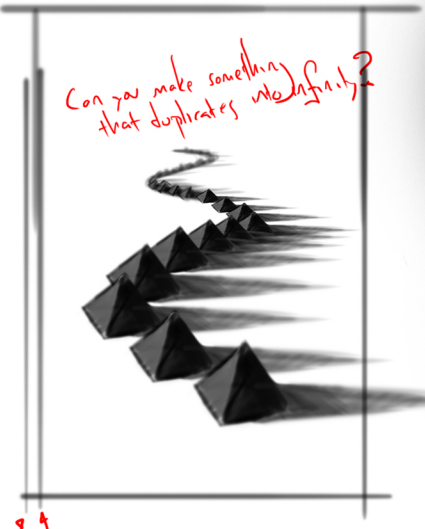




Putting them on the "wall" instead of the "floor".

I'm just using pyramids for convenience of sketching.

Start by dividing the pg. into ca. 9 cells.



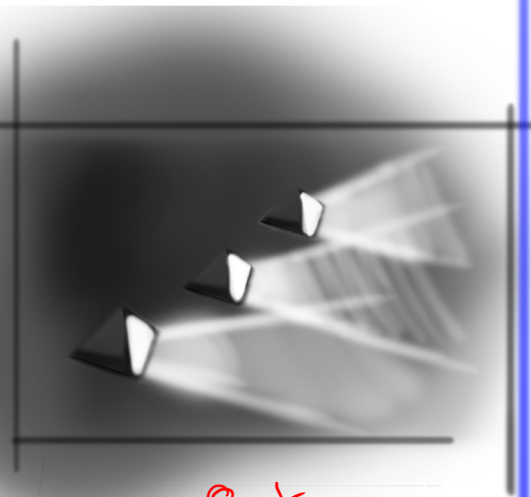
Can you make something that duplicates infinitely?

You can experiment w/ different croppings.



That looked too much like light fixtures to me.

What is the light source? Can it be a form in the still-life?

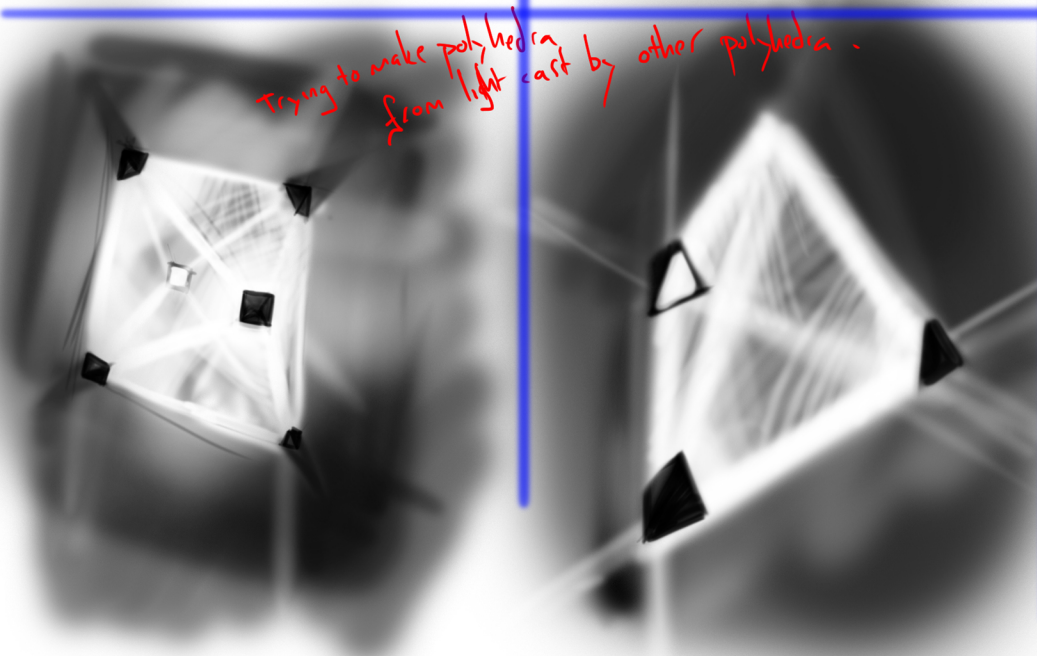


Play w/ different orientations.

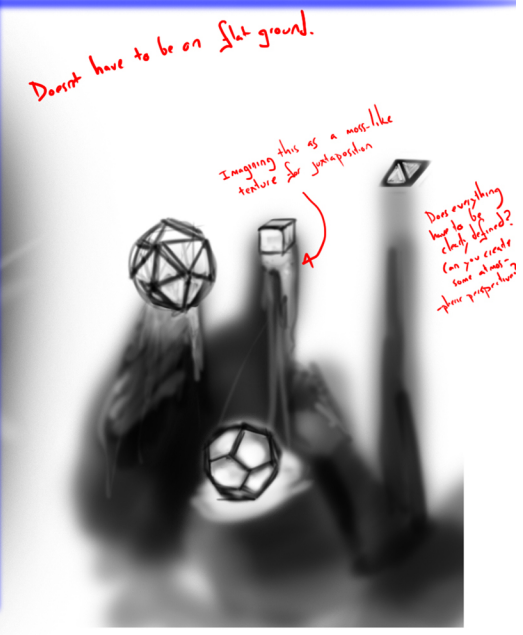


Objects don't have to follow other laws of physics either - This Dodecahedron reflects no light.

This is borrowed from a Grundy's design for something else. You can borrow ideas from each other; with permission.



Trying to make polyhedra from light cast by other polyhedra.



Don't have to be on flat ground.

Imagining this as a moss-like texture for juxtaposition.

Does anything have to be clay defined? Can you create some abstract form properties?



