

Asteria

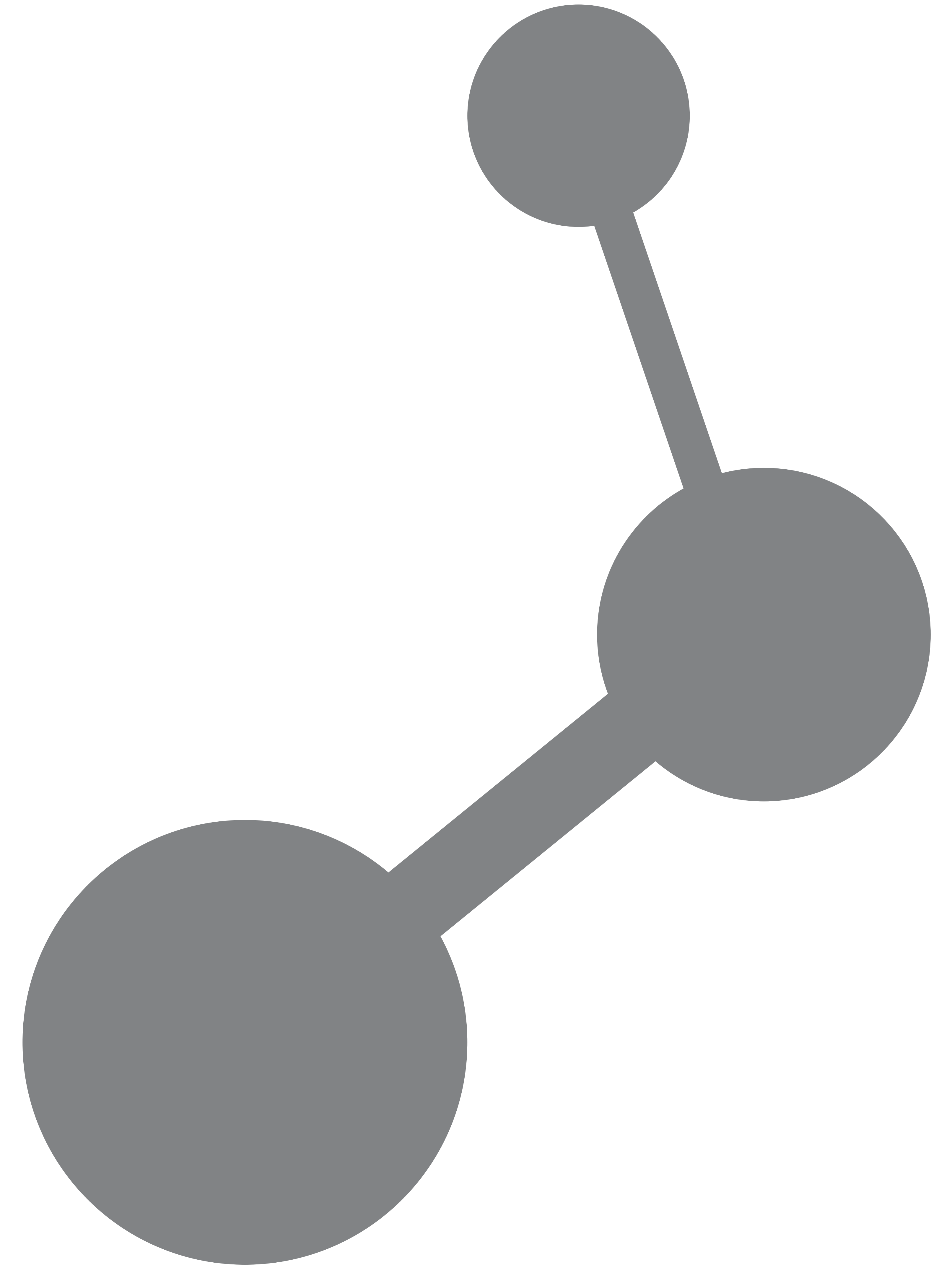
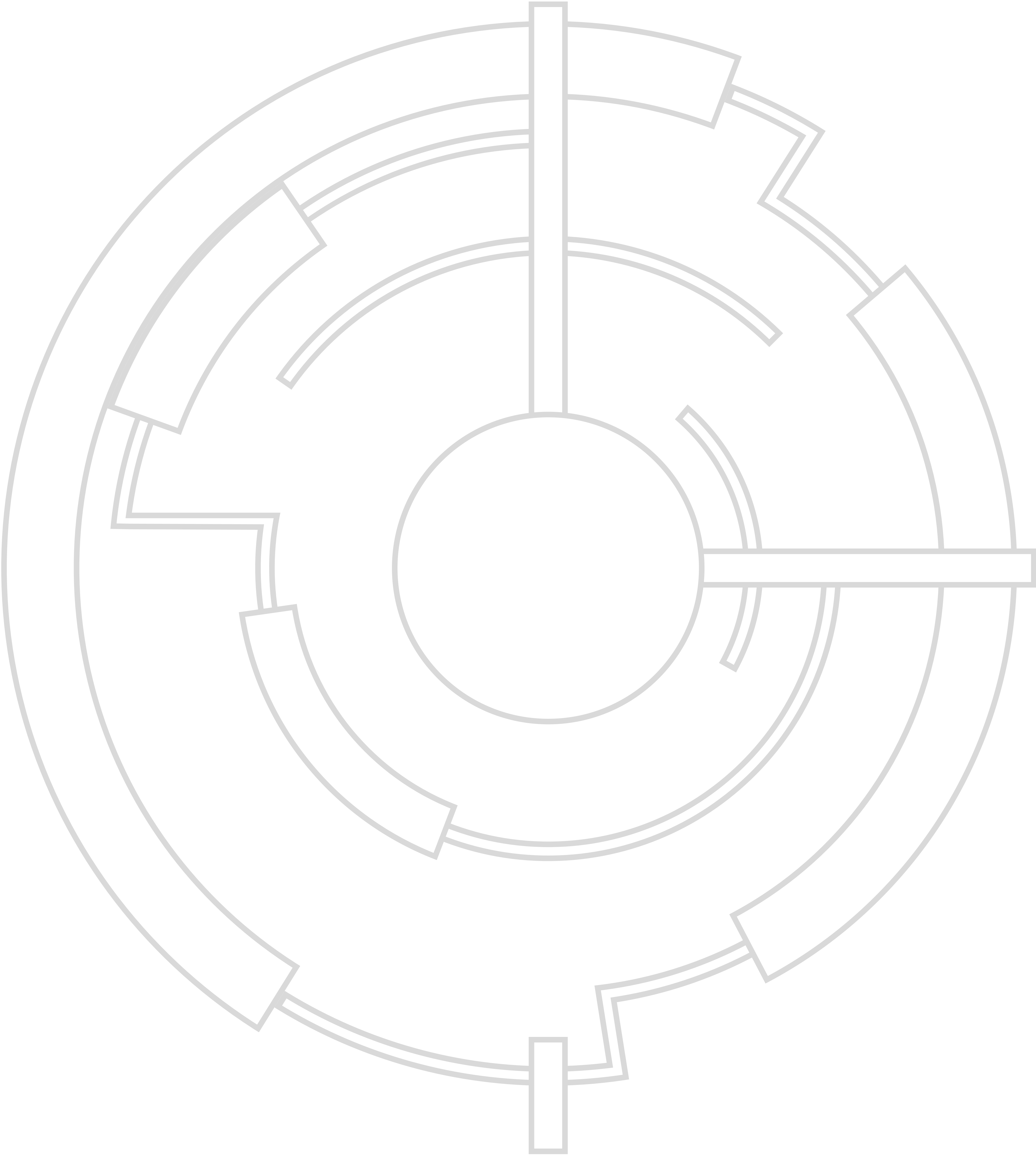


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Proposal

For senior capstone, I sought to **combine the future and the past** by designing a **floor clock**. This project will focus on challenging the idea of what a grandfather clock can look like, and seeks to **modernize and reintroduce** the **floor clock** as an article of furniture.

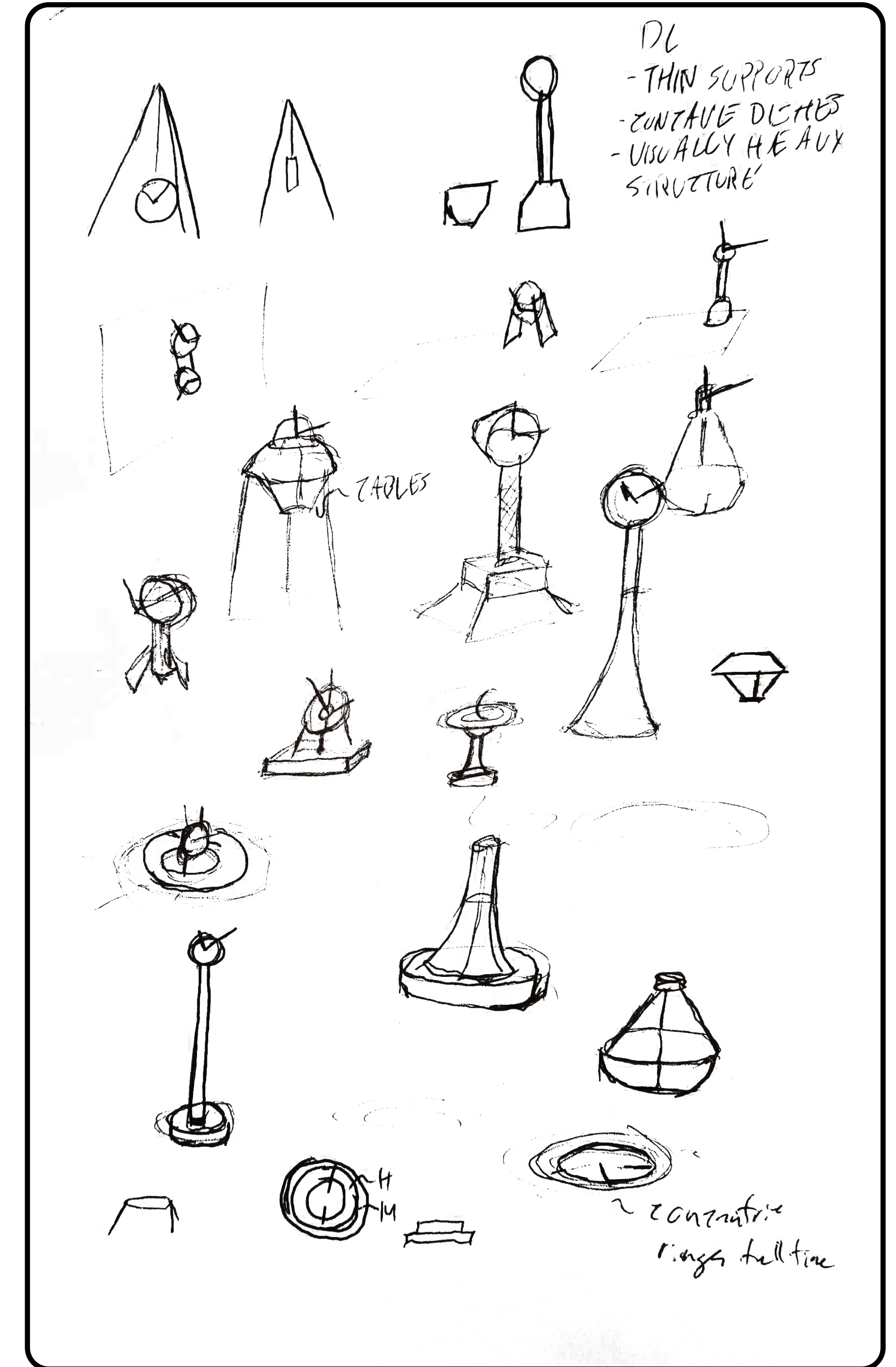
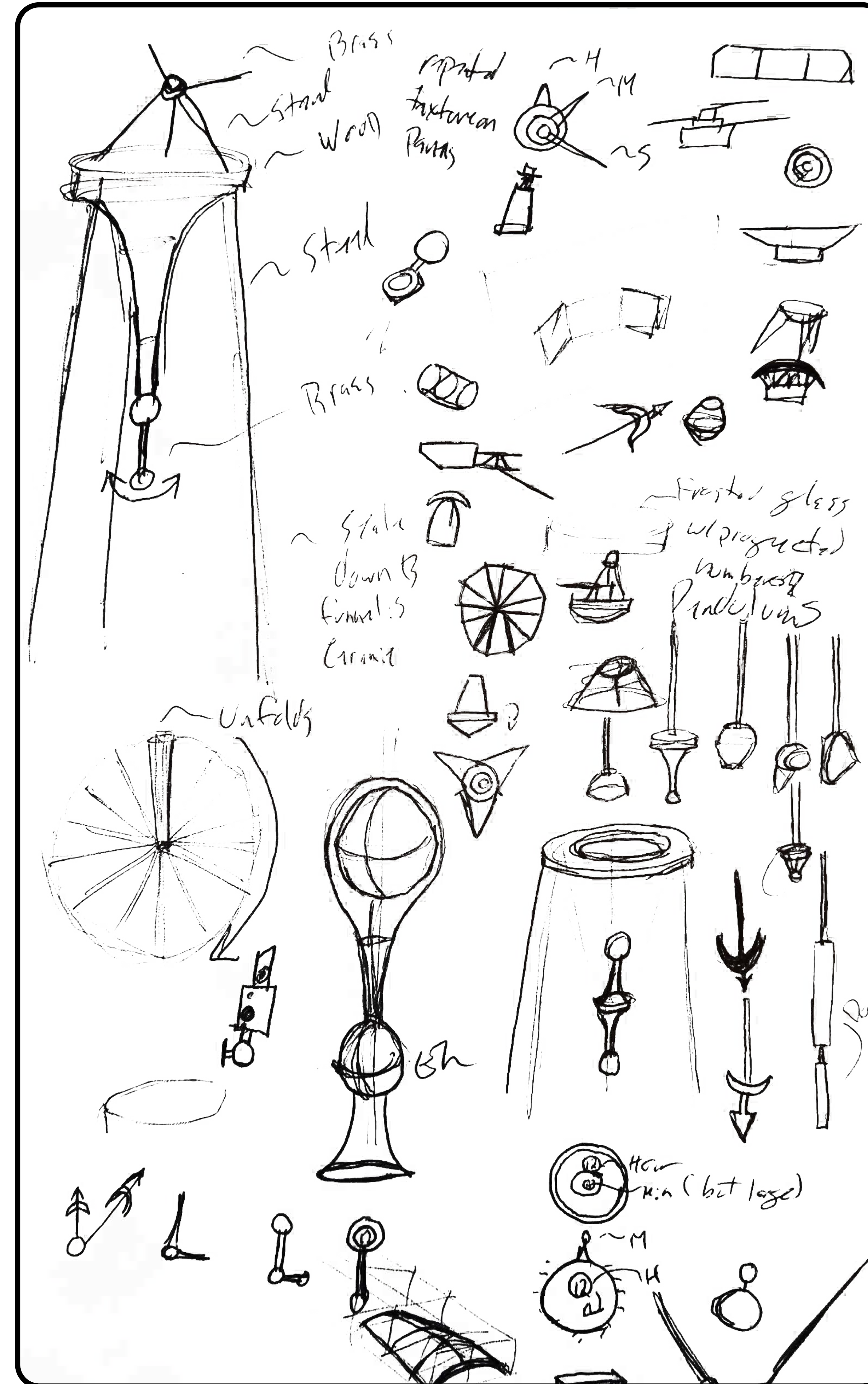
For , physical clocks and horological devices have been the standard for timekeeping. Originating as a simple stick in the mud, sundials, and then water and sand clocks, time keeping has been important to humankind for a long time. While we have since progressed past the need of physical timekeeping devices, often using digital methods, physical methods have not truly fallen out of fashion. **Clocks, especially mechanical and floor clocks**, have been a **symbol of wealth and status** for centuries. Perhaps the most famous clock is Big Ben, a mechanical pendulum clock that has been operational with the original movement for over 150 years.

The background features a series of concentric circles and various geometric shapes, including rectangles and triangles, all rendered in a light gray color. These elements are arranged in a way that creates a sense of depth and movement, with some shapes appearing to be layered on top of others. The overall effect is a modern, minimalist design.

Concept Development

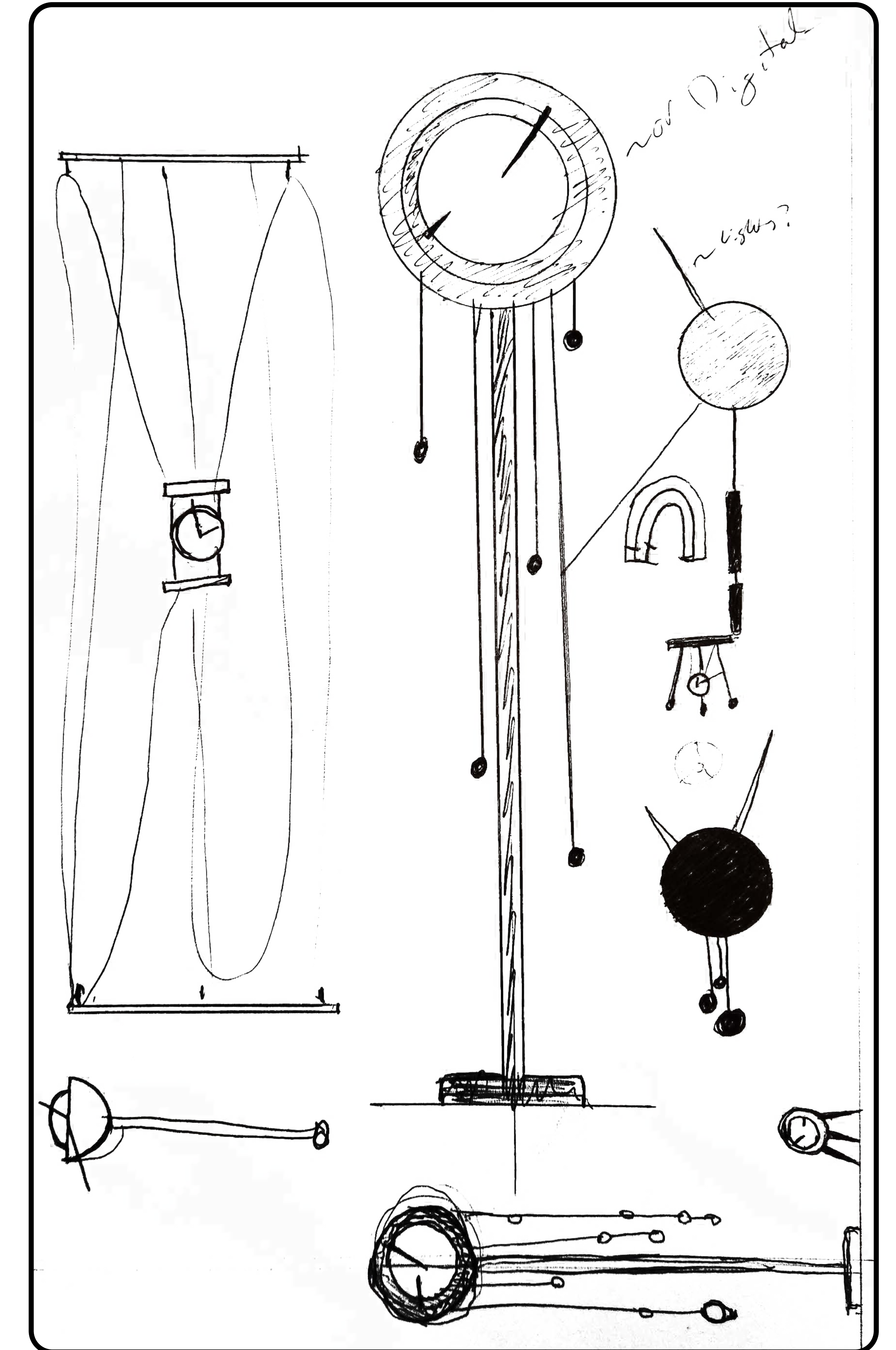
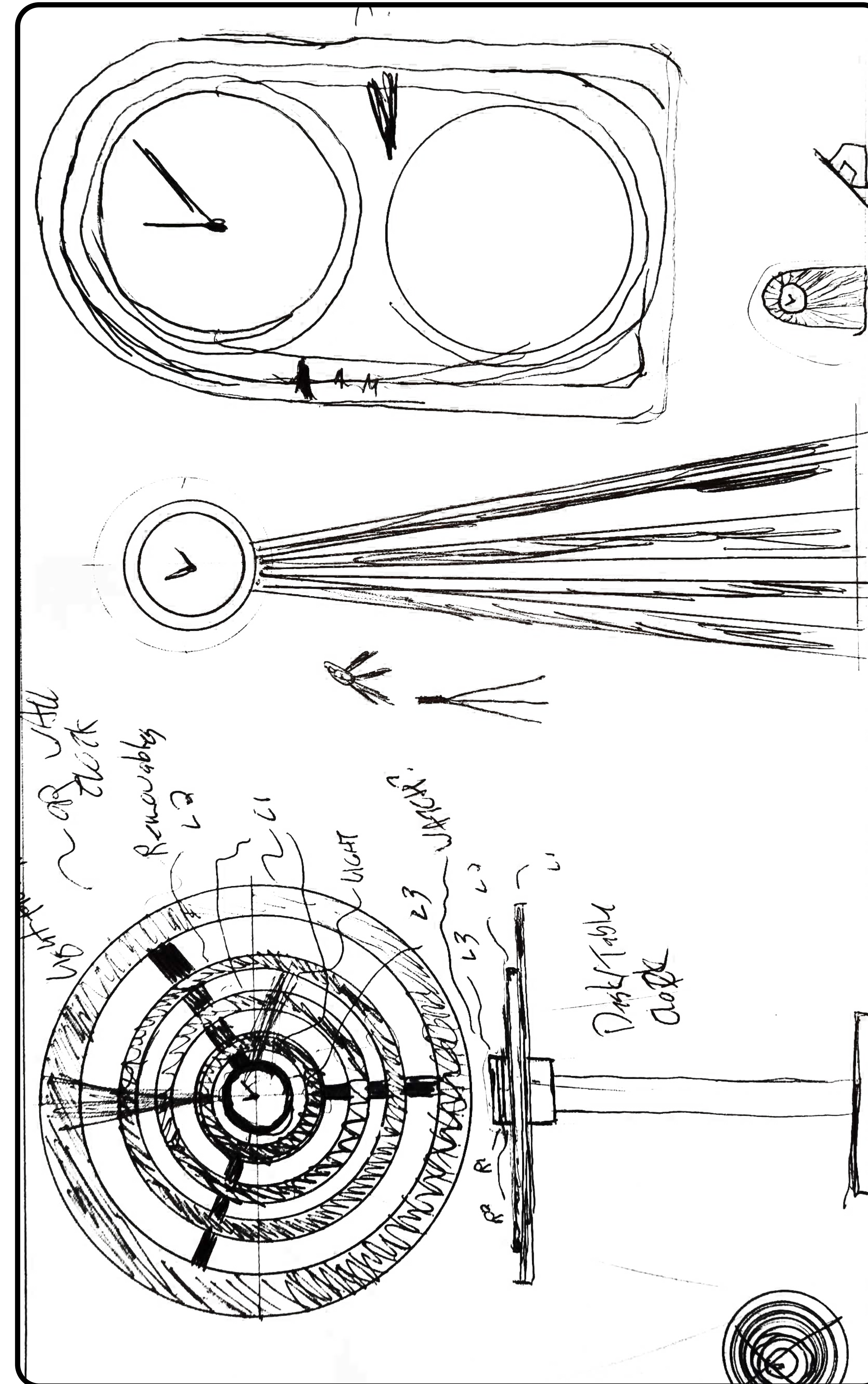
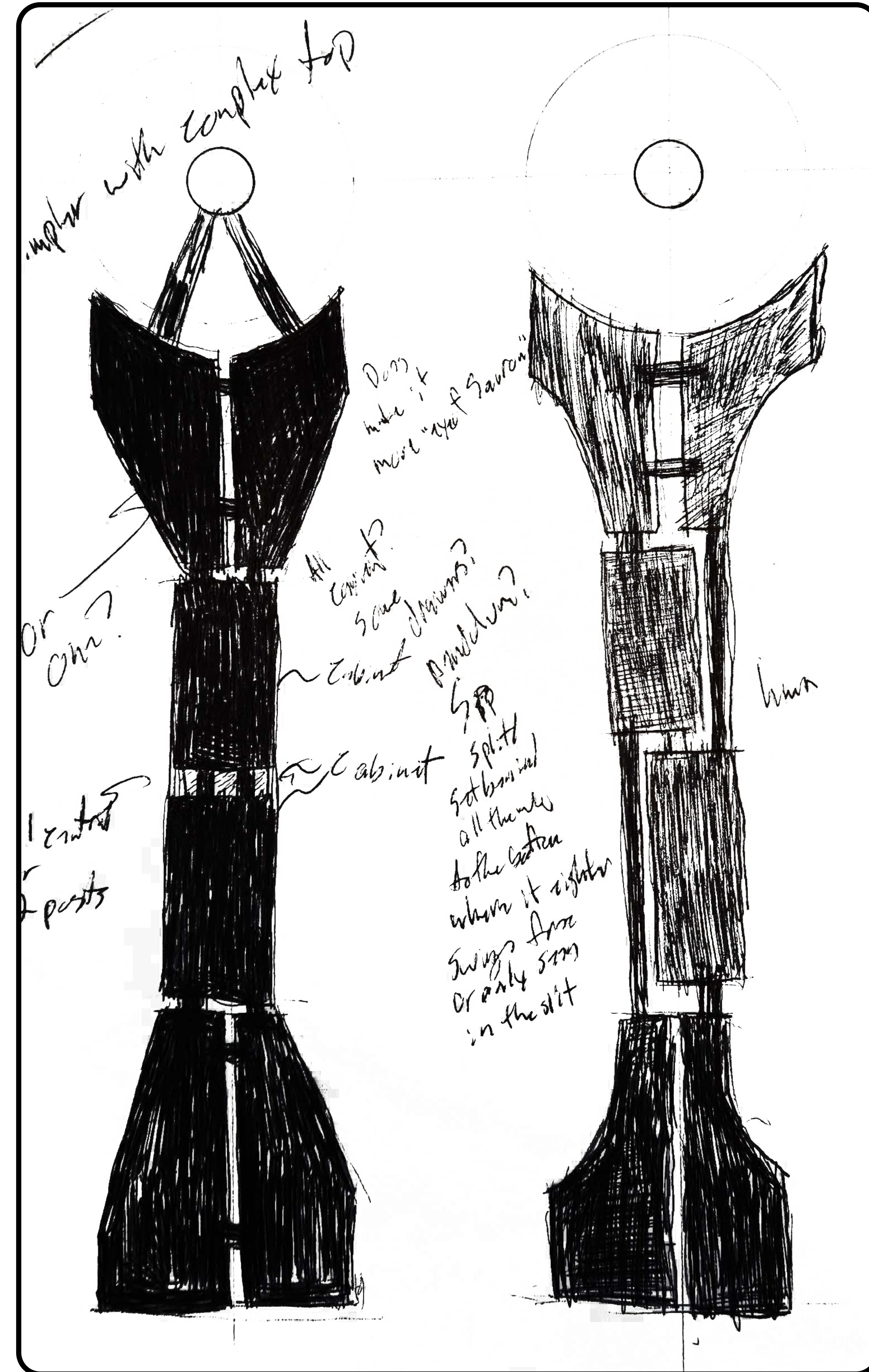
Physical Ideation - Shapes

Initial sketches and development. Here I focused on developing shapes and ideas that I can later combine into more fleshed out ideas.



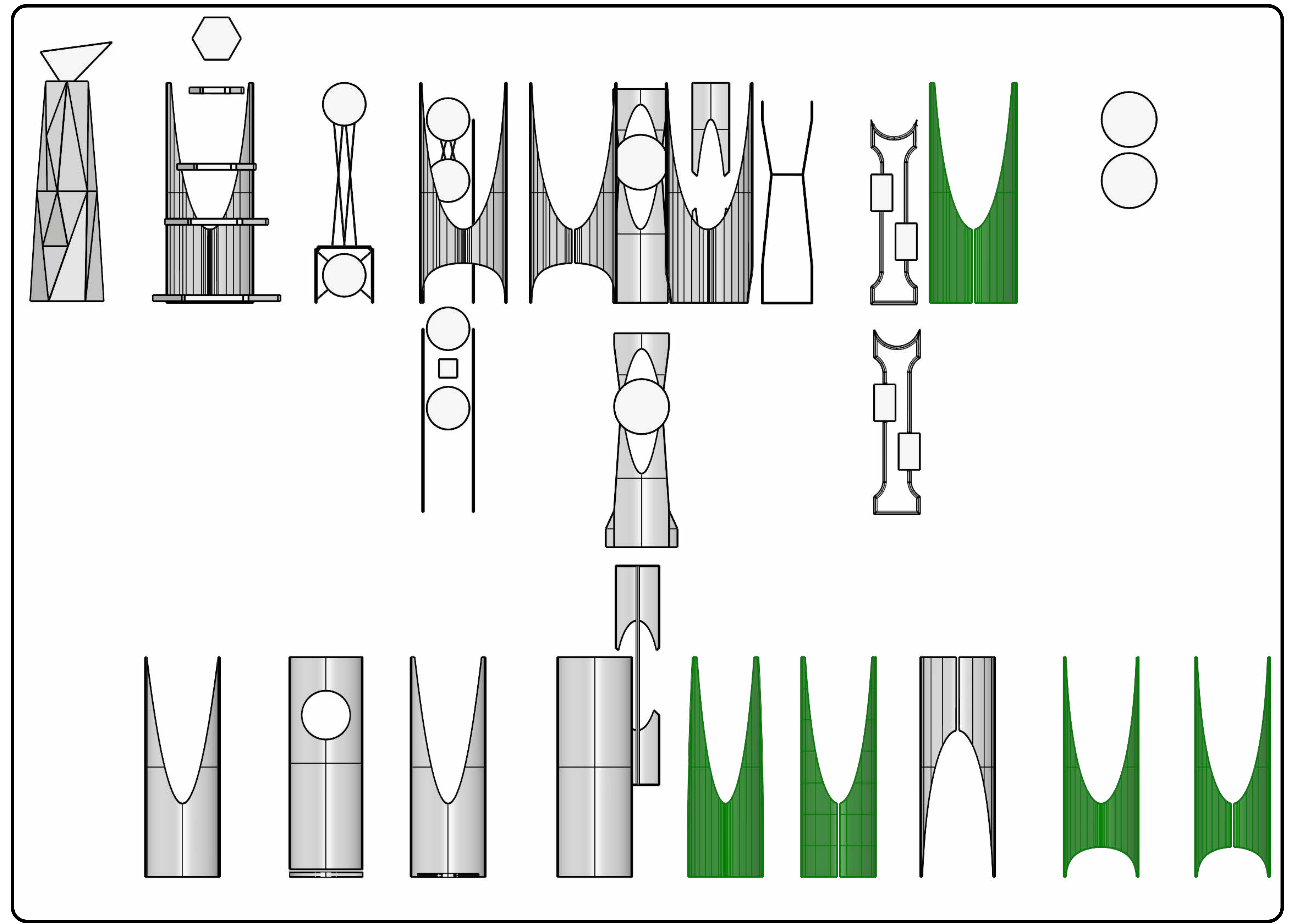
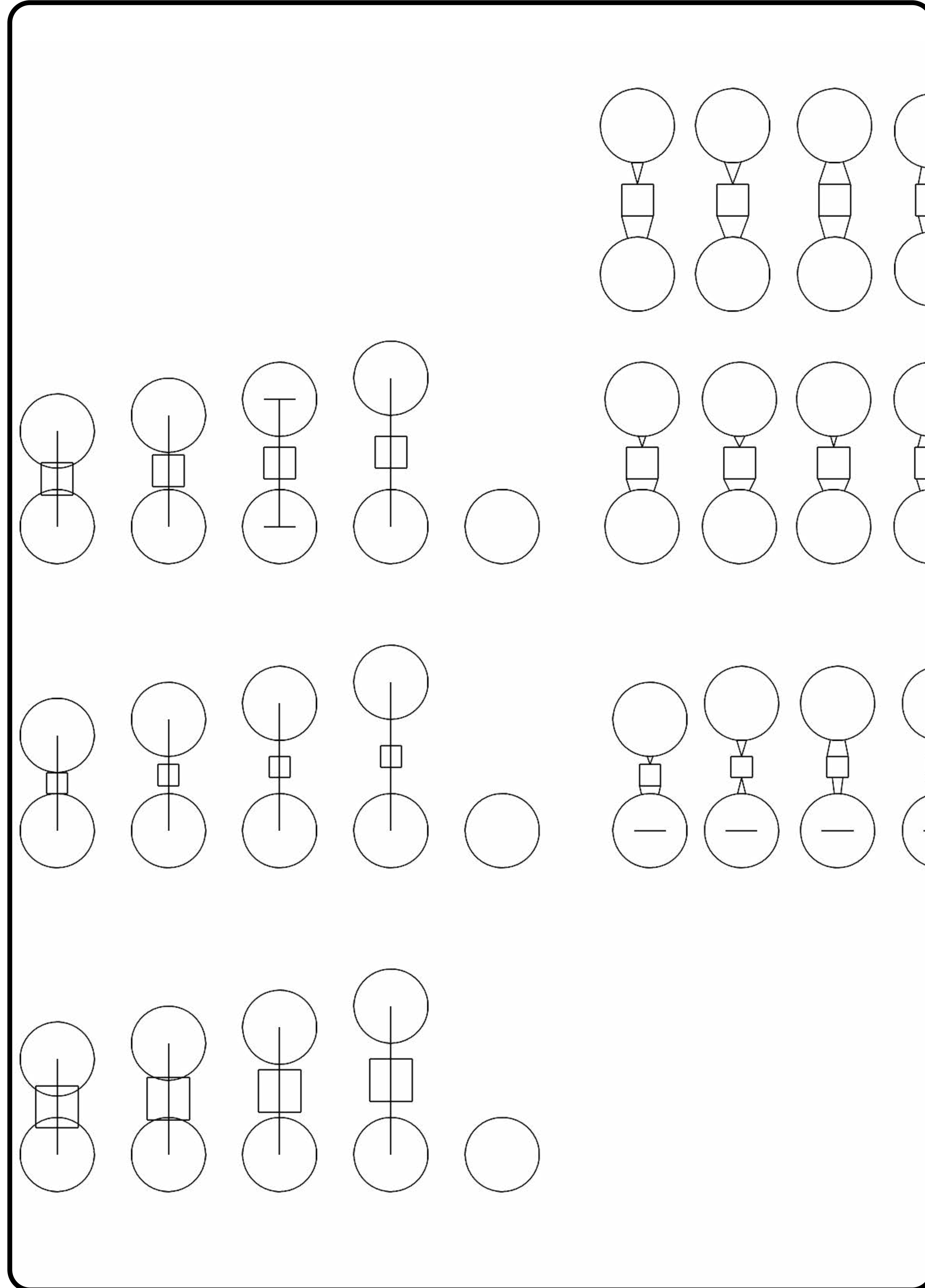
Physical Ideation - Form

Form exploration sketches. In this stage I focused on the overall silhouette of the pieces, combining shapes from earlier iterations. Here I did less iterations, and emphasized variety of ideas.



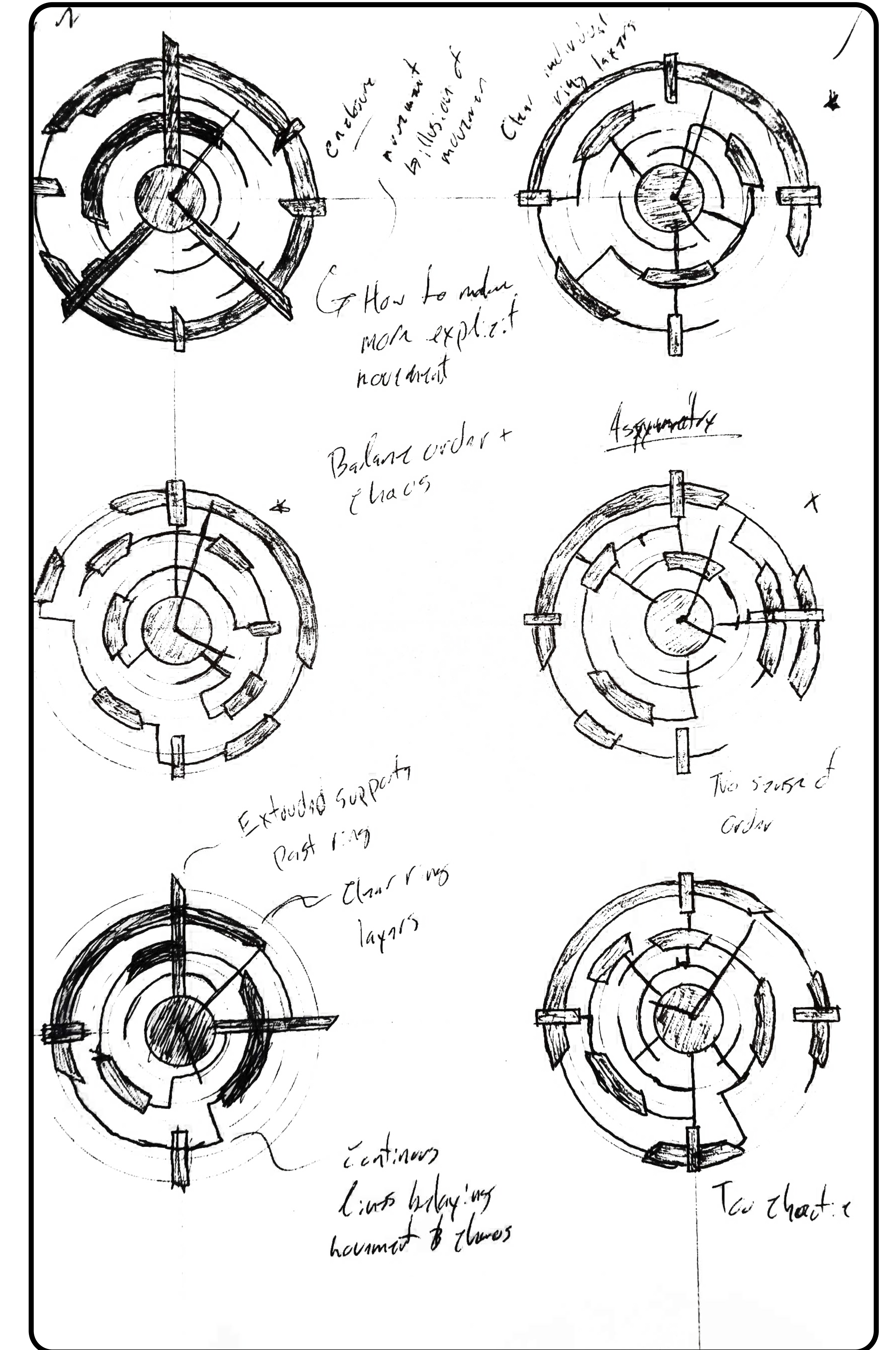
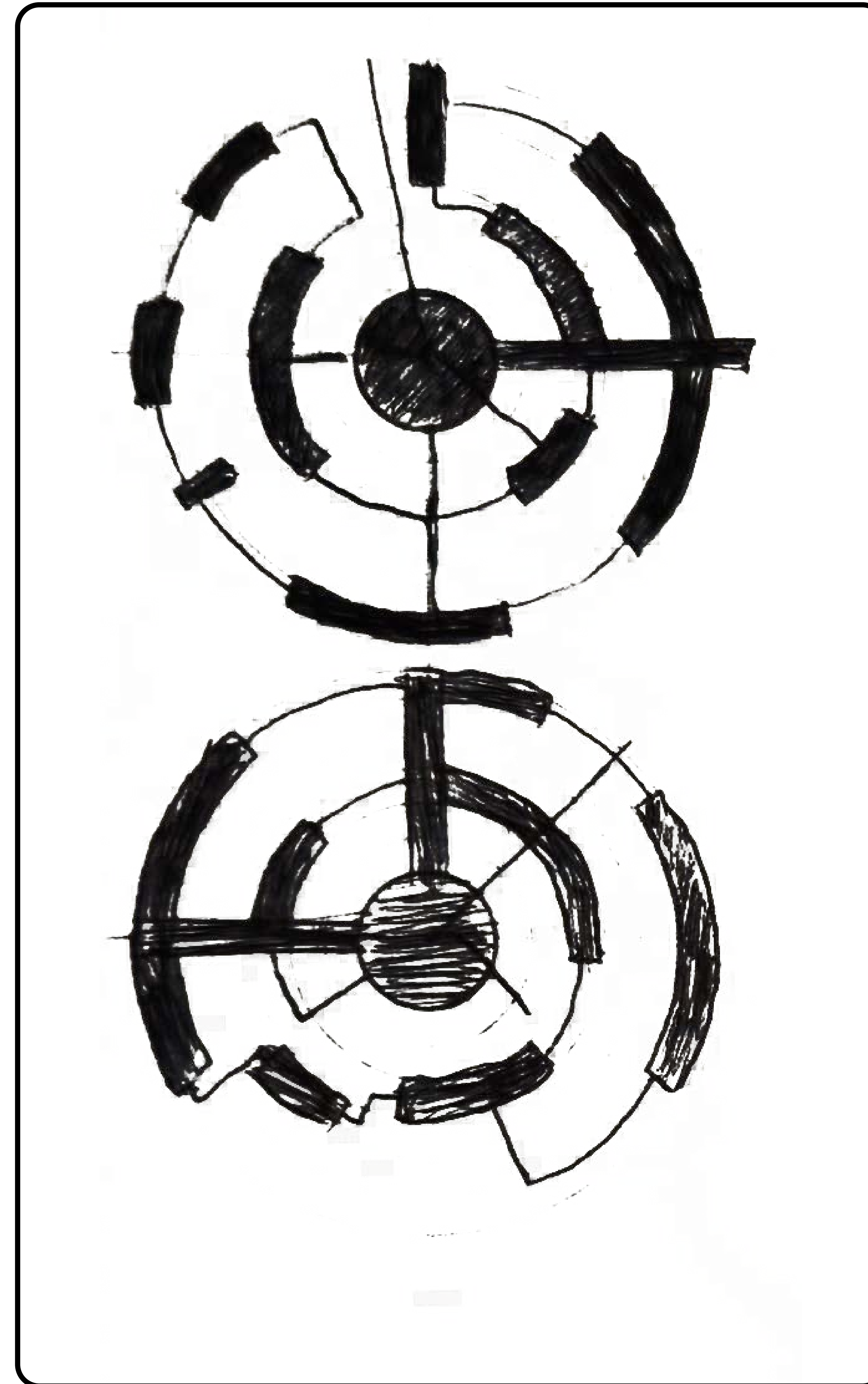
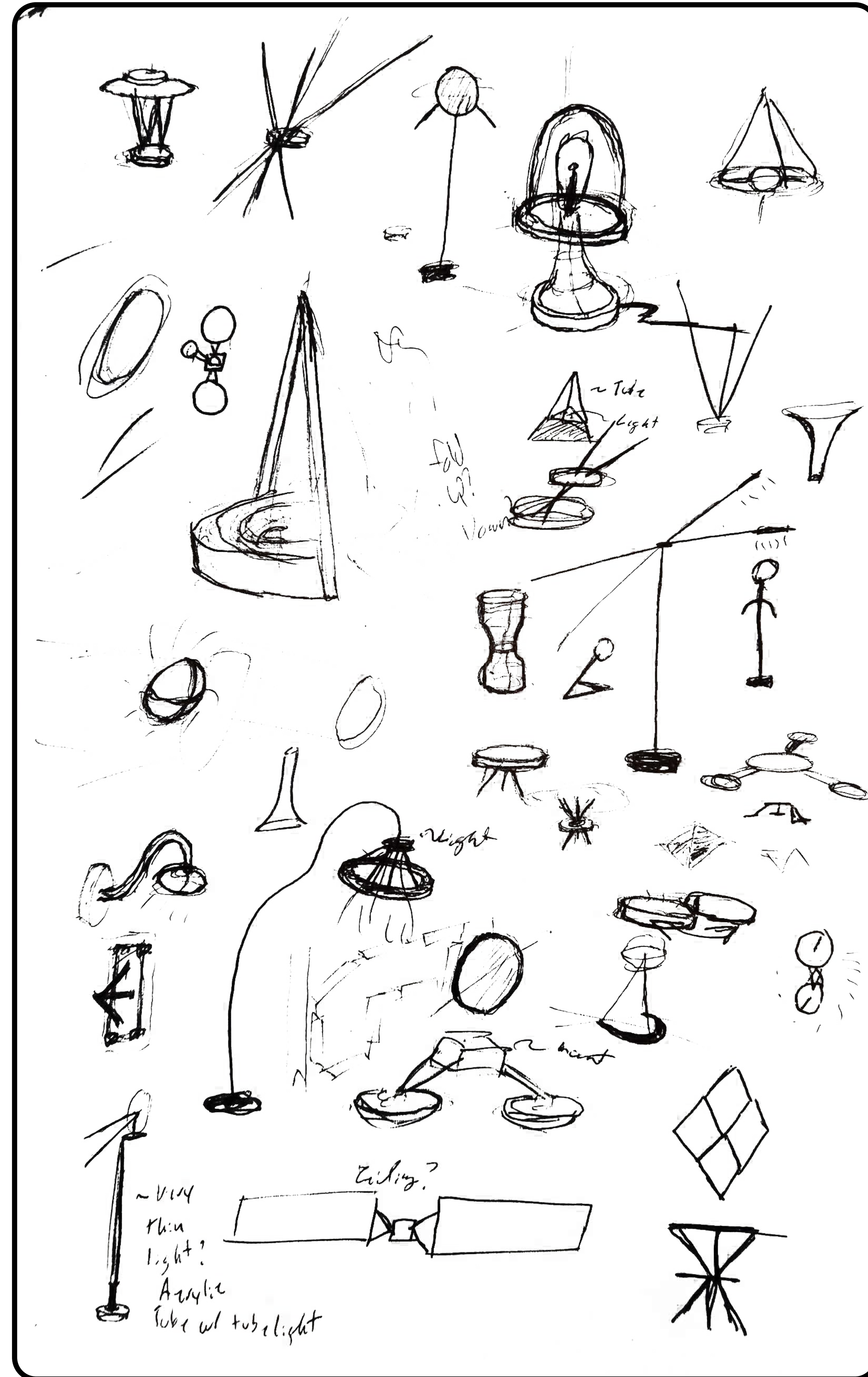
Digital Ideation - Forms

Digital form exploration. Shifting from sketching to CADD work allowed me to rapidly iterate singular ideas into a variety of explorations and compare them from various angles.



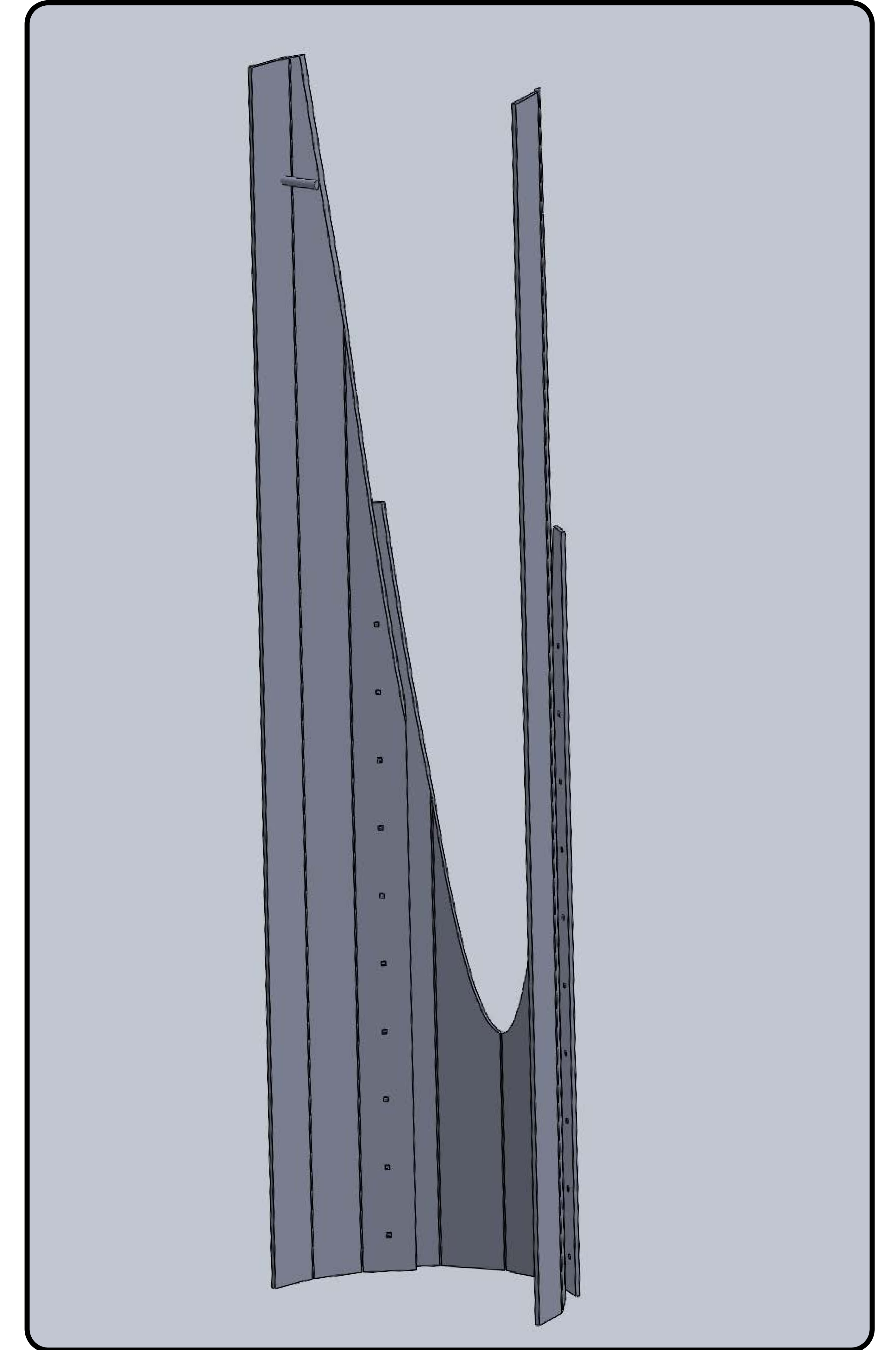
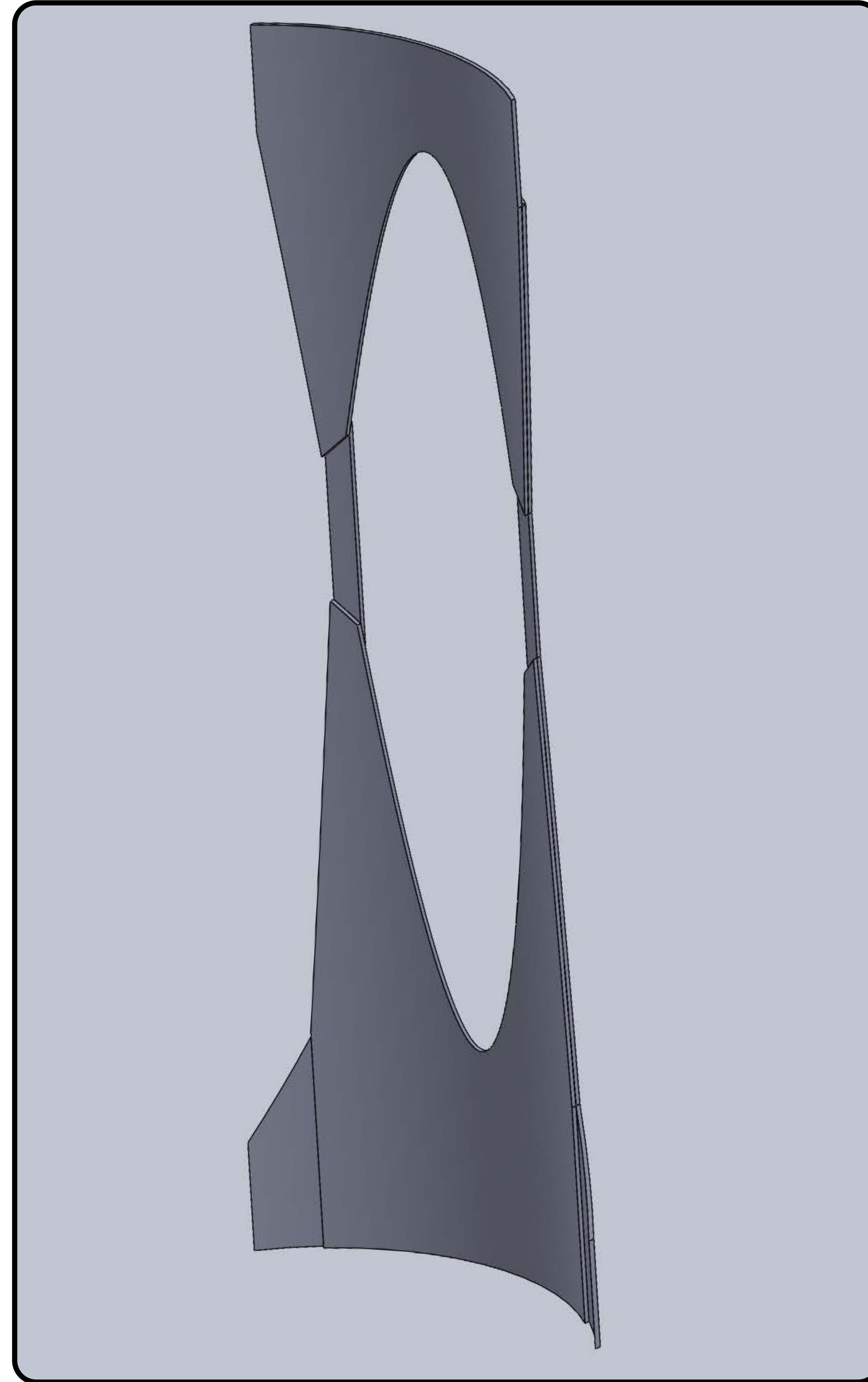
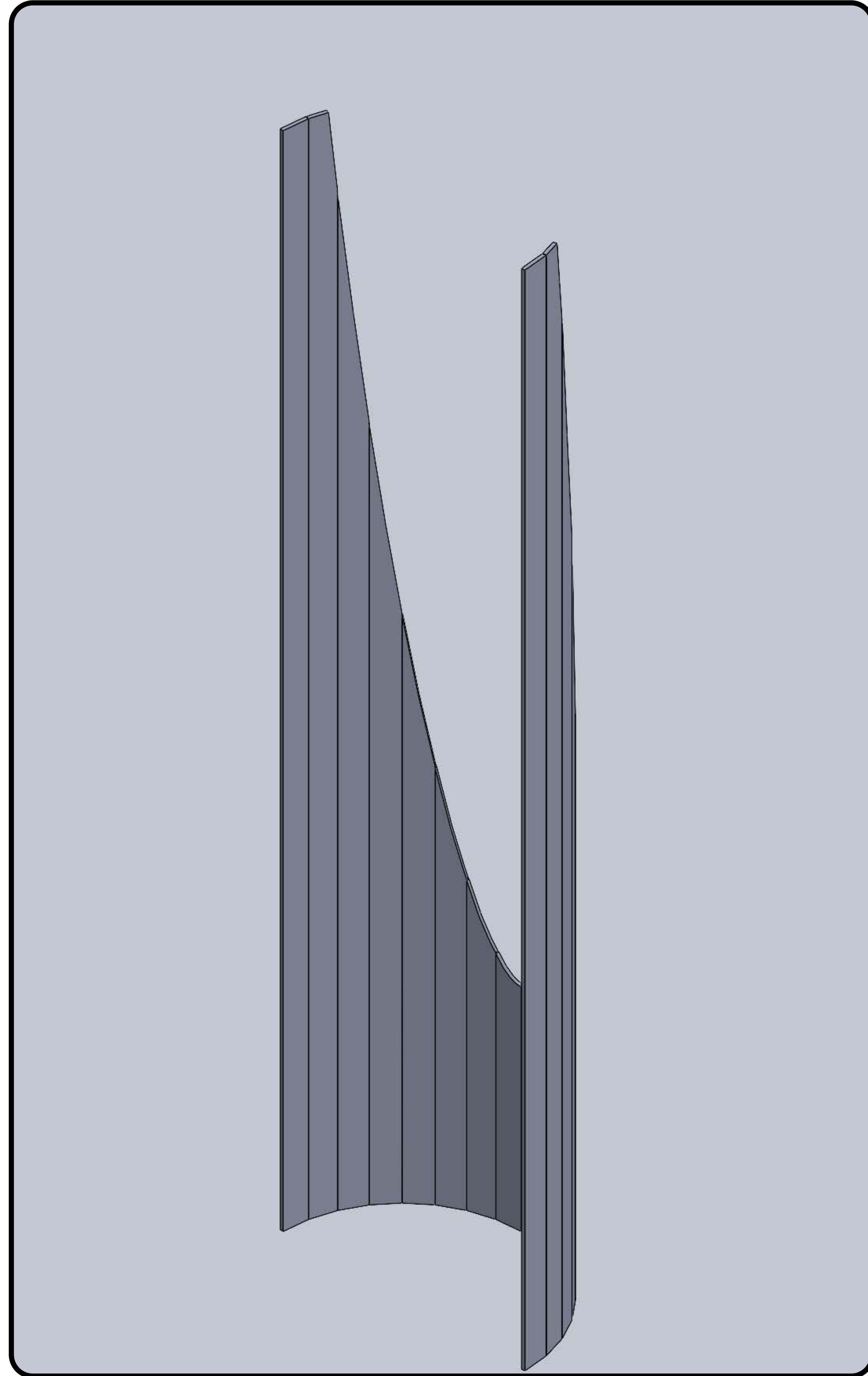
Physical Exploration - Clock Face

Clock face exploration sketches. Once I settled on doing a separate clock face and body, I began focusing on iterating the clock face.



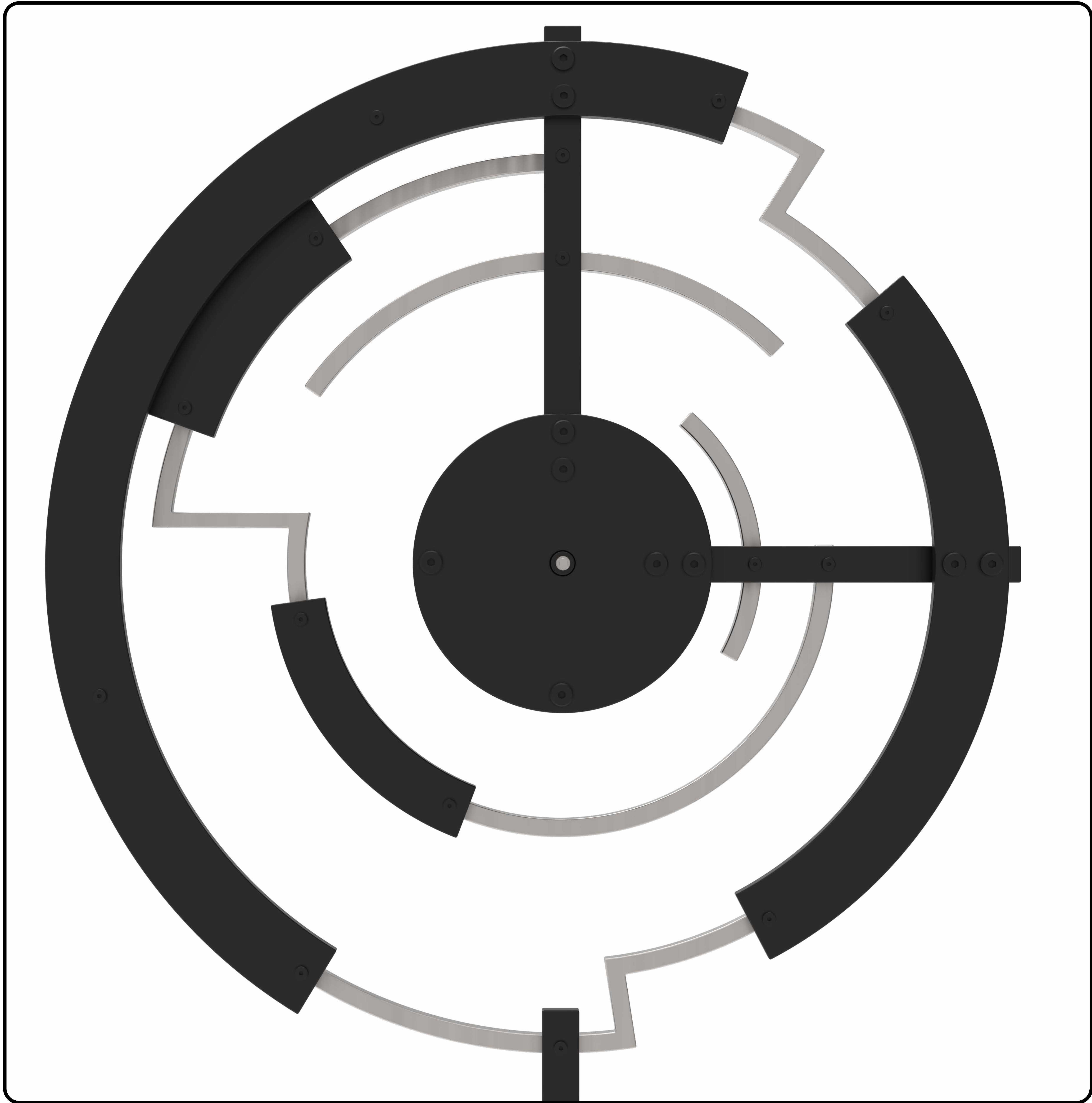
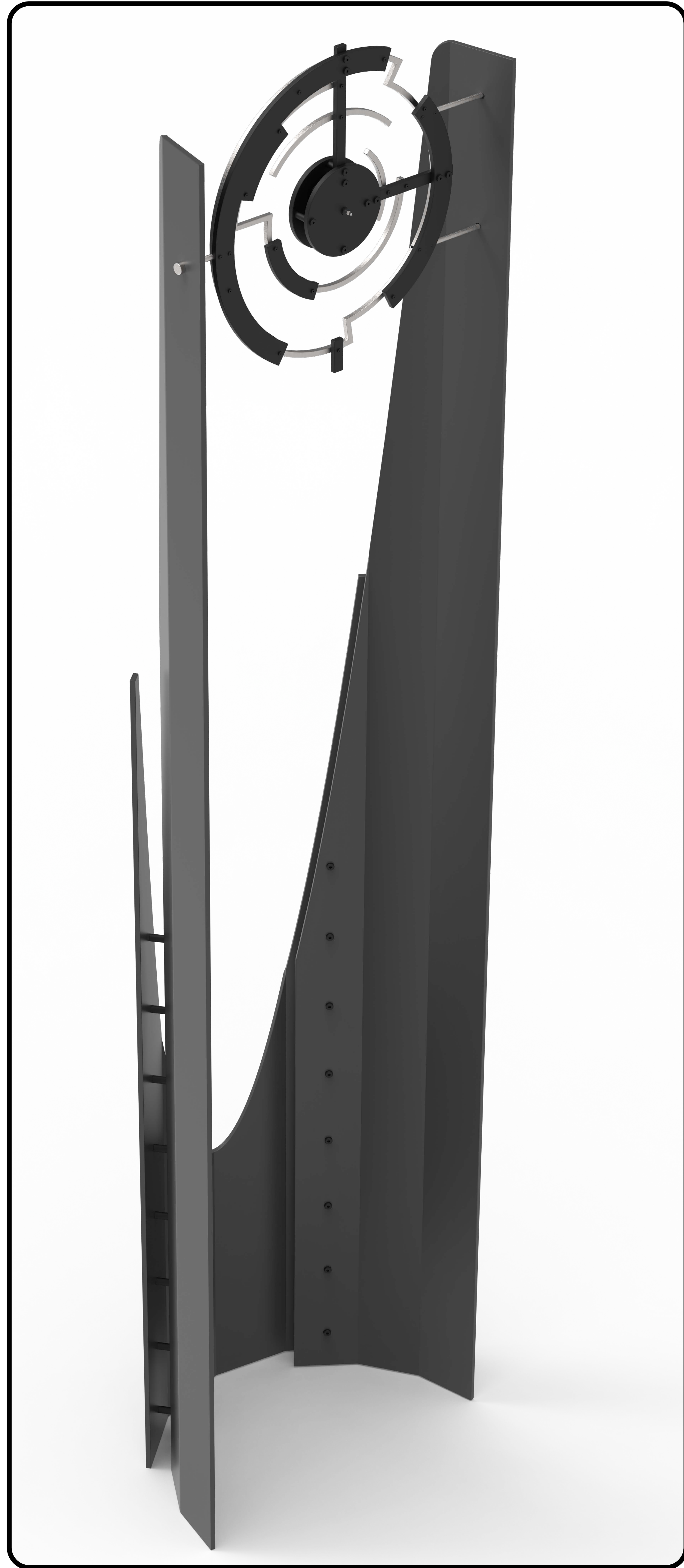
Digital Exploration - Base

Digital
grandfather
clock base
exploration.
Here I
focused on
whether it
would be
flanged/bent
or rolled.



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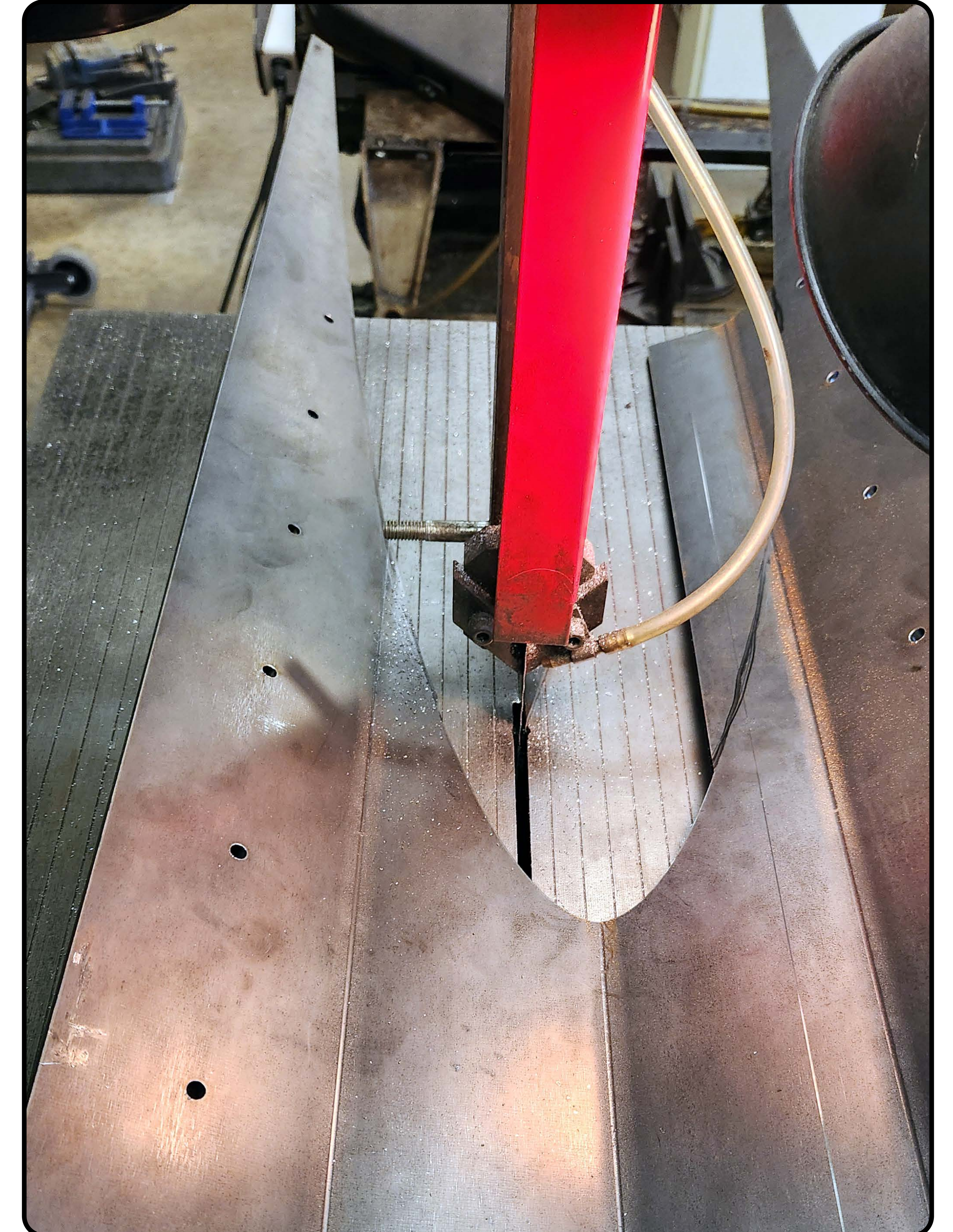
Final Renders



The background features a series of concentric circles and various geometric shapes, including rectangles and triangles, arranged in a radial pattern. The lines are light gray and vary in thickness, creating a subtle, architectural feel.

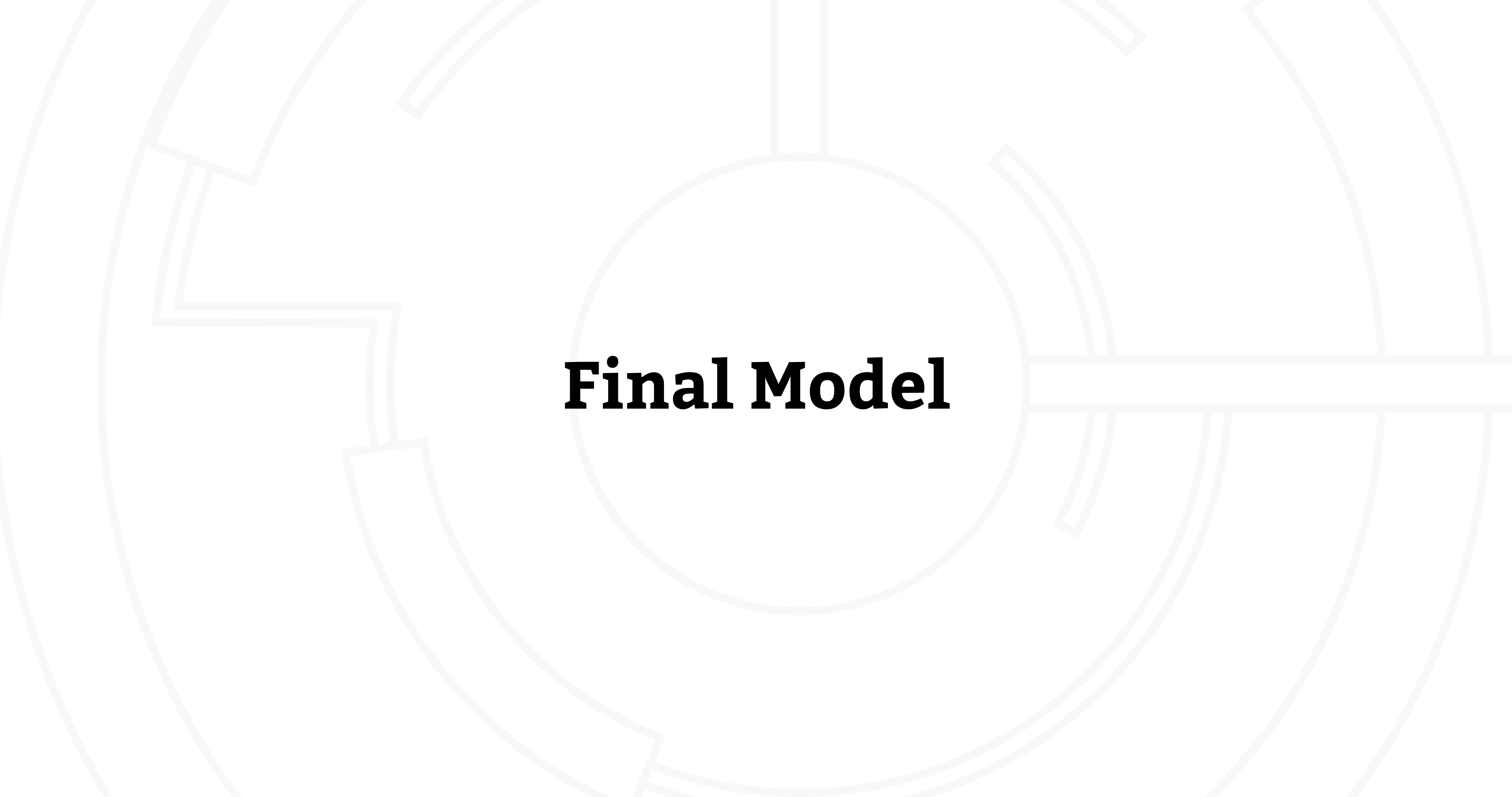
Fabrication

Base Components



Face Components



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Final Model

