

Assignment Two

IESNYC Student Lighting Competition: Light, Scaled

For the past 15 years, the New York City Section of the IES has invited students from New York City Art and Design schools to participate in a city wide design competition. Students in lighting, architecture, interior design, art, product design, photography and electrical engineering programs have submitted projects, resulting in a diverse showcase of ideas and interpretations on a single theme.

This competition empowers students to explore light as an art form, demonstrate light as a stimulus, and prove light as a valuable medium.



www.iesnyc.org

The Challenge:

Students are challenged to build a 3-dimensional study that explores the scale of light and its impact on perception. Light informs our perception of scale and space, changing how we see the world around us. As we move through our environment and shift our perspective, the scale of light influences our perception. Light is present at every scale: as a traveling photon, a playful luminaire, or the memorable Manhattan skyline.

The Process:

The challenge is to interpret and express the theme in the form of an abstract 3-dimensional lighting experience constructed of your choice of materials. Your object can sit on a table or the floor, hang from the ceiling, or mount or lean on a wall. Suspended projects must weigh less than 30 lbs and must include suspension hardware. Keep in mind how an observer may respond, interact, or move around your object.

Project entries must include an electric light source, fit into the back of a cab, and must include a title and description of your project aims to evoke for the viewer. (The student's name and/or school they attend must not be included anywhere on the entry).

Projects will be evaluated based upon the student's ability to expand the viewer's understanding of the explored condition(s), as well as the following criteria:

- a. Originality, thought process, and translation of concept/idea
- b. The selection, placement, and manipulation of the light source to achieve a desired effect

Schedule:

Feb 21 First Desk Review: (20 points)

An informal review of your initial ideas and concepts. You should have.... Possible approaches to exploring theme - verbal and possible hands-on demonstration of your concepts

Feb 28 Advanced Development Desk Review: (40 points)

A review of your in-progress, development, and lighting study. A partially complete operable study is required.

Mar 7 Final Desk Review: (40 points)

Final review of your lighting study. A complete operable study is required.

Option One: In Class Presentation

An informal class presentation of final submission

- Attend the evening Exhibition and Awards Presentation
- Homework Option to attend PM event

Option Two: Public Submission and Exhibition

Submissions Drop-off – 7:30am to 12pm at the 404 Event Space (no grade penalty if you do not submit)

- Return at evening for Exhibition and Awards Presentation
- Homework Option to attend PM event