

DESIGN AND MODELLING OF SUBJECT SPATIAL ENVIRONMENT BY MEANS OF DESIGN, FINE AND DECORATIVE ARTS

BATHROOM ACCESSORIES DESIGN DESIGN

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Modern trends in the formation of the bathroom focus on the aesthetics of the bathroom environment as an object of design. The free layout of apartments and private houses made it possible to scale the bathroom to the needs of a particular user. At the same time, aesthetics of space are given special attention. From the general planning of communication systems to the detailed study of finishing materials. Of course, the bathroom accessories themselves are undergoing fundamental changes. One functional side is not enough for a modern person, he pays much attention to the visual solution, the correct ergonomics of the subject, and of course, in the case of a bathroom accessory, hygiene.

Purpose: creating a design project for a bathroom accessory designed for hand hygiene.

1. Predesign analysis. One important aspect of protecting human health is hygiene. From ancient times to the present day, people have come up with various methods and devices to ensure clean hands. One of the most common care products today is bar soap. At the same time, it is also a leader in preserving the environment, as it is produced from easily renewable sources. The existing accessories for its storage and use have always had a number of significant drawbacks: the general use of one piece in a public institution, the soaking of the top layer, the aesthetically unpleasant appearance of the place of storage of a piece of soap on the sink.

2. Design installation (design concept and design scenario). Creation of an accessory for hand hygiene with the absence of deficiencies identified during the design analysis. At the same time, this accessory should have characteristics that correspond to the trends of the modern approach to the formation of the bathroom environment. The accessory must be used in a non-contact manner. The main raw material is bar soap. This accessory can be used in the bathrooms of public and residential premises. Availability of use around the clock, which puts additional requirements for noise level.

3. Design decision. Creating a design project requires passing the required stages. These stages include: definition of a social problem, formation of a concept and image search, development and modeling, determination of materials for manufacturing an accessory, creation of a final project decision.

Consider these stages in the context of this design installation.

1. Definition of a social problem. At this stage, the goal and objectives of the project were formed.

2. Formation of the concept and image search. After studying analogues, it was decided to design a bathroom accessory non-contact, as it can be used in rooms with high traffic [1]. The main raw material is lump soap, which is placed in a separate element of the accessory.

3. Development and figurative modeling of the form. When developing and figuratively modeling the form, first of all, it is necessary to build on the volume and shape of the automatic mechanism [2]. After finding the proportions of the mechanism, the shape and bionic style of the accessory was revealed. An image of a blue whale was chosen as an image for shaping.

4. Definition of materials for manufacturing the accessory. When determining the materials for this accessory, it was necessary to take into account such aspects as: practicality, durability, frequent interaction of the accessory with water, environmental friendliness [3]. After analysis, it was decided to use anodized aluminum and stainless steel, which have an aesthetic appearance, corrosion resistance, environmental friendliness and a long service life, without the risk of fading [4].

5. Creating the final solution to the accessory. The final accessory was designed in the program for three-dimensional modeling-3ds Max, and then visualized in the program - Corona Renderer.



Fig. 1 Bathroom accessory designed for hand hygiene.

Conclusion: Caring for the environment and protecting human health are topical issues of modern design. The result of this work was the creation of a bathroom accessory designed for hand hygiene [5]. Which is based on environmental issues, hygiene and convenience of non-contact use.

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MARTIN FOESSLEITNER'S DESIGN FEATURES USING AN EXAMPLE OF THE DEVELOPMENT OF TRAVEL DOCUMENT TEMPLATE FOR RAIL TRANSPORT

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Currently there is increasing emphasis on such an approach of information design which promotes more convenient and efficient people understanding. Branch of design which deals with communication in simple and clear terms, is called an information design. It is frequently the link that binds other design components. However in all cases, information design is reduced to the adoption if decisions how to present the information to make it easier for people to perceive and use it.

Problem urgency is defined by the complexity of guidance in modern urban space replete with various information which got almost out of human control. Workshop “UNOVIS. New utopia” focused on the problem of information provision in Vitebsk urban environment, the leader of which was an Austrian designer, the Vice-President of International Information Design Institute – Martin Foesleitner.

The aim of the study is to determine the features of Martin Foessleitner's methodology in the design process by means of information design using an example of the development of travel document template for rail transport.

Material and techniques. In the process of working chronological, comparative and descriptive research methods were used. Th main sources of information have been web-based information resources, publications in local periodicals of Vitebsk region and also details derived from people interviews.

Findings and their discussion. Through the workshop with students of the Art and Graphics Faculty Martin used the concept of Graziella Tonfoni “espresso coffee”. According to this Information Design can be compared with the concept of the Italian espresso: it requires strong beans = content; well-roasted and brewed = competence; as much water as necessary = little; made