# FROM TECHNIQUE TO DESIGN PERSPECTIVE

CFC 4 convention, Colchester 2024

Ynon Toledano



#### WHO AM !?

- Live in Jerusalem, Israel
- Started to fold at age 7, and to design at age 15
- Member of the OrigamIsrael board
- Currently an industrial design student in Bezalel Academy of Arts and Design





# ORIGAMI MASKS



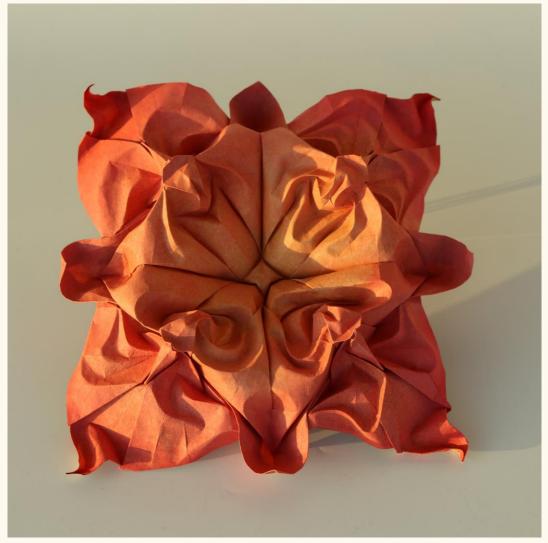




# ORIGAMI MASKS







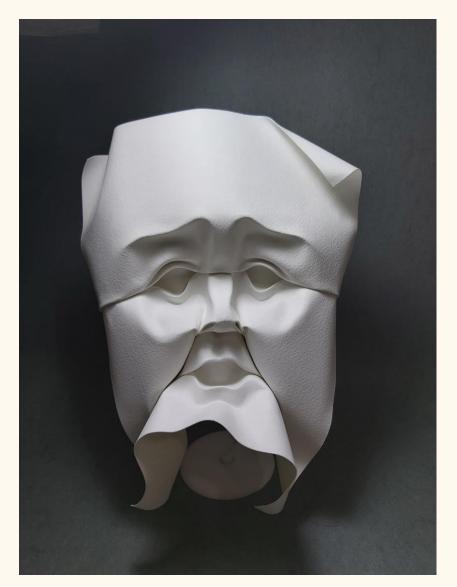
#### MASKS - DESIGN PROCESS

- Exploration of the human face
- Guiding principles:
  - Aesthetics
  - Layer manipulation reduction and reorganization of layers
  - Changing volumes



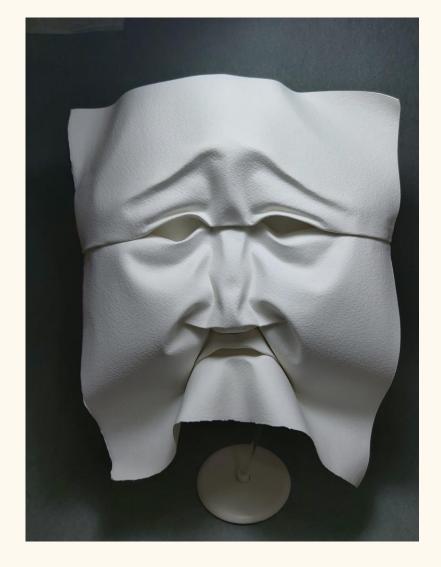
#### FACIAL EXPRESSIONS

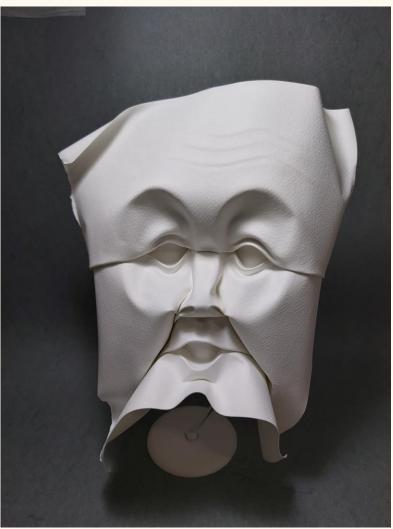
- Analysis of facial expression changes in each facial feature.
- From this understanding, design the manipulation of the layers.

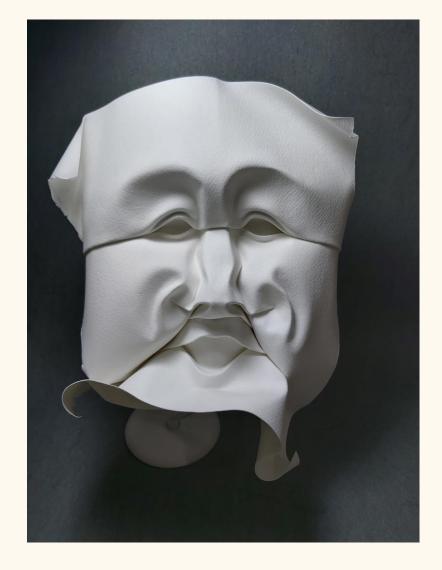




### FACIAL EXPRESSIONS







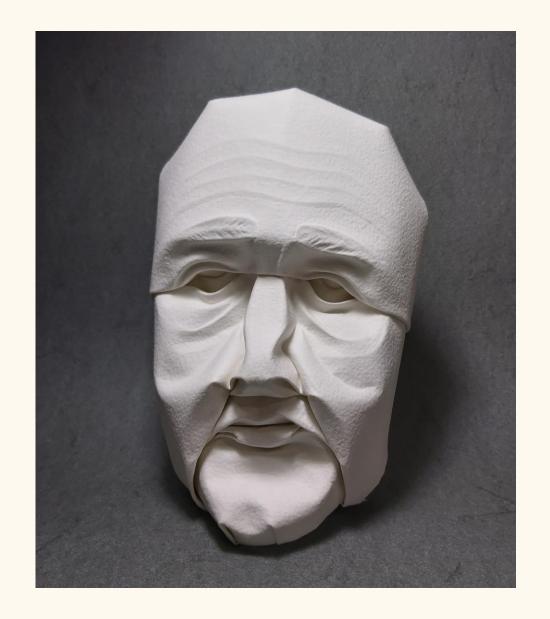
#### MASKS – FROM REALISM TO EXPRESSISM

- Imitation or interpretation of reality
- The tension between existing techniques and artistic aspirations
- Desire to produce a unique visual technique



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#### SKETCHING MASKS – DYNAMIC SYSTEM

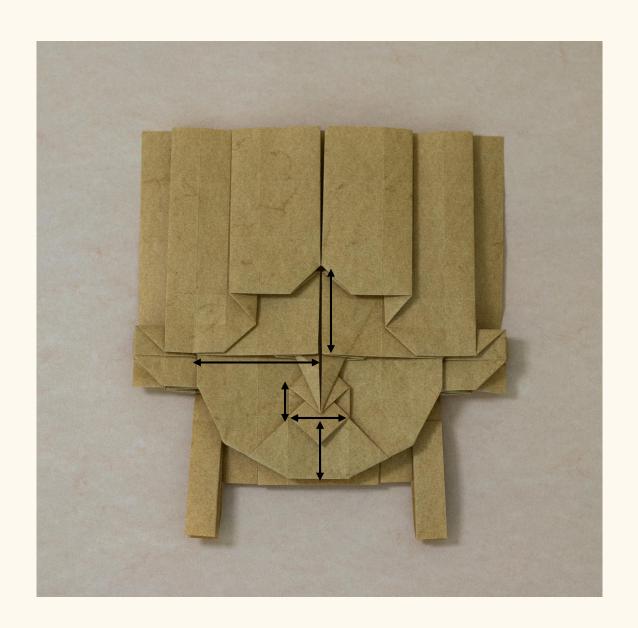
- Converting the 22.5 degree folds to Box pleating structure – for better measuring and controlling of the proportions
- Free control of proportions of each feature





#### SKETCHING MASKS – DYNAMIC SYSTEM

- Converting the 22.5 degree folds to Box pleating structure for better measuring and controlling of the proportions
- Free control of proportions of each feature



## DYNAMIC SYSTEM ASSEMBLY



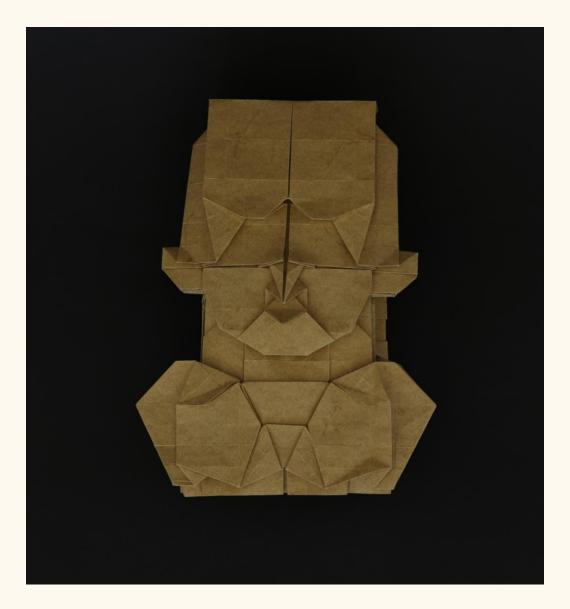




## DYNAMIC SYSTEM ASSEMBLY



### DYNAMIC SYSTEM ASSEMBLY

















## INSPIRATION

- Where does it come from? It Can it be controlled?
- Everything we create is influenced by our environment



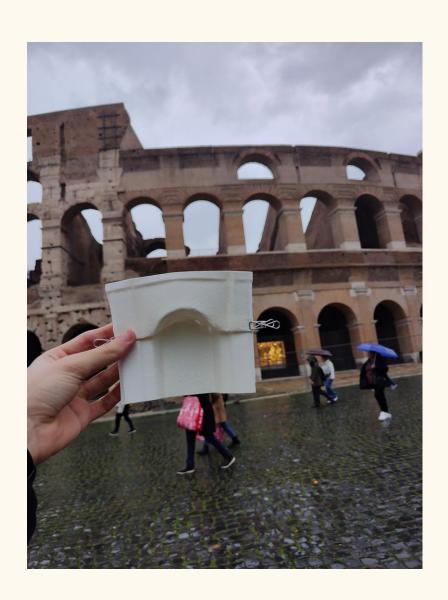


#### SKETCHING IN PUBLIC

- Stimulate our senses creating in the public space
- Icebreaker origami as a communication trigger



Rome, Italy



#### SKETCHING IN PUBLIC



Toledo, Spain



Huesca, Spain



Barcelona, Spain

## IMITATION OR INTERPRETATION OF REALITY





Toledo, Spain

#### IMITATION OR INTERPRETATION OF REALITY





Toledo, Spain

#### SKETCHING IN PUBLIC



Jerusalem, Israel

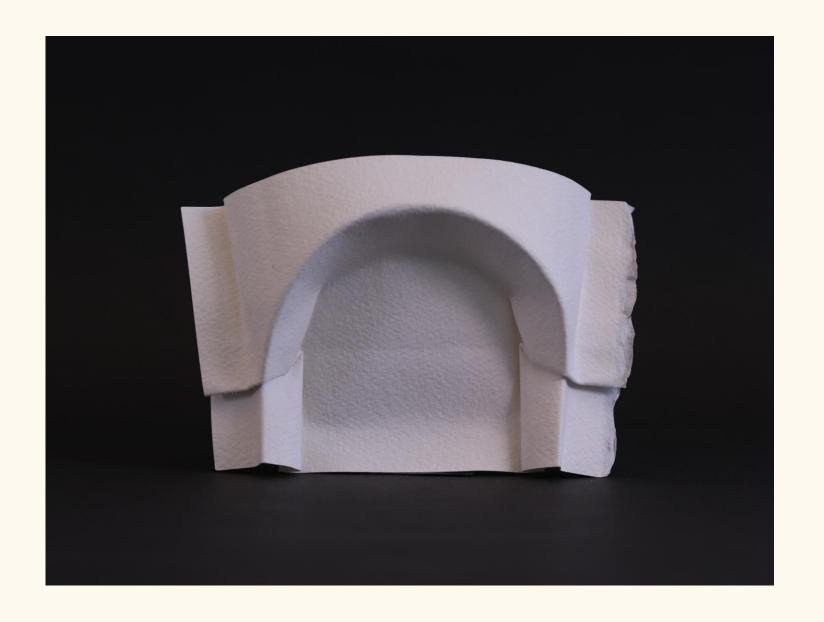


Jaffa Gate, Jerusalem

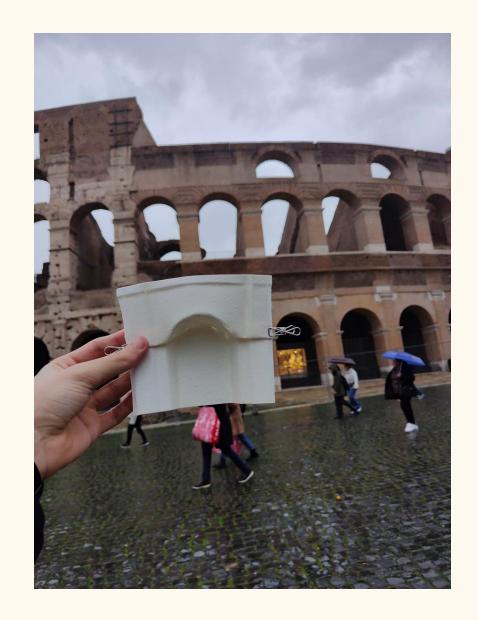
#### DESIGN PROCESS

- Formal exploration of architectural elements and styles
- Guiding principles:
  - o Straight and curved lines
  - o Layer manipulation reduction and reorganization of layers
  - o Changing volumes
- The tension between imitation and the interpretation of reality

# SINGLE ELEMENT



# **ARCHES**





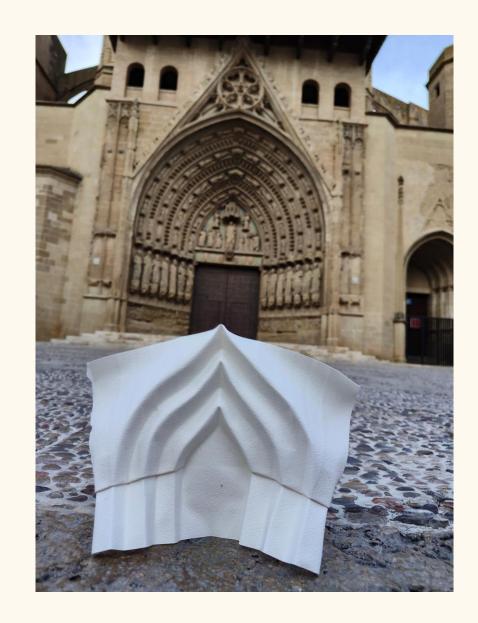
# **ARCHES**





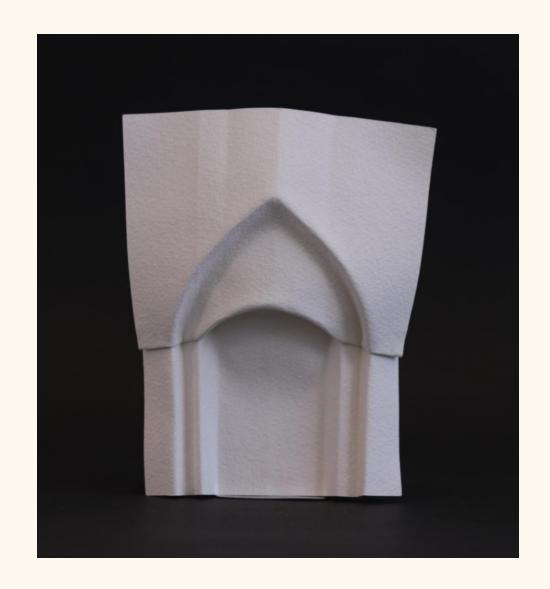


## ARCHES CONVERGE INWARDS





# ARCHES CONVERGE INWARDS





# ADVANCED ARCHES





# ADVANCED ARCHES





# WINDOWS





## ADVANCED WINDOWS





## COLUMNS





## COLUMNS



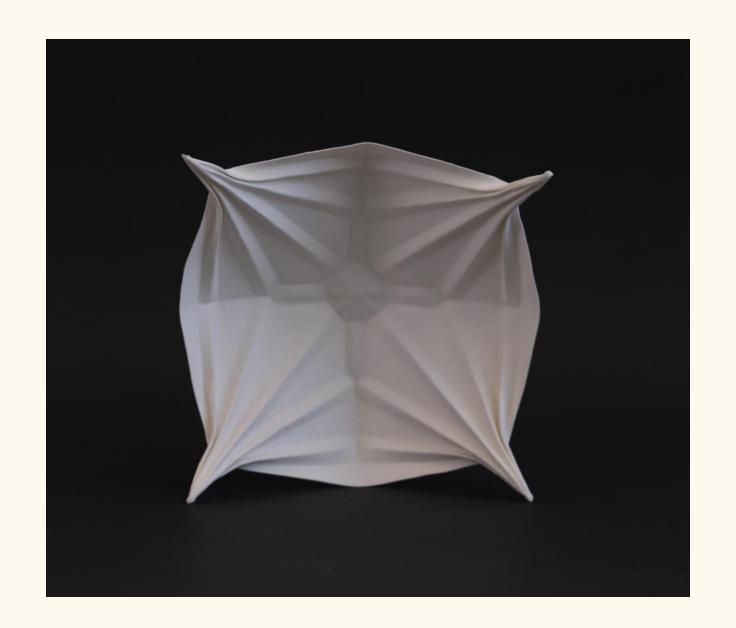


# CEILINGS

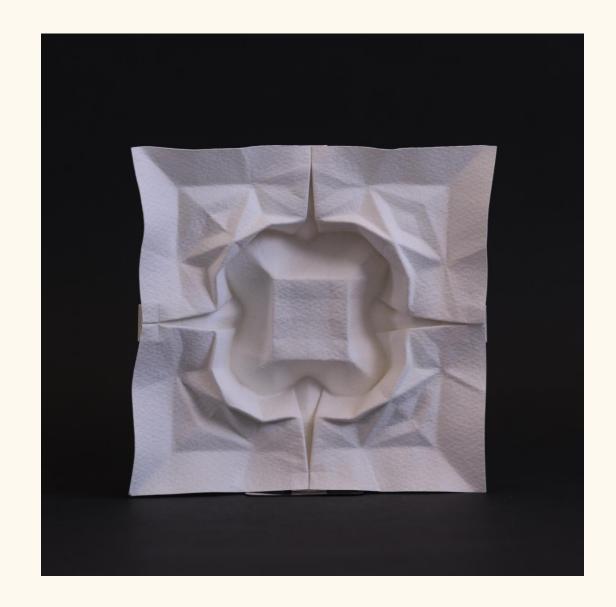




### CEILINGS



#### ROSETTA ELEMENT





## DOMES





#### DOMES



#### SKETCHING ARCHITECTURE - DYNAMIC PRINCIPLES

- Simplicity produces complexity
- Straight and curved lines
- Free control of proportions of each element



#### COMBINED ELEMENTS



### FACADE





#### ADVANCED ARCHES



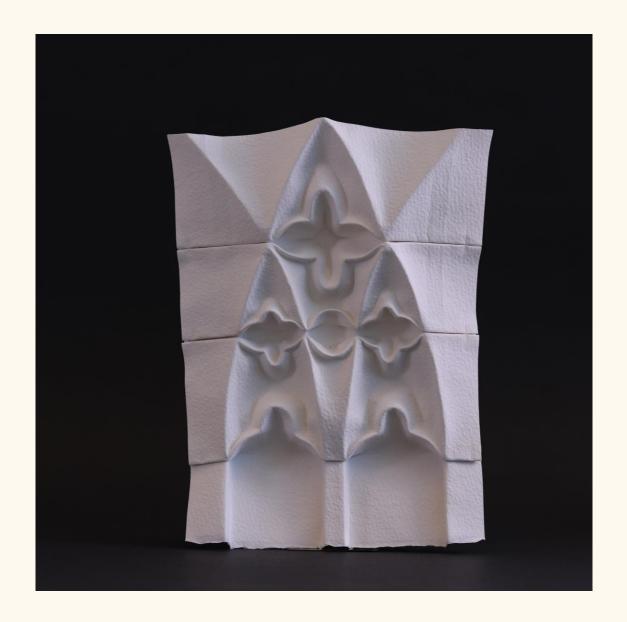


#### CONSTRUCTION OF TWO DIFFERENT ELEMENTS





#### GOTHIC ARCHES WITH ROSETTA





#### ADVANCED GOTHIC ELEMENTS





#### DECORATION ON ARCHES





#### MASKS AND ARCHITECTURE – THE MEETING POINT

- Objects with 3D complexity
- Dynamic design principles Simplicity produces complexity
- From the specific to the general
- Imitation or interpretation of reality
- The tension between existing techniques and artistic aspirations
- Desire to produce a unique visual technique

#### IN THE FUTURE

• Continue developing the technique – combination of several elements and structures

- Explore the meeting point of design tools and folds:
  - o Practical applications
  - o Parametric design
  - Manufacturing tools
  - o Foldability in other materials

#### OPEN DISCUSSION

# QUESTIONS?

# THANK YOU!





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