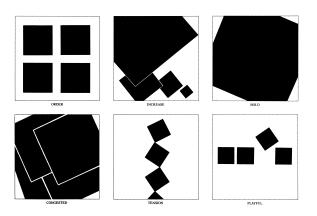
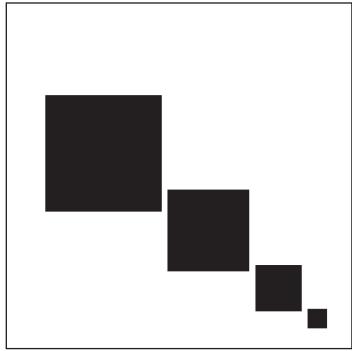
BLACK SQUARE PROBLEM

By using four black squares of the same dimension, create a graphic image to express the meaning of each of the following **six words**: order, increase, bold, congested, tension, and playful. Develop I solution for each of the six words in a **8" X 8" square**. Using only four squares may seem to be a rather limited palette for expressing such diverse words, but consider how these squares can be expanded into a more comprehensive language by using various design principles. The project document can be found on Computer > Visual Arts (V:)\Computer Art 2 > Black Square Problem

Analysis

The intention of this problem is to develop a geometic idiom through the discovery of the various two-dimensional design principles needed to extend a limited graphic vocabulary. The necessary principles include: framal reference; touching; overlapping and cropping of forms; illusory space; contrast of elements in terms of size, direction, space, and position; and the dynamics of negative - positive relationships.





INCREASE EXAMPLE

