

**ART 4753 SUMMER 2024**

**IMAGE, VOLUME, LAYERS**

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# INTRODUCTION

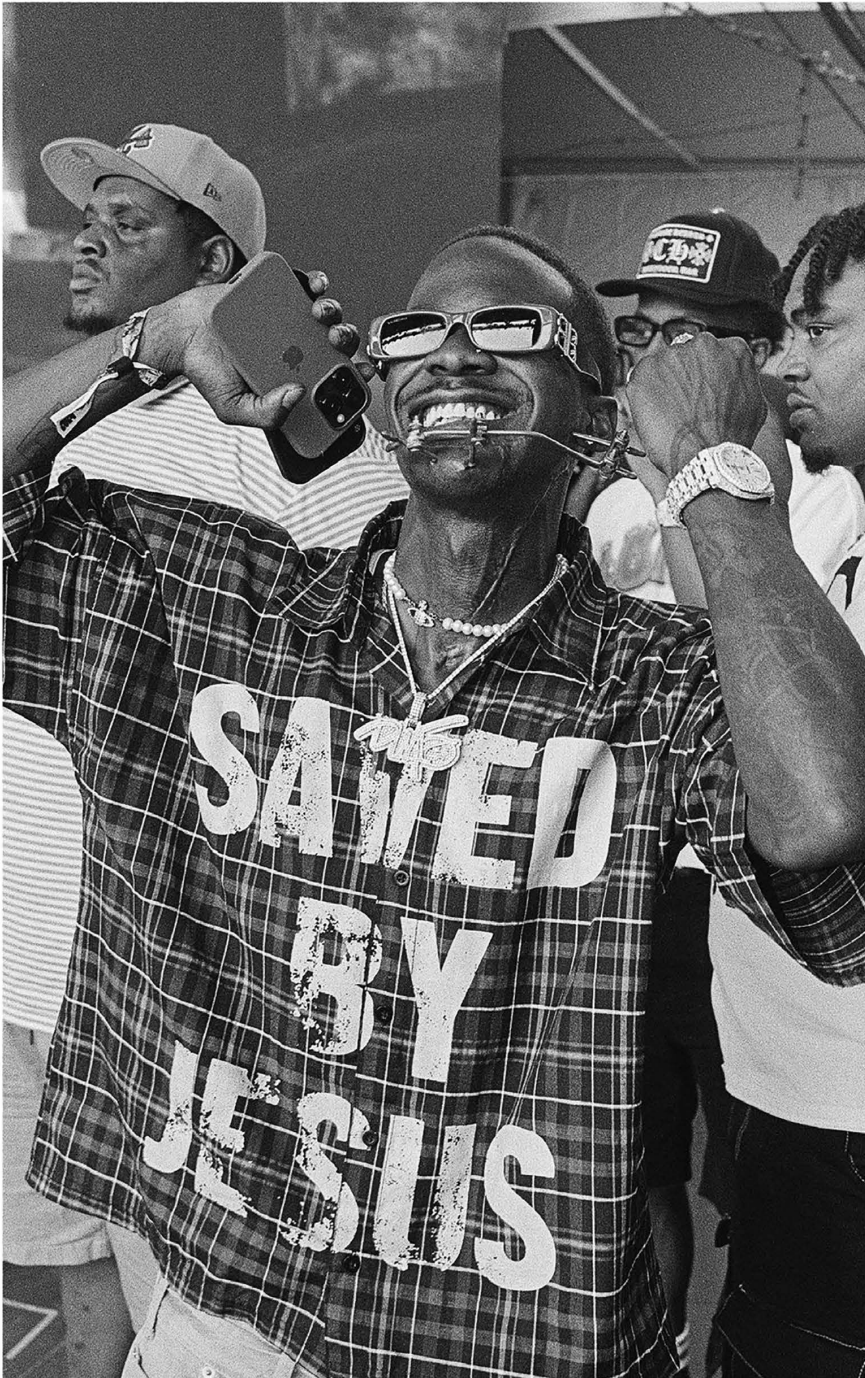


Image, Volume, Layers is a decentralized project, in which the main object/design output is presented alongside content related to its conception, process of production, and intent.

I have always looked at oversized weapons in anime and video games and wondered, "what would that look like in real life?" As well as, "can I that actually be made?"

I found out that it is possible.

# RESEARCH



## RESEARCH SUB-CONTENTS:

- IDENTIFICATION OF TOPIC/  
ISSUE
- INITIAL RESEARCH
- RESEARCH REFERENCES
- FOCUSED RESEARCH  
(IMAGE, VOLUME, LAYERS)

# RESEARCH TOPIC/ INITIAL RESEARCH

The first step was to mockup a hammer with something hanging from the handle to see if I even liked the idea.

I decided that I would need to weld, plasma cut metal, create models, and use a table saw.

The image is a giant hammer lamp.

The volume is the sheer size of the hammer.

The fact that it is a giant hammer whose purpose is to bring light to a room instead of destroying it. This gives it depth/layers.

## WHAT?

This research is to determine if a 4 1/2 foot lamp could be made to look like a giant hammer, or the other way around? As well as what materials are needed to do so.

## WHY?

I decided to do this because in the future I plan to get into furniture/appliance making. I wish to brand myself and put out my creations under that brand name.

## HOW?

# RESEARCH REFERENCE 1

I had an anime/character in mind of just to get a an idea of what kind of weapon shape I wanted the lamp to even be.



## RESEARCH REFERENCE 2

This is originally my inspiration on the light portion of the lamp. I wanted to make it seem like a mace at the end of the handle.





## RESEARCH REFERENCE 3

This is the character I used to get a gauge of how big the hammer lamp should be based on the size comparison to a person.



# FOCUSED RESEARCH

## IMAGE, VOLUME, LAYERS

The research did not change much because I knew what it was that I wanted to pursue after the initial research.

### IMAGE

I knew that I wanted to show an oversized weapon but also a lamp. In order to do that I chose to have the hammer upside down. The head would serve as the base of the lamp with the light hanging from the end of the handle.

### VOLUME

I finally decided that a base (hammer head) of 2 feet, and a handle/shaft of 4 1/2 feet would achieve that "big ass hammer" look I was going for.

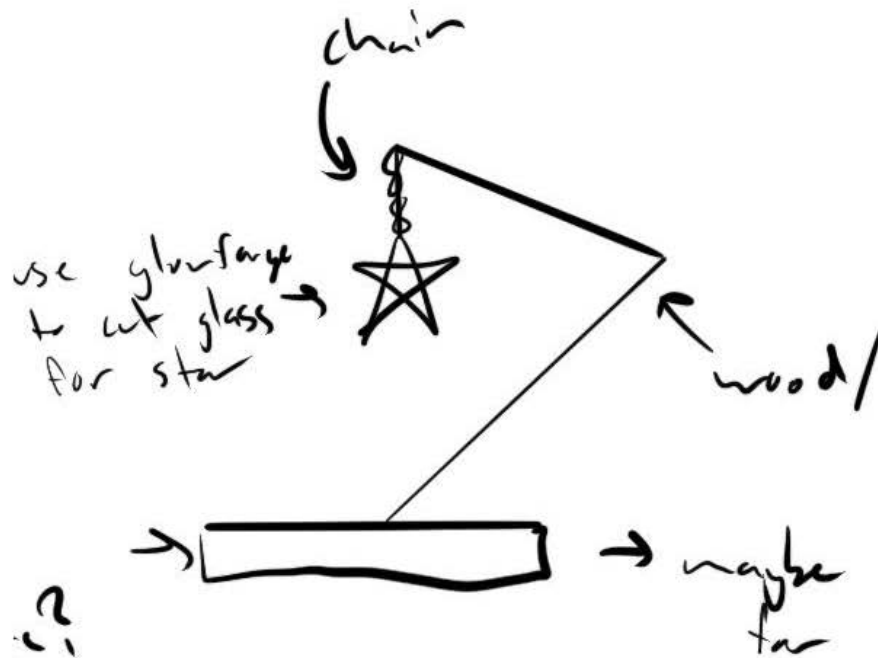
### LAYERS

It is a big hammer, but the purpose is to provide light instead of actually smashing anything.

# The Impossible

In the beginning I knew i wanted a lamp[, where the light was hanging from a chain. I decided to make a scetch of how that could be possible.

lamp

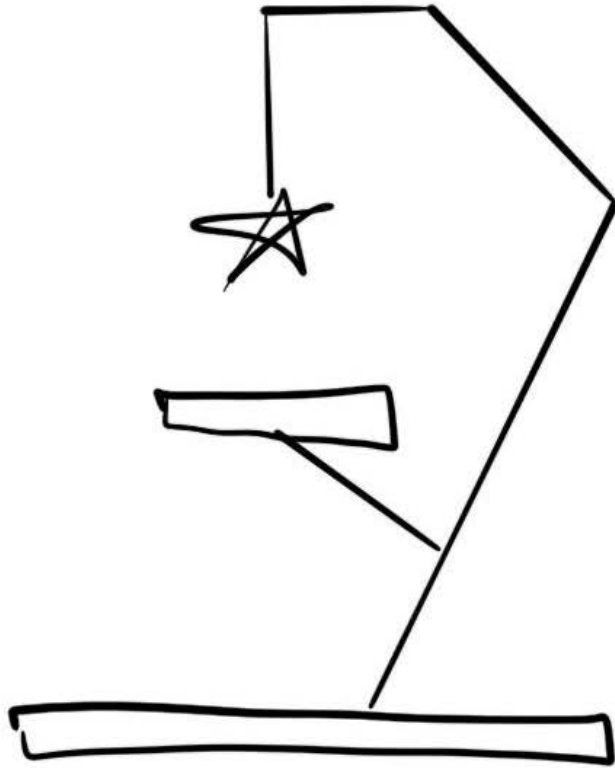


do research on making la  
google star lamp → look for  
made lamp/light with

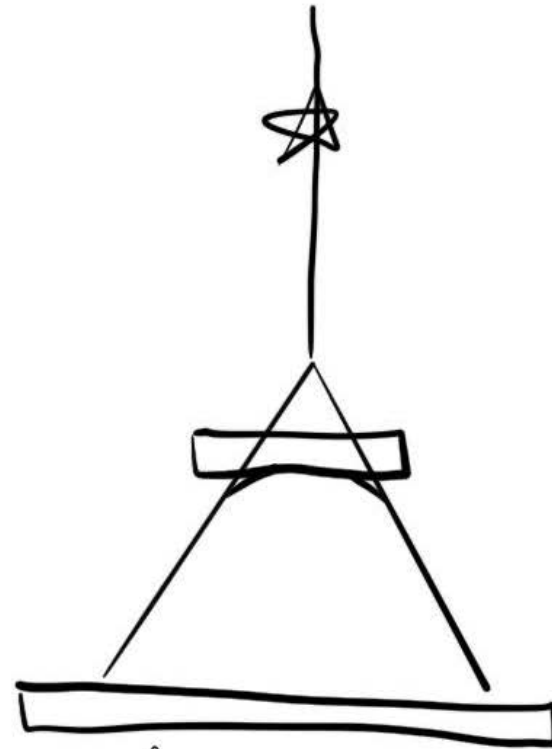
do research on making lamps

google star lamp → look for artist who made lamp/light with chairs

Sam Wong

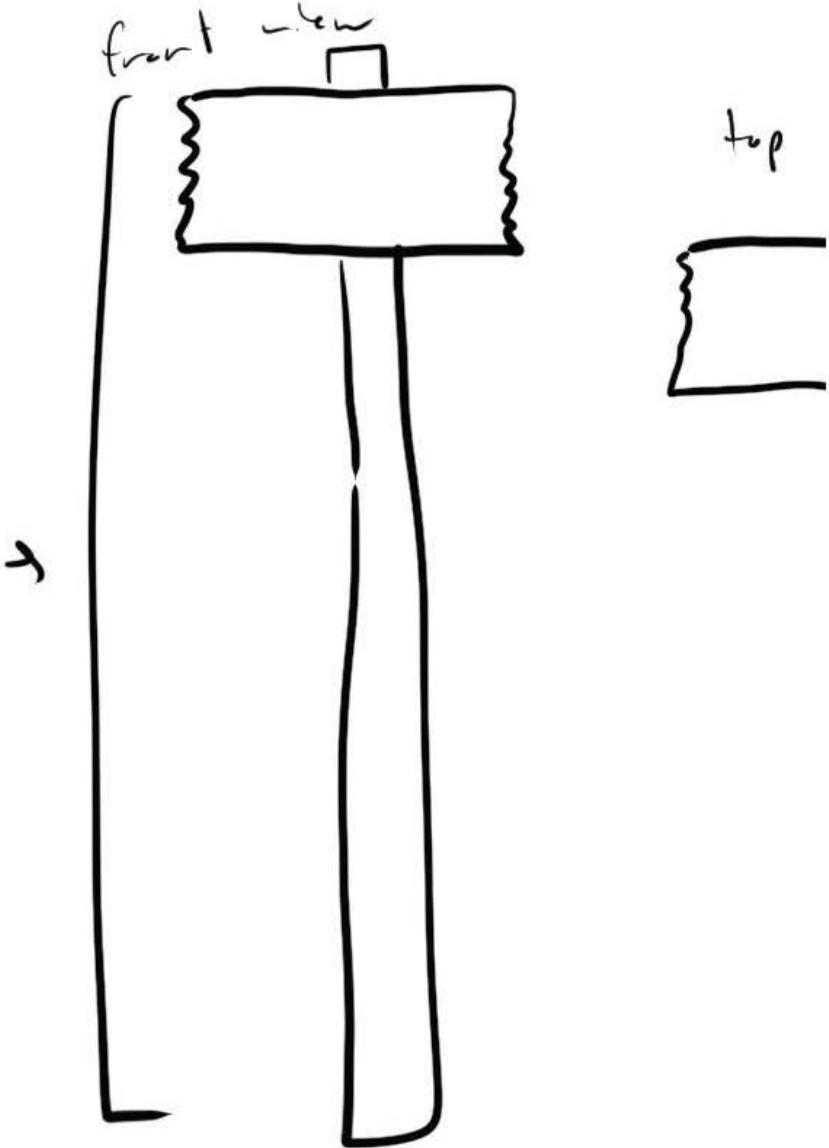


side view



front view

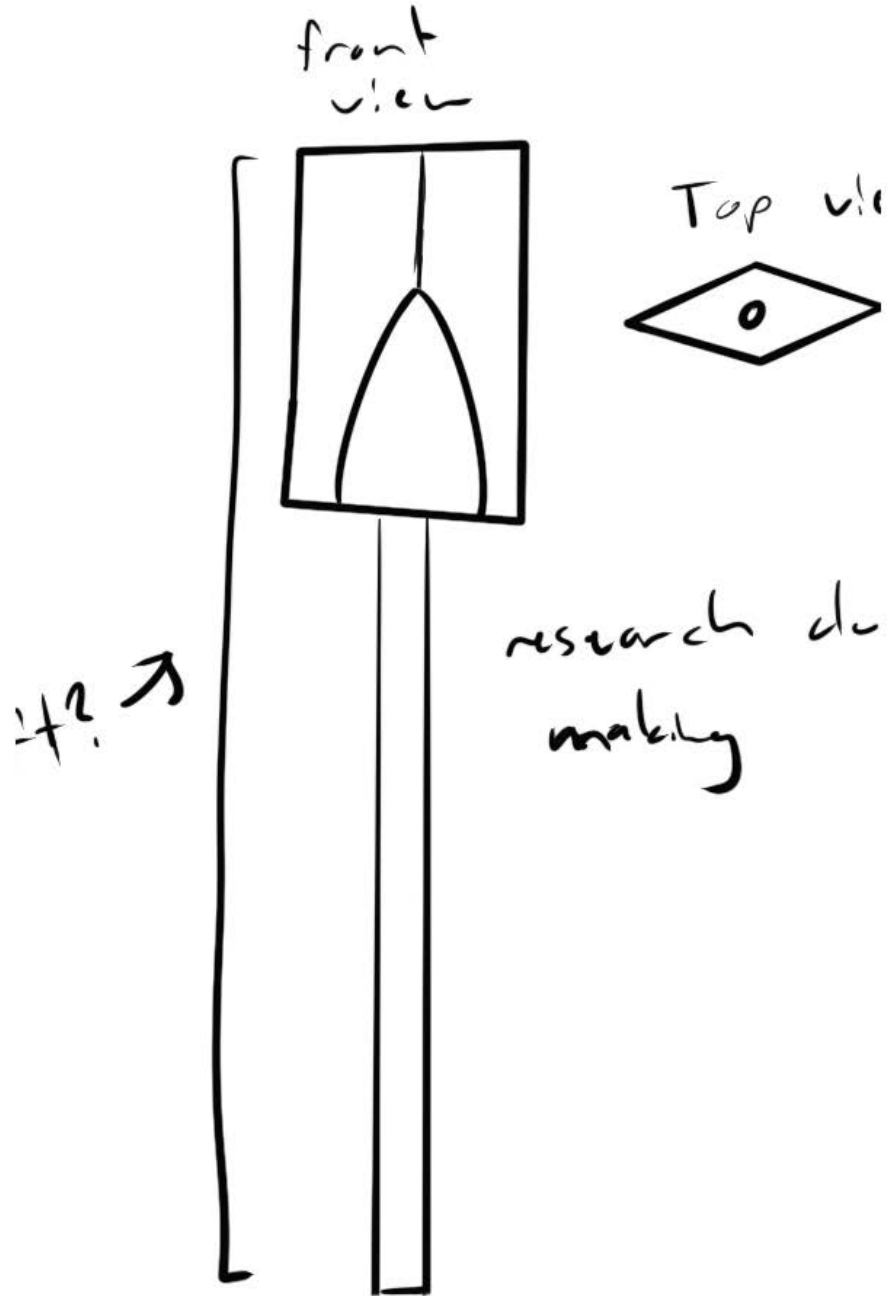
These two images are the original shapes  
I thought to use use.

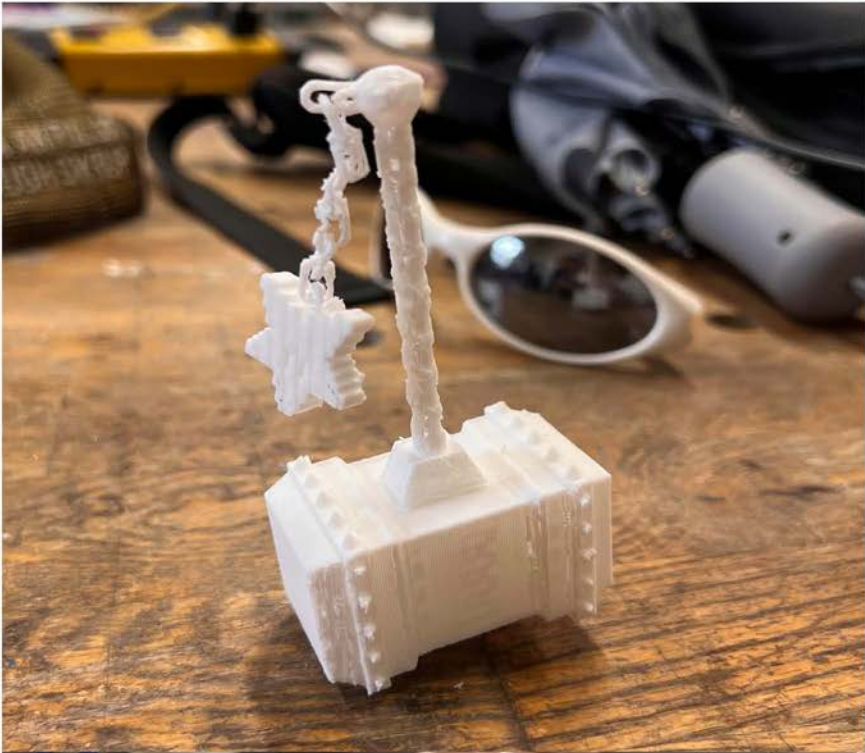


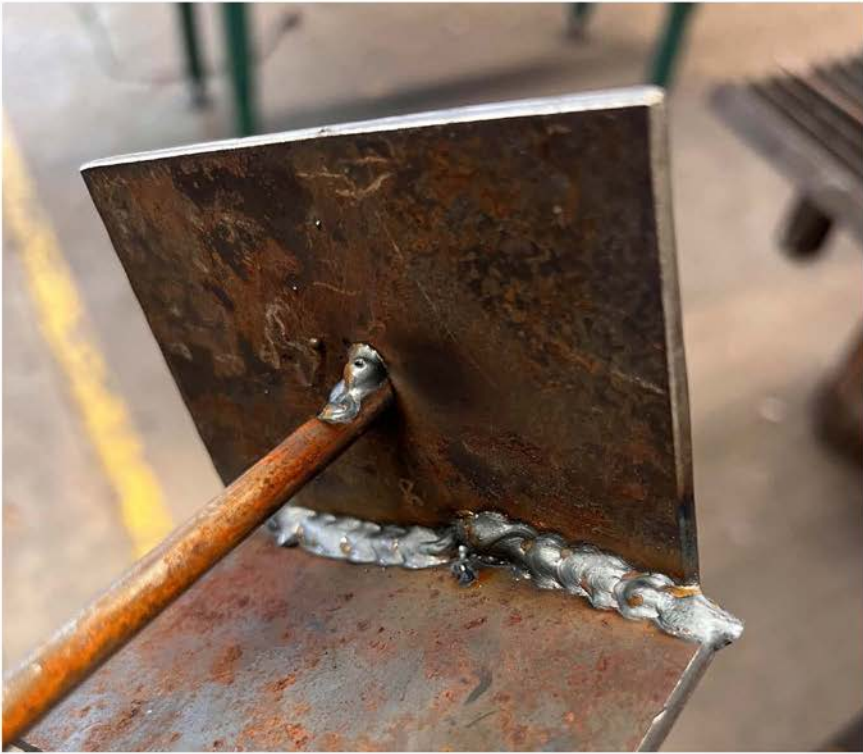
# Shard / Club

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This second one is the first thing that came to mind when thinking of an oversized weapon.





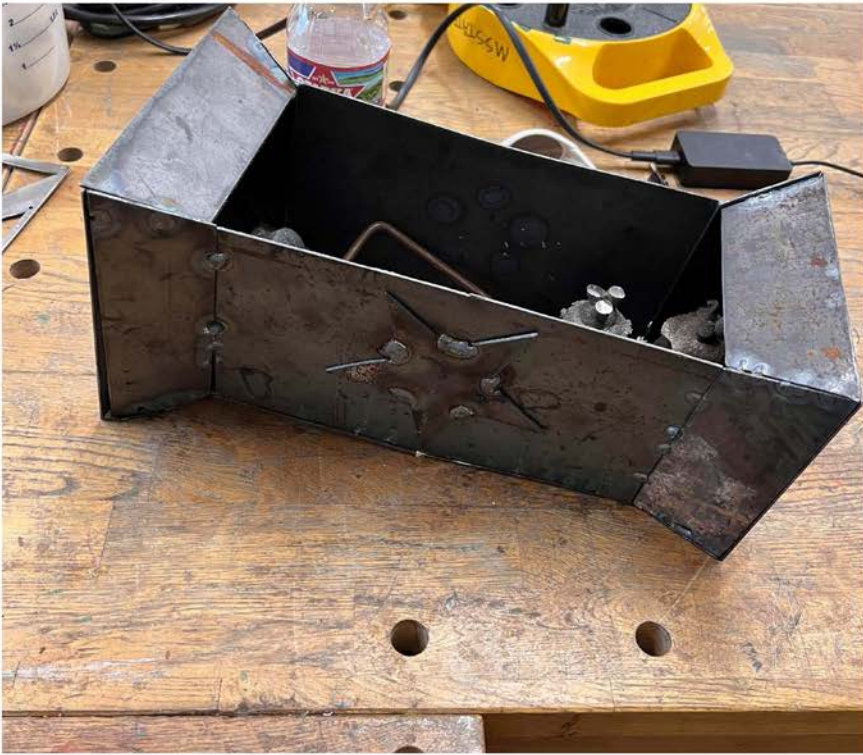


Welded one side of the hammer together and the star on the face. Chose to do the star "upside down" because it matches hammer orientation.

Practiced welding on random scraps.







Used some scrap cast iron nuggets to help add weight for increased stability.

After welding, this is how the hammer head sat.





Attached the chain at the end of the handle and wrapped wiring down the length of the handle. Wrapped the handle and wiring in a black leather.

The hammer as it sat completed.



I first 3D printed a simple mockup of a light connected to the end of a hammer handle to see it in physical form.

Doing tests with some angles of the base, I went with 5 degrees because it had the light hanging the way I intended. This was 3D printed to

I decided to do a scale model made from lasercut draftboard to help practice putting the hammer together from pieces.

Finally. I plasma cut sheet metal to get the panels for the hammer assembly and started the welding process.

# The Goats Thoughts



The whole process was very enjoyable. I learned how to 3D print, plasma cut, and weld in one week.

Missing two days of class slowed me down just a little and Made me have to do more in fewer days. It felt like a challenge to complete such a big project in such a short amount of time.

I ended up not added a star shaped cover over the light, but instead just letting the light be.

It is a giant hammer flipped upside down, but it is only a lamp functionally.

I gave the name of the pice "Juat a Lamp", even though it is clearly much more than that.

# End/Boring Suff



Example:

Yuto Suzuki / Sakomoto Days / 2022

Samwoong Lee / Star Series / Unkown Date

Masashi Kishimoto / Naruto Shippuden /  
Unkown Date