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Asistent pri predmetih barvne študije, oprema prostora, oblikovanje prostora

Raziskovalno področje: arhitektura in oblikovanje.

Pri pedagoškem, znanstveno raziskovalnem in strokovnem delu predstavlja prostoročna skica prvo "analogno" vizualizacijo neke ideje v realnem prostoru in času. Izdelava skice ni pogojena niti časovno niti prostorsko, čeprav imata prostorska in časovna stimulacija nanjo velik vpliv. Prav tako tudi niso pomembna sredstva za izdelavo ("papir in svinčnik"). Skica se skozi nadaljnja razmišljanja o funkciji in obliki razvija, materializira, dobiva strukturo, teksturo in barvo. Sočasno se razvija tudi tehnična, detajlna plat izvedbe in kasnejšega funkcioniranja (uporabe) in vzdrževanja. Koncept v obliki skice se neprestano preverja na nivoju tehnične risbe, podprte z računalniško vizualizacijo in animacijo modela v realnem času.

Proces razumske, tehnične, digitalne obdelave je v določenih točkah nujno potrebno prekiniti z vložki emocionalnega pristopa, kar ni usmerjeno linearno k rešitvi določenega problema temveč služi za vzpostavitev neke vrste mentalnega ravnotežja in dinamičnega prepletanja v kreativnem procesu. Sledi prezentacija izdelka navzven. Tu je risba jasna in opremljena s količino tekstovnih podatkov, ki se zdijo prvi hip povsem odveč in preobsežna toda za premostitev morebitnega časovnega zamika med idejo in izvedbo ter mentalnega preskoka med idejo in logiko izvedbe nujno potrebna.

Vse naštetu se vpleta v proces posredovanja znanj slušateljem pri zgoraj naštetih predmetih. V nižjih letnikih gre predvsem za vzpostavljanje temeljnih pravil likovne govorice na ploskvi in v prostoru, s poudarkom na specifičnosti barvnega zapisa. V višjih letnikih proces sočasno zajema tudi praktični vidik implementacije pri oblikovanju in opremljanju prostora.

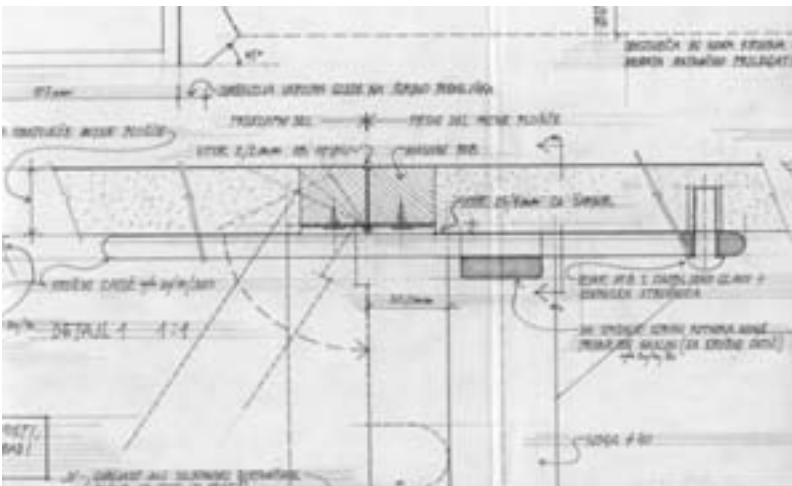
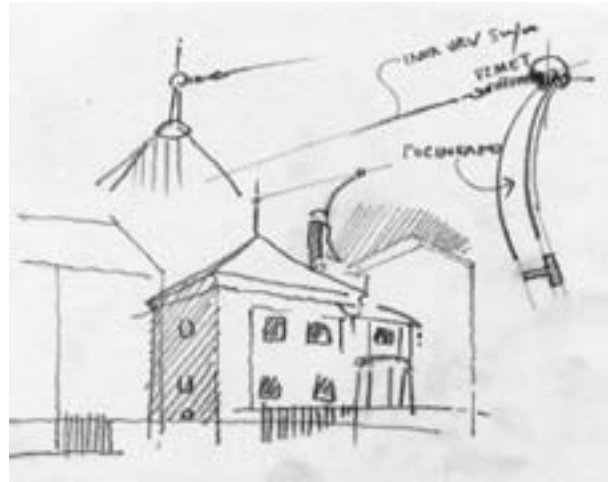
Teaching assistant involved in courses on colour studies, interior design and space design.

Research interests comprise architecture and design.

The function of the freehand drawing when applied to the teaching process, research activities or applied architecture is that of the first analogue visualisation of an idea in real time and space. The production of the sketch is not time- or space-determined. Still, both time and space stimulation exert a significant influence on it. The tools used for the production of the sketch, i.e. the paper and the pencil, do not matter either. The sketch develops, materialises, as well as acquires a structure, texture and colour through further consideration of its function and form. The development of the sketch runs parallel to the development of the technical and detailed execution and is followed by its usage and maintenance. The concept in the form of the sketch is constantly being tested at the level of the technical drawing supported by the computer visualisation and real-time model animation.

The rational, technical and digital processing needs to be interrupted at certain points so that elements of emotional approach aiming at establishing a mental balance and dynamics in the creative process rather than leading to a linear solution of a particular problem be introduced. The processing is followed by a presentation of the product to an outsider audience. At this stage, the drawing boasts of clarity and is furnished with textual data occurring in a quantity that seems superfluous and too comprehensive, yet remains necessary, for it functions as a bridge between the time gap between the idea and its execution on the one hand and the mental gap between the idea and the logical aspects of the execution on the other.

The above-listed aspects have been incorporated in the knowledge-transfer process to the students attending the above-mentioned courses. The first years of the under-graduate course focus on the establishment of the basic rules of fine-art applications on a surface or in a space, while particular attention is being paid to colours. The last years of the under-graduate course aim at a simultaneous perception of practical aspects of interior-design and space-design implementation.



Od idejne skice objekta
do izvedbenega detajla notranje opreme

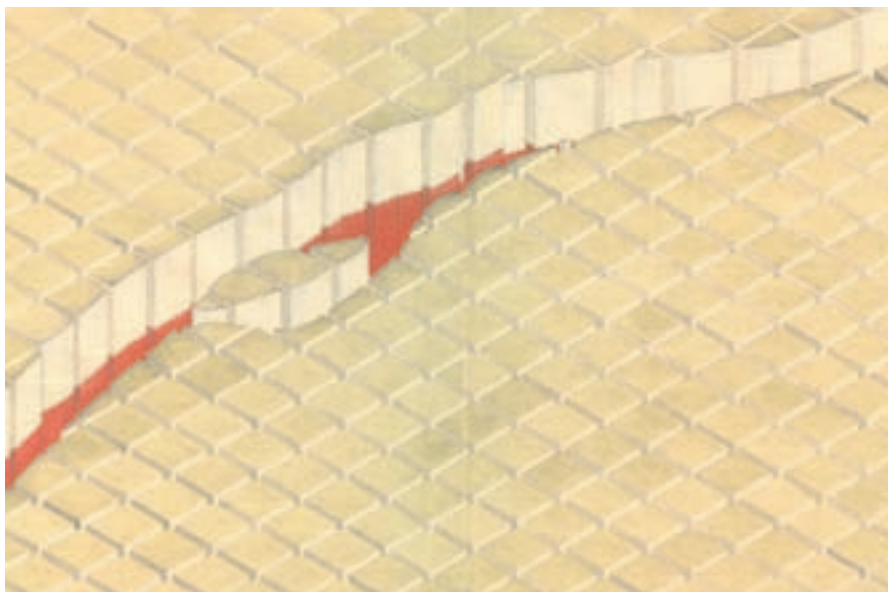
Poslovni objekt na Kajuhovi cesti v Ljubljani



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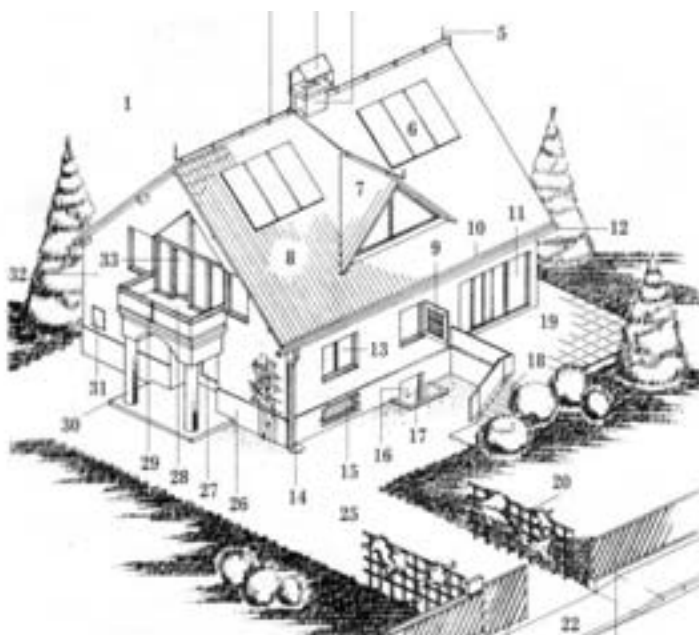
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računalniška risba



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