

Year 3 28.02.2023 Attainment Masterclass Process This series of sessions are to help you develop skills matching the *Learning Outcomes* for your Final Major project.



We have already looked at;

Enquiry Knowledge

Next week we will look at *Communication*, followed by *Realisation* for the last week of term.



Today we are going to explore & document the design process in a variety of ways.



Major Project LO3 Process

Confidently select and describe strategies for managing projects, deadlines and consultations including your process for identifying, exploring and developing appropriate media and techniques.



How you can show this in your Final Major Project Evidence independent reflection and project management throughout the unit and articulate the key stages of these within your process document.

Demonstrate independence, initiative and appropriate time management throughout the unit.

Unit: Major Project (PU002671) LO3 Process.



Evidence your ability to collaborate with others and contribute to critical debate through the tutorial process.

In your process documents, clearly articulate and illustrate a range of ideas and the experimentation you have undertaken to progress your projects to a final solution.

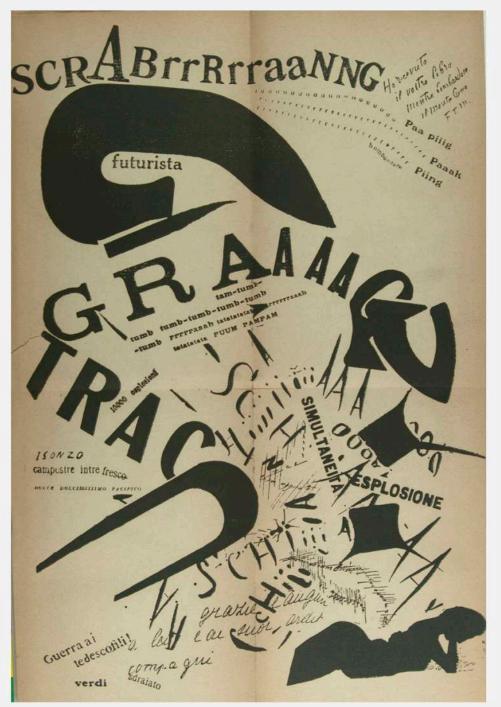


Let's consider type as image to communicate a message/tell a story.





Filippo Tommaso Marinetti



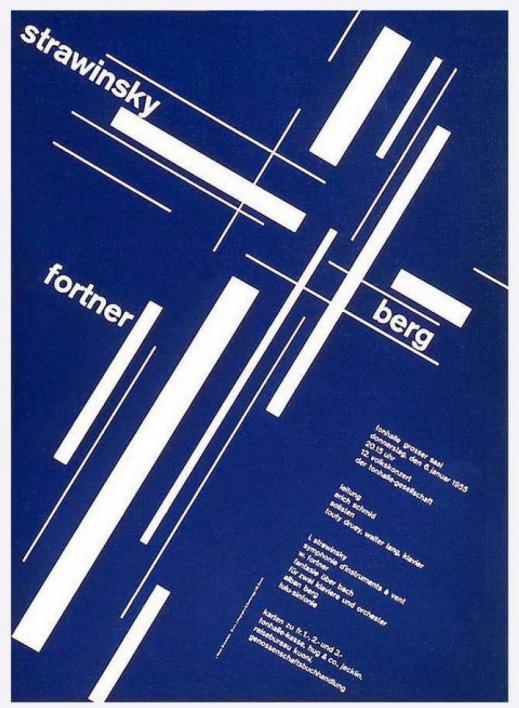
Filippo Tommaso Marinetti



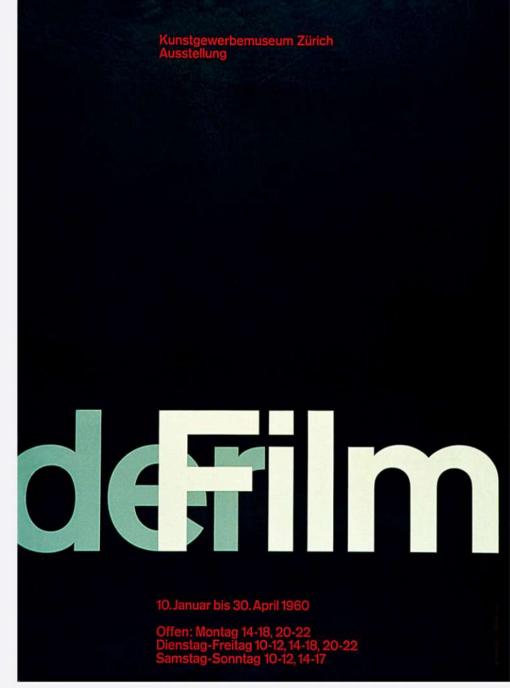
Herbert Bayer



Josef Müller-Brockmann



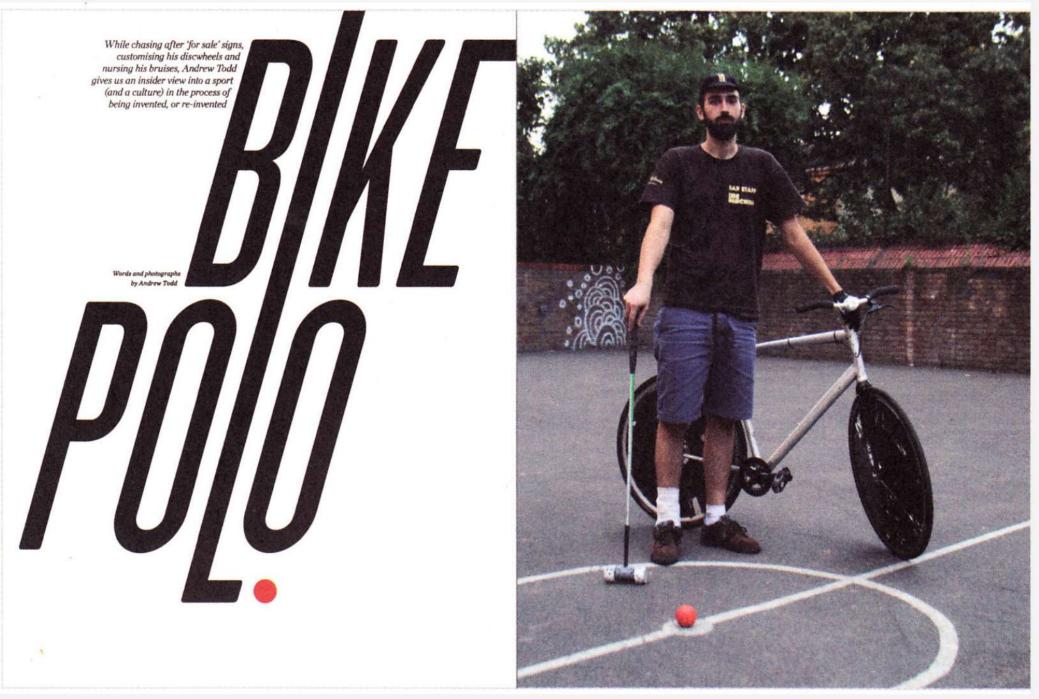
Josef Müller-Brockmann



Josef Müller-Brockmann

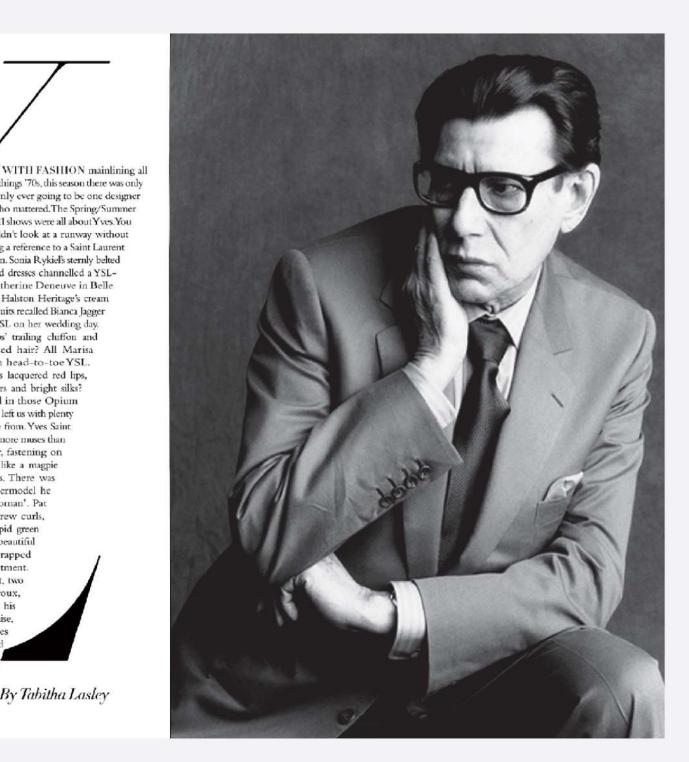
Basler Freilichtspiele 1959 19.-31. August im Rosenfeldpark

Armin Hopmann



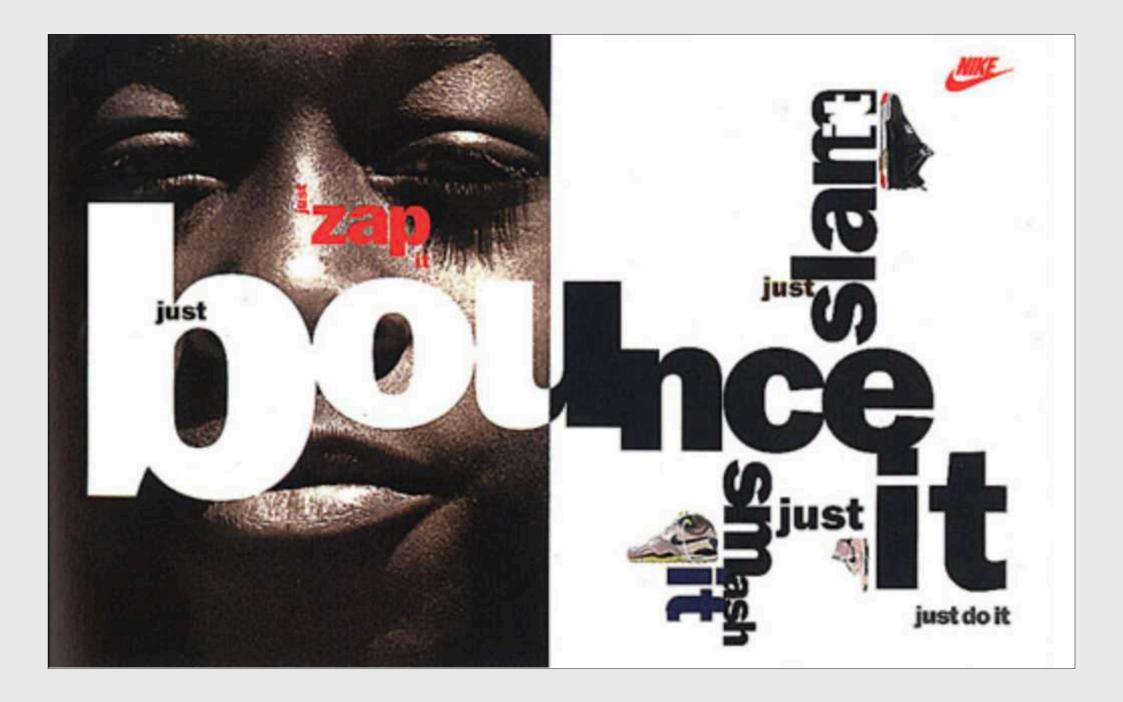
Iconic designer Yves Saint Laurent is famously quoted as saying, What is important in a dress is the woman who is wearing it.' Inspired by the muses he adored, his clothes spoke of a lasting love for women.

things '70s, this season there was only only ever going to be one designer who mattered. The Spring/Summer 2011 shows were all about Yves. You couldn't look at a runway without seeing a reference to a Saint Laurent woman. Sonia Rykiel's sternly belted mustard dresses channelled a YSLclad Catherine Deneuve in Belle du Jour. Halston Heritage's cream silk jumpsuits recalled Bianca Jagger in white YSL on her wedding day. Marc Jacobs' trailing chiffon and tightly teased hair? All Marisa Berenson in head-to-toe YSL. Louis Vuitton's lacquered red lips, mandarin collars and bright silks? Pure Jerry Hall in those Opium ads. Of course, he left us with plenty of icons to choose from Yves Saint Laurent racked up more muses than any other designer, fastening on girls-of-the-moment like a magpie chancing on trinkets. There was Iman, the Somali supermodel he dubbed his 'dream woman'. Pat Cleveland - all corkscrew curls, attenuated limbs and limpid green gaze. Talitha Getty - rich, beautiful and dead by 30, found wrapped in furs in Yves' Rome apartment. And among this rotating cast, two hardy perennials: Betty Catroux, the angular blonde Yves called his 'twin sister', and Loulou de la Falaise, soignée head of his accessories division. For Loulou, the word muse is something of a misnomera Her position as a creative director meant she was in the studio twelve hours a day. Betty's role was more By Tabitha Lasley





Vince Frost







David Carson





AD

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Cooper-Hewitt, National Design Museum 2 East 91st Street New York City

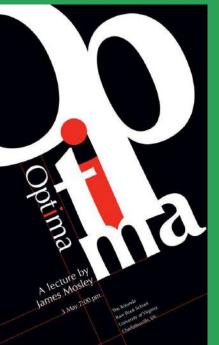






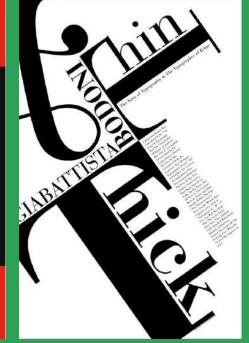


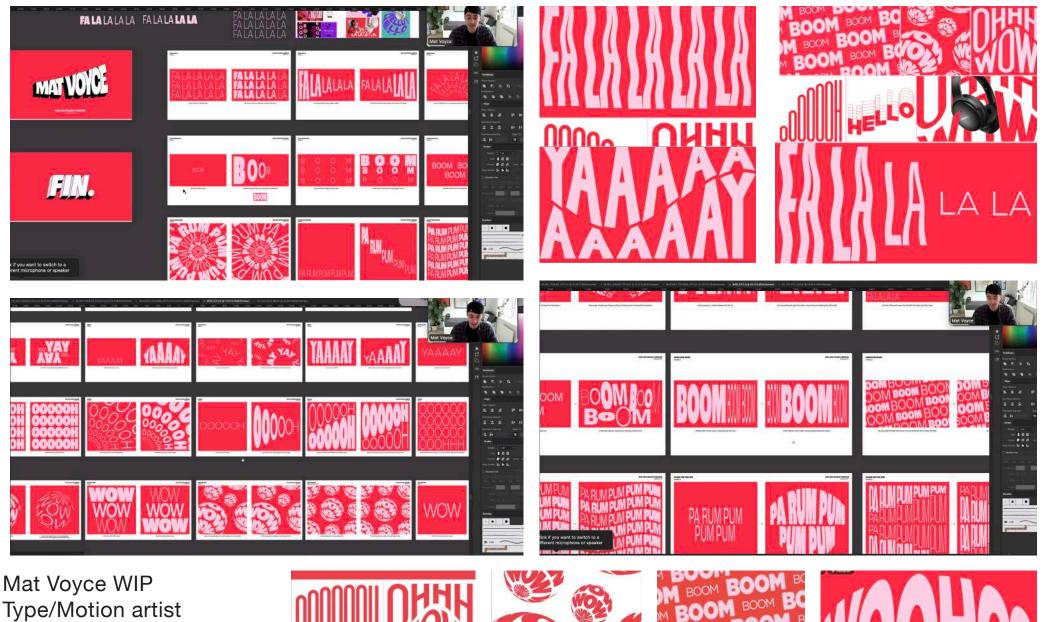






CHEMICAL IN CASE





https://www.behance.net/ matvoyce/projects







"Music is the shorthand of emotion."



Music is a powerful means of communication. It provides a means by which people can share emotions, intentions, and meanings even though their spoken languages may be mutually incomprehensible.

Musical Communication Dorothy Miell (ed.), Raymond MacDonald (ed.), David J. Hargreaves (ed.) Published: 14 July 2005



Listen to the three examples of music we are going to play for you.



Have a pencil and paper ready.

Relax, listen & think...



As you listen to the music, think about the following...

- How does it make you feel?
- What does it remind you of?
- What words would use to describe what you are feeling?



- What words could you use to describe what you are feeling?
- Write them down quickly without too much thought.
- Edit the words you have collected to 8.
- Then edit the words down to just 4
- Then edit finally edit your words to just 1 or 2.



Typography gives a visual form to language.

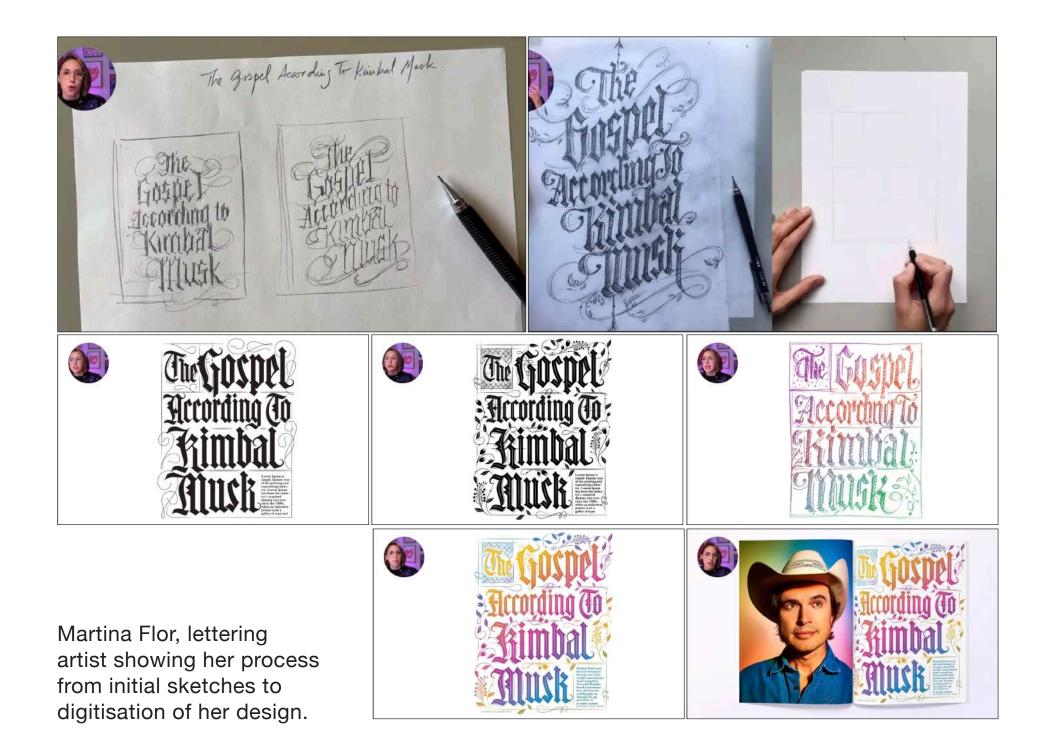


Using the template provided design some typographic sketches to visualise what you have experienced through listening to music.

Use type as image to convey meaning.

You have 45 minutes to fill your sheet with a series of designs.





Let's take a 20 minute break

When we come back let's take a moment to reflect...



Process We've looked at historical examples.



2. ProcessWe've listened to music,thought & documentedhow we feel.



3. Process We've created a series of thumbnail sketches exploring these ideas.



Now, choose your favourite sketch and develop it.

Using a larger template visualise your design, take the sheets of type - trace then, cut them out and collage. Use type as image such as Em and En dashes to create movement and feeling. Consider adding colour to your design.

You have 45 minutes to finalise a layout.





HERE'S THE

pretty vacant

Jamie Reid graphic designer - photocopying.

4. Process
We've created a developed design layout using lettering & type as image.



Now take your design, photocopy it and cut into the pieces to create a new design. You could photocopy the design multiple times, what happens to the piece of communication?

You have 45 minutes.







David Carson graphic designer - collage.







5. Process Scan or photo your design, break it down and develop a new layout.



Pin up your work, take a look around the room at what everyone else has created.

Can you guess which piece of music they chose through the design they have created?



6. Process Reflect - is this new layout more successful? Why?



and finally for today...



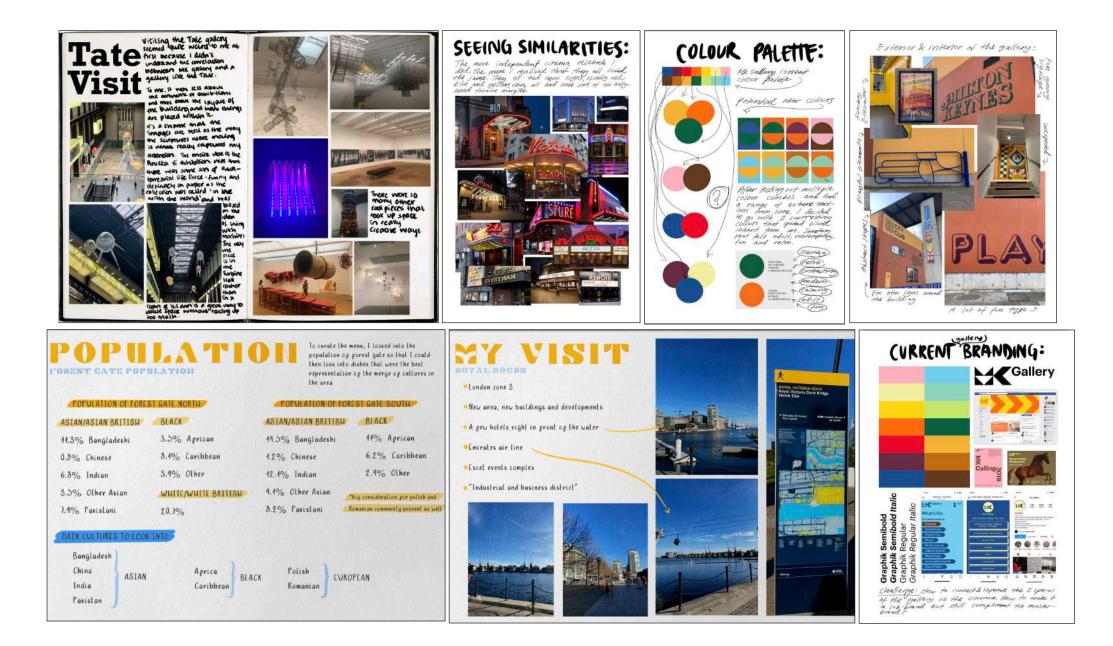
7. Process Create a 1 page pdf documenting every stage from the session today to share next week.



Process

- 1. We've looked at historical examples.
- 2. We've listened to music, thought & documented how we feel.
- 3. We've created a series of thumbnail sketches exploring these ideas.
- 4. We've created a developed design layout using lettering & type as image.
- 5. We've scanned or photocopied our design, broken it down to develop a new layout.
- 7. Create a 1 page pdf documenting every stage from the session today to share next week.





Documentation in sketchbooks. Showing evidence is part of your Process.

Think about how you could use these processes in your Major Projects.

