

08 Team Upcycle Discussion

Friday, February 03, 2017 10:43 PM

Today:

Admin:

- Schedule
- Questions about main project?
- Upcycle Reports/Blog 4
 - Due Weds Feb 15; at least a title posted on Monday Feb 13
 - Set a Featured Image
 - OK to cut and paste from Progress blog 2
 - Describe your actual design process vs ideal. Compare to your graphic from Blog 3. Can you create a new graphic that would be more descriptive? For example, are there stubs, dead ends? Did it seem more linear than iterative, loopy
 - Describe and cite your inspirations and any existing designs that you adapted
 - Describe your vision for your project, the specifications that you developed for its function *and its form*, (*your artistic vision*). What were you trying for?
 - Compare what you achieved to your FUNCTIONAL goals.
 - Compare what you achieved to your ARTISTIC goals. This your aesthetic, your metric
 - What is next? Will you refine this artifact? Keep it, recycle it, try again someday?
- Monday Movie: Flash of Genius

Meet your Team

Structured discussion

Sit with your team.

5 minutes: Plan your talk to your team. You are going to tell them about your Upcycle design progress, and focus on the aesthetic you are trying to achieve. Consider web images or sketches to illustrate.

They will give you feedback for 5 minutes, and try to suggest other directions for your work.

Questions to address during your ⁴ 5 minutes speaking to your team:

- 1) What are you creating
- 2) What materials are you using
- 3) Are you using elements from an existing design? What elements are you bringing that are new? If it is a mashup, does it bring a new perspective, a commentary perhaps?
- 4) What aesthetic are you going to impose? Think hard about this one. 'Upcycle' as an aesthetic by itself is a low bar. Justify your choices. If you can't, consider making other choices you can believe in.

If you are using straight lines and 90 degree angles think about why. Does it give meaning?

Yes, it is easy to draw, but can you push beyond to achieve a different visual statement?

Feedback, ⁴ 5 minutes

- 1) Point out a strength of the project
- 2) Suggest an alternate aesthetic, and how it might be applied to the project. "Wouldn't it be cool if you added whiplash curves, or added ruffles to make it a Lolita XYZ...."

Rotate roles 2 more times.

The rest of the time (until everybody is done) can be free discussion. Suggested topic: set up

times to trade labor for project completion.