

module.....: / ARCHIVE.....  
index.....: part 03 / 04...  
type.....: [ PROCESS\_LOG ]  
  
year.....: 2023 - 2024....  
course.....: BA 2.....  
  
linked\_node..: [ OUTPUT ]  
linked\_module: / MEMORY.....

|       |   |         |
|-------|---|---------|
| Nº 27 | “ the crazy<br>scientists<br>laboratory ”                       | [ 436 ] |
| Nº 28 | “ experimental<br>notation ”                                    | [ 460 ] |
| Nº 29 | “ happy<br>accidents ”  | [ 508 ] |
| Nº 30 | “ forbes education<br>magazine cover ”                          | [ 520 ] |
| Nº 31 | “ typophoto ”   | [ 534 ] |
| Nº 32 | “ stop / go ”   | [ 546 ] |
| Nº 33 | “ mood swings ”   | [ 552 ] |
| Nº 34 | “ make<br>a portfolio! ”  | [ 573 ] |
| Nº 35 | “ it's a match! ”   | [ 596 ] |
| Nº 36 | “ contemporary<br>interpretation<br>of xix century<br>fashion ” | [ 604 ] |
| Nº 37 | “ treasure<br>seekers ”   | [ 624 ] |
| Nº 38 | “ fine art<br>graduation<br>catalogue ”                         | [ 640 ] |
| Nº 39 | “ dynamic<br>letterforms ”                                      | [ 664 ] |
| Nº 40 | “ internship ”  | [ 686 ] |

**Nº 27.**  
**" THE CRAZY**  
**SCIENTISTS**  
**LABORATORY "**







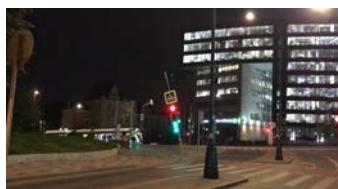
-> find:

# SOMETHING

-> make:

# ANYTHING

-> with this something.

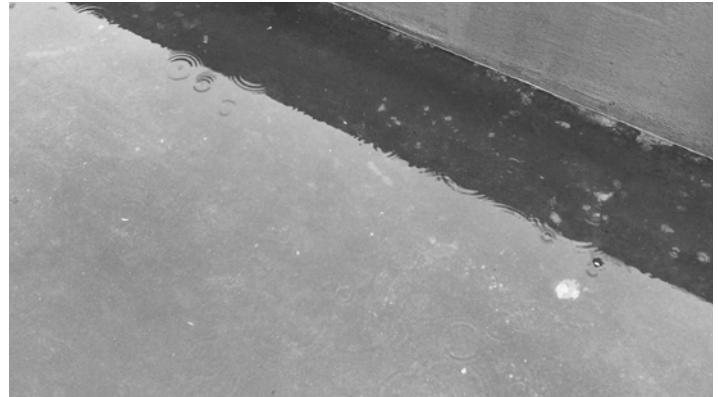


- a. lights behind the trees
- b. scooters are talking
- c. road sign
- d. keyboard sound

- e. scooters communicating
- f. blinking signs
- g. lights on the wall
- h. another blinking sign

mental state:

COZY  
AUTUMN  
DEPRESSION



weather condition:

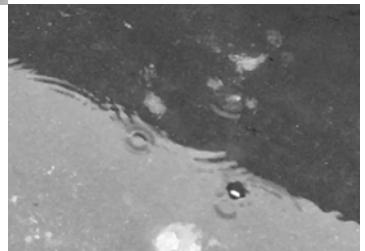
RAIN

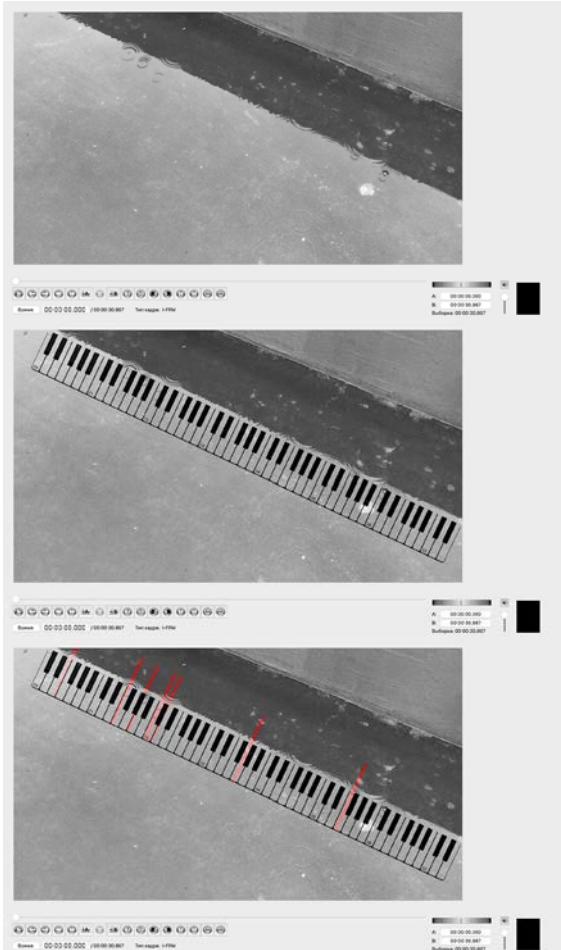


found subject:

RAINDROPS

// that's how i found it.





img\_01.

img\_02.

img\_03.

DO  
NOT  
ASK  
ME  
HOW

...

// it was revealed during  
a late-stage research fugue.

// + several rain photos  
and voila: notation!



// call me crazy, but it's  
literally the brief title.

// tons of tests, tech issues,  
and everything in between.  
but who cares.

1 PHOTO  
=  
1 CHORD  
=  
1 TRACK

// + a bunch of instruments.  
so, this way, an 18-track  
album was made.

music:

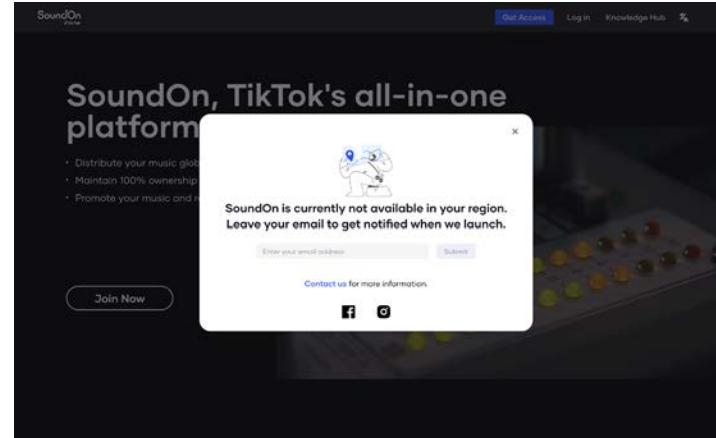
# THE ALBUM IS FINISHED!

distribution:

# FAILED DUE TO TECHNICAL RESTRICTIONS

// the platforms are either  
paid or blocked.

or i'm just bad at googling.  
if you know a way - text me.



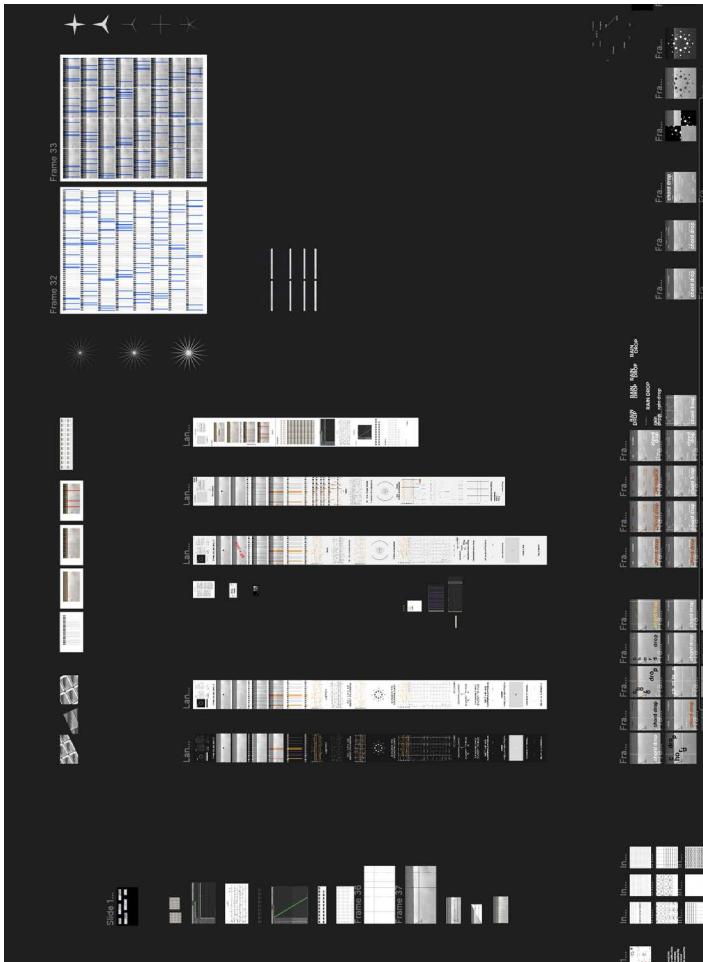
+ distrokid  
+ ditto  
+ songtrust  
+ amuse  
+ novecore  
+ tunecore

tried all platforms from  
the list -> only 1 worked  
-> uploaded tracks -> filled  
everything -> pressed the  
«upload» button -> it asked  
to connect a paypal account  
(which is blocked in russia).

game over.



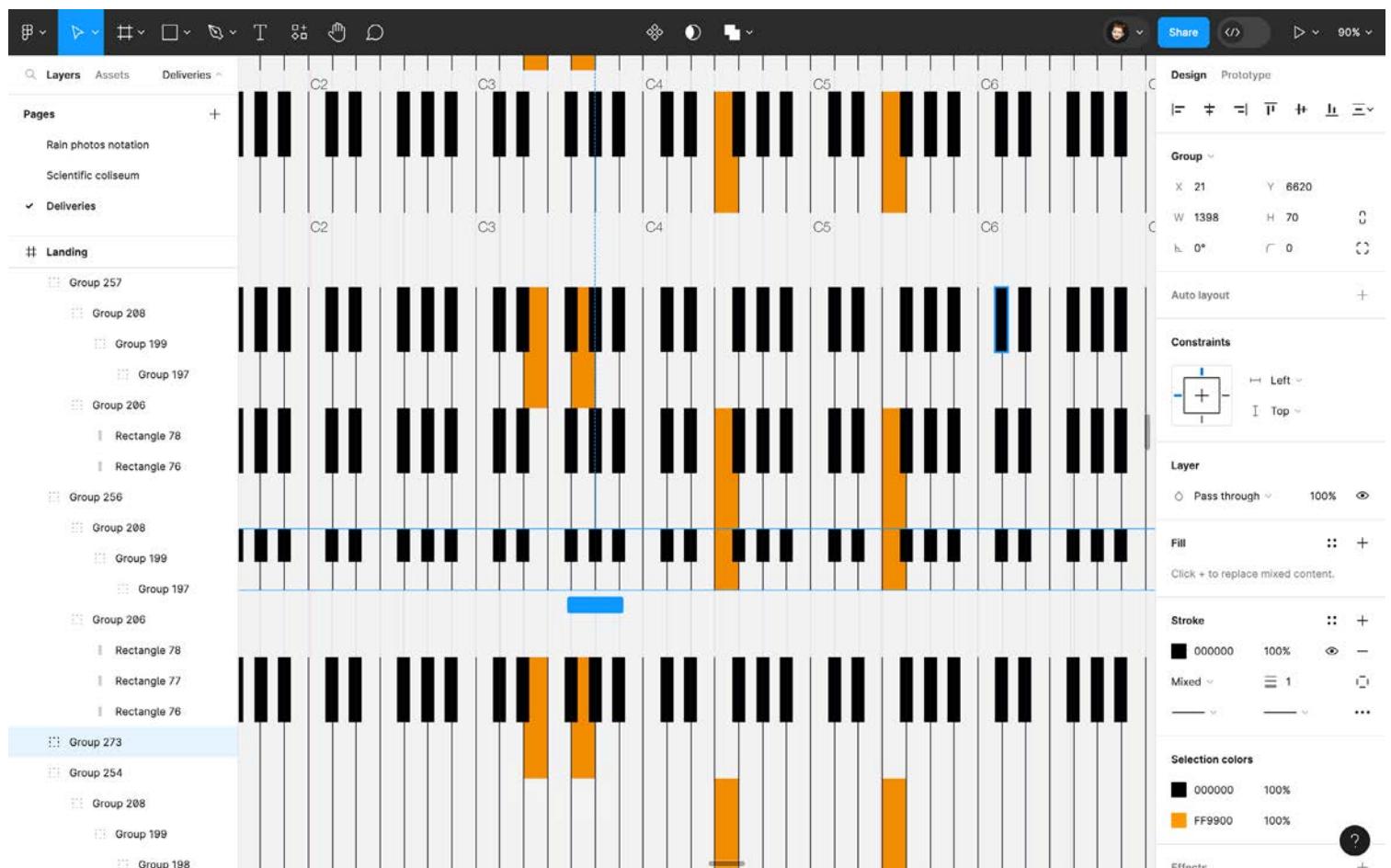
// <- for now, listen here



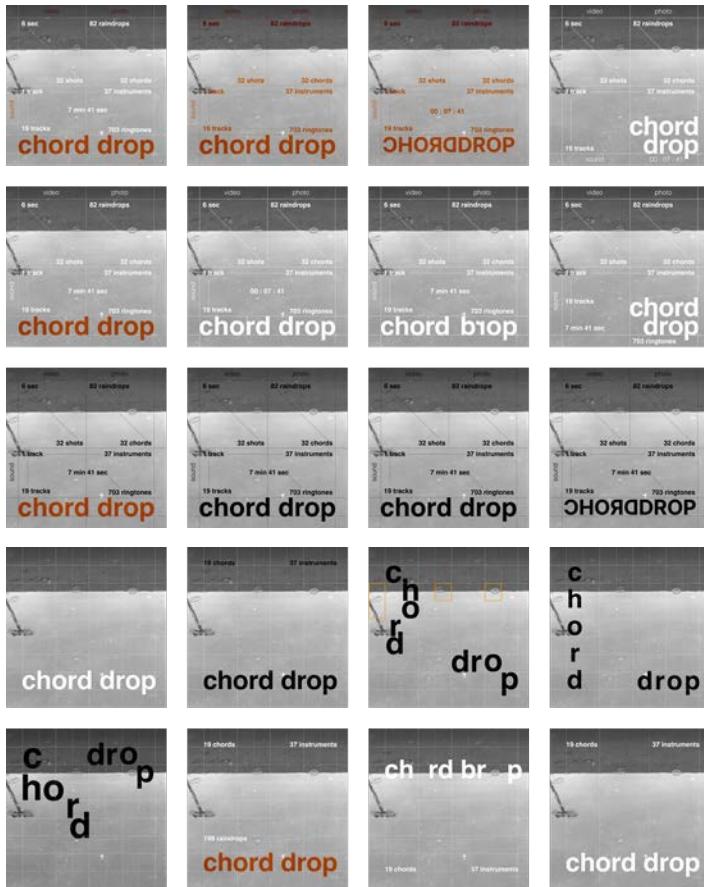
// ha ha. she thought she could  
code a website in a week.



outcome: partial success.  
functional prototype achieved.



// but she made an album cover. not the final version though. you'll see why.



# \* SPOILERS TO EXPERIMENTAL NOTATION \*

Nº 28.  
" EXPERIMENTAL  
NOTATION "







[ IDENTITY ] ALBUM COVER. DARK

468

[ IDENTITY ] ALBUM COVER. LIGHT

469

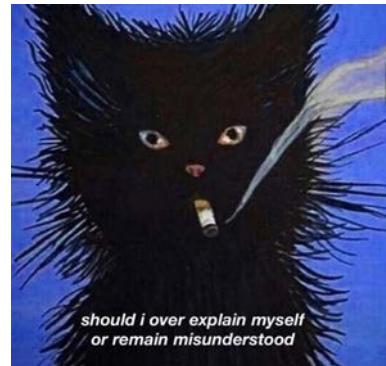
-> animate your  
favourite song.

// so...

// do you mean to rethink  
my FAD final project that  
took me a third of the year?  
in 8 weeks?



-> don't forget to design an  
identity for it or an event!



// fuck it, i will explain  
everything this time!

stage 1:

# CONCEPT AND THEORY

difficulty:

## NORMAL

// don't ask me what was  
i thinking when i decided  
to visualise music again...

personal brief:

*the goal is to make as intuitive «notation» for any kind of viewer. it should be like an alphabet for communicating sound and music.*

*the aim is to translate as much sound proprieties as possible into a video.*

*this system allows to illustrate any sound. there is no need to choose a music.*

constrains:

- it should be readable and reproducible to be universal graphic notation.*
- it should be objective and measurable to stand for a standard of sound representation.*
- it should be understandable even without a sound.*
- it shouldn't be based on individual experience of sound.*

# HOW DOES IT WORK?



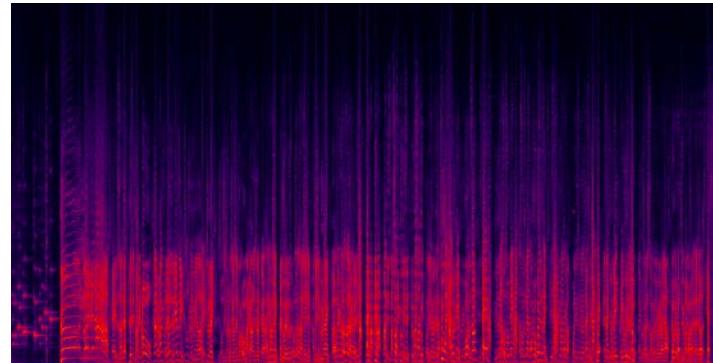
STAY WITH  
ME  
ON THIS  
ONE,  
IT'S REALLY  
IMPORTANT!

// in short, the sound has  
2 main properties:

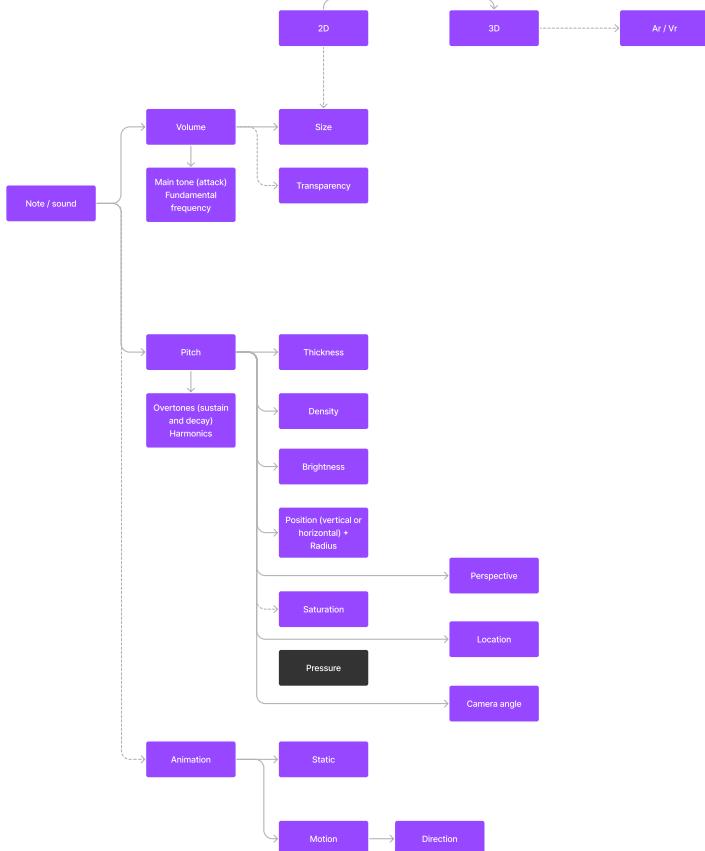
1. volume // which is also an amplitude.



2. pitch // which is also a timbre.

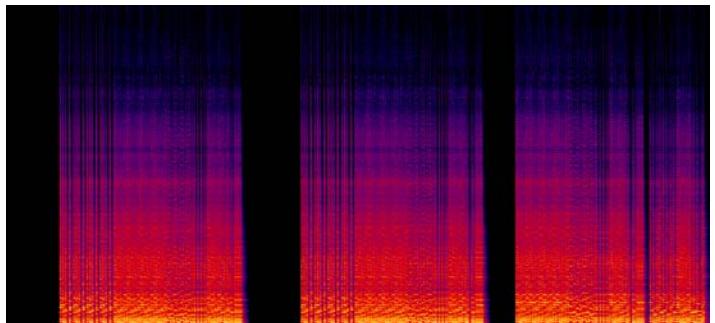


// so, here is how to turn it into graphics.

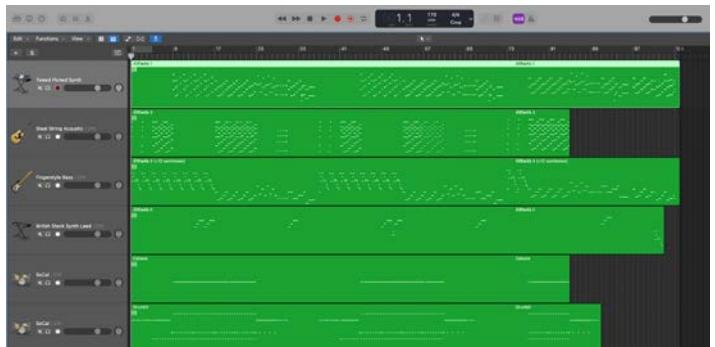


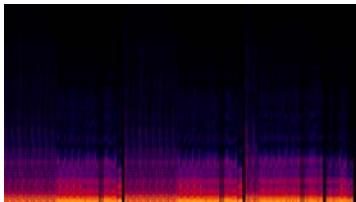
// BUT. we hear music with all instruments and think of it as one piece. to visualise it precisely it's necessary to separate instruments into layers.

.mp3 file

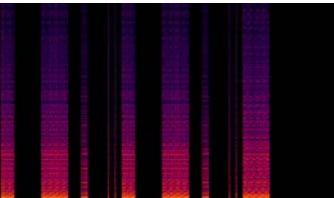


MIDI

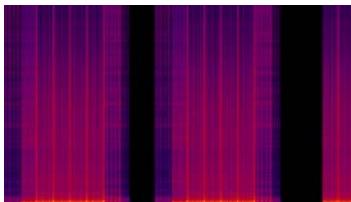




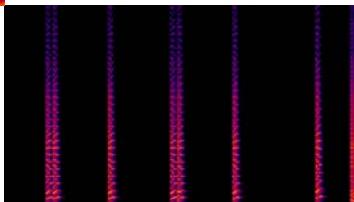
1 layer:  
tweed picked synth



2 layer:  
steel string acoustic



3 layer:  
fingerstyle bass



4 layer:  
british stack synth lead

// if you know, you know.  
if you don't, just believe me,  
it's the most crucial part.

## BUT WHERE TO FIND MIDI FILES?



my drop

visualisation

// my music created during  
“the crazy scientists labo-  
ratory project” was a perfect  
match. as a bonus i avoid any  
troubles with copyrights.

# CODING

difficulty:

HARD

*// it's not as difficult  
to come up with a system  
as it is to implement it.*

stage 2:

apps research:

- unreal engine
- blender
- blender + plugins
- lasp
- resolume
- and more

*accidentally the best fit is:*



mode:

# SURVIVAL

tools:

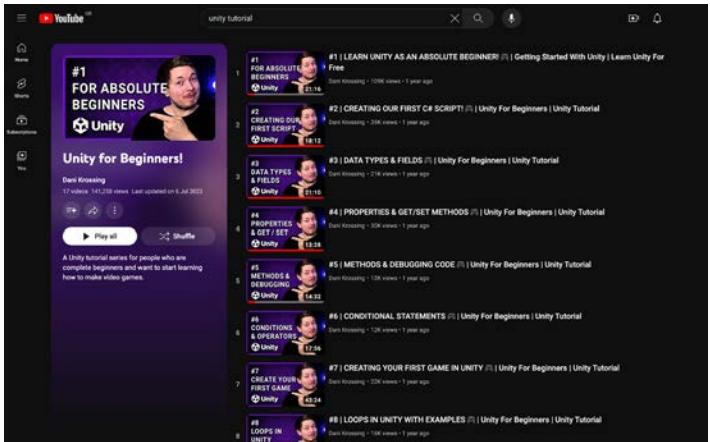
# TUTORIALS MARATHON + STACKOVERFLOW ARCHAEOLOGY

language:

# C#

learning time:

# 2 WEEKS



reddit

Search in Unity3D

will it be interesting to see what game developers start doing if the focus is on a show rather than on many end users. Skips a lot of the development process.

#1 | LEARN UNITY AS AN ABSOLUTE BEGINNER! | Unity For Beginners | Unity Tutorial

#2 | CREATING OUR FIRST C# SCRIPT! | Unity For Beginners | Unity Tutorial

#3 | DATA TYPES & FIELDS | Unity For Beginners | Unity Tutorial

#4 | PROPERTIES & GET/SET METHODS | Unity For Beginners | Unity Tutorial

#5 | METHODS & DEBUGGING CODE | Unity For Beginners | Unity Tutorial

#6 | CONDITIONS & OPERATORS | Unity

#7 | CREATING YOUR FIRST GAME IN UNITY | Unity For Beginners | Unity Tutorial

#8 | LOGS IN UNITY WITH EXAMPLES | Unity For Beginners | Unity Tutorial

and honestly if you can't make it better than him you might be wasting your time.

Lot, thank you for the info! I am currently working on a game project in Unity and I am trying to learn how to work with audio. I know there is a branch for soundtrack, but it didn't really work.

But I want to make my own sounds. So I have my own, simple to use framework for Visual Studio, and I can make it very simple to import and use for others. LASP gives me a test of how to know how to use it well enough. If my project, it will be super simple.

That's great! I am a beginner myself. I have my own, simple to use framework for Visual Studio, and I can make it very simple to import and use for others. LASP gives me a test of how to know how to use it well enough. If my project, it will be super simple.

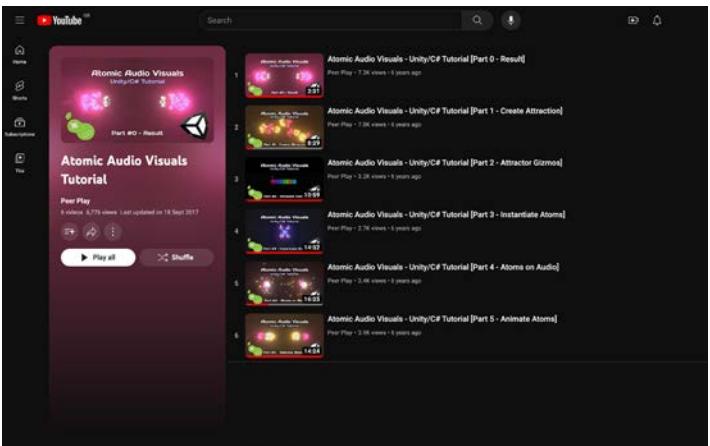
LASP is easy to use if it fits your needs, you just put a component on the gameobject and it has every parameter that you would need to tune it.

Sorry for the long post, but I wanted to share it with you all. I hope it helps someone else. My input was just based on my own experiences. I had no idea to know you already knew of LASP. Not to mention, I was also informing anyone reading this thread.

It's great, but it doesn't support .NET 4.X which is currently a problem for me.

Looking forward to seeing this one in any API - any ETA on release?

It doesn't support 2 devices, but only because Keolis found a bug that fixed around early 2013.



EXPLORER

DeviceList.cs

```

Assets > Test > DeviceList.cs
1 using UnityEngine;
2 using System.Linq;
3 
4 // 
5 // Audio input device enumeration example
6 // 
7 // LASP provides IEnumerable< of currently available audio input devices via
8 // UnityEngine.InputDevice. This example creates a device list from it using
9 // LINQ.
10 //
11 sealed class DeviceList : MonoBehaviour
12 {
13     #region Scene object reference
14     [SerializeField] UnityEngine.UI.Text _label = null;
15     #endregion
16 
17     #region Formatter functions
18     // Channel count to string
19     string ChannelMode(int count)
20     => count == 1 ? "Mono" : (count == 2 ? "Stereo" : $"{count} channels");
21 
22     // Device description string
23     string PossibleDevicesDescription(Device dev)
24     => $"{dev.Name}\\" + (dev.ID) + "\n" +
25         $"({ChannelMode(dev.ChannelCount)}, {dev.SampleRate}) Hz\n";
26 
27     #endregion
28 }
29 
```

// repeat till it works.

//  
it doesn't work... why?  
it does work... why?

```
/*
*** The Frequency Bands ***
* [0]Sub Bass:      0 - 86Hz
* [1]Bass:          87 - 258Hz
* [2]Low-Mids:     259 - 602Hz
* [3]Mids:          603 - 1290Hz
* [4]Upper-Mids:   1291 - 2666Hz
* [5]Presence:     2667 - 5418Hz
* [6]Brilliance:   6419 - 10922Hz
* [7]Dog Whistle:  10923- 21930Hz
```

This comes from Peer Play on  
YouTube @ "Audio Visualization  
- Unity/C# Tutorial"

\*/

// later i'll be linking  
3D object parameters to  
the extracted sound values.

// ok, i'll stop with the tech-  
nical overload.

it's complicated, but trust  
me, it's the only way it all  
works.

just know: the entire project  
rests on one single tutorial  
by an Indian guy on YouTube.  
again.

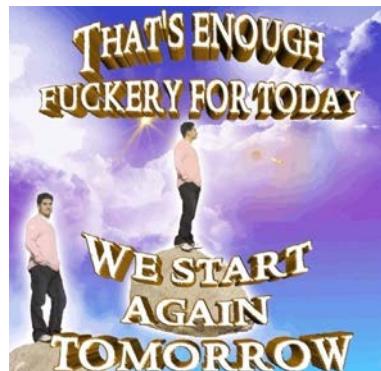
step 1:

# LEARN C# FROM SCRATCH

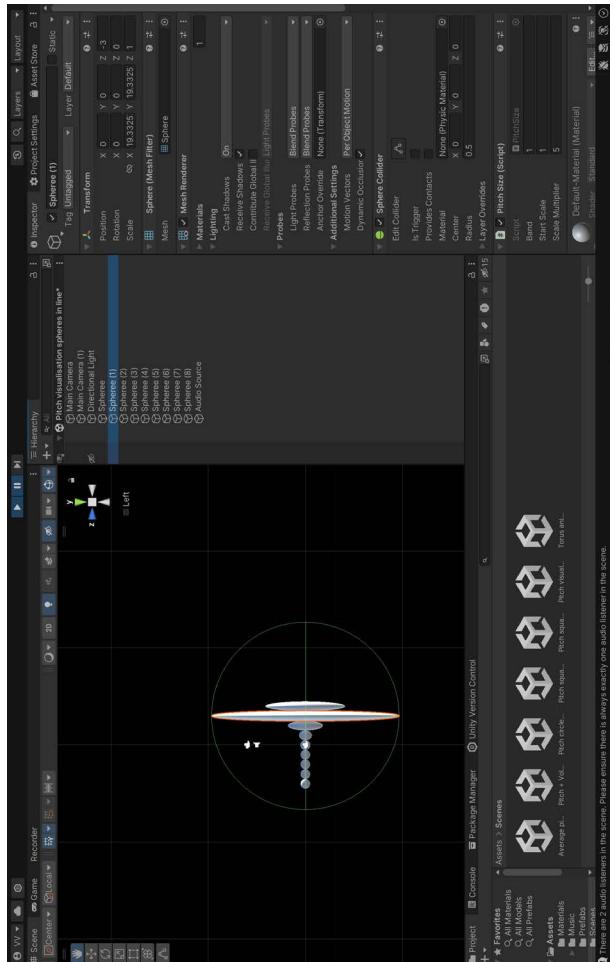
step 2:

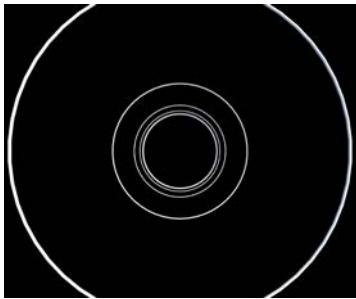
# EXECUTE THE VISION

// yes, in that order.  
no, i don't recommend it.

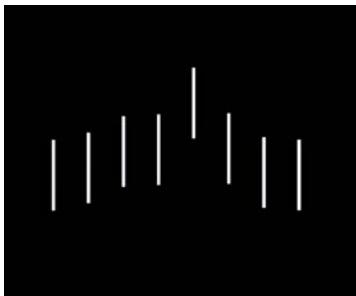


// after i got c# under control, the plan looked like this:

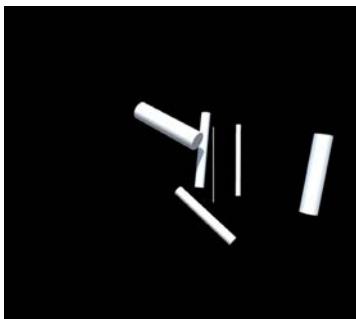




img\_01.



img\_02.



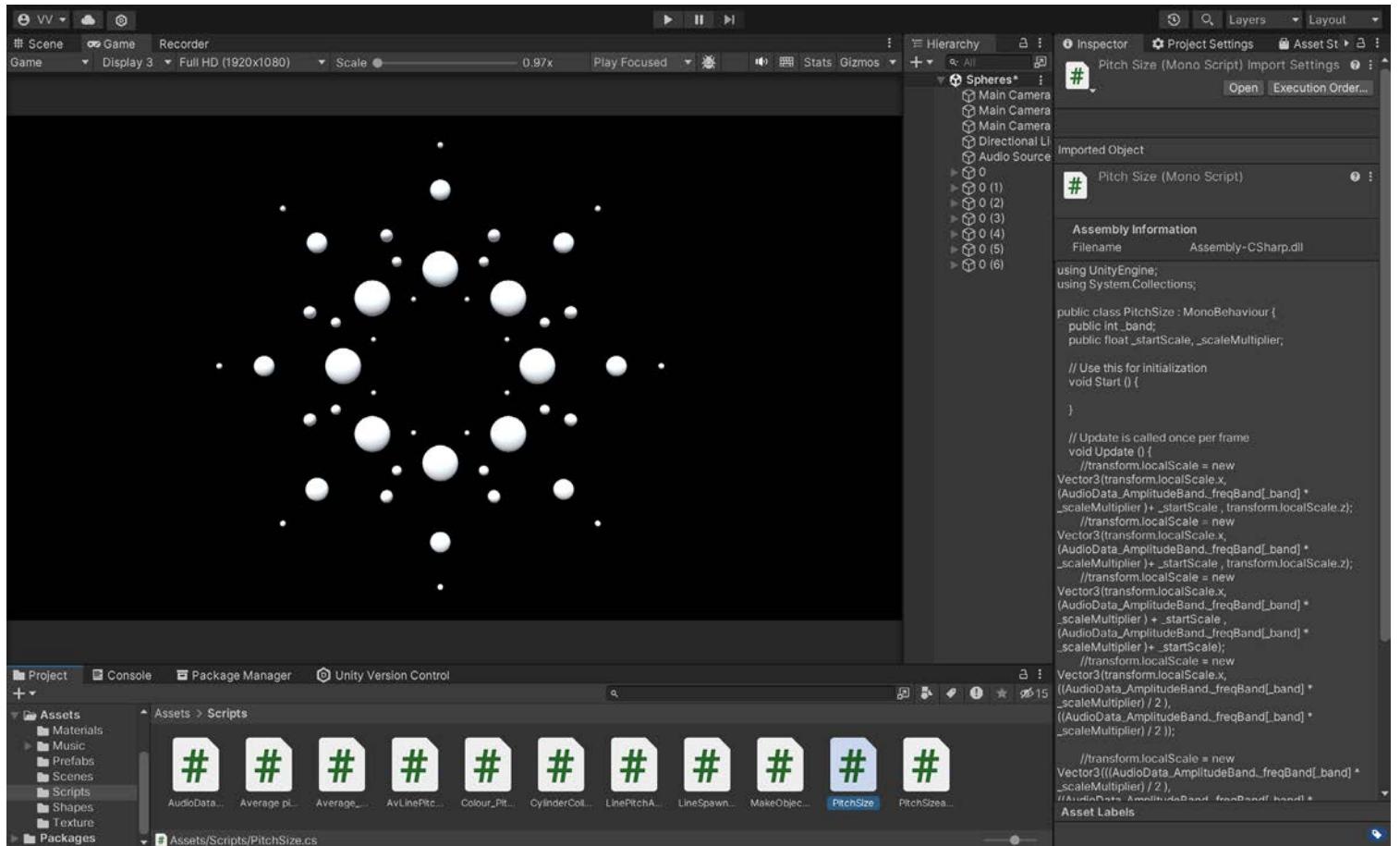
img\_03.

several weeks of trial  
and errors.

the ultimate confusion.



// the idea came!



it works as it (almost) should!

stage 3:

18 tracks =  
18 publications

# IDENTITY FOR MY DROP LAUNCH

difficulty:

# NIGHTMARE

// that was not enough  
for the brief. the visuals  
should be on identity.



// and other stuff like  
posters and promo materials...

what can go wrong especially  
1 week before assessment?

- take screenshots. 1 video = 37 photos = 10 min.  $10 * 18$  = 180 = 3 hours. non stop.
- come up with a layout for 18 publications. (5 hours)
- test it by printing, taking into account printer issues and time to fix it. (4 hours)
- produce full layout of 18 publications. paste 37 screenshot + 37 text blocks  $(37+37) * 18$  = 1 332 actions.
- export and set up for the final print. (5 hours)
- cut & bind  $(37 * 4) * 18$  = 2 664 manual cuts = 2 days.
- design covers. (2 hours)
- edit everything for documentation. (3 hours)
- set up equipment & take photos of publications. (1 day)
- scan it all. (6 hours)
- edit scans, photos and videos. (5 hours)

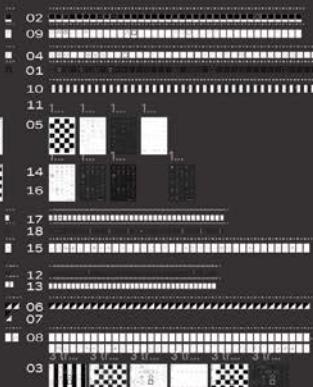


// it's a real production hell where each of your actions immediately multiplies by 37 (the amount of instruments applied to one chord).

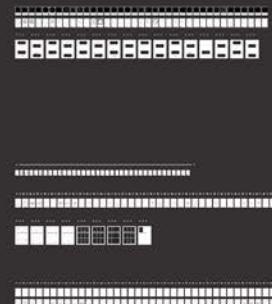
## ref.experiments



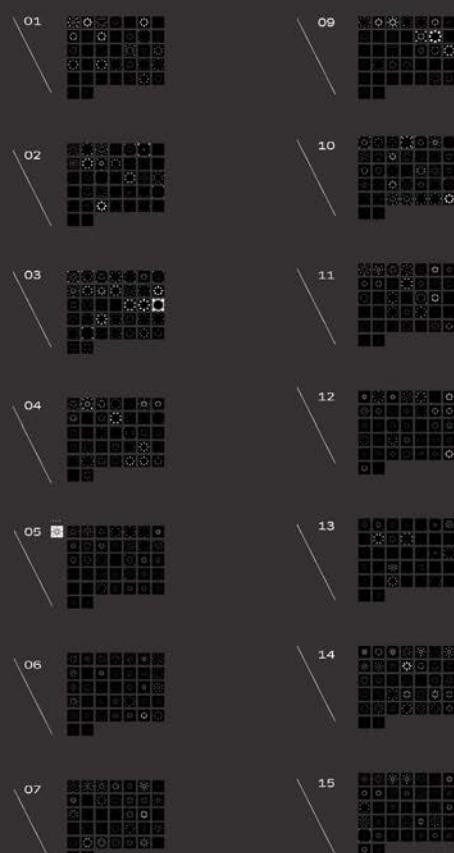
## final publication layout

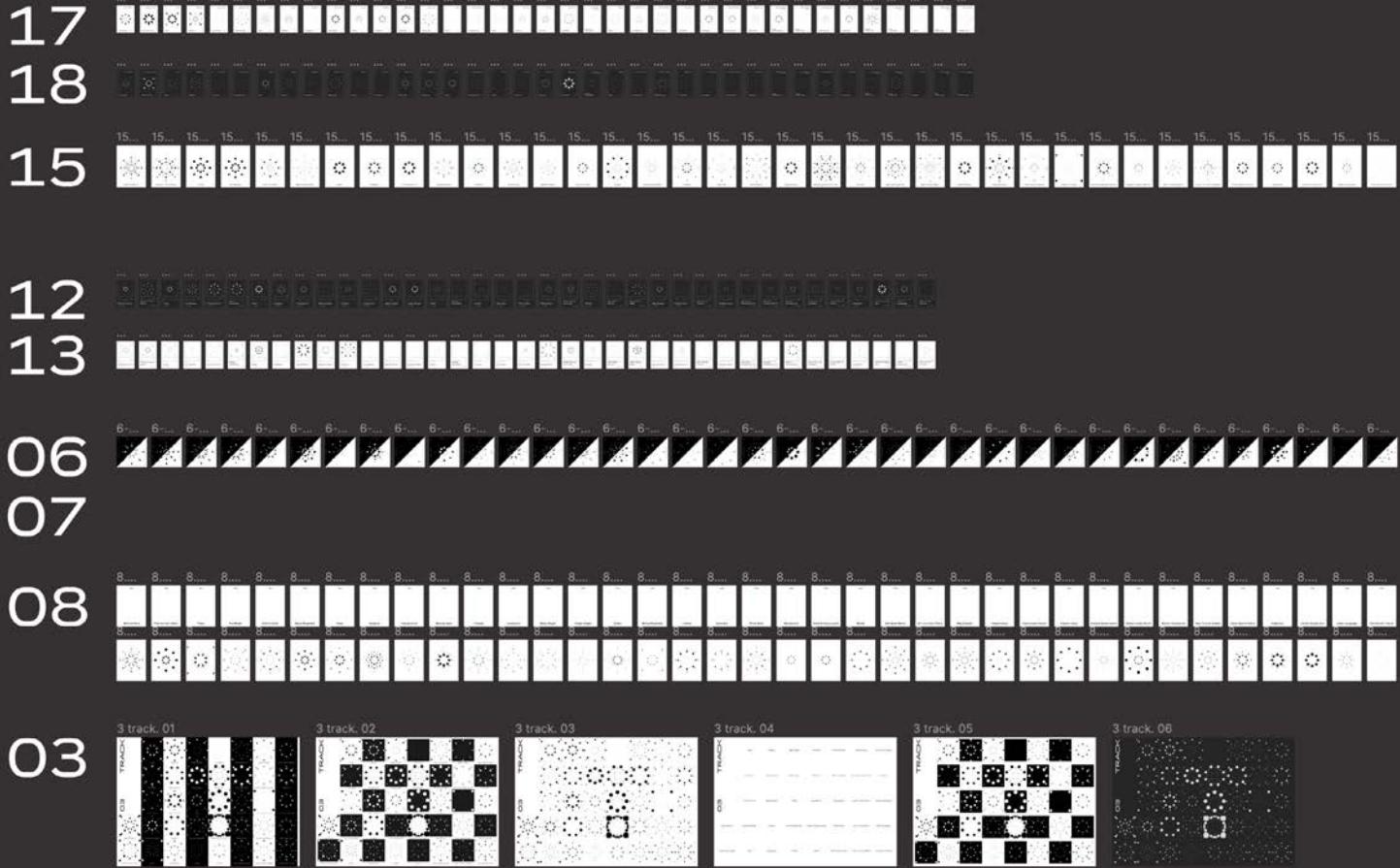


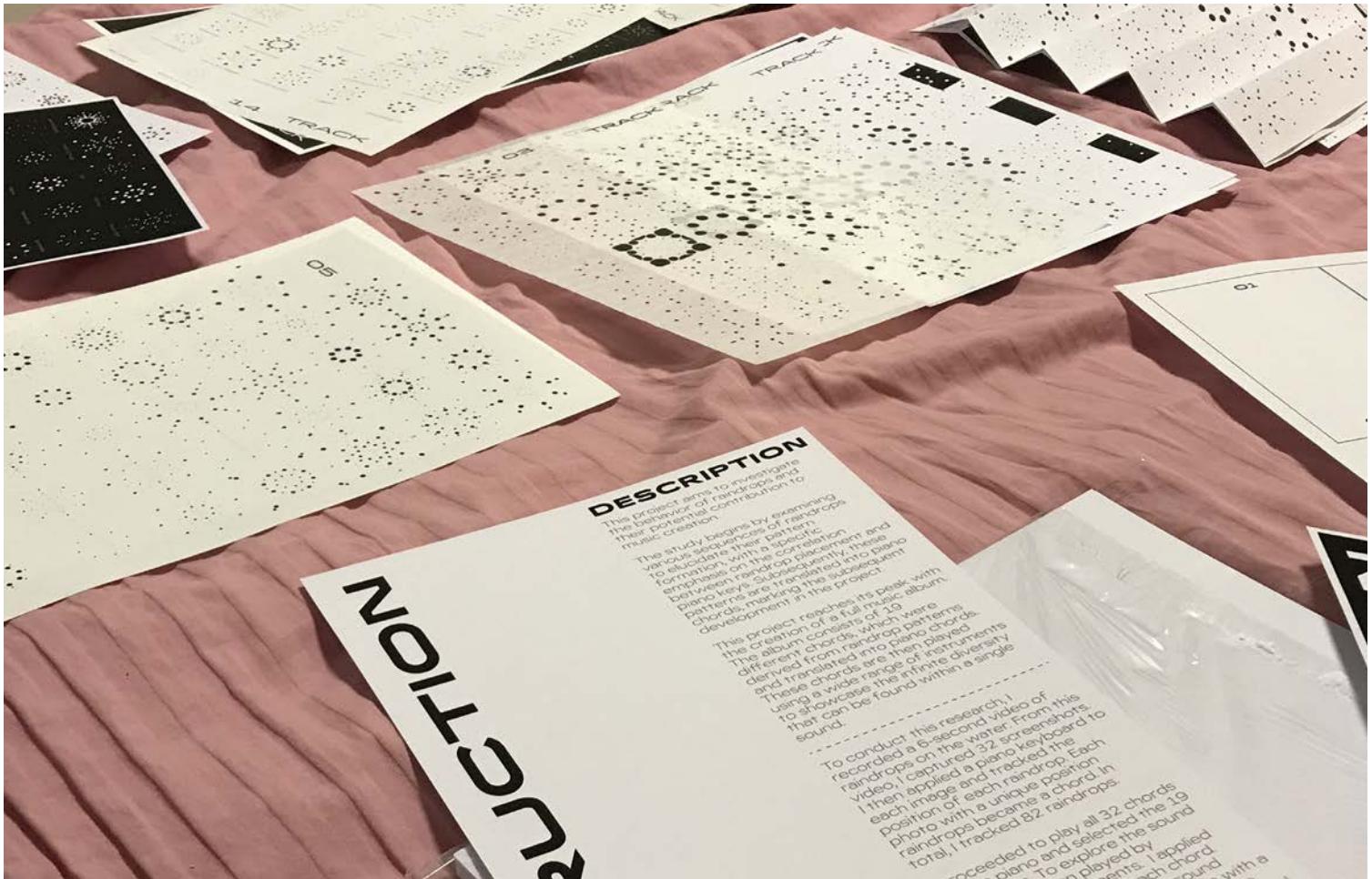
## layout for printing

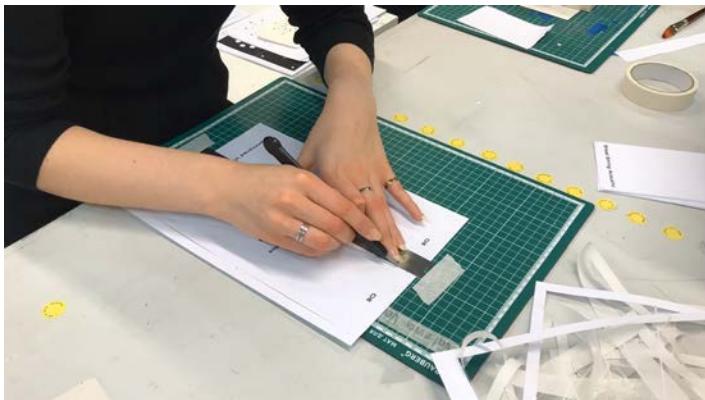
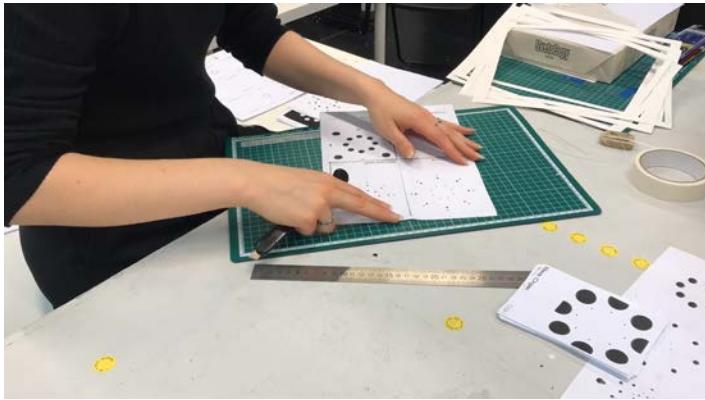


## track chords screenshots

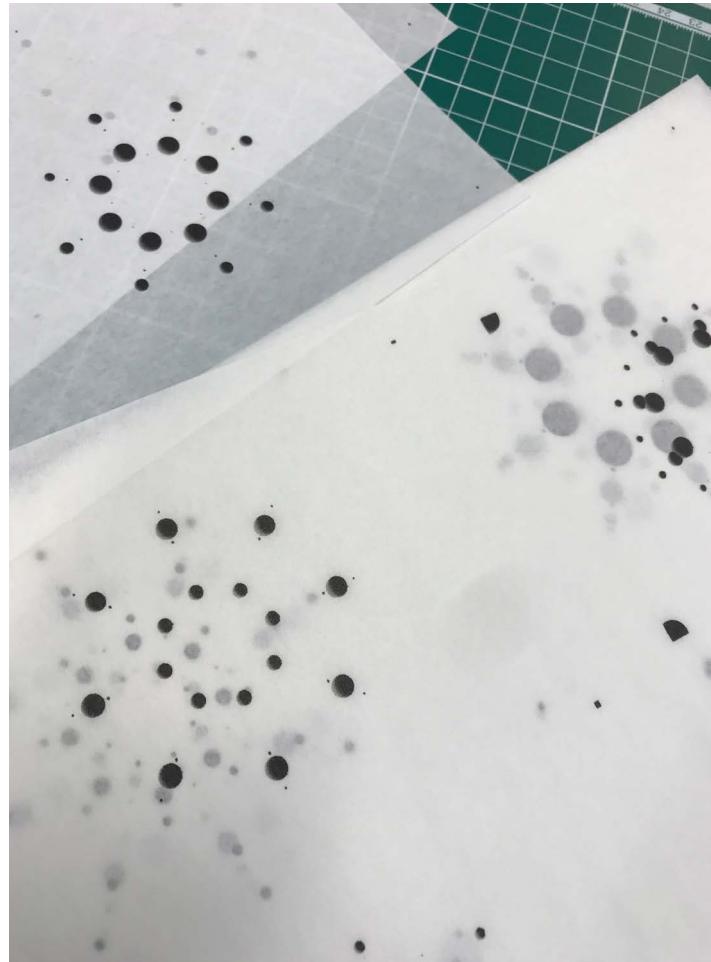


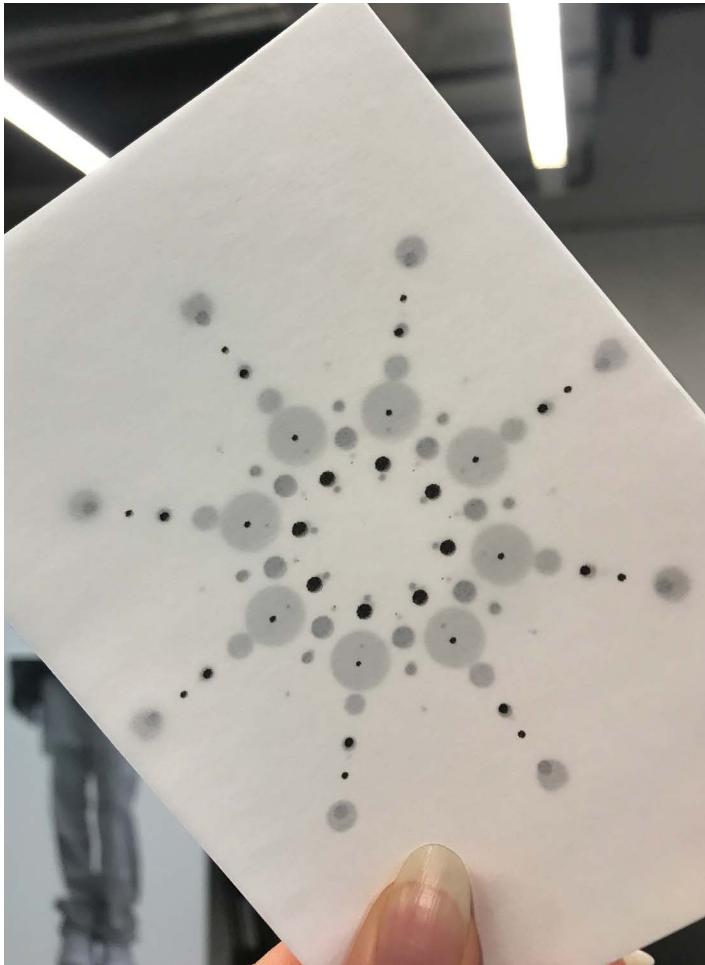






// after 12+ hours of non-stop  
cutting and gluing, i lied to  
sleep, but the body felt like:  
"мне нужно сильнее лечь!"





[ DETAIL ]

504



// documentation with polina  
and alyona 2 days before the  
deadline.

i really enjoyed it :)

[ SHOT ] WEDNESDAY. 10 JANUARY 2024. 20:51

505

concept:

# REDEFINED

tools:

# RESEARCHED + TESTED

language:

# C# + UNITY

tests:

# MORE THAN ENOUGH

tutorials:

# ENDLESS

identity system:

# BUILT

output:

# 18 PUBLICATIONS

documentation:

# COMPLETED

time spent:

# 9 WEEKS

status:

# DONE!



// highly recommend reading the notes – they're surprisingly interesting.

all the suffering is documented in detail, just in case you ever feel like doing this yourself.

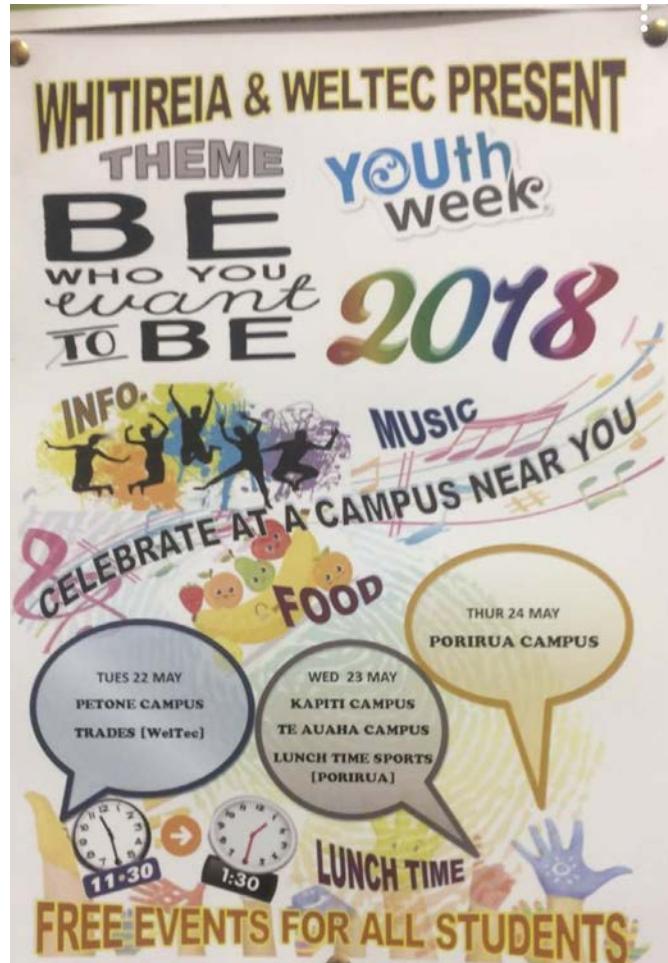
Nº 29.

" HAPPY ACCIDENTS "

# REDESIGN IT

-> as a collage.

-> you have an ugly poster.





[ DETAIL ] OLD PROFESSIONS REPRESENTATION

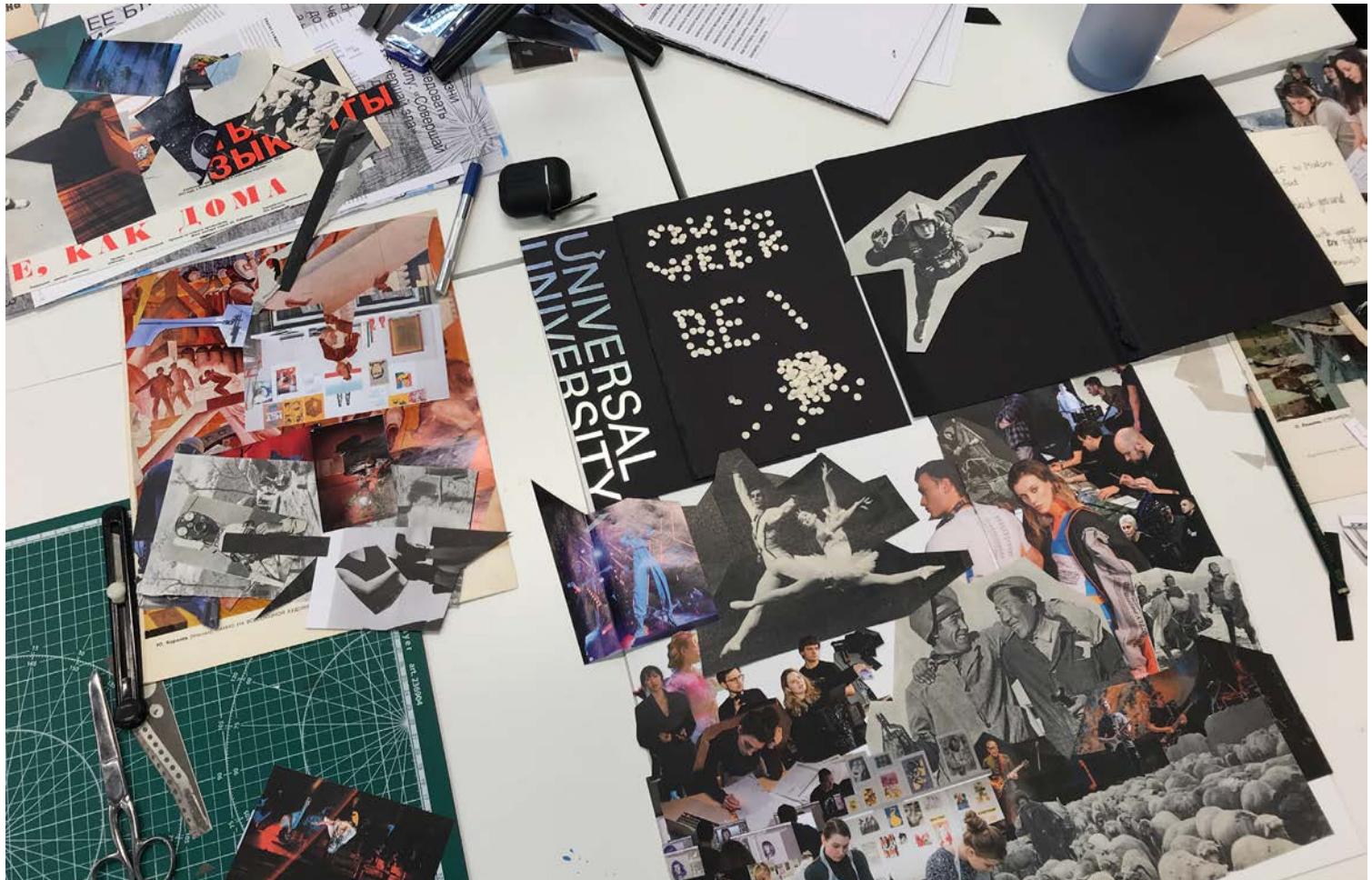
512



[ DETAIL ] MODERN PROFESSIONS

513





YOUTH  
WEEK

BE WHO  
YOU WANT  
TO BE

VERSAL  
ALISITI  
EBSITE



// it took me more time than  
the entire collage.

Nº 30.

" FORBES EDUCATION  
MAGAZINE COVER "







# DESIGN A "FORBES" MAGAZINE COVER

-> but it's forbes EDUCATION.

-> guys, we have  
a real client!

## Графический дизайн для спецсекции Forbes Education

### Контекст и концепция

Специальная секция Forbes Education в журнале Forbes – это тематический раздел про школьное образование. Имеет 12 полос, открывающую и закрывающую обложки. Главный материал секции – рэнкинг 35 лучших частных школ Москвы и МО. Школы в рэнкинге не распределены по местам.

Принципы и убеждения Forbes Education, которые отражены в методологии подсчета рэнкинга:

1. Школа – это большая часть жизни ребенка, поэтому важно, чтобы ребенок был в ней счастлив.
2. Школа – это прежде всего сообщество людей (учеников, учителей, директора, родителей). Ценности этого сообщества определяют школу.
3. При выборе школы важно смотреть, подходит ли она конкретному ребенку (разным детям нужно разное)
4. В хороших школах учителя уважают учеников и видят в каждом из них личность, а не объект, в голову которого нужно "улакивать" необходимый объем материала по учебной программе". Хорошие учителя умеют любить и видеть хорошее в каждом из своих учеников.
5. Хорошие школы дают ученикам возможность быть самостоятельными и принимать решения, допускать ошибки, исправлять их. Хорошая школа – это место диалога, поиска себя, поиска друзей.
6. Академические достижения учеников играют важную роль, но не могут быть единственным параметром оценки качества школы.
7. Мы считаем, что школы должны поддерживать толерантность, принятие права каждого человека быть собой (не заставлять учеников подстраиваться под шаблон), уважение, стремление к саморазвитию, порядочность, взаимную поддержку, командную работу, открытый диалог.

### Задача

1. Предложить концепцию оформления открывающей и закрывающей обложки спецсекции.
2. Выделить графические элементы разных размеров, которые могут быть дополнительно использованы в верстке страниц спецсекции.

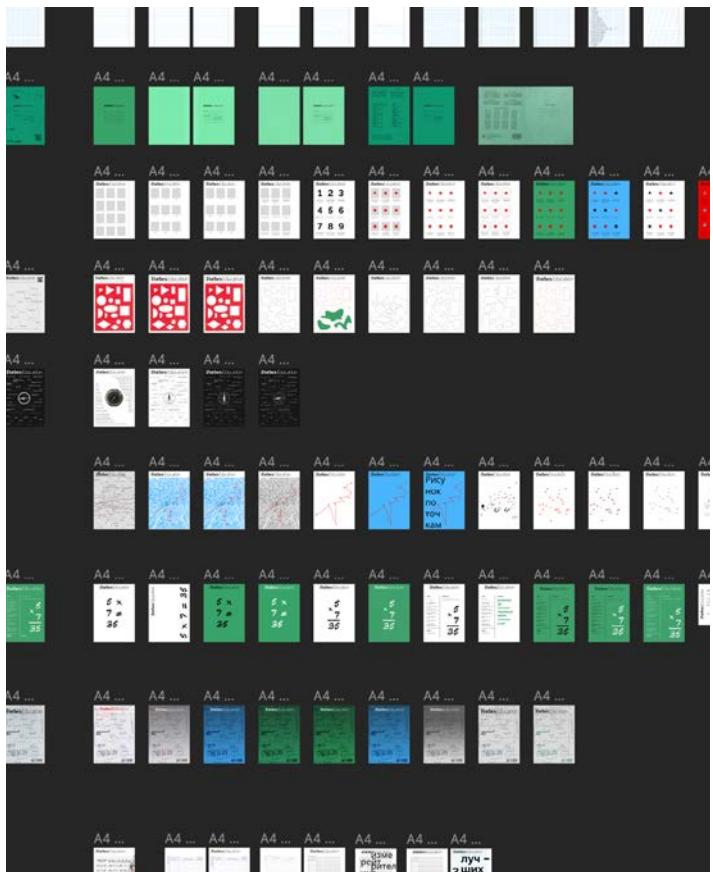
**Срок: до 12:00 20 ноября 2023 г.**

### Ограничения

#### Что обязательно должно быть на обложке:

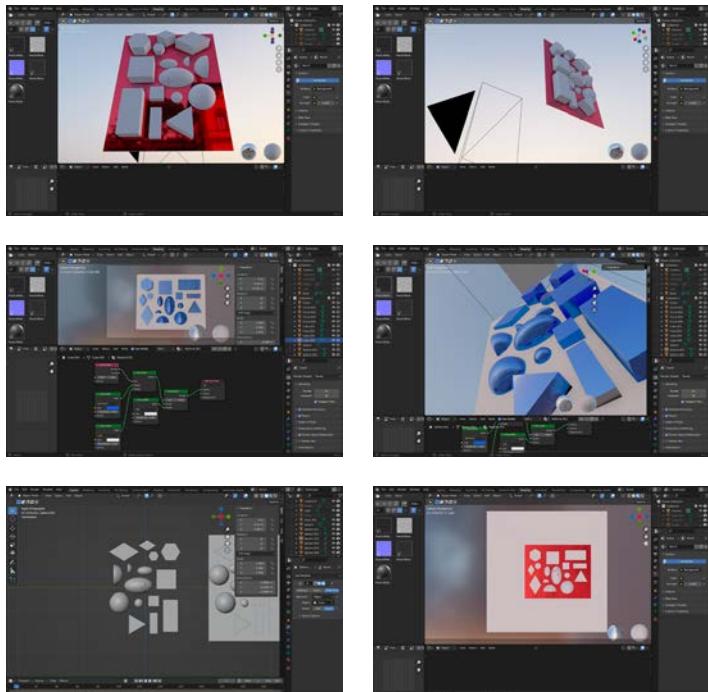
- Лого Forbes Education в одном из вариантов
- Заголовок: Рэнкинг лучших частных школ Москвы и Московской области 2024
- Необходимо оставить место для QR-кода

*// ideally \* here suppose to  
be a briefing with a client... \*  
anyway, sketches are made.*



[ CLIP ] SKETCHES OVERVIEW

530



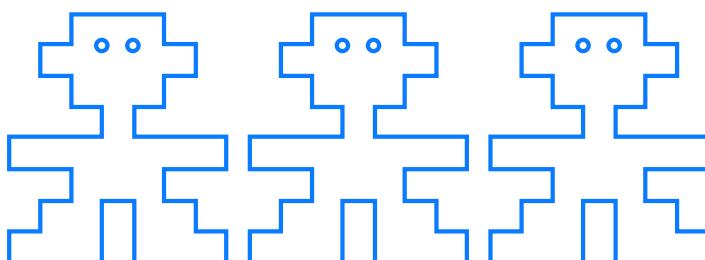
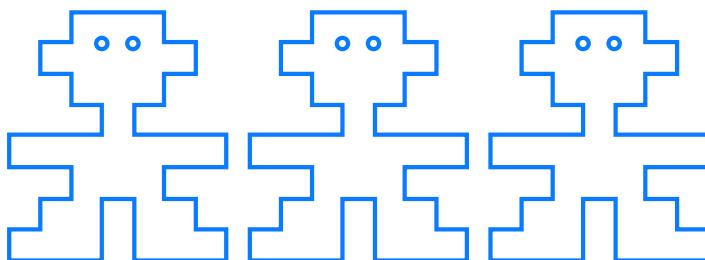
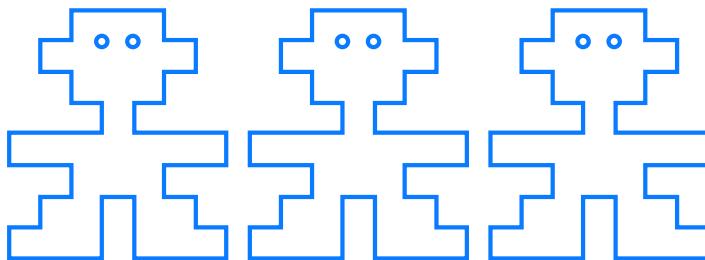
[ CLIP ] 3D RULER IN BLENDER

// and \* here suppose to be  
a feedback \* but no communica-  
tion was provided to us.  
anyway, the process is going.

531

[ an attempt was made ]

// one day before uploading:  
"i have a new cooler concept!"



[ DETAIL ]

532

[ final cover presentation ]

\* here was supposed to be the  
feedback stage – review, se-  
lection, edits \*

// instead, they saw  
everything for the first time  
and just picked a favourite.

// turned out they needed an  
illustration... on top of this  
the writers and design team  
had opposite opinions...

// yeees, finally – real client  
experience (sarcasm).



// at least they wrote an  
article as a payment (we  
even signed papers).

[ LINKED FILE ] SEE THE ARTICLE

533

Nº 31.  
" TYPOPHOTO "



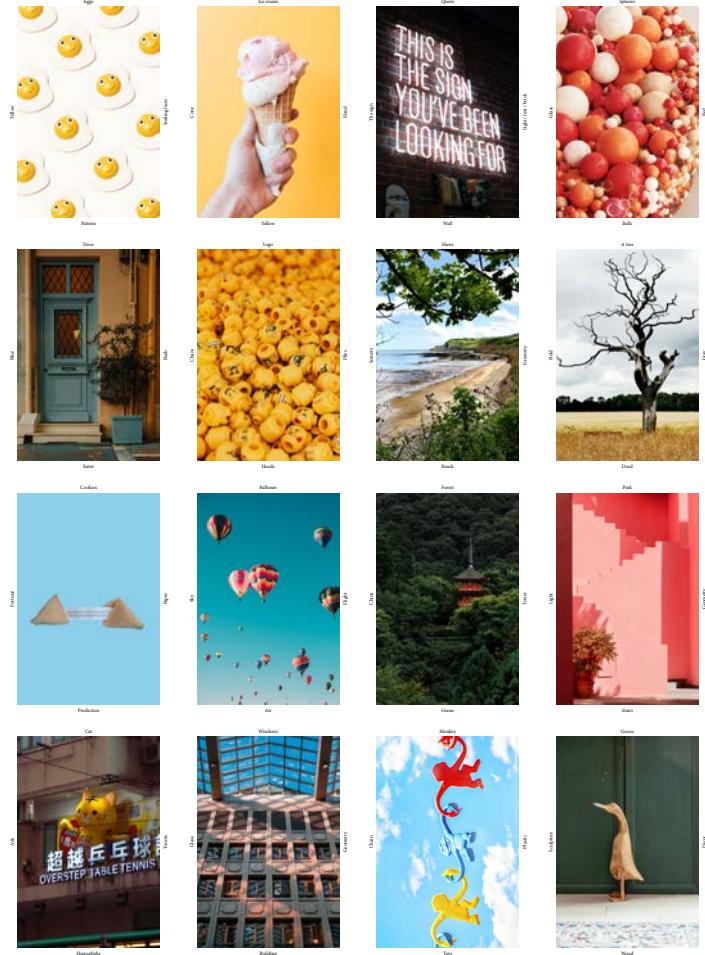


# OKEY, BUT FOR WHAT?

-> just find them...

# OKEEEY

-> ... and write 4 words  
about each one.



-> now write a story.

I wanted **to** have eggs **for** breakfast, but **instead**, I ended **up** eating an **ice** cream at **my** favourite cafe. **Suddenly**, I saw a sign that **caught** my attention **so** much that I accidentally dropped **my** glass of **water**. Unable to **contain** my excitement, I immediately went **to** my friend's **house**. I knocked **on** the door **just** like we **always** used to **do**. We spent **the** day playing **with** Lego and **eventually** decided to **plan** a trip **to** the beach. **However**, we realised **that** we had **to** hurry and **book** our flight **to** Thailand after **the** February 24th. **This** made us **feel** a sense **of** urgency, as **if** we were **withering** trees longing **for** a change. **The** day after **our** usual lunch **of** cookies, we **received** a prediction **that** we would **be** taking a **flight** to China. **Taking** this as **a** sign, we **packed** our bags **and** soon found **ourselves** in a **forest** with an **old** tower nearby. **We** climbed the **stairs** of the **tower** and along **the** way, we **came** across a **cat**. This encounter **gave** us a sense of reassurance **that** things were **going** to be **alright**. Finally, we **stumbled** upon a **building** with beautiful **windows** in a **quiet** location. The **only** creatures around **were** monkeys, happily **playing** near the **decorations**

-> cool, cool, cool, turn it into emoji.

I wanted  have eggs  breakfast, but , I ended  eating an  cream at   favourite cafe.  , I saw  sign that  my attention  much that  accidentally dropped  glass of . Unable to  my excitement,  immediately went  my friend's . I knocked  the door **just** like we  used to . We spent  day playing  Lego and  decided to   a trip  the beach. , we realised  we had  hurry and  our flight  Thailand after  February 24th.  made us  a sense  urgency, as  we were  trees longing  a change.  day after  usual lunch  cookies, we  a prediction  we would  taking a  this as  sign, we  our bags  soon found  in a  with an  tower nearby.  climbed the  of the  and along  way, we   across a . This encounter  us a  of reassurance  things were , to be . Finally, we  upon a  with beautiful  in a  location. The  creatures around   monkeys, happily  near the 

- but what for?



→ perfect, create  
a publication with it.

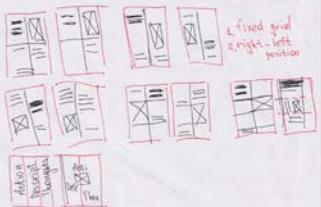
[ publication is done ]

→ Replace nouns with photos?  
Key word are big other are smaller

→ Type hierarchy  
Action → Big (Heading)  
Descriptions → Medium (Main text)  
Thoughts → small (Caption)

## Typography Photography Symbols

emoji / 100113



→ new, noun  
→ new, noun  
→ story parts

Words → images (fairs) Page-word  
spread-word pair  
Story part → ~~page colour~~  
text colour

Word → page  
Word pairs → spread

The story progress (Action + Description)

Arrows or storyline made of st. visual elements

(1) Replace nouns

→ Should I use old images or find new ones? ↗ reply with an emoji

Layout →

- ① Depends on the context

③ Grid system  
Symmetrical 

// fiki kine...

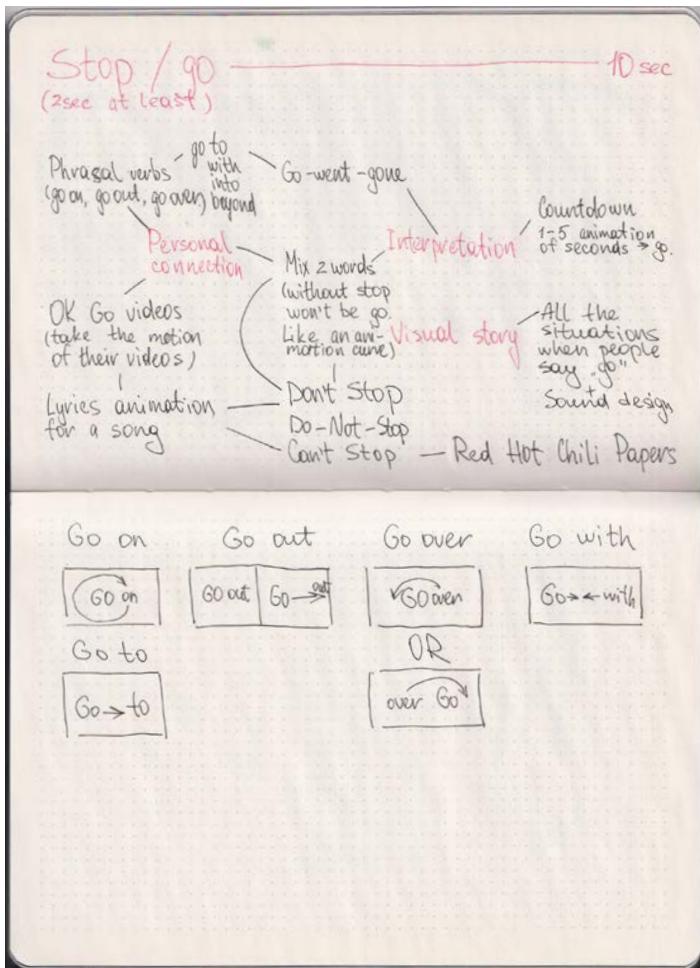


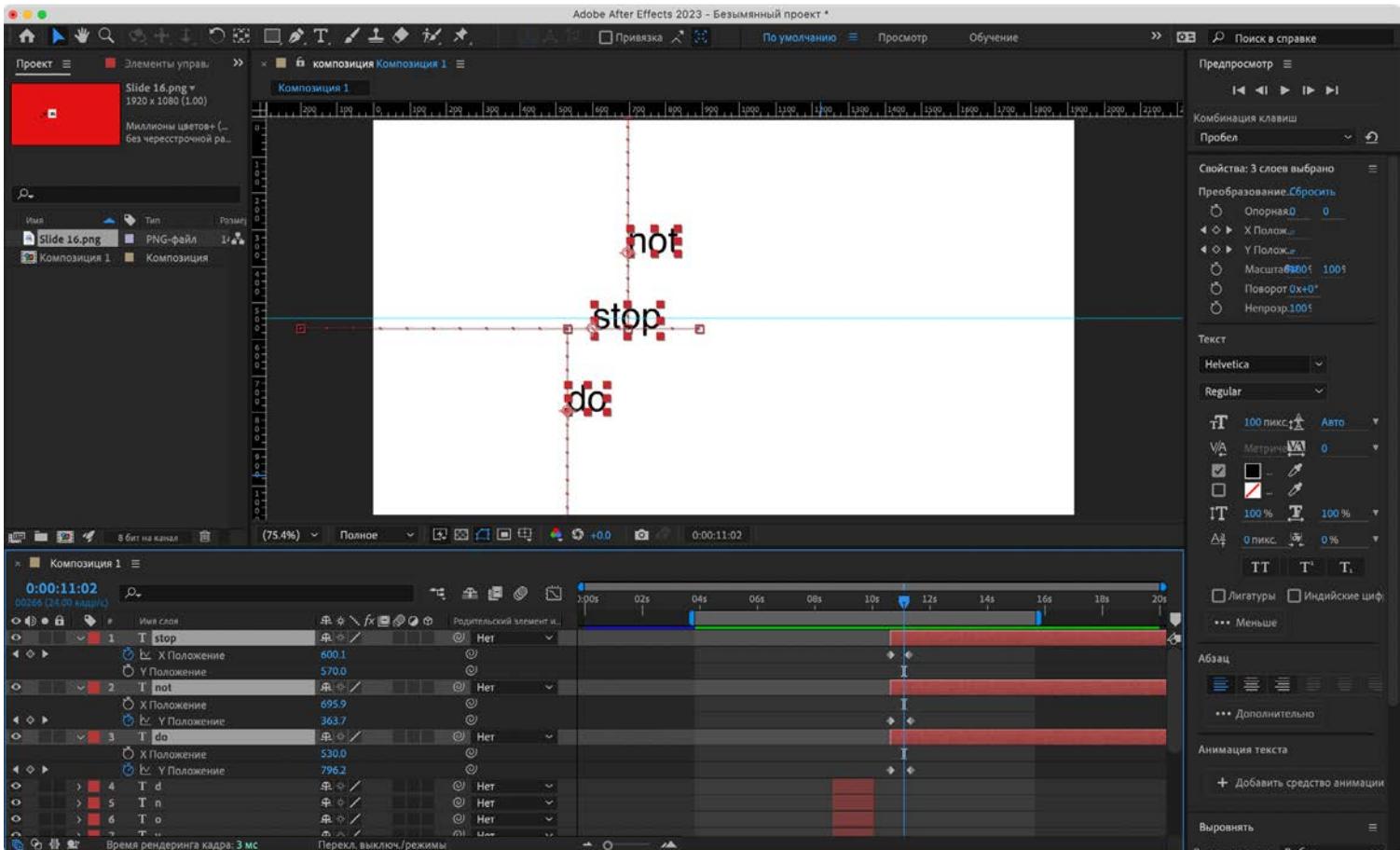
**Nº 32.  
" STOP / GO "**

# // WAIT, ALL ALONG IT WAS AN ACUTAL MODULE INSTEAD OF AFTER EFFECTS TUTORIALS?

-> yep, complete the brief because people need to see that you can make animation.

-> animate something with words "stop" or "go".





Nº 33.  
" MOOD SWINGS "

[ TYPEFACE ] " HEAVIS " ENG.

554

[ TYPEFACE ] " HEAVIS " RU.

555



-> you have a phrase typed in "arial".

## " TEXT WITH A MEANING "

-> transform the letters by applying word from the list.

## " HEAVY "

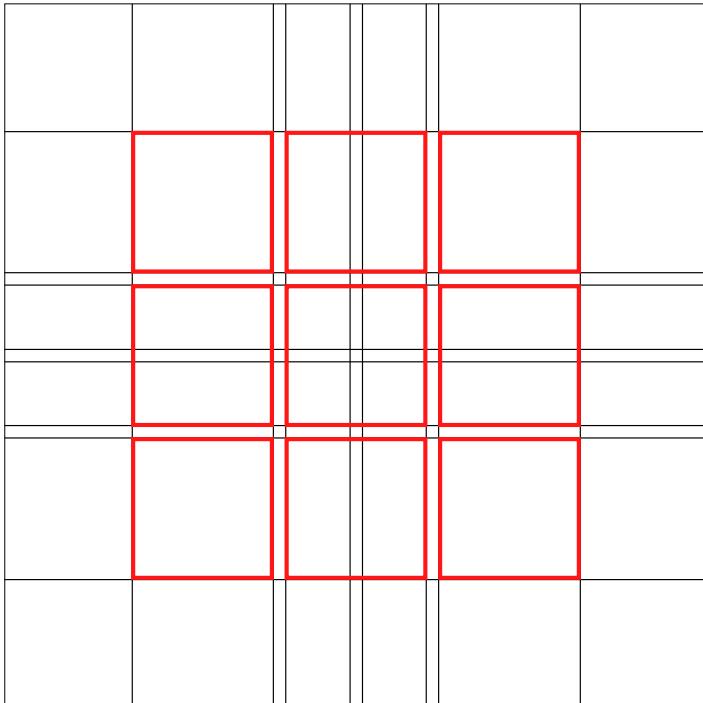
-> make a poster and animation with your letters.



Text with  
a meaning

Text with  
a meaning

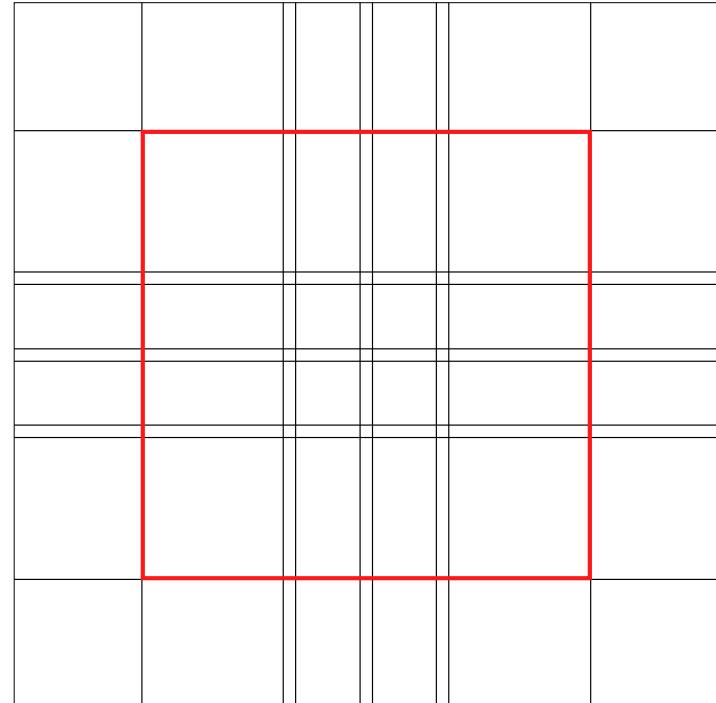
*// why doing letters when  
i can do the whole font?*



[ FILE ] GRID FOR LETTERS\_01

560

*// it should be mathematically  
correct, consistent and in 2  
languages [eng, ru] ...*



[ FILE ] GRID FOR LETTERS\_02

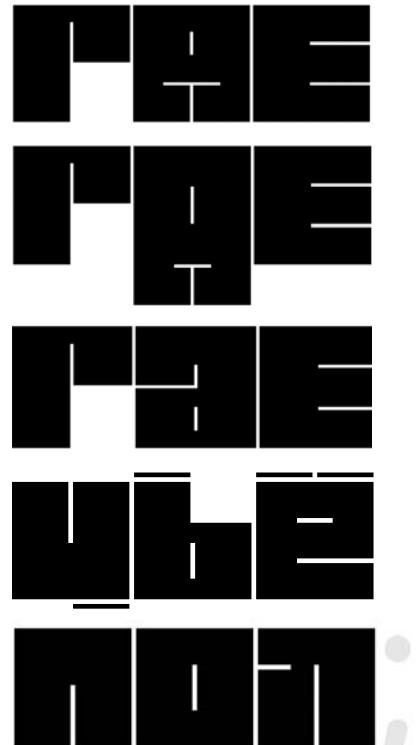
561



DO THE ENGLISH  
VERSION FIRST,  
THEY SAID...

IT WOULD BE  
EASIER THAT WAY,  
THEY SAID...

// aha, aha, and then you got  
letters like "ö" "þ" "ü" ...



19:48 ✓

Unread Messages



Полина Важенина  
это Й? 20:03

Heavy 3.0.glyphs - Heavy

Шрифт

minimumFEELYO YOUletters XXXLETTERSABCDEFGHijklMNOQRSTUWV...

/newGlyph.001 /newGlyph A

Буква, Латиница

|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| A | B | C | D | E | F | G | H | I | J | K | L | M | N | O | P |
| Q | R | S | T | U | V | W | X | Y | Z |   |   |   |   |   |   |
| a | b | c | d | e | f | g | h | i | j | k | l | m | n | o | p |
| q | r | s | t | u | v | w | x | y | z |   |   |   |   |   |   |

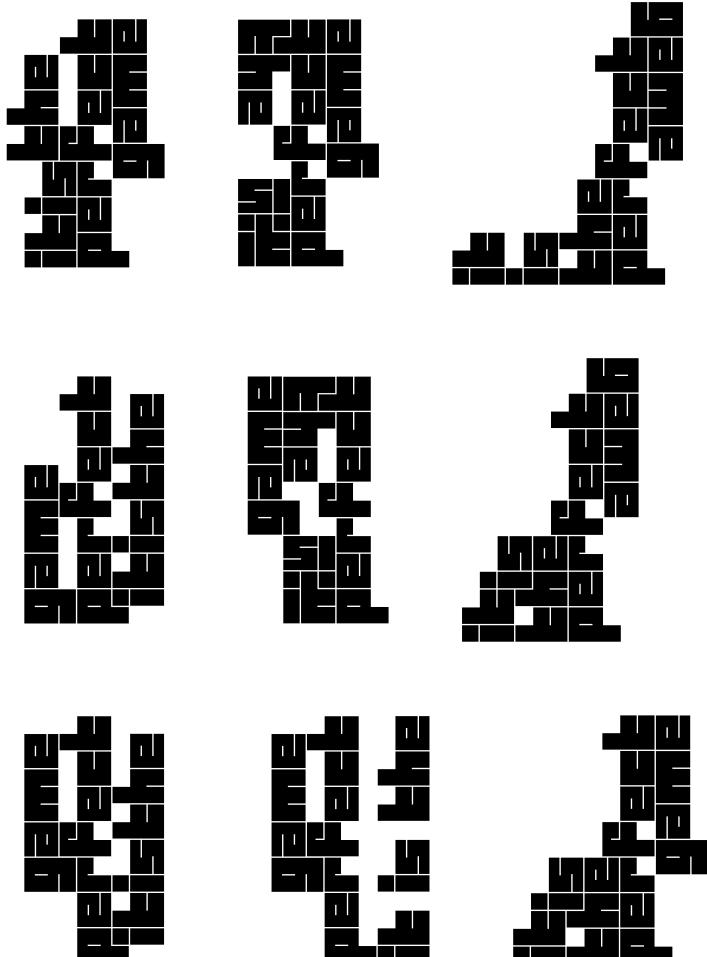
Буква, Кириллица

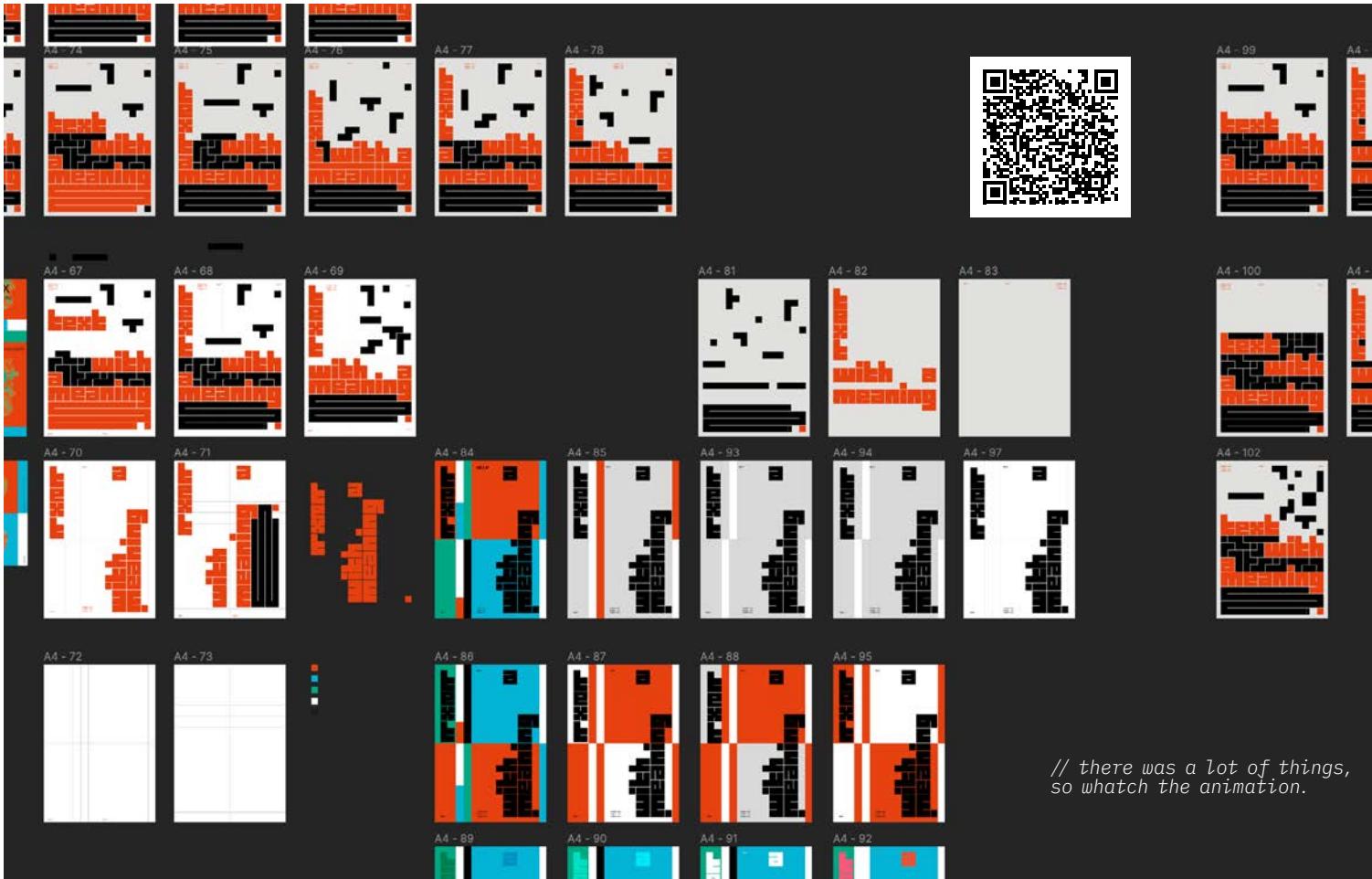
|       |       |       |       |       |       |        |        |        |            |            |             |         |             |              |       |
|-------|-------|-------|-------|-------|-------|--------|--------|--------|------------|------------|-------------|---------|-------------|--------------|-------|
| A-cy  | Be-cy | Ve-cy | Ge-cy | De-cy | Ie-cy | Zhe-cy | Ze-cy  | Ii-cy  | Iishort-cy | Ka-cy      | El-cy       | Em-cy   | En-cy       | O-cy         |       |
| Pe-cy | Er-cy | Es-cy | Te-cy | U-cy  | Ef-cy | Ha-cy  | Che-cy | Tse-cy | Sha-cy     | Shcha-cy   | Softsign-cy | Yeru-cy | Hard...n-cy | Erev...ed-cy | Yu-cy |
| Ya-cy |       |       |       |       |       |        |        |        |            |            |             |         |             |              |       |
| a-cy  | be-cy | ve-cy | ge-cy | de-cy | ie-cy | io-cy  | zhe-cy | ze-cy  | ii-cy      | iishort-cy | ka-cy       | el-cy   | em-cy       | en-cy        | o-cy  |
| re-cy | er-cy | es-cy | te-cy | u-cy  | ef-cy | ha-cy  | che-cy | tse-cy | sha-cy     | shcha-cy   | softsign-cy | yeru-cy | hardsign-cy | erev...ed-cy | yu-cy |

А  
10 + 10  
788  
Керлинг группы  
Левого (пусто)  
Справа (пусто)  
Экспорт   
Теги (пусто)  
Юникод 0041

*// it took me a lot of measurements and tweaks. everythyng is for this:*

YOU CAN PLAY  
TETRIS WITH  
LETTERS  
AND THEY  
WILL FIT  
PERFECTLY!





// there was a lot of things,  
so whatch the animation.

Nº 34.  
“ MAKE  
A PORTFOLIO! ”







-> make a portfolio!



// а это портфолио сейчас  
с нами в одной комнате?

*i already had portfolio in:*

- vertical pdf (*i know.*)
- i know. that was ...)*
- horizontal pdf
- public notes (*craft*)
- web presentations (*tome*)
- web constructors

// it felt like i'm doing  
the same job in different  
formats...

constructores are banned  
or domains are blocked

everything *i left with*  
*is coding. that's the only*  
*way the portfolio can last*  
*and be independent...*

// so, here is the plan:

**FIGMA**  
**PROTOTYPE**  
->  
**CODE**  
->  
**GITHUB**

*// coding starts  
with prototyping.*

*// so, there was a structure:*



## 01. ABOUT ME:

- intro
- showreel
- values
- interests map
- contacts

## 02. PROJECTS:

- highlights
- archive

## 03. project page

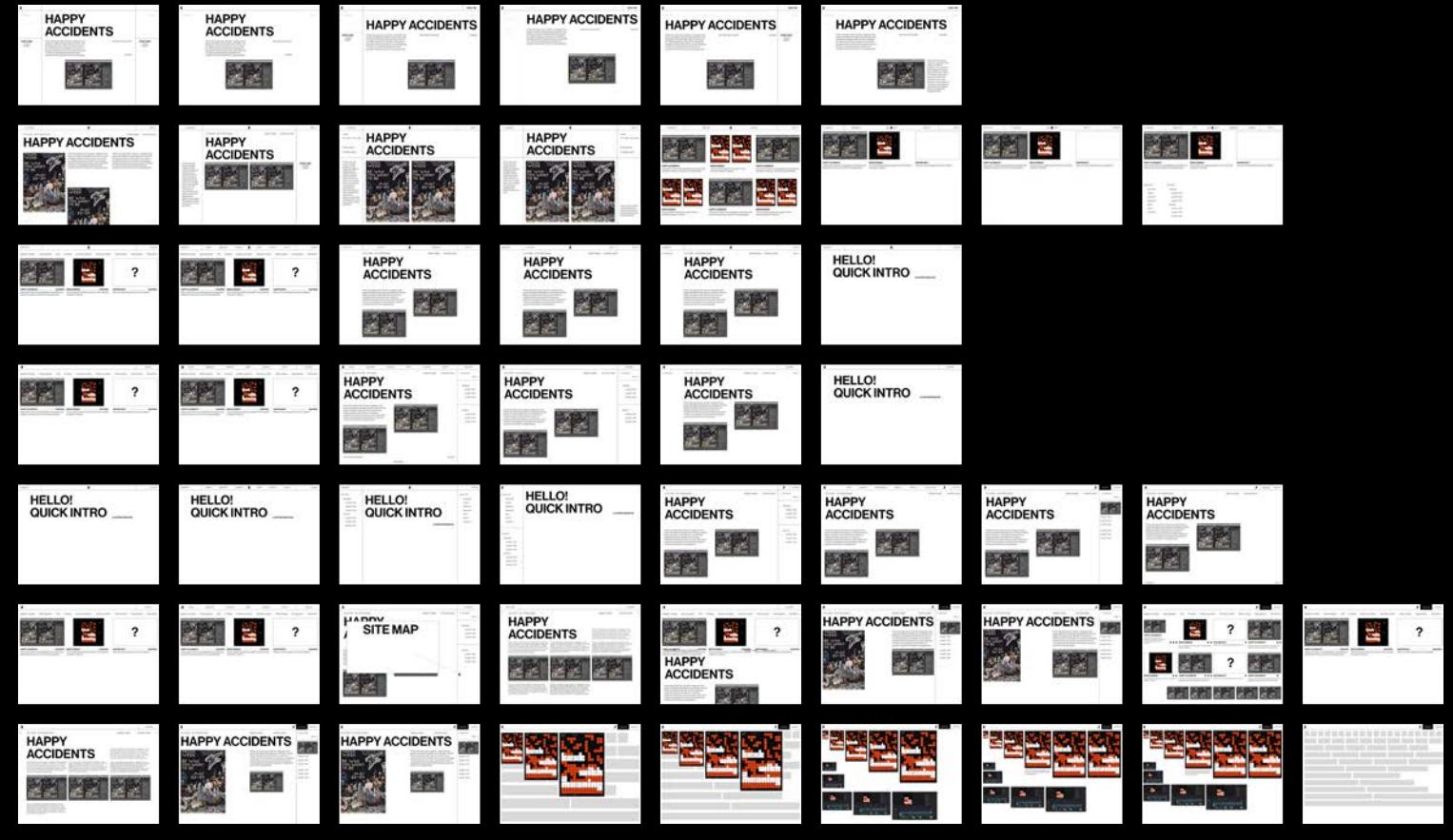
☰ Portfolio

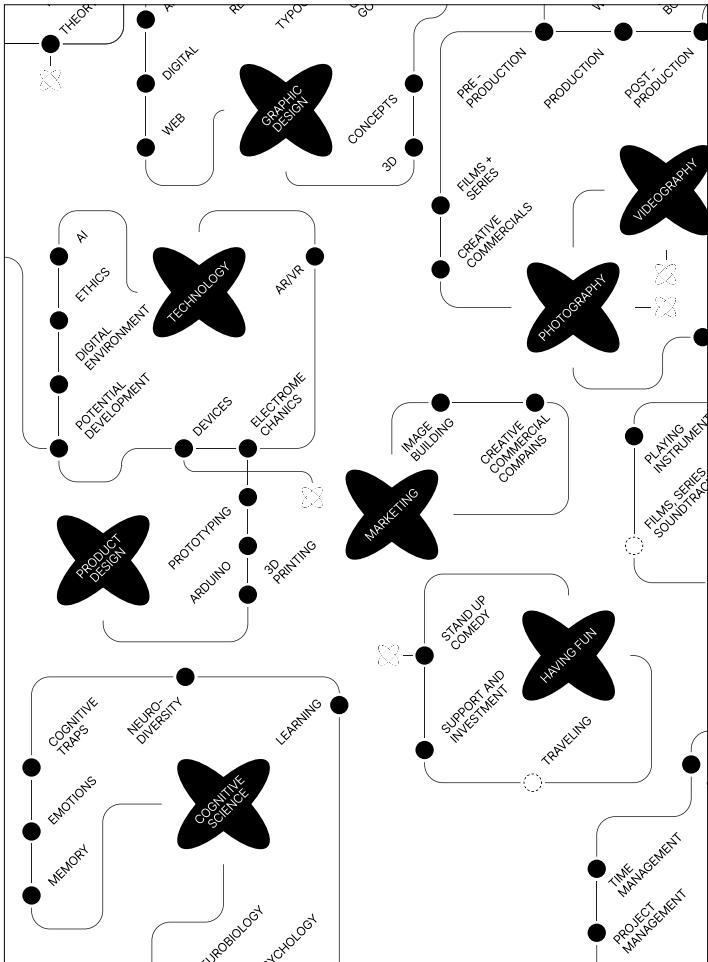
|                                 | Projects          | priority       | category   | complexity | Timeline         | Calendar                             | Board | ... |
|---------------------------------|-------------------|----------------|------------|------------|------------------|--------------------------------------|-------|-----|
| All Name                        | Category          | Complexity     | Ranking    | Type       | Duration         |                                      |       | ... |
| ГТХ                             | Hard              | Hard           | shame      | Study      | long project     | September 1, 2019 → July 11, 2021    | ...   | ... |
| Sweet and bitter                | Graphic design    | Simple         | sketch     | Personal   | one week project | April 22, 2020 → May 1, 2020         | ...   | ... |
| Golden ring posters             | Graphic design    | Middle         | priority   | Personal   | long project     | April 12, 2020 → May 8, 2020         | ...   | ... |
| VHS tape                        | Web design        | Hard           | priority   | Personal   | long project     | April 28, 2020 → July 6, 2020        | ...   | ... |
| Graphic design                  | Graphic design    | Simple         | sketch     | Personal   | one week project | July 10, 2020 → July 18, 2020        | ...   | ... |
| Kingspik randomers              | Graphic design    | Simple         | priority   | Personal   | long project     | July 1, 2021 → August 3, 2021        | ...   | ... |
| consents                        | Graphic design    | Middle         | priority   | Personal   | long project     | July 31, 2021 → September 1, 2021    | ...   | ... |
| YouTube redesign                | Graphic design    | Middle         | priority   | Study      | long project     | September 14, 2021 → March 31, 2022  | ...   | ... |
| YouTube stickers                | Graphic design    | Middle         | priority   | Study      | ...              | ...                                  | ...   | ... |
| FAD                             | Webdesign         | printed matter | ...        | ...        | ...              | ...                                  | ...   | ... |
| printed matter                  | Video / animation | 3D             | skill demo | Study      | one week project | November 8, 2021 → November 14, 2021 | ...   | ... |
| Text and language (the silence) | Graphic design    | Middle         | skill demo | Study      | ...              | ...                                  | ...   | ... |
| Web design                      | Web design        | ...            | ...        | ...        | ...              | ...                                  | ...   | ... |
| Photography                     | Photography       | ...            | ...        | ...        | ...              | ...                                  | ...   | ... |
| How to draw music?              | Video / animation | Hard           | skill demo | Study      | long project     | March 30, 2022 → June 6, 2022        | ...   | ... |
| Graphic design                  | Graphic design    | web design     | ...        | ...        | ...              | ...                                  | ...   | ... |

COUNT: 46

☰ Portfolio

|  | October 2022 | November | December | January | February | March | April | ... |
|--|--------------|----------|----------|---------|----------|-------|-------|-----|
|  | 17           | 24       | 31       | 7       | 14       | 21    | 28    | ... |
| Time & Space   | 17           | 24       | 31       | 7       | 14       | 21    | 5     | ... |
| Logo for medicine camp / summer school typography + word + image | 24           | 31       | 5        | 12      | 19       | 26    | 2     | ... |
| Text → paragraph → ...   | 31           | 7        | 14       | 21      | 28       | 5     | 12    | ... |
| Arc boost 1.0  | 7            | 14       | 21       | 28      | 5        | 12    | 19    | ... |
| Record cover/research and props                                  | 14           | 21       | 28       | 5       | 12       | 19    | 26    | ... |
| Zine for fun   | 21           | 28       | 5        | 12      | 19       | 26    | 3     | ... |
| FANzine  | 28           | 5        | 12       | 19      | 26       | 3     | 10    | ... |
| Record cover / video   | 5            | 12       | 19       | 26      | 3        | 10    | 17    | ... |
| Notion to do list and planner template                           | 12           | 19       | 26       | 3       | 10       | 17    | 24    | ... |
| Made in USA book   | 19           | 26       | 3        | 10      | 17       | 24    | 1     | ... |





[ the concept is not fully embraced due to technical restrictions ]

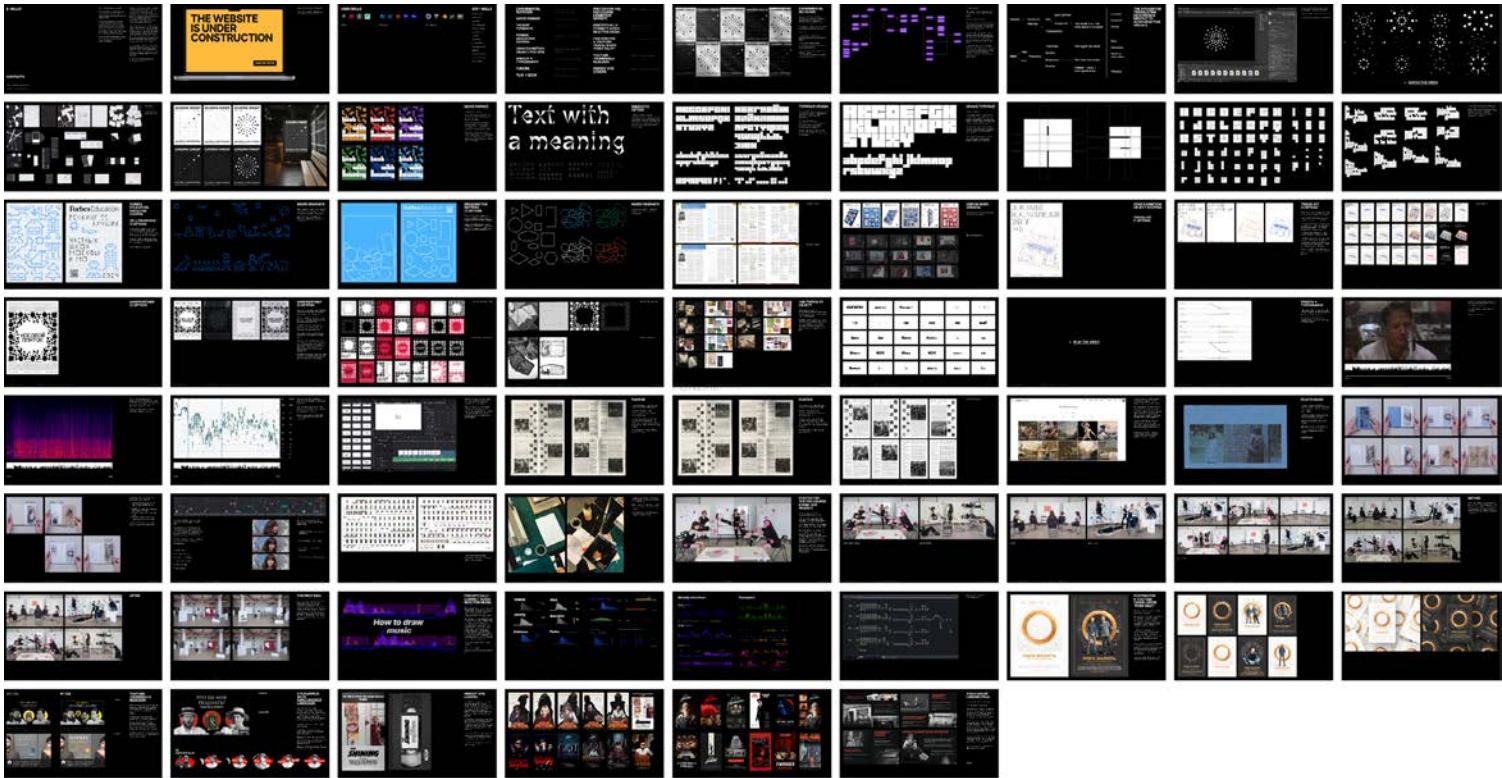
// in the real website there should be an animated side panel with more details and descriptions.



[ somewhere in the middle  
of the project ]

→ WE NEED  
YOUR PORTFOLIO  
NOW!  
FOR THE  
INTERNSHIP





*// at least now i have a proper pdf. and a website proto-type.*



*// so, i will code it later.  
ha ha ha, but who knows...*

Nº 35.

" IT'S A MATCH! "

[ POSTER ] DOUBLE - SIDED VERTICAL A3 POSTER "YES" SIDE 598

[ POSTER ] DOUBLE - SIDED VERTICAL A3 POSTER "NO" SIDE 599

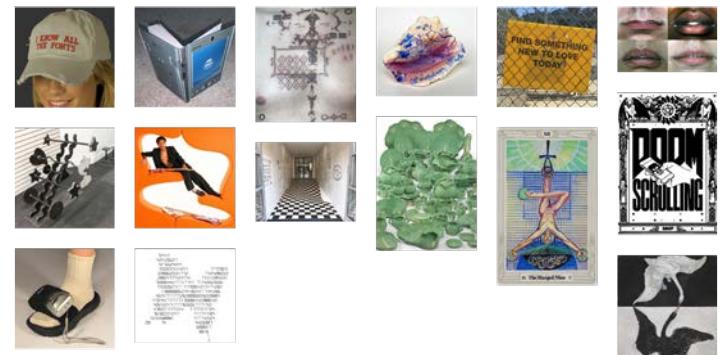
# MAKE A POSTER WITH THEM

-> explain why do you like something and why don't.

-> hey, here is a bunch of photos. separate the ones you like and dislike.

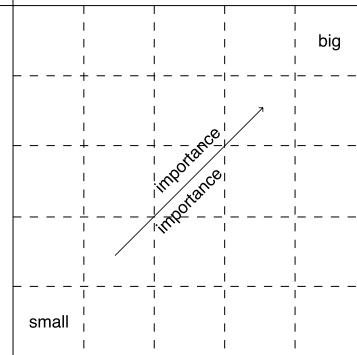
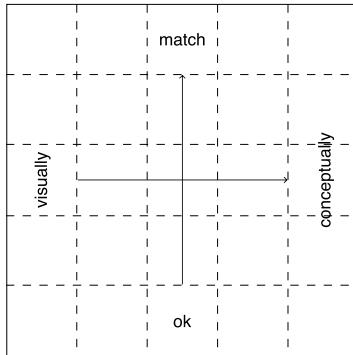


img\_01. like



img\_02. dislike

[ me, sorting images for the poster mid-5 active projects ]



Nº 36.  
" CONTEMPORARY  
INTERPRETATION  
OF XIX CENTURY  
FASHION "

[ POSTER ] HANDKERCHIEF

606

[ POSTER ] TRAVEL BAG

607

# MAKE A POSTER FOR THE " VDNX " EXHIBITION

-> and they will exhibit it.

-> guys, a new job!



# CONNECTION BETWEEN PAST AND PRESENT

// " you have a full freedom! "  
- they said...

BUT

it should be about:

## Poster(A2) Past & Modern

## Topic:

- rethink
  - use details or patterns
  - iterate

*mixed media*

- rope
  - crochet
  - plastic
  - cutting
  - sewing

Shadows - Reflections (mirroring) — non conventional mater.

Accessories: нюбук, патчи, губы, бирка, маточки, шапки

| Hook      | Patterns      | Silhouettes | Details   | Socks | Bras       | Travel Sunnies |
|-----------|---------------|-------------|-----------|-------|------------|----------------|
| Shoes     | Dresses       | Corsets     | Underwear |       | Bags       |                |
| Umbrellas | Handcraft kit | Games       | Notebook  |       | Monogramma |                |

small - ~~great~~  
~~(large)~~ ~~steeped~~

Worries  
about  
the  
future  
of  
the  
country  
and  
the  
world

Jewett arrived  
at 12  
Nov + 1910

находя  
ся в  
? альбуме

970N + kind  
N.Y. 100% ~~100%~~  
advertising ~~100%~~  
marketing ~~100%~~

Ապրիլ Հայոց  
օւթակեն Խառը  
Տէսակ

To whom it may  
belong

④ To nonisogram  
↓ newsletter.  
→  
seeing below.

For more information  
about our services  
please call us at

*// so, it was kind of boring,  
why don't i add a bit of fun?*

WHY NOT MAKE  
A HANDCRAFTED  
POSTER???

I CAN EVEN  
CROCHET IT!

*// the idea is to go crazy and  
mix modern things with old:*

MATERIALS:  
natural + artificial.

COLOURS:  
calm + vivid.





Print (pixelart)  
Cutouts  
Sewing



img\_01. buttons.

img\_02. handkerchief.

img\_03. shawl.

img\_04. sewing kit.



img\_05. buttons.

img\_06. handkerchief.

img\_07. shawl.

img\_08. sewing kit.



Fabric + buttons  
Patchwork/ solids  
Plastic + buttons  
Silhouette, pattern  
Buttons in zipblocks  
Sewed buttons  
Holes



img\_01. buttons.

img\_02. handkerchief.

img\_03. shawl.

img\_04. sewing kit.



img\_05. buttons.

img\_06. handkerchief.

img\_07. shawl.

img\_08. sewing kit.



[ DETAIL ] A CROCHETED PIECE FROM A PLASTIC BAG. SAMPLE 616

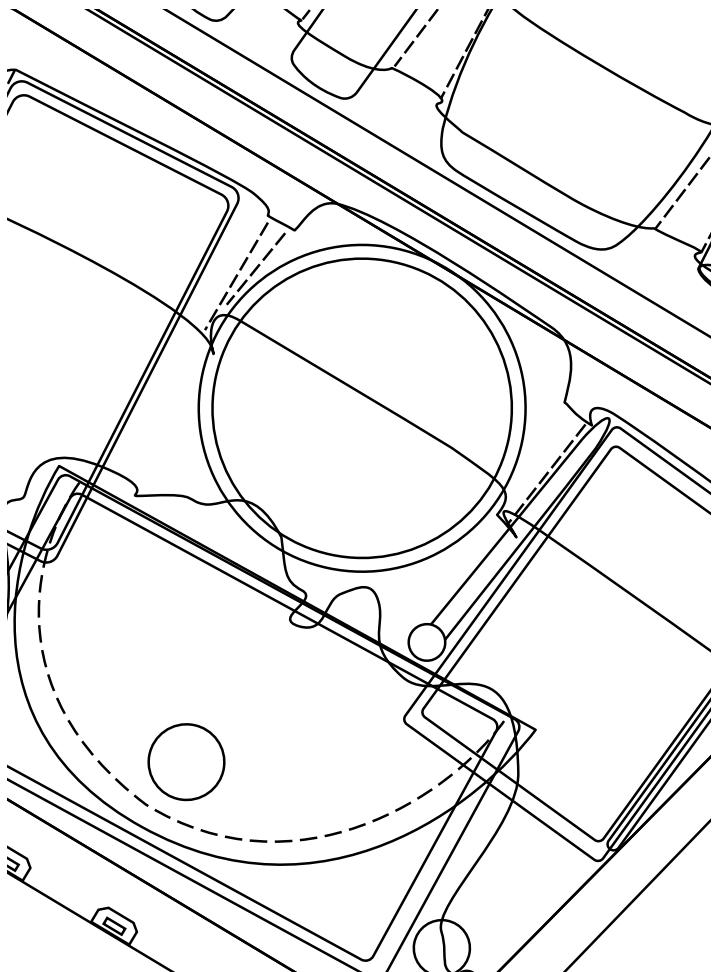
[ MEM ]





[ ORIGIN FILE ] TRAVEL BAG

618



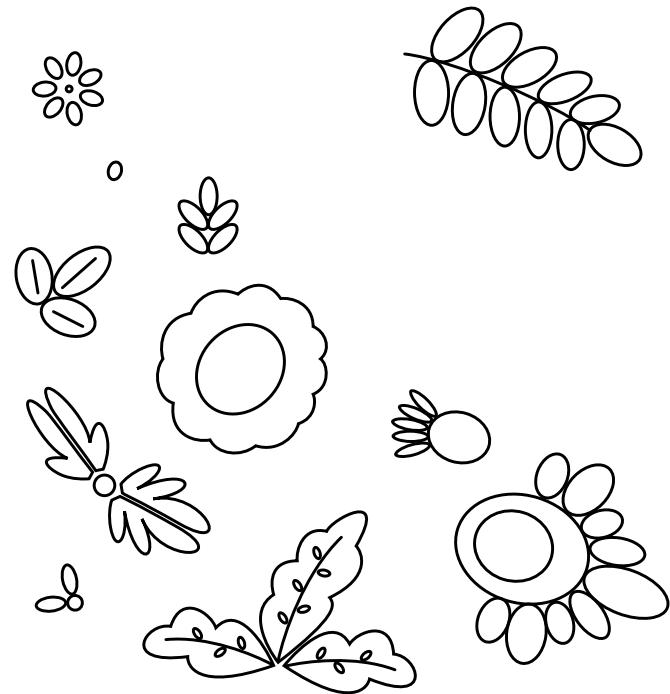
[ DETAIL ] VECTORISED OBJECT

619



[ ORIGIN FILE ] HANDKERCHIEF

620



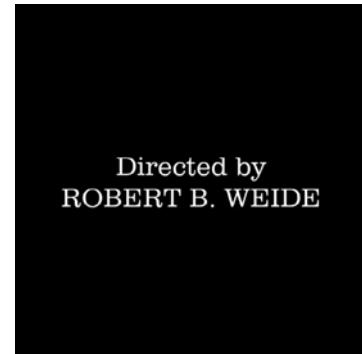
[ DETAIL ] BITS OF PATTERN

621

*// one option was not enough,  
there always should be a "plan  
b", so i made 2 posters.*

*// they didn't accept any of  
our posters cause they are  
tooo fine artsy.*

# PAPER + FOLDING + FOIL



*// even though the brief was  
boring i left a room for cra-  
ziness for production...*

**Nº 37.  
" TREASURE  
SEEKERS "**





-> you have a bunch  
of paintings. pick one:

# THE GARDEN OF EARTHLY DELIGHTS

-> find something  
interesting there.

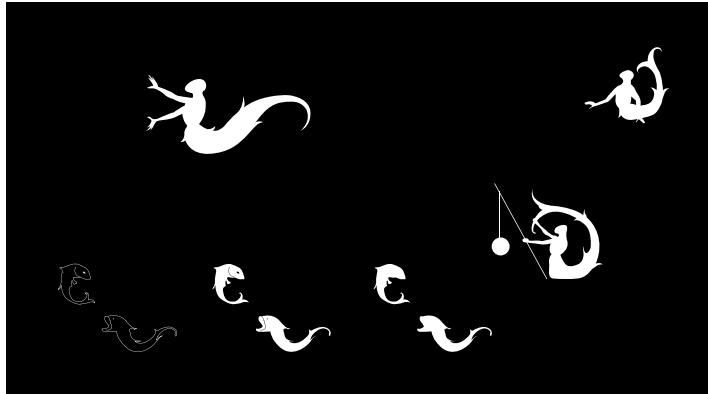
## BIRDS

-> create a brand make  
an identity for it.





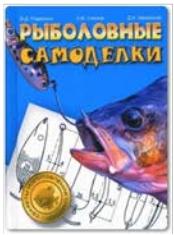
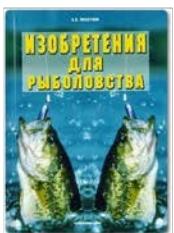
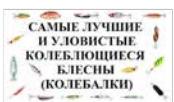
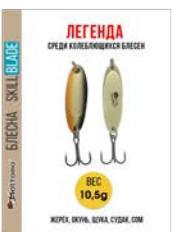
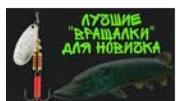
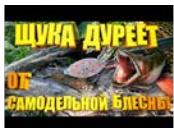
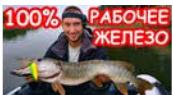
img\_01. "fish"  
img\_02. "birds"



img\_04. "fish"  
img\_05. "birds"

// but what can i do? i needed  
a research.

// i found the comedy gold!



JUST IMAGINE  
THIS STORE!



// no more details,  
the author was dying  
because of tight schedule.

THE WORLD IS  
NOT READY YET...

SO, HOW MANY  
BIRDS ON THE  
PICTURE?



срывный нерв

Nº 38.

" FINE ART GRADUA-  
TION CATALOGUE "









-> propose a catalogue concept for fine art graduation exhibition. titled "tension"

if you will be chosen,  
produce it:

# 250 COPIES

(at least)

# 45 000 RUB.

-> we are looking for good enough quality paper and colour printing.

# 180 RUB. PER 1 COPY

-> good luck!

# YEEEEAH! ANOTHER UNPAID JOB!



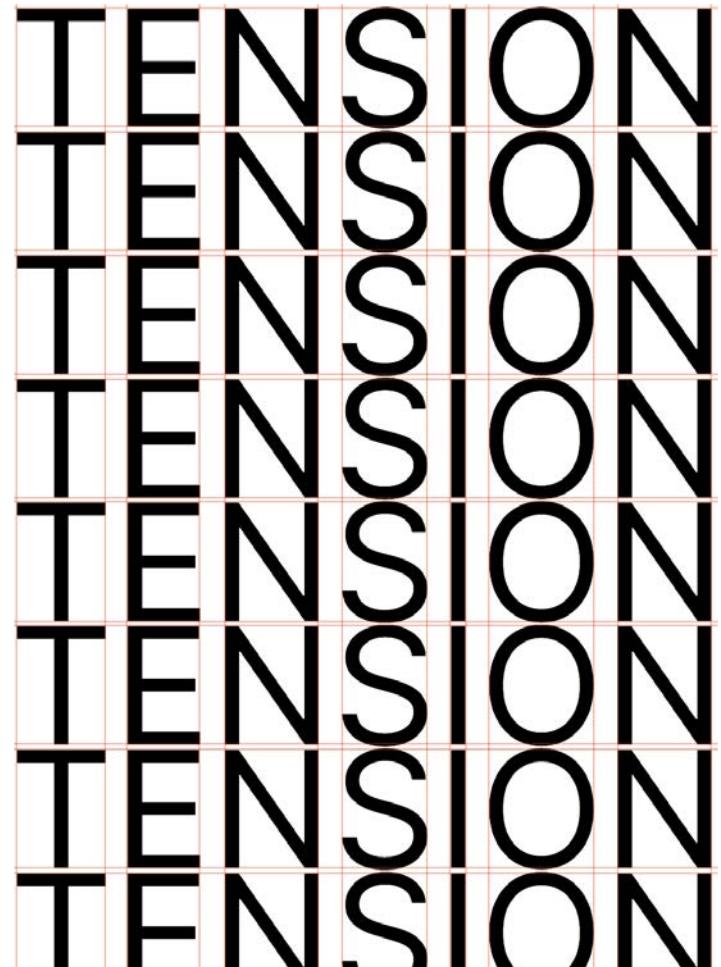
// the project where  
the vinner looses...  
why? because 180 rub.  
per 1 copy is impossible.



## Variations of falling

// there was a lot of attempts.

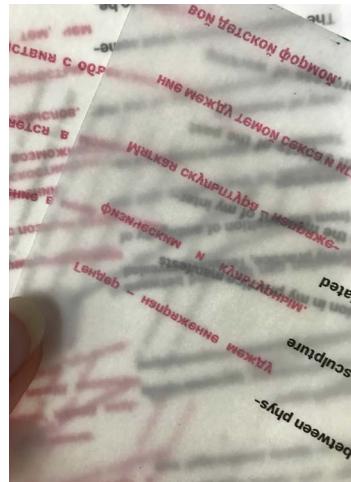
// anyway, i tried to find  
"tension". for a loong  
period of time...

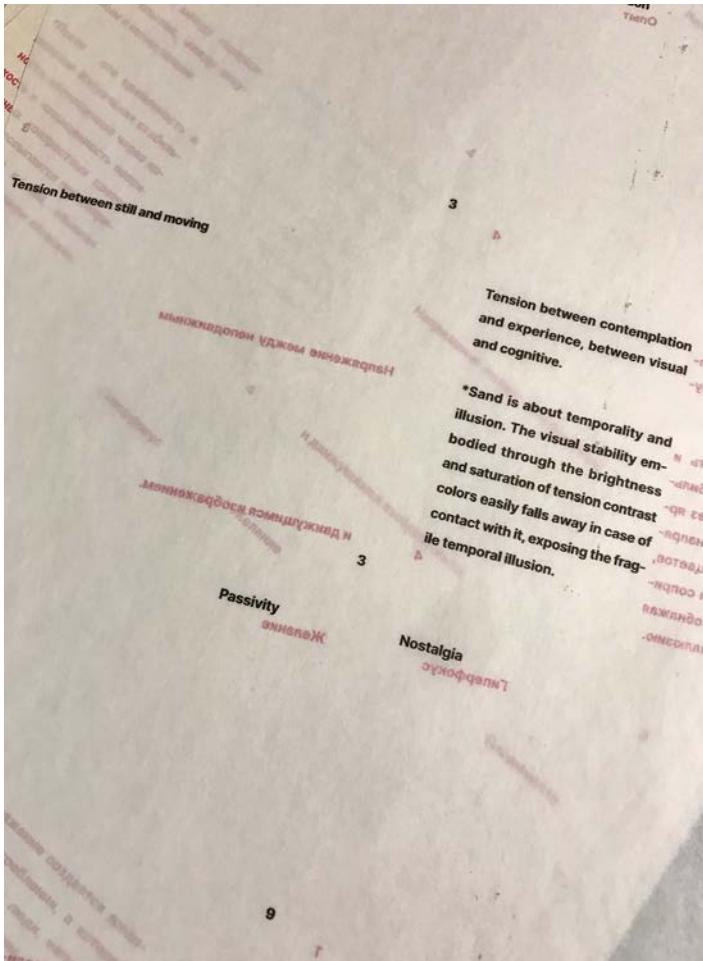


palpable quality is important as a tool to create a fully embodied experience through the interaction between the viewer and the work. The quality of the objects varies in terms of the possibility to observe them as sculpture from the outside, to actually enter them and perceive them as an environment for the viewers' body.

# TENSION - IS THE SPACE IN BETWEEN TWO THINGS

// but what is tension if  
it's objectless and exists  
only between something?





[ DETAIL ] TRACING PAPER

658

[ MEM ]

# THAT'S HOW I MADE A PROTOTYPE



// turned out fine artists liked it or mine was one of the cheapest options.

659

**MSK PRINT**

1. HP-73.01 Брошюра на скобе  
(цифровая печать)  
Формат: 105 x 148 мм;

- Блок  
Кол-во страниц в блоке: 8;  
Печать: 4+4 (цветная  
двусторонняя);

Материал: мел. бумага матовая  
115 г;

Биговка + фальцовка: 1 сгиб;  
Сборка на скобу: Ручная

Кол-во. - 2250

Сумма - 115090.00 ₽

- С добавлением кальки  
Печать: 4+4 (двусторонняя  
цветная);

Материал: Калька 200 г/м2;  
Кол-во. - 2250

Сумма - 230236.00 ₽

**2. Обложка**

Формат: 302 x 105 мм;  
Печать: 4+4 (двусторонняя);

Материал: Картон 2-стор.  
мелов. матовый 300 г;

Резка/вырубка: ГИЛЬТИННАЯ  
РЕЗКА;

Биговка + фальцовка ручная  
(кол-во оп. / л.): 2

Кол-во. - 250

Сумма - 14328.00 ₽

**REPUBLICA**

Брошюра, формат А6 в  
сложенном виде: 9 видов

Блок: 8 полос, печать 4+4,  
материал Мелованная матовая  
бумага 120 г/м2

Сверху обложка из кальки,  
формат А7, печать 4+0,  
материал калька 130 г/м2

Брошюровка: скоба  
Упаковка в обложки А5  
(мелованная бумага 300 гр. с  
матовой ламинацией, печать  
4+0), скрепление на резинку  
(резинка заказчика)

Итого: 250 комплектов - 204  
000 руб. с НДС (816 руб./  
комплект)

**NEMAKULATURA**

165 100 ₽ без кальки  
178 400 ₽ с калькой

тираж 250 копий. в одной  
копии 9 брошюр А6, обложка  
А5, резинка

брошюра - А6 (105\*148), 8  
полос, бумага немелованная  
100 гр (арена руж), скоба

обложка - А5, биговка,  
немелованная бумага 300 гр  
(сл графика 300 гр)

одна копия - 5400 ₽ (без  
кальки), 8200 ₽ с калькой

**230 236  
RUB.**

**204 000  
RUB.**

**178 400  
RUB.**



// so, the concept was cut.

- tracing paper - no
- insert cards - yes



[ DETAIL ] CATALOGUE BOOKLETS. FINAL VERSION

662

[ MEM ]

// finally it's printed and exhibited.



final price: 49 300 rub.

663

Nº 39.  
“ DYNAMIC  
LETTERFORMS ”



[ ANIMATION ] OUTCOME\_02. 3D ANIMATION. START FRAME

668

[ ANIMATION ] OUTCOME\_02. 3D ANIMATION. END FRAME

669



-> hunt for some meaningful phrases.

"THE CLOCK IS RUNNING"

"LET'S KILL THIS GUY"

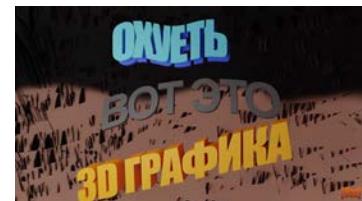
"I CAN NOT!"

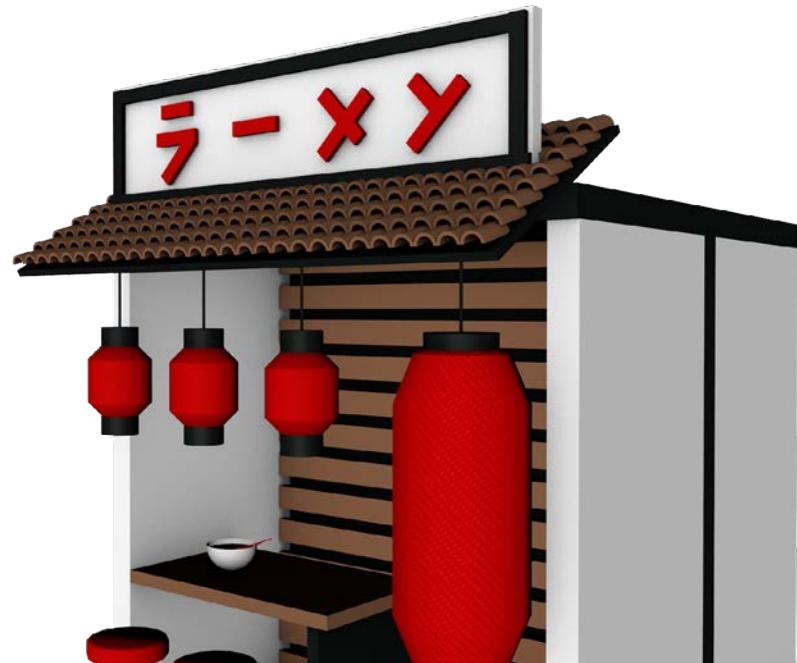
-> illustrate their meaning in 3 ways:

- # 1 – 3D-based media
- # 2 – analog media
- # 3 – media of your choice

// this time we were learning to do 3d in cinema 4d.

or how i prefer to call it:





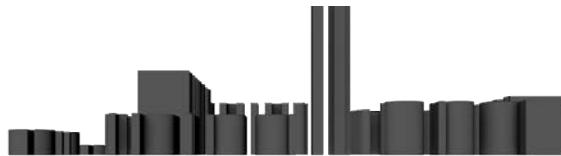




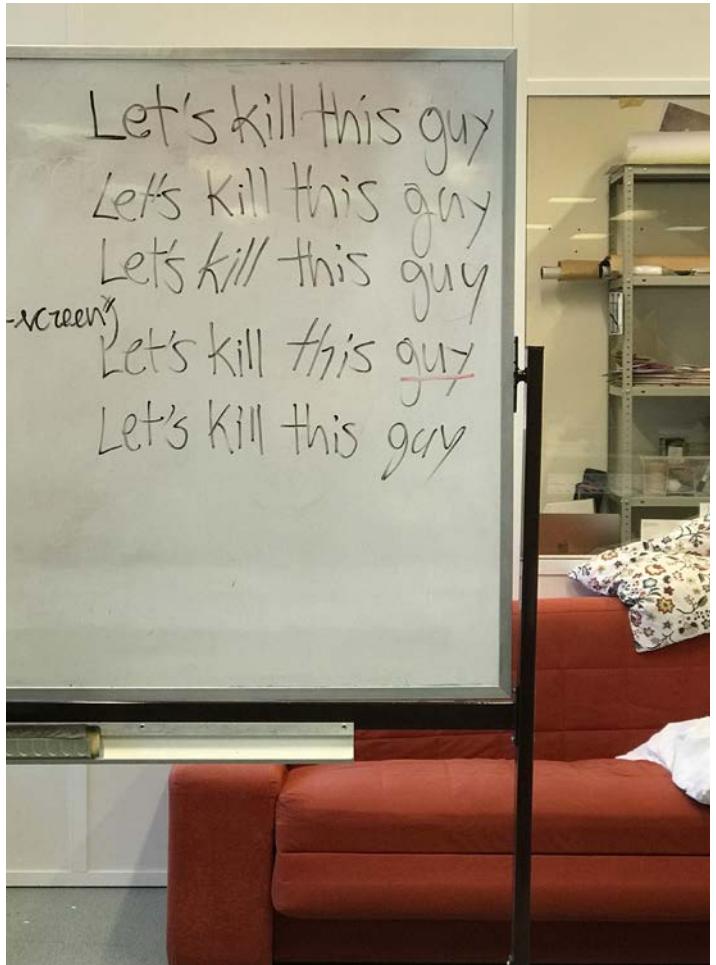
Choose one  
around  
every thing  
it  
and  
build



[ FILE ] IDEA TEST SAMPLE. TOP VIEW



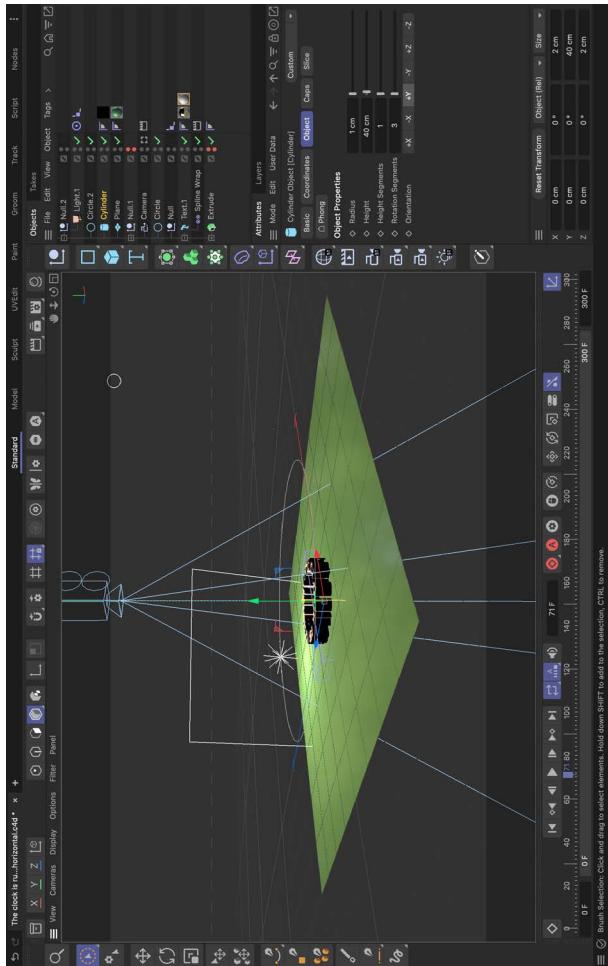
[ FILE ] IDEA TEST SAMPLE. SAME MODEL, DIFFERENT ANGLES 679



[ ORIGIN FILE ] SEB'S SCHEME. TUESDAY. 8 NOVEMBER 2022. 680

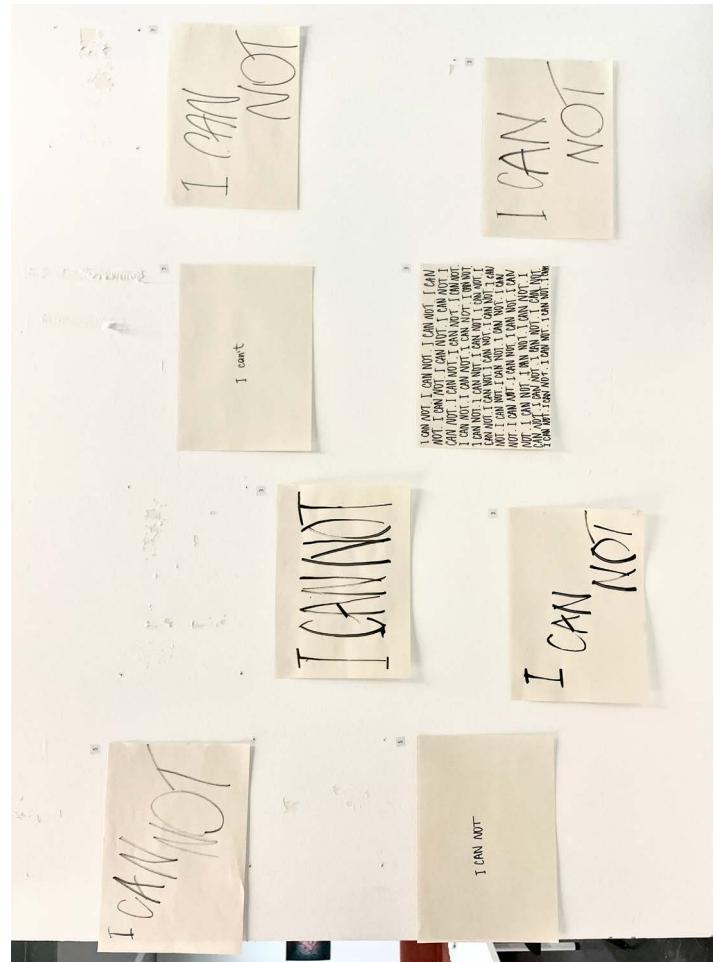


CLIP 1 IKEA INSTRUCTIONS COLLECTION MADE BY SANYA.M :) 681



[ CLIP ] " THE TIME IS RUNNING " SCENE SETUP

682



[ SHOT ] "I CAN NOT" SAMPLE

683

### 3. What is a typographic outcome?

A typographic project outcome refers to the final result or product of a typographic design project. This could include printed materials such as posters, flyers, brochures, or digital designs such as website layouts, social media graphics, or digital advertisements. It can take a form of a packaging, graffiti, or a birthday balloon — as long as the format suits the idea.

General form — A1 poster, presented in a digital mockup, or printed in actual size. Many ideas may exist in many other forms, that suit the message better. Do not be a slave of a page. Feel free to explore all the available methods of text reproduction and presentation.

#### OUTCOME #1 – 2D-based media

this must be an outcome, which text was visualized in any of the 2D software methods.

with this outcome you are not allowed to use pre-made fonts, or be original.

#### OUTCOME #2 – analog media

this must be an outcome, in which typography was visualized in real life, or constructed using real-life objects.

you can use pre-made fonts,  
if your idea requires so.

#### OUTCOME #3 – media of your choice

this must be an outcome, in which typography was visualized in the media of your choice. it can take many forms: digital type design, 3d, or analog media

you can use pre-made fonts,  
if your idea requires so

#### WEEKLY TESTS (x5)

five outcomes

that may include:  
standalone designs,  
workshop developments,  
tests, tryouts

#### RESEARCH & DEVELOPMENT

documentation/evidence of  
research, drafts, prototyping,  
and other interim stages in the  
development should exist in a form of a short  
sketchbook/PDF presentation/booklet

// i took the brief and made an outcome with it.



// yeah, technically it was a statement, but so my mental state in the end of this year.

**Nº 40.  
INTERNSHIP " ENDY "**

[ CONFIDENTIAL ]

688

[ CONFIDENTIAL ]

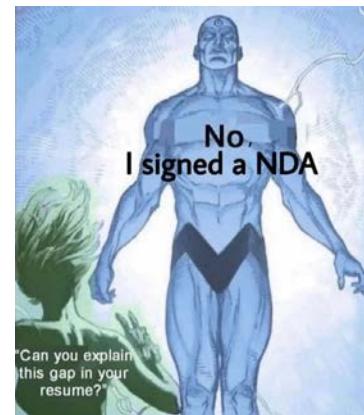
689

# ENDY

-> duration: one month.

-> get an internship  
at a real company.

// will i show what  
was i doing there?



> node\_export: complete.....

projects.....: 14.....

pages.....: 692.....

linked\_node...: [ OUTPUT ]

linked\_module: / MEMORY.....

> access.....: extended notes

memory\_type...: digital.....



*// scan to view full process.  
it may take a while.*