

# Student Work Collection

This survey is to collect student work and information for social media and the grad ex website. Please read each section carefully, as it is important information and there will be important updates in the future.

Email \*

croggy.design@outlook.com

## \*\*PLEASE READ\*\*

We will be collecting media and copy for the first project. This project will be used for student highlight posts and as one of your gallery projects that will appear on the website. The deadline to submit your first project is February 28th. To accommodate for people who want to use projects from this semester (primarily Workshop) the deadline for second and third project will be later in the semester, March 25th. This will give time for the web team to add your projects to the website. More info to come on what you will need to submit for those two projects.

## IMPORTANT DEADLINES

First deadline: Feb 28, 2022

Second deadline: March 25, 2022

Website Launch: April 15

## General Information

We are collecting general information to add to the student highlight posts as well as add to the your website page. Please read carefully and submit.

First and Last Name \*

Luca Crognale-Manzoli

Pronouns \*

He/Him

Description or bio about yourself (max. 150 words) \*

Allow me to introduce myself, my name is Luca Crognale-Manzoli. I'm a student at York University in my 4th year of the YSDN program. Some interests include video and animation, music and gaming. I'm a brand and motion designer as well as a video editor looking to work in the gaming and esports industry with a focus on motion design. I've had the opportunity to do some contract/freelance work focused on brand development, but I personally consider my strengths to be in time-based communications. I've also had the opportunity to work with York University's official Esports team as well as collegiate led non-profit organization, Intercollegiate Game Network (ICGN). These opportunities allowed me to connect with CEO of Team Liquid, Steve Arhancet, as well as professional League of Legends shoutcaster and personality Clayton 'CaptainFlowers' Raines, and have since connected with motion designer for Toronto Ultra & Defiant, Robbie Adolfo.

Please go to Google Drive (link down below), create a folder with your name, and upload 1-3 images of yourself to use for social media promotion and the website. \*Guidelines: Blank/Not Busy Background, No Snapchat Filters, Make sure we can see your face clearly, submit 1-3 images!

[https://drive.google.com/drive/folders/1Xbl\\_yw4Cn325tKJpF6YN8UZ8ezz64Bnvgx-yn5NF1CHRChYjcfdyBGfGmwS-IEglPtQsuoBx?usp=sharing](https://drive.google.com/drive/folders/1Xbl_yw4Cn325tKJpF6YN8UZ8ezz64Bnvgx-yn5NF1CHRChYjcfdyBGfGmwS-IEglPtQsuoBx?usp=sharing)

In as many (or as few) sentences as you'd like, explain your rationale for choosing your 3D object \*

I picked a guitar because I'm a musician, and have been for as long as I can remember. A lot of my interests in design are very inspired by and center around music, as well, so it just made sense.

Your favorite typeface \*

Macklin

Your favorite YSDN course \*

Time-Based Communication

Any links you want to include on the website and student highlight posts (social media handles, portfolio site) \*

website: <https://croggy.design>

instagram: @croggy.design

twitter: @croggy1899

linkedin: <https://www.linkedin.com/in/luca-crognale-manzoli/>

Can we use your case study from Assignment 2 for articles, blog posts, social media posts? \*

☒ Yes

☐ No

## First Project

The first project we are collecting will be used for social media and web purposes and is due February 28th. This will be displayed on the final web page as one of your gallery projects and is NOT a full case study (that will be submitted for the second deadline March 25th). We are also collecting this project to display on social media as individual student highlight posts. Please read carefully and submit.

Name of project \*

Modernism on Paper

Medium (Editorial, motion graphic, branding, etc.) \*

Motion Design/Video

Overview of the project, brief description (max. 250 words) \*

Modernism on Paper is a motion piece based on a book cover for a book of the same name, Modernism on Paper, designed by Japanese designer, Kawabota Naomiti.

The purpose of the project was to take a static piece (poster, book cover, etc.) and make an animated piece using only elements present on the chosen piece. The draw of a project like this was the ability to work using both Roman and Japanese characters (Katakana & Kanji).

Please go to Google Drive (link down below), create a folder with your name, and upload up to 5 images of your project including video files (we also ask that you upload any videos to YouTube or Vimeo and link them below)

[https://drive.google.com/drive/folders/1Xbl\\_yw4Cn325tKJpF6YN8UZ8ezz64Bnvgx-yn5NF1CHRChYjcfdyBGfGmwS-IEglPtQsuoBx?usp=sharing](https://drive.google.com/drive/folders/1Xbl_yw4Cn325tKJpF6YN8UZ8ezz64Bnvgx-yn5NF1CHRChYjcfdyBGfGmwS-IEglPtQsuoBx?usp=sharing)

Link to videos (if you have any)

<https://youtu.be/dYfaD6R6HZ8>

Social media handles (if you want us to include)

Instagram: @croggy.design

Link to full project (if already displayed on your portfolio site or social media)

<https://croggy.design/modernism.html>

This form was created inside York University.

Google Forms