Playdough collection 2021-2023

Printed Image

We started this class with cutting out shapes and composing them on different parts of a big paper. Also here you learn a lot by just doing, as there are no wrong or rights.

Interactive Media Design

I mainly worked with Unity for this assignment, which was to code a walkthrough.
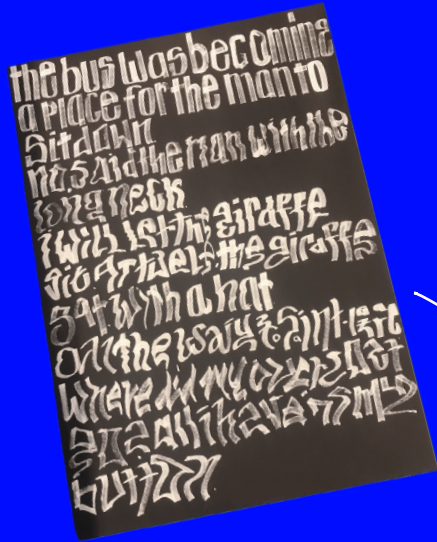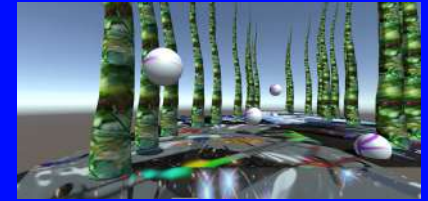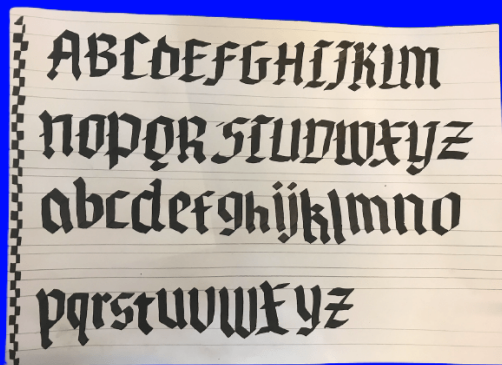
Design

This was an assignment where I created a poster that become more unreadable further down. There was no specific assignment, just that we had to make something on paper

Coding

For this assignment we had to create generative designs in Visual Studio Code. For this we learned HTML, CSS and a bit of Javascript.

Moving Image

Here we had to recreate posters with Adobe program tools. It definitely helped me in the future now, to know the tricks of these programs.

Graphic Design

This assignment was part of a bigger series where we had to choose one of 50 each week. This one was to create a grid-poster. I wanted to try out graffiti and created this with different types of paper.

Typography

We had to create over 100 flyers for this class. A reason for this was to learn Indesign and getting a feeling for composition.

Type Design

For this assignment we learned calligraphy. With a brush and ink, we followed instructions from Guido with this grid-guidance to create old letters.

Film

This is a documentary called "Haagse Trots" (Hagueian Pride), which shows places and people that are proud (or not) to be from The Hague. You can choose a film subject in an IST.

Public Image

To design a Public Interaction, I wanted to work with the texture of clay to alter a run-off place in the world.

Elective Moving Image

Working with archival footage, we created a film that takes you to the future based on a broken past from too much footage that has already been created.
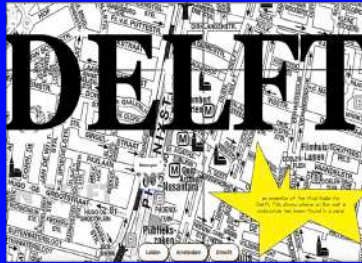
Coding

I designed this website based on a database of items found in Dutch canals.

Typography

Based on the magazine "Ain't I a Woman", I designed and silkscreened this scarf that says "Dear Sisters", which should communicate strength and warmth for everyone who feels, sees or holds th scarf.

Graphic Design

This is a poster that I designed for a fictional library, LYP, as the assignment was to design something for our "client" classmate. This classmate wanted a place for Romanian people, mainly youth, to learn more about politics.

Elective Design Practice

In a group of five people we came up with a concept and design for the Student Night campaign for Filmhuis Den Haag. Here the concept was to show the cold or boring side of watching movies on a small screen by yourself, instead of going to the movies.

Interactive Media Design

Here I made an installation based on a show called Orphan Black. I used AI to generate the actress' voice and have the two screens talk to each other and real humans sitting at the table experiencing this digital communication