

PROCESS BOOK

Pei Jung Ho

PROJECT 1 Graphic Translation

PROJECT 2 Spatial Translation

PROJECT 3 Contrast and Harmony

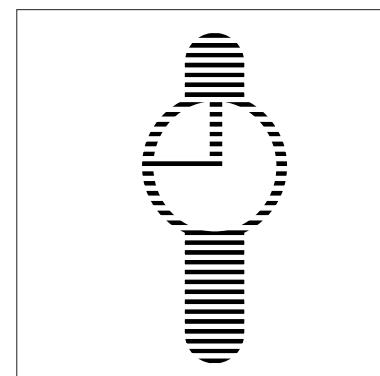
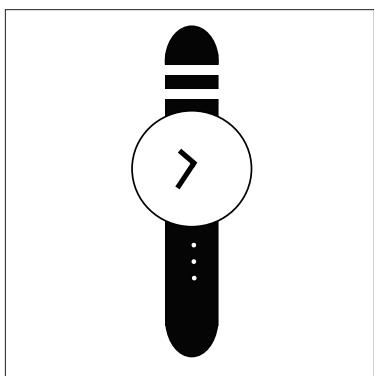
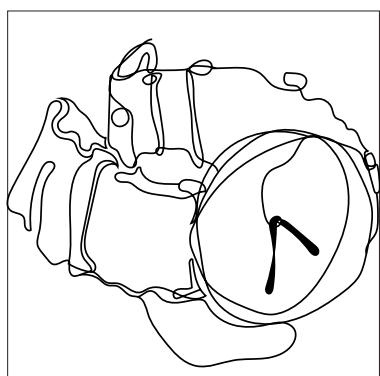
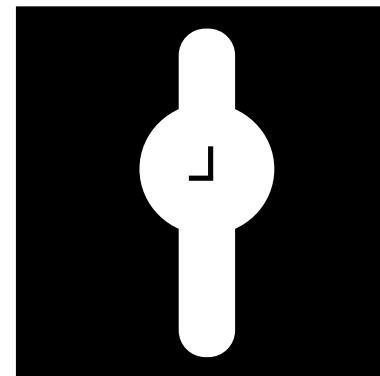
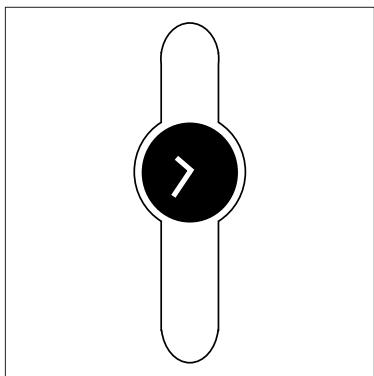
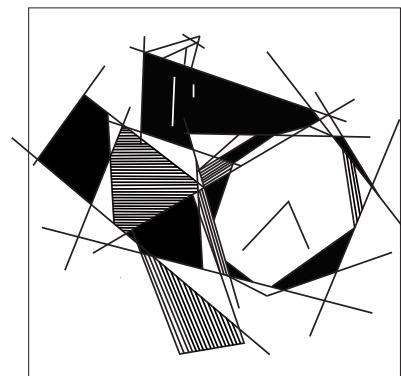
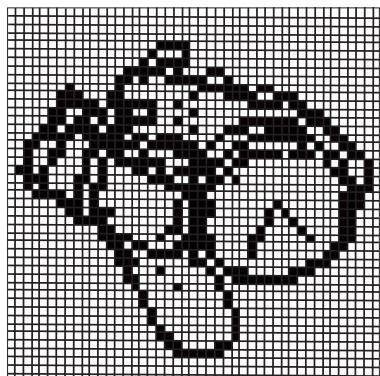
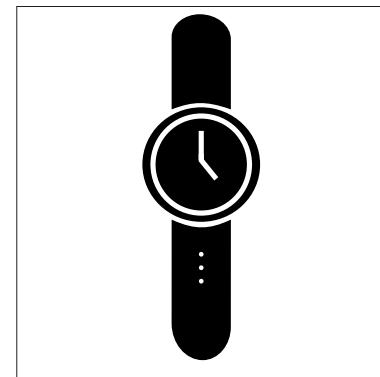
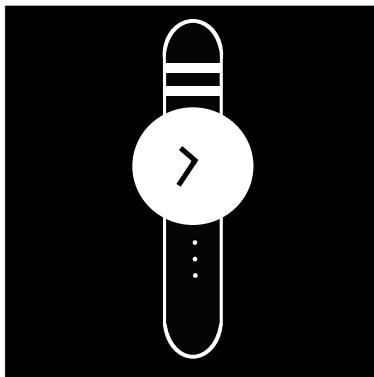
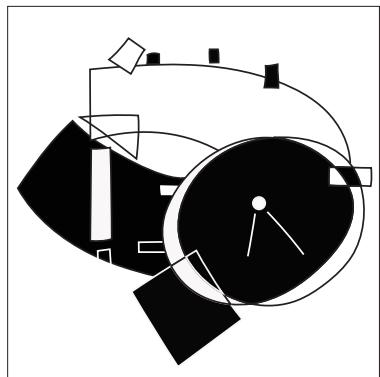
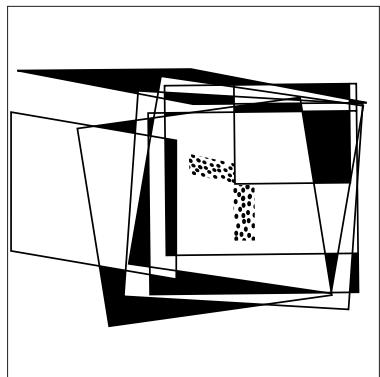
PROJECT 4 Hello MICA!

Graphic Design I Spring 2017

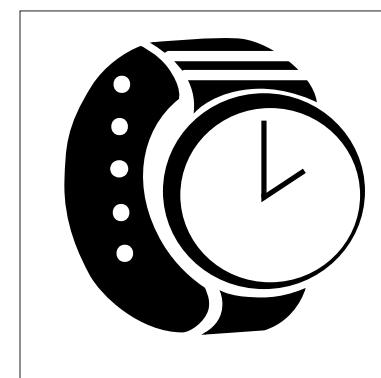
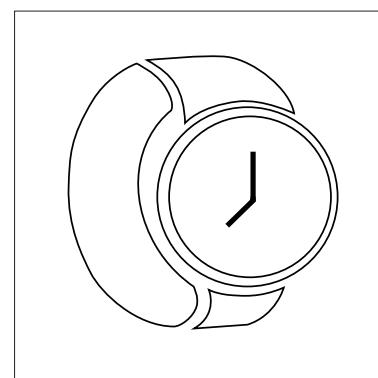
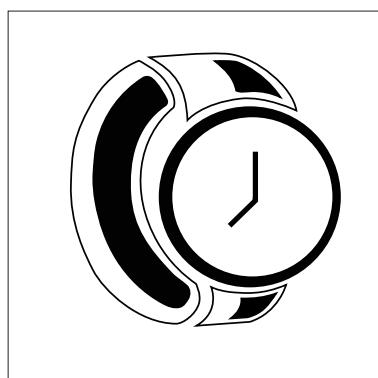
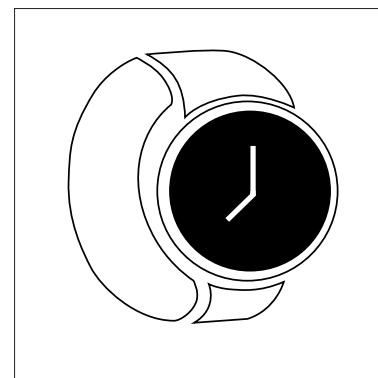
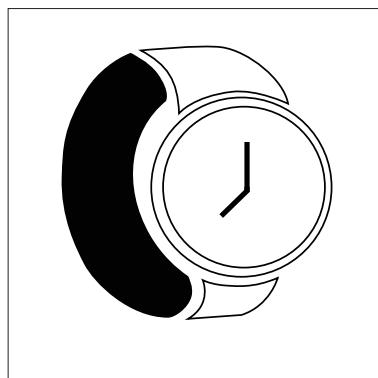
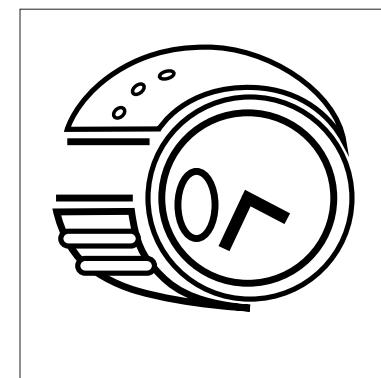
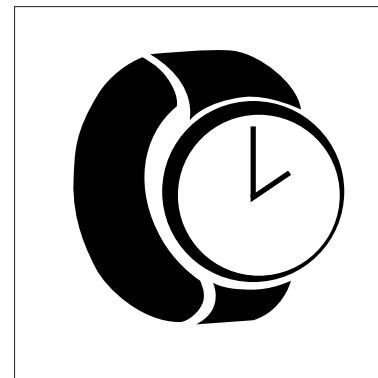
PROJECT 1 research and ideation



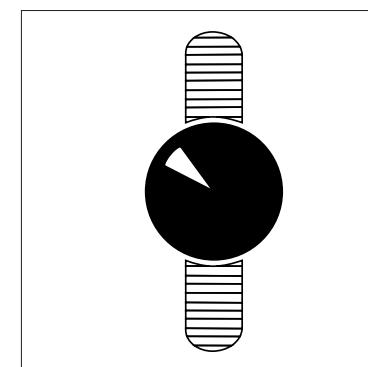
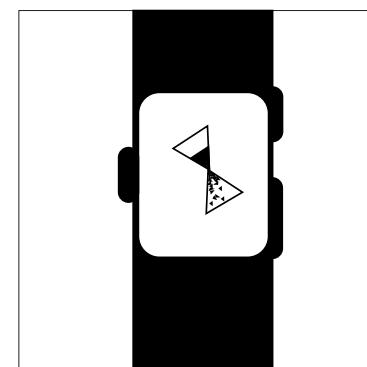
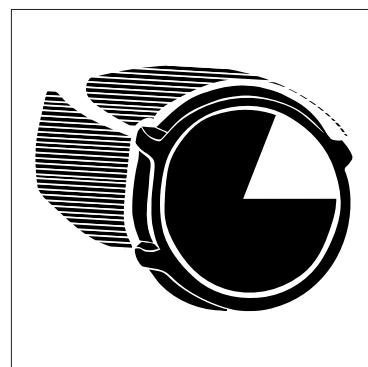
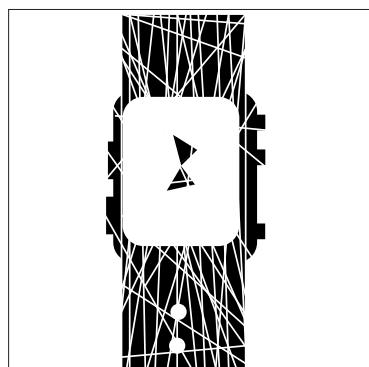
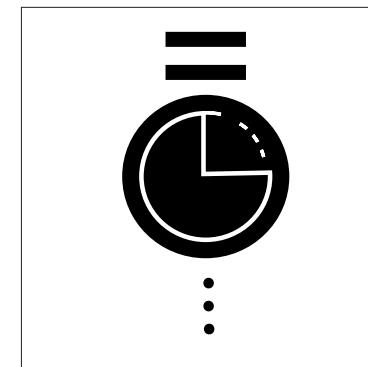
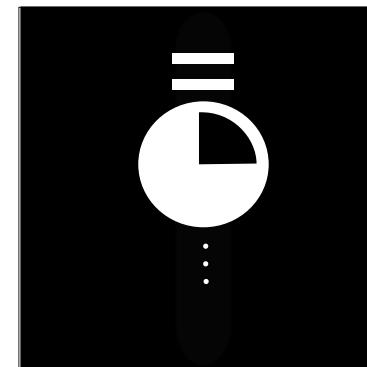
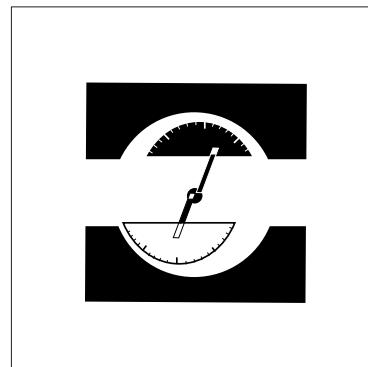
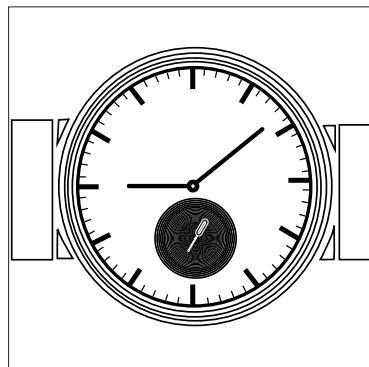
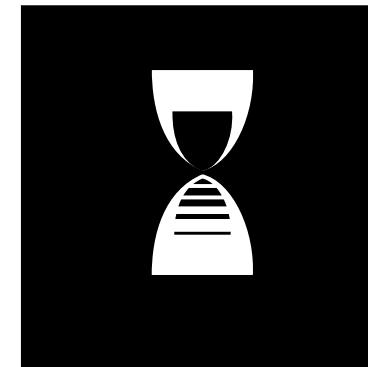
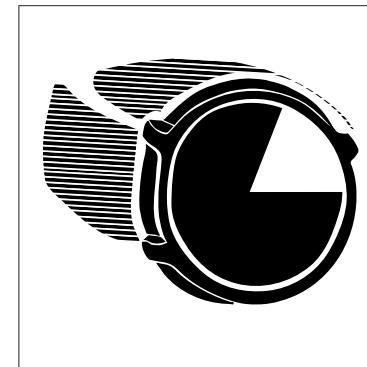
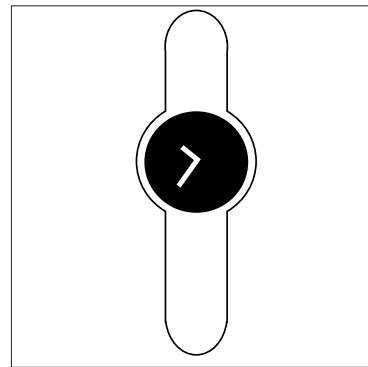
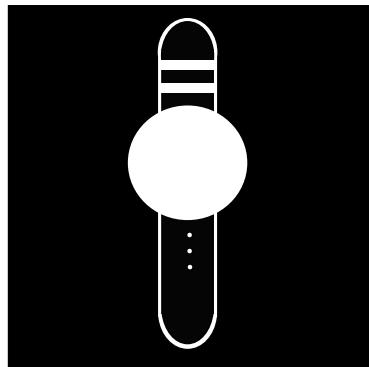
PROJECT 1 research and ideation- watch icon iteration



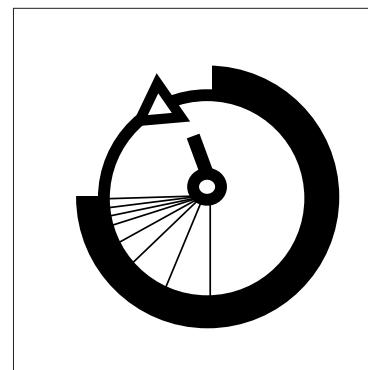
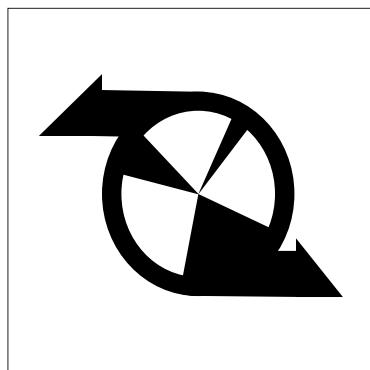
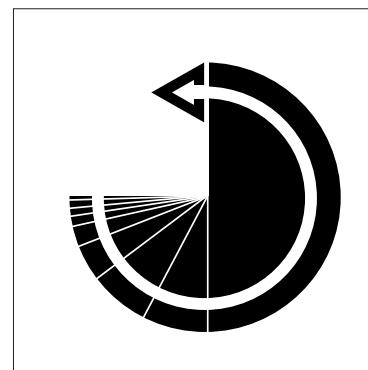
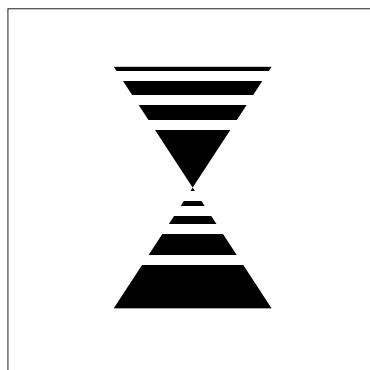
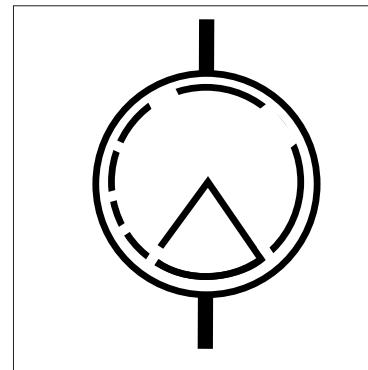
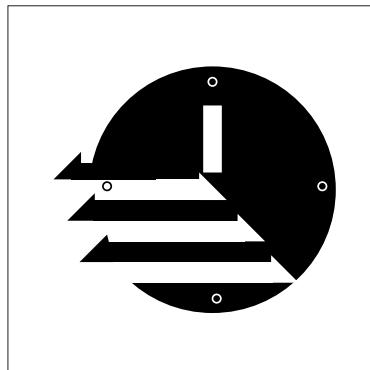
PROJECT 1 research and ideation- watch icon iteration



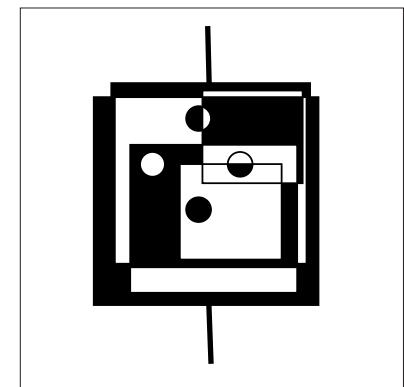
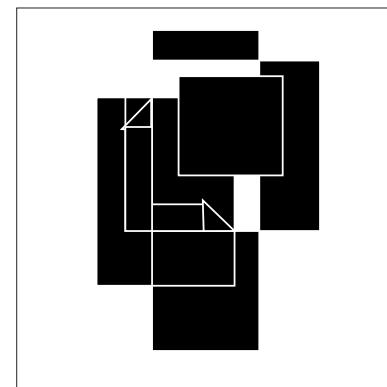
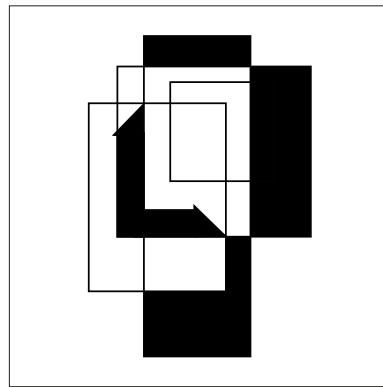
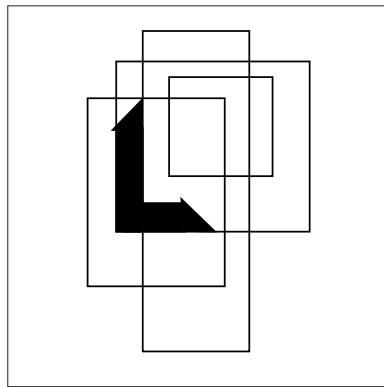
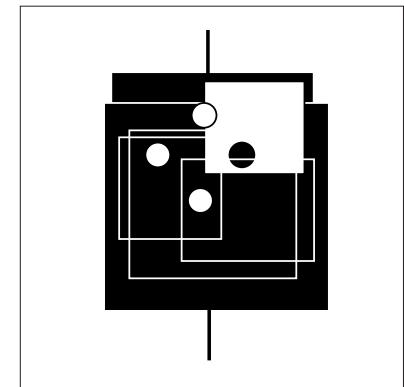
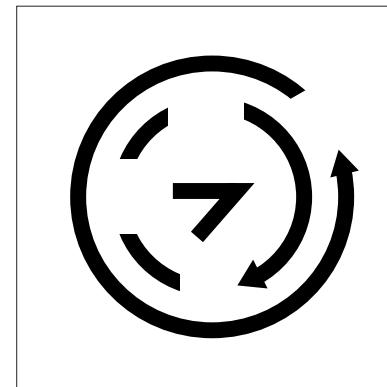
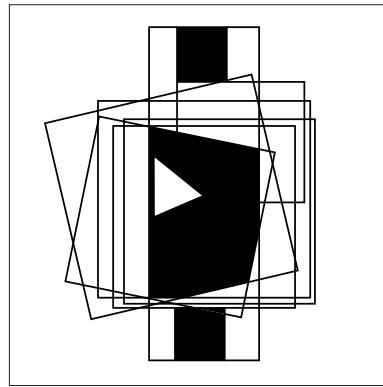
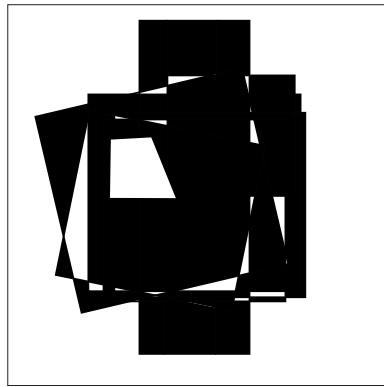
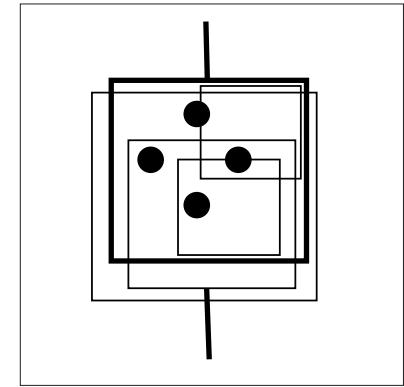
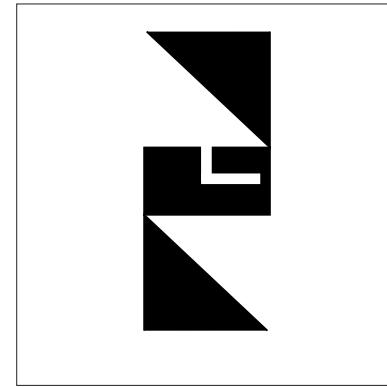
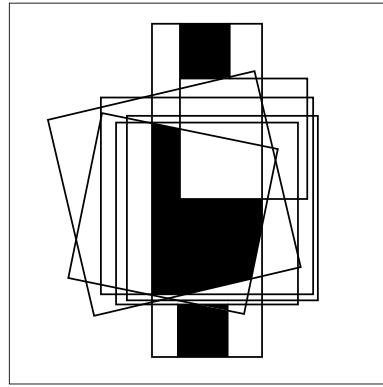
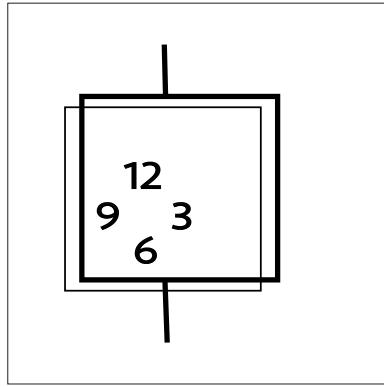
PROJECT 1 research and ideation- watch index iteration



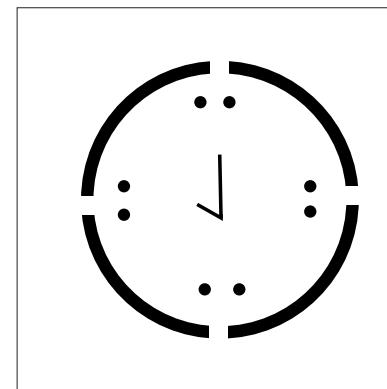
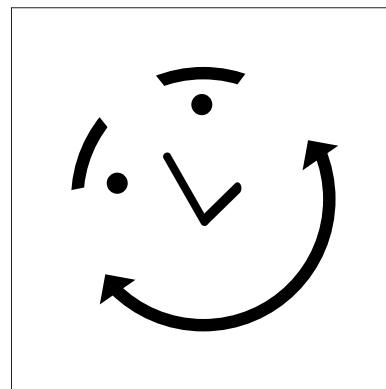
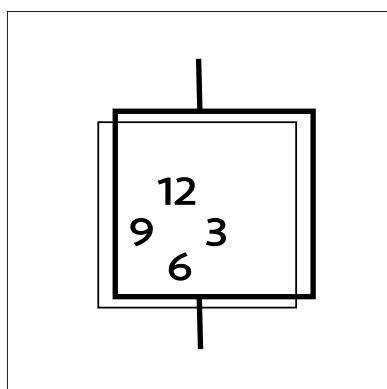
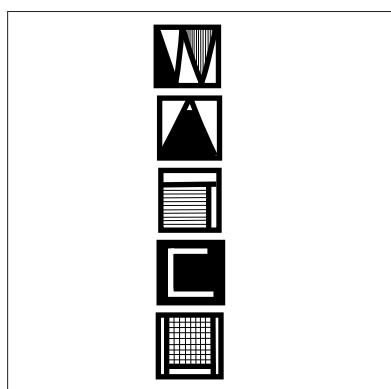
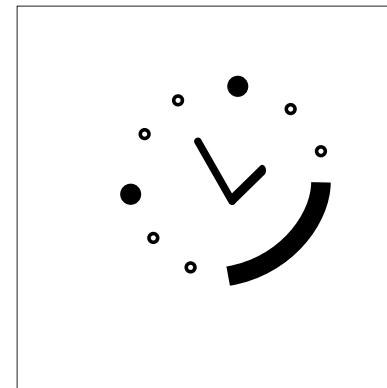
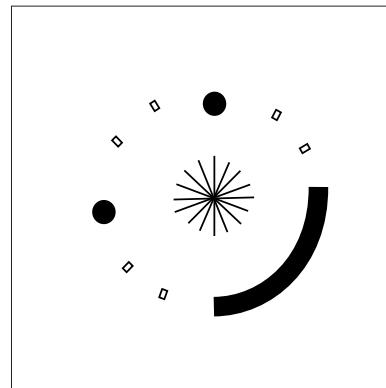
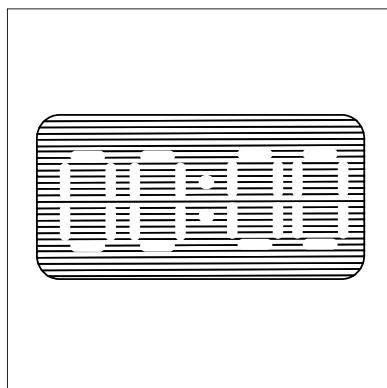
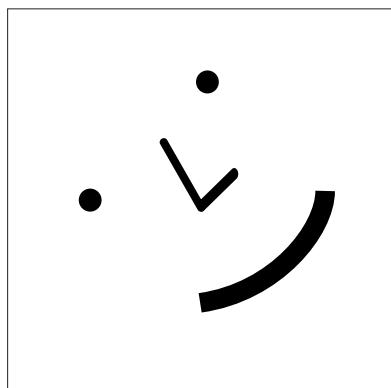
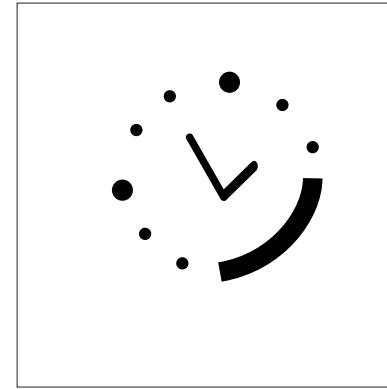
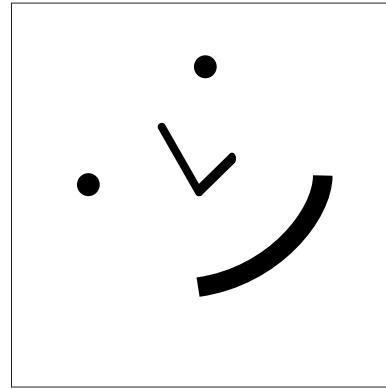
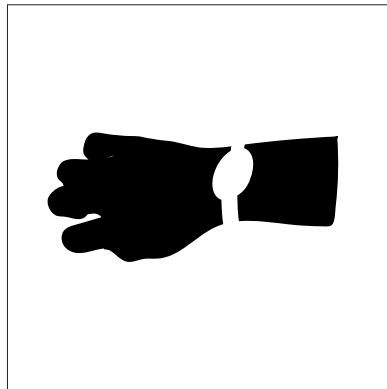
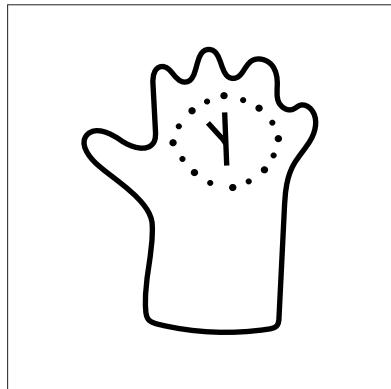
PROJECT 1 research and ideation- watch index iteration



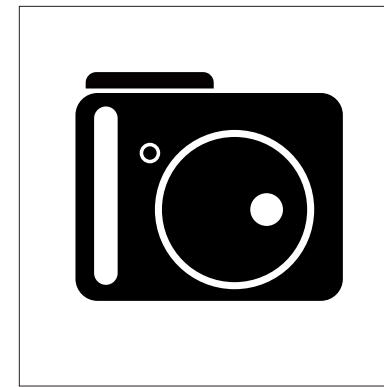
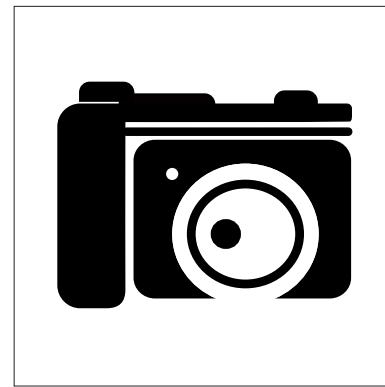
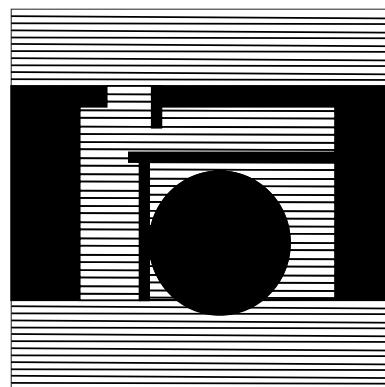
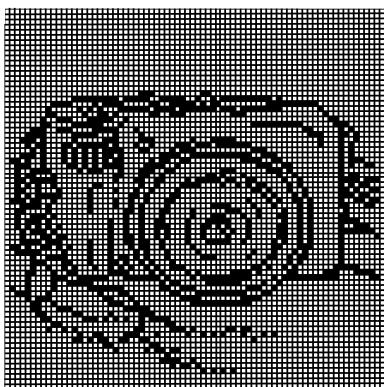
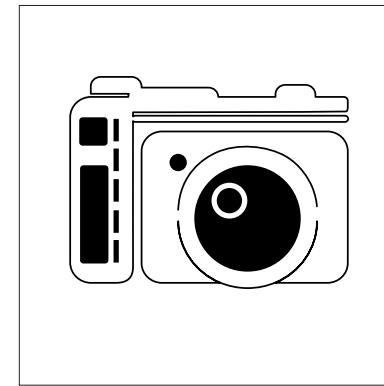
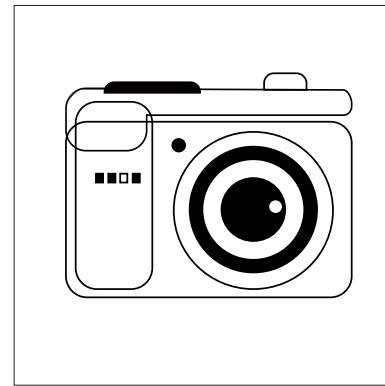
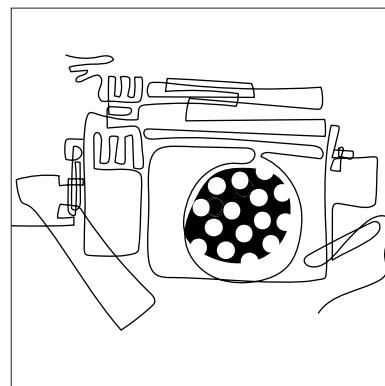
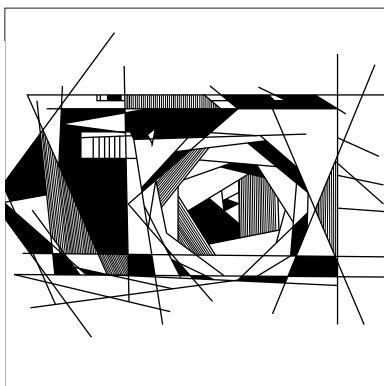
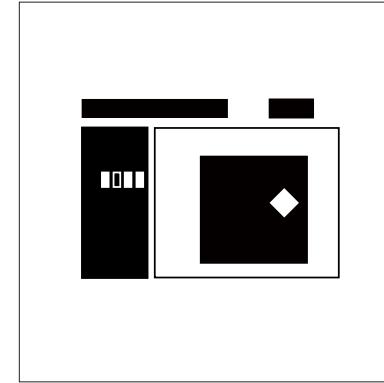
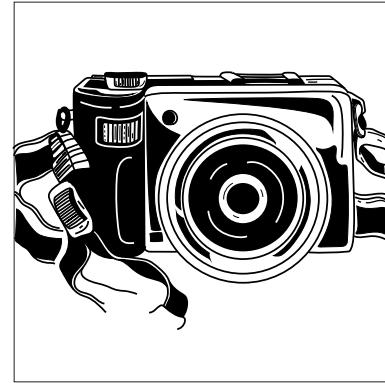
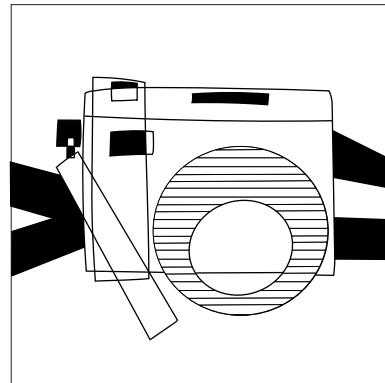
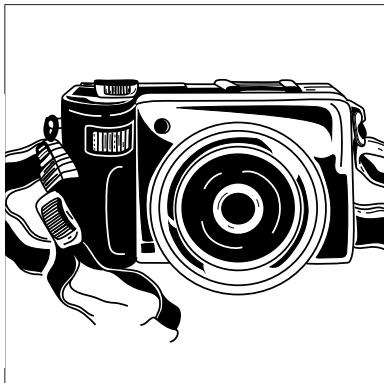
PROJECT 1 research and ideation- watch symbol iteration



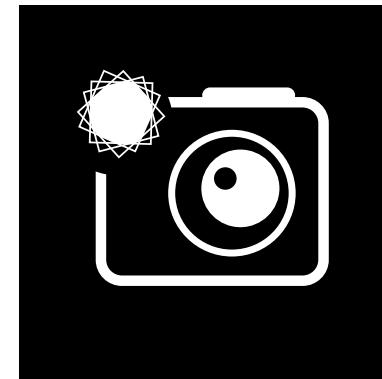
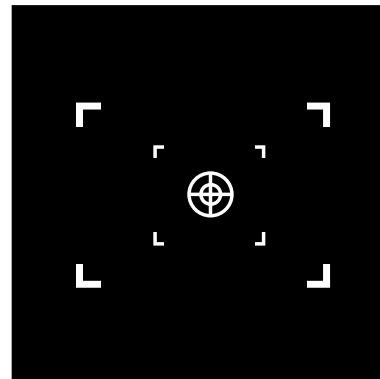
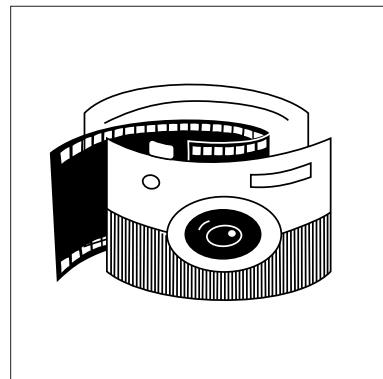
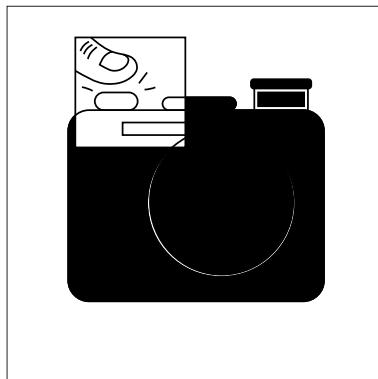
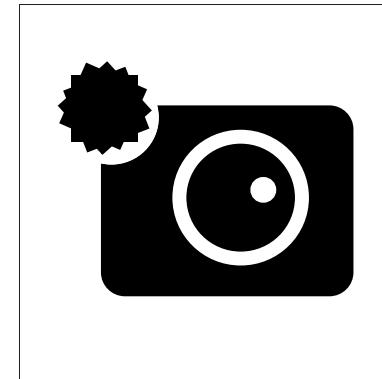
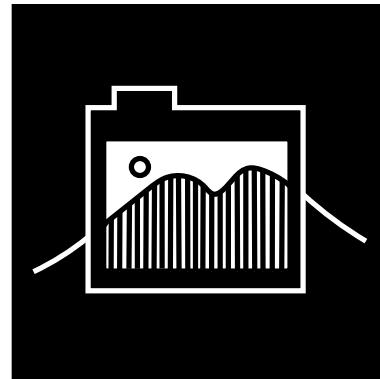
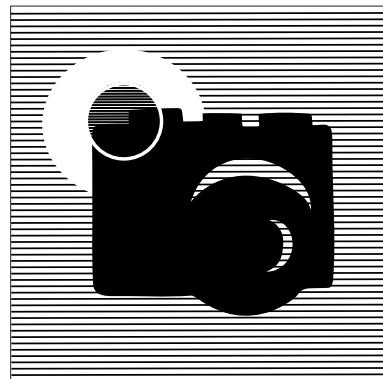
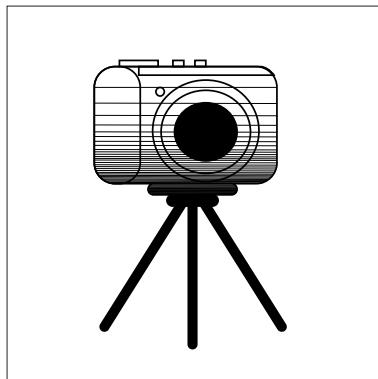
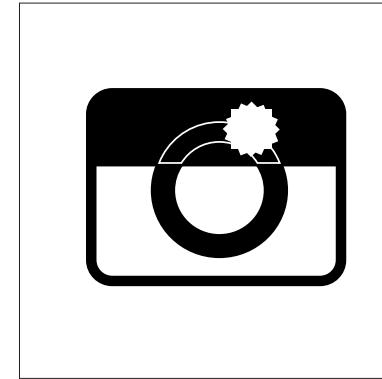
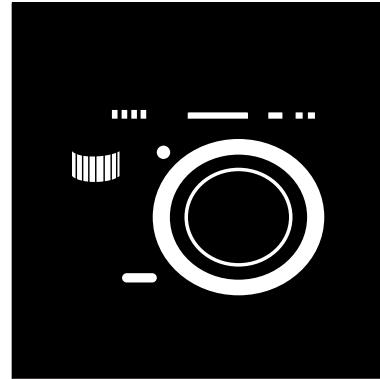
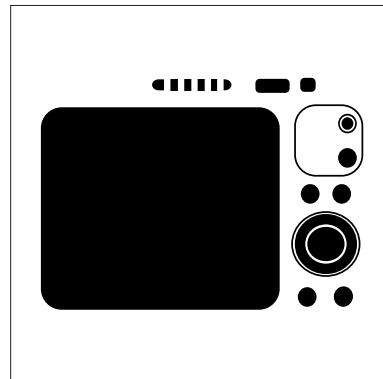
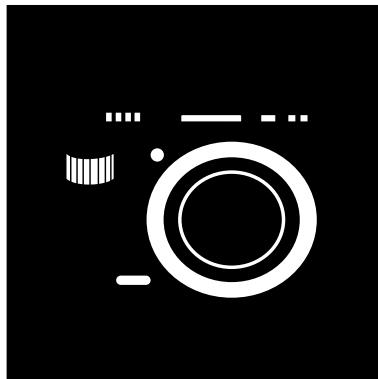
PROJECT 1 research and ideation- watch symbol iteration



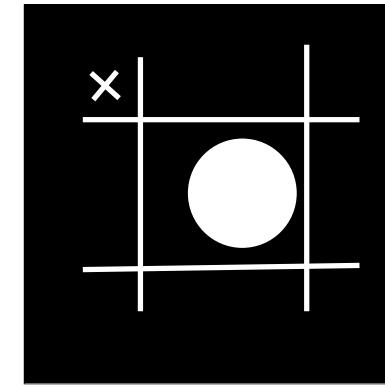
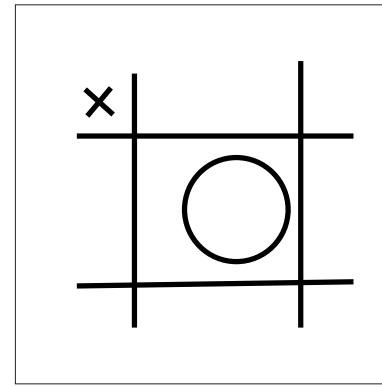
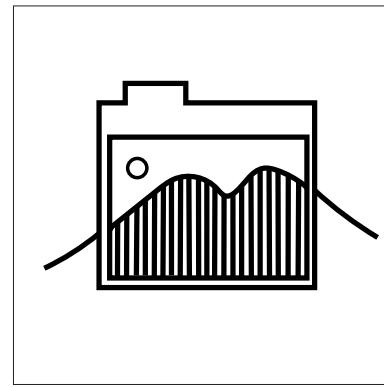
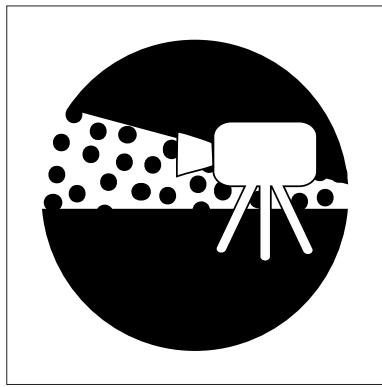
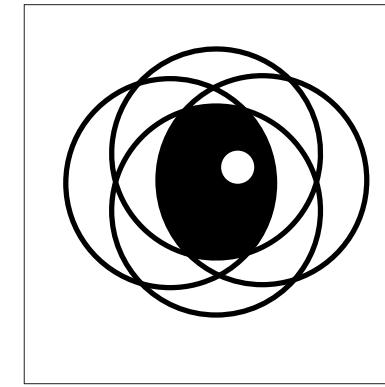
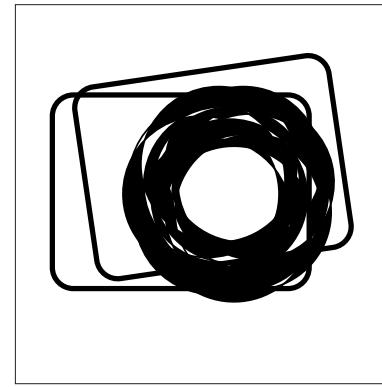
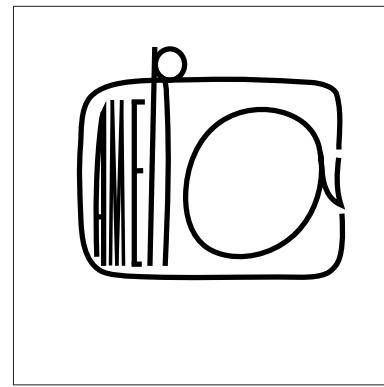
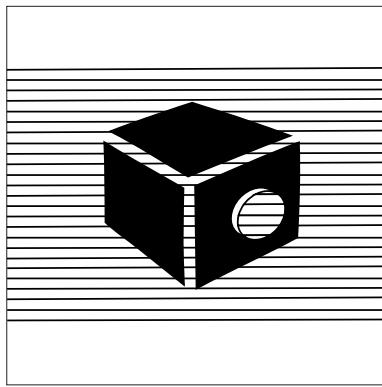
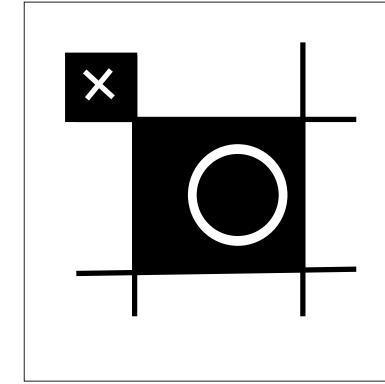
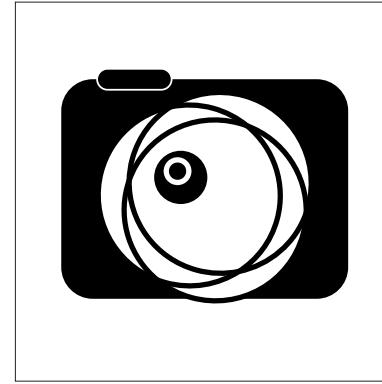
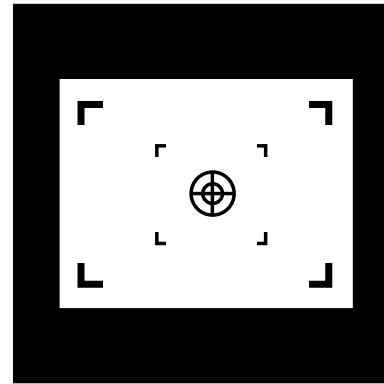
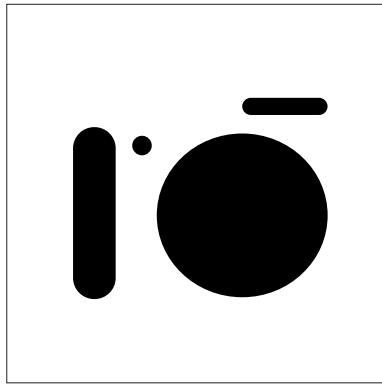
PROJECT 1 research and ideation- camera icon iteration



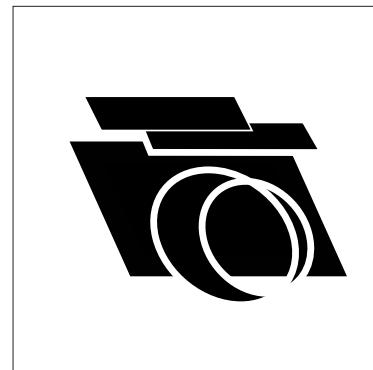
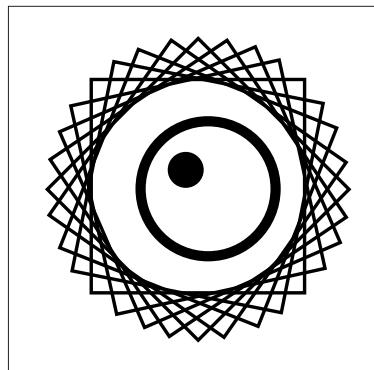
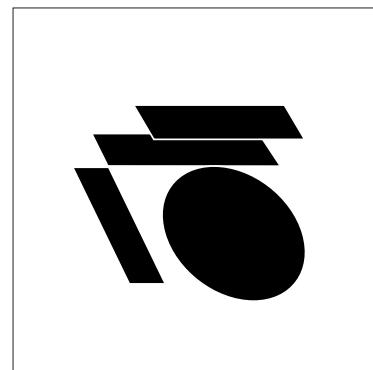
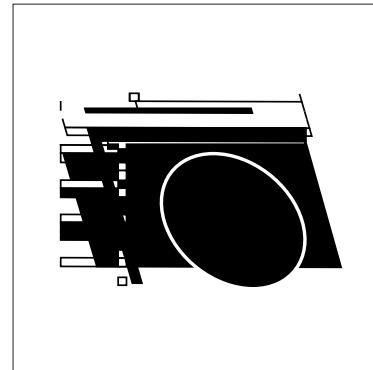
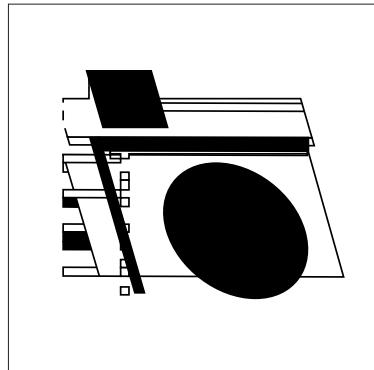
PROJECT 1 research and ideation- camera index iteration



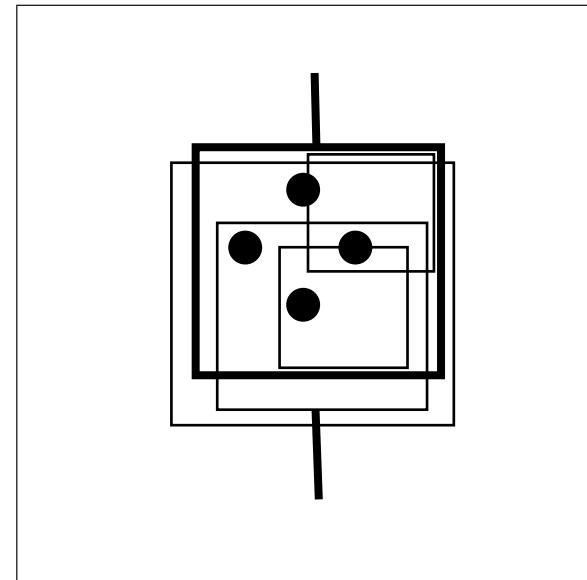
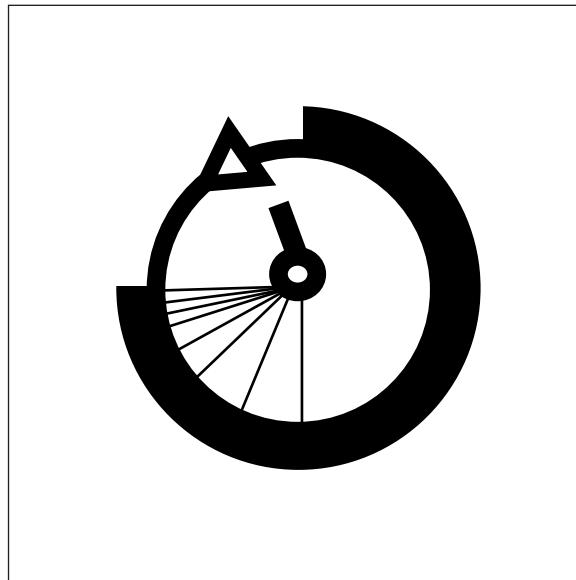
PROJECT 1 research and ideation- camera symbol iteration



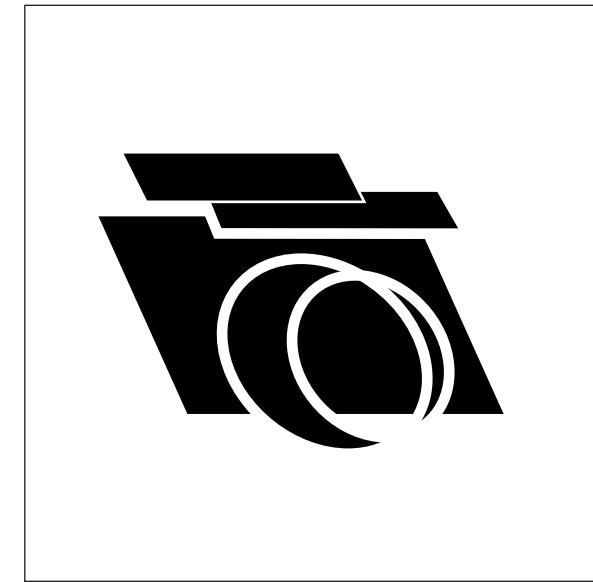
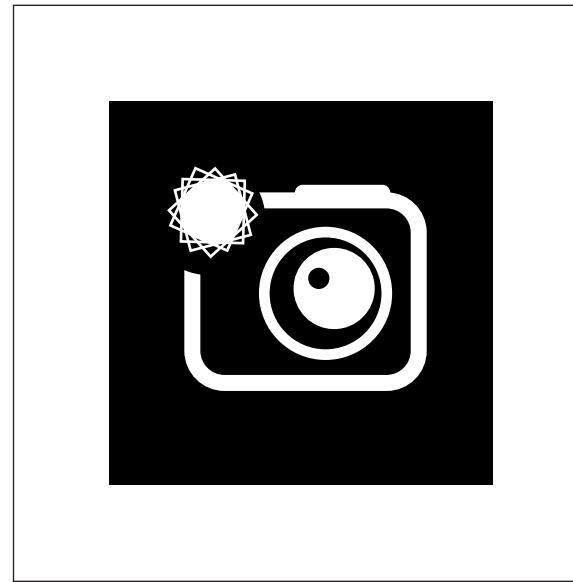
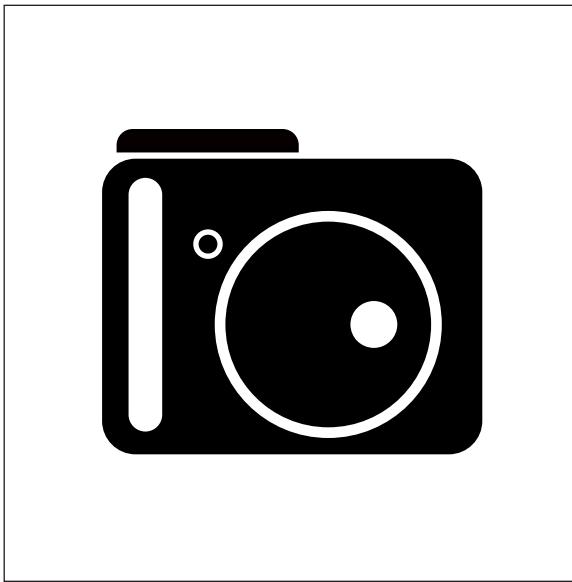
PROJECT 1 research and ideation- camera symbol iteration



PROJECT 1 final solution- watch: icon/ index/ symbol



PROJECT 1 final solution- camera: icon/ index/ symbol



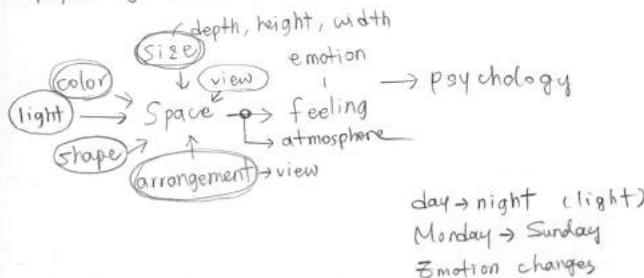
PROJECT 1 written reflection

This is the very first time I do the design work. My chosen objects are camera and watch. From visualizing the objects to translating them into graphic images, I took a lot of time and effort on the process. But I think I still did not get the successful final solution. I confused about the difference between icon , index and the symbol at the beginning and then I had clearer recognition after working on them a few weeks. This is the most important part I learned from the first project. However, the ambiguousness between three types of sign in my final work is the reason I think I didn't get the satisfying solution. Although I did know more about icon, index and symbol than before, I still have a lot of room for improvement. I paid too much attention on the outward appearances of my design instead of that whether they successfully conveyed the information. That's the problem I need to improve in the future.

PROJECT 2 research and ideation

What are the psychological effects of the space?
What are the visual qualities of the space?

- psychological effects



- visual quality

structure, material, configuration, color, light, dynamic, harmony, size

shopping place
accordian book - group project / space - MICA STORE

sequence → from outside to inside (building out look & connection, inside)
atmosphere adjective: cool, funny, happy, desire, Base on the
visual effect, colorful, tidy, neat, unify, classify
color tone: desaturated color, points & color, construction of the building.

connection elements: doors*, overlapping, modify, different angle, stairs,

swirl, a two different space transition

The painter foreground technique very well

* light, shopping, color, mood of space, atmosphere, day

outside to inside

day → night conflict → foreground → shadow

sense: curiosity; spend money

classify

plan A - outside to inside → building → shelves → goods

① shopping → building → shelves → goods

② building → construction

Red, White, Black, many lines get out to (the light)

津所豪色 (color less → many) → 細い 線脚の

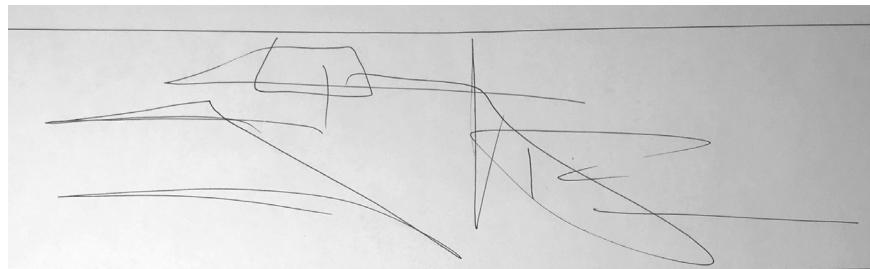
emotional 魅力, 開拓, funny, colorful, 貝壳物, 欲望得到滿足, 整齊, 喜怒哀樂

visitor: 多彩, 整齊, 豪華, 細い, 線脚の, 線脚の, 線脚の, 線脚の, 線脚の

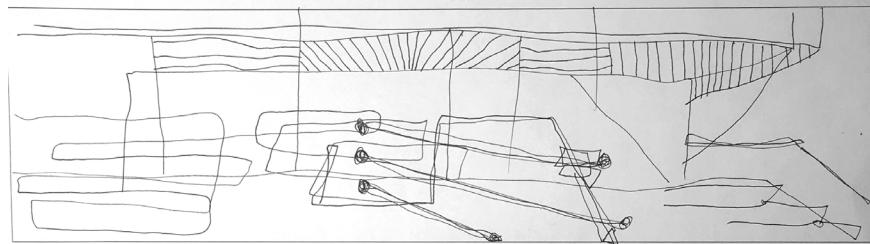
visual: 線脚の, 線脚の, 線脚の, 線脚の, 線脚の, 線脚の, 線脚の, 線脚の

BRUSHWORK

PROJECT 2 research and ideation



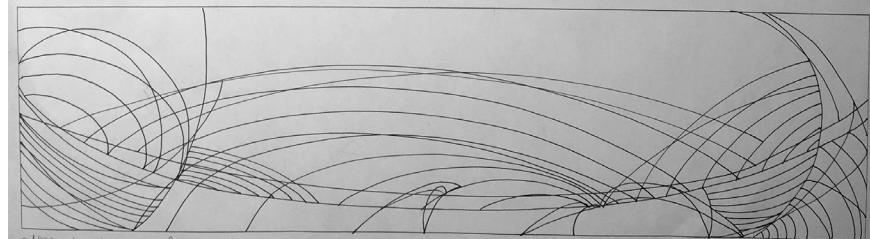
• speed drawing



• scramble drawing

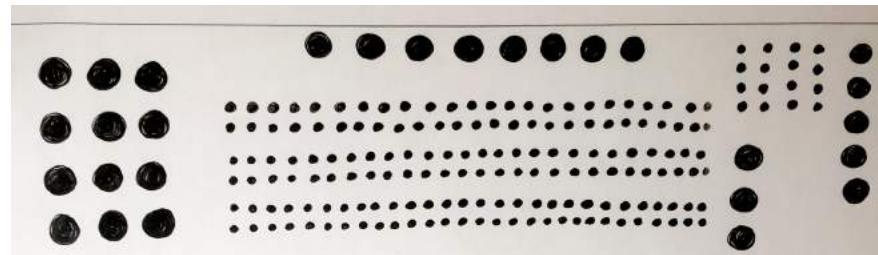


• line drawing (straight)



• line drawing (curved)

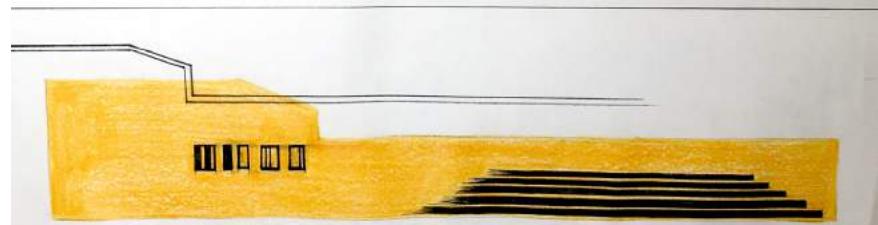
n Betty Ho



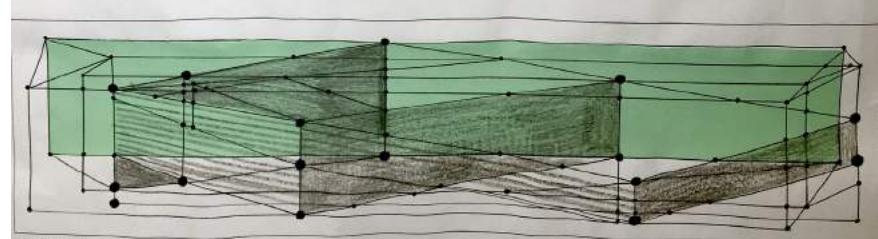
• dot drawing



• one drawing



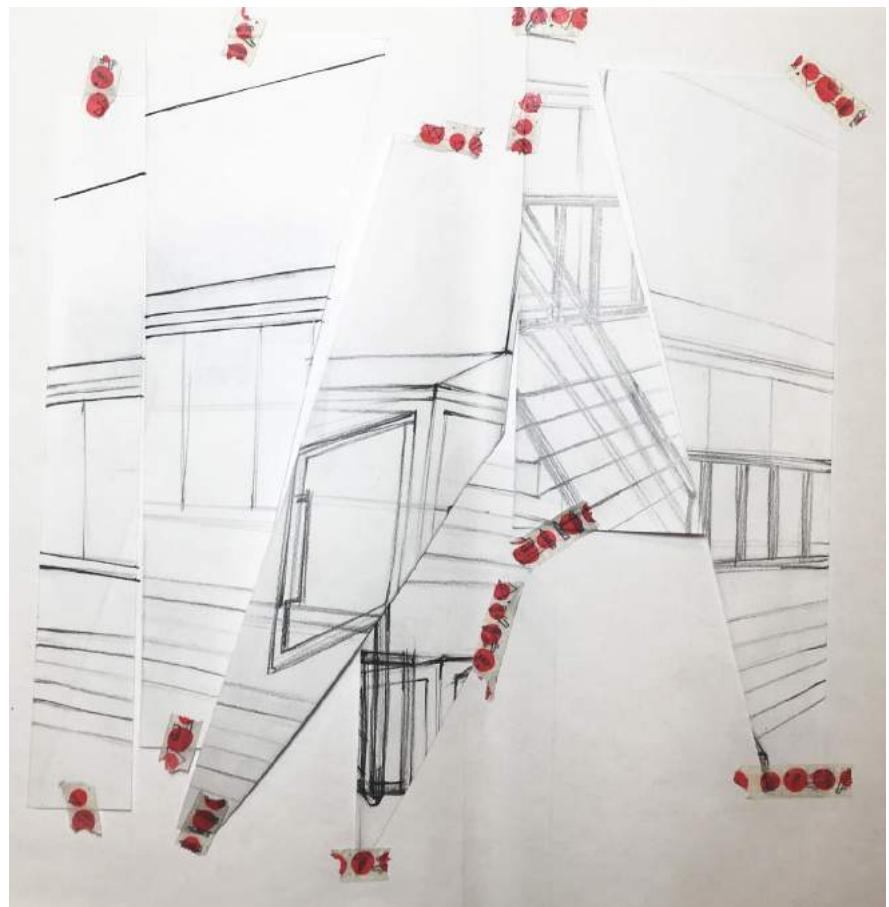
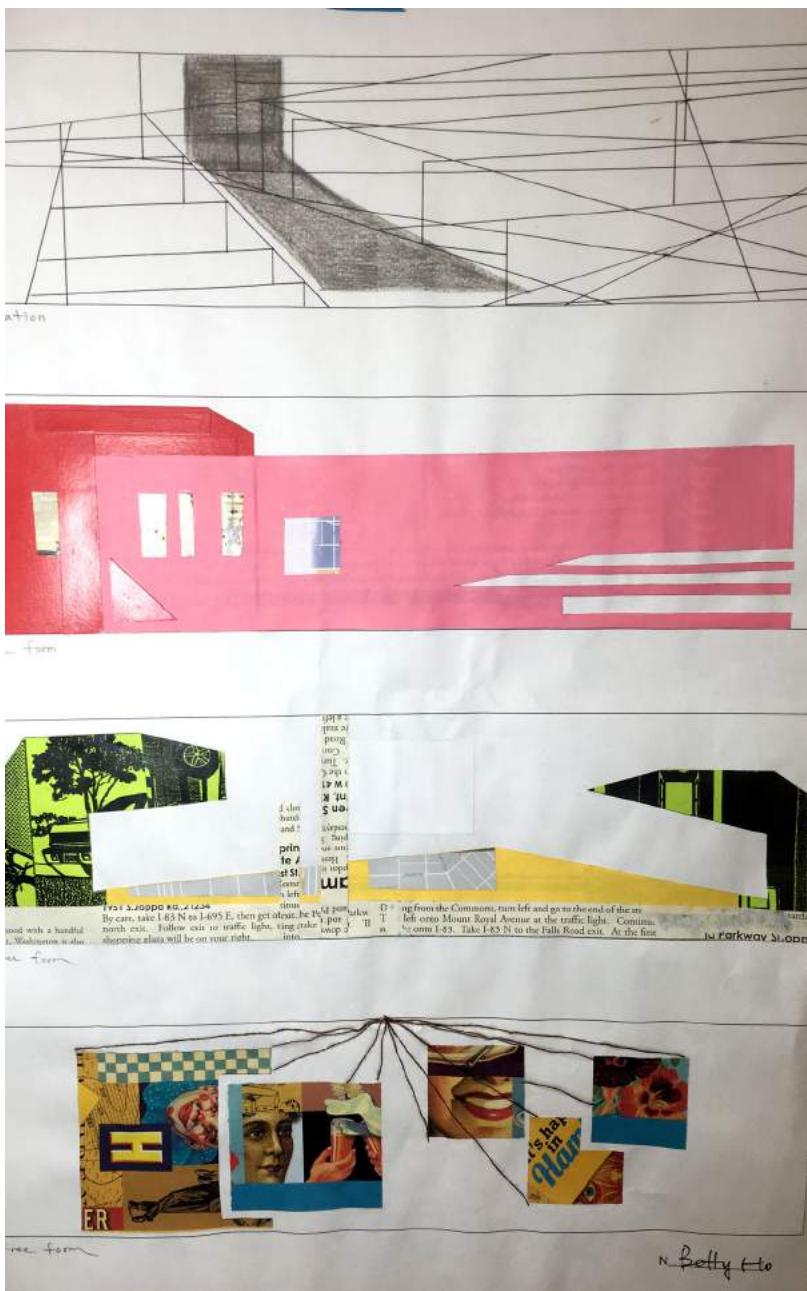
• combination



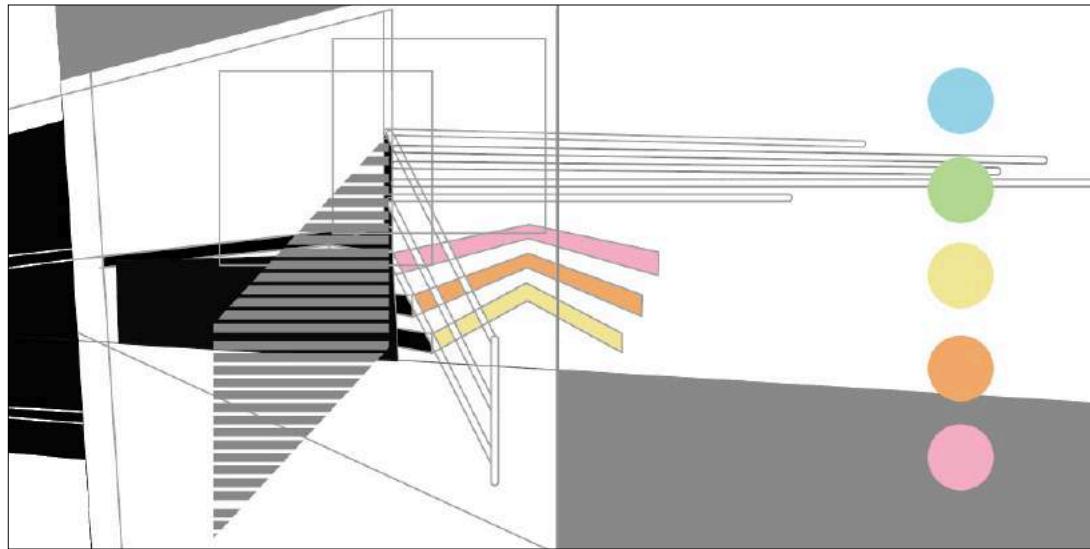
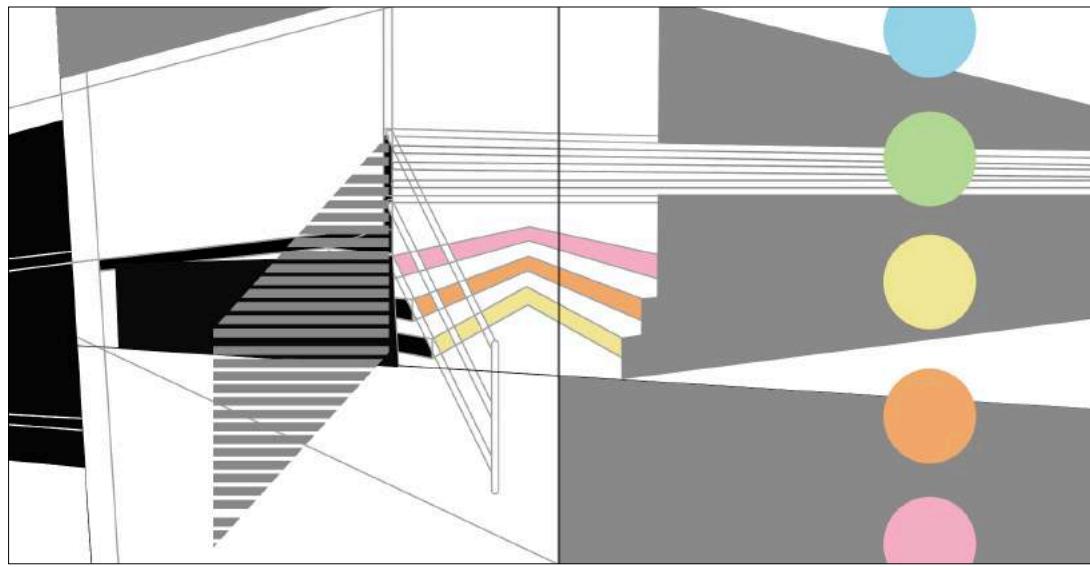
• combination

n Pei Jung Ho

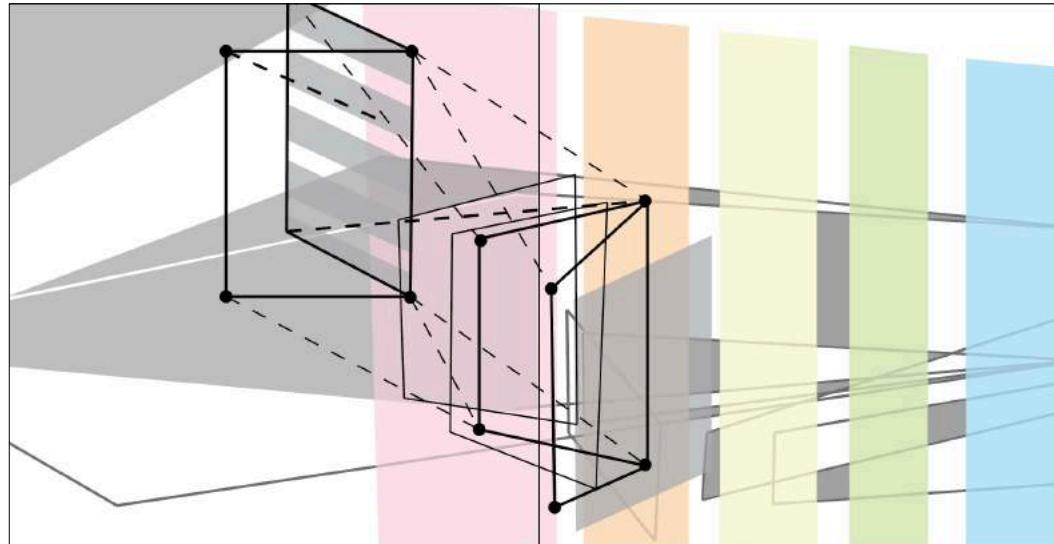
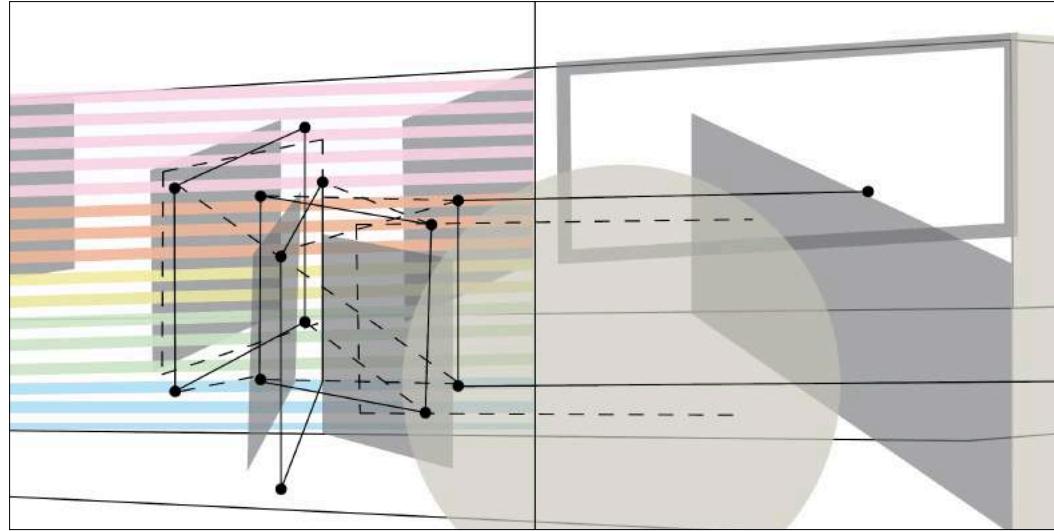
PROJECT 2 research and ideation



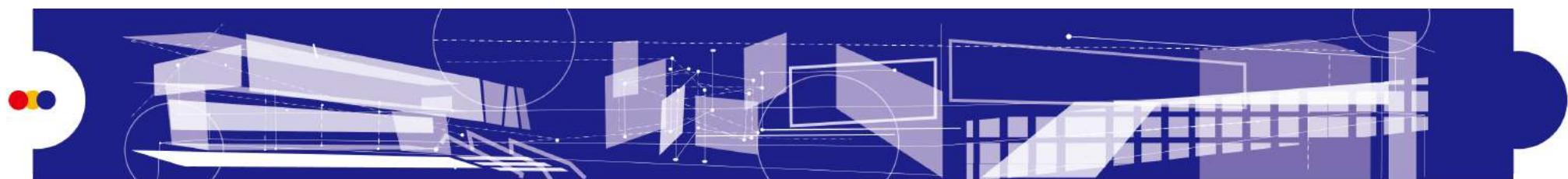
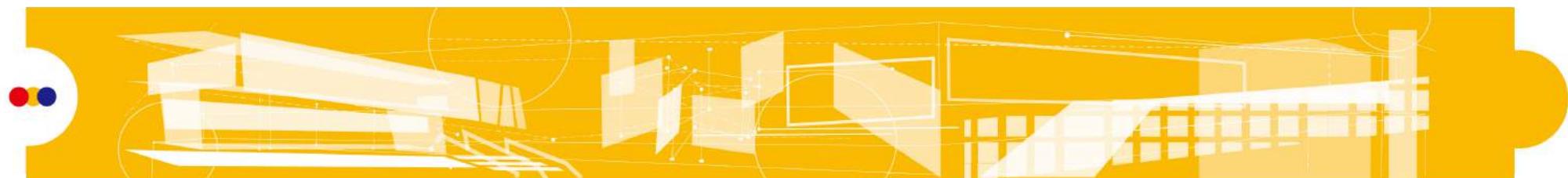
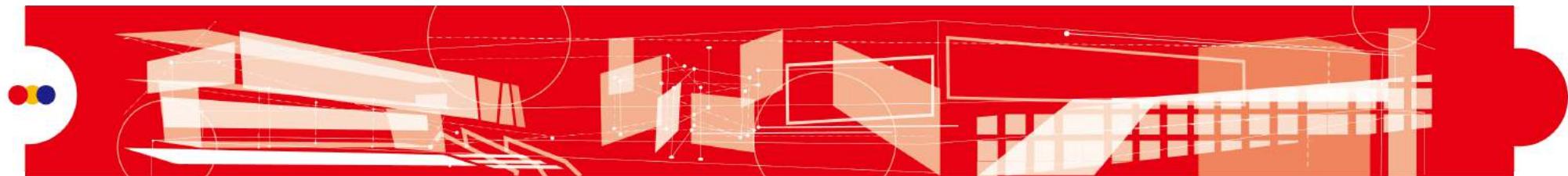
PROJECT 2 mock-ups, rough designs



PROJECT 2 mock-ups, rough designs



PROJECT 2 final solution



PROJECT 2 written reflection

For project 2, I appreciate that group project gave us chance to collaborate. I got a lot of inspiration from my teammates about how they perceive our assigned space and how they translate their thoughts into graphic works. We usually work in a box when we make our own design or artworks, it's a great opportunity for me to consider different opinions and aspects to finish a project. Also I can see how other people work, it is what I'm curious very much.

I think our group did great conversation before and during the process of working. As for the most challenging part, there is some compromise I have to make which is difficult for me. Although each of us has our prefer style and expectation for the result, we have to find a balance in this group project. I enjoy both the collaboration and process of spacial translation!

- How did working in groups affect your design process?

I used to try as many experiments as I can to make a preliminary design, but for the group project, we didn't have that much time to do these preparations. However, we discussed a lot and made sure that we reached an agreement before starting collaboration. During the discussion, each of us addressed our thoughts and then we talked about how everyone's ideas could be combined. Although we had the same assigned place, everyone had different visions. I got a lot of inspiration through this process.

- How did collaboration benefit your overall design?

Considering multiple interpretations helped to promote the better works. After deep discussion, the result was totally different from my initial expectation.

Rather than working with the individual parts at the same time, the way our group worked was finishing each part one by one. According to the previous teammate's work, we had to continue it with suitable visual style to reach the sense of unity and sequential. This was what I appreciated in this collaboration project.

- Was the collaboration a good experience? Why or why not?

Yes. Although there are a lot of challenges when worked with group, I got more benefit through this experience. It made our project have more possibility. I enjoy sharing my thought and got the feedback from others. Also being inspired by my teammates' awesome thoughts was a wonderful experience.

- Strongly disagree to strongly agree on a scale of 1- 5:

1. My ideas or suggestions were considered by my teammates (4)
2. I valued and considered my teammates' ideas or suggestions (5)
3. Members of the team completed responsibilities for the project equally (3)

Graphic Design

PROJECT THREE - contrast & harmony

exaggeration & understatement 輕描淡寫

- understatement - the representation of something as being smaller, worse, or less important than it actually is.

spontaneity 自發性 & predictability 預測

- spontaneity - the quality or state of being spontaneous (a) 自發

accent 重音、強調 & neutrality 中立

- accent - a special or particular emphasis

The accent is on participation.

- neutrality - the state of not supporting or helping either side in a conflict, disagreement, etc.; impartiality (公正性)

- absence of decided views, expression, or strong feeling.

asymmetry & Symmetry

instability 不穩定、騷動 & balance 平衡

fragmentation 碎片 & unity 整一、統合、個體

- fragmentation - the process or state of breaking or being broken into small or separate parts.

- unity - the state of being united or joined as a whole.

economy 系統 (synonym: system) & intricacy 繁縝複雜

- intricacy - the quality of being intricate (a) very complicated or detailed.

boldness & subtlety 明敏

- subtlety - the quality of being subtle (a) 微妙、細微、奧妙

- subtle - (especially of a change or distinction) so delicate or precise as to be difficult to analyse or describe.

transparency 透明度 (明了、透徹性) & opacity 不透明度

- transparent (adj) 透明、清澈、明澈、明晰

transparency - the condition of being transparent

variation 變異、變動、變奏曲、變樣 & consistency - 致性

- variation - a change or difference in condition, amount, or level,

typically with certain limits.

@ a different or distinct form or version of something

complexity & simplicity

distortion & realism

depth & flatness 平整度 flat (n) 平面、扁、平板

sharpness & diffusion (n.) 扩散、漫射

- diffusion - the spreading of something more widely

- sharpness - the quality or state of being sharp 鋒度

active & passive 被動

randomness & sequentiality

irregularity & regularity 規律性

- regular - arranged in or constituting a constant or definite pattern, especially with the same space between individual instances.

juxtaposition 並列 & singularity

- juxtaposition - the fact of two things being seen or placed close together with contrasting effect

angularity 機角 & roundness

representation & abstraction

verticality & horizontality

PROJECT 3 research and ideation

- How would you define the words in your chosen pairing?
 - (a) 垂直, 直立的 (成直角的)(n) 垂直線, 頂點
- verticality - The condition or quality of being vertical or perpendicular; 垂直性, vertical position; perpendicularity; 垂直狀態
 - * OF buildings or architecture
 - * In weakened sense: Erectness, uprightness 垂直, 正直, 華麗
- vertical - of or pertaining to, placed or situated at, passing through, the vertex (頂點, 顶端, 極點) or zenith (頂點, 極點); occupying a position in the heavens directly overhead or above a given place or point. / vertical point: highest point, the point of greatest development or perfection
- horizontality - The condition or quality of being horizontal; horizontal point. 水平狀態
 - horizontal - of or belonging to the horizon; situated on or occurring at the horizon. Now chiefly in special collocations, as horizontal parallax, the geocentric parallax of a heavenly body when on the horizon 地平
 - * Uniform; producing or based on uniformity
- verticality - (erectness) (perpendicularity) - integrity - honor - virtue - honesty
- horizontality - even - uniform - (parallel) - accumbent - aligned - recumbent
 - (a) 違背, 對立
 - (a) 平行, 並行
 - (a) 卧倒的
 - (iv) 併成一排
- List 5 examples for each word (concrete / real-life)
 - verticality - tree / calligraphy / human (tall) / skyscraper / roller coaster
 - horizontality - ground / western writing / human (flat) / Courtyard /
- List 5 example for each word (metaphor / symbolic)
- verticality -

- ① How would you define the words in your chosen pairing?
 - 不刻意, 沒有準則, 沒有規則
Randomness - The quality or state of being random (in various senses)
- ② List 5 examples (concrete, real-life) for each word
 - randomness → cloud / rainy / defoliation / grain of the rocks /
 - sequentiality → life / sunrise sunset / ^{natural principle} youth & oldness / arrangement
 - regularity → petals / time / ages
- ③ List 5 examples (symbolic / metaphor) for each word.
 - randomness → mood / accident /
 - sequentiality → accumulation / growth / blossom and withering / ^{遞進 / 減退 / 積累 / 成長 / 生長 / 落葉 / 萎縮} process / adaptation / change (gradually)
- ④ How would you define the word contrast? / harmony?
 - contrast - Comparison of objects of like kind whereby the difference of their qualities or characteristics is strikingly brought out / The degree of differentiation between different individual
 - harmony - Combination or adaptation of parts, elements, or related things, so as to form a consistent and orderly whole agreement, accord, congruity.
- randomness - (accidental) - aimless - (arbitrary) - odd-irregular
- sequentiality - (subsequent) - continuous - (following) - regular - (consecutive) ^{(a) 連續, 連串, 隨後, 依循}
- contrast - (distinction) - opposition - variation - contradiction
- harmony - (consistency) - (conformity) - unity - (consensus) ^{(a) 共識}

PROJECT 3 research and ideation

CONTRAST / veticality



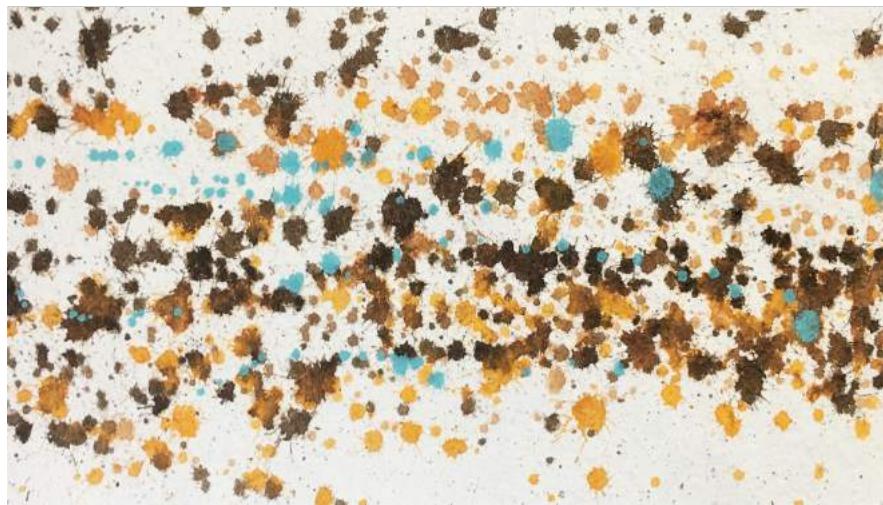
wet media / STUDY

CONTRAST / veticality

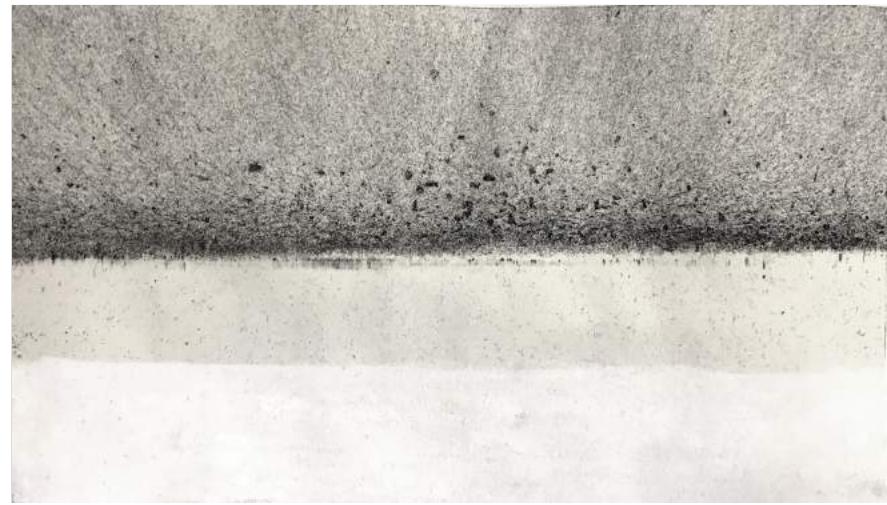
dry media / STUDY



HARMONY / horizontality



HARMONY / horizontality



PROJECT 3 research and ideation

CONTRAST / verticality



texture / STUDY

CONTRAST / verticality

texture / STUDY



HARMONY / horizontality

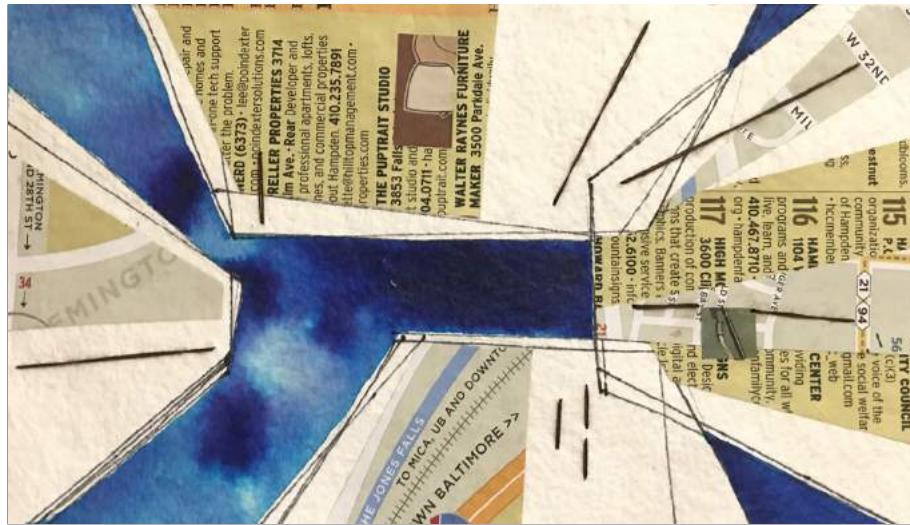


HARMONY / horizontality



PROJECT 3 research and ideation

CONTRAST / veticality



combination / STUDY

CONTRAST / veticality

wet media / STUDY



HARMONY / horizontality



HARMONY / horizontality

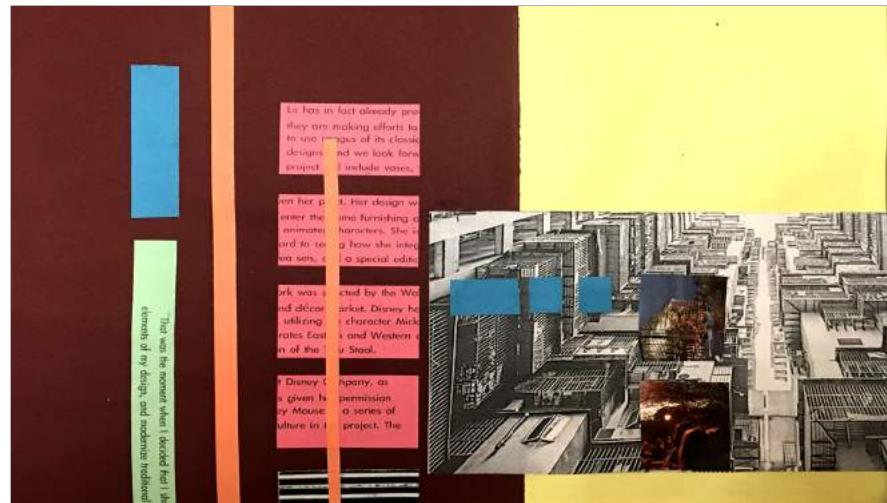


PROJECT 3 research and ideation

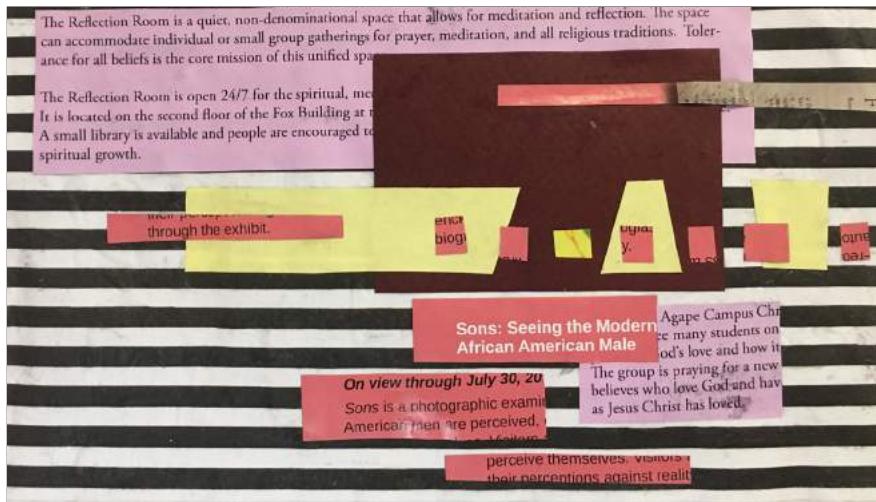
CONTRAST / verticality



CONTRAST / verticality



HARMONY / horizontality



HARMONY / horizontality



PROJECT 3 research and ideation

CONTRAST / __verticality__

photography / STUDY



CONTRAST / __verticality__

photography / STUDY



HARMONY / __horizontality__



PROJECT 3 research and ideation

CONTRAST / __verticality__



photography / STUDY

CONTRAST / __verticality__



HARMONY / __horizontality__



HARMONY / __horizontality__



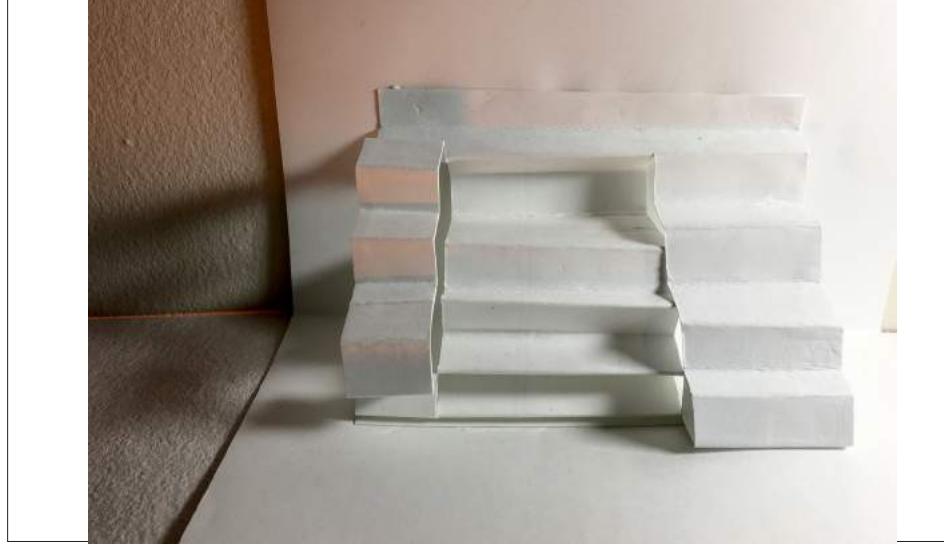
PROJECT 3 research and ideation

CONTRAST / __verticality__



__Sculpture__ / STUDY

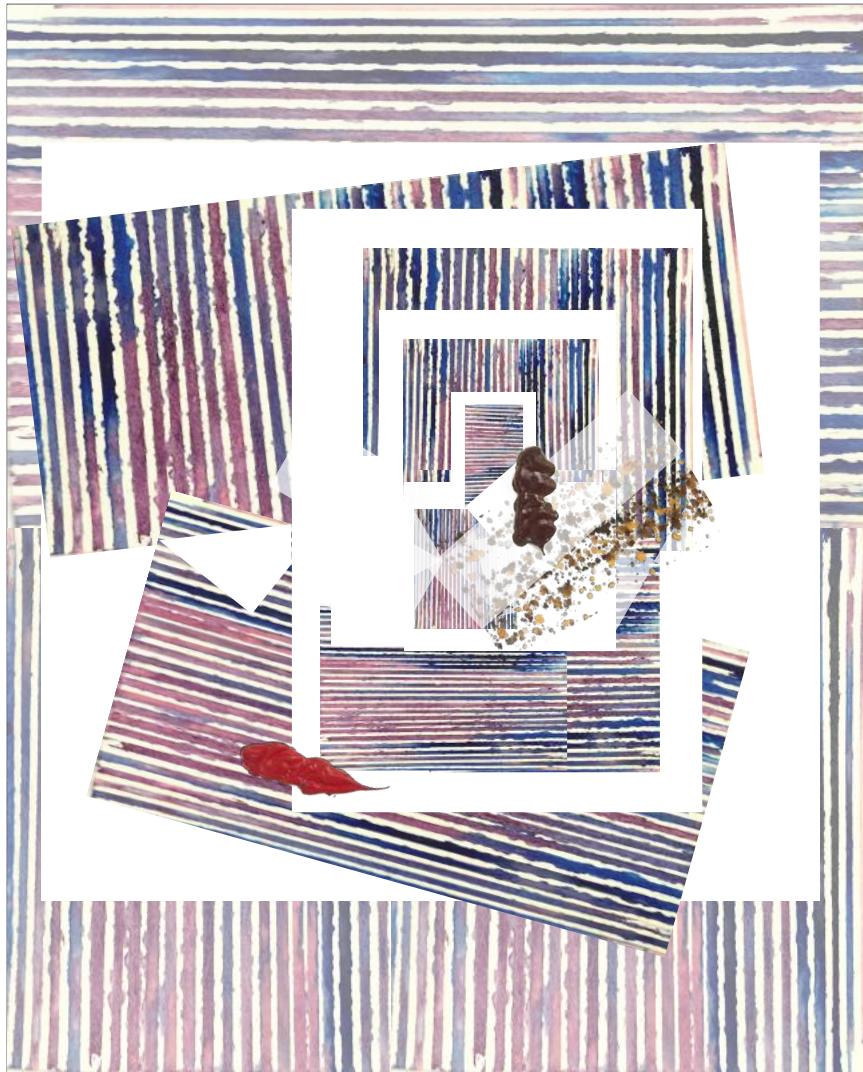
HARMONY / __horizontality__



PROJECT 3 mock-ups, rough designs

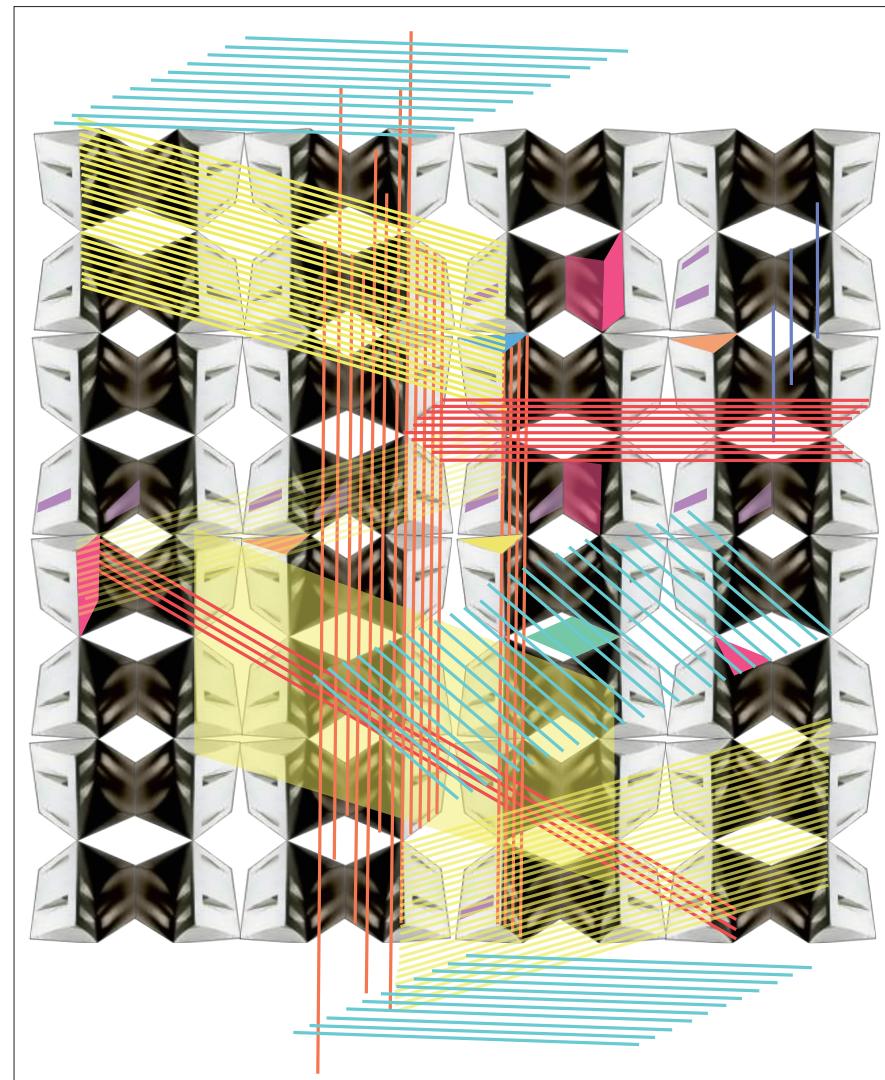
CONTRAST / __verticality__ + HARMONY / __horizontality__

____wet media____ / STUDY



CONTRAST / __verticality__ + HARMONY / __horizontality__

____Sculpture____ / STUDY



PROJECT 3 mock-ups, rough designs

CONTRAST / __verticality__ + HARMONY / __horizontality__

__combination__ / STUDY



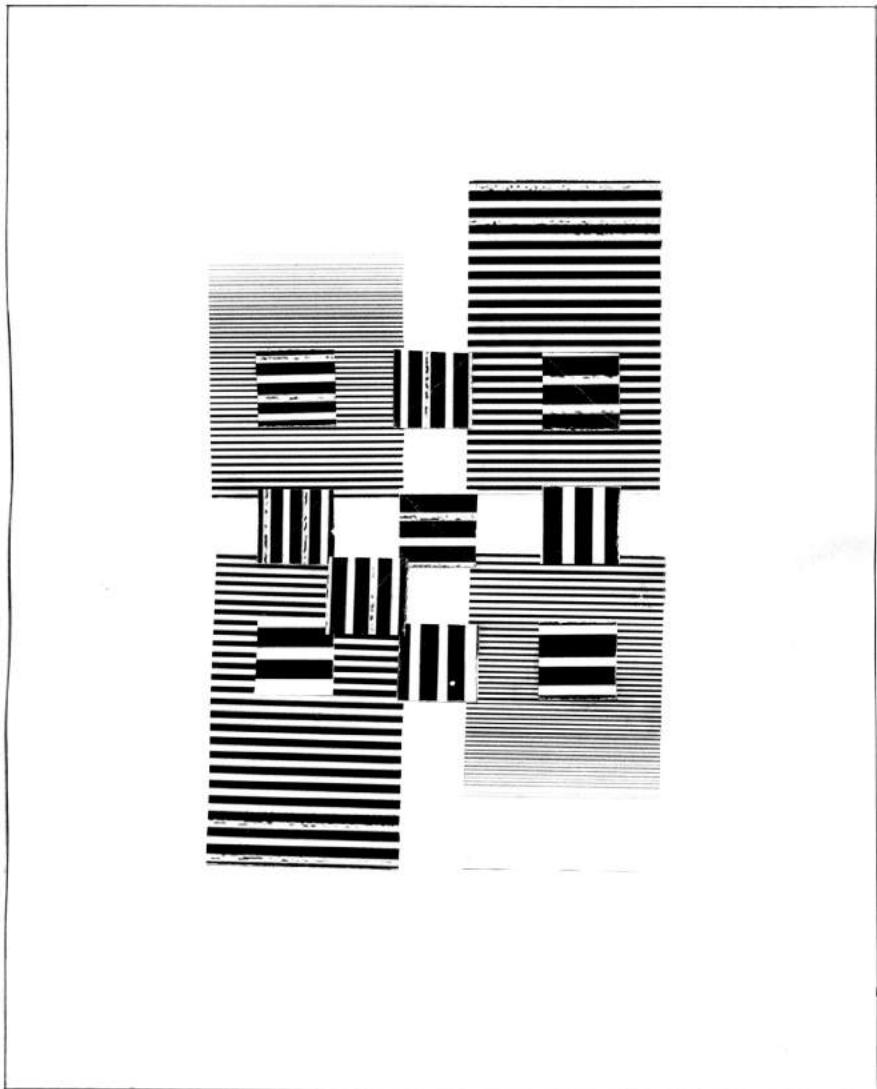
CONTRAST / __verticality__ + HARMONY / __horizontality__

textural / STUDY



PROJECT 3 mock-ups, rough designs

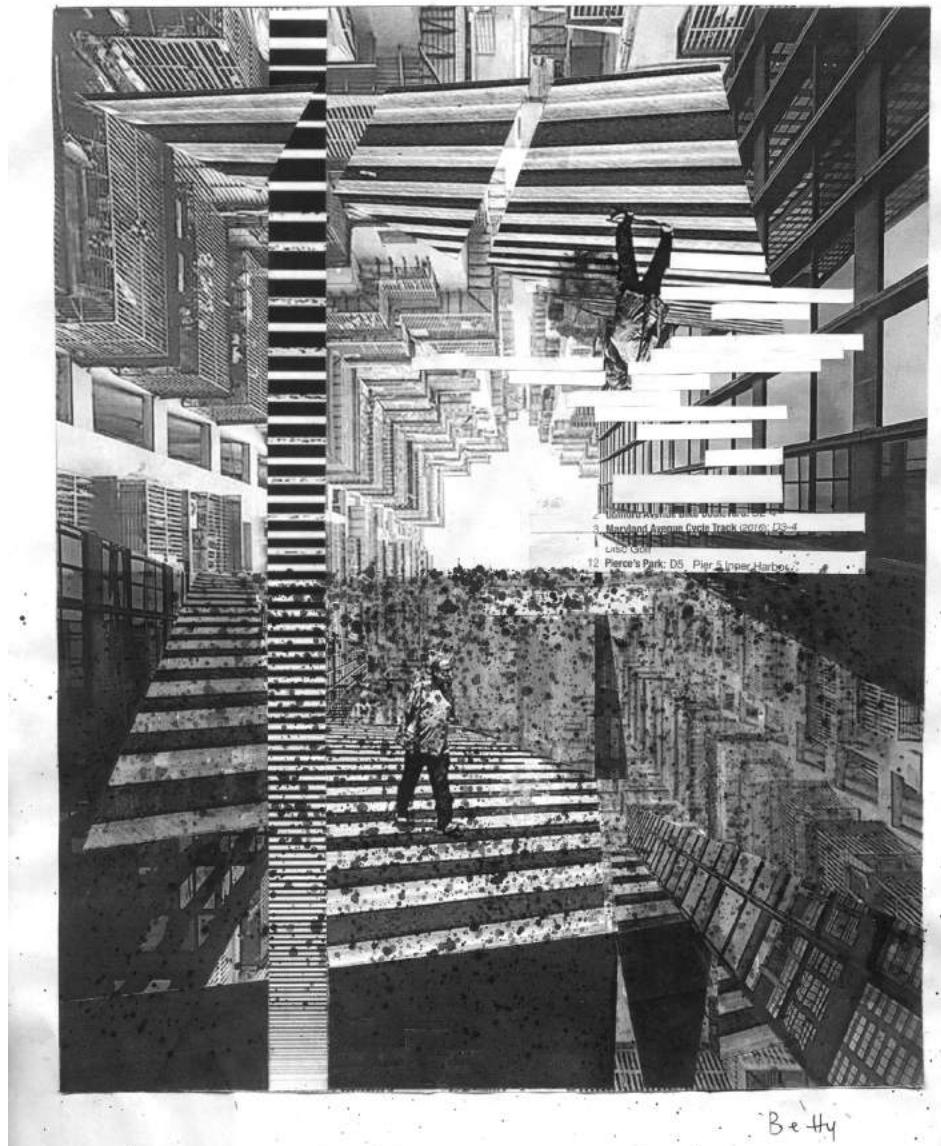
CONTRAST: verticality + HARMONY: horizontality



Betty

CONTRAST / verticality + HARMONY / horizontality

collage / STUDY

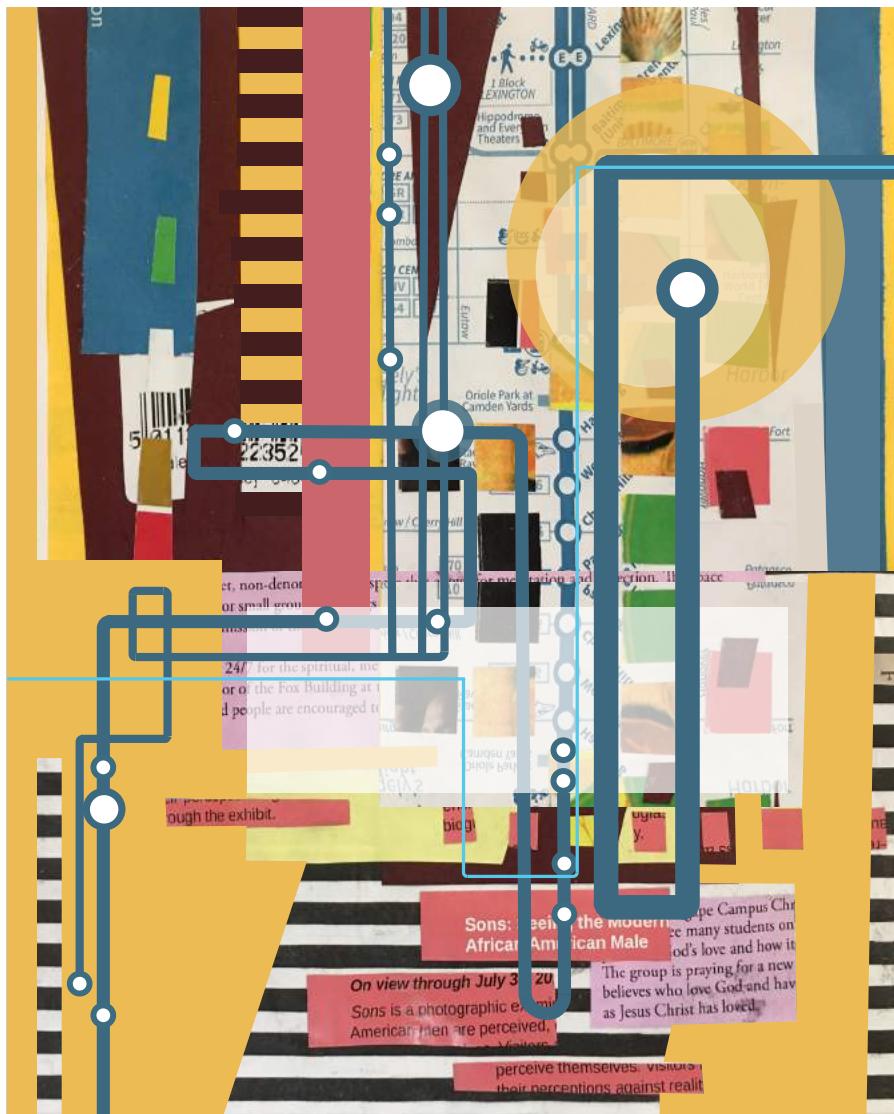


Betty

PROJECT 3 mock-ups, rough designs

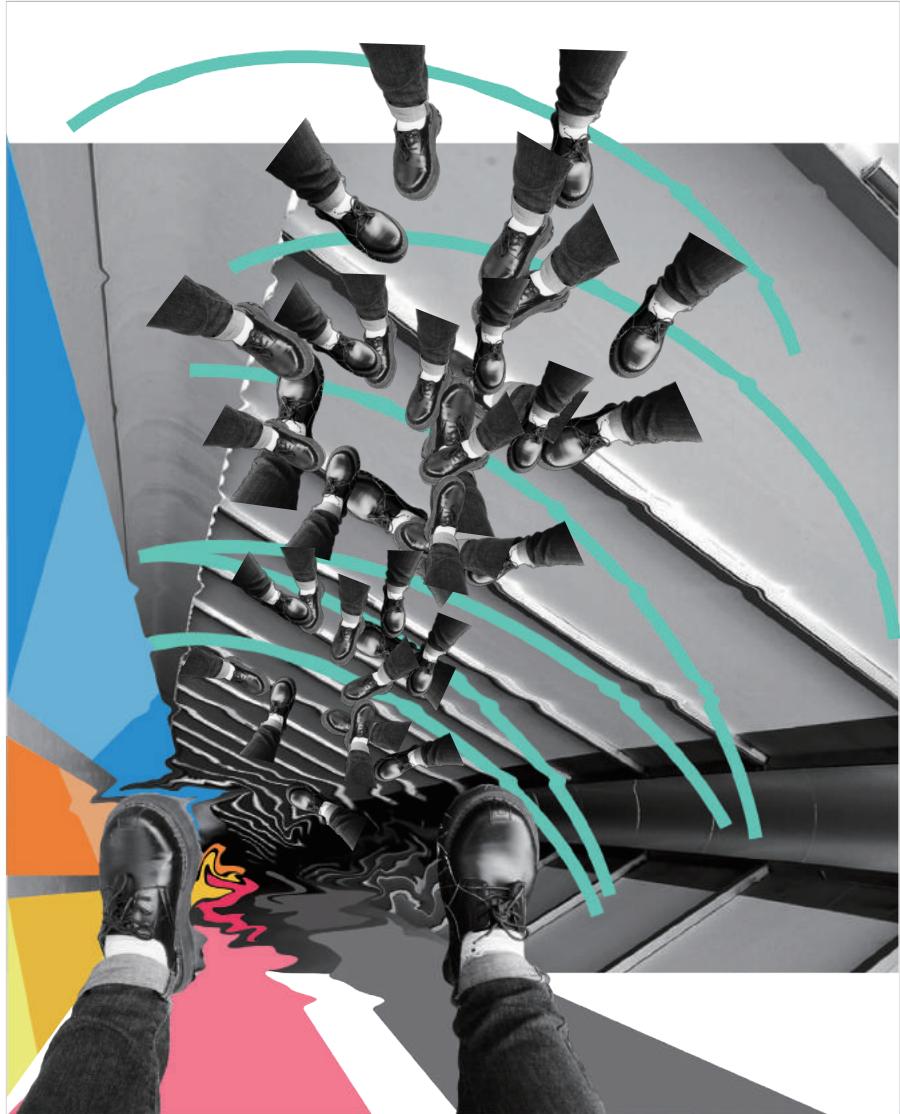
CONTRAST / __verticality__ + HARMONY / __horizontality__

___cut paper___ / STUDY



CONTRAST / __verticality__ + HARMONY / __horizontality__

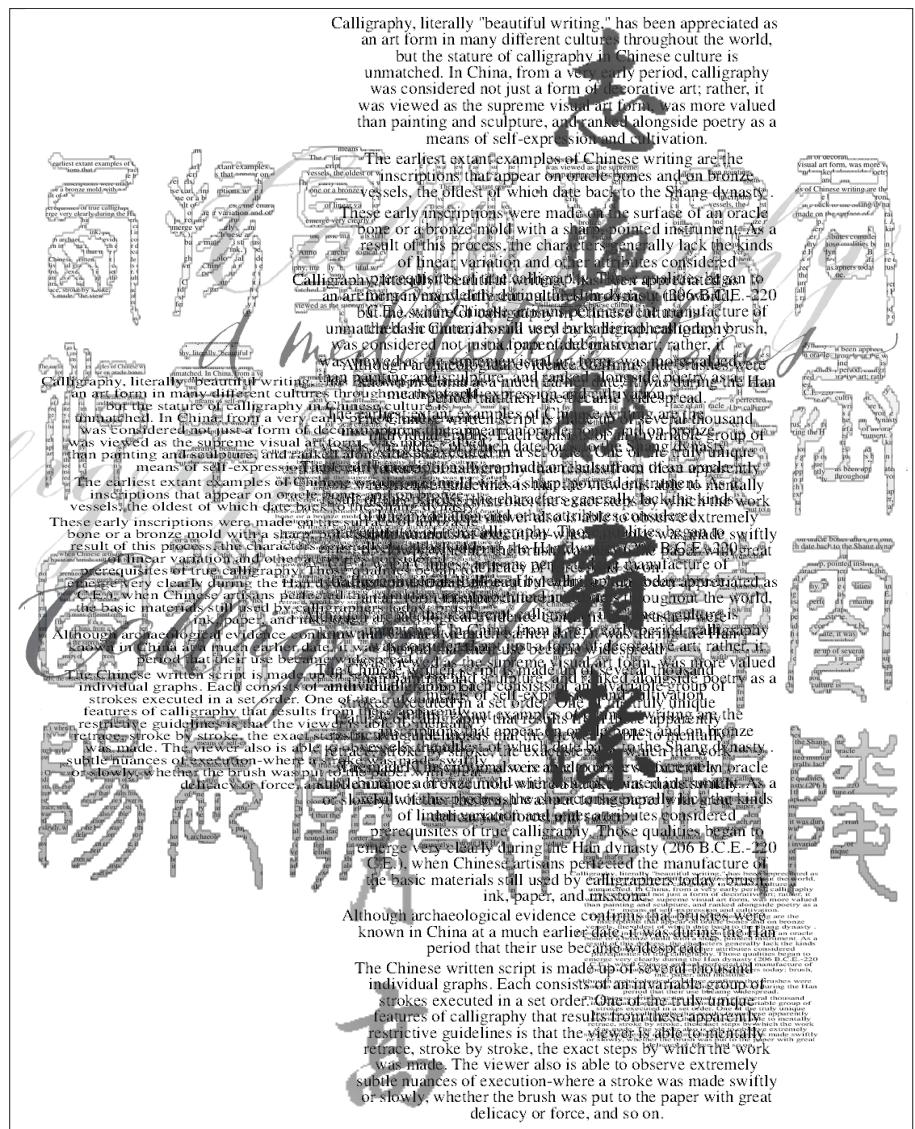
photoshop/illustrator / STUDY



PROJECT 3 mock-ups, rough designs

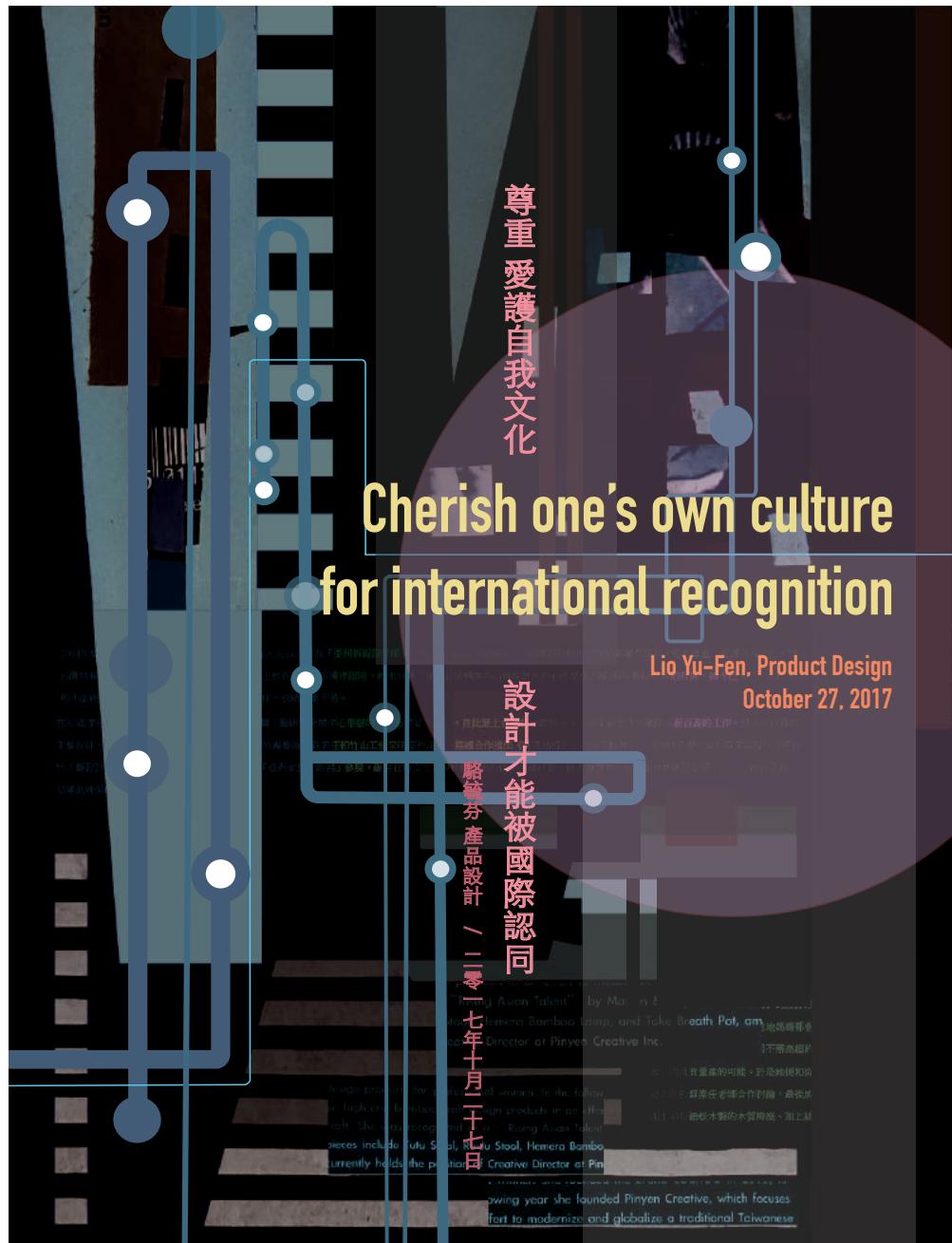
CONTRAST / verticality + HARMONY / horizontality

_ / STUDY



Lio Yu-Fen, Product Design
October 27, 2017

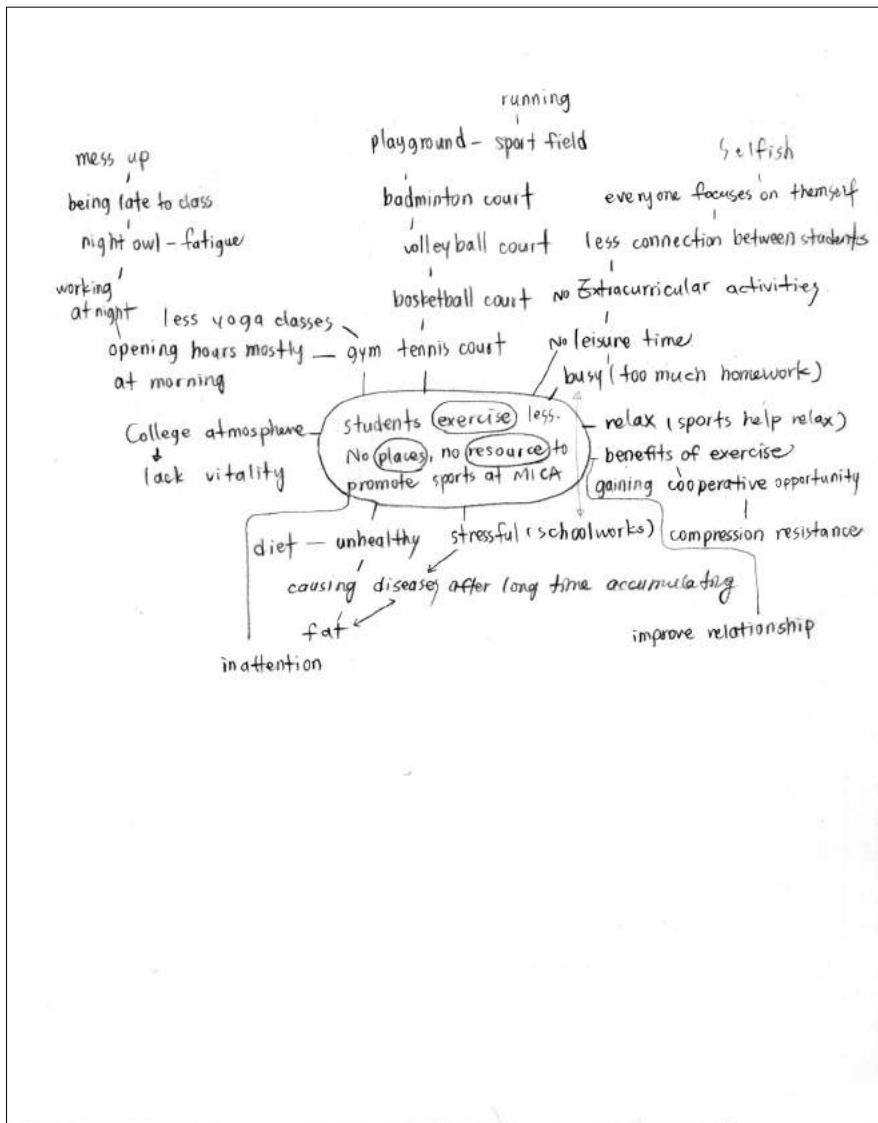




PROJECT 3 written reflection

From the project1 and the project2, I learned that how important the process is. I took great efforts to do as many as studies I could this time, and tried different materials and methods to pursue a better final design. The instruction step by step is helpful like always. I had no idea how to begin at first, then getting more and more familiar with using the elements created by the initial studies to build a complete poster. Although I'm not satisfied with my final work, I do learn a lot from this project, for instance, typography and file setting in Illustrator before printing. In terms of typography, I wasn't confident about what I did with the text in my poster at the beginning because I haven't taken any typography class yet. After critique, I gained a lot of knowledge about it like the text scale in the whole composition and how it works well with the visual elements. As for the file setting, I had some error with printing and then I figured out the reason. I think that's a good experience for me to avoid this kind of problem in the future. To sum up, I realized that I have to try far harder to reach my own expectation. Not only the technical aspect but also the concept aspect of the design are what I need to strictly push myself to improve.

PROJECT 4 research and ideation



Graphic Design - Project 4 - Hello MICA!

- define the issue
- ① list the issue that you would like to see improved at MICA
 - There is only gym where/students can exercise, no sport field, no any kind of ball's court, few sports club (the only one I know so far is badminton). Even gym's open hours're mostly at morning! We have class at that time!
- ② what are possible initiatives that would help?
 - organise the sports clubs (组织运动初步行动者創立精神) | sports class in MICA gym!
 - hold a big sport competition | include the organization of playful fundraising events for causes the need attention on campus, environmentally responsible activities, tea and coffee open forums to facilitate discussion, baking sessions to raise awareness
- ③ What are possible prompts that would help like "clean up!" about a particular topic? e.g.
 - * list the benefits of exercise/exercising (good)
 - * Exercise outside * Want to be an art school student?
- ④ How could you raise awareness or help improve the issue?
 - list the benefits of exercising: sports clubs / exercise together / 用各種運動鍛鍊身體、運動、比如藝術學校學生。
- ⑤ Describe the MICA community (your audience for this project)

We, as the art students in MICA, are busy to learn and do our artworks. I found that most of students in MICA ^{are} under great pressure about school works. All my friends do everyday is homework homework homework. For my opinion, except for working, the students have need more time to "real life". Exercise is an important part which is benefit for our health and creativities. On campus, there is no place to exercise except for gym.

force connection words: acme/jurisdiction/

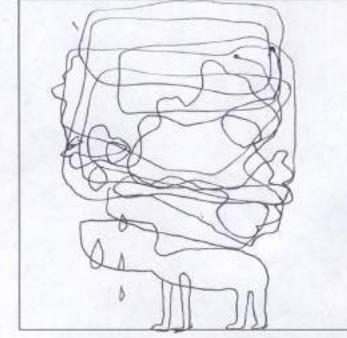
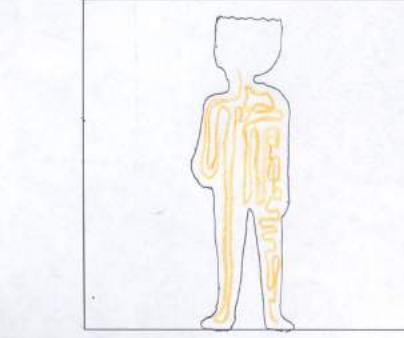
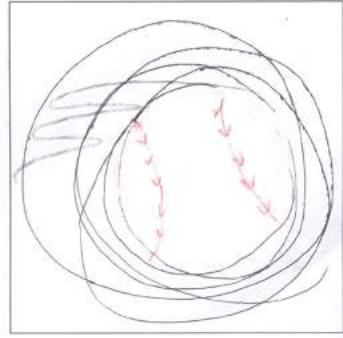
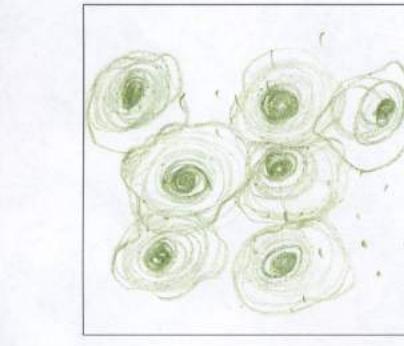
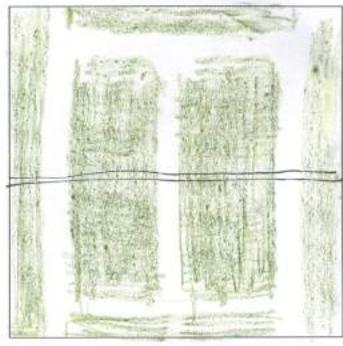
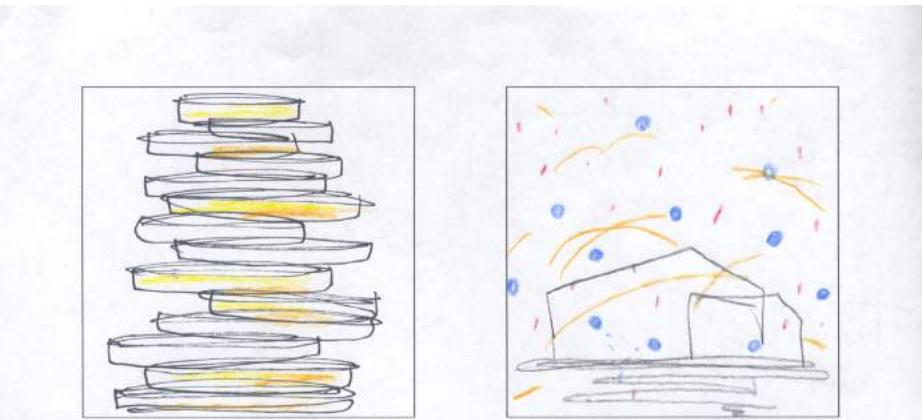
Humor -

強壯一點比較有力氣搬畫具
柔軟度多的地方用各種漆顏画画 and so on

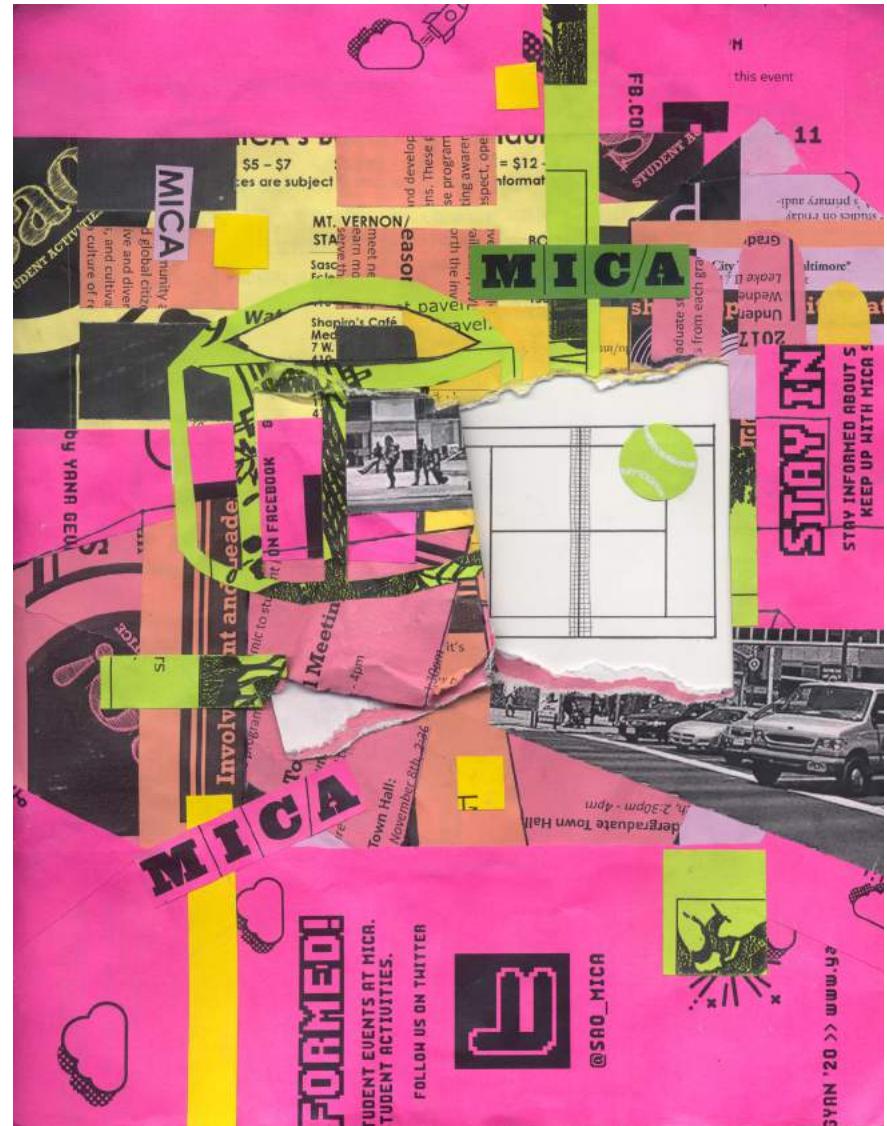
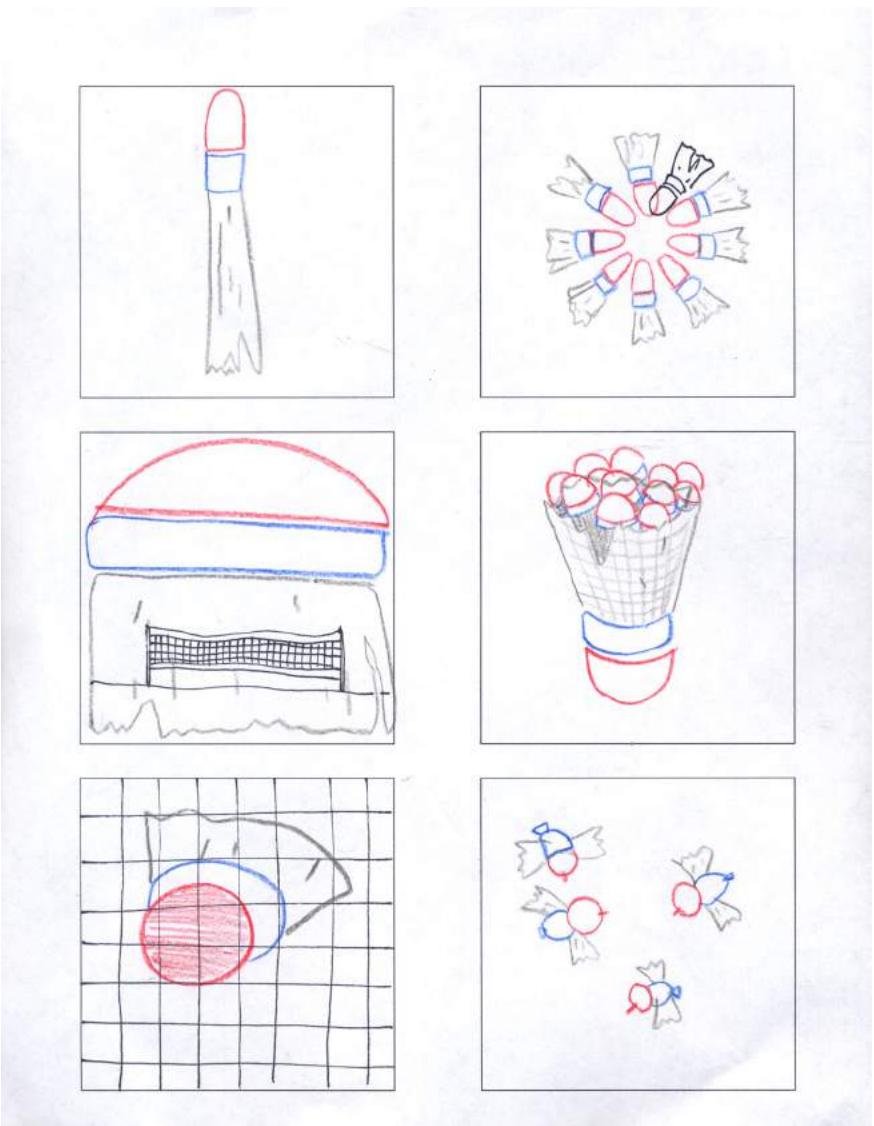
PROJECT 4 research and ideation



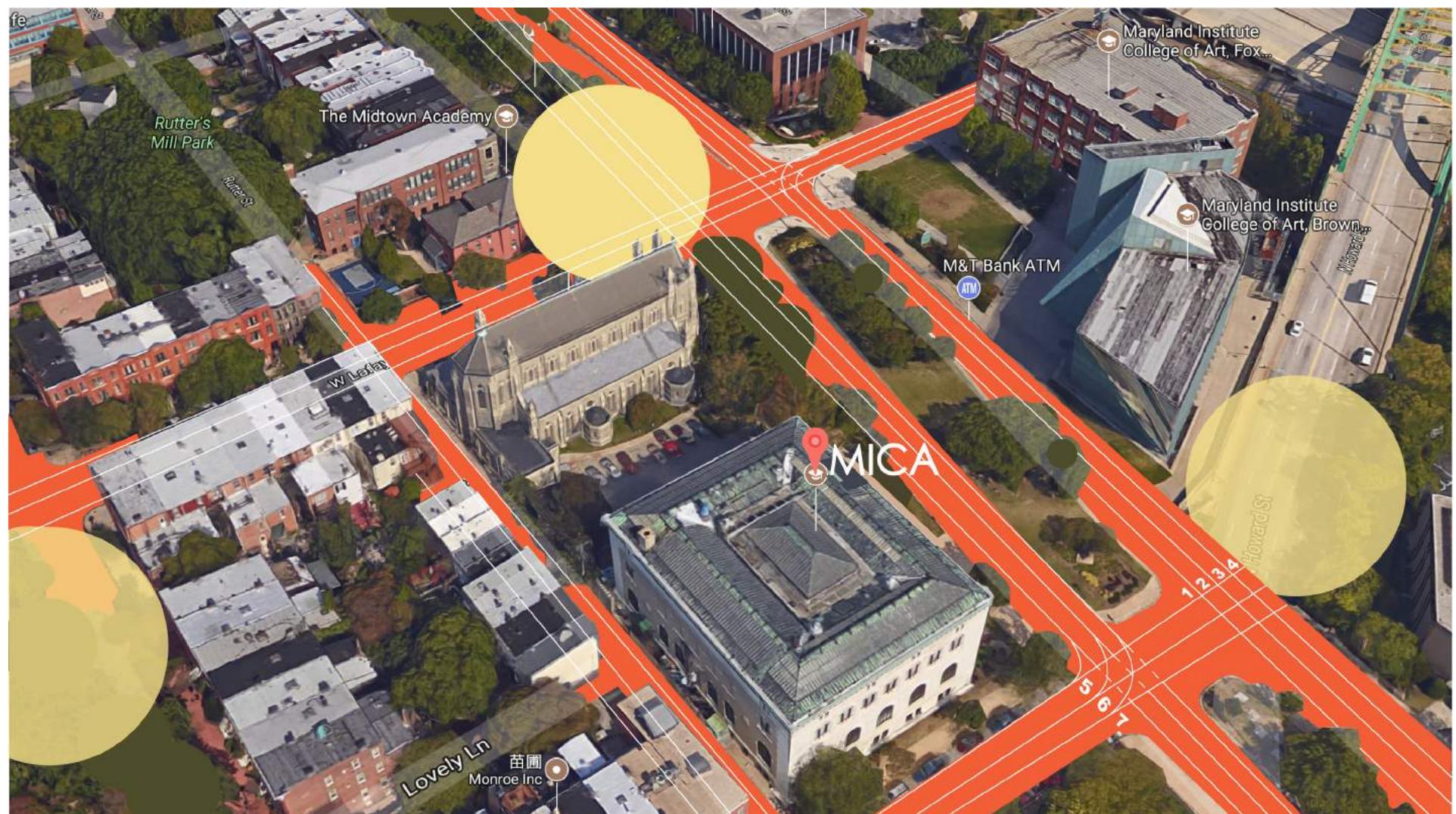
PROJECT 4 research and ideation



PROJECT 4 research and ideation



PROJECT 4 mock-ups, rough designs



PROJECT 4 mock-ups, rough designs



PROJECT 4 mock-ups, rough designs



PROJECT 4 final solution



PROJECT 4 written reflection

Project four is the most challenging project for me in this semester. I thought it's because that I made the assignment too complicated. While making the Hello MICA poster, the first problem I met is that I didn't have enough AI skills to visualize my thought. Then I didn't solve the problems appropriately. In general, my attitude was not correct, and it led me to do this project under great pressure. I usually ask myself to be perfect, but sometimes it is an obstruction. After this experience, I realized that although I haven't been good enough to reach the ideal one, I have to try my best to find an alternative method. Also, time management is an important part, especially when you encounter the difficulties with the project. Another problem I met is typography. At the final solution, I took a lot of effort on typography but there is still a lot of room for improvement. To sum up, I'm totally not satisfied my final work. This semester is the beginning to enter the design area. I've learned a lot during past four months especially design process. Whether good or not, I'll keep these experiences in mind and try to be better in the future.