

The Design Workplace

ASSESSMENT TASK 1

Design Development Workbook

Due week: 4

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COURSE TITLE

CUA30720 Certificate III in Design Fundamentals

SUBJECT TITLE

A10157 The Design Workplace

TRAINING UNITS

A: CUADES304 Source and apply design industry knowledge

B: CUAWHS312 Apply work health and safety practices

C: CUAPPR314 Participate in collaborative creative projects

ASSESSMENT TASK 1

DESIGN DEVELOPMENT WORKBOOK

In this Assessment Task students will work individually to answer a series of questions about fundamental design industry knowledge. Students are required to participate in class discussions to share their design industry research with their peers.

ASSESSMENT SUBMISSION

Students must complete *all activities* in the workbook.

All sources of information must be referenced following standard referencing conventions.

Supporting documentation may be added as additional pages to the back of the workbook.

**** Please ensure all additional pages are labelled accordingly ****

Where to submit this task:

Go to the Submissions Area and select ASSESSMENT TASK 1. Submit your work clearly labelled using this naming convention:

FirstLast_A10157_AT1_DDMMYY

Instructions for completing this workbook

This workbook is made up of a series of activities to be completed for Assessment Task 1.

Use the lectures and templates provided in the online classroom, your own research, and the supplied resources in order to complete the activities.

You must complete all activities in this workbook.

Include supporting documentation as an appendix with submission of this workbook.

Supporting documentation includes but is not limited to:

- Case studies
- Photographs
- References of sources of information (books/websites)
- Any additional pages added due to lack of space in workbook

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1. Industry Knowledge

Information Sources

Think about the Design Industry in relation to your project brief. This may be for example; mural design, street art, typography, super graphics for example. Research and answer the following questions.

1.1.Which area of design are you going to research?

Pantone

- But tek, that's not an area of design. That's a company.

I know. Perhaps I should reword it to - **Inception**

- But tek, that's not an area of design! That's a movie!

The word existed before the movie, and it illustrates the concept well in terms of the amount of planning, work, risk, etc. that goes unnoticed.

- I see, but I still don't think its and area of design!

Really? What does the media do? What does the internet do? What do ads do?

- Oh ... right. Why are you so eccentric?

Excuse me?

- Maybe you should try something from the list above?

Ok, I guess I can try to be normal this time. **Mural Design** it is.

- 0.o

Tek continually avoids this assessment because he felt he could not align himself with a google search of mural design. It is submission day, Tek, in a panic to complete his assessment, starts to find information sources for mural designs. A video caught his eye. "How a Pro Artist Creates a Successful Composition for Painting" by Kiptoe on Youtube

Oh my god, look Mathias. How to paint a story!!

- Weeeeeeee. I knew we'd find something!

That's not what you were thinking last night. You were about to ring up the ChatGPT devil to do this assessment.

AREA OF DESIGN: **COMPOSITION**

1.2. Where can you find information about this area of the design industry? List at least three (3) sources.

Sources can be but are not limited to: industry bodies, publications or websites for example.

1. Kiptoe Muralist	https://www.youtube.com/@Kiptoe
2. Abstract Season 1	https://www.youtube.com/playlist?list=PLuctemCzX-m4svPpBctWUp0oG_Lhglq9
3. TenHundred Artist	https://www.youtube.com/@TenHundred
4. Online course	https://www.masterclass.com/articles/graphic-design-composition

1.3. What information about the industry does each of these sources provide?

Source	Information that the source provides
Kiptoe	Project Walkthroughs Mural paintings Story development
Abstract	How designers think and see and think about things Considerations that go into a project The art of design
TenHundred	Project walkthroughs Tips and tricks for aspiring artists Client and Artist relationships
Masterclass online course	Classes on different aspects of design by the those considered to be one of the best at what they do. Graphic Design Composition Communication Techniques and concepts

1.4.List at least one (1) way that designers can stay current in their industry.

They can

- continue to work in the industry
- experiment with continually emerging techniques and technologies.
- adapt their specialness and uniqueness to the problems around them to create a positive impact
- learn about a topic that would be considered the polar opposite of what you're doing
- play
- side projects
- subscribe to online courses
- subscribe to creators on YouTube

1.5.List at least one (1) activity that you have participated in to maintain your currency in your chosen design industry. This may be a group activity or an individual activity. Relevant activities may include but are not limited to formal study, group projects, workshops, webinars, software or journal subscriptions for example.

One of the easiest ways that I have found to maintain currency is to subscribe to youtubers that I like and are also in the industry. The youtubers usually talk about what they're working on, what they've done, what others have done, what's happening now in the industry, upcoming things to look forward to, and news on the matter in general.

I watch YouTube while I'm eating. Before doing design, I used to watch videos about math and science. But since starting design, I have slowly transitioned that to math, **design** and science as the YouTube algorithm starts to realize I am a design student.

2. Industry Knowledge

History

Choose a decade (ten-year time period) in the history of your chosen design practice in part 1 of this workbook.

Write 3-4 paragraphs about the history and evolution in this area of design for that decade.

I don't like this question. In particular, the part which asks to choose a decade. I consistently find it hard to find information for time specific information in foundational concepts. So for this question, I hope you don't mind that I extend the time period to 20 years which makes it easier for me as I can properly cover the digital revolution and its impact on composition. The following information was initially generated by ChatGPT. I then went through and chose what I felt aligned with my experience and looked up what I thought didn't. Also, I added my personal touch.

Graphic Composition

Over the last 20 years, we have seen evolution in the composition of graphics as the once mysterious internet transitions from a 'nerds only' toy to a utility seen as important as water itself. I think there are three key influences on this evolution:

- Technological Advancements
 - o The computer, the internet, the iphone, the youtube. I think these are the foundation of the 21st Century. Technology, Communication, Design, Expression. New interfaces and forms require updates to the way we present information.
- Cultural Shifts
 - o The youtube gave a platform for expression and personalised consumption. We transitioned from television, waiting for our favourite shows to air and enduring 2 minutes ad breaks (or was it more?) to on demand video which we can pick and consume at any time.
 - o The social media made connections between people with niche interests and allowed for more exposure of alternate perspectives, designs, styles, expressions, etc. creating a much more diverse range of works and thus graphical composition. Yee Haw
 - o Cross pollination of cultures also provides an exchange ideas which were inaccessible before social media.
- Interdisciplinary Approaches
 - o The internet and technology evolved like a pubescent growth spurt and developed their own identities quicker than their parents can keep up. These teenagers began to realise that they couldn't fit in the boxes that society had previously built. Management and design required innovation to keep up. They needed to develop more pragmatic approaches to business, which bled into the pragmatic approach to the clients and customers.
 - o We now have roles such as user experience and user interface designers to help compose effective graphical solutions to practice the dark arts of covert human manipulation. Yes, they know Kung Hue.

I don't feel like writing anymore. Please forgive me.

3. Industry Knowledge

Technology

3.1.What technology would be used in industry to complete the mural design project. List at least one (1) example.

- Design software such as Illustrator.
- Projectors
- Cameras
- The internet

3.2.How is this technology used to enhance work performance in this area of design? Write 2-3 sentences.

Design software allows designer to produce their work digitally.

Some of the areas where design software is an advantage is:

- The ability to scale up their work without loss of quality.
- The ability to prototype, communicate, and update their ideas without much fuss.

Although the design software allows us to create for any scale, there are still hurdles such as how to translate the work from digital form to physical form. One of the technologies used for realizing a mural design would be projectors as it allows a fast and temporary way to scale the art. This is opposed by more traditional methods such as grids and outlining which take more time and effort.

3.3.What new technologies are emerging in this area of design? List at least one (1) example.

Projection Mapping - <https://projection-mapping.org/sydney-opera-house-living-mural/>

Interactive Surfaces - <https://www.darlingharbour.com/see-do-stay/luminous>

Robotic Painting - <https://www.youtube.com/watch?v=osUTMnDFV30>

3.4.What opportunities will this new technology provide for designers working in this field? Write 2-3 sentences.

Projection mapping - This can be both a limited time display, like the opera house, or a guide to paint surfaces that are not flat. The difference between projection mapping and projection is the mapping. The mapping mitigates any distortion resulting from uneven or sculpted surfaces. Conversely, I think the mapping would imply that the map can be altered to intentionally distort. I think that would be interesting to experiment with.

Interactive Surfaces - The one in darling harbor is basically a special weather resistant iPad. In general, it gives designers and artists a novel form of expression within the context of community. It allows anyone to be part of the art which makes it more intellectually accessible. Like, I don't know any history about art. And I don't really want to. I went to Rijksmuseum. I regret the experience. Perhaps if there was interaction with the concept behind the art, I might appreciate it more.

Robot Painting - This one is self-explanatory.

3.5.List at least one (1) source where you found information about new technologies emerging in this area of design. Your source may be, but is not limited to websites, books or industry journals/publications for example.

Honestly, I asked ChatGPT. It's perfect for finding information and aggregating it instead of having to compose a list by visiting 50 sites, 48 of which are irrelevant or outdated. All you have to do is double check it with google. I also provided a real example. It would be silly to not consider using ChatGPT. Refusing to use ChatGPT is almost like using a phone book when the internet exists. Do kids even know what the yellow pages are anymore?

Actually, you can ask ChatGPT where to find the information as well. However, I like to write things in my own words and ignore the grammatical suggestions MS Word gives me because I understand how boring marking can be as well as reading generic things with no personality because they were edited by an AI

Its strange how now, we are looking for the mistakes and rewarding it instead of punishing student for it now. Almost like how a diamonds value is a result of its imperfections and the admission that imperfection is natural and natural is unique and valued.

4. Industry Knowledge

Law and Ethics

4.1. Where can you find information about design industry legislation relating to employee and employer obligations? List at least one (1) source.

<https://www.fairwork.gov.au/>

<https://www.safework.nsw.gov.au/>

4.2. What are the obligations of an employer hiring staff in the design industry? List at least three (3) obligations.

1.	<i>Employers must give every new employee a copy of the Fair Work Information Statement (FWIS) before, or as soon as possible after, they start their new job.</i>
2.	<i>Employers have to provide pay slips and keep accurate and complete records about pay, hours of work and other employment details.</i>
3.	<i>An employer can choose to pay an employee more than the award rate but can't pay less</i>
	https://www.fairwork.gov.au/workplace-problems/preventing-workplace-problems/know-your-rights-and-obligations
	https://www.fairwork.gov.au/employment-conditions/information-statements/fair-work-information-statement

4.3. What are the obligations of an employee working in the design industry? List at least three (3) obligations.

1.	<i>taking reasonable care of yourself</i>
2.	<i>not doing anything that would affect the health and safety of others at work</i>
3.	<i>following any reasonable health and safety instructions from your employer</i>
	https://www.safework.nsw.gov.au/legal-obligations/worker-obligations

4.4. Where can you find information regarding Intellectual Property (I.P) in Australia? List at least one (1) source.

<https://www.ipaustralia.gov.au/>

<https://www.legislation.gov.au/C1968A00063/latest/text>

4.5.What does the legislation regarding Intellectual Property in Australia state? List at least one (1) item.

<https://www.legislation.gov.au/C1968A00063/2019-01-01/text>

31 Nature of copyright in original works

(1) For the purposes of this Act, unless the contrary intention appears, copyright, in relation to a work, is the exclusive right:

- (b) in the case of an artistic work, to do all or any of the following acts:
- (i) to reproduce the work in a material form;
 - (ii) to publish the work;
 - (iii) to communicate the work to the public;

33 Duration of copyright in original works

3) The following table has effect if the work was not first made public before 1 January 2019.

<i>Duration of copyright—works not first made public before 1 January 2019</i>		
<i>Item</i>	<i>Column 1</i> <i>If ...</i>	<i>Column 2</i> <i>the copyright continues to subsist until ...</i>
1	no other item of this table applies	70 years after the calendar year in which the author of the work died.
2	(a) the identity of the author is not generally known at any time before the end of 70 years after the calendar year in which the work was made; and (b) the work is not first made public before the end of 50 years after the calendar year in which the work was made	70 years after the calendar year in which the work was made.
3	(a) the identity of the author is not generally known at any time before the end of 70 years after the calendar year in which the work was first made public; and (b) the work is first made public before the end of 50 years after the calendar year in which the work was made	70 years after the calendar year in which the work was first made public.

4.6. How can designers protect their Intellectual Property in Australia? List at least one (1) way.

<https://www.ipaustralia.gov.au/news-and-community/news/Understanding-intellectual-property#:~:text>You%20may%20consider,jingle%20you%20write.>

- A registered trademark can be used to protect a logo, phrase, word, letter, colour, sound, smell, picture, movement, aspect of packaging or any combination of these.
- A certified design right protects the overall appearance of a product, including its shape, configuration, pattern or ornamentation.
- Copyright protects the owner's original expression of an idea. Copyright is free and automatic and exists the moment you express your creation in 'material form', it does not require registration or the payment of any fees. This could be a recorded video on a smart phone, a picture you paint, a sketch, or a story or jingle you write.

4.7. How can designers use other creative work to inspire their own practice within the boundaries of copyright and intellectual property? Write 1-2 short paragraphs.

<https://www.copyright.org.au/browse/book/ACC-Fair-Dealing:-What-Can-I-Use-Without-Permission-INFO079>

The following uses fall under fair dealing, meaning the material can be used without the copyright owner's permission:

- research or study
- criticism or review
- parody or satire
- reporting news
- enabling access for a person with disability
- professional advice by a lawyer, patent attorney or trade mark attorney

<https://www.alrc.gov.au/publication/copyright-and-the-digital-economy-ip-42/transformative-use/>

<https://www.alrc.gov.au/publication/copyright-and-the-digital-economy-dp-79/10-transformative-use-and-quotation/transformative-use-and-fair-use/>

Transformative use:

It seems that transformative use has been notoriously difficult to define, especially in the digital age and the rise of YouTube. We can go through a lot of case studies and still not have a clear definition. I think this is because you cannot define the scope of creation, nor can we predict impact of new creation from derivative works. I think the spiritual and moral intent of copyright is to manage the paradox of protecting creativity. There is disincentive to create if you feel that the value you receive is less than value you think you deserve. I think protecting creativity is similar to protecting a child. You can bubble wrap them or you can let them run free. One **can** be physically harmful while the other **will** be psychologically harmful. But for best results, I think we need to continually manage the paradox of protection, within ourselves, with our loved ones, with our peers and with our work, by continually developing our perspectives, perhaps through reflection on our actions the action of others, to help ourselves make better judgements and thus better laws.

You hear stories about Apple taking a company with a Pear logo to court.

<https://www.creativebloq.com/news/apple-prepear-logo-resolution>

<https://www.copyright.org.au/browse/book/ACC-An-Introduction-to-Copyright-in-Australia-INFO010>

How many changes to something do I need to make to avoid infringing copyright?

- *Generally, making changes to something won't avoid copyright infringement. If, for example, you want to use something someone else has created - on your website, or in a brochure, or even for purely personal purposes - you might need permission even if you are using only a small part of that material, or if you make changes to it.*
- *When working out whether or not you will need to get permission, it is more important to look at what is still the same, rather than what has been changed.*
- *You will usually have a copyright issue to deal with if you are using any important, distinctive or essential part of the original material - this may or may not be a large proportion of that material.*

5. The Design Brief (TEAM ACTIVITY)

Read Assessment Task 1. Complete the template below with the design brief requirements.

Design Brief	
Project Name/Event	Team Up Mural
Client (e.g. Trainer)	Kim Fernandez
Due Date	16 June 2024
Audience	Creatives who will hire the space Clients of Creatives when coming in for a meeting or presentation The community, which may hold events in the space from time to time.
Purpose of the Project	To create a 5m x 2m graphic that will fill up a wall of the entrance of the team up workspace.
Goals of the Project	Work as a team to develop the theme and colour pallet for the project. Incorporate the ethos of creativity, sustainability, innovation and collaboration into the design.
Responsibilities	As a team, research and decide together on the theme and colour direction for the mural.
Resources Required	Internet Adobe Illustrator Collaboration platform

6. Timeline (TEAM ACTIVITY)

In your team, complete the timeline below with dates for task completion. It is recommended that you work backwards from the assessment submission deadline to include all important events.

You must include the following important deadlines in your timeline:

- When is the deadline for the task?
- When do you need to have the theme and the colour direction confirmed?
- When do you need to have your preliminary design ideas completed and move onto the final design?
- List any meetings you have arranged with your team to discuss the design development.
- Who is the person responsible for each task? You may choose to divide the tasks between you or to work on tasks together.

- Preliminary Deadline
 - Sunday, 19 May 2024
 -
 - Timeline 7th May 2024
 - Theme 10th May 2024
 - Colour Direction 14th May 2024
 - Team Review 17th May 2024
- Final Deadline
 - Sunday, 16 June 2024, 11:59 PM
 - Final Mural Design

We will be working together in class on these key objectives.

7. Meeting Minutes

Come back to this section as required and enter the minutes of any design meetings you have with your team.

Copy and paste the template for each meeting you have.

You may add and delete rows as necessary.

Meeting 1 - Timeline

- Introduction
 - - Sara CS18996
 - Tek S60001164
 - **Task:** Inform Kim - Tek
- Timeline
 - - We agreed on time we are available to meet.
 - Sara has work in the evenings so we can not go overtime.
 - We went through the brief and recorded important dates.
 - We went through the tasks and divided them over our available meeting times.
 - **Outcome:** Timeline has been proposed
- Theme
 - - Initial discussions on the mural concept
 - We discussed about some ideas for the mural, we find we have different ideas about color and concept but we discuss how we can merge it together.
 - Sara comes from a more creative background

- Tek comes from a more technical background
- Sara has come up with an idea of 2 worlds meeting
 - One of logic and the other of creativity, as the brain (hemispheres)
 - Whole is greater than sum of parts
 - The value of cross-field collaborations
 - The potential for great innovation and ingenuity
- **Task:** Continue theme development ideas individually and report them in the next meeting.

Theme Development (brain dump between meetings)

Importance of both sides: creativity and logic	Creativity	For theme, maybe write a little back story for why they created this space
Balance	Innovation	
Acrylic	Sustainability	
Markers	Collaboration	
Riddles for the logic side		
think about how we can manifest in color and image the concepts of analytics, movement, rational, emotion...	color palette	think about the color we are going to use for each part of the mural and its meaning.

Meeting 2 - Theme Development

- Themes explored
 - Proposed theme:
 - Creativity beyond borders, how the two hemispheres of the brain create and develop different ideas.
 - Creatives and artists vs engineers and academics
 - Creatives and artists working with engineers and academics
 - Teks thoughts
 - What is theme?
 - Style?
 - dont know. maybe the texture, the frequency, the resonance.
 - Message?
 - Working with people who are different from you can be very difficult and usually ends with mediocre results. But, once every blue moon, something magical happens. I(tek) wonder, what will happen this time.
 - Story?
 - 2 very different people creating something. how will it end. the scientist and the creative.
 - Incorporating the identity of the client?

- Tek: I was looking and researching about the client beyond just the ethos stated. Maybe creating a back story. Since time is running short, I think we can skip this. We will just stick with the ethos.
 - I had an idea but I'm obviously not going to go with it because i need to complete this subject
 - They should't build a mural because its unsustainable.
 - I think theme is option E. All of the above. but we might skip the identity part.
- Tek and Saras Cooperation Story
 - We have very different backgrounds
 - We are discussing how we can combine/fuse our very different personalities/identities, so that the art has personal meaning to us.
 - Tek diverts design related decisions to Sara and focuses on admin and analysis.
- **Outcome:** The chosen theme is:
 - Message/Story:
 - Creativity beyond borders, how the two hemispheres of the brain create and develop different ideas.
 - Style
 - Fauvism
- **Task:** Think about colour and turn up next meeting

Meeting 3 - Colour Direction

- Colour direction
 -
 - Tek
 - Seems confused about his colours. Maybe I am confused about my colours. I have to consider that perhaps my perspective formed as a result of inexperience. But I feel as if colours add life to a work. I like to think of it as the difference between steak at the local pub and steak at a fine dining restaurant overlooking the harbour. Both are steak. Both were great. But both were completely different experiences. That's what colour is to me.
 - If you pointed a gun at my head and asked me to pick, red. Just red.
 - Instead of colour, I like to choose a theme song. Many songs sing about the same thing, but we never get bored of them because they come in so many different variations because of their back stories and sources of inspiration. The song I was thinking about is the Frozen theme song. I wanted to design an artwork which communicates realisation and transformation from a place of pain, guilt, shame, etc. This blurs the line between theme and colour. That depends on how we define theme.
 - Is theme
 - Style?
 - Message?
 - Story?
 - Incorporating the identity of the client?
 - Sara

- I had and idea of the colors I wanted to use, but after the first meeting I have decided to adapt the concept of the mural to the team work with Ted and this changed the color direction I have chosen at the beginning. The colors at the beginning were colors related to the earth: green, navy blue, brown. Now I want to make use of the complementary colors, using bright and neon colors:Both
- We are having a lot of trouble with picking the colours. Our solution is to have Sara browse colour pallets and then we can work backwards from there and why that palleted fits our theme.
 - Green - Vitality and fresh new ideas.
 - Blue - Calmness and collected thoughts. Reflection and rest.
 - Magenta - Magic and Creation. Thought and mystery.
 - Yellow - Ideas, Epiphanies and Success
 - Black - Elegance. Refinement. Boldness. Mastery.

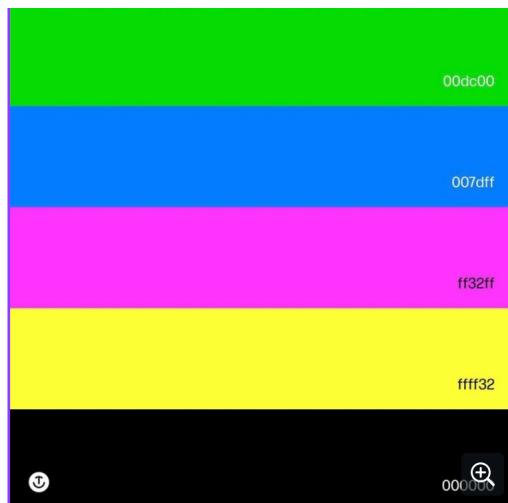
 Urban Dictionary
<https://www.urbandictionary.com> › define › term=bauss

bauss

A **a cool person with balls of steel**. person: who is that guy over there? He's a cool person.
 person #2: that's Duke Nukem. He's a Bauss of ...

- or woman, like that Michelle Yeoh lady.

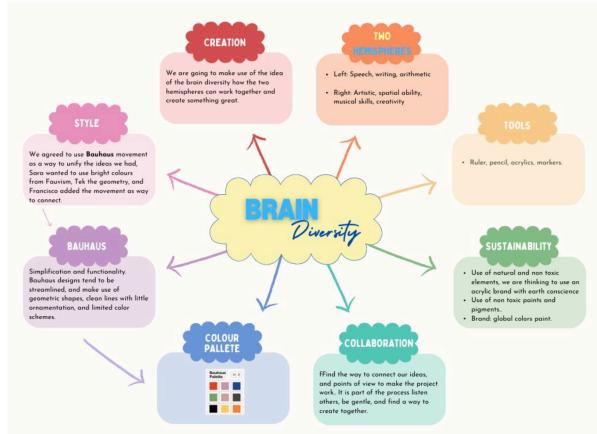
- **Outcome:**



- **Task:** Think about how we can help each other work better as a team. At least 1 Pro and 1 Con for each person. 2 Pros and 2 Cons per person.
 - **Sara**
 - 8.Mind map
 - **Francisco**
 - 10.2 colour direction
 - 10.1 theme
 - **Tek**
 - inform Kim about our new arrival

Meeting 4 - Review

- Theme
 - Mindmap



-
-
-
- The Collaborative Canvas (Story below)
 - Psychadelic Art
 - Visionary Art
 - Bauhaus
- Colour
 - We iterated on the colour pallet after Francisco joined
 - Tek calls the pallet: Pastel Night



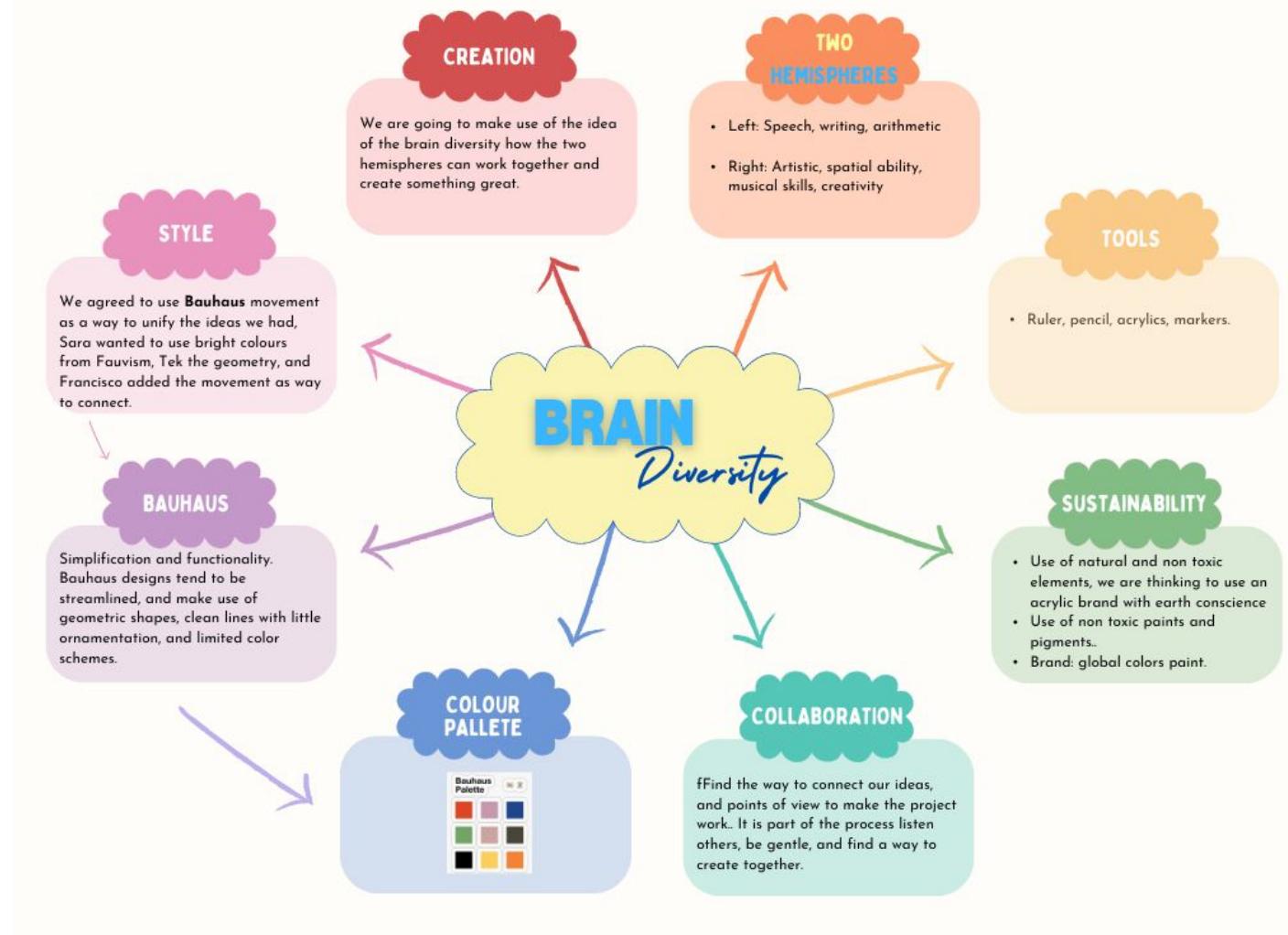
- Teamwork Success
 - The team agreed with the theme of scientific precision and artistic creativity, representing the left and right hemispheres of the brain.
 - The expertise in each of our unique backgrounds was leveraged by contributing to the theme of interdisciplinary collaboration.
 - There were no punch ons
- Teamwork Failures
 - We struggled with communication barriers and misunderstandings at the beginning, which slowed down initial progress and caused frustration.
 - Our differing work styles led to occasional friction expressed in the form of silence.
 - The need for trainer mediation and extra group member resulted in slower progress and decision-making, impacting the our ability to meet deadlines efficiently.
 - Work commitments further complicated the collaboration, as competing schedules created additional barriers to effective communication. Coordinating meetings and collaborative sessions was difficult, adding to the team's stress.

8. Design Development: Themes (TEAM ACTIVITY)

Think about the Design Brief, the client 'Team Up' and the ethos of their brand: **Creativity, Sustainability, Innovation, Collaboration**

Working in your teams, discuss what themes you would like to explore as you develop ideas for this project. Complete a mind map in the space below.

Saras composition of the mind map



9. Design Development: Colour Direction (TEAM ACTIVITY)

In your teams, conduct some research into current colour trends and decide on a colour direction for the Design Brief.

Use this page to insert images of colour trends, sketch palette ideas and write notes about your decision-making process. Your colour direction can have as few or as many colours as you wish.

Short Story – generated by AI and freakishly accurate.

The Collaborative Canvas

In the bustling halls of the prestigious Global Arts and Sciences University, an unlikely trio faced a unique challenge.

Dr. Duc Nguyen, a brilliant scientist from Vietnam, and Ana Maria, a passionate artist from Mexico, had been paired for an interdisciplinary project. Their task was to create a preliminary mural design that represented the fusion of art and science, an ambitious goal set by the college to encourage collaboration across different fields.

From the beginning, the partnership was fraught with difficulties. Dr. Nguyen's meticulous and methodical approach to problem-solving clashed with Ana Maria's spontaneous and free-spirited creativity. The language barrier only exacerbated their frustration. Despite their efforts, miscommunications were frequent, and progress was slow.

One day, as the deadline loomed ominously close, their professor introduced a new team member: Carlos, a talented industrial designer from Brazil. Carlos had joined the project after experiencing communication issues with his previous team, which had been scattered across different time zones.

Carlos observed the tension between Dr. Nguyen and Ana Maria. He knew he had to act quickly to bridge the gap. Fluent in both Portuguese and Spanish, Carlos started by speaking with Ana Maria, easing her concerns and understanding her artistic vision. His grasp of English allowed him to communicate effectively with Dr. Nguyen, who appreciated Carlos's structured yet flexible mindset.

Realizing that the key to their success lay in finding common ground, Carlos proposed a new approach. He suggested they meet outside the formal setting of their lab and studio. He invited them to a local café, hoping a more relaxed environment would help them open up to each other.

Over coffee and pastries, Carlos initiated a conversation about their backgrounds and inspirations. Dr. Nguyen spoke of his fascination with the intricate patterns in nature, while Ana Maria shared her love for the vibrant culture of her homeland. As they talked, they discovered shared values and passions, such as a mutual respect for the beauty of the natural world.

Carlos then introduced his idea for the mural: a visual representation of the interconnectedness of all things. He sketched out a design featuring a large tree at the center, its roots intertwined with scientific symbols and artistic motifs. Dr. Nguyen could incorporate his knowledge of fractals and molecular structures, while Ana Maria could express her cultural heritage through vibrant colors and dynamic forms.

With a renewed sense of purpose, the trio returned to their workspace. Carlos acted as the intermediary, ensuring Dr. Nguyen and Ana Maria understood each other's ideas and contributions. Slowly but surely, their mural began to take shape.

As they worked together, they found ways to merge their disciplines harmoniously. Dr. Nguyen's precise calculations informed the patterns in Ana Maria's vibrant brushstrokes, while her creative flair brought life to his scientific concepts. Carlos's design skills provided the framework that tied their efforts together seamlessly.

By the time the deadline arrived, the mural was a masterpiece of collaboration. It depicted the harmonious fusion of science and art, with the tree symbolizing growth and connection. The roots and branches intertwined, showing how different fields could support and enhance each other.

The unveiling of the mural was met with widespread acclaim. It stood as a testament to the power of collaboration and the beauty of diverse perspectives coming together. Dr. Nguyen, Ana Maria, and Carlos had not only overcome their initial challenges but had also formed a lasting friendship built on mutual respect and understanding.

In the end, the project was more than just a mural. It was a journey of personal growth, bridging cultural divides and language barriers, proving that true collaboration could create something far greater than the sum of its parts.

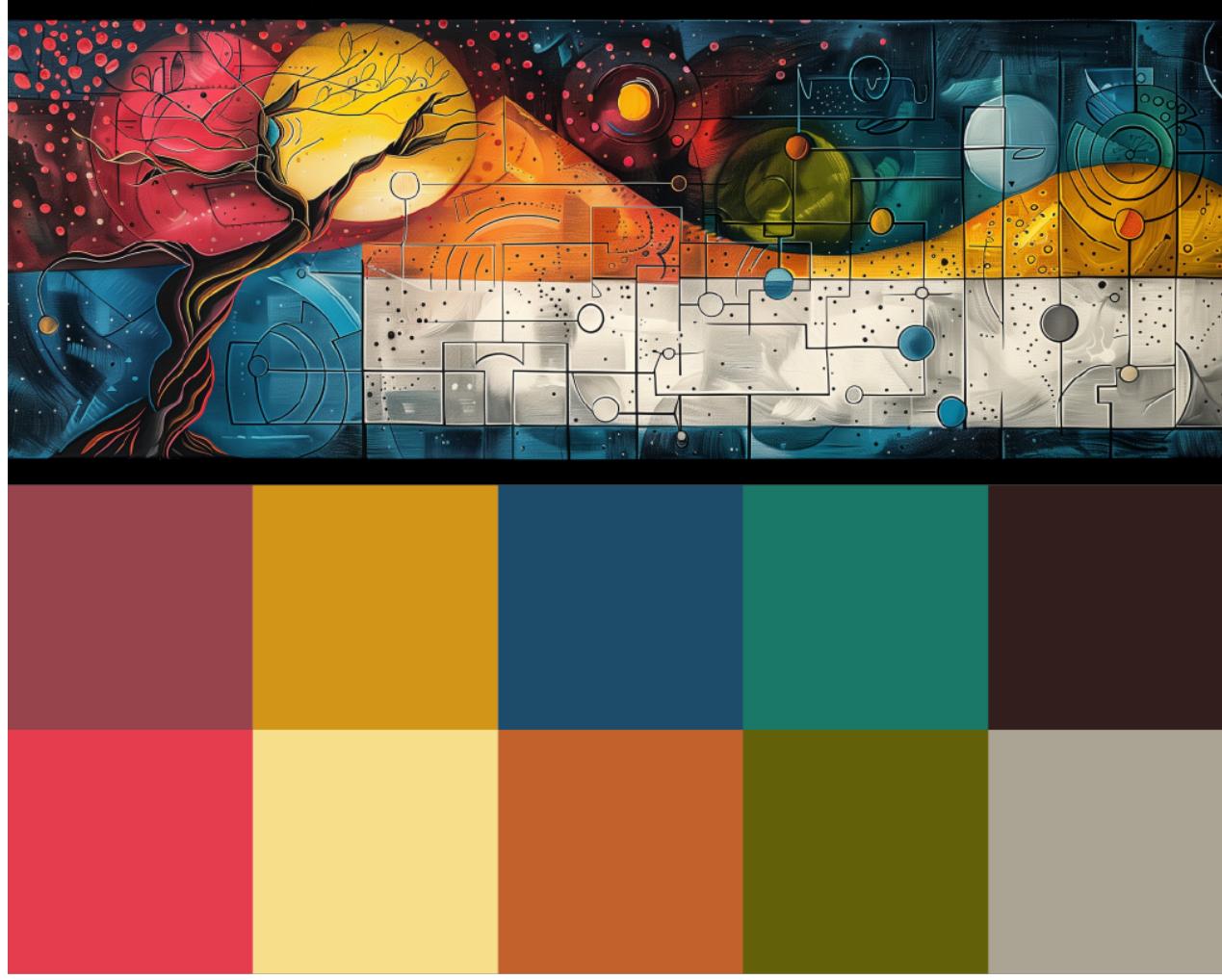
Colour Progression



Composed by Francisco and Pallet by tek.



Generated from our story



Generated from the previous image to incorporate Bauhaus.

10. Project Process Review (TEAM ACTIVITY)

Participate in a review of the project process and outcomes with your team and answer the following questions. Be supportive of each other during this review process. Seek feedback and provide supportive feedback to others in your team. Supportive feedback is positive feedback that highlights what you have done well and where you can improve.

10.1. What theme did you decide on for the Design Brief?

We decided to choose the Bauhaus movement because we consider that it integrates each person's ideas, from the management of colors, elements of nature, industry, and different types of arts.

We then decided to develop the idea further, incorporating Saras initial preference for earthy tones while maintaining the vibrancy of Bauhaus after Tek used AI to imagine what our finished artwork might look like.

We ended up with a style which is a fusion of:

- Psychedelic
- Visionary
- Bauhaus

We believe this fits with the company ethos.

10.2. What colour direction did you decide to proceed with for the Design Brief, and why?

The color direction we decided to use consists of vibrant color tones, including primary colors such as red, blue, and yellow. These colors were chosen for their simplicity and ability to evoke strong emotional responses that we ultimately want the mural to reflect, exploring the use of complementary colors and contrasts to create visual compositions with clean black and white lines.

We experiment further and with AI, we were able to refine our initial pallet to include Saras initial preference for earthy tones. Liked what we saw from the AI and this sparked our imagination. The colours are vibrant but still soft and earthy inspired by the psychedelic movement.

10.3. Do you think your team worked successfully together?

It wasn't a complete failure.

10.4. Explain why you think your team did or did not work successfully together. Write one or two paragraphs.

- Teamwork Success
 - The team agreed with the theme of scientific precision and artistic creativity, representing the left and right hemispheres of the brain.
 - The expertise in each of our unique backgrounds was leveraged by contributing to the theme of interdisciplinary collaboration.
 - There were no punch ons
- Teamwork Failures
 - We struggled with communication barriers and misunderstandings at the beginning, which slowed down initial progress and caused frustration.
 - Our differing work styles led to occasional friction expressed in the form of silence.
 - The need for trainer mediation and extra group member resulted in slower progress and decision-making, impacting our ability to meet deadlines efficiently.
 - Work commitments further complicated the collaboration, as competing schedules created additional barriers to effective communication. Coordinating meetings and collaborative sessions was difficult, adding to the team's stress.

10.5. Ask your team members for supportive feedback on your own role within the team. What feedback have you received from your team members?

From Francisco

Pro: Your precision and detailed scientific knowledge brought a unique depth of ideas

Con: Sometimes, your structured approach made it difficult to adapt quickly to new, creative ideas, causing some friction.

From Sara

Pro: Your workbook has cool mathematics in it.

Con: At times, your rigid ways made it challenging to be free minded which is needed for the artistic things.

10.6. Based on the feedback you have received, list one area in which you can improve your skills.

I need to calm the f down. Chill out.

It's something I'm working on.

11.Independent Review (INDEPENDENT ACTIVITY)

11.1 In three to four sentences, write about how your team decided who was going to complete which tasks.

You may have decided to do all tasks together as a team OR you may have decided to separate the tasks and come back together to review and make decisions.

We did some things together and some things separately. We picked things that we thought we would enjoy before leaving class. Because of work schedules and life in general, we thought this to be a good approach.

We filled in each others gaps when met again.

11.2. Did you face any challenges in working as team? If so, what were they?

(These can be practical challenges such as sourcing equipment for example, or they can be interpersonal challenges such as coming to agreement on a colour direction).

Mainly, it was language barriers coupled with out of class stress. I understand how it can be difficult to juggle so many things and talking in a foreign language when you're tired is probably the last thing you'd want to do.

Also, it may have also been my pretentious aura or general hardness that deters and causes apprehension in suggesting things to me.

In summary, language, time, personalities, and personal situations were the challenges I saw while working as a team.

11.3. How did you resolve any challenges that you came across? Write one to two paragraphs.

One to two paragraphs? Oh god

To be honest, the time constraints did not really allow us to resolve challenges. We all understood each other's situations. I think most of our challenges were resolved too late, pretty much when we were about finished the assessment task. And giving each other feedback. And I believe there will continue to be challenges if we were to continue working together.

However, now that the stress of this assessment is over, I am not sure if we will continue to talk. Perhaps we will. Ana, our local trainer, is doing a creativity development tutorial where we learn to discover ourselves through putting things on paper with no expectations. Perhaps during these sessions we may begin to connect to each other as more colorful than we had originally assumed.

11.4. Working in a team requires team members to support each other's ideas. Give one (1) example where you have been supportive of your team members ideas to get the best outcome for your design brief.

We have all been supportive to each other, as we needed to be honest to ourselves and each other to do the section asking for feedback. I put the criticism into a shit sandwich which my beloved ex-boss taught me about. We were supportive of Francisco when he decided to join our group at the last minute. And I have done my best to accommodate Sara and have let her know that I have now realized how it can be hard and frustrating to work with me

12. References

You must list all sources of information in the 'references' section of this workbook. Include books, websites, magazines or any other sources of information you have gathered in order to complete your assessment task using the *Harvard Referencing Style* (www.citethisforme.com).

See additional resource for referencing requirements.

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13. Additional Pages

You may insert additional pages as evidence at the end of the workbook if necessary.



