


ideation



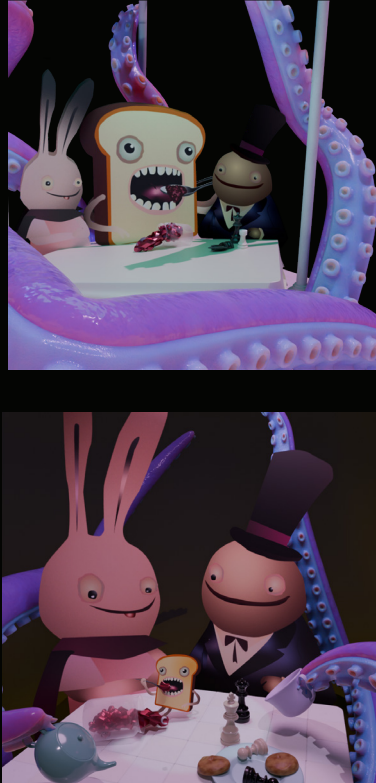
initial problem:

i had troubles with choosing an idea that'd be able to really deliver the project question of fantastic creativity.

prototyping:



key moment:



i was having a hard time thinking of stuff to put on the tea table when mr. Hellmut suggested to focus on the weird characters instead of the table.

i actually lost my original put-together file but that gave me a chance to rethink of my set up because i was stuck unsatisfied with the old one and after redoing it, it looks so much better.

key reference



Fig. 1


Fig. 2

UNINVITED GUEST

abstract

i designed this digital image to explore how creativity can flourish when we step into the realm of the fantastical. by combining quirky, playful characters with surreal and unexpected elements, i wanted to create a scene that feels both familiar and otherworldly. objects like teapots and chess pieces are paired with bizarre creatures and whimsical interactions, inviting viewers to imagine their own stories within the artwork. my goal was to spark curiosity and inspire a sense of wonder, encouraging people to see the possibilities that arise when we let go of conventional thinking. this image is an invitation to explore a space where imagination runs free and the ordinary transforms into the extraordinary.





Project Question:
How Might We
explore fantastic creativity through designing a digital
image?



FIG. 1 & FIG. 2: ALICE IN WONDERLAND, 2010.