

PROCESS BOOK

Pei Jung Ho

PROJECT 1 Graphic Translation

PROJECT 2 Spatial Translation

PROJECT 3 Contrast and Harmony

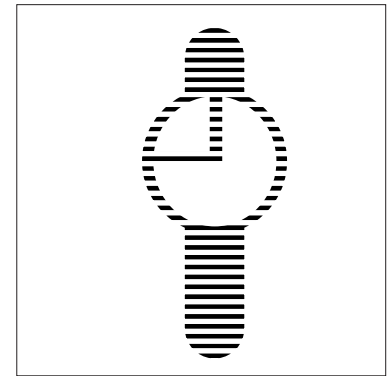
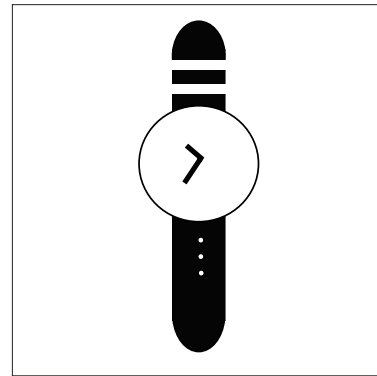
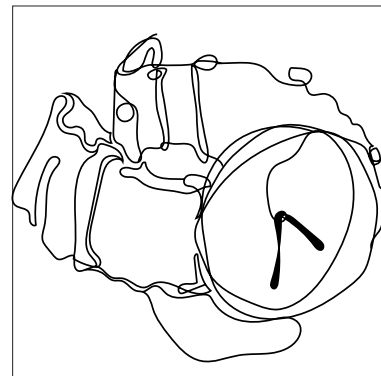
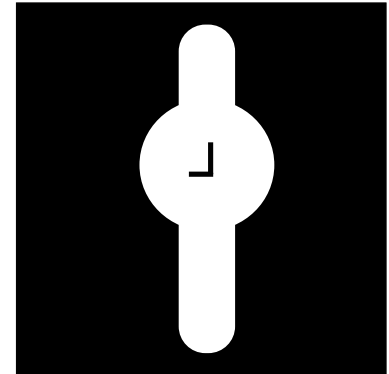
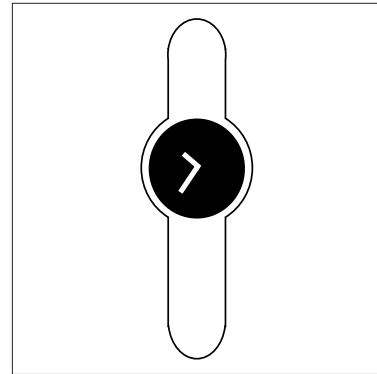
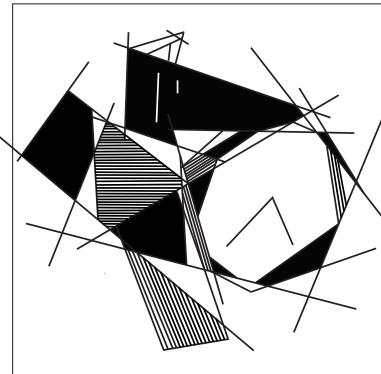
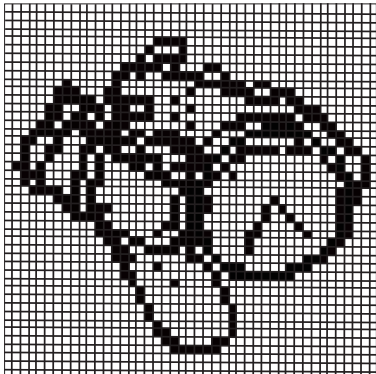
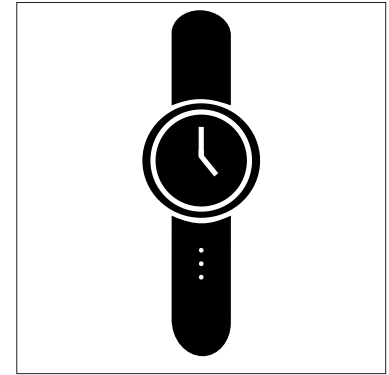
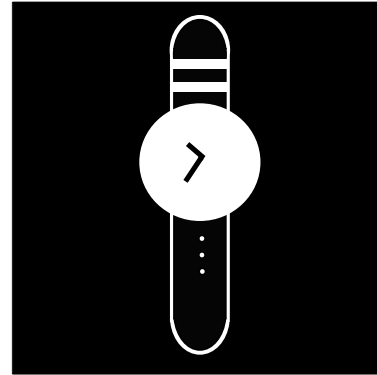
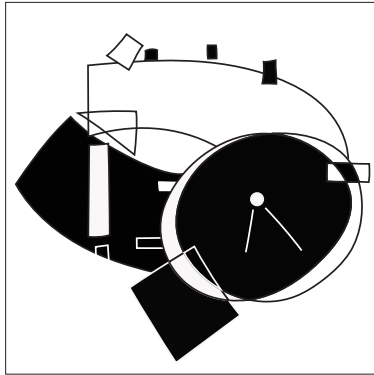
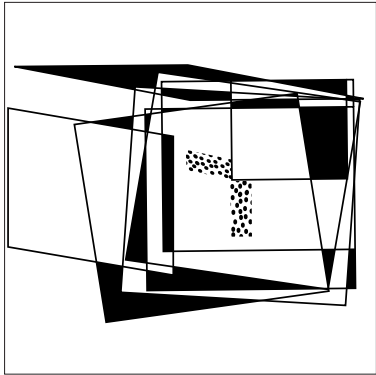
PROJECT 4 Hello MICA!

Graphic Design I Spring 2017

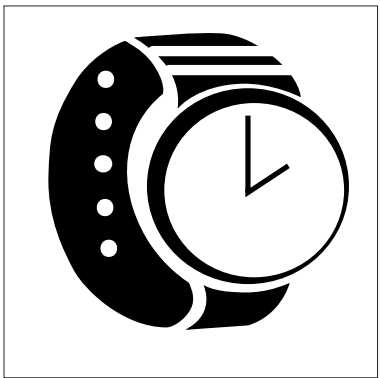
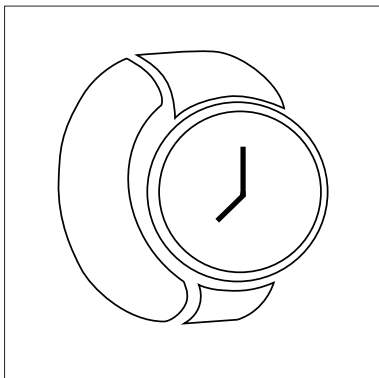
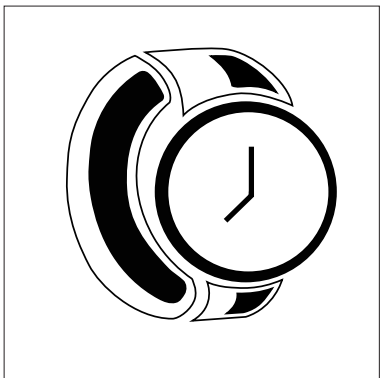
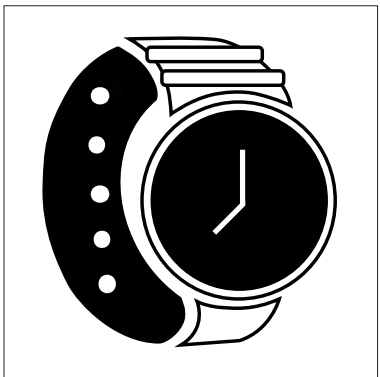
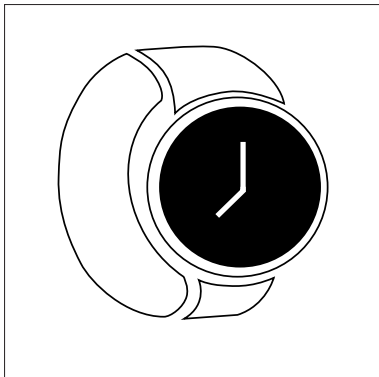
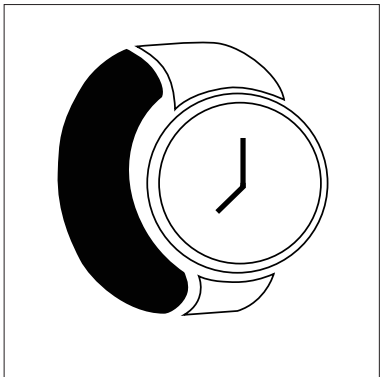
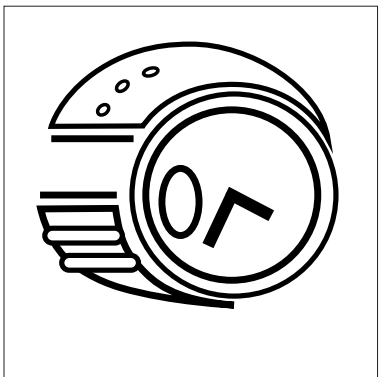
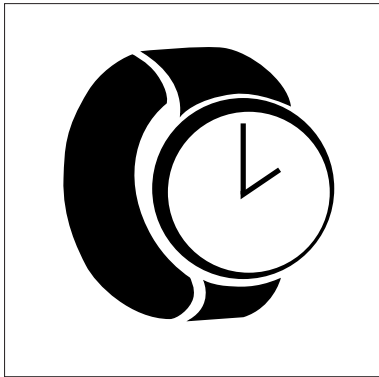
PROJECT 1 research and ideation



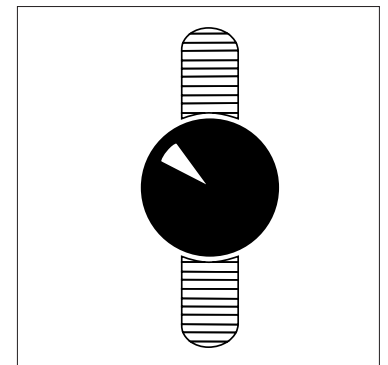
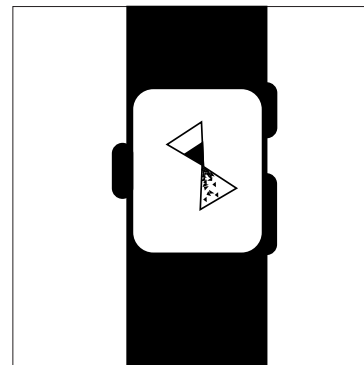
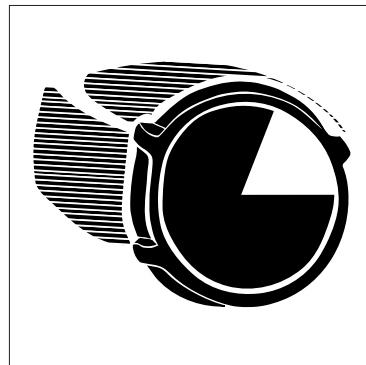
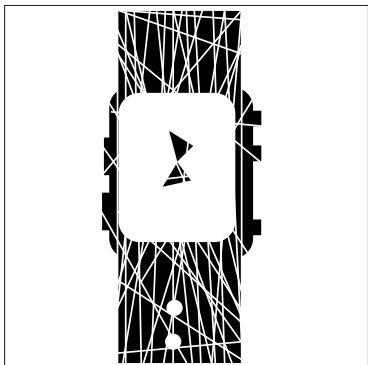
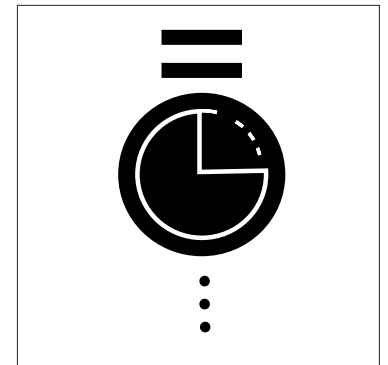
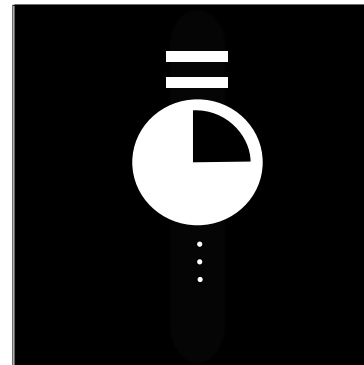
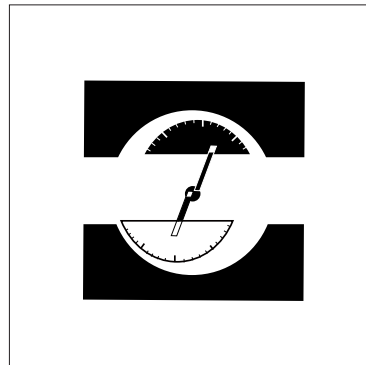
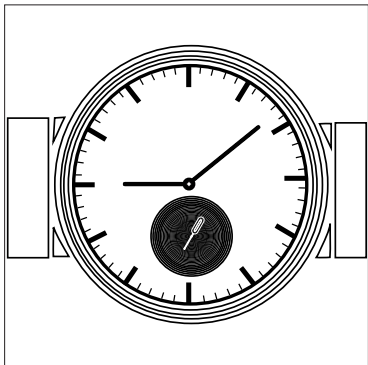
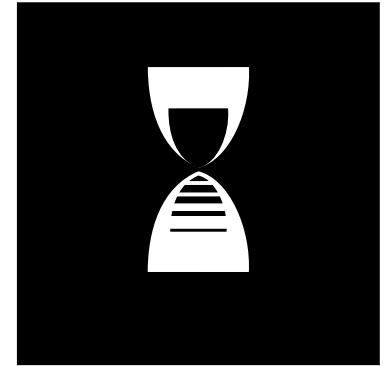
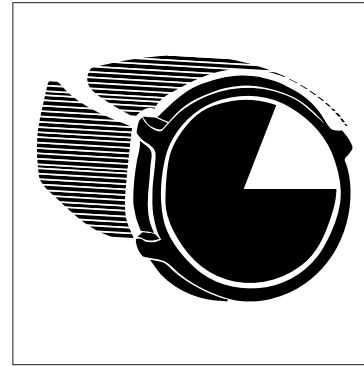
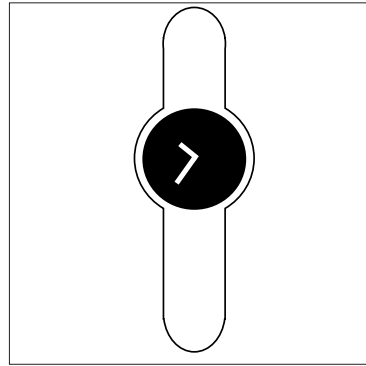
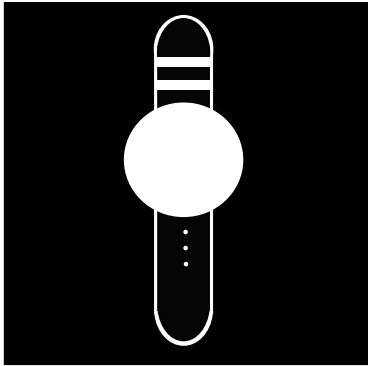
PROJECT 1 research and ideation- watch icon iteration



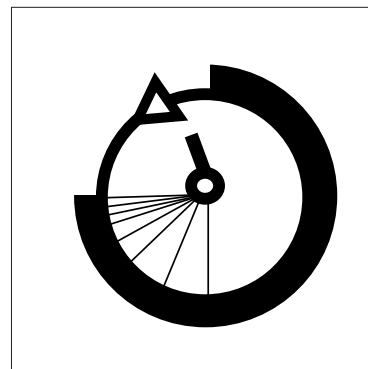
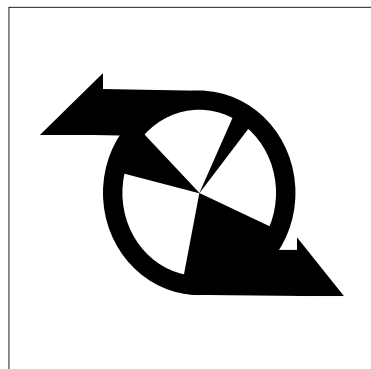
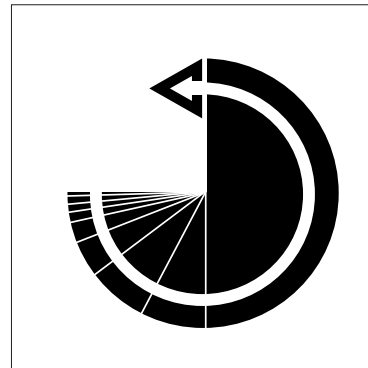
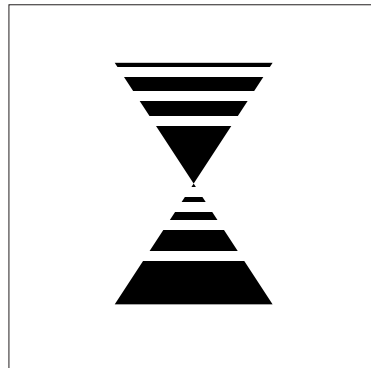
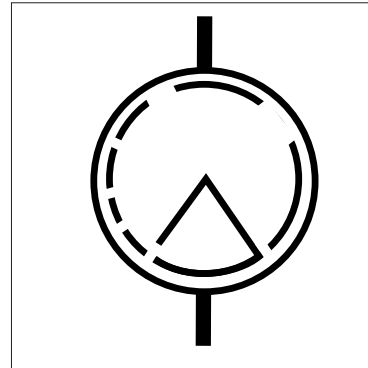
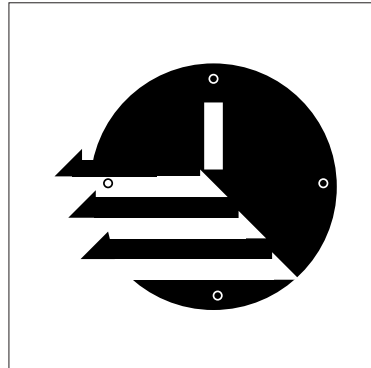
PROJECT 1 research and ideation- watch icon iteration



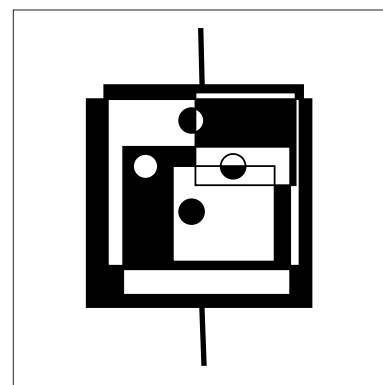
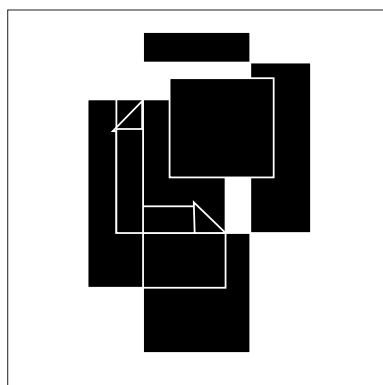
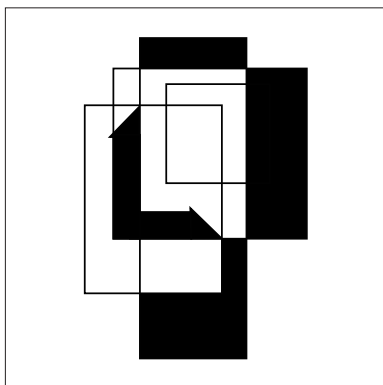
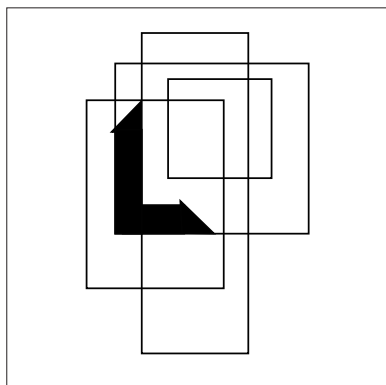
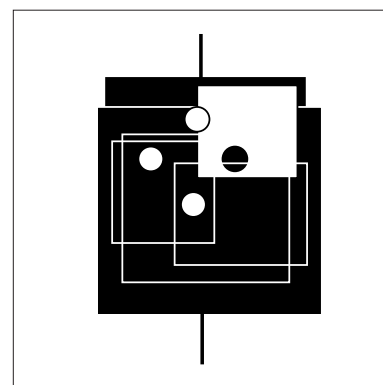
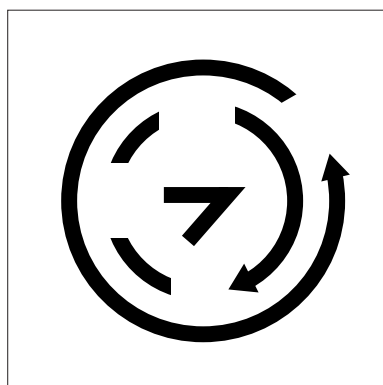
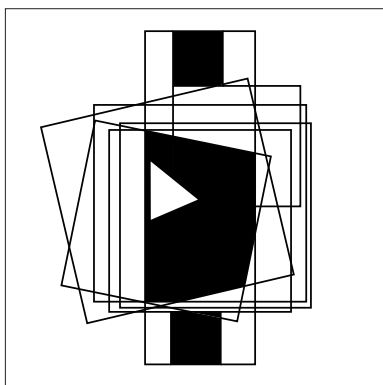
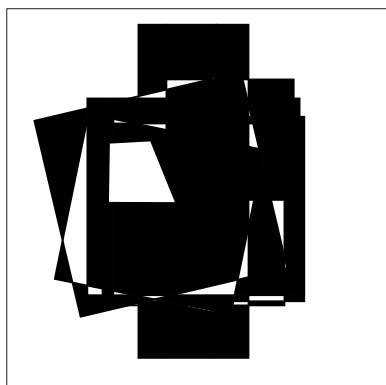
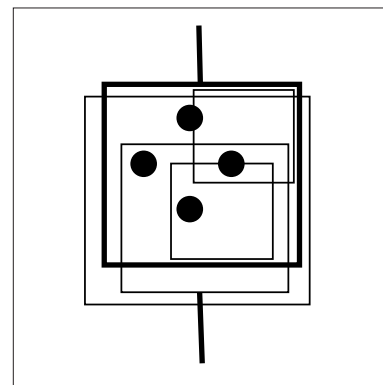
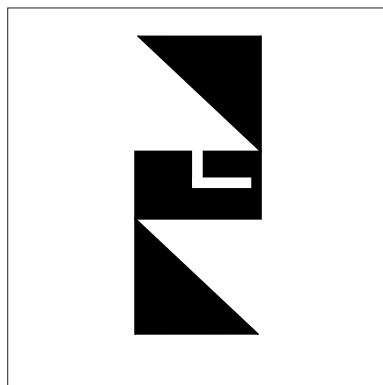
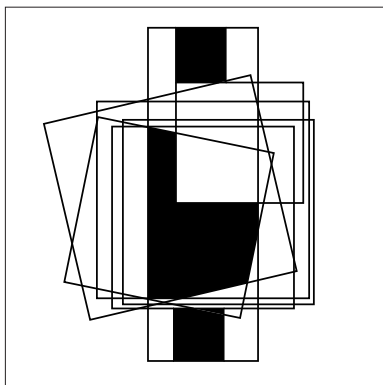
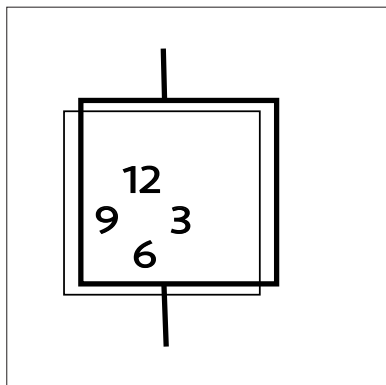
PROJECT 1 research and ideation- watch index iteration



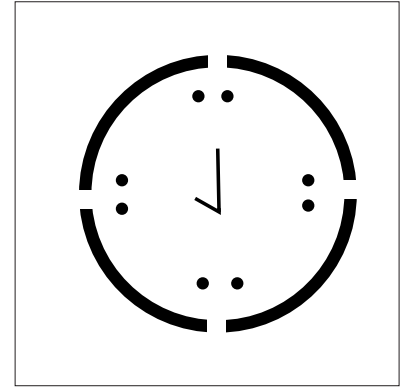
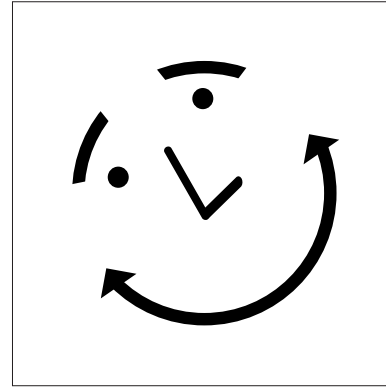
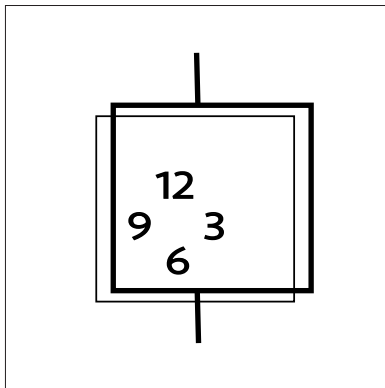
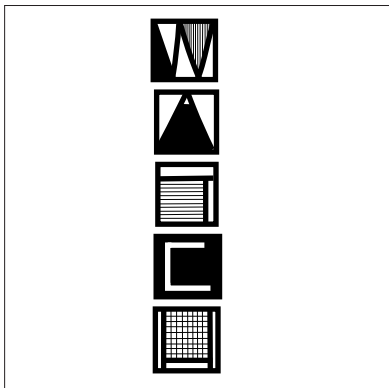
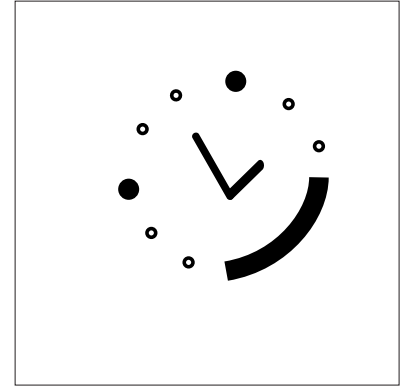
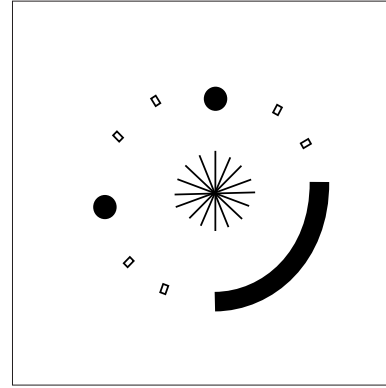
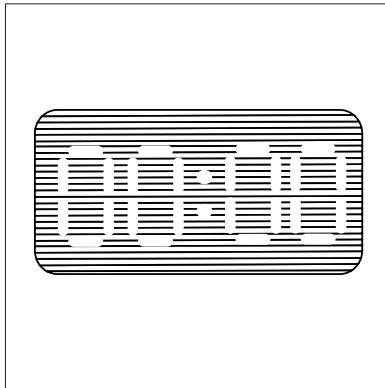
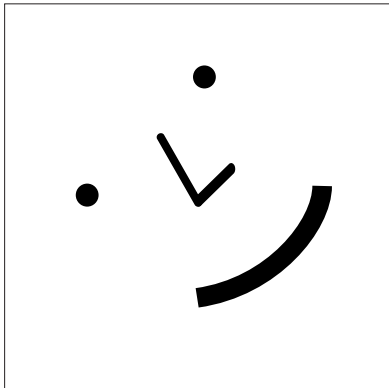
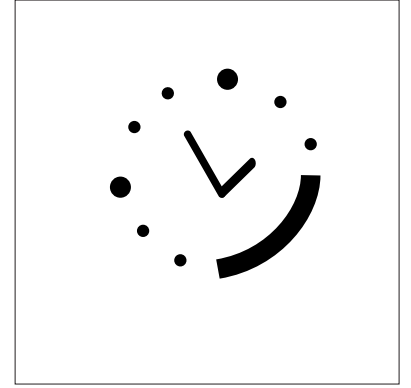
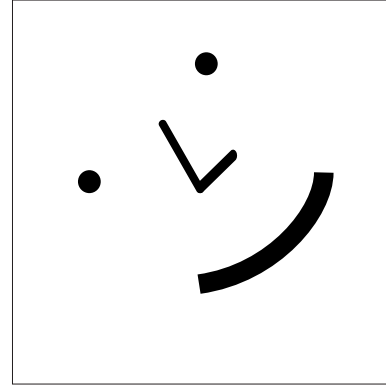
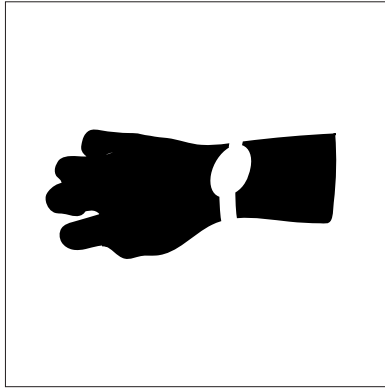
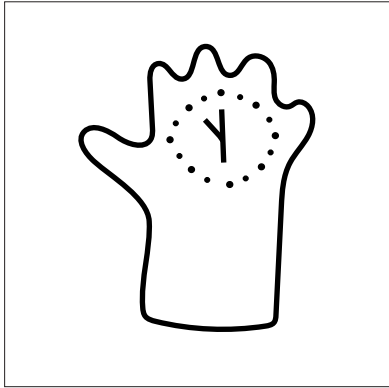
PROJECT 1 research and ideation- watch index iteration



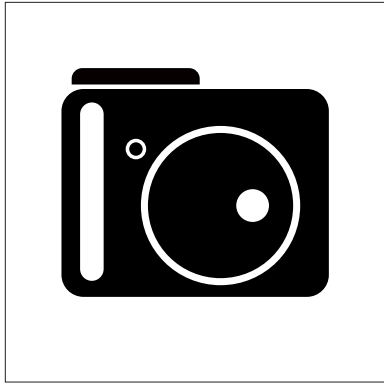
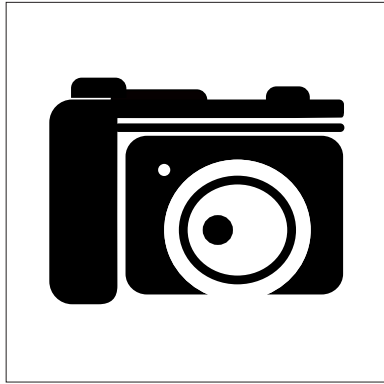
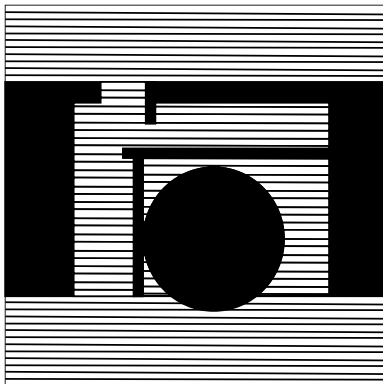
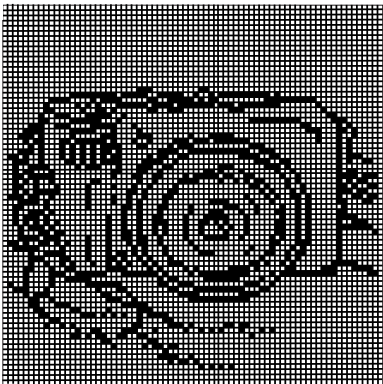
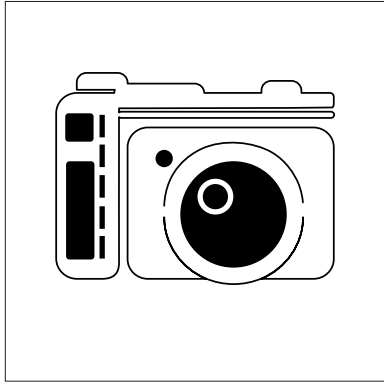
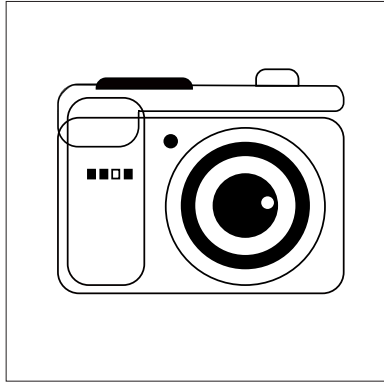
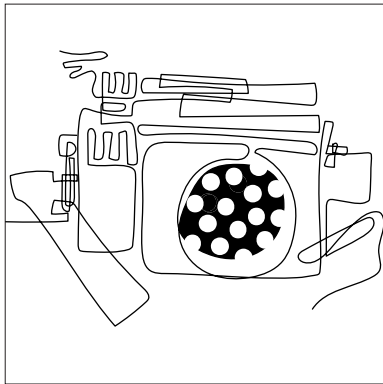
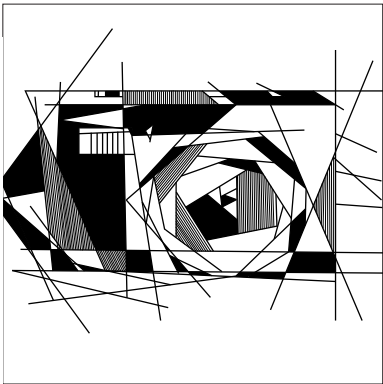
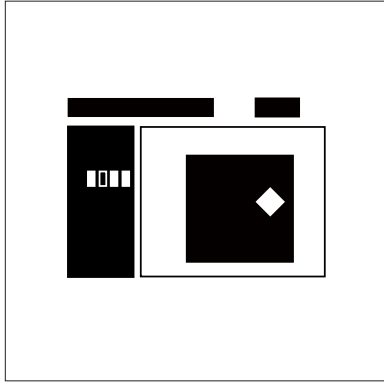
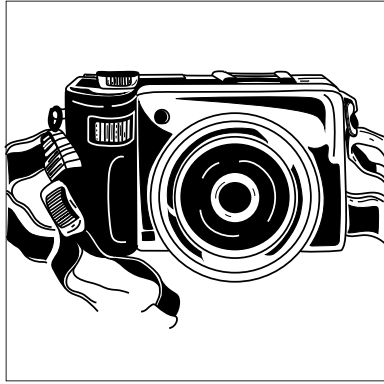
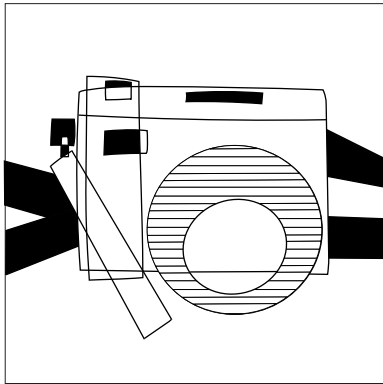
PROJECT 1 research and ideation- watch symbol iteration



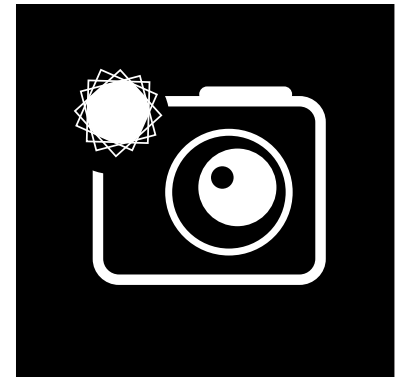
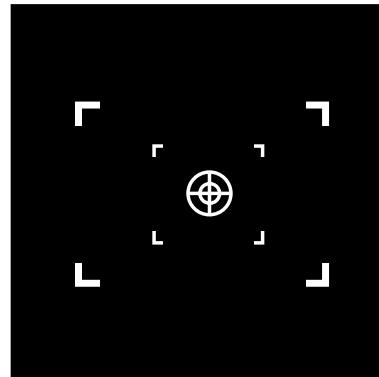
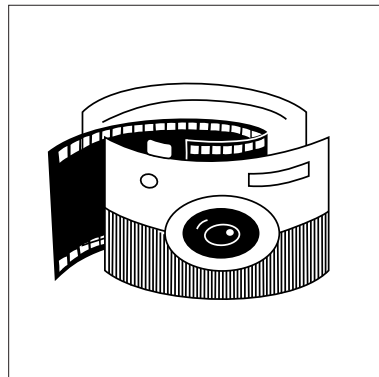
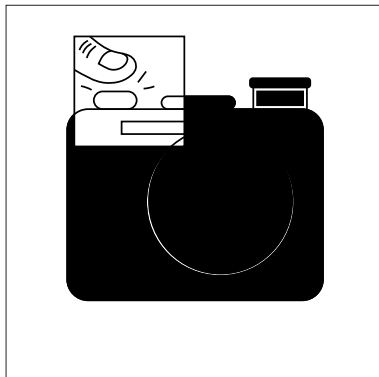
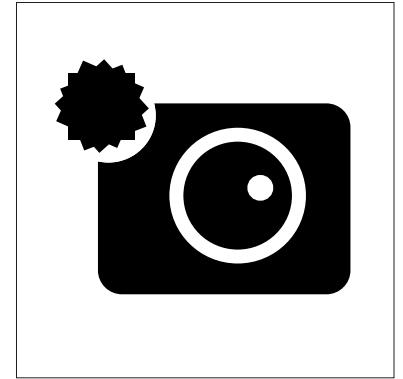
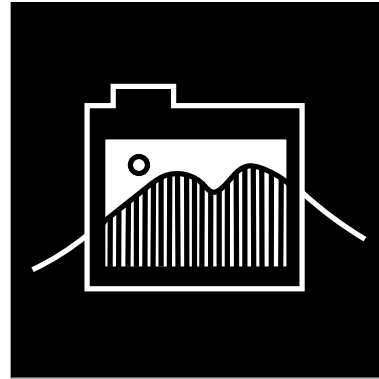
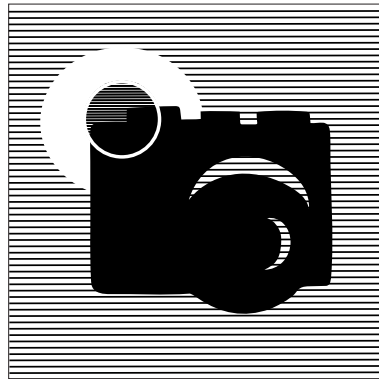
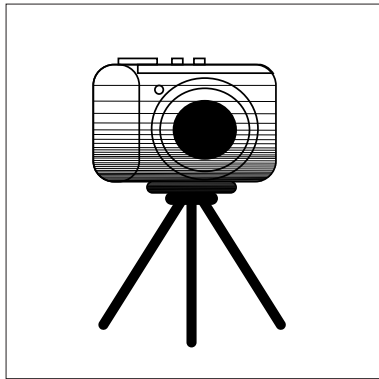
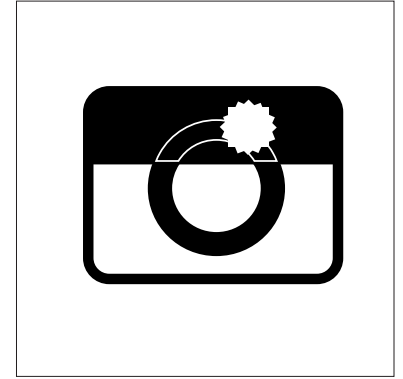
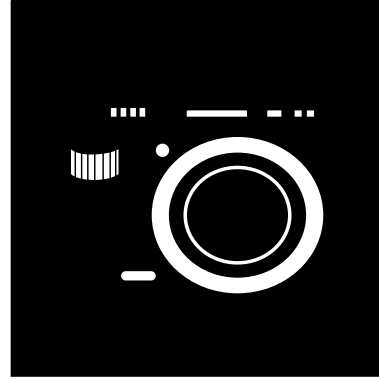
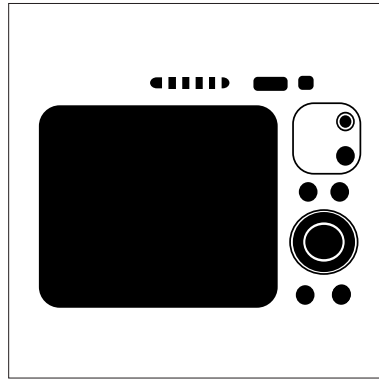
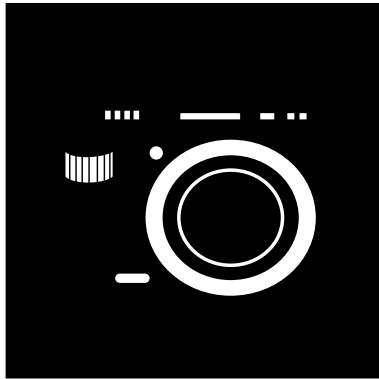
PROJECT 1 research and ideation- watch symbol iteration



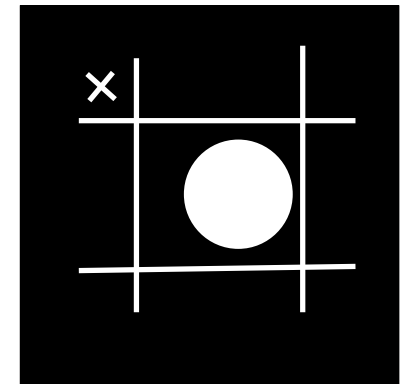
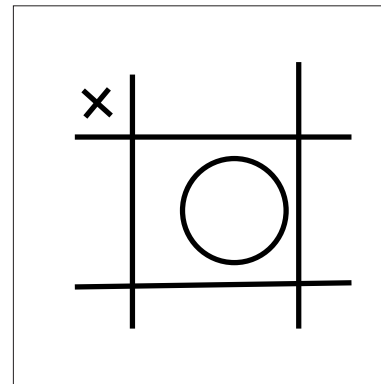
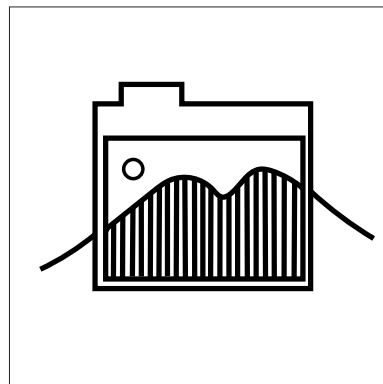
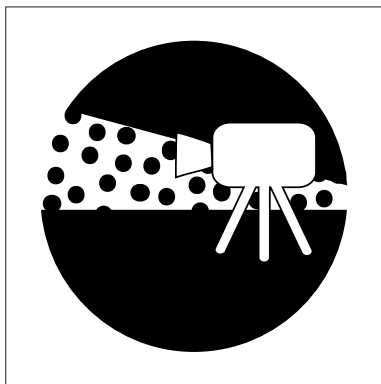
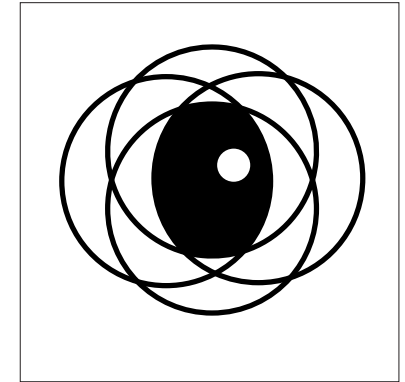
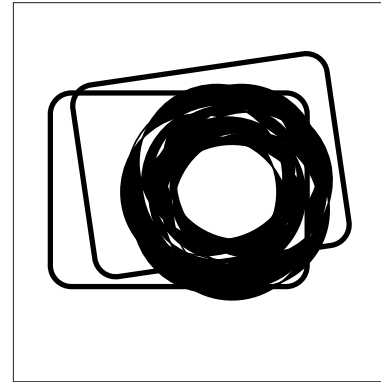
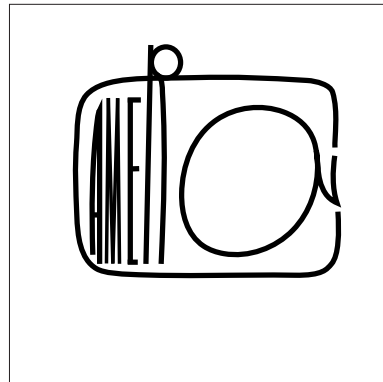
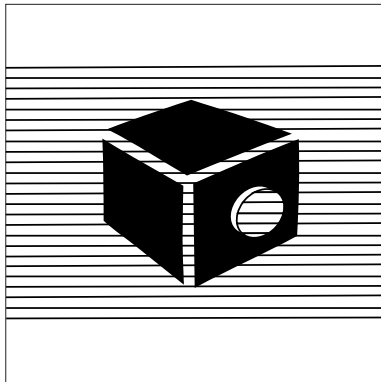
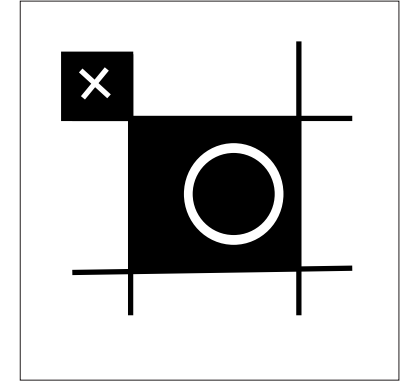
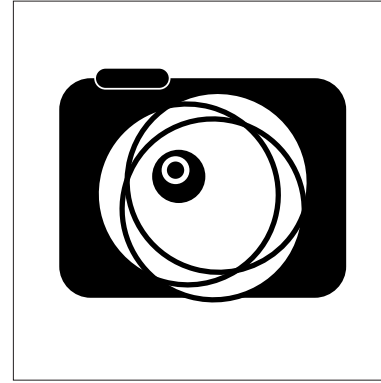
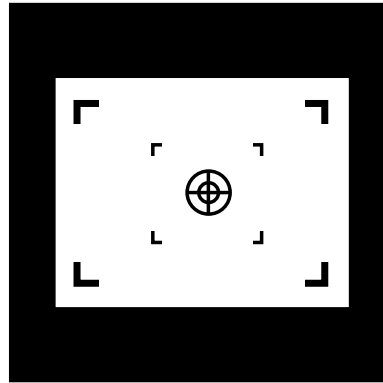
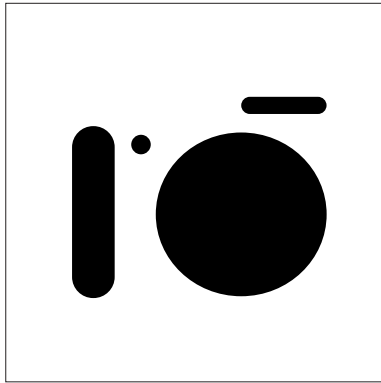
PROJECT 1 research and ideation- camera icon iteration



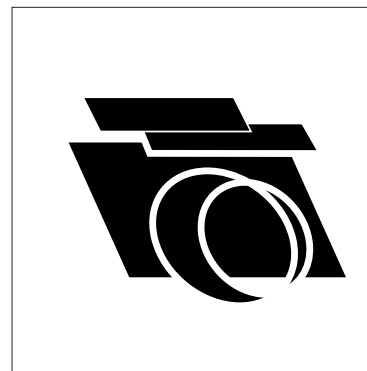
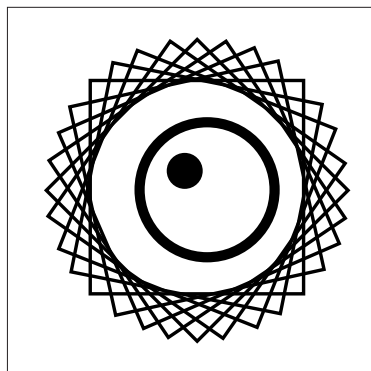
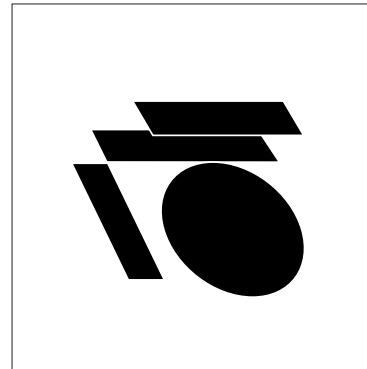
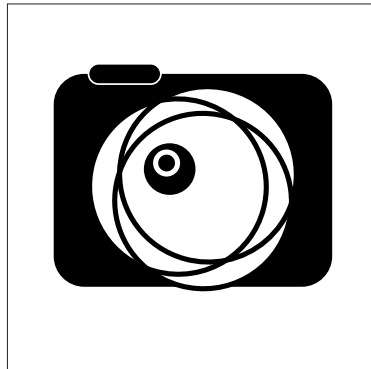
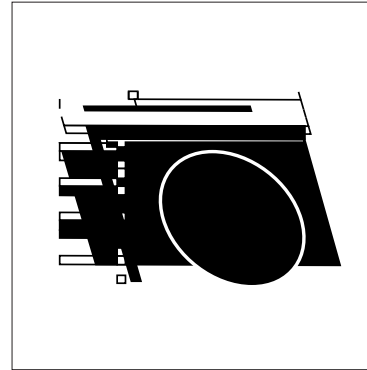
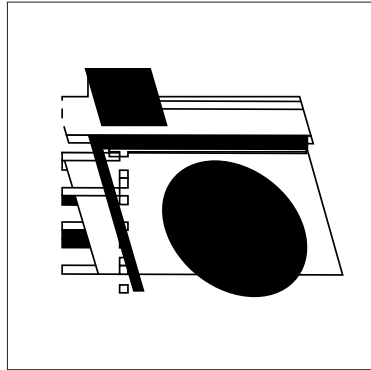
PROJECT 1 research and ideation- camera index iteration

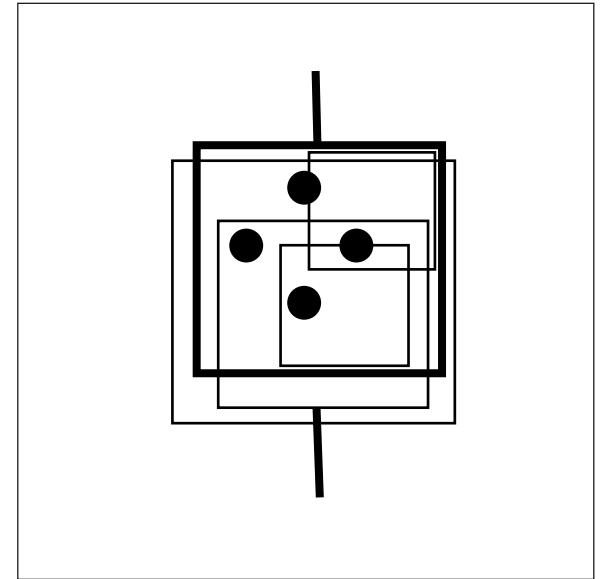
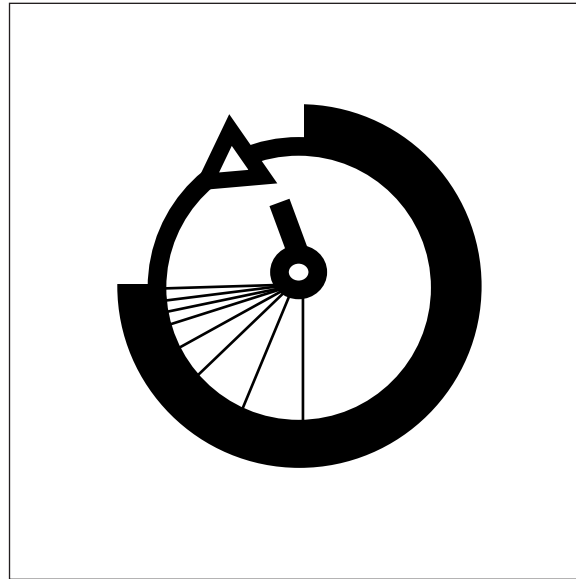
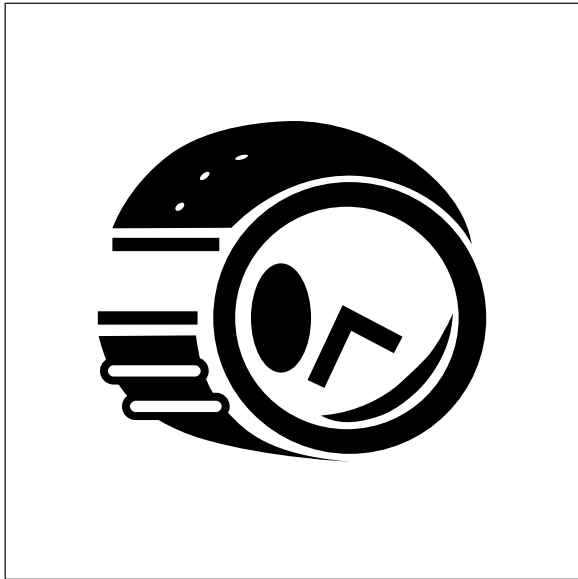


PROJECT 1 research and ideation- camera symbol iteration

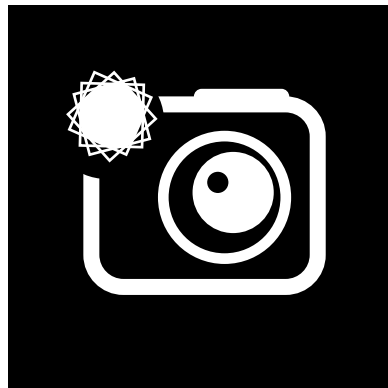
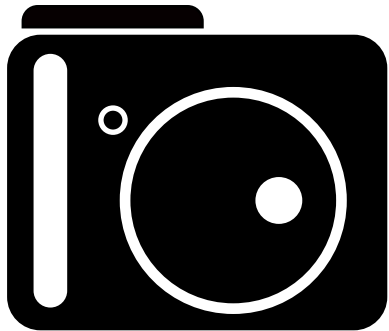


PROJECT 1 research and ideation- camera symbol iteration





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



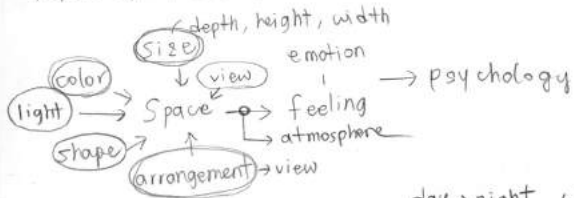
PROJECT 1 written reflection

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 rom 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



day → night (light)
Monday → Sunday
Emotion changes

- visual quality

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

shopping place
↓
accordion, 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 structure of the building.
visual effect: colorful, tidy, neat, unify, classify
color tone: desaturated color ★ point & color.

connection elements: doors* (overlapping, modify, different angle), stairs.

swirl, a two different space transition

~~The painted background technique very well~~
* light, shopping, color.

△ outside to inside

day to night
sense: curiosity; ~~and~~ spend money
classify.

plan A - outside to inside
① shopping building → shelves → goods
② building → Constructure

Red, White, Black

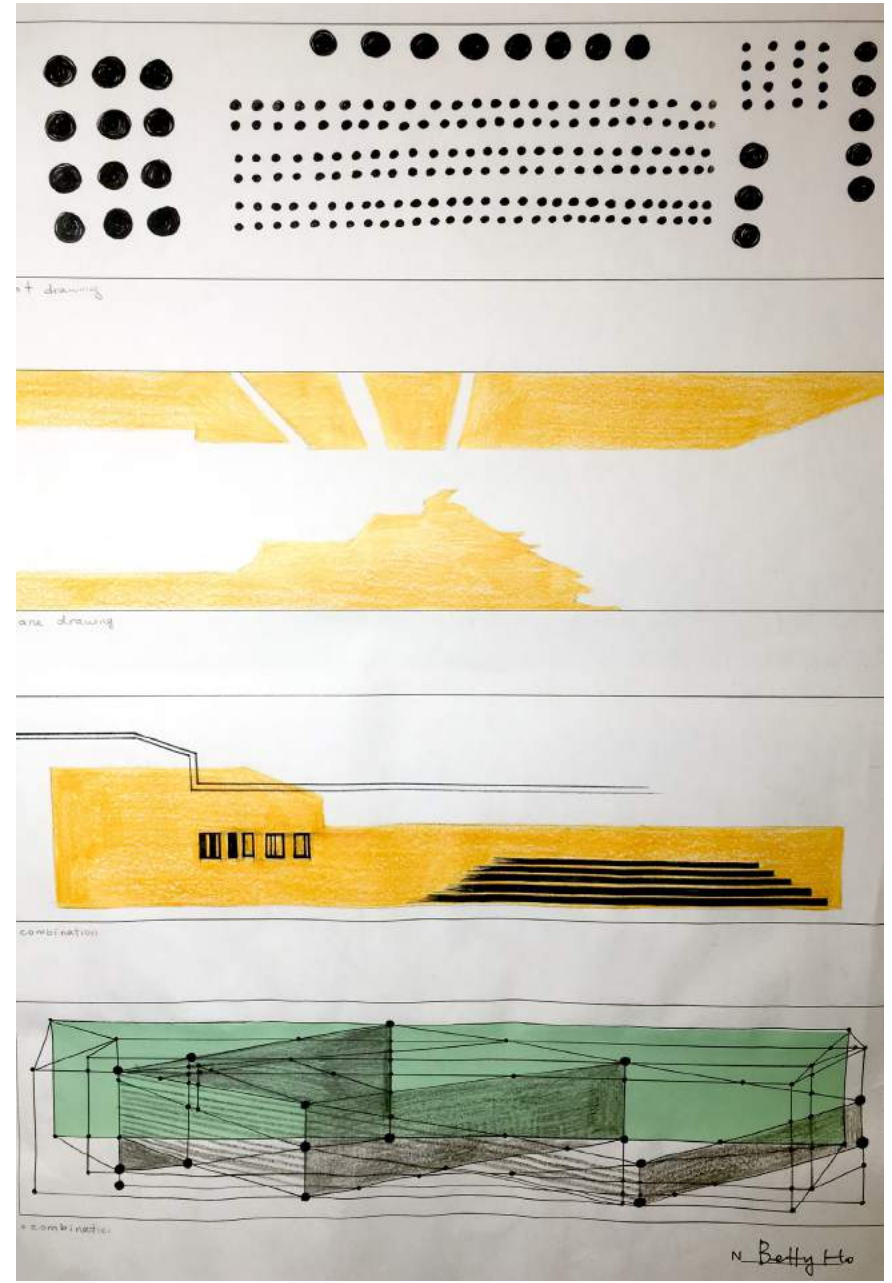
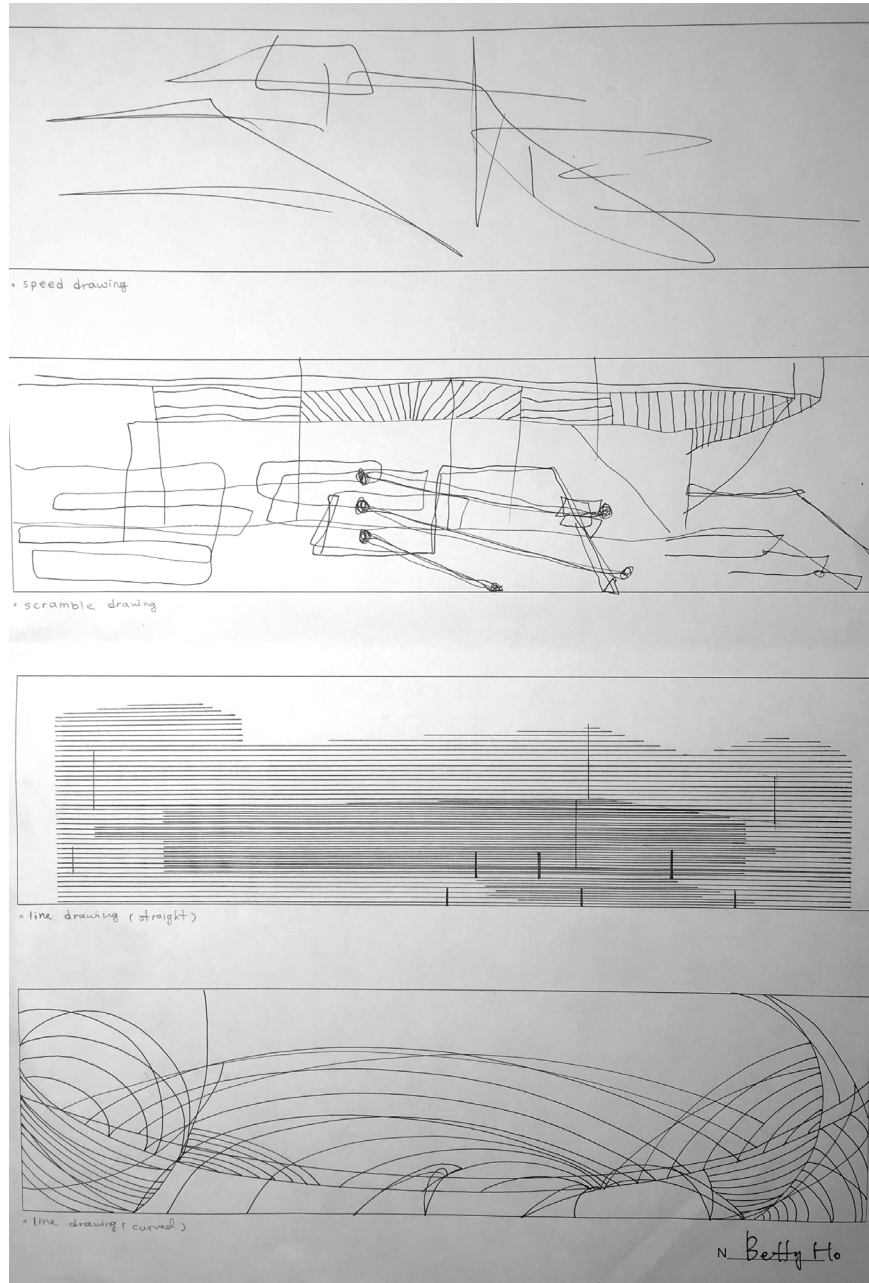
漸变色 (color less → many) → 多色

emotional: 高兴, 开心, funny, colorful, 购物, 欲望得到满足, 整齐, 统一

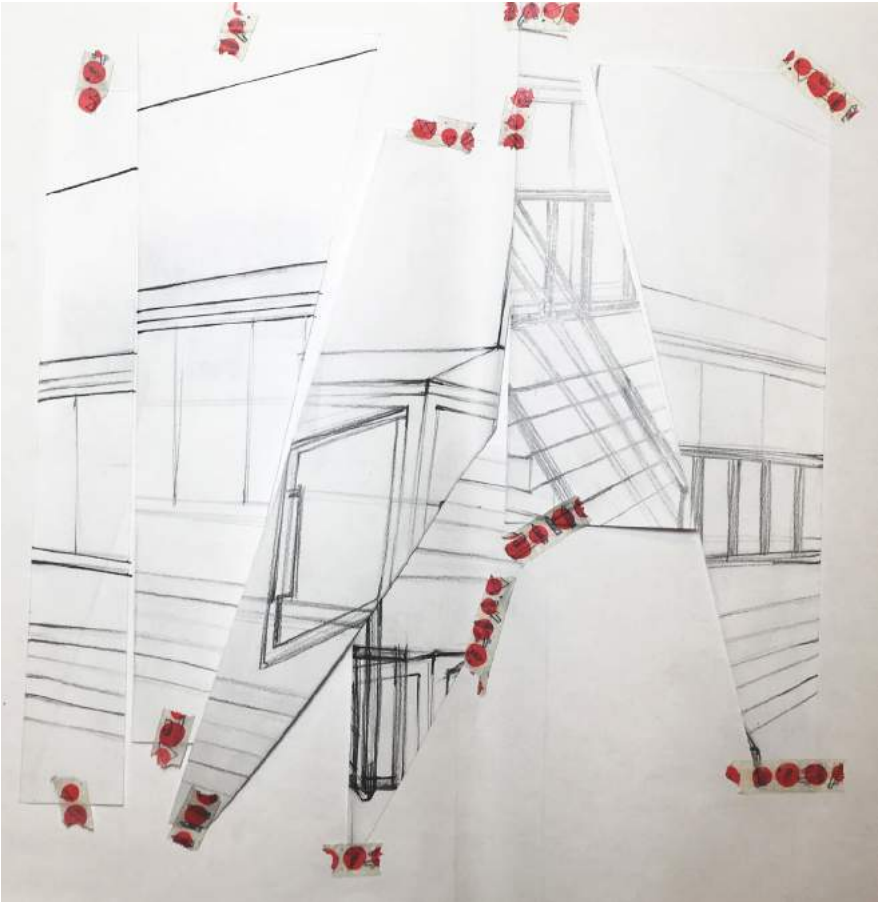
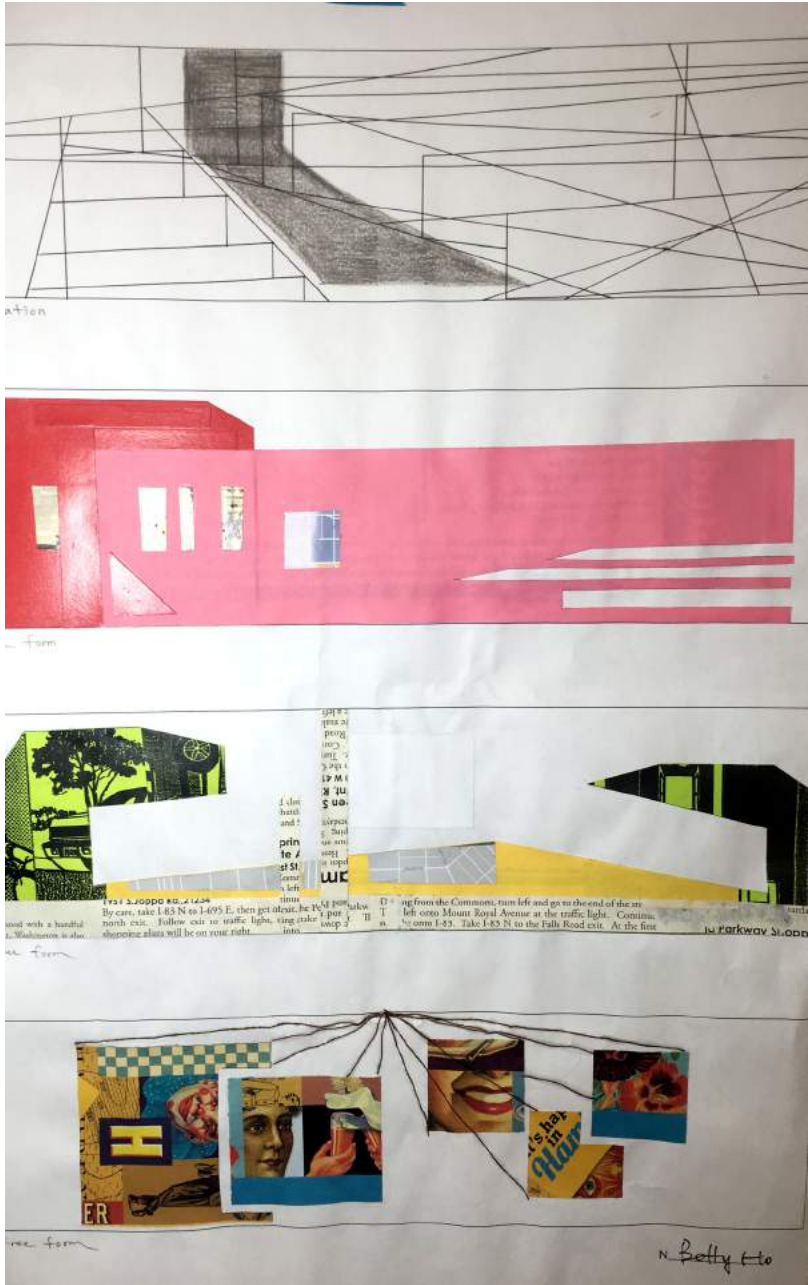
visual: 多半, 整齐

BRUSHWORK ★

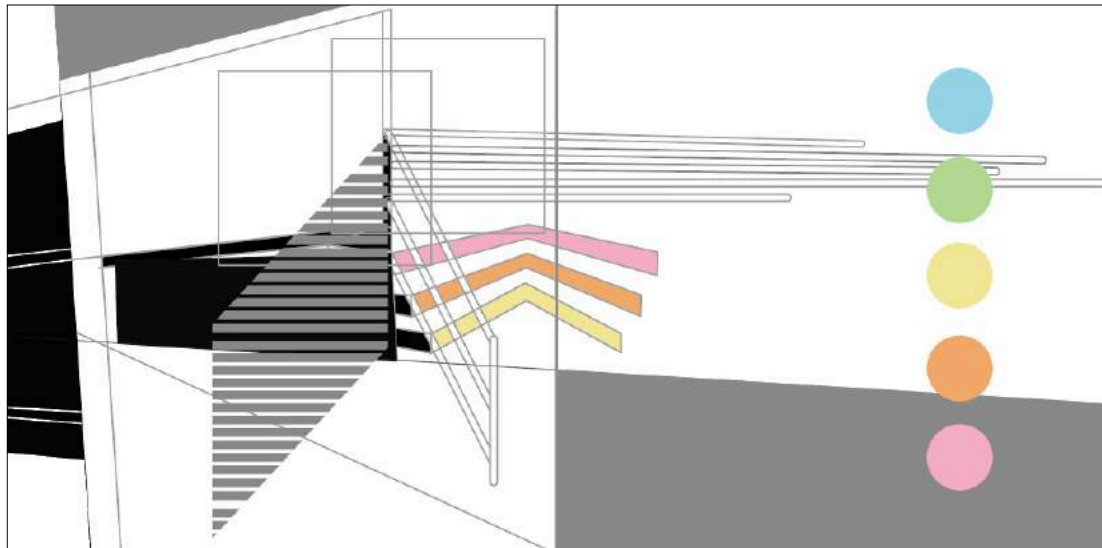
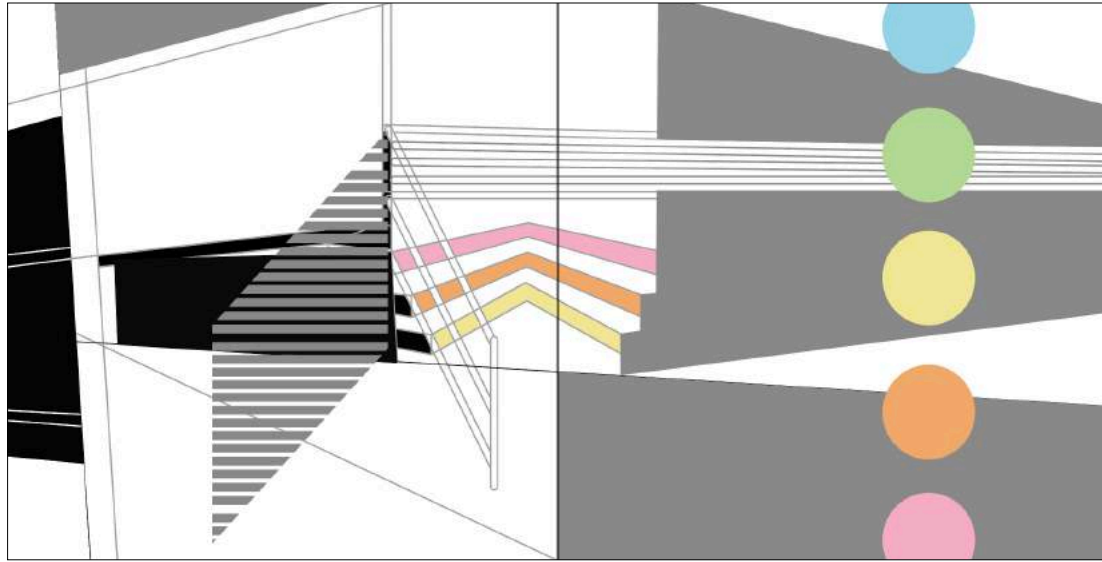
PROJECT 2 research and ideation



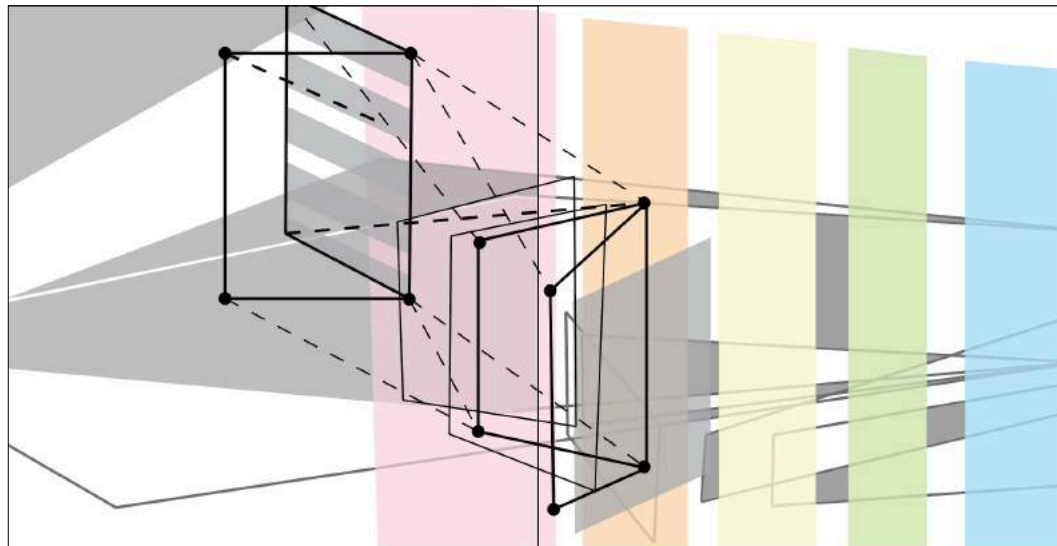
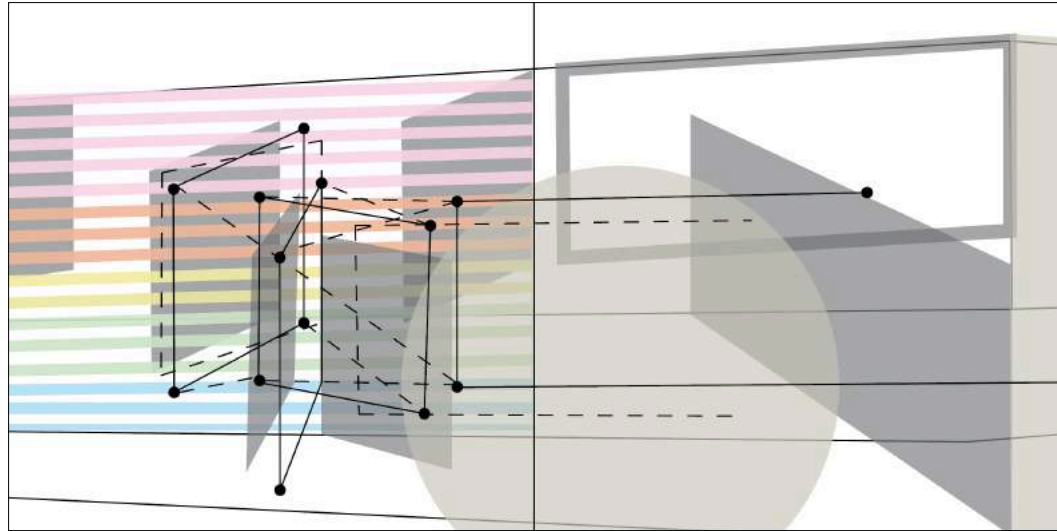
PROJECT 2 research and ideation

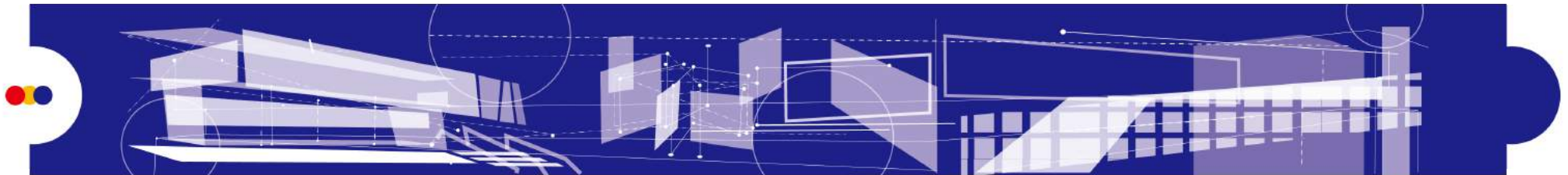
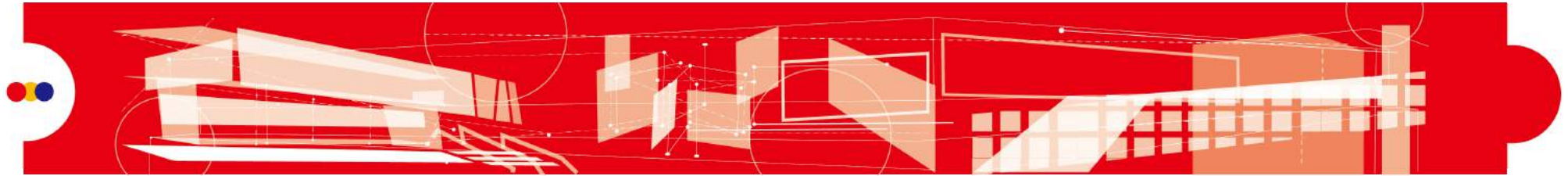


PROJECT 2 mock-ups, rough designs



PROJECT 2 mock-ups, rough designs





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, 鬆弛 & balance

fragmentation 碎片 & unity 統一, 聯合, 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 金錯雜, 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 analyze or describe.

transparency 透明度 (明, 通透性) & opacity 不透明度

transparent (adj) 透明, 清澈, 明瞭, 明晰的

transparency - the condition of being transparent

variation 變異, 變動, 變奏, 變樣 & consistency - 一致性

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, 片, 平板

sharpness & diffusion (n) 擴散, 漫射

diffusion - the spreading of something more widely

sharpness - the quality or state of being sharp 銳度

active & passive 被動

randomness & sequentiality

irregularity & regularity 不規律性

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 稜角 & roundness

representation & abstraction

verticality & horizontality

Graphic Design I / Fall 2017

(α) 垂直, 直立的, 成直角的 (n) 垂直的, 直

垂直性, vertical position; perpendicularity.

* In weakened sense: Erectness, uprightness 直立, 正直, 筆直, 誠實

vertical - of or pertaining to, placed or situated at, passing through, the vertex (頂點, 頭頂, 極點) or zenith (頂點, 極盛); 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

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. 水平差 → parallax, the geocentric parallax of a heavenly body when on the horizon. 地心

verticality - erectness - perpendicularity - integrity - honor - virtue - honesty

horizontality - even - uniform - parallel - accumbent - aligned - recumbent
 (n.) 平等, 对称 (a) 均衡的
 (a) 平行, 并行 整齐
 (v.) 使成 - 平等

verticality - tree / calligraphy / human (tall) / skyscraper / roller coaster

- List 5 example for each word (metaphor / symbolic)

① How would you define the words in your chosen pairing?

随机不可预期; unpredictability; haphazardness 随机性

sequential - That follows as a sequel to. Of two or more things: Forming a sequence.

randomness → cloud / rain / defoliation / grain of the rocks /
 sequentiality → life / sunrise sunset / ^{natural principle} youth & oldness / arrangement
 regularity — of petals / time / ^{age}

randomness → mood / accident /
 sequentiality → accumulation / growth / blossom and withering /
 process / adaptation / change (gradually)

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 individuals

harmony - Combination or adaptation of parts, elements, or related things, so as to form a consistent and orderly whole; agreement, accord, congruity.

- sequentiality
 - subsequent
 - continuous
 - following
 - regular
 - consecutive (a) 連續, 連串, 隨後, 以後的

- contrast → distinction → opposition → variation → contradiction

- harmony — consistency — ^{一致} conformity — unity — consensus (n) 共識

PROJECT 3 research and ideation

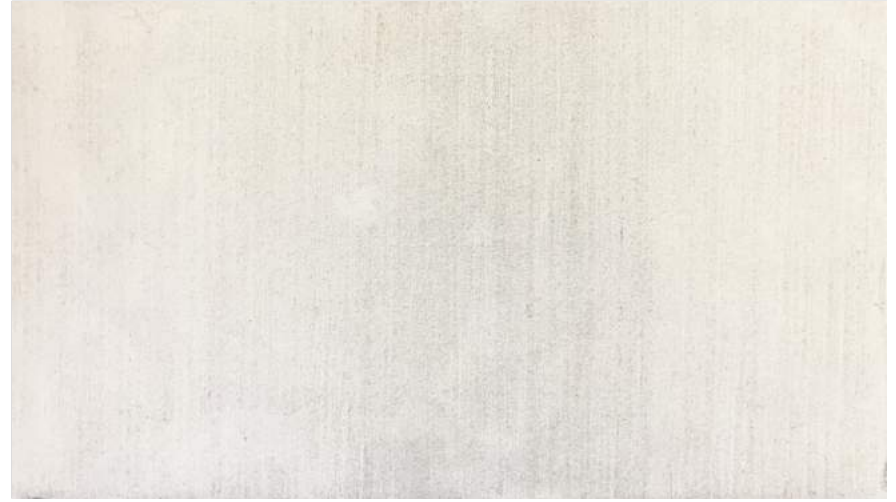
CONTRAST / veticality

wet media / STUDY

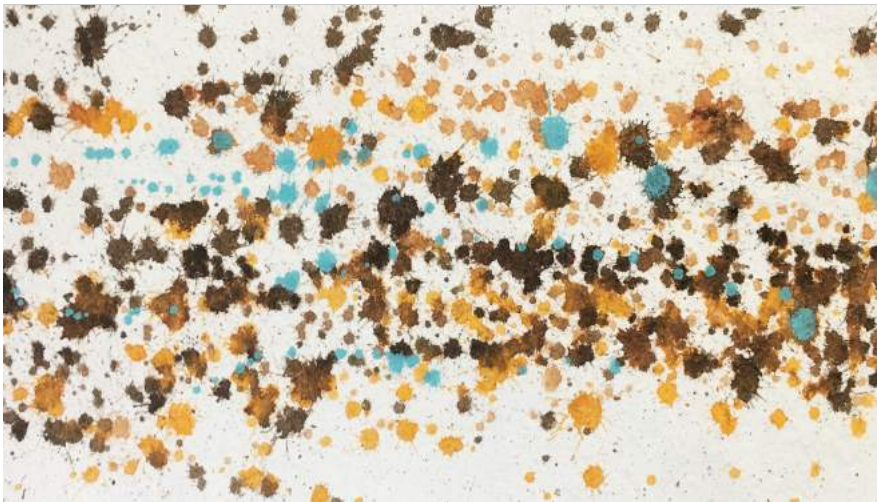


CONTRAST / veticality

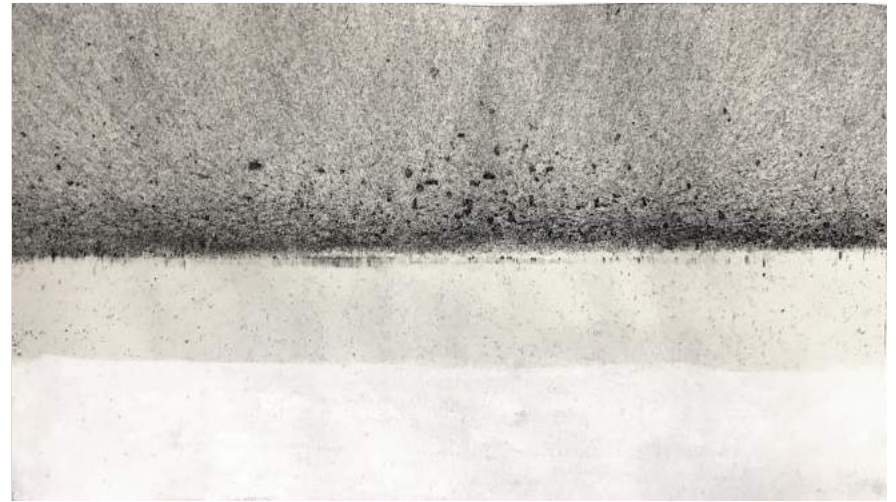
dry media / STUDY



HARMONY / horizontality



HARMONY / horizontality



PROJECT 3 research and ideation

CONTRAST / verticality

texture / STUDY



CONTRAST / verticality

texture / STUDY



HARMONY / horizontality

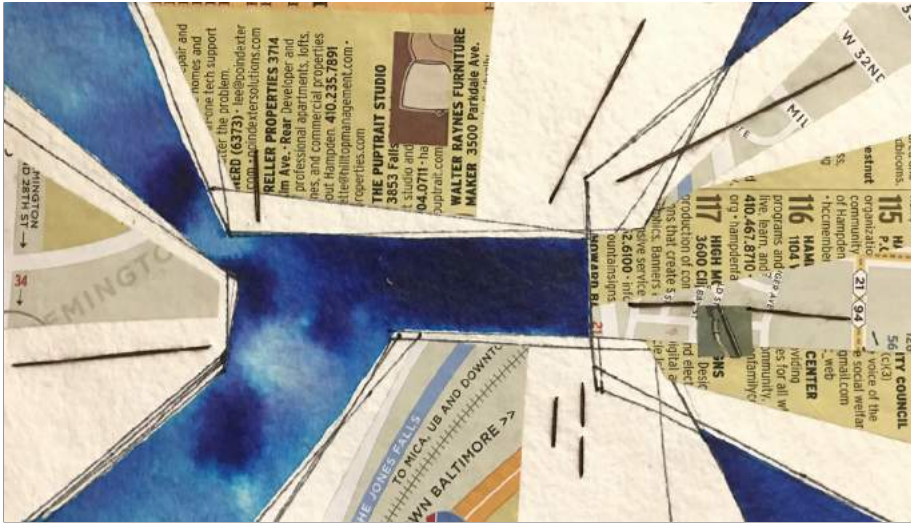


HARMONY / horizontality



PROJECT 3 research and ideation

CONTRAST / veticality

combination / STUDY

HARMONY / horizontality



CONTRAST / veticality

wet media / STUDY



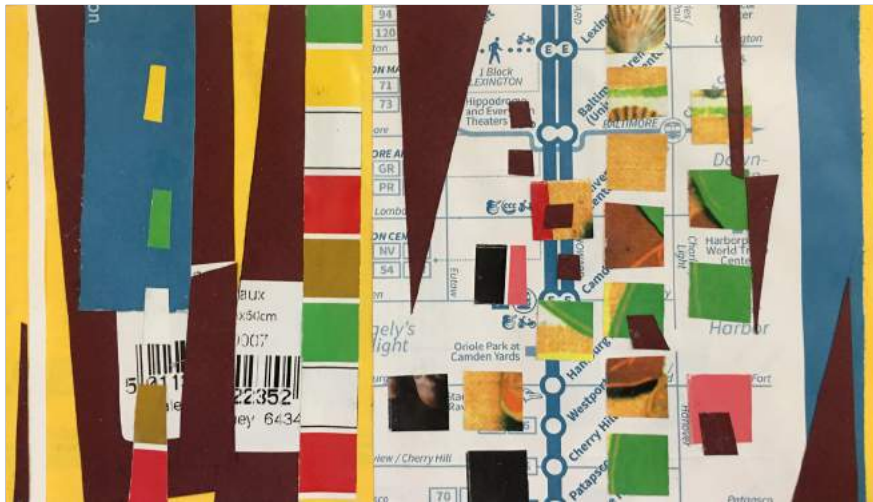
HARMONY / horizontality



PROJECT 3 research and ideation

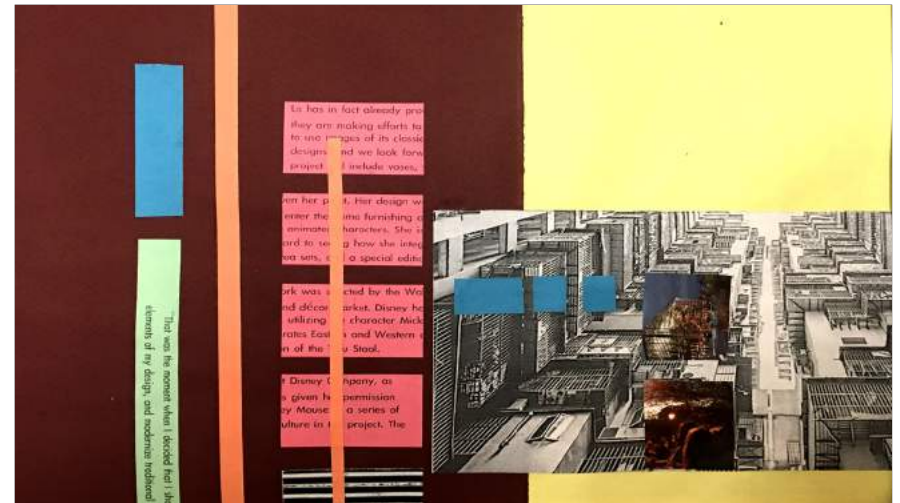
CONTRAST / veticality

collage / STUDY

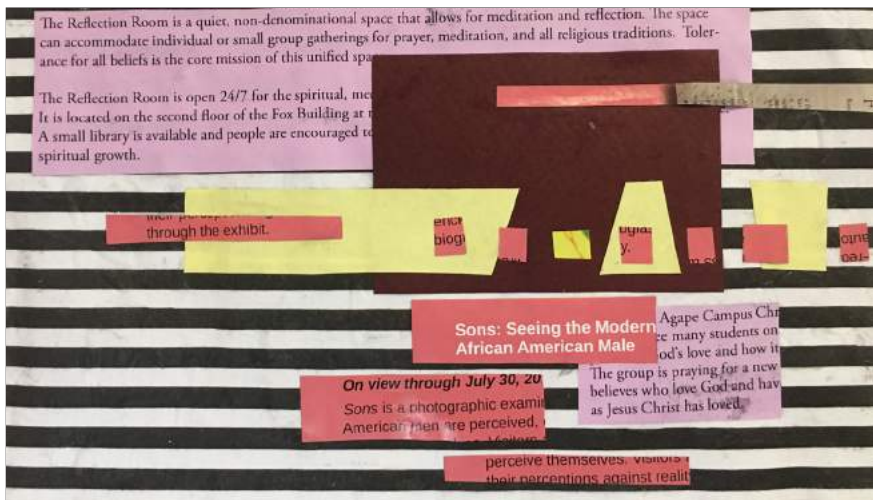


CONTRAST / veticality

collage / STUDY



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__

photography / STUDY



HARMONY / __horizontality__

HARMONY / __horizontality__



PROJECT 3 research and ideation

CONTRAST / __verticality__

__Sculpture__ / STUDY



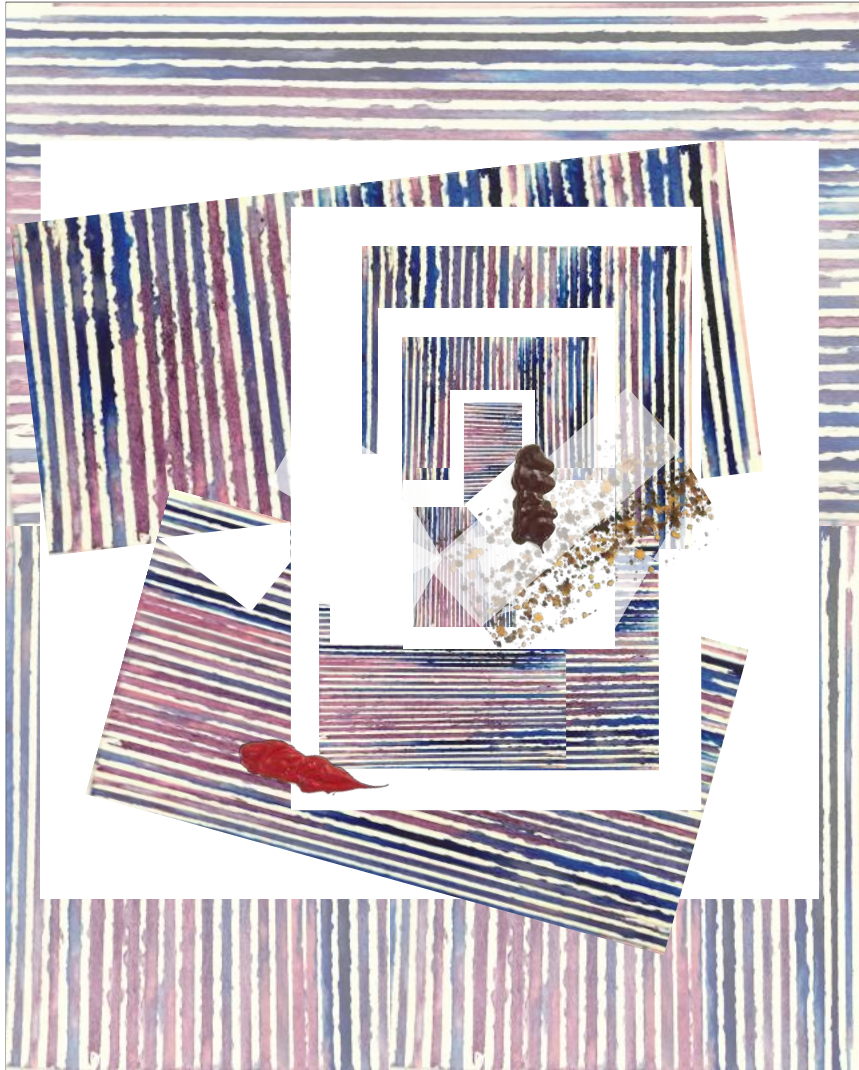
HARMONY / __horizontality__



PROJECT 3 mock-ups, rough designs

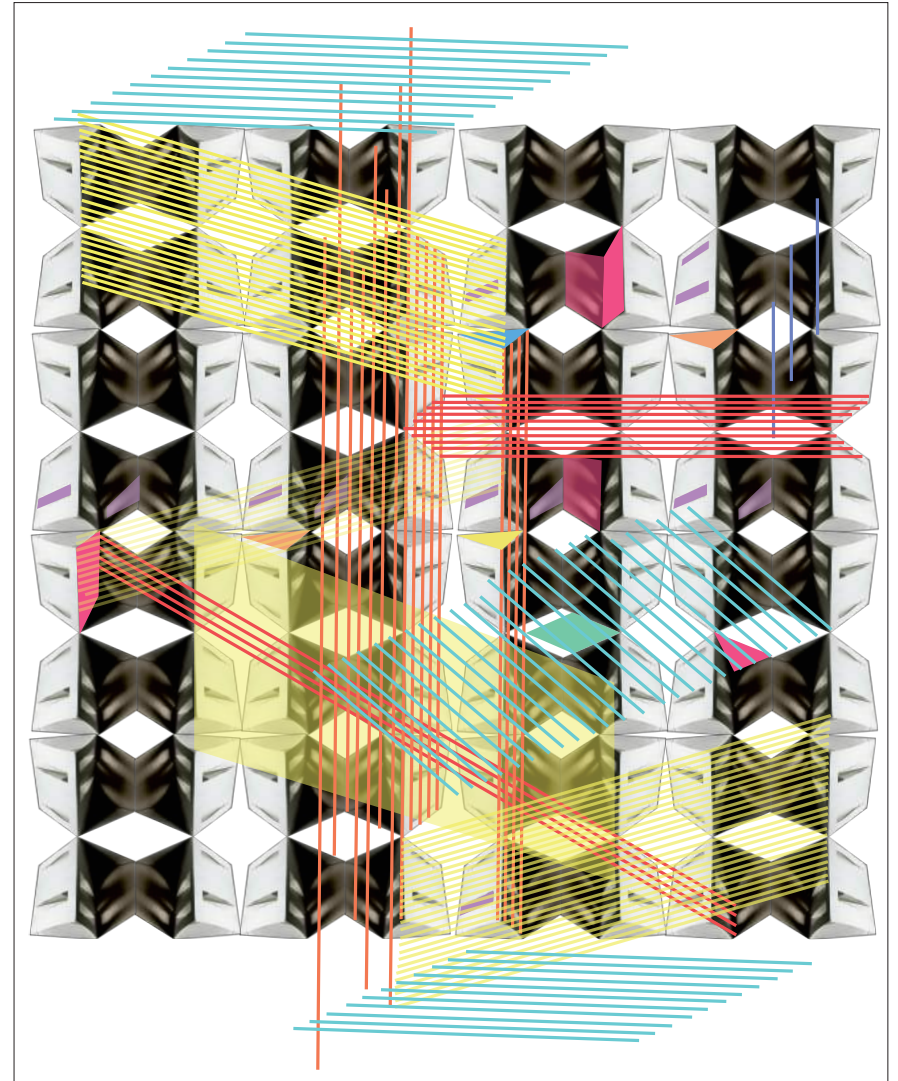
CONTRAST / __verticality__ + HARMONY / __horizontality__

__wet media__ / STUDY



CONTRAST / __verticality__ + HARMONY / __horizontality__

__Sculpture__ / STUDY



PROJECT 3 mock-ups, rough designs

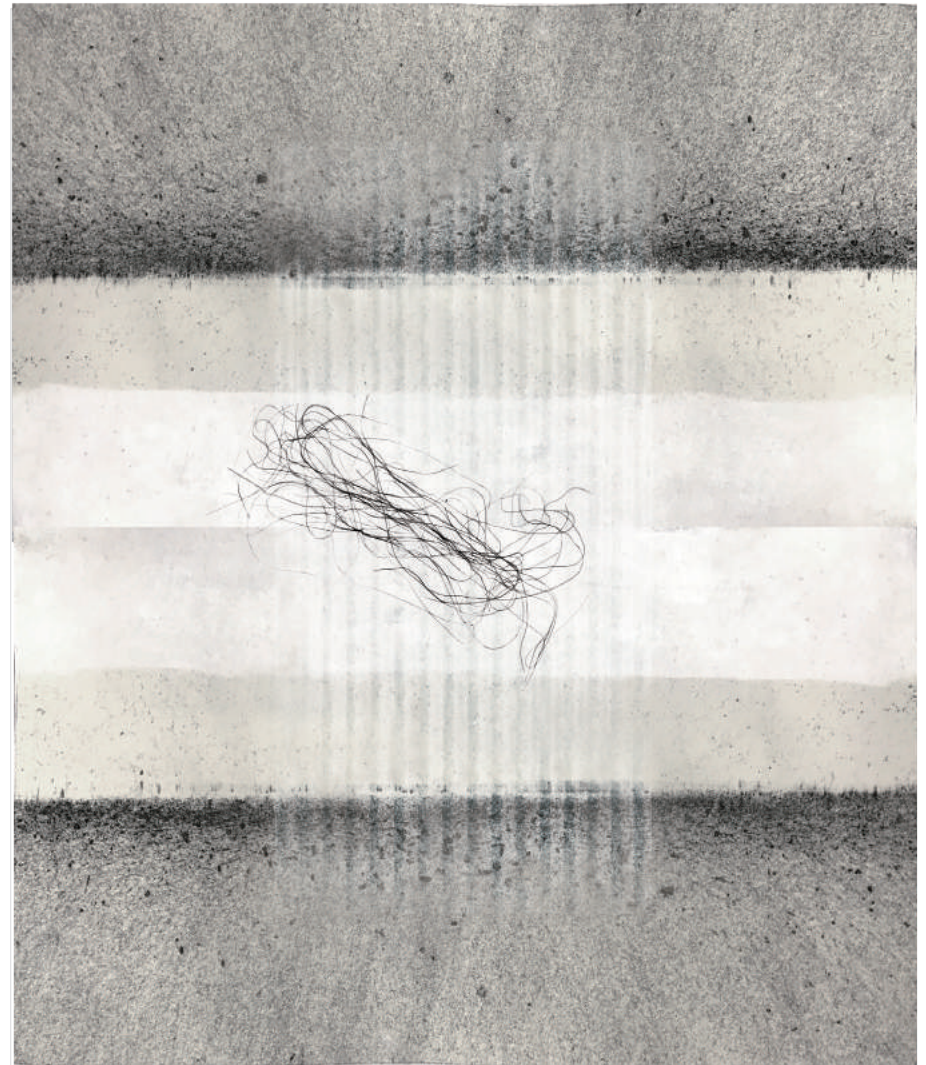
CONTRAST / __verticality__ + HARMONY / __horizontality__

__combination__ / STUDY



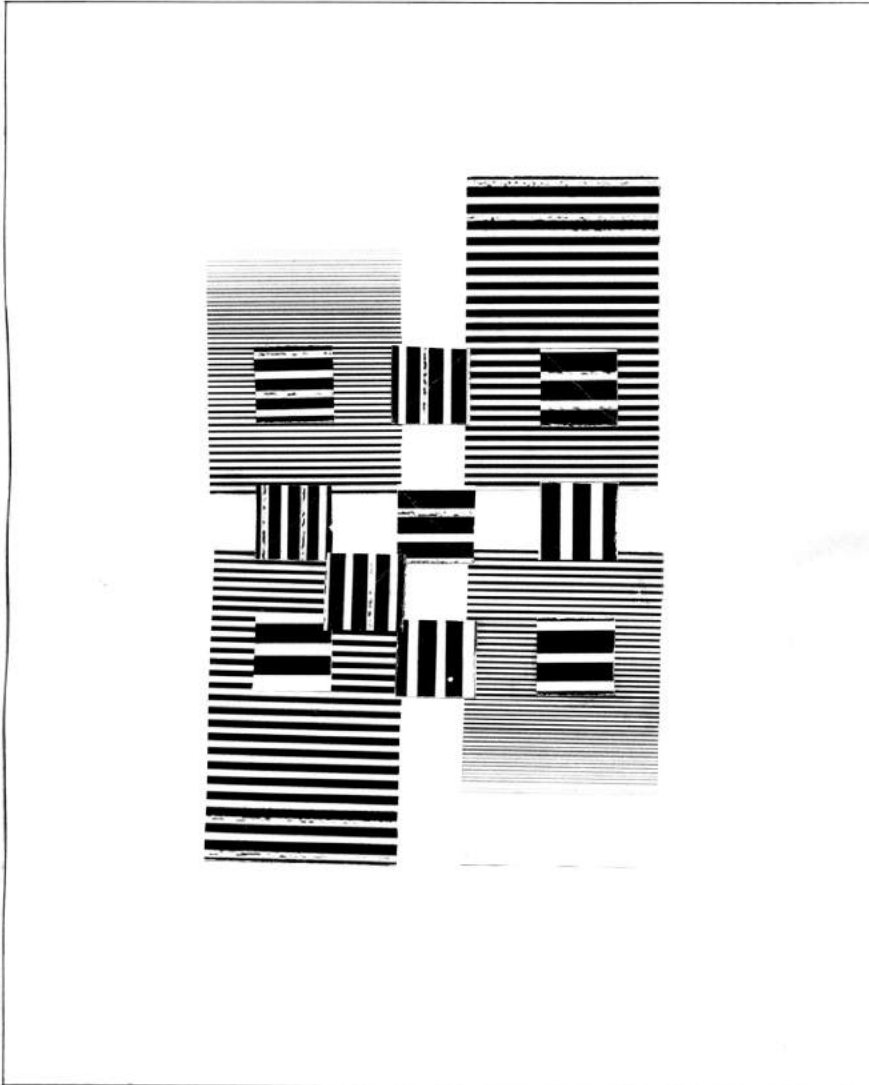
CONTRAST / __verticality__ + HARMONY / __horizontality__

__textural__ / STUDY



PROJECT 3 mock-ups, rough designs

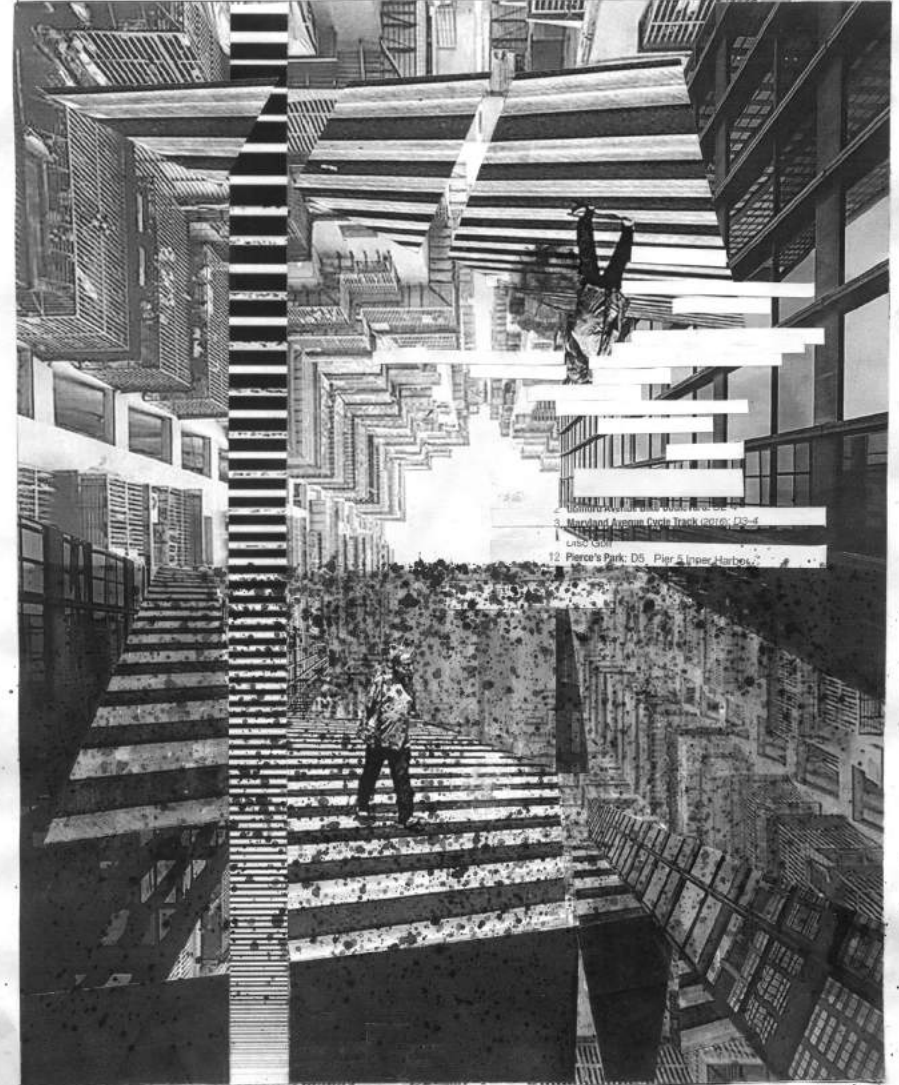
CONTRAST: verticality + HARMONY: horizontality



Betty

CONTRAST / verticality + HARMONY / horizontality

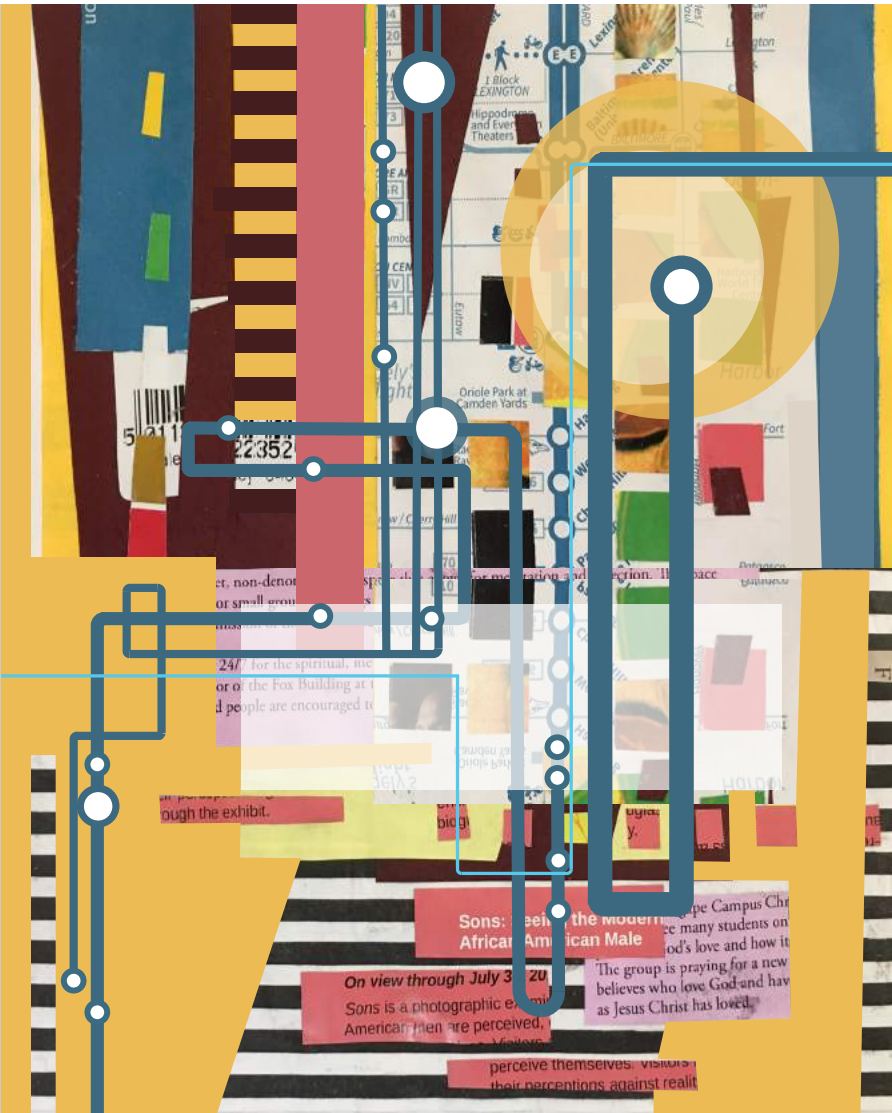
collage / STUDY



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

Calligraphy, literally "beautiful writing," has been appreciated as an art form in many different cultures throughout the world, but the stature of calligraphy in Chinese culture is unmatched. In China, from a very early period, calligraphy was considered not just a form of decorative art; rather, it was viewed as the supreme visual art form, was more valued than painting and sculpture, and ranked alongside poetry as a means of self-expression and cultivation.

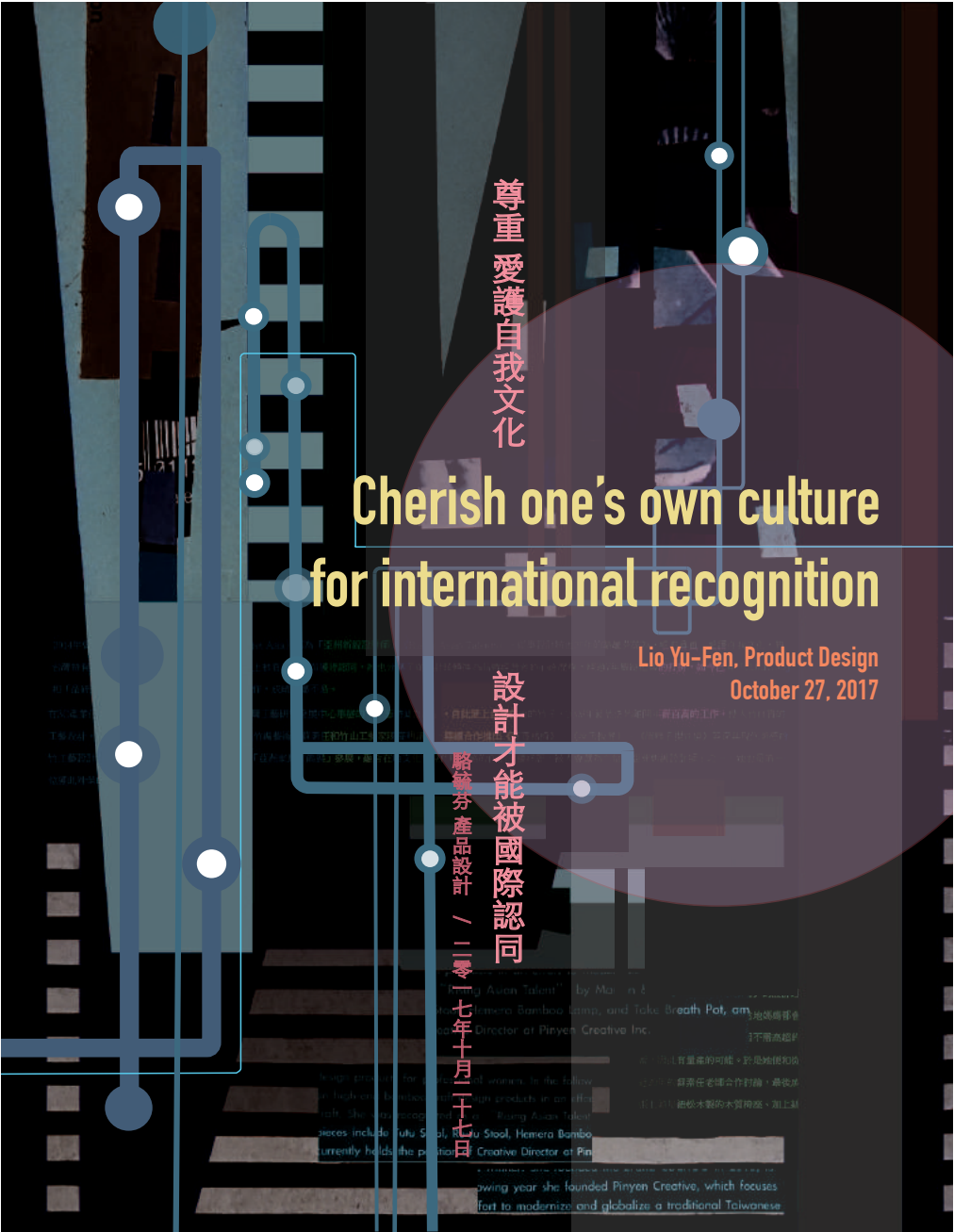
The earliest extant examples of Chinese writing are the inscriptions that appear on oracle bones and on bronze vessels, the oldest of which date back to the Shang dynasty. These early inscriptions were made on the surface of an oracle bone or a bronze mold with a sharp pointed instrument. As a result of this process, the characters generally lack the kinds of linear variation and other attributes considered prerequisites of true calligraphy. These qualities began to emerge very clearly during the Han dynasty (206 B.C.E. - 220 C.E.), when Chinese artisans perfected the manufacture of the basic materials still used by calligraphers today: brush, ink, paper, and inkstone.

Although archaeological evidence confirms that brushes were known in China at a much earlier date, it was during the Han period that their use became widespread. The Chinese written script is made up of several thousand individual graphs. Each consists of an invariable group of strokes executed in a set order. One of the truly unique features of calligraphy that results from these apparently restrictive guidelines is that the viewer is able to mentally retrace, stroke by stroke, the exact steps by which the work was made. The viewer also is able to observe extremely subtle nuances of execution where a stroke was made swiftly or slowly, whether the brush was put to the paper with great delicacy or force, and so on.

Cherish
one's
own
culture
for
international recognition

Lio Yu-Fen, Product Design
October 27, 2017

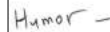




PROJECT 3 written reflection

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.

Graphic Design I / Fall 2017



- define the issue

△ 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 mostly at morning! We have class at that time!

② what are possible initiatives that would help? And also there's too less sports class in MICA gym!
organise the sports clubs 倡議, 主動, 初步行動, 創始, 精神

② What are possible prompts that would help like "Clean up" about a particular topic, etc.

④ How could you raise awareness or help improve the issue?

sports clubs / exercise together / 用各種運動選手姿勢隱射、比喻 藝術學校學生。

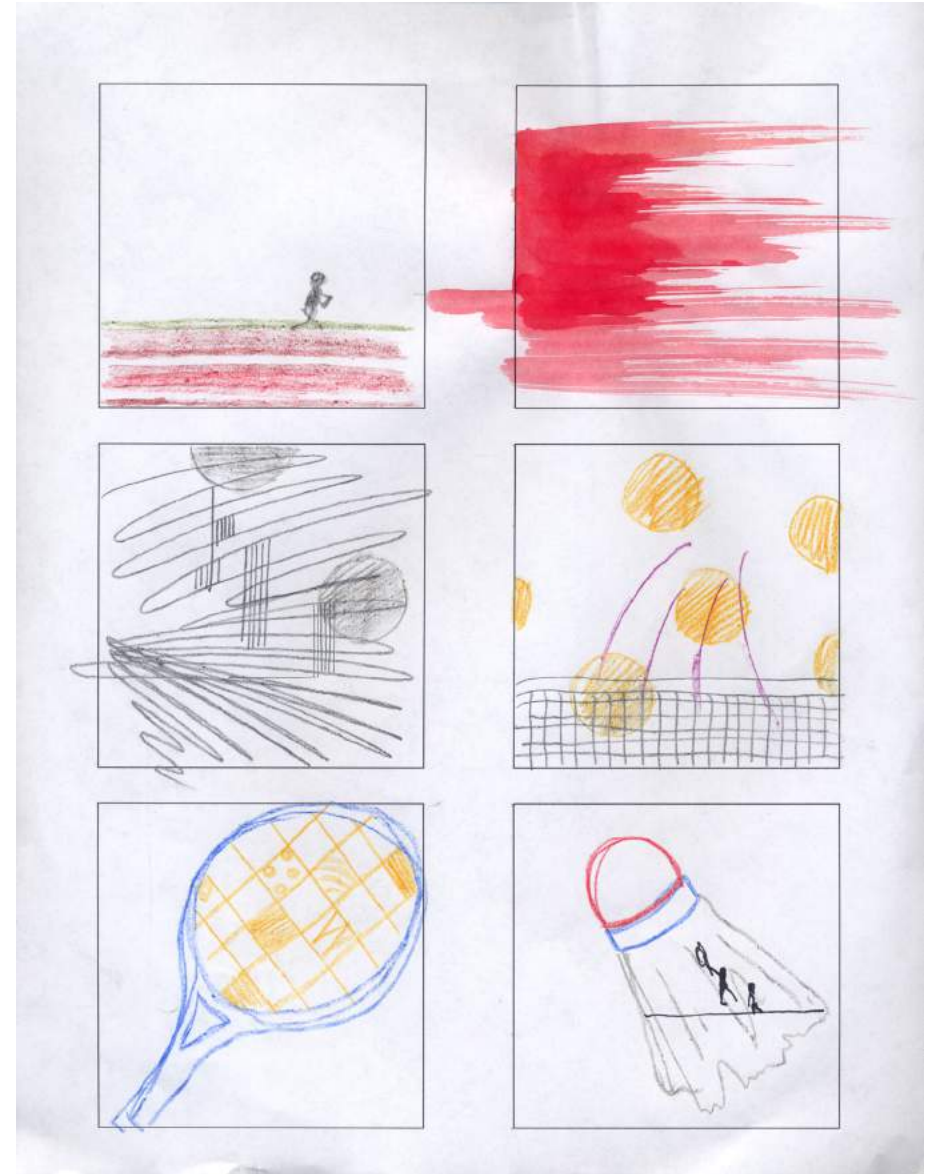
We, as the art students in MICA, are busy to learn and do our artworks. I found that most of students in MICA ^{are} under great pressure about school works. All my friends do ~~everyday~~ homework homework homework. For my opinion, except for working, the students have need more time to "real life". Exercise is an important part which is benefit for our health and creativities.

On campus, there is no place to exercise except for gym.

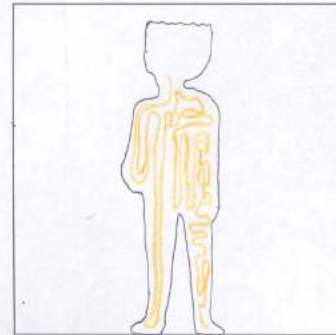
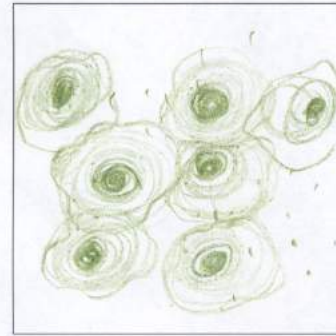
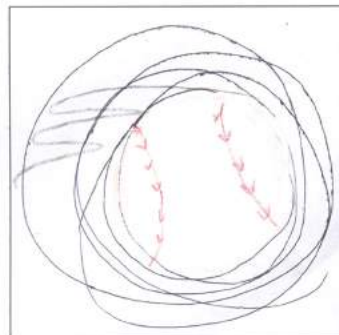
Humor -

柔軟度夠方便用各種姿勢画画 and so on

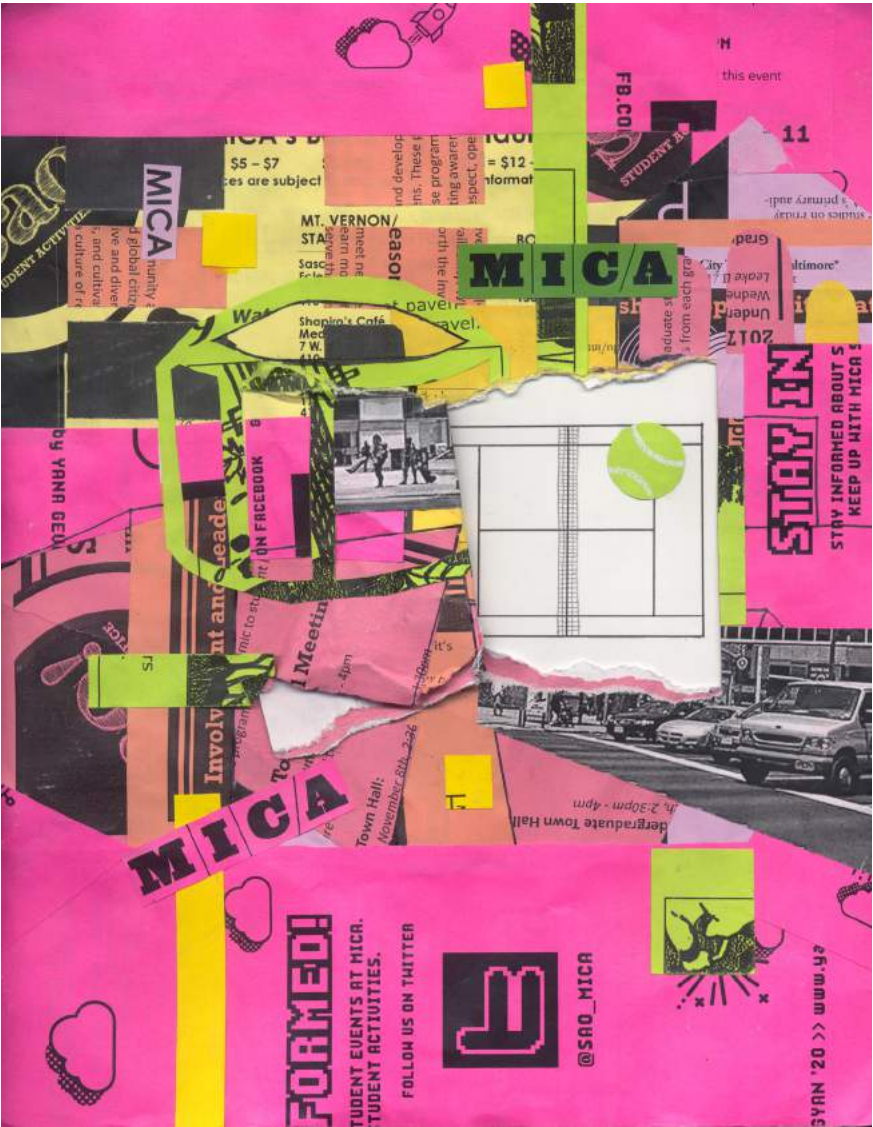
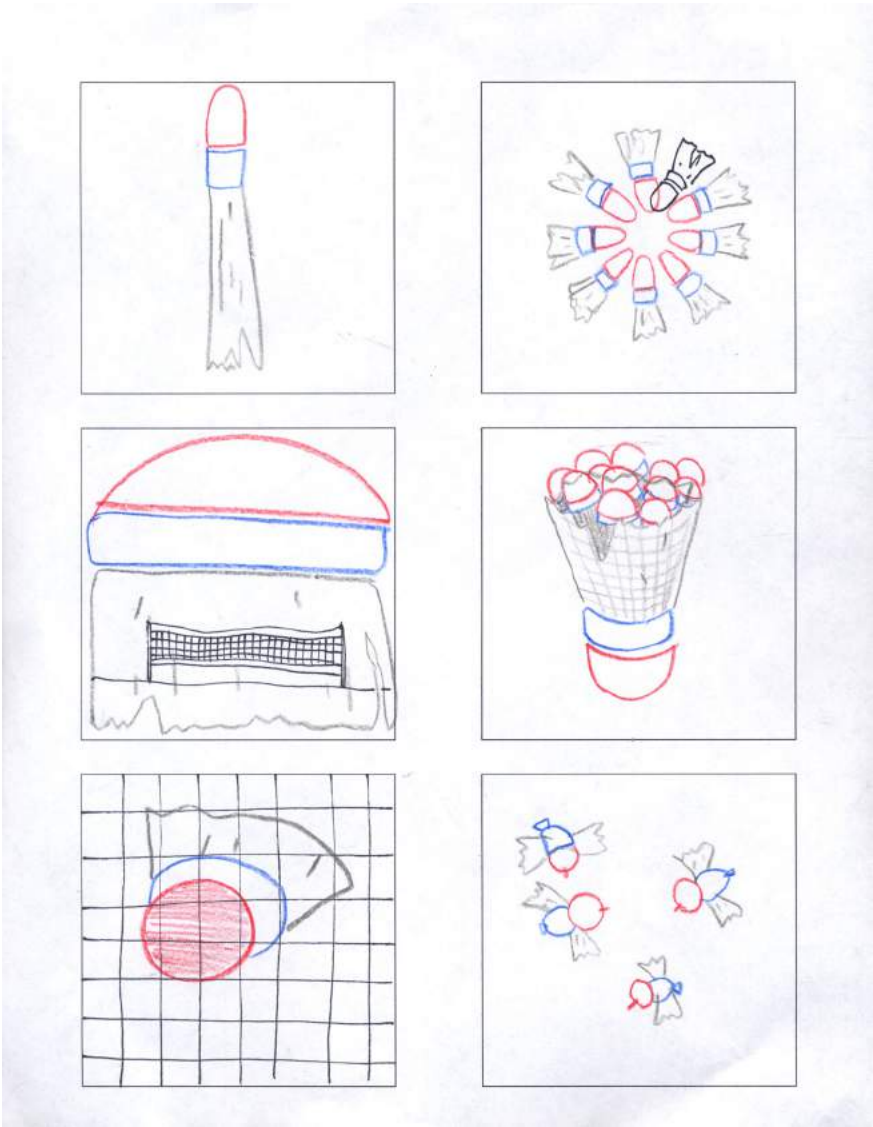
PROJECT 4 research and ideation



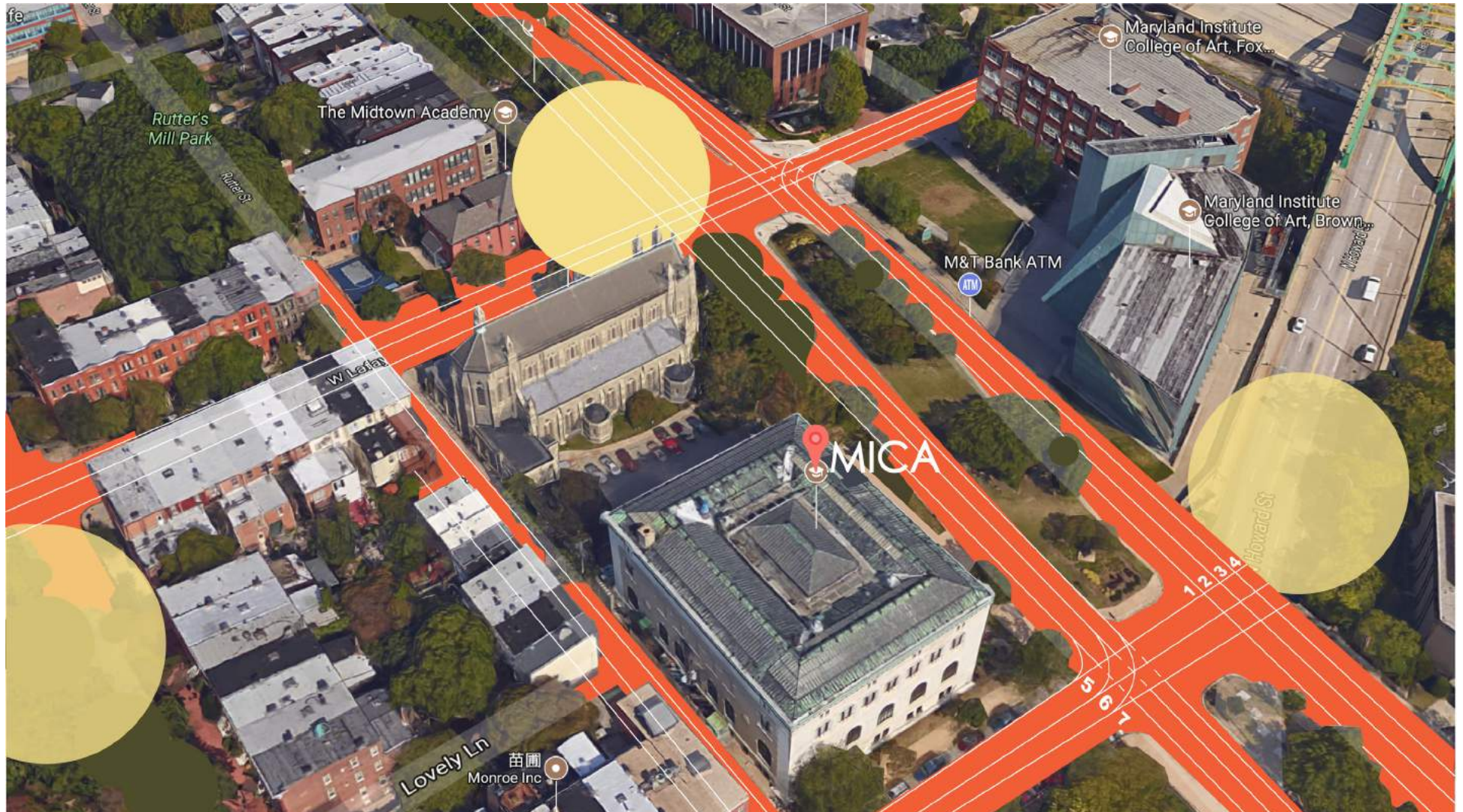
PROJECT 4 research and ideation



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 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.