

DN1002

FOUNDATION 2D

PROJECT 1 CRITIQUE

REVIEW OBJECTIVES

To improve one's creative process, final artwork as well as to take into consideration all feedback given by instructor and classmates.

INSTRUCTOR'S FEEDBACK

Write down instructor's feedback based on Project 1:

- Joy liked how I overcame representing literally to more abstract visuals.
- Complimented me on my rope mono-print (thanks for the idea Joy!)
- Fantastic work!

CLASSMATES' FEEDBACK

Write down your classmates' feedback based on Project 1:

I think you made lines "romantic"! Your story during the presentation captivated me very much, well done! Besides, your aesthetic style in this project stands out, especially the precise detailing. Overall, I think you did a great job! -June

I really enjoyed how you were able to use literal subjects like the flowers/knots to express the emotions in an abstract manner. And how the two trains of thoughts from the characters went hand in hand. - Li Wen

REFLECTION

Write down some thoughts after the conclusion of the project:

I'm proud of what I've done- I feel like I'm satisfied with my execution and design. However, upon seeing what my classmates have done, I feel like I could have pushed in more in terms of abstraction in my concept and design.

One project that particularly blew me away was Li Wen's project- her execution and concept was flawless. Every single thing on her work had a greater purpose, including her frames. Another project I really liked was Ziyaad's. I would have never thought to use cells as my concept- and his work was extremely detailed and intricate.

I liked how he made it interactive as well- it was a delight. Both the project really inspire me to stop thinking in a narrow manner and push myself to be more creative and go out of the norm.

Honestly, abstract design was something I wasn't very comfortable with or something I understood. But I'm glad that I went through this long 5 week process- I feel like it was worth it and it made me more open to creating and appreciating abstract art.

I've learnt to let go and resist the urge to control my designs, especially when trying out some automatism techniques. And I've also learnt that sometimes the best artwork is not planned.