For the last half of this class, we will be turning the class into a studio lab. That is, we'll be using class time to *work* both alone & together on project(s).

P2: Design and build a project that embodies collage.

This project can be a continuation of your microproject or an entirely new idea. Think about your project + your creative process in relationship to different types of collage, including appropriation, sampling, bootlegging, pastiche, and remix.

Your project must incorporate a relationship between digital and physical space, i.e. a technological and physical element we'll experience the day of your crit, either 4/17 or 4/23.

Suggested theme is … "Portal"

P2: Some Format Ideas

+ Website shared publicly on the internet maybe including a tool (a Chrome extension that prints something out every time you open a new tab)
+ A collection of websites with an meaningful viewing station
+ A website with a physical wearable bootleg or a physical mascot
+ A performance or a discussion and a digital presentation of your inspiration behind it
+ …….something else?!

P2: Tips…

1) Consider your project's presentation & what you'll need to produce to see the project through, always valuing your conceptual + visual aims

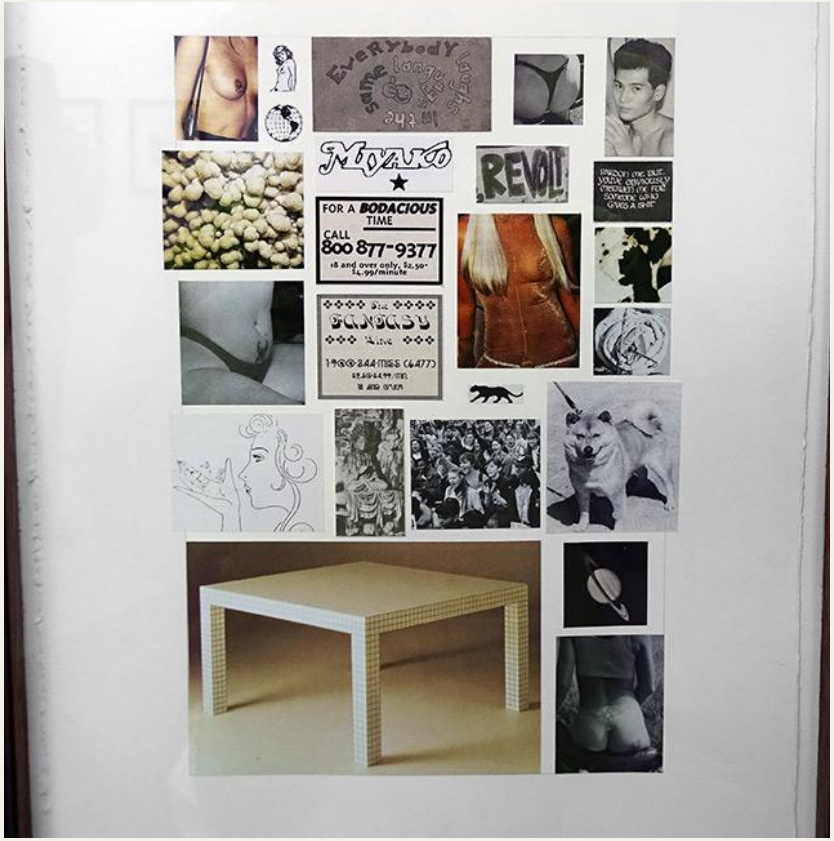
2) Commit to iterating and debugging; discover new techniques online you want to incorporate – *commit yourself to failing often + quickly*

3) "Be dramaturgic. Create a narrative and think of the sequence of how the information you want to convey is accessed. Always put yourself into the position of a 'first user.' How will they feel, navigate and interpret your website?" - designer Massimiliano Audretsch

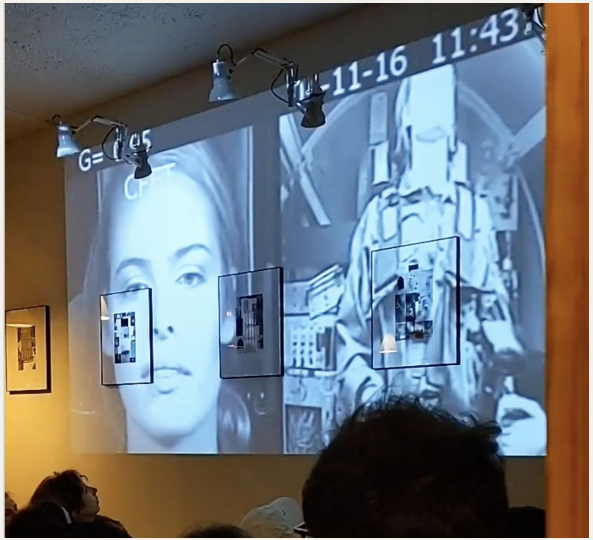
P2: Inspiration

Skeumorphic Web Design

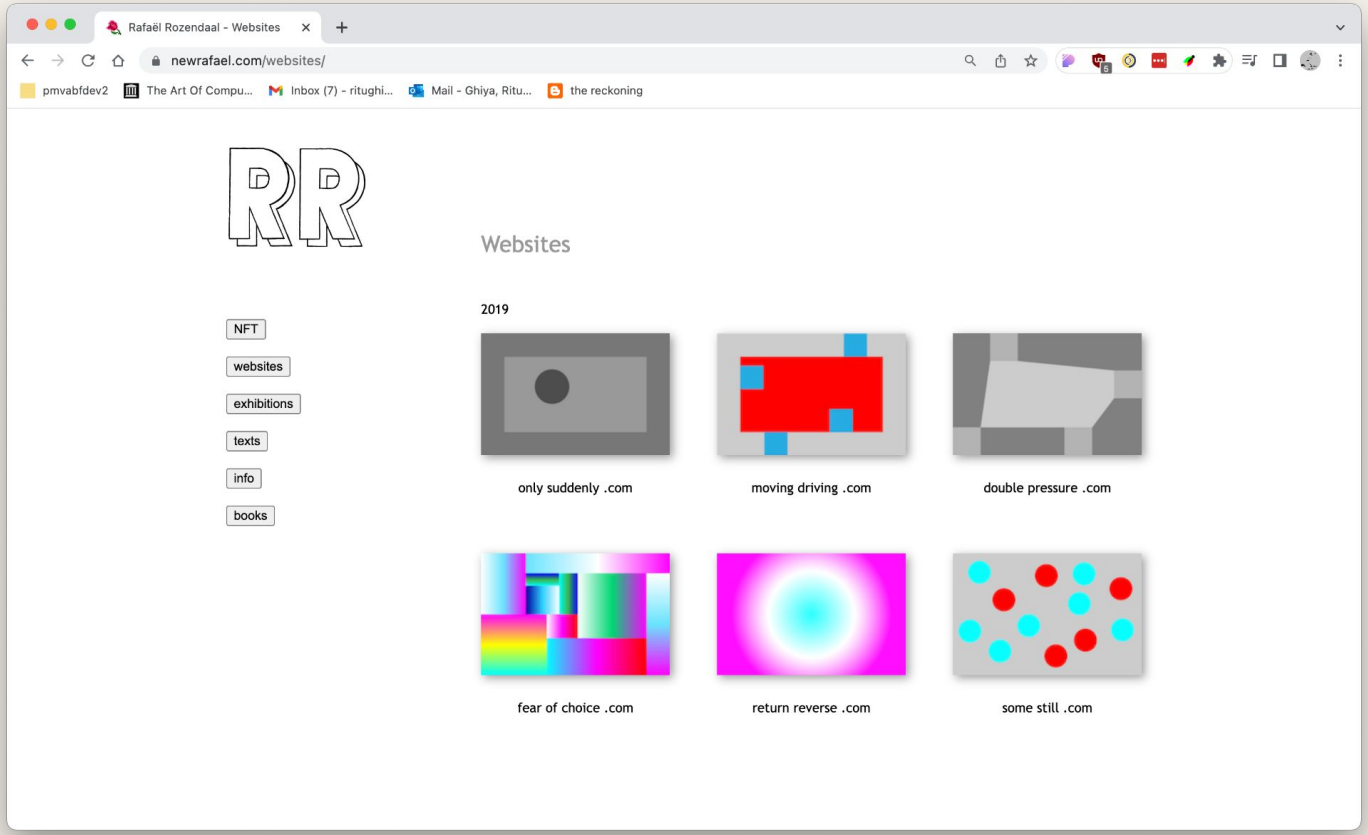
Skeumorphic Web Design



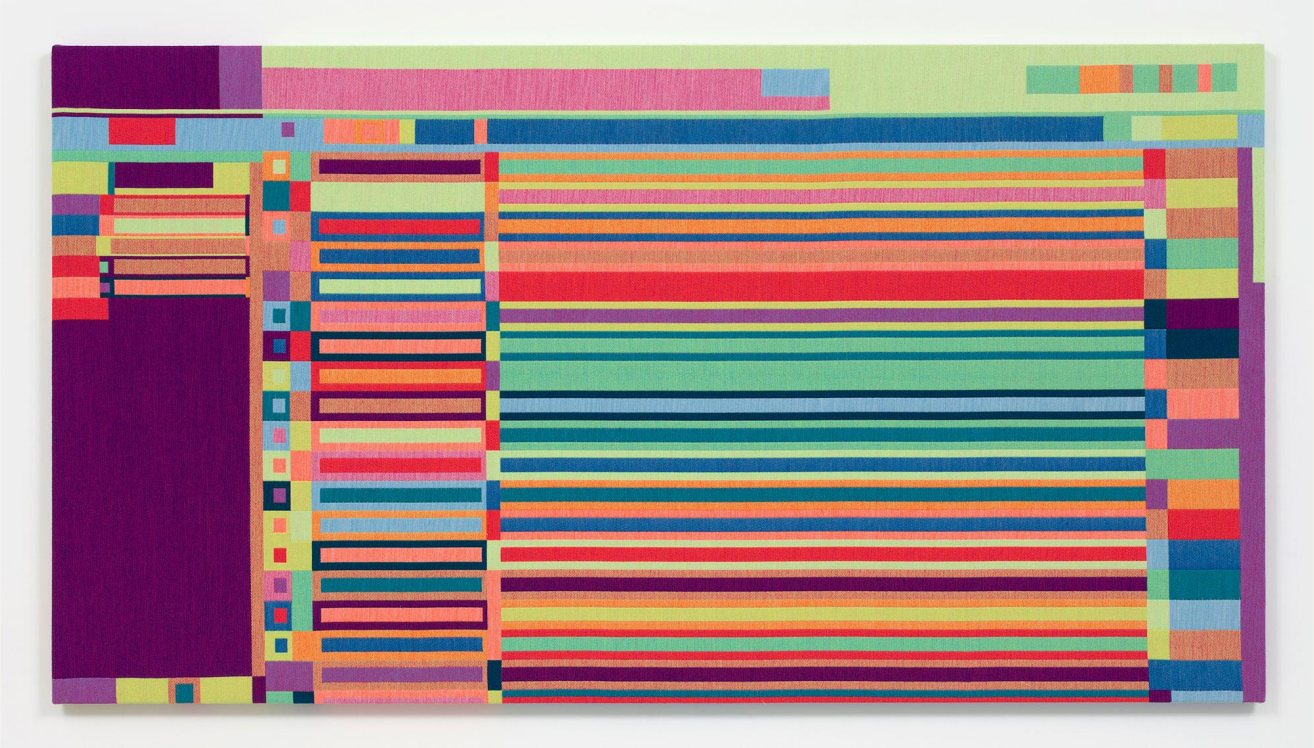
Collage: Jen Shear



Video: Jen Shear



Rafaël Rozendaal’s Websites (2001 - 2018)



Abstract Browsing, Rafaël Rozendaal (2015)

Abstract Browsing, Postmasters Gallery, Rafaël Rozendaal (2016)

?...?...?