4	Sept 22	Figure drawing: dynamic studies Conceptual drawing Brushwork and gesture Brainstorming ideas Mobility	Ink pen and brush	Project 02: Collaboration and teamwork
5	Sept 29	Intuitive and automatic drawing strategies	Ink pen and brush	Homework: Project 02
6	Oct 6	Figure drawing: background Mapping, Navigation & Wayfinding Site research Ergonomic principles	Mixed drawing techniques	Homework: Project 02
7	Oct 14	Thanksgiving Day		

PART II

Designers take their project another step farther along the design process as they make conceptual drawings of their project ideas. They learn that the drawing process is a helpful part of refining a design concept, bringing to light practical concerns that need to be resolved, such as how component parts fit together. Drawing from a variety of perspectives helps illustrate all the features of a design and helps the designer communicate ideas to others.

Project 02: CONCEPTUALIZATION strategies & Teamwork: Happy Mobile Year 2018!

Abstract: Conceptual drawings help fine-tune a future. Get familiar with the environment, find and test influences, relationships between you and things and try to imagine your surroundings in next 10 years. The emphasis of this project is on sharing and resolving "cross + trans" cultural experiences.

Project Goals and Objectives: This project functions as an evaluation of students' team working skills. To intensify and apply research strategies: to look, to observe, and to learn from surroundings, to communicate ideas, divide duties, organize the workflow, to distinguish and analyze cross cultural communications via typography, data visualization and compositional systems.

Project research (global-mobile)
This project is flexible (as is our understanding of the future) and open to your imagination and interpretation. You will focus on important aspect of your personal life –

mobility- and conduct an intense research on mobile habits and necessities...and investigate all general aspects of mobility, such as scientific, cultural and other conditions. Collect a database of all current "mobility problems" and divide duties between teammates and brainstorm set of solutions with your team. Your design will be based on the **"global-mobile"** principle, resolving mobility issues on levels and conditions of this term.

Design process

Research topics : Mobility:-concepts of portability and contemporary lifestyle

Interview (minimum) 3 people from different target groups (youth, elderly people, children, friends, ...) and ask them to make a description of their ideal mobility device. Describe and visualize these experiences by means of photo's, drawings and texts.
Personal experience: test your own mobility: Usage, Customization, Access, Aesthetics
Global experience: Customs, Resources, Economy & Alternatives
Environment/resources: mobility, sustainability, nature, resources

Materials + Techniques: mixed drawing techniques (including non traditional methods)

Brainstorm ideas Collect symbols and pictograms based on a theme/concept.
Thumbnail sketching quickly locate ideas on paper, using various techniques and strategies.
Culture study Use personal background as a starting point for the project proposal
Feedback Loop: positive, negative
Typography in design: visual analysis, proportion, composition, organizational systems, hierarchy
Semantics: usage of symbols instead words
Data Visualization: graph, stats, info

Presentations (individual + team)

1-Process + research- personal, environmental and technological aspect of the project

First team member will present the design process: sketches and other relevant material. Use various techniques (text, computer, photo based) to draw and describe your proposal. If necessary, make data presentation (PPT, PDF, Flash)

2--Device design: ideas and solutions for mobile person (storage, energy, access, design, economy)

Second student will describe development of the mobile device (3D model, prototype)

3 Project outcomes: Visual graphics: concept & description

Third student will wrap-up the project and present eventual outcomes, applications and potential of design

Project techniques:
This project is based on hand drawing, bur please be free to insert other media/sources
Include human body studies as the part/reference of size and proportions
Present large and visible (at least 24"x48") mixed media drawings for presentation
Be free to use 3D models and digital resources

Additional resources/topics

Visual Analysis
Grid Methodology
Proportion
Typographic Hierarchy
Data Visualization
Hierarchy: think of the forest- root system, trees, branches, floors/levels, leaves, nests...etc.