

01-MANIFESTO

Short Critique

In Project 01 of the CDU module, all conditions give us a general direction for practice, and guide the direction of thinking.

Four tasks all focus on progress, things that adapt to the group working environment, emphasize change by group mates and by myself, and also show the difference in thinking. In the first task, brushstrokes display some people prefer to complete a full circle by themselves and less concerned about whether the circle is round or not, while others focused more on the circle's shape.

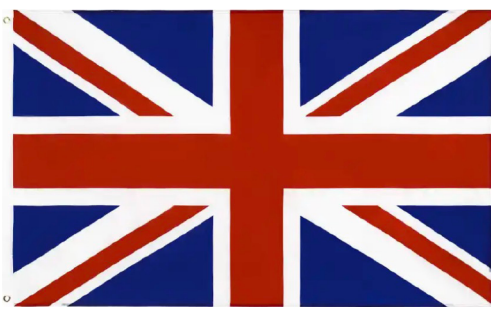
In the progress of the tasks, I focused on the time restriction, how the time reflects our action, and how other people do when they faced time and space restriction. In the first task, As the circle becomes bigger and bigger, the circle drawn in a limited time will become less and less round, and everyone does not have enough time to perfect their circle, and even if it continues, one person may not be able to complete a complete circle, and the next person needs to make up for the gap. In task2 and task4, is the space limits. With more lines, the lines became shorter, and it's hard to find blank to draw long lines. In this progress, all the lines come from our subjective intentions. We all thought about how to cross other people's lines and avoid crossing my own lines at the same time. However, I think there are still randomness. How other people drew is random for me, this is particularly evident in task 2 and task4. And also in task3, I won't know which part of the face they would draw, and usually what they draw would disrupt what I originally wanted to draw.

In task3, it reflects "We search for unexpected but correlative, emergent patterns". After we finished face, basic facial features and hair, we start to search unexpected but correlative things, such as hat, the feather on the hat, and even apple muscle.

Manifesto

Grayson Perry RA's Red Alan Manifesto

a special manifesto for the Royal Academy



Artist's personal symbols?
Some kind of symbol?

ceramic sculpture of
his famed childhood
teddy bear, Alan
Measles



Royal Academy

For the signature of
anyone who agrees
with this declaration.



Focusing on many of the art world's most debated questions.
e.g. 1.Can anything be art?
2.Who decides whether art is good or bad?
3.Does democracy have bad taste?

Hand-Drawn Manifesto:

1. Presented in messy hand-drawn form, with strong personal style;
2. Separate each one with wireframes;
3. Use underscores and weights and font sizes to distinguish information.

Content:

Author's opinions on design with witty language style, which is very consistent with the overall visual style. For example, "2. Failed paintings to be sent to disaster zones to be used to make tents." A manifesto from the practicality of art.
"10. We must dare to make that difficult first mark... My favourite artwork is the next one I make." These two remind me **Nike's advertising slogan "JUST DO IT"** and the song **Try Everything from Zootopia**. Just like the teacher said in the first week of class: be creative, be curiosity. And I totally agree with these.

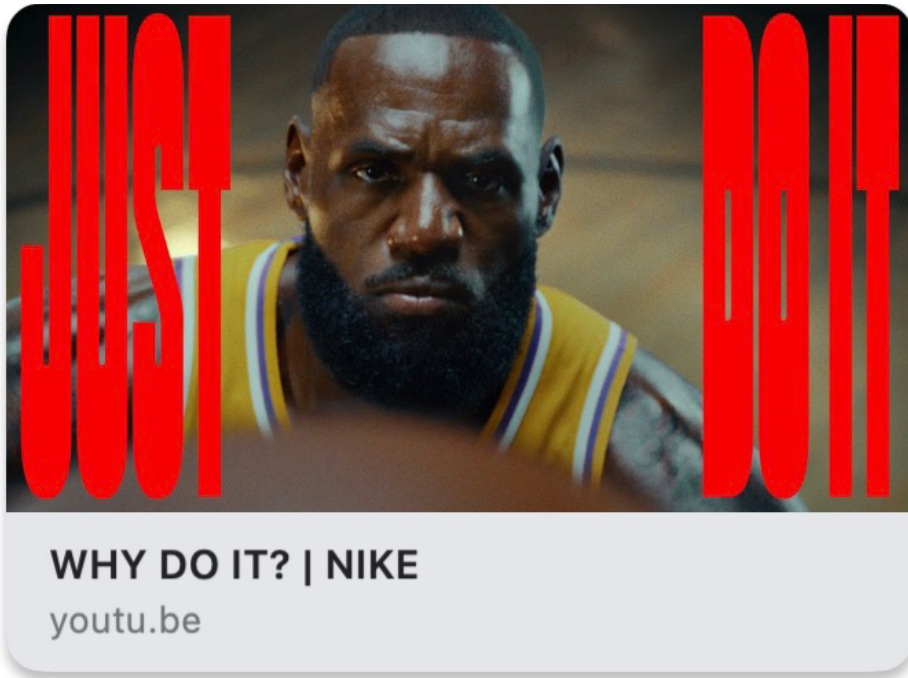
JUST DO IT



Nike - Just Do It (1988) - Very first commercial
youtu.be

<https://youtu.be/0yO7xLAGugQ?si=YnoD29QaytTJ2EOi>

1988
→
now

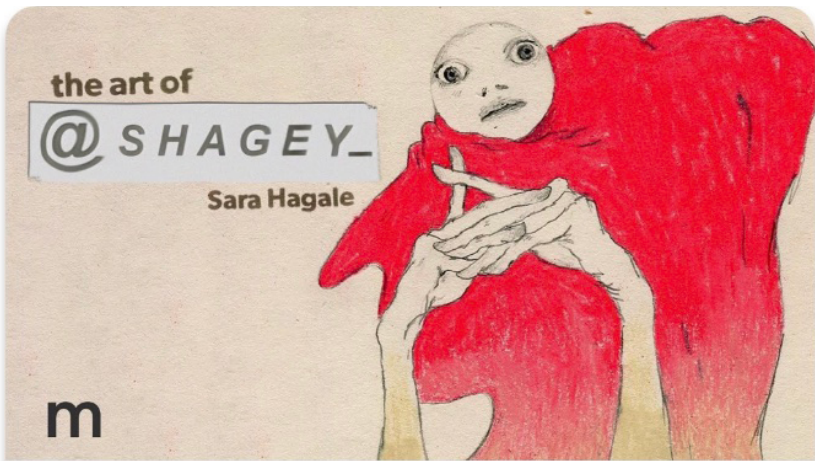


https://youtu.be/Bcpu-jqAL6w?si=ss7zXw_ka_XGUcx7
Reinterpret a new version of what it means to "Just Do It" today.
A bold recommitment to Nike's founding belief: When you show up and try, anything is possible.

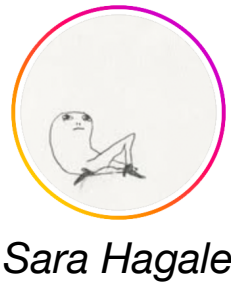
My Experience:

In a previous assignment, I had been thinking about how to do it well in the early stage and did not try to do it, resulting in my classmates finishing it and I hadn't started yet, so I could only do one in a hurry that I was not satisfied with. Later, I saw the words "the first draft of anything is shit", "Done is better than perfect". This has a big impact on me.

Please Yourself



Instagram's Beloved Illustrator Sara Hagale on her creative process | Monograph
youtu.be



Sara Hagale

Don't try to please other people. You try to please other people, and then they end up not liking it, then you are left with nothing. If you just try to please yourself, and they don't like it, at least you are happy.

<https://youtu.be/UHNS2ty-9Qk?si=0Sw12otVwVIXletc>

Manifesto

Incomplete Manifesto for Growth®

Bruce Mau, written in 1998

In this manifesto, the author tries for the first time to answer the question: How does one sustain a creative life? **"The *Incomplete Manifesto for Growth* was not written as a heavy political text. It was simply an offering, incomplete, of a way of thinking about creative life."** (43 articles in total)

2. FORGET ABOUT GOOD.

Good is a known quantity. Good is what we all agree on. Growth is not necessarily good. Growth is an exploration of unlit recesses that may or may not yield to our research. As long as you stick to good you'll never have real growth.

3. PROCESS IS MORE IMPORTANT THAN OUTCOME.

When the outcome drives the process we will only ever go to where we've already been. If process drives outcome we may not know where we're going, but we will know we want to be there.

4. LOVE YOUR EXPERIMENTS (AS YOU WOULD AN UGLY CHILD).

Joy is the engine of growth. Exploit the liberty in casting your work as beautiful experiments, iterations, attempts, trials, and errors. Take the long view and allow yourself the fun of failure every day.

6. CAPTURE ACCIDENTS.

The wrong answer is the right answer in search of a different question. Collect wrong answers as part of the process. Ask different questions.

7. STUDY.

A studio is a place of study. Use the necessity of production as an excuse to study. Everyone will benefit.

15. ASK STUPID QUESTIONS.

Growth is fuelled by desire and innocence. Assess the answer, not the question. Imagine learning throughout your life at the rate of an infant.

17. _____.

Intentionally left blank. Allow space for the ideas you haven't had yet, and for the ideas of others.

29. THINK WITH YOUR MIND.

Forget technology. Creativity is not device-dependent.

<https://www.massivechangenetwork.com/incomplete-manifesto-for-growth>

Dynamic, Fluid Manifesto:

1. Manifesto with **vitality** and **growth**. Different from *Conditional Design: A Manifesto for Artists and Designers*, which is a stationary manifesto, it is imcompleted and **interactive** (No.17).
2. I was educated to believe that results were of primary importance, and I used to fear making mistakes. However, I have come to realize that both the process and the mistakes are crucial components of design. During the preparation of my portfolio, I discovered that taking time to pause, review, and reflect on the process and the errors can lead to significant learning and growth (No.3 and No.15).

Capture, Observe, Study



Queen opens Commonwealth meeting with Aboriginal proverb
youtu.be



Queen Elizabeth II

"We are all visitors to this time, this place. We are just passing through. Our purpose here is to observe, to learn, to grow, to love... and then we return home." --From an Aboriginal proverb (No.4, No.6 and No.7)

<https://youtu.be/G7av7V8BXG8?si=MQhJ84xekgqlOjOi>

Manilife Peanut Butter Manifesto

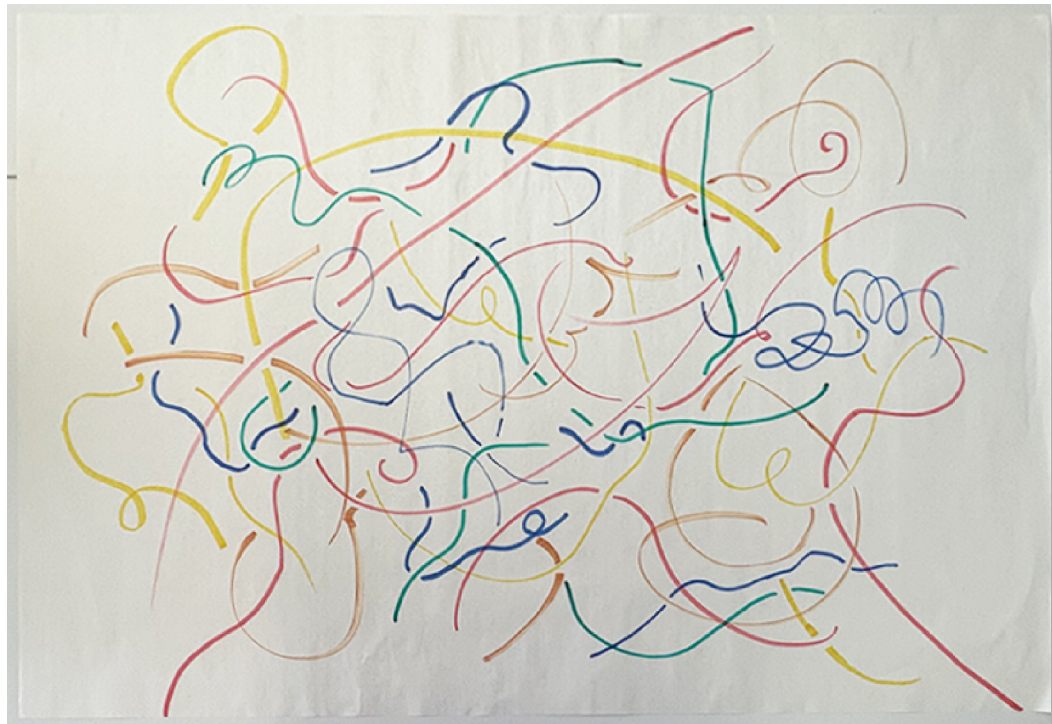
1. Manifesto in the three aspects of product selection, production method and technology.
2. Keywords + detailed description presentation. (Same as *Incomplete Manifesto for Growth*)
3. Font size and weight distinguish between information levels.



bought from Tesco

Manifesto

Inertial Thinking



Observe:

In week02, task2, i found that everyone in my group start at the area in the middle of the paper.

Why does no one start drawing from the edge of the paper?

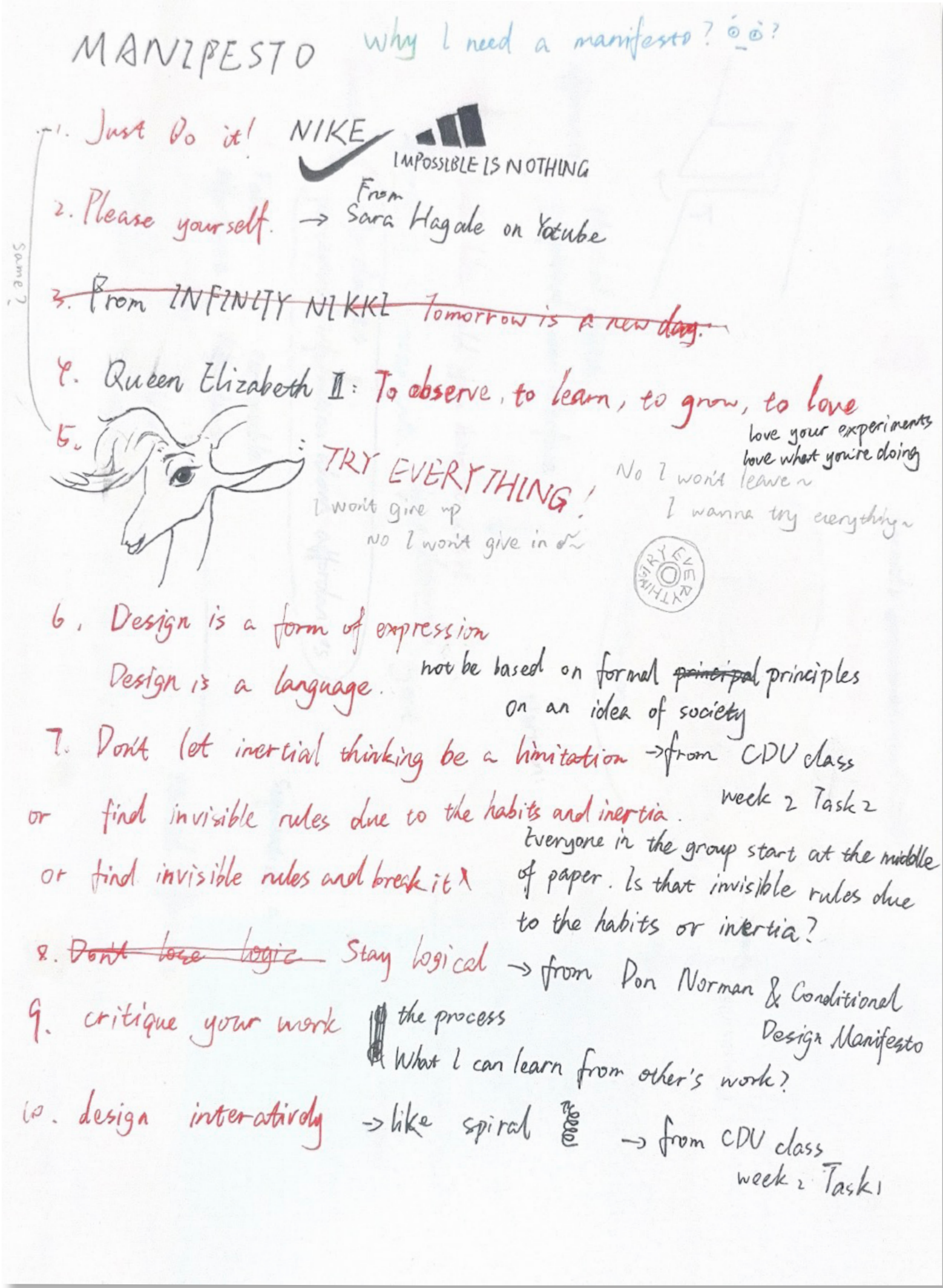
Thinking:

Will some inertial thinking and habits become limitations in the design process? Will the impact of others' actions on me be a limit?

Instinct

Accustomation ← Reflection
Inertial Thinking

Make The Invisible Limitations Visible.



THE ITERATION MANIFESTO

JUST DO IT.

Please Yourself.

To Observe, To Learn, To Grow, To Love.

Don't Let Inertial Thinking Be a Limitation.

Critique Your Work.

Stay Logical.

Design Iteratively.

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