Week 1

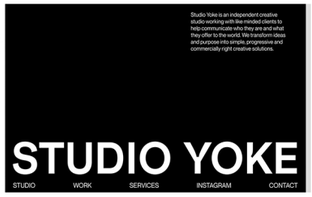
During this week we looked at neurodiversity and i decided to investigate over stimulation and we created a visual framework

Sensory Overload Awareness

We have decided to choose a target audience of people who suffer from various sensory overload disorders. A sensory overload can lead to a person feeling distressed, agitated, or anxious and can be triggered by several things; such as noise, lighting, and smell just to name a few. Sensory overloads are an issue that many people face, and there needs to be more awareness around it as it can be difficult for these people to face on their own.

Here is a few ideas on how we can improve this issue:

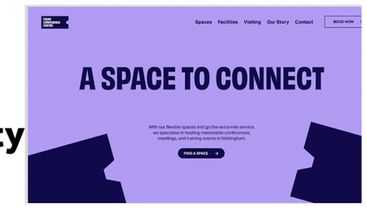
- Having more quiet spaces in public spaces such as, shopping centers, airports and gyms. These can be useful as it allows people to have somewhere to feel calm in a safe environment incase of a sensory overload.
- Foot traffic counters are another solution for those who don't like crowded spaces. For example, pure gym allows you to see how many people are using the gym currently and gives averages on how busy it usually is at any time of the day through the app.
- A help desk in public areas that provides information and is there to help people who suffer from conditions such as autism, ADHD and other sensory overload conditions.



Reduce

Reduce the complexity to make sure the main function works

https://webflow.com/made-in-webflow/website/studioyoke-dev



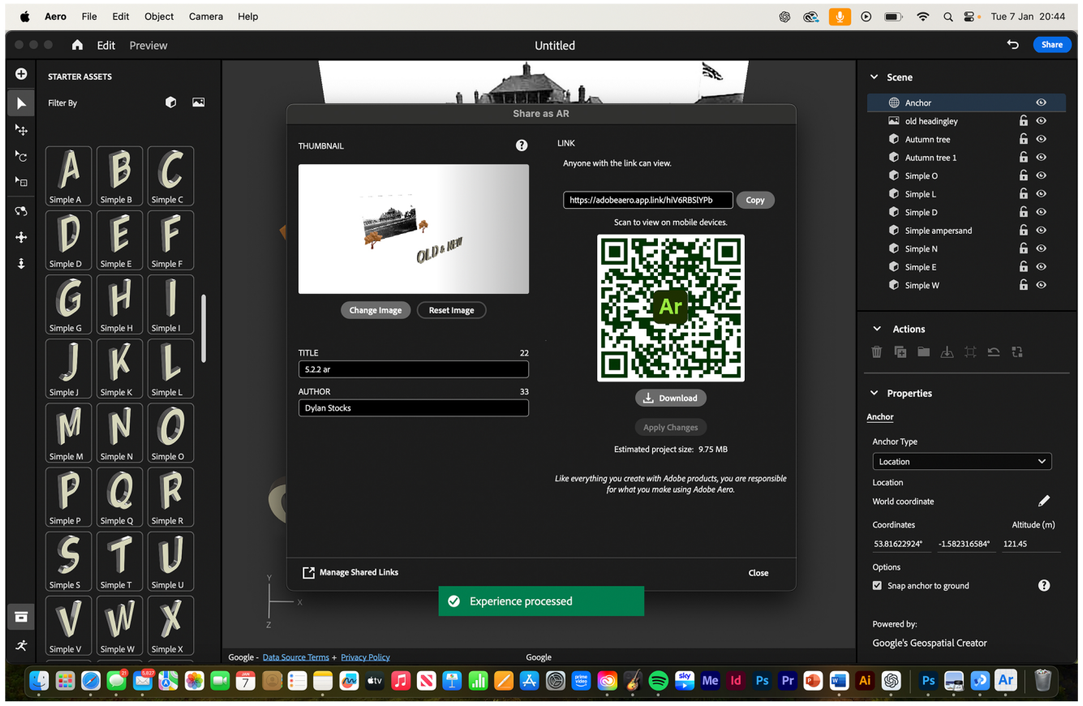
John Maedas laws of simplicity

Trust

If a program completes an action it will not have the complexity it would have had being done by a person but will do the main function it is supposed to have

In simplicity we trust

Week 2



During week 2 we explored emerging technologies suchas Ai and Ar platforms in which we were introduced to Adobe Aero which lead to me creating an ar experience where you can view what headingley stadium used to look like.

Week 3

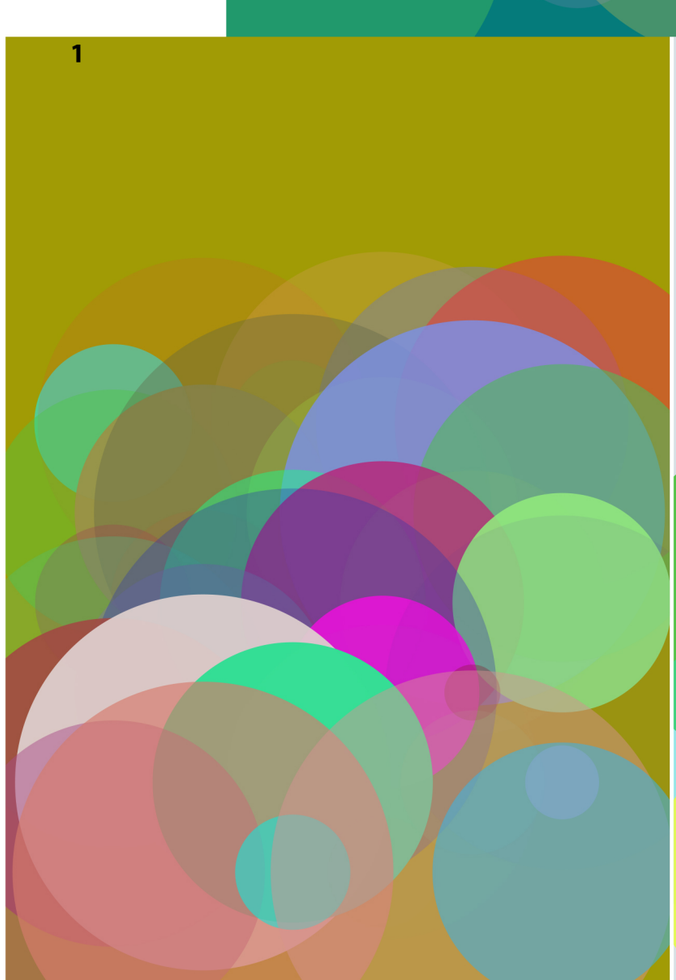
In week 3 we explored Processing and we created 100 different covers using the software we then annalysed a work flow we use and researched how the software could improve our workflow.

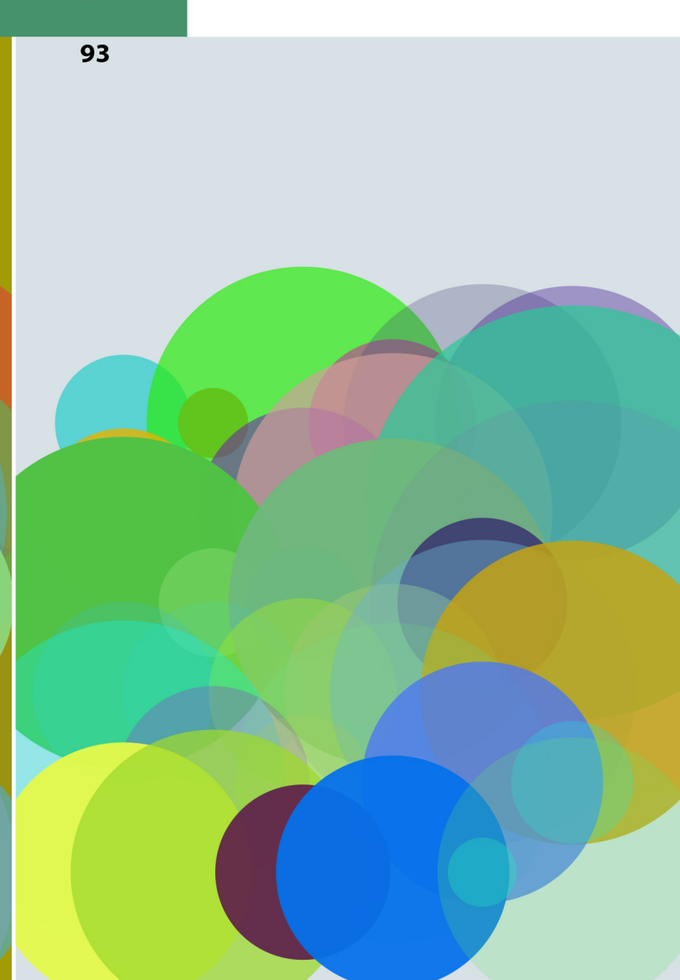
sketch 100 pages

```
int rows = 6;
int minSize = 25;
int maxSize = 75;
int page = 0; // store the current page ;

void setup() {
  // Set the canvas size and output file
  size(740, 1050, PDF, "random_circle_grid.pdf");
}

void draw() {
    // increment the page number
    page = page + 1 ;
    // Set the background colour for the page
    background(random(255),random(255),random(255));
    // remove the stroke
    noStroke();
    // set the fill of the circles to light grey

    // Draw the grid of circles
    int x, y = startY;
    for (int row = 0; row < rows; row++) {
      x = startX;
      for (int col = 0; col < cols; col++) {
        float circleWidth = random(45, 500);
      fill(random(255),random(255),random(255),random(255));
        ellipse(x, y, circleWidth, circleWidth);
        x += spacingX;
      }
      y += spacingY;
    }

    PGraphicsPDF pdf = (PGraphicsPDF) g;  // Get the PDF renderer

    // Move to the next page unless it's the last one
    if (page == 100) {
      exit();
    } else {
      pdf.nextPage();  // Create a new page
    }
```

Done saving.

Console Errors





Week 4 6x6

3: Create a Personalised Experience

What does it mean to design something that adapts uniquely to each person who encounters it, while still maintaining its core purpose? This project challenges you to create an experience that shifts based on its audience, context, or environment, offering something distinct to everyone who engages with it.

Personalisation could be subtle or transformative, individual or contextual. The choices you make should reflect how adapting a design can make it feel deeply meaningful, playful, or unexpected for those who experience it.

5. Generative Design

Creations that evolve or vary based on rules, randomness, or audience input, resulting in unique and unexpected outcomes. Generative design allows the designer to step back, setting up a system that produces results independently. These projects highlight the balance between control and unpredictability, often revealing patterns or relationships that emerge from the process itself.

Example: *A generative art piece that produces abstract visuals based on user interactions.*

5.2.4 6 x 6 Briefs

I would create a personalised generative design experience through a merge between music and artwork. This would be accomplished through the use of Ai and Processing which would allow users to input music of their choice and would create an outcome of a poster that has a range of circles that creates a pattern based off the bpm of a song.

Another aspect of the poster is the colour scheme, which would be made up of two colours, would be generated based on the key of the song and would generate a darker or lighter colour scheme depending if the chord is in minor or major. However, this would be completely customisable if desired and would be able to be exported as a Photoshop document which would allow the user to then change aspects of the poster and make the design more accessibly customisable to the audience.

Aspects such as the colour scheme or the pattern would be subject to change and allow users to add images or filters to make the design look even more visually intriguing.A riso printer would then be set up to print the poster which only adds to the stylized presentation of the artwork which would result in a fully customised Ai generated piece of artwork that was created through the input of music.

This would provide a creative and thought-provoking art and music exhibition and would provide people would with some artwork that could be used as decoration which the person could build a deeper connection with as it was produced from their favourite song but was customised to what visually resonates with the pattern and key of the music, while also taking the idea of connection and emotion into account of what the song means to them and how it can produce a creative and abstract outcome that is tailored towards the user.

My idea was to create artwork through the audience inputting music which would genrerate some art using bpm and key and would be generated by Ai

Week 5 Brutalist websites

During week 5 we were told to find brutalist websites that caught our eye here are my examples

RAW Magazine Issue 10:
Nick de Jardine
http://grafik.co.nz

RAW Magazine Issue 9:
SadCowboy
http://witchcraft.click

RAW Magazine Issue 8:
Jon Lucas
http://jon-l.com

RAW Magazine Issue 7:
Sandy Spink
http://badnudes.com

I don't waste my time chasing idols or looking top deep into the rabbit hole of social media. I try to become better instead.
–Malte Gruhl