

Name: [REDACTED]

Student Number: [REDACTED]

EVOLVING YOUR CREATIVE CRAFT - SEMESTER ONE (ACCA5045)

[REDACTED]

Student Number: [REDACTED]

Submission Due Date:

[REDACTED]

Name: [REDACTED]

Student Number: [REDACTED]

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Mind Mapping: Task A

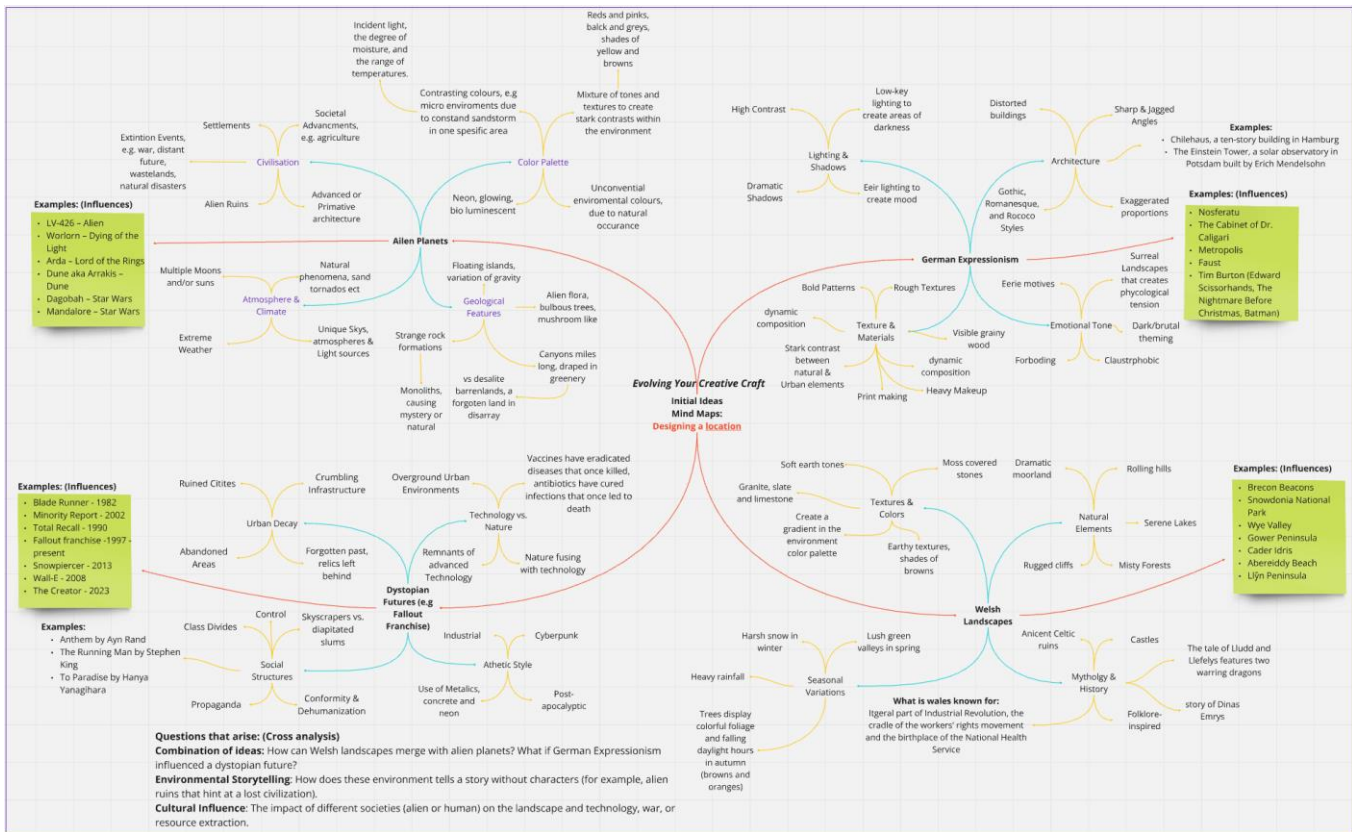
Introduction:

I will be using Miro to compile a wide range of mind maps for my chosen subject matter when designing a location.

Below, you can see how I initially structured the mind map; this was my first attempt. After learning more about Tony Buzan and the creation of mind mapping, I felt it a necessity to iterate and create another mind map, this time utilizing what I have learned. This not only allows me to practice the way in which I use this type of workflow to generate ideas but also allows me to get faster at brainstorming ideas iteration and for me to expand on this precipice of new knowledge that I can bring into my other projects to visualize my actual thought process for me and to others clearly and effectively while being able to critically analyse my decision-making process throughout that I can fully justify.

Name: [REDACTED]Student Number: [REDACTED]

Completed Mind Map: Miro



Miro Mind Map: Designing a location

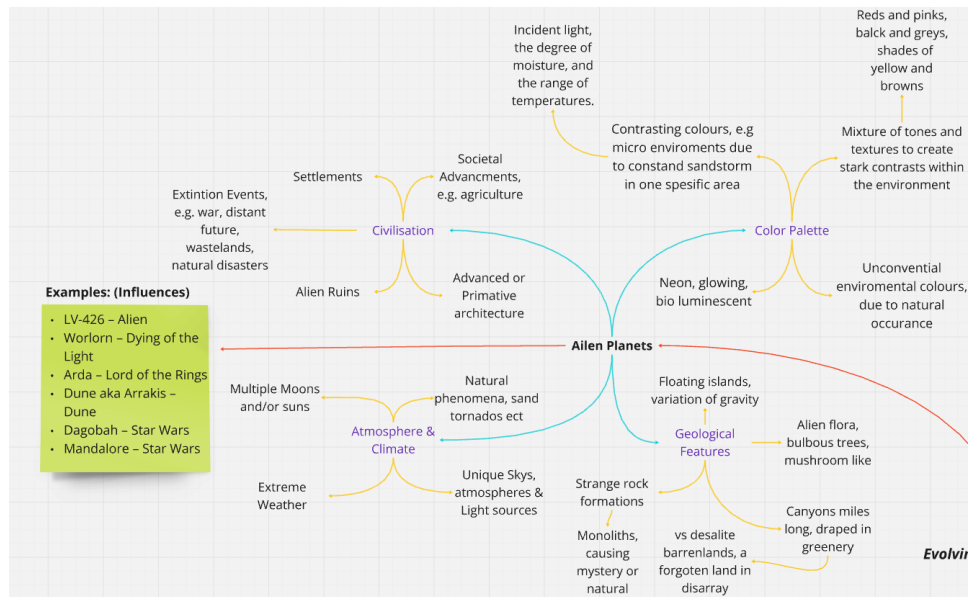
Initial Mind Mapping Process

While I initially found the above form of mind map to be effective, it does not systemically represent the human brain. I divided it into 4 sections but as you can see it is still is very linier and not true to what the human brain finds visually stimulating.

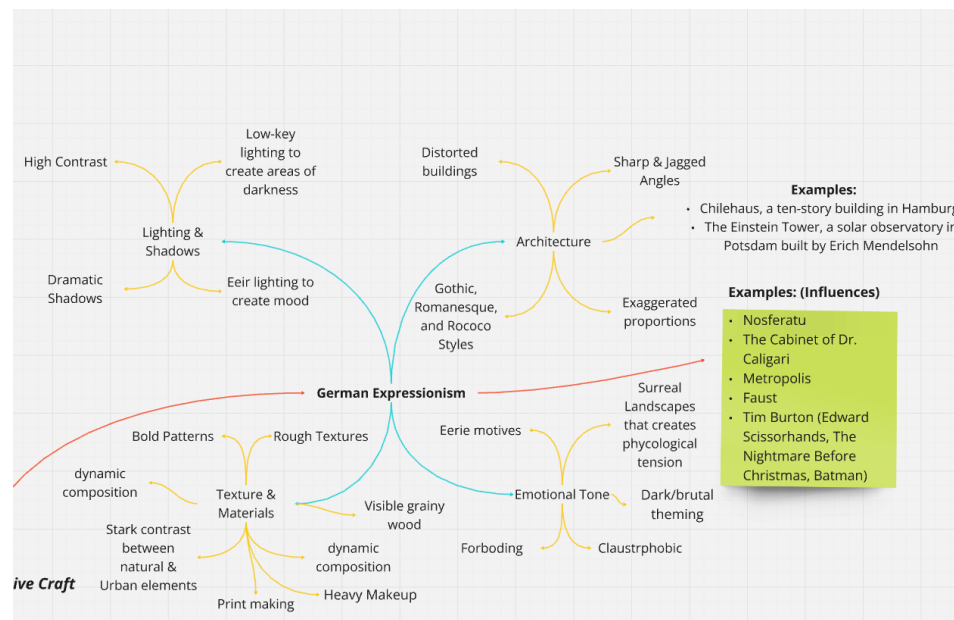
Section 1 – Alien Planet: Section 1

Name: XXXXXXXXXX

Student Number: XXXXXXXXXX



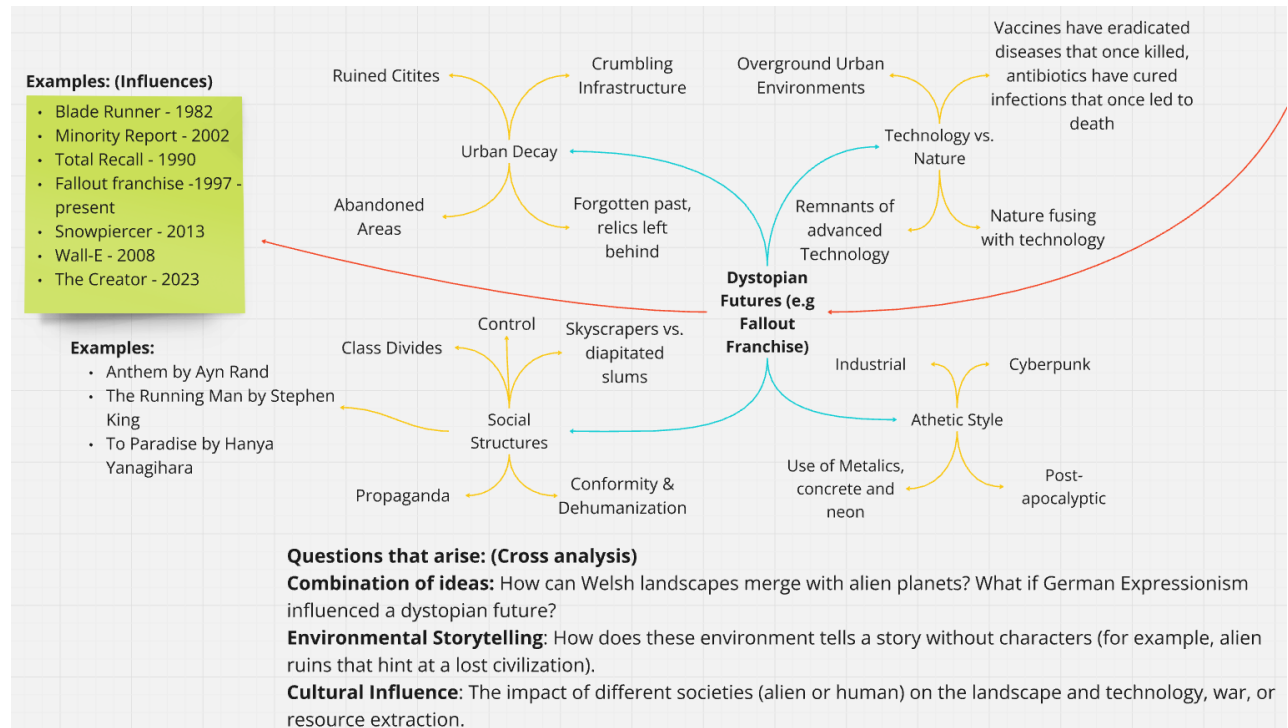
Section 2 – German Expressionism: Section 2



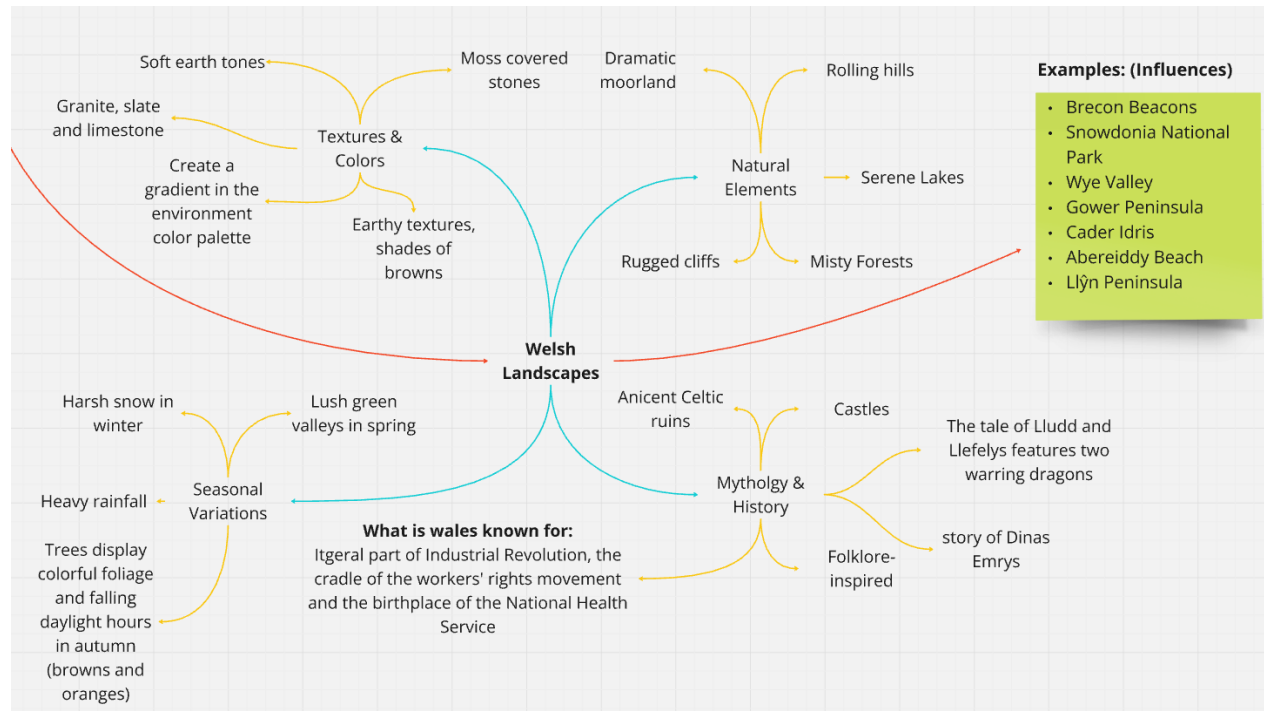
Section 3 – Dystopian Futures: Section 3

Name: [REDACTED]

Student Number: [REDACTED]



Section 4 – Welsh Landscapes: Section 4



Name: [REDACTED]

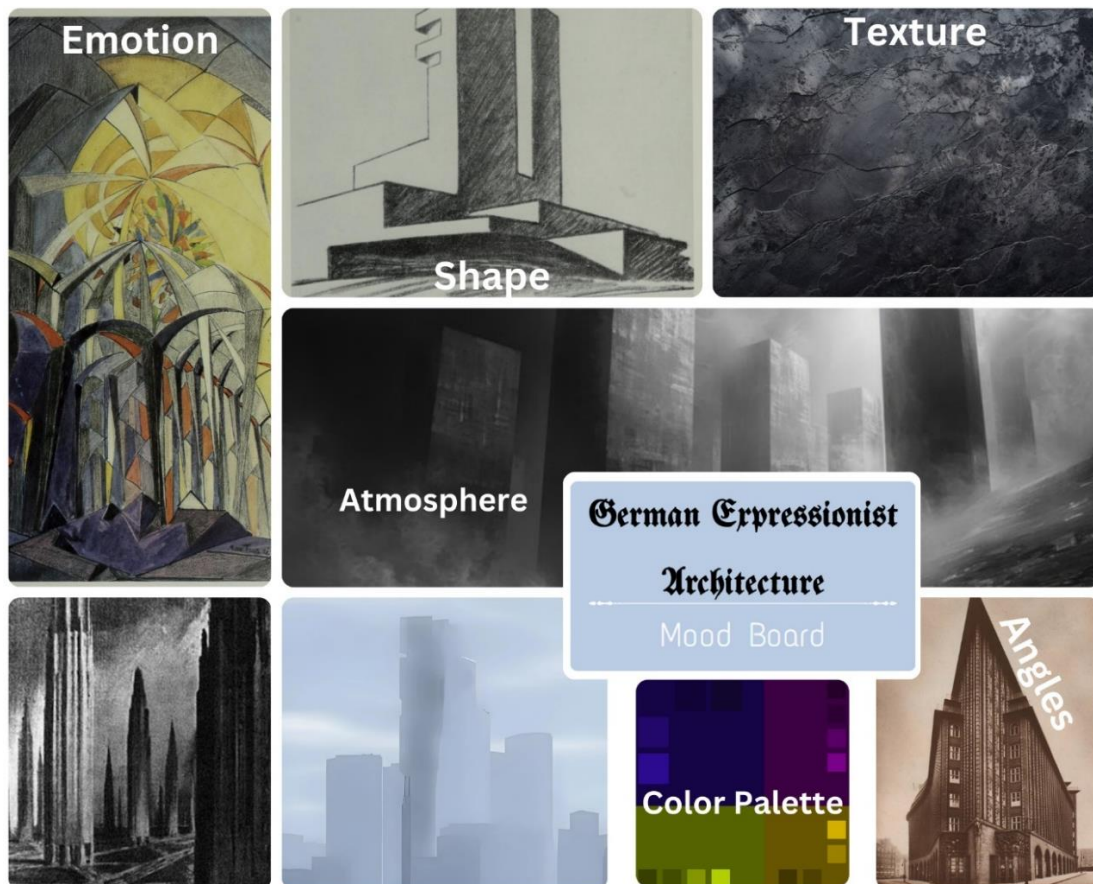
Student Number: [REDACTED]

Moodboards – Task B

In this project, I'm using moodboards to visually explore and solidify the themes of a dystopian world inspired by German Expressionism, Welsh landscapes, and alien elements. By collecting images that reflect these influences—such as dark, towering structures and eerie landscapes; I can create a cohesive visual language that captures the world's unsettling atmosphere.

The moodboards help me blend the jagged, exaggerated architecture of German Expressionism with the natural beauty and rugged terrain of Welsh cliffs and valleys while adding alien elements like mushroom-like trees to heighten the surreal, otherworldly feel. This mood boarding process ensures that my design remains focused and consistent, guiding my choices in colour, texture, and form as I develop the environment section by section.

German Expressionist Architecture – Moodboard 1 (Background)

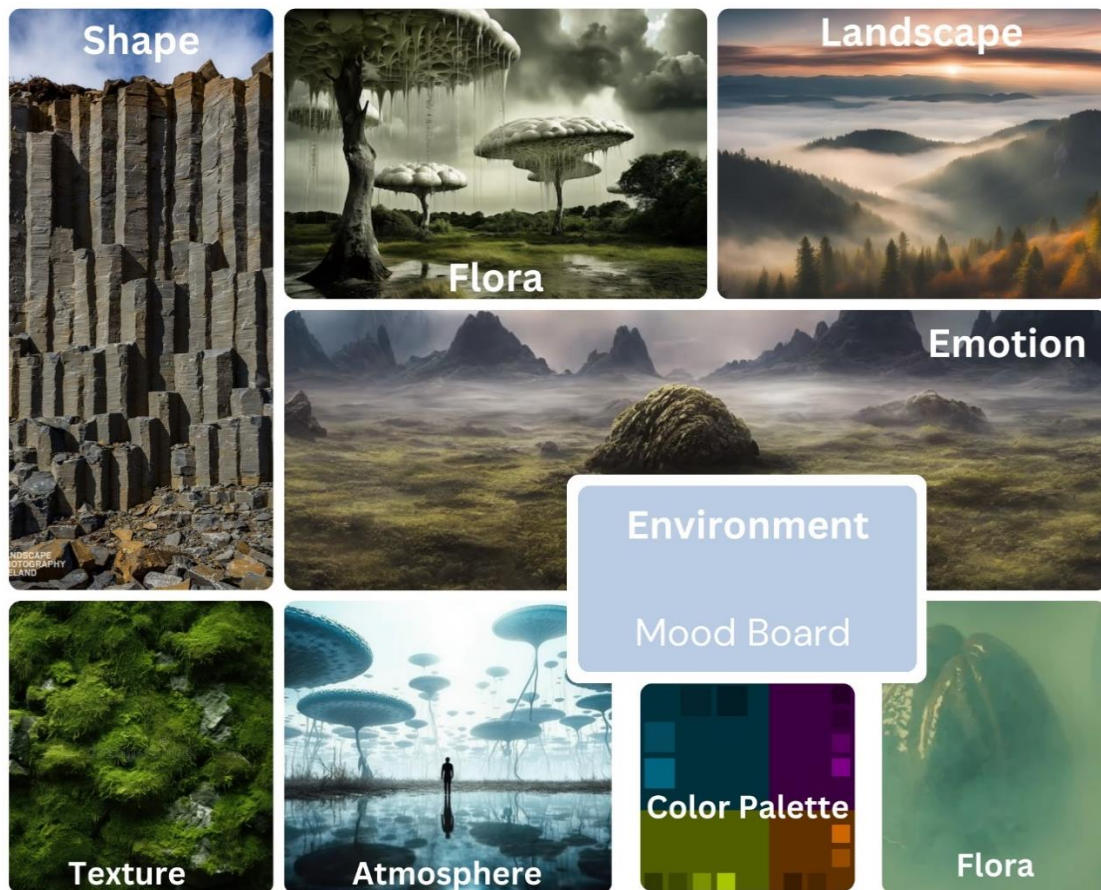


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Student Number: [REDACTED]

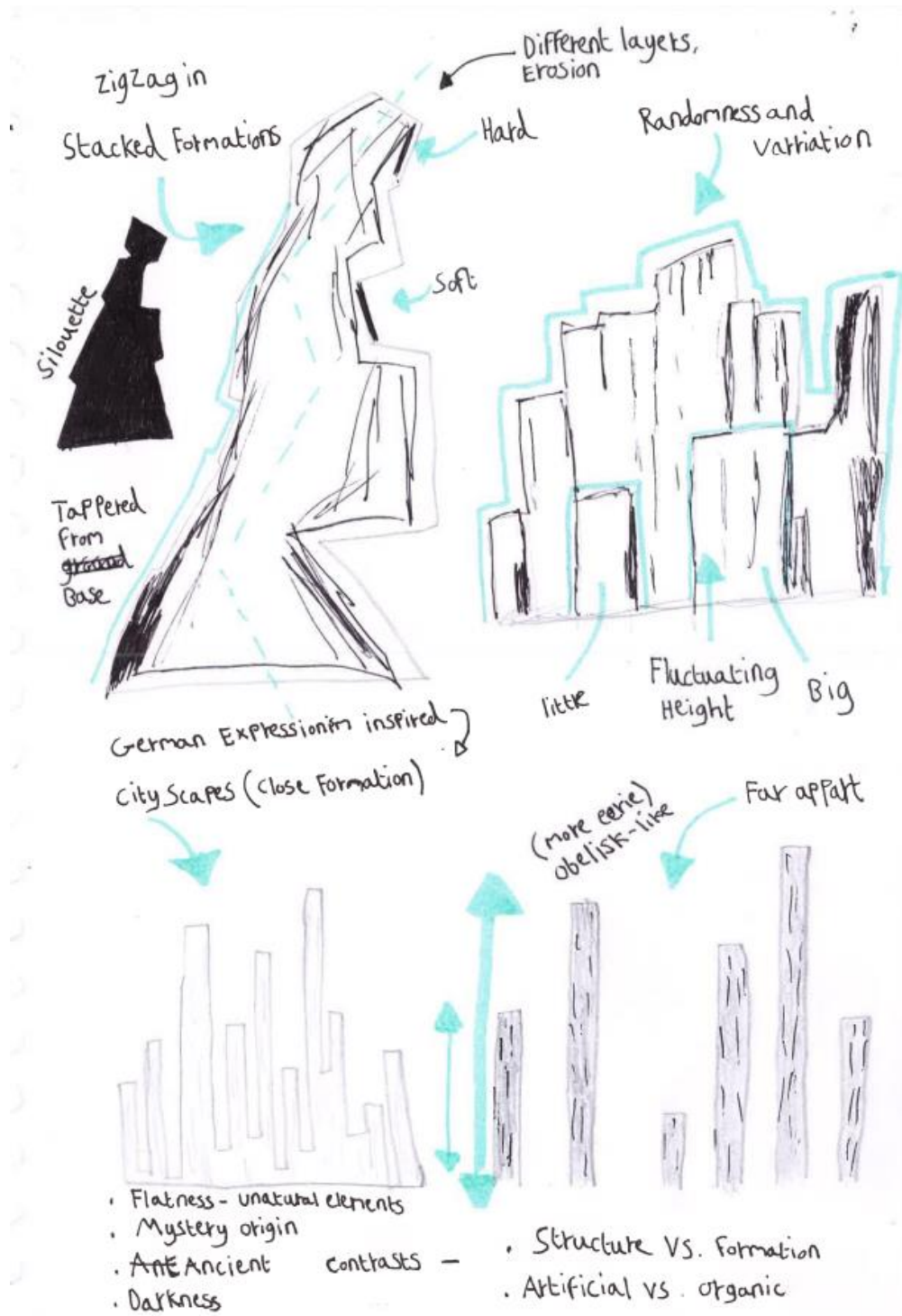
In my moodboards, I have used influences from a wide range of my initial ideas featured in my mind maps that I can incorporate elements from into my design cycle. I can use different elements to find out what works and what doesn't; this is one reason why iteration is so important. Some of these influences included alien landscapes, such as inspiration from franchises like Halo, Star Wars, and Alien films featuring dystopian worlds, such as Blade Runner and Total Recall that will play a pivotal role in building my landscape for designing this location as well mixing this with Welsh landscape elements.

Environment – Moodboard 2 (Foreground)



My Visual Designs - Task C

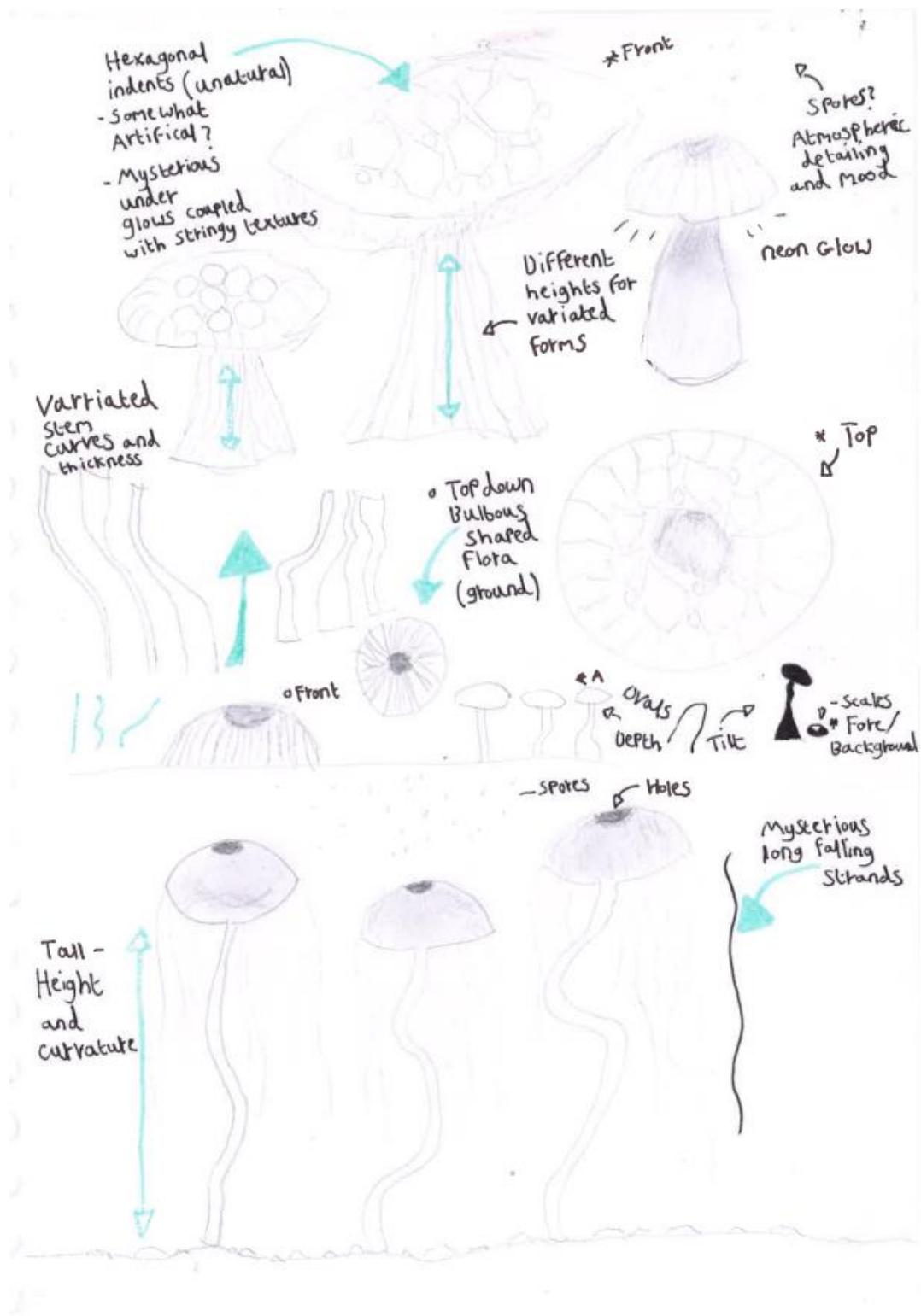
Sketch 1-German Expressionist Architecture (Background)



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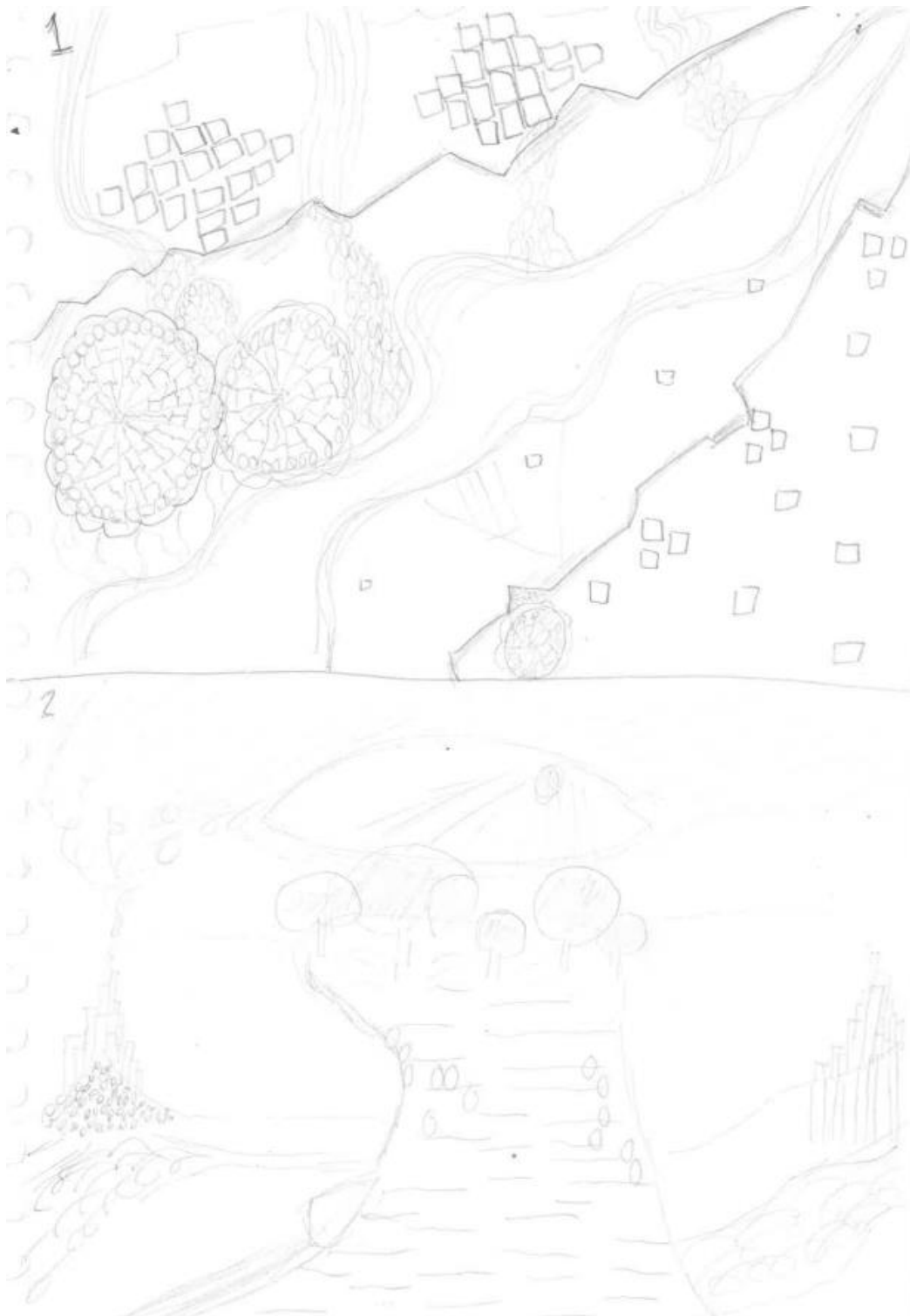
Sketch 2-Environment Elements (Foreground)



Name: [REDACTED]

Student Number: [REDACTED]

Sketch 3 & 4-Landscapes



Name: [REDACTED]

Student Number: [REDACTED]

Sketch 5-Landscape



After my previous iterations from the exploration of this concept as a location design in sketch 3 and 4 I decided to combine certain elements in another landscape sketch, this time incorporating a more accurate foreground, middle, and background to create a more effective composition for the scene.

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Sketch 6-Landscape



For Sketch 6 I wanted to ground it in reality by framing the scene more dramatically, I liked how I create a sense of wonderment with the way in which I used depth in sketch 5, however, being the first time sketching I wanted to further play with this idea and apply it to my designed locations evolution.

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