

Frankie Snow Evolving Your Creative Craft Assignment 1

by Frankie Snow

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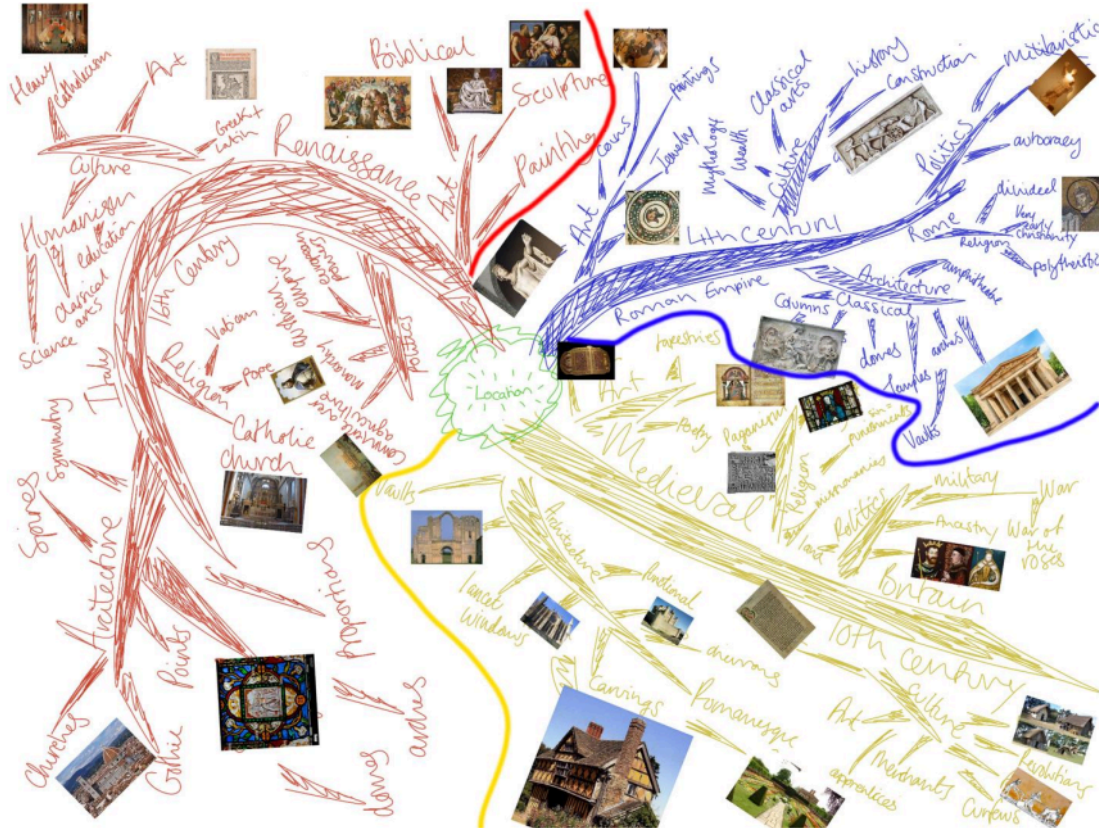
Frankie Snow (2305483)
Evolving Your Creative Craft - Assignment 1

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Task A

Below is a copy of the mind map I created, showing three separate ideas for a concept. I wanted to create a location for a game titled 'Let's Kill God'.

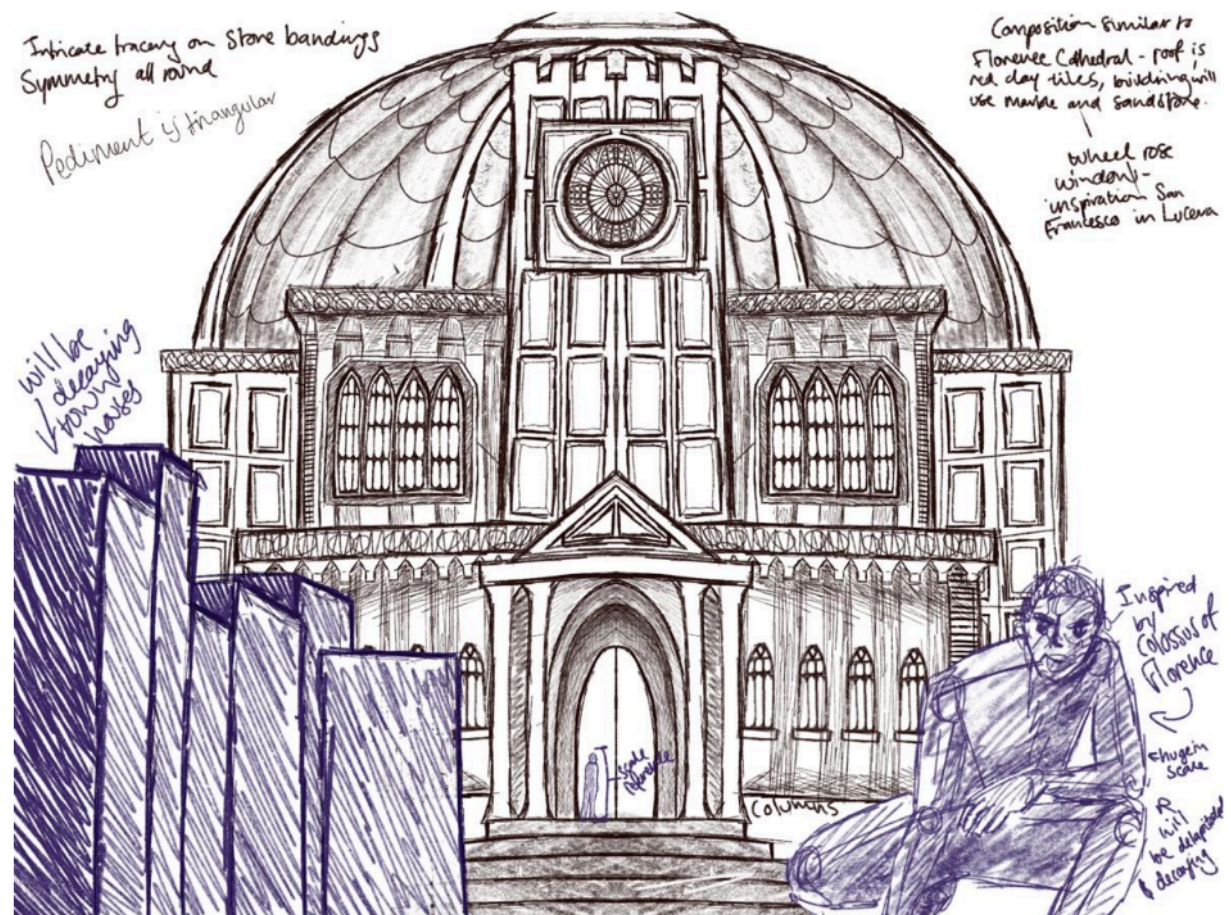


Task B

From my mind map in the previous task, I chose the Renaissance theme. From this initial idea, I conducted visual research and created the mood boards below.





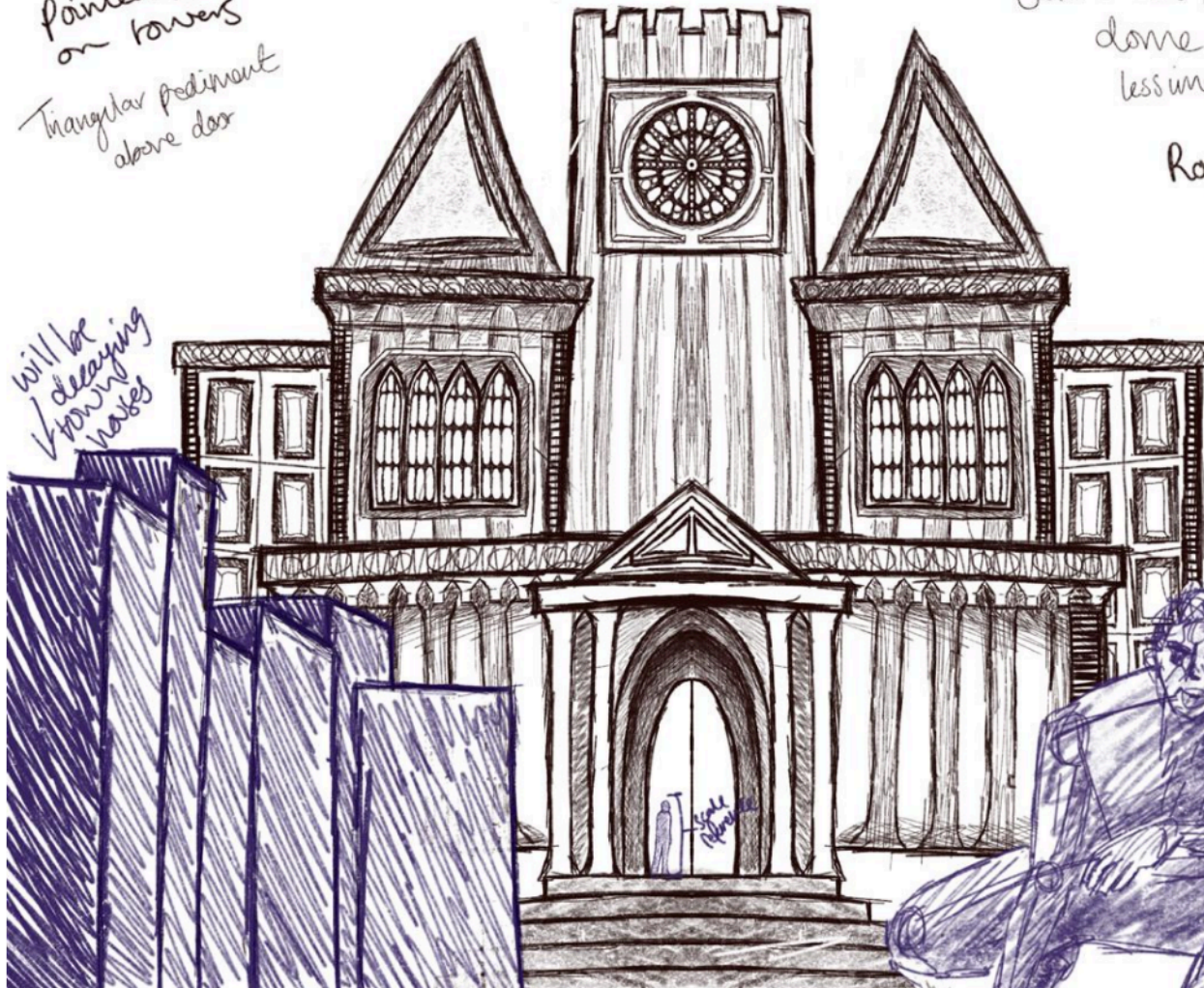


Pointed roof
on towers
Triangular pediment
above door

Same design - no
dome?
less impact without

Rose wheel
window -
different
design

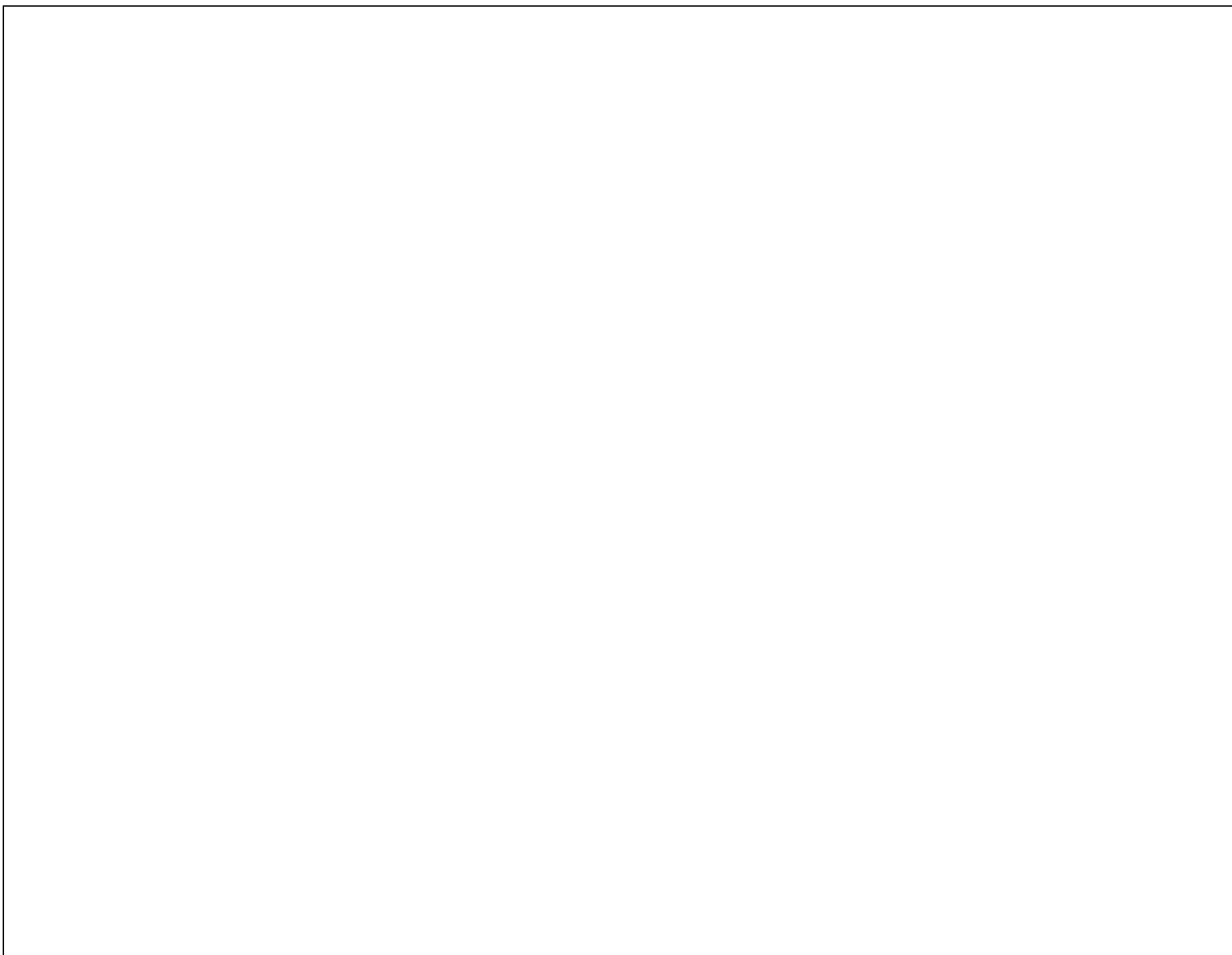
will be
decaying
wooden
horses



Inspired
by
Colossus of
Florence

huge in
scale

it
will
be decaying
& decaying



brown clay tiled roof
mainly uses sandstone for
building.

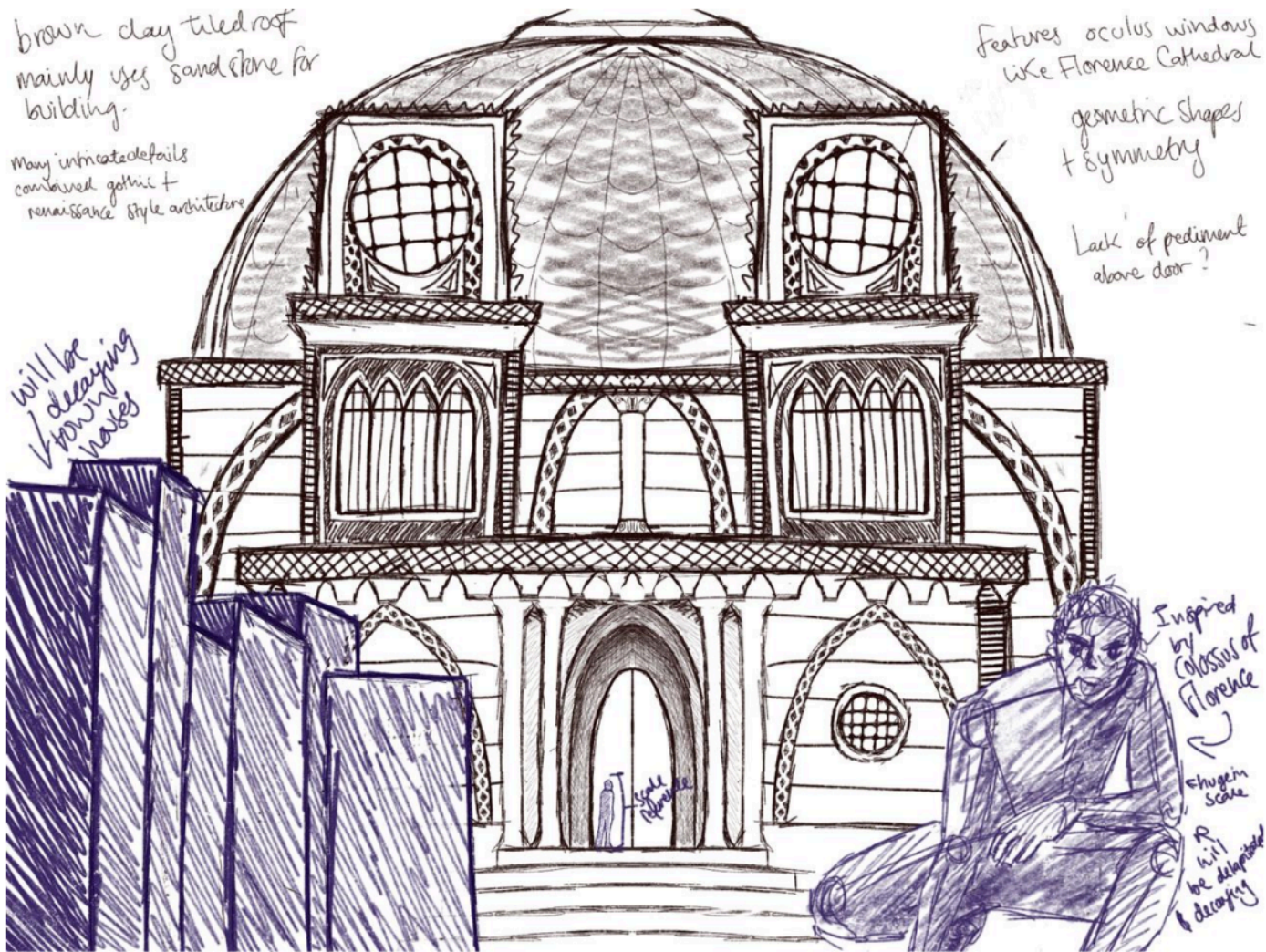
many intricate details
combined gothic +
renaissance style architecture

Features oculus windows
like Florence Cathedral

geometric shapes
+ symmetry

Lack of pediment
above door?

will be
decaying
growing
holes



Inspired
by
Colossus of
Florence

huge
scale

R
will
be
decaying

No dome
2 towers w/ ~~rose~~ windows
all windows will
be stained
glass

Triangular
pediment

less intricate
patterns + more
decorative stone
statues

marble,
sandstone,
clay tiles

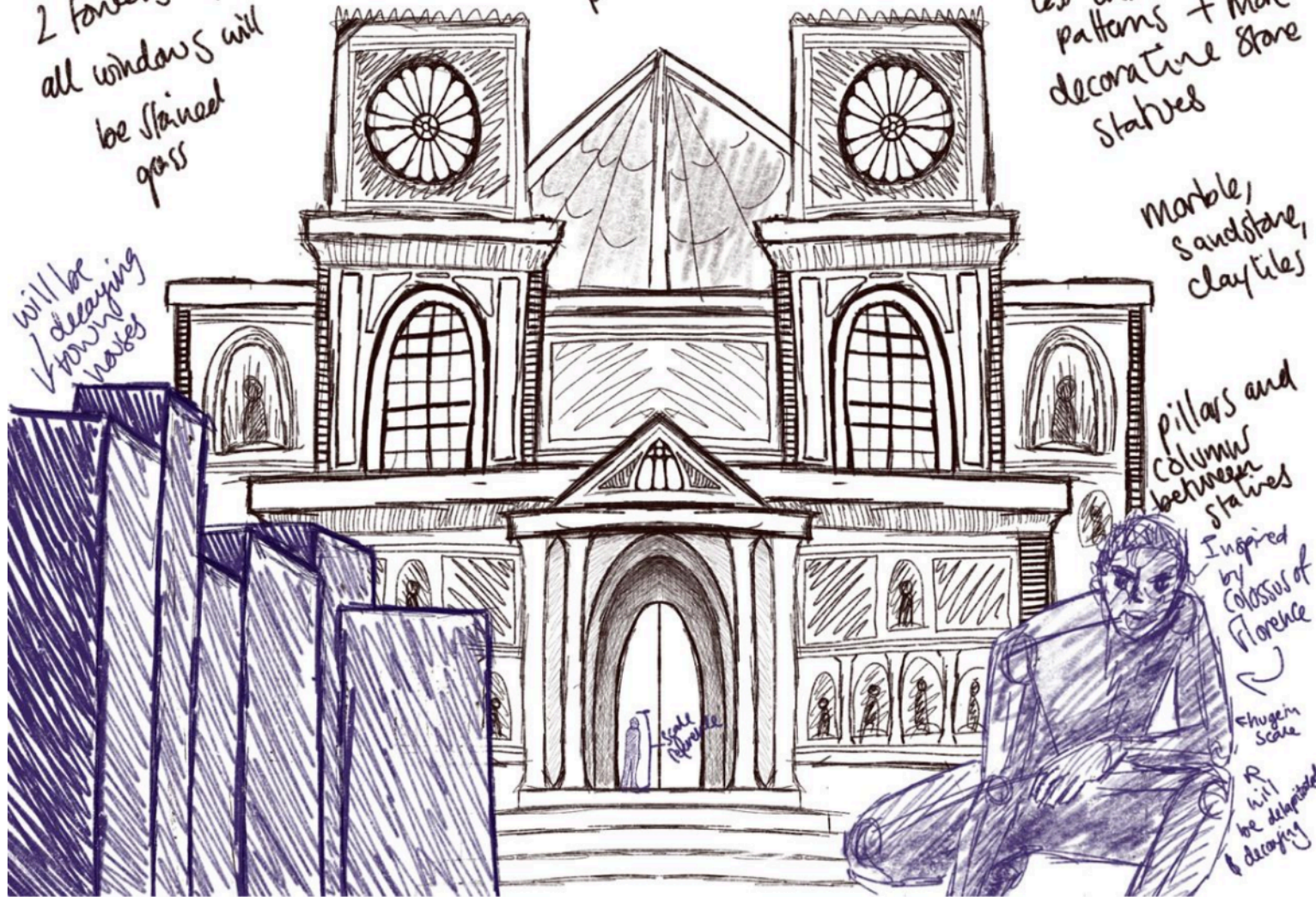
will be
decaying
iron
roofs

pillars and
columns
between
statues

Inspired
by
Colossus of
Florence

huge
scale

will
be
decaying

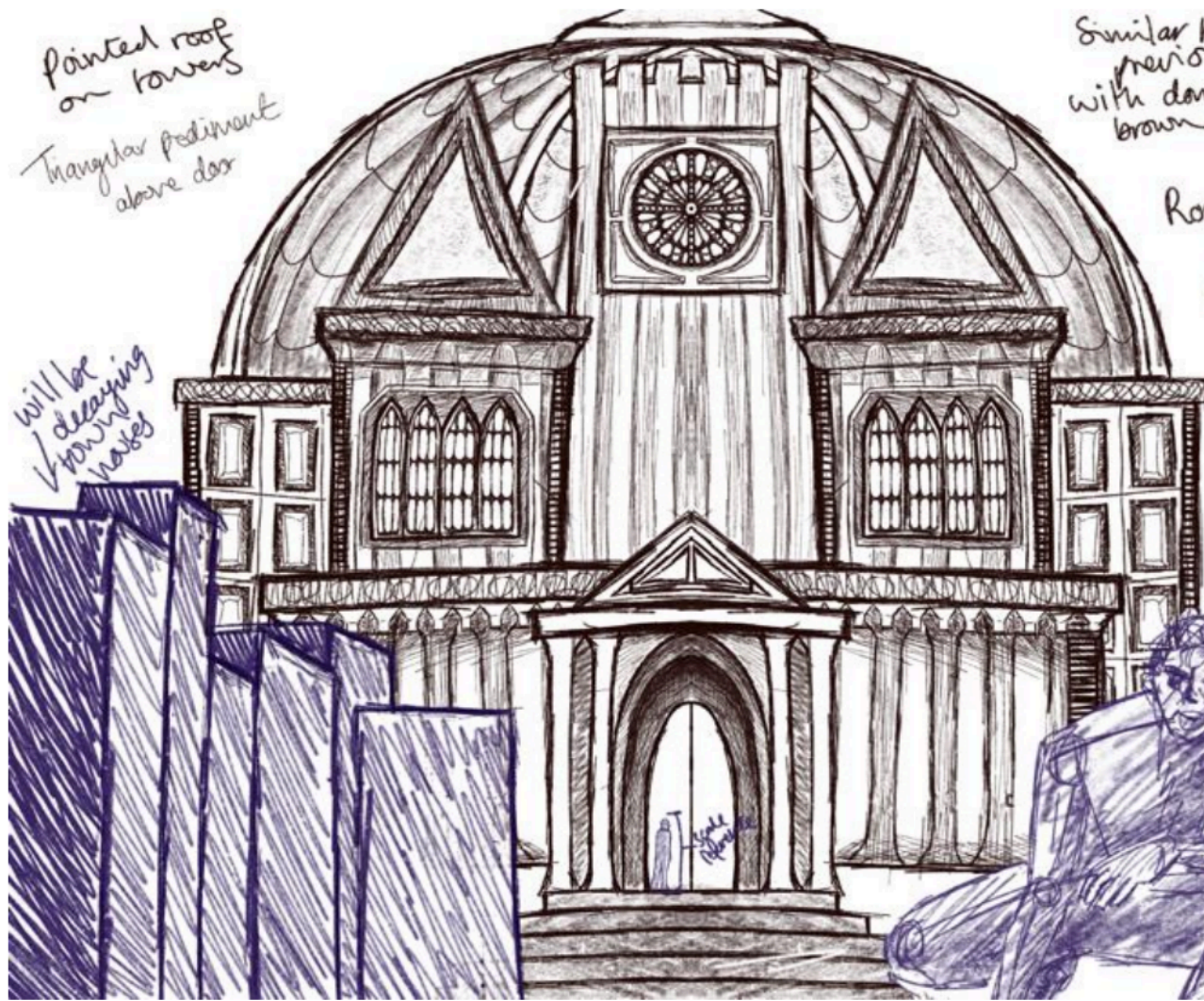


Pointed roof
on towers
Triangular pediment
above door

Similar to
previous design
with dome roof &
brown clay tiles

Rose wheel
window -
different
design

will be
decaying
wooden
notes

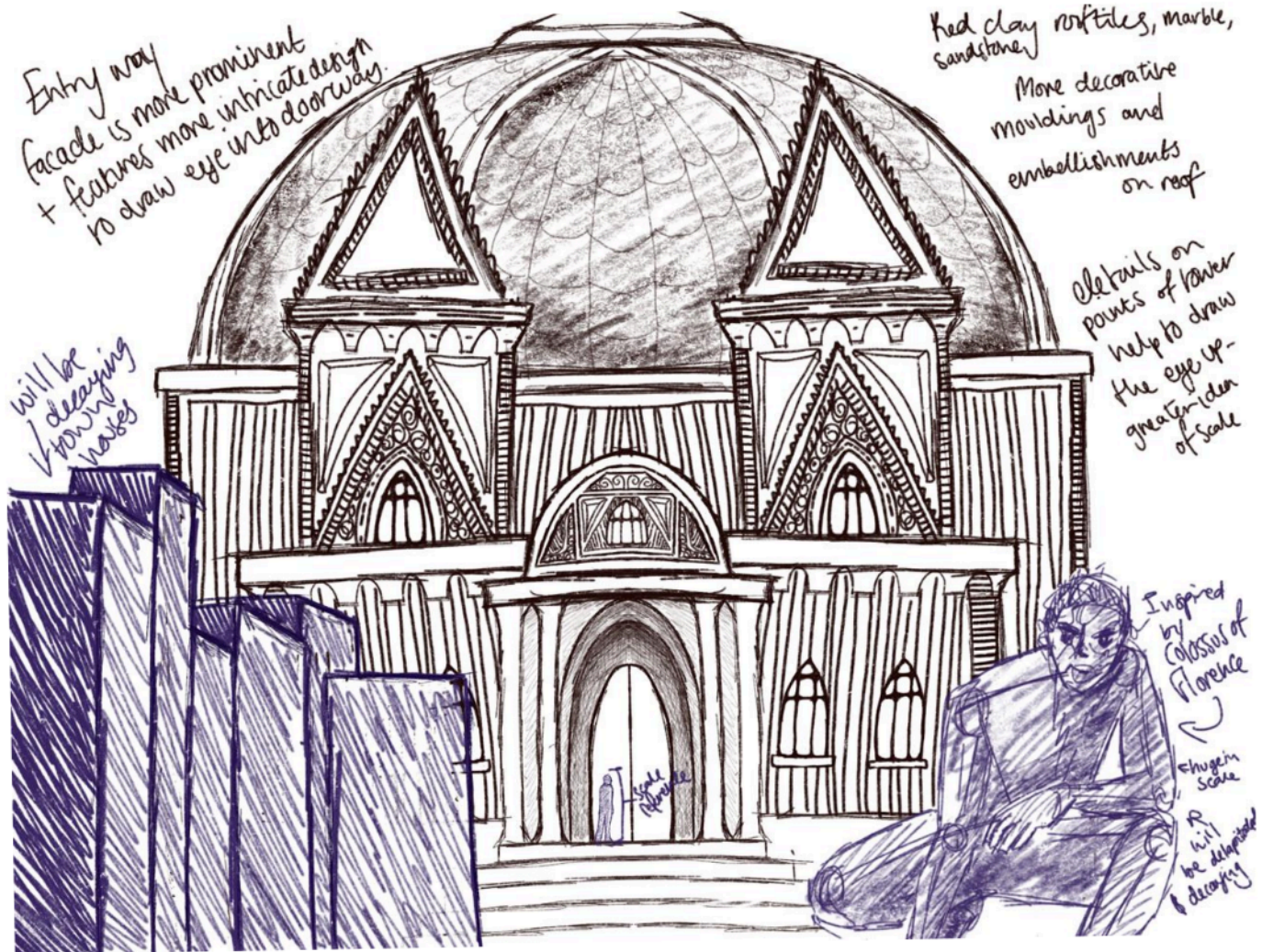


Inspired
by
Colossus of
Florence

huge in
scale

it
will
be damaged
& decaying





Entry way
facade is more prominent
+ features more intricate design
to draw eye into doorway.

Red clay roof tiles, marble,
sandstone

More decorative
moldings and
embellishments
on roof

Details on
points of view
help to draw
the eye up -
greater idea
of scale

will be
decorating
iron horses

Inspired
by Colossus of
Florence

figure
scale

will
be decorated
with dragon

scale
figure

Bibliography

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- [2] "10 Characteristics of Renaissance Architecture", *TheCollector*, June 18, 2024. [Online] Available: <https://www.thecollector.com/10-characteristics-of-renaissance-architecture/> (Accessed 24/10/24)
- [3] "rose window", *Encyclopædia Britannica*, Jan 31, 2022. [Online] Available: <https://www.britannica.com/technology/rose-window> (Accessed 26/10/24)
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- [6] "19.2: Renaissance Architecture", *Humanities LibreTexts*, October 02, 2024. [Online] Available: [https://human.libretexts.org/Bookshelves/Art/Art_History_\(Boundless\)/19%3A_The_Italian_Renaissance/19.02%3A_Renaissance_Architecture](https://human.libretexts.org/Bookshelves/Art/Art_History_(Boundless)/19%3A_The_Italian_Renaissance/19.02%3A_Renaissance_Architecture) (Accessed 29/10/24)

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GRADEMARK REPORT

FINAL GRADE

67 / 100

GENERAL COMMENTS

1. Engagement With Literature Skills (65%)

BIBLIOGRAPHY: A bibliography in IEEE format is provided in the work, with a range of appropriate sources listed for research.

MOODBOARDS: The moodboards show a good range of visual inspiration represented in the work. Architecture is the main focus and a number of styles have been investigated as part of the exercise.

2. Knowledge & Understanding Skills

(not assessed in this assignment)

3. Cognitive & Intellectual Skills (70%)

TASK A (Mind Map): The mind map approach is clearly following the work of Tony Busan, with colours, organic shapes and keywords forming the structure. Imagery is also used in association with the idea generation and a wide range of topics have been explored here. Hopefully this has provided a good foundation for inspiration!

4. Practical Application Skills (67%)

TASK B (Moodboards): The moodboards have a definite focus on architectural styles and features with colour also being a predominant element. Consider making use of fonts and keywords to help establish a feel for your

environment design, or experiment with the source material by altering the colours digitally to not only convey a style but also a mood.

TASK C (Visual Designs): Some good exploration has been conducted in the visual design work, with variations on a general theme investigated and supported with labels that communicate your design processes and considerations. Shapes are involved in the designs presented and these are also used alongside architectural cues taken from the research.

Try making use of silhouettes in the design process as this may be a good way to try some more unconventional ideas – this could trigger inspiration to keep refining the design or trying architectural features that previously may not have been considered.

5. Transferrable Skills for Life and Professional Practice

(not assessed in this assignment)

Overall Mark: 67.2%

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