

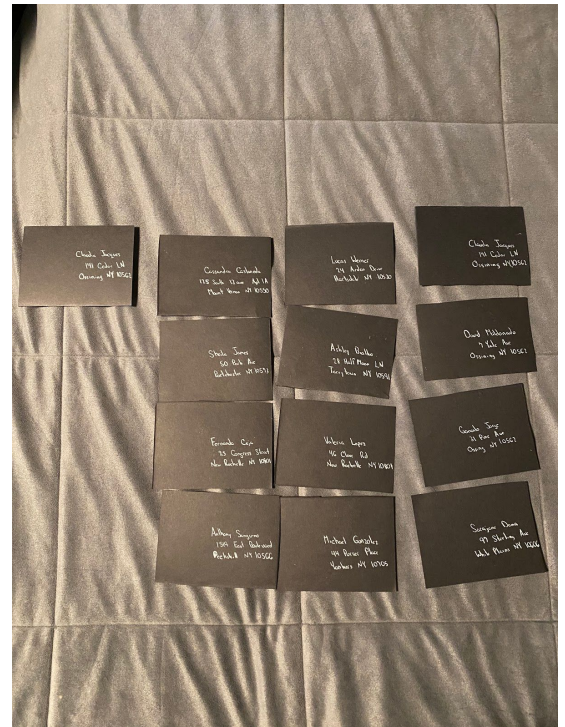
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2D Design
Professor Claudia

Final Project

Original Concepts:



Finished Product:



Self Critique:

The concept of my design focuses on the use of simplistic circles. The adjective I used is adaptable and I interpreted that to mean that the circle can be used in many different ways but it will still look like and have the basic principles of a circle. The shape used, as previously mentioned, is the circle and the narrative is showing how many ways a circle can be used to create a dynamic work of art. Line, shape, color, and space were primarily used either in the circles themselves or used as part of the materials I chose to use. These all helped communicate that a basic circle with the help of these elements can be a dynamic piece of art. Overlapping, Repetition, Size, and Directional Conflict all were design principles that helped me achieve my narrative. Without the use of any of them, the design would be flat and boring. The overall composition I feel is the most successful. At its root it is a very basic design, however, demonstrated the way it is it can tell a story and is more than just three splat circles on a card. If I had more time to rework it I would love to implement either a broad value scale between the layers or even color in general having it pop more than it does now.