fanqi Dai (Judy) comp-242

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Personal Statement

Fanqi Dai, Judy, is a sophomore student currently studying Graphic Design in Pratt Institute. She has a great interest in visual arts since she was in Kindergarten. The interests developed on art during her early stages led her to join out-of-school art labs to learn more. From primary school to middle school she studied normal subjects at Chinese local schools, sometimes attending some drawing competitions and won awards.

She then joined an international school and studied International Baccalaureate (IB) program in her last two years of high school. The experience of learning in Chinese schools and an international school gave her a chance to learn two different languages in depth, helping her earn a bilingual IB diploma after graduated from high school. The IB Visual Arts course from the program allowed her to learn and explore more about the field of visual arts.

As a result of this and her previous interests in Arts, she finally decided to study in the field of design. She chose to study abroad in New York City, believing that this is the city of art that can teach her more than before. Studying in Pratt taught her a lot and she expects to improve herself more and more.

Her inspirations come from everything in life: sometimes in dreams, sometimes in a daily conversation, sometimes in videos and books. For the future, she wants to create designs that help make the world a better place.

A Taste of Italy Restaurant Menu Design

Project I

Concepts & Research

The project required us a design a restaurant menu.

When the class mentioned to create a restaurant menu, I did not think about a restaurant but a dessert shop. Because I like ice cream so much and got fascinated about the ice cream shop "Amorino" after I ate their cones, I decided to create new menus for the shop. The shop also gave me a good reason for recreation.

Every time I went into the shop I realized that I was always looking up at their menu boards. For someone with bad sights like me, the sizes of typography are not really friendly. I observed that they do have smaller copies of paper menus, but I disliked the boring design. Thus, I chose to design a new menu that is more interactive, but also easier to bring with you for take-out uses.





Moodboards

Graphics/Icons/Illustrations

























3

Typography









elegant & leisure font

















2

Photography

























Drafts

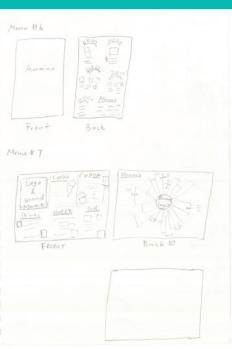








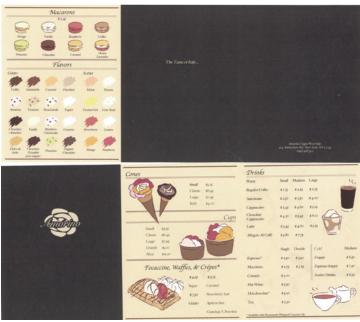




Iterations







final











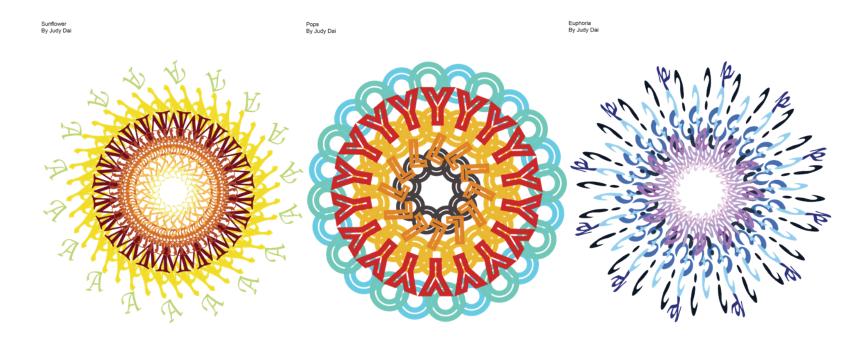


A Smell of Nature

Abstract Radial Symmetry Design

Project 2

Concepts



The project requirement is to create symmetry designs by using emojis parts. The whole project must be done with Adobe Illustrator.

I started this project by practicing my Illustrator skill doing the in-class exercise. I played around and altering types in the way I want. After learning the rotation tool in Illustrator, I started to create beautiful type symmetry compositions. We also went outdoors to find the symmetries in real life.

We then using several emojis as prototype and trace them to create our versions of emojis. I discovered that some parts of the emojis have potential to create wonder designs later.

Later I created and selected the parts of emojis I would like to use. After doing several compositions, I realized that the colors of emojis are bold that not every part group up nicely together. This led me to make my final a more monotone composition.

Emoji









































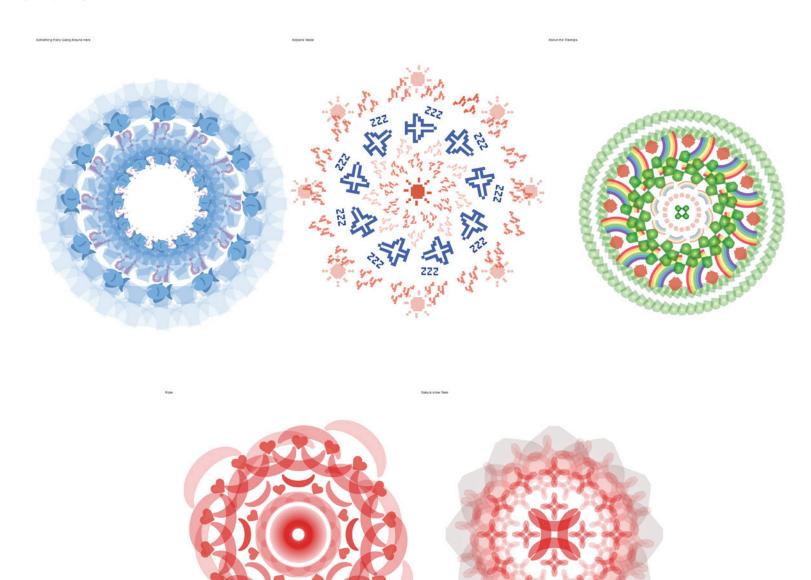






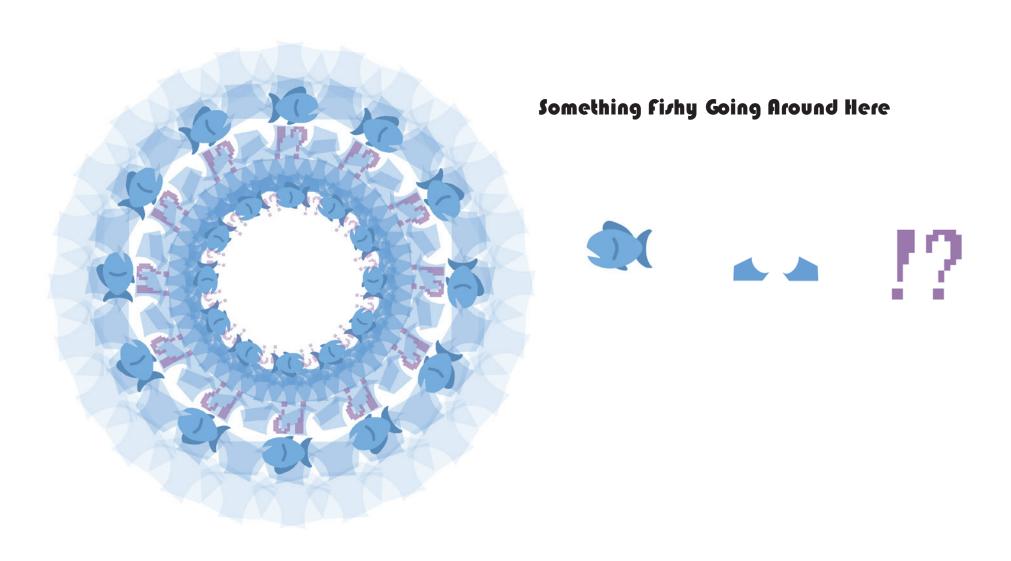


Iterations



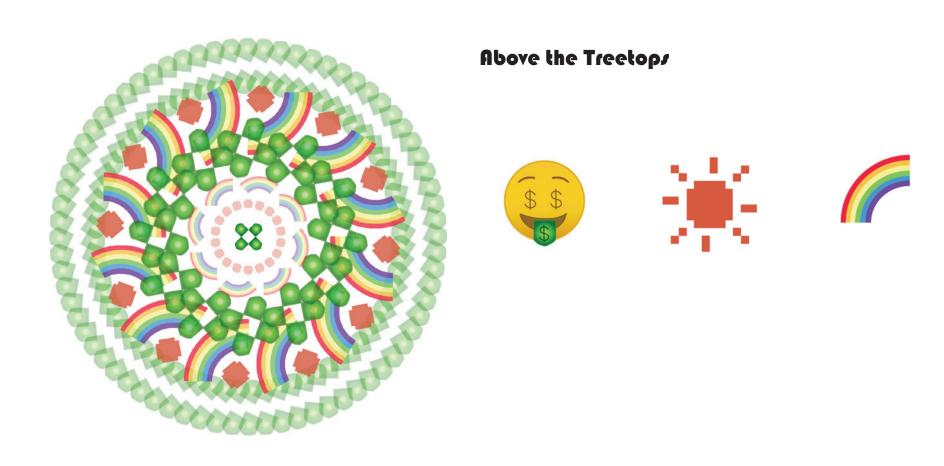
Selected Iterations

Something Fishy Going Around Here



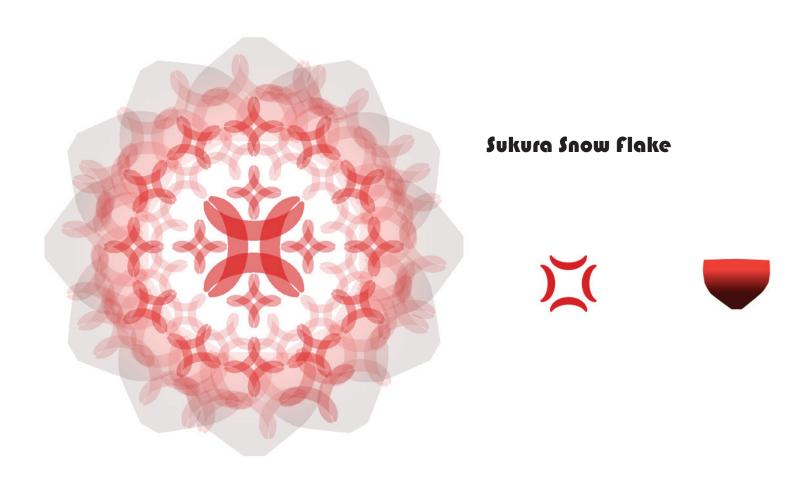
Selected Iterations

Above the Treetops

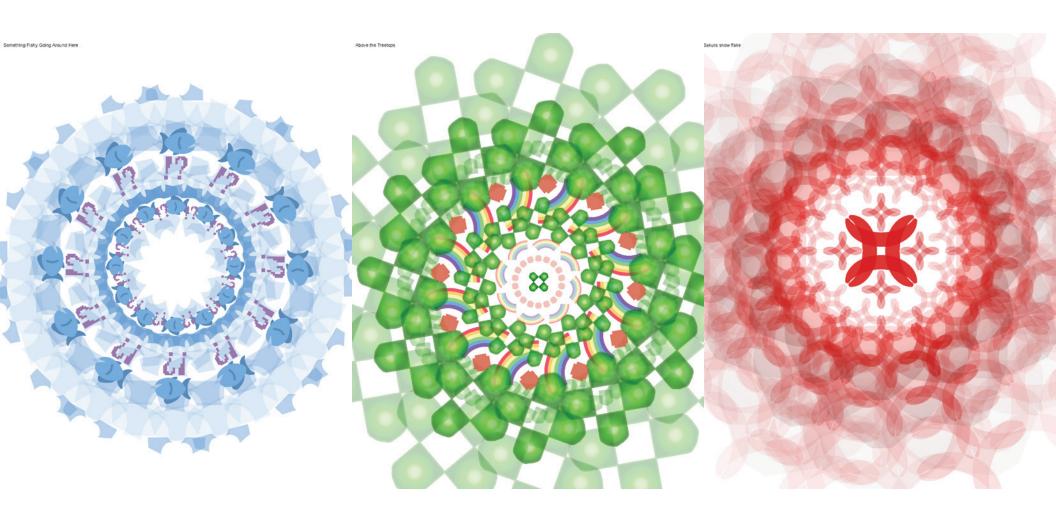


Selected Iterations

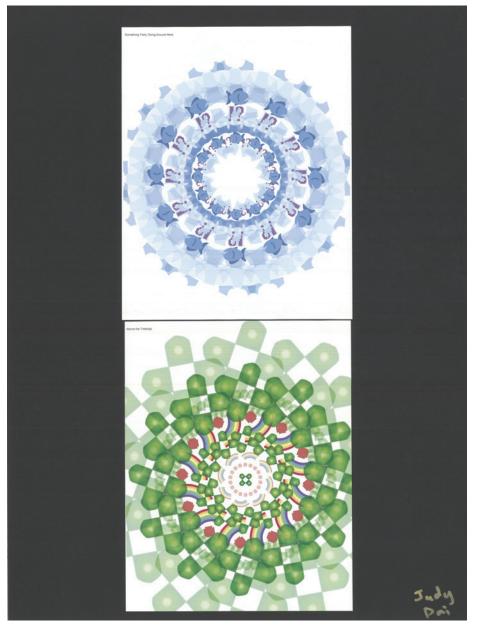
Sakura snow flake



final







A Nation of Robots

Fictional Currency System

Project 3

Concepts & Research



This project required students to create a system of currency for imagined country, sovereignty, or economic system. We need to design three different denominations in total.

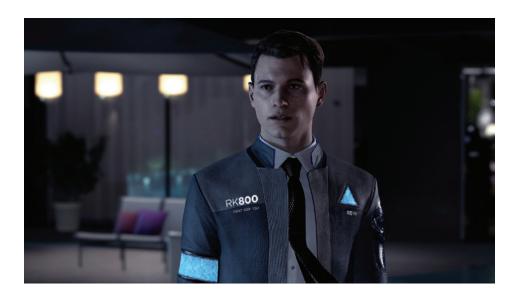
Before I started to decide my fictitious country, we first analyze the currency in real life. The real life currency that I was analyzing on was the Taiwanese New Taiwan Dollar. After detailed studies, I realized that there were actually a lot of typography and images with different opacities. The repetition of lines created depth and special illusions.

I chose to do currencies for Andriod robots in the PS4 game "Detroit: Become Human". This video game set the background in the near-future metropolis of Detroit in 2038. Detroit is a city revitalized by the introduction of highly advanced androids that exist only to serve mankind. Human treat androids as tools. However, many androids start to develop self-consciousness and emotions, such as fear for being "discarded" permanently. They seek for independence and recognition. Most androids that developed these qualities are qualified as deviants, and they tried to shelter in Jericho for protection. In the game there are many endings. Here I assumed that the android revolution is successful and they build the Nation of Androids, which is the country that I will create currency for.

Due to the setting of this game, I thought my currency should contain some science-fictional and futuristic elements. Triangles and cold colors fit this idea well

Visual Research on the Nation



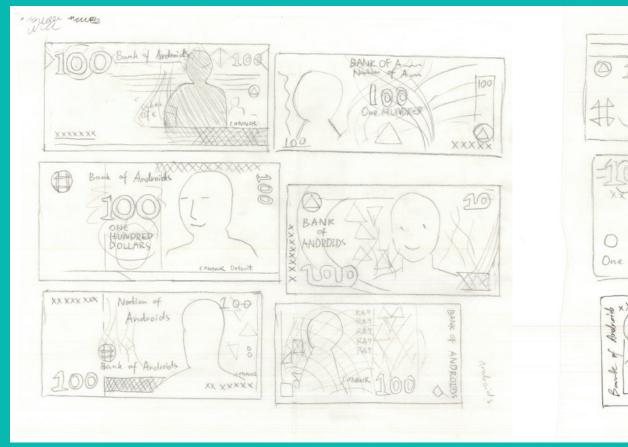


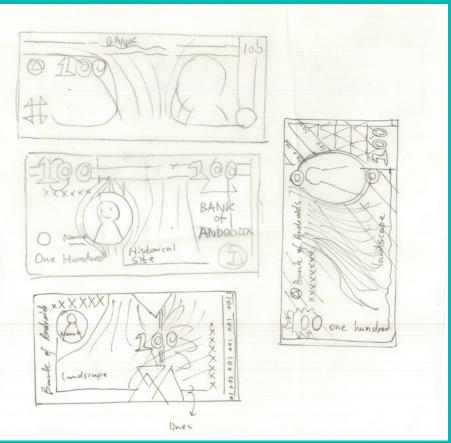






Draft



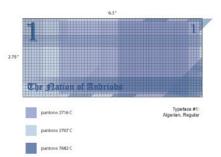


Iteration



"1" Currency Comp Iteration #1 Print Version "1" Currency Comp Iteration #1 Proof Version

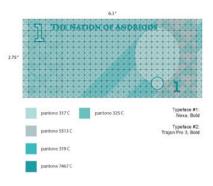




pantone 7684 C

Currency Comp Iteration #2 Print Version Currency Comp Iteration #2 Proof Version

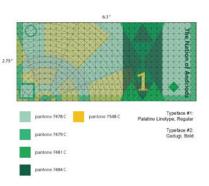




Currency Comp Iteration #3 Print Version

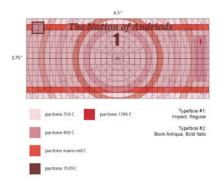
Currency Comp Iteration #3
Proof Version





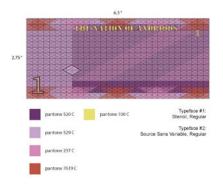
Currency Comp Retation #4 Currency Comp Retation #4 Print Version
Print Version





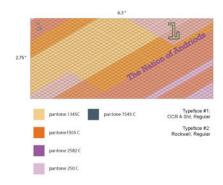
Currency Comp Iteration #5 Print Version Currency Comp Iteration #5 Proof Version





Currency Comp Iteration #6 Print Version Currency Comp Reration #6 Proof Version

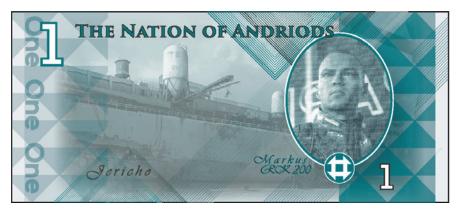




Refined Iterations: 1 & 10













final



Aface of Strange Digital Portrait Illustration

Project 4

Concepts & Research

For project 4, we need to create a digital illustrated portrait. The image must include typography, landscape, and the human figure.

We started by scanning famous or interesting human figures and backgrounds, producing glitches too. Then we use Illustrator to trace the essential parts of the image. It will be tiring if we trace all of it, so we have to make decisions. And also, we started to look for random quotes on New York Times. We selected quotes and made them into interesting typography compositions.







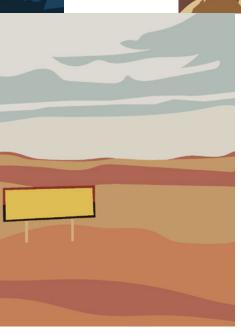


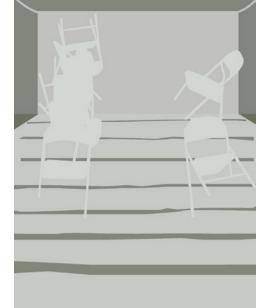
landscape











Protrait











Typography

It is **not** normal that it's **normal**

Is it a lot of money?

Yes Yes

Yes

Reviving Hanfu had

Great Significance

for raising

Han ethnic

Identity and Pride

NO ACT OF

TOO SMALL

TO MAKE AN IMPACT

Born Pretty?

That's a

big fat

used to think

the **machines** are





anything

for you

The first role

of the museum

educational

TO CONTRIBUTE TO

STABLE

POWER SUPPLY

AND TO

ECONOMIC

GROWTH

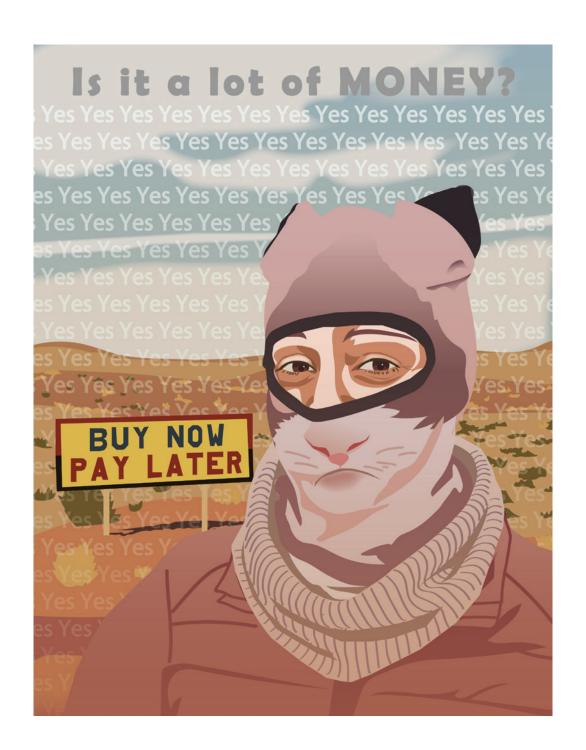
Thank **God**

I don't

feel like that

right now

final

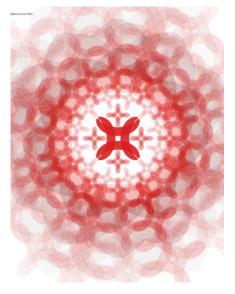


Thumbnails













Acknowledgements

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