

Personal Statement roiectl Project2 Project3 Project4 Acknowledgements



Personal Statement

Vizhen Ding is an international student at Pratt Institue who is currently studying in illustration design. Her parents are both working in the hotel industry, so she was intrigued and was thinking about becoming an interior designer, but she realized interior design isn't her real passion. About 5 months ago, she just decided to be an illustrator. The choice to study illustration design is a big decision which she has spent considerable time to consedered. She realized she really likes hand drawing, so maybe illustration design major is the best choice.

Before she came to NewYork, she never thought that she would be an international student. She studied in a normal high school in China, where they only spoke chinese, so she is felt different from other Chinese international students. She never studied in a international high school, and never took any course which tought in English. So for a girl who recently came to a strange country, had to adjust her entire life in this 'foreign' world. In the begining, it was hard for her to catch up the course and the language barriers. But now, she is slowly adjusting and everything is getting better.

Finally, She found the perfect major that inspires her daily and she enjoy to study it. She believes she will continue improve her-self in her college years.

PROJECT... 1

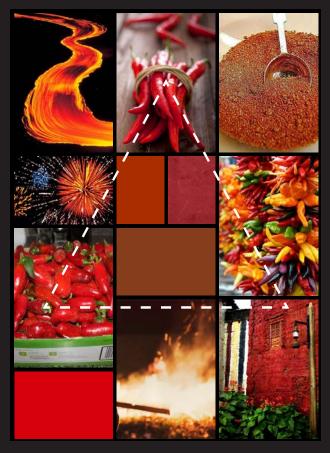
Restaurant Menu

WANT SOME EXCITMENT?

In this project, we were designed a menu for a resturant, I want to make a menu which has something different from a regular/normal menu, so I decided to design a 3D menu for a hot pot resturant.

Research

SOME INTERESTING MENU I FOUND



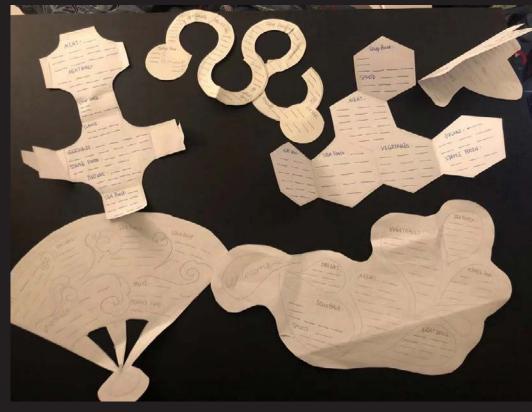


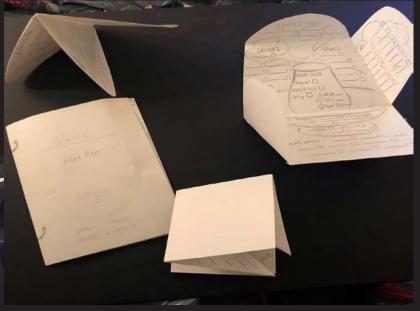












In this proces, our goal is try to make 10 rough composition for our menu. So, I tried to make some of them in 3 dimentional.

Dummies





















Dummiës





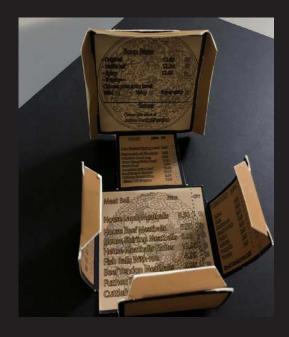


In this process, our goal was make the some physical menu dummies, I chose 4 three dimentional menus to be my final choices.













Meat	podee gov :	
New Zealand Spring	: Lamb 9.95 : [
Sugrama lamb Shoul	lder 8,95: 🛭	Ī
Pramitum Lamb Lag	693 : 🔲	
Hand Sitesd Fathy Ba	of 8.25: 🛚	
Carlia Baai	7.50:	I
American kobe Beef	12,95	
Baafalamb Combo	1025	
Chicken Breast Slice	595 : <u> </u>	
Sliced OXTongue	793 : 🛚	1
	:_	

9	SEA FOOD	pritae	@TY
ı	Shrimp Squid Fish Fillet Mussel Aretic Surf Clams Crebmeet Stick Mejillen	3.99 3.99 3.99 3.99 3.99 3.99 4.99	



VEGETABLE	price :	QTY	
Onton Com	2.99 2.99		
Mushroom Sweet Poteto	2.99 2.99		
Potato Lettuce Pumpkin	2.99 2.99 2.99		
Tomato Enoki Mushroo	2.99 m 2.99		





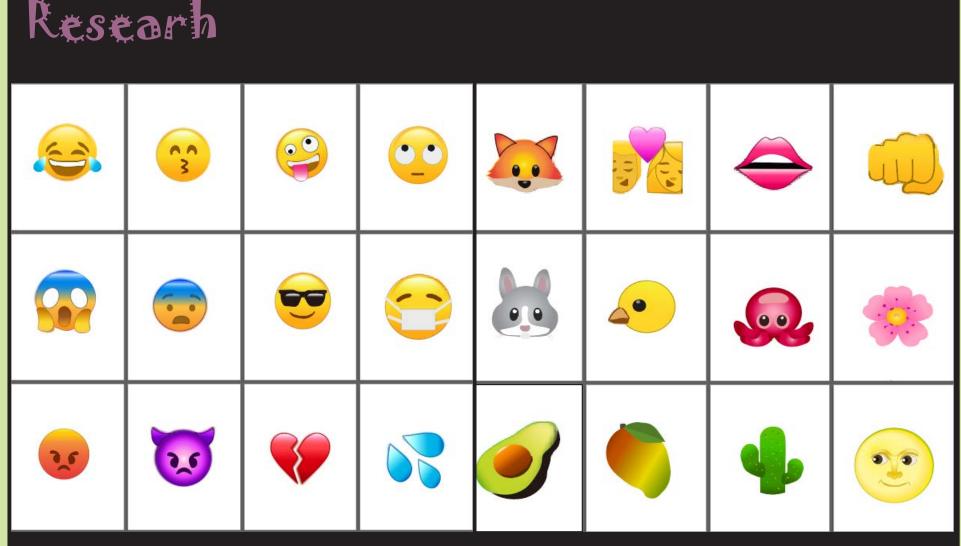
The dimensions of final menu would also be used as the resturant take-out box. Since I wanted to create a sustainable and functional design, I made the menu into the take out box which saves paper.

PROJECT...2

Want a cup of hot chocolate?

In this project, we studied how to rotate objects to create a radial abstract symmetry and how to make an animation by using illustrator and photoshop.

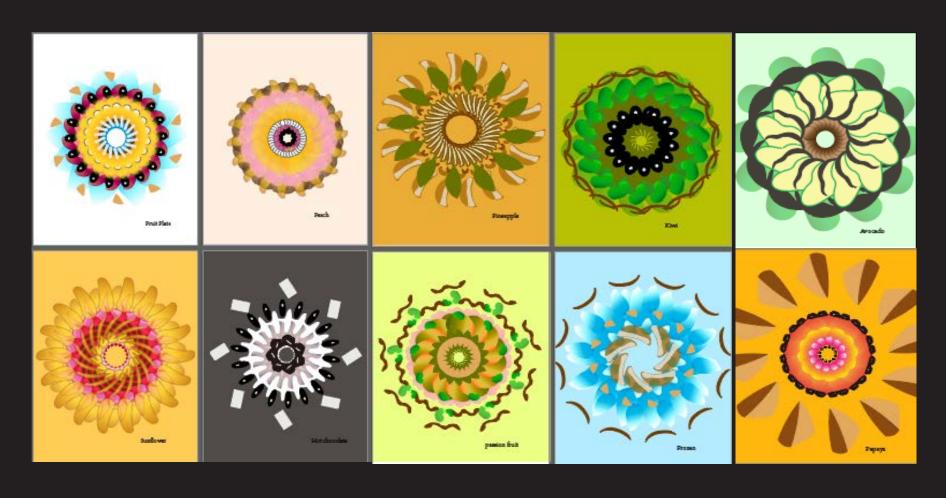
Researh



symmetry. By creating our own emojis using illustrator.

Inventory

In this process, our goal was create 10 radial abstract symmetry by the elements (emojis)which we created in last process.

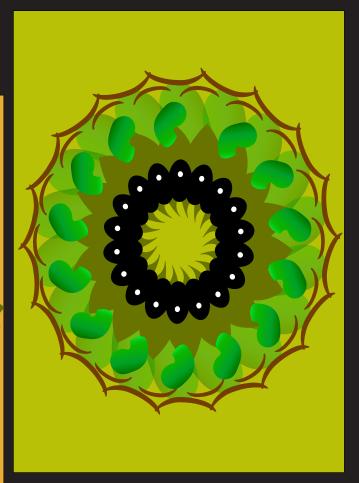


FINAL



I chose "chocolate", "pineapple" and "kiwi" as my final. because they represent their themes well, whether from elements, color or rotation perspectives.



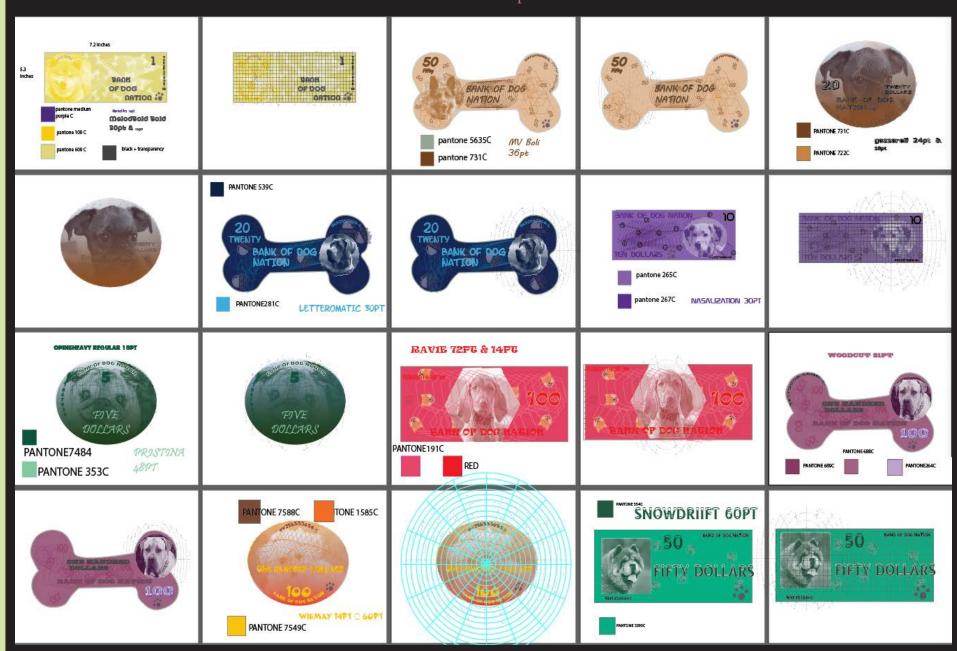


PROJECT... 3 Want more money?

In this project, we had to create a new currency system for anybody we want. For me, I decided to create a currency system for dogs. The bones shape and a bigger size would be designed for dogs. I made the bill three-dimentional then they could bite the money in their mouth. I tried to make the currency for different sizes dog as well.

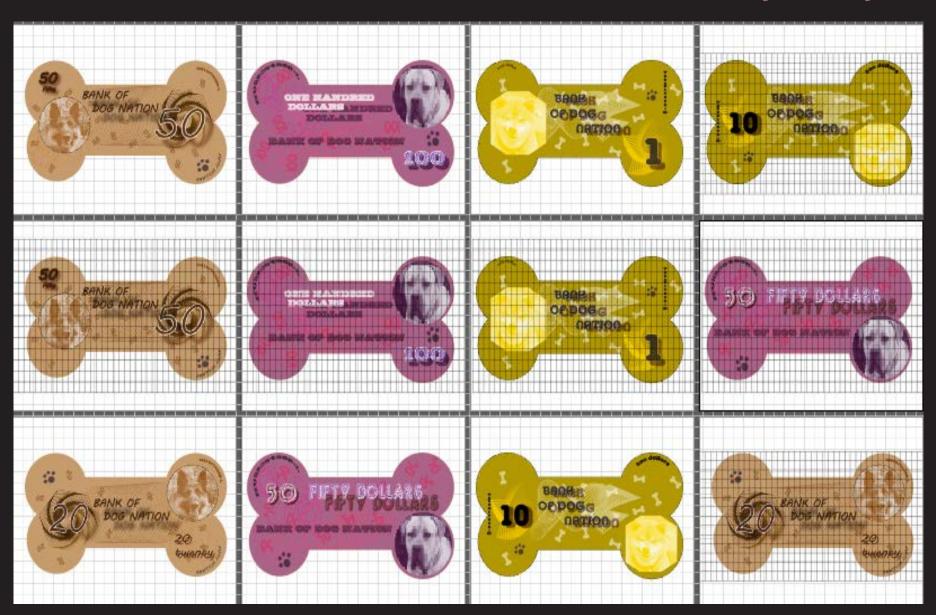
ROUGH COMPS

In this process, we created many rough compositions for our bill. For dogs, I tried to use the shape of the bones , round shapes and regular shapes for them.



REFINEMENT

In this process, I decided make my curency all in bones shape but each denomination in different color. I used a dog paw as the watermark, and I marked letter "L", "M" and "S" in nuber of bill to distinguish size of dog.



FINAL

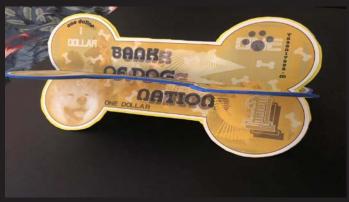






For the final, I used sponge paper as the medium to hold the papers together to make the physical bill.





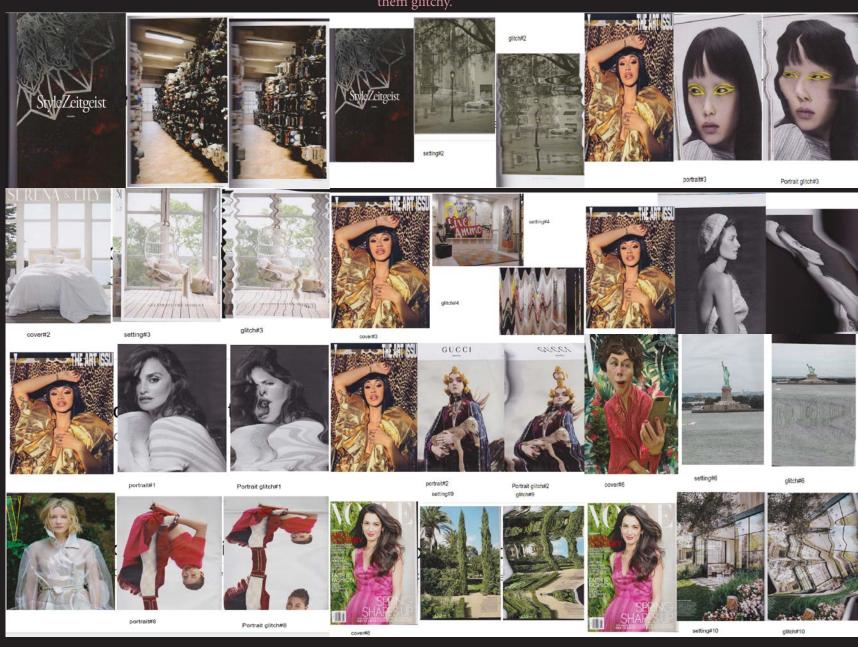
PROJECT... 4

WANT TO PLAY A GAME?

In this project, we studied how to use the pen tool and brush tool to create a illustrated portrait, with a visually interesting background and typography.

RESEARCH

In this process, we went to the library and scanned portraits and places from magazines, and to make the portraits and places more interesting, we made them glitchy.



TYPOGRAFHY

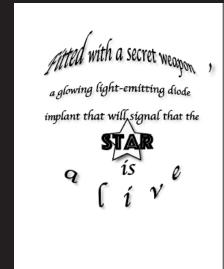


is
leveraging its commercial
and military might
to redraw the terms of
trade,
diplomacy and security,
challenging the liberal
democratic order.

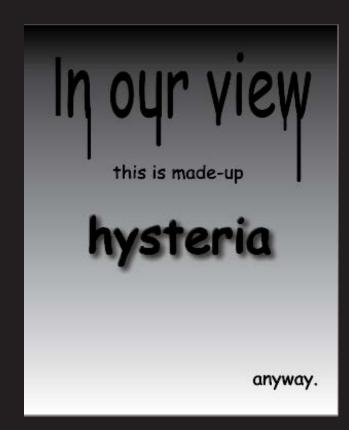
I **won't** go

into

your **world**.

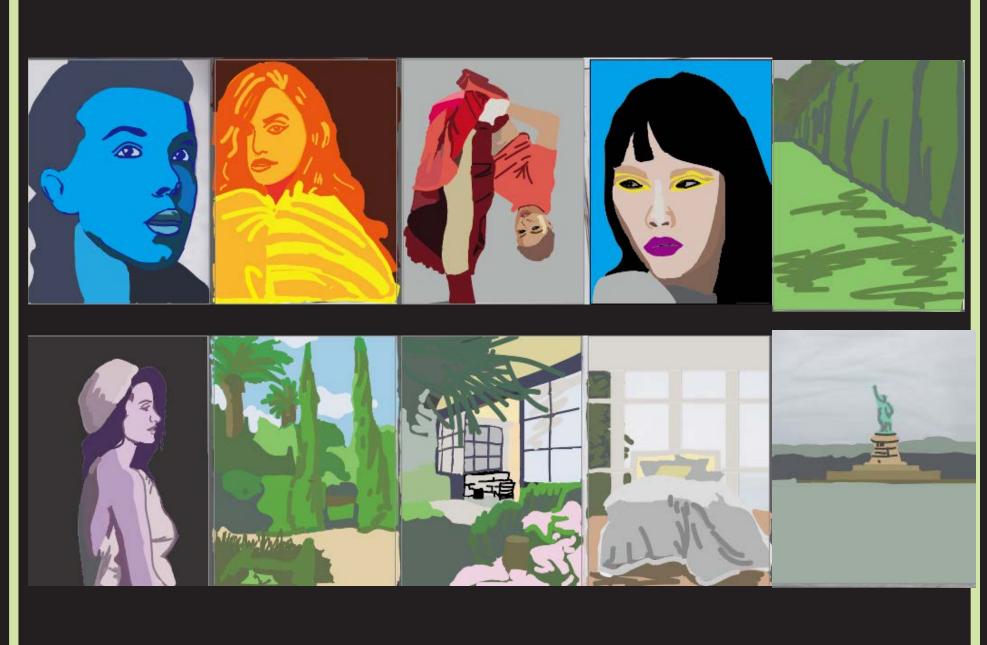




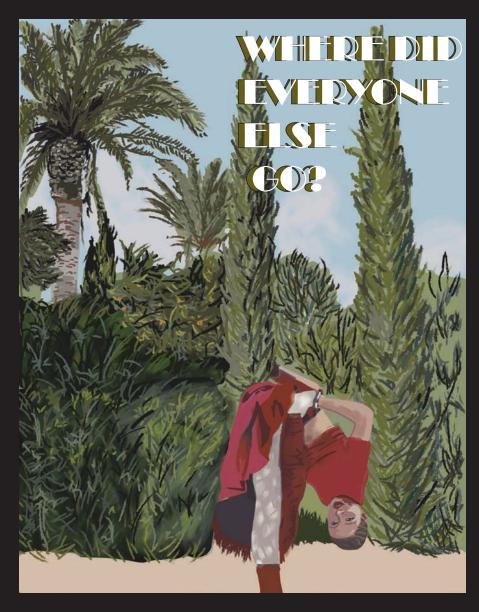


Typography: In this process, we tried to create interesting typographies for our final illustration.

ROUGH COMPS



1st DRAFT

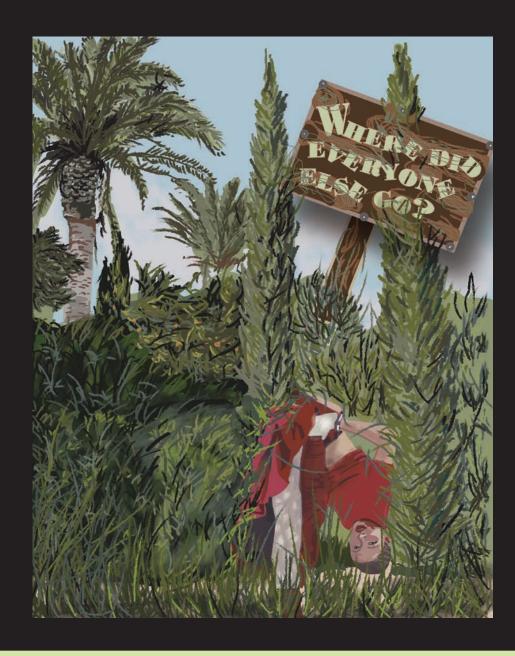


I chose a grove image and a girl bending down image to create a visual of the girl is playing hide- and- seek in the grove.

I used the pen tool and the brush tool to make the grove and grass look realistic, with the different kind of strokes I used, it creates a light and airy vibe to the clouds and it makes the bosk look well defined.

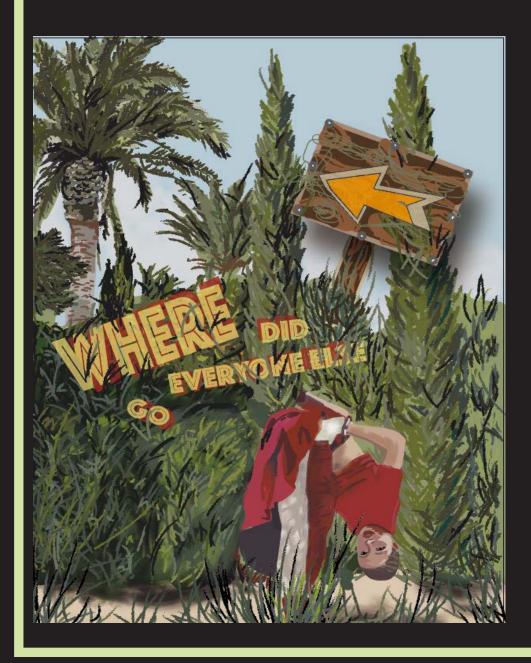
But I realized the foreground looked too empty and it needed more details. The girl seemed to not relate space, so it's a little bit odd. Also the typograaphy is too simple.

2nd DRAFT



In this draft, I tried to create a wooden sign to make the typography pop out, and make the whole page more interesting. And I trieed to draw more grass around the girl as if she's hiding in the grass but what I had in mind didnt come through- it made no sense.

FINAL



In the final page, I keept the wooden sign to make the page interesting, and removed useless grass, and added some shadow for the bosk and figure to give it depth.

In last process, I was tried to illustrate the typography by using the brush tool, but doesn't really make sense, so I decided to use a font which make sense of video games.

Also the quote "where did everyone else go" is implying that this is a hideand - seek game.

Thumbnail



Menu Project



Radial abstract symmetry

Card



Currency System



Portrait Illustration

ACKNOWLEDGEMENT

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