

# MELLOM BAKKER OG BERG

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The catalysts are defined in two different ways, in the first project I connected dots on the outline of a reindeer, and extended lines in a 90 degree angle of each other. In the second project I used a ballerina, and did the same as with the reindeer, but the dots were in the joints of a dancer and lines were extended from there (figure no. 1). This created my paradigm (figure no. 2 and 3). Once I created the paradigm (figure no. 4) and from there I applied my defined rules decided within the attributes. This sums up my process in the generative design course.



Figure no. 5

The rules of the attributes were as follows: Serene: Low contrast, extend object in width (2D) and reduce object opacity. In strange: black and white contrast, enlarging any human form, and extend lines. In sincere the rules were opposite contrast, overlapping objects and enlarging most important word of a sentence.

Between hills and mountains" - The course started for me by defining three attributes that defines me as a designer. The attributes was *serene*, *strange* and *sincere*. Within the three attributes I defined nine rules that would influence my generative process in designing an illustration or collage of Norwegian folklores as my first project, and a childrensbook in the second project.

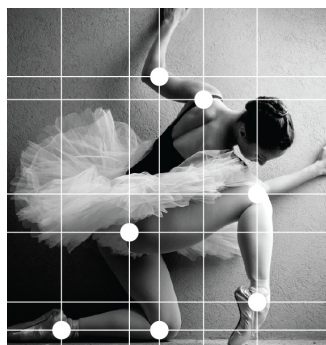


Figure no. 1

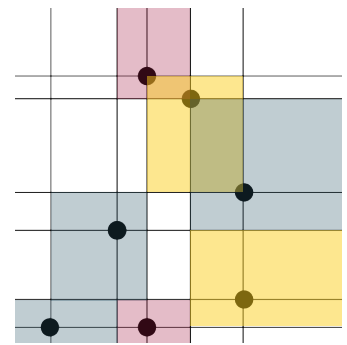


Figure no. 2

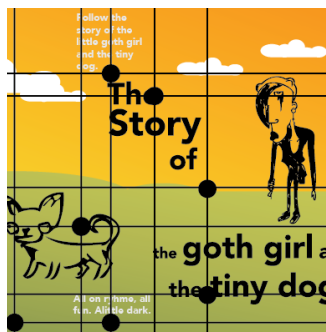


Figure no. 3

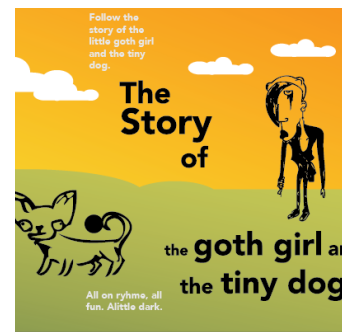


Figure no. 3

Once the attributes, the defining rules, the catalyst and the paradigm were all set up and ready to be transformed. As the outputs, I produced numerous (figure no. 5.) examples. I've learned the importance of personality in my design, aswell as the creative influence external input can have, and be able to help me in my personal design process.