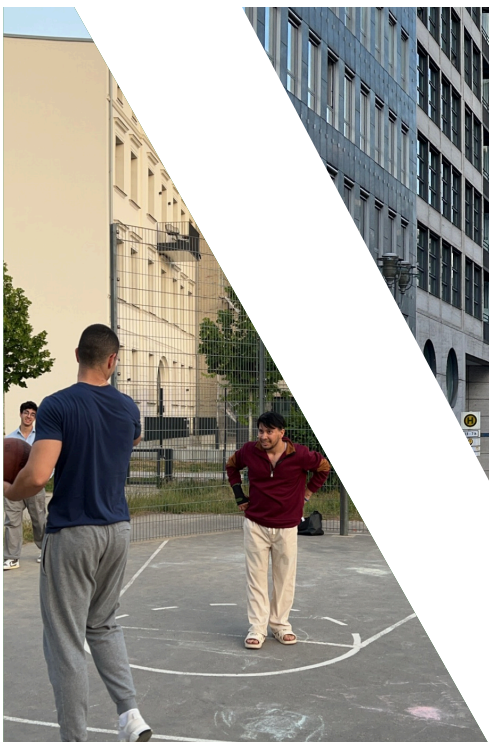




CREATED.

CADT-UH 1076J
SUMMER 2024

HUBERT CHANG





CREATED.

THIS BOOK CONTAINS:

I. THE HOOK

II. LIFE & THE LOOT

- > *food & hunger*
- > *my new treasures*
- > *buying souvenirs*

III. CREATIONS

- > *#1: 30 Circles Assignment*
- > *#2: Interpret 5 Alternatives*
- > *#3: Asking "Why?"*
- > *#4: Group Design Exercise*
- > *#5: Reversals Exercise*
- > *#6: Random Word Generator*
- > *#7: Two Person Experience*

IV. MEDIA 102

- > *choosing colors*
- > *outline techniques*
- > *choosing fonts*
- > *finding a style*

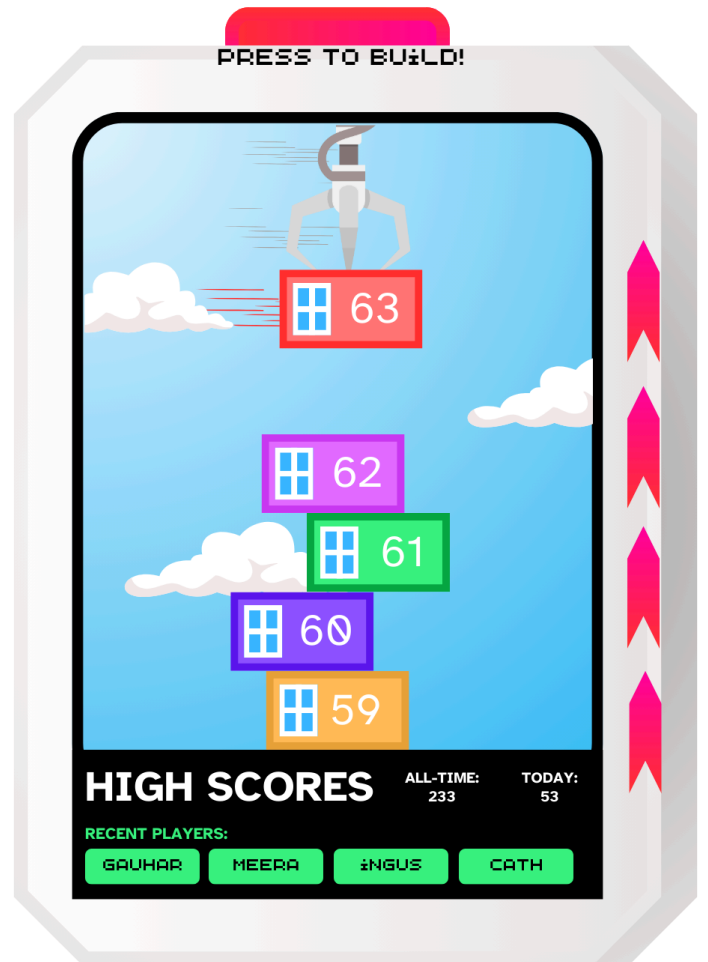
I. THE HOOK

PLAY INSTALLATION NOTICE!

> So we all know how the elevators on NYUAD campus could be quite slow right? Since we can't speed up the elevators, why not build something to help kill time and create a little form of community engagement?

> From a series of continued efforts from the IM community on campus, we're proud to announce Campus Blocs, a game developed by our very own students!

> Early installation will begin in C2, A1C, A2C, A5C, and A6C on August 30th!



SHOP RAFFLE-OVEN BOX



SHOP CREATING MERCH

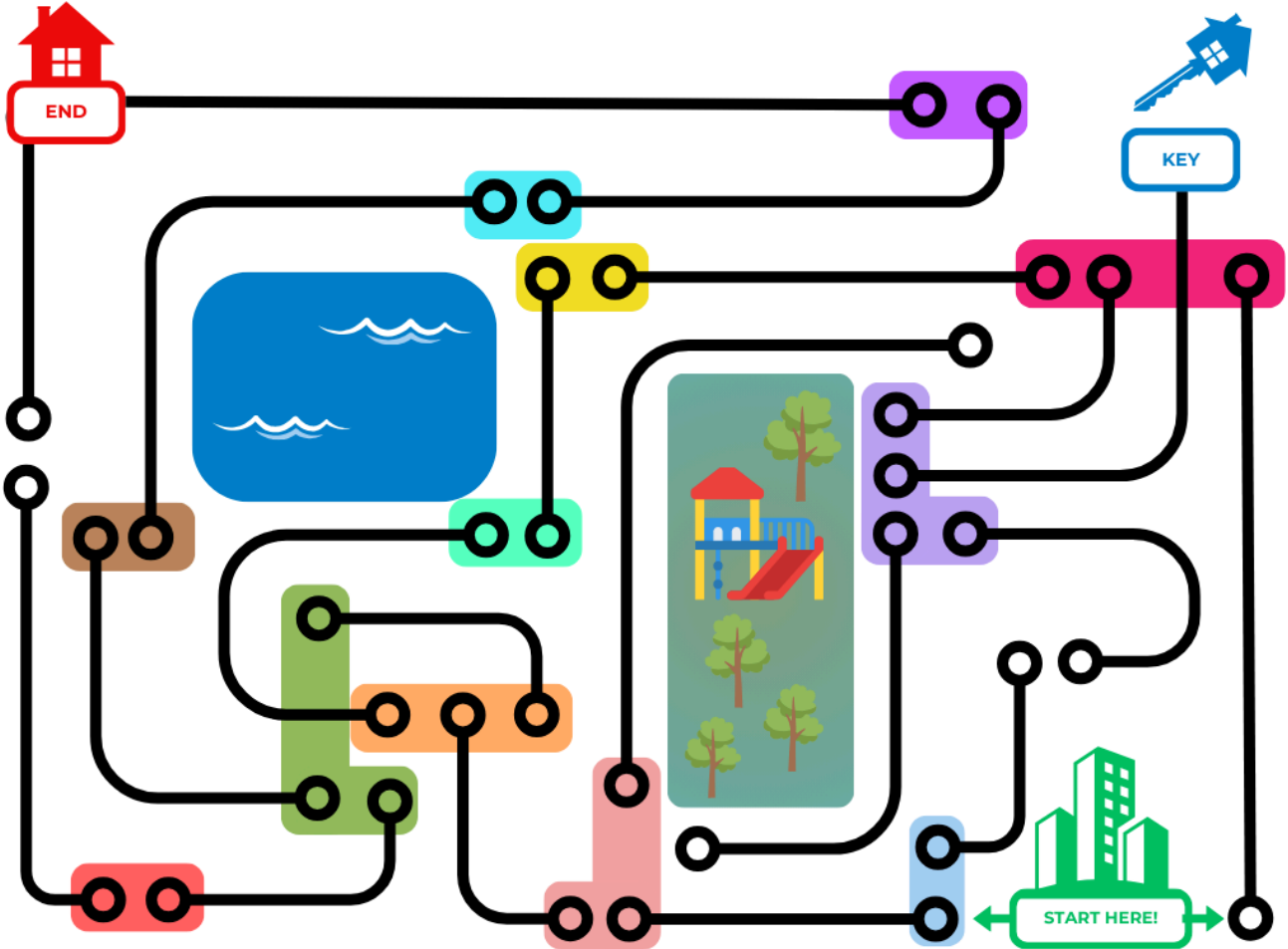


HOOK

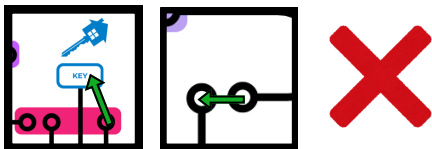
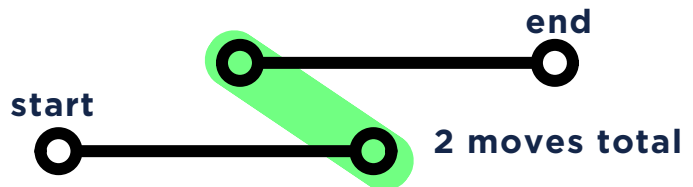
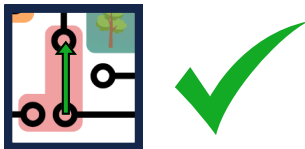
CAN YOU COMPLETE THE MAZE IN UNDER 15 MOVES?

SAVING TIME

OBJECTIVE: OBTAIN KEY AND GET HOME IN LEAST MOVES POSSIBLE



Tutorial / FAQ



Changing stations does not count as a move, only going down a line counts.

HOOK

EARLY ACCESS STARTS TODAY!

- > Ever wanted to prove you're the best Connect 4 player?
- > Tired of your friends not taking you seriously during your matches?
- > Try your hand at Connect4.com!



CONNECT4.COM

Play
Blitz
Learn
Watch
Social
More

Sign Up
Log In

mysunshine (2114)

mikufan (2512)

mysunshine: bro chill
mysunshine: how are you even in this elo
mikufan is AFK and their turn will be kicked after 2 minutes
mikufan: 等等我爸買了蔥油餅和油條
mikufan has returned from being AFK
mysunshine: bing chilling?
mikufan: no
mikufan: dad buy fried green onion pancake
mikufan: and uh
mysunshine: damn sounds kinda good
mikufan: idk what it called
mikufan: oil stick?

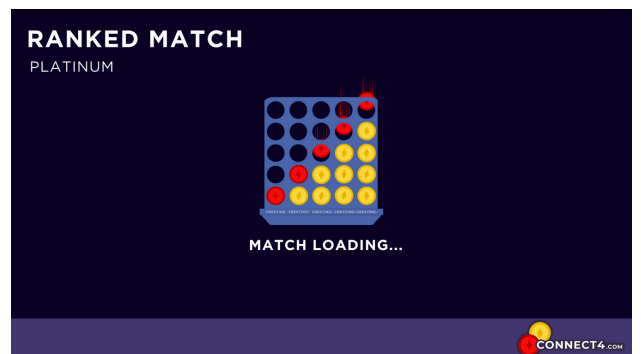
Message

Ranked Ladder will be unlock on full release on September 19th



**Exclusive
Connect4.com
Credit Card**

Share your clips using #connect4online on social media to get featured on the official YouTube channel and possibly win a connect4 themed credit card!



II. LIFE AND THE LOOT.



> Aiko (アイコ)

What to Get?

- UDON (A)
- GESOKARA
- TONKOTSU RAMEN
- TEMPURA RAMEN
- TATSU AGE
- EDAMAME



> Cocodrillo

What to Get?

- ARANCINI SICILIANI
- DIE BERÜHMTE TRÜFFELPASTA
- SEXY PACCHERI
- PROFITEROLE CHOCOLATE



FOOD



> Augustiner am Gendarmenmarkt

What to Get?

- RADLER BEER
- LEMONADE
- PORK STEAK
- CURRYWURST
- BAVARIAN SAUSAGES
- APPLE FRITTERS
- A CHAT WITH THE BARTENDER



> Restaurant Maximilians Berlin

What to Get?

- PORK KNUCKLE
- OVEN PRETZEL W/ BUTTER
- WHITE SAUSAGES
- BRATWURST
- HONEY BEER

FOOD



> Charlie's Beach

What to Get?

- CHEESE BURGER
- CURRY WURST
- BRAT WURST
- DONER BOX
- GOOD VIBES



HAPPY MUNCHING IN
BERLIN!

THE LOOT

I'm building a new skateboard cruiser setup, thought it would be memorable for me to get some parts here in Berlin!

CALLIBER II RKP TRUCKS

📍 Lassrollen

🏷️ €90



MINDLESS VIPER WHEELS

📍 BLUE TOMATO

🏷️ €39

MINI LOGO BEARINGS

📍 TITUS

🏷️ €15



SOUVENIR

Every souvenir shop sells the exact same thing! They all suck!

That's why we should strive to look for more unique souvenirs for our friends and loved ones.

AMPELMANN

While the cheap Brandenburg Gate merch here and there might show everyone that it's from Berlin, is it really nearly as iconic as Ampelmann?

I would personally love Ampelmann merchandise way more than crappy Brandenburg gate merch that's devoid of any personality.

Be a part of the change! Let's encourage more interesting souvenirs all around the world! I bought a piece of the Berlin wall with an Ampellman engraving for myself :)

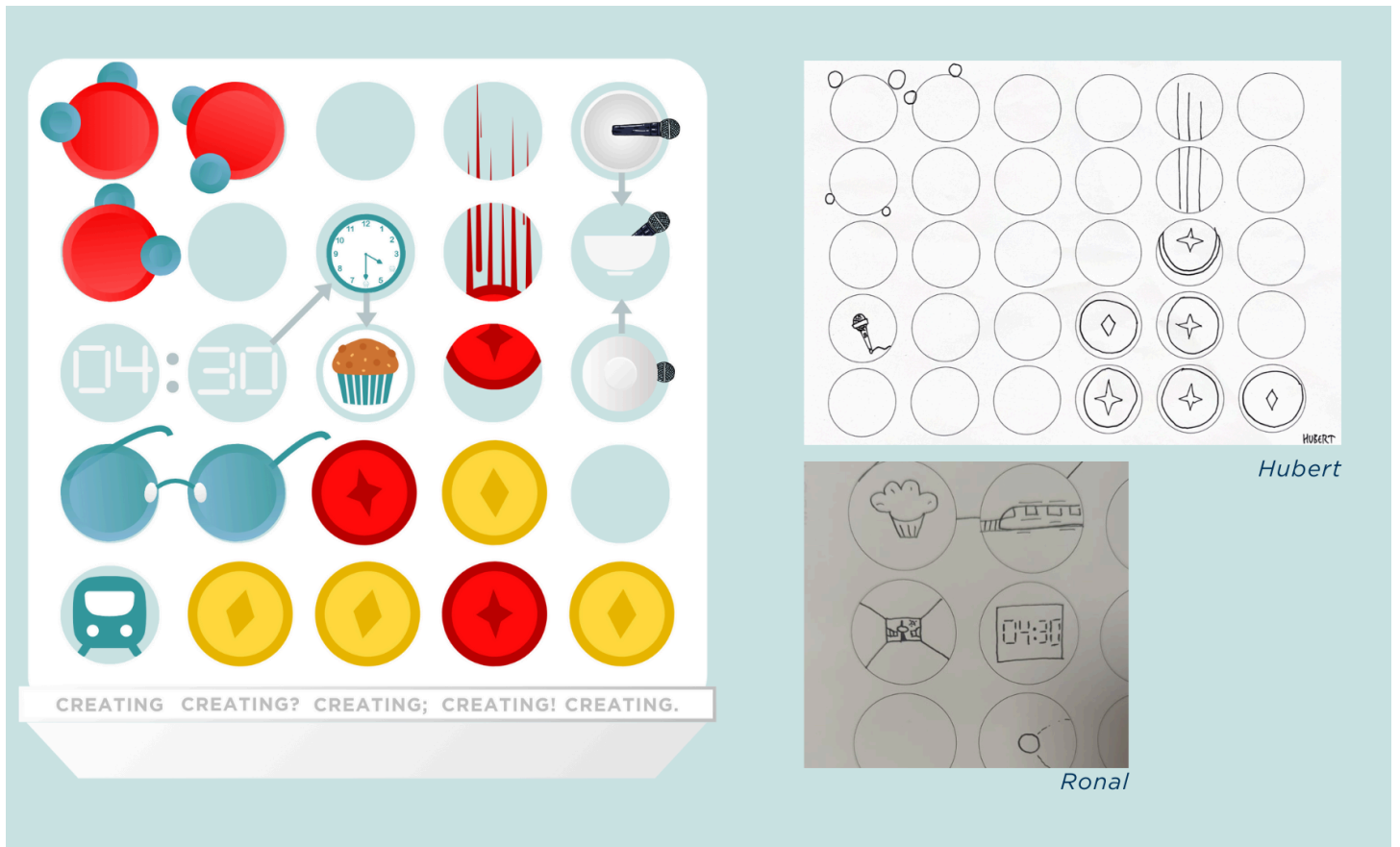


BUYING GIFTS IN BERLIN

III. CREATIONS

Documenting the Process

> #1: 30 Circles Assignment



I made a colorful piece of abstract art based on the Connect4 template I gave myself in the original in-class exercise.

The top left has a more prominent drawing of the water molecules from the initial sketch. Ronal drew a bowl viewed from the top, so I adapted it into the top right as 3 different perspectives in the top right.

The class title "Creating" (with different punctuations) acts as little engravings near the bottom of the board.

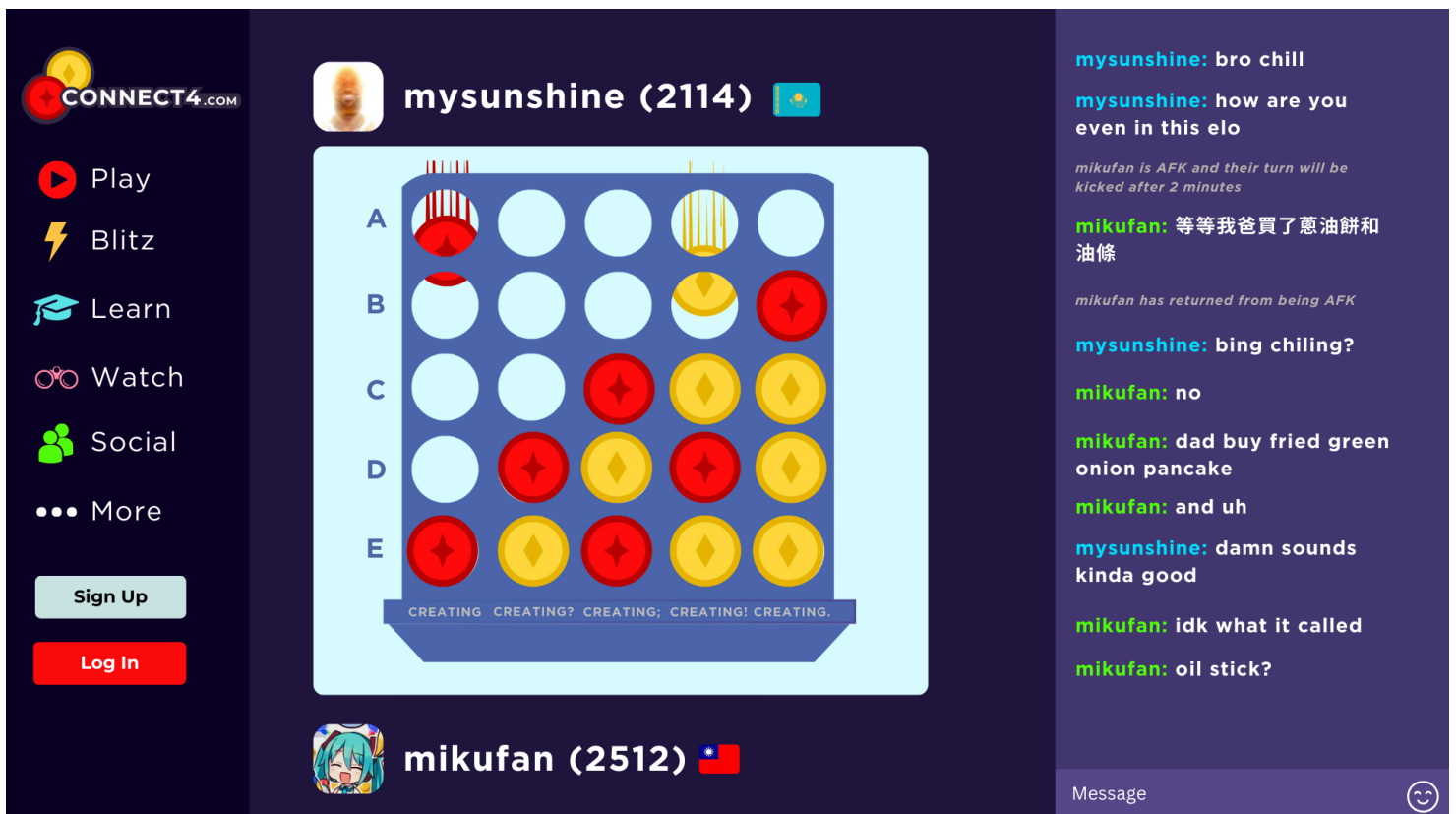


MAKING

> #2: Interpret 5 Alternatives

Interpreting the first assignment as an outsider

- a competitive Connect 4 browser game
- hipster clothing brand with video game collabs
- board game cafe back on Saadiyat Island
- board game called Muffin time uses an alarm clock
- a whole currency using the Connect 4 design scheme



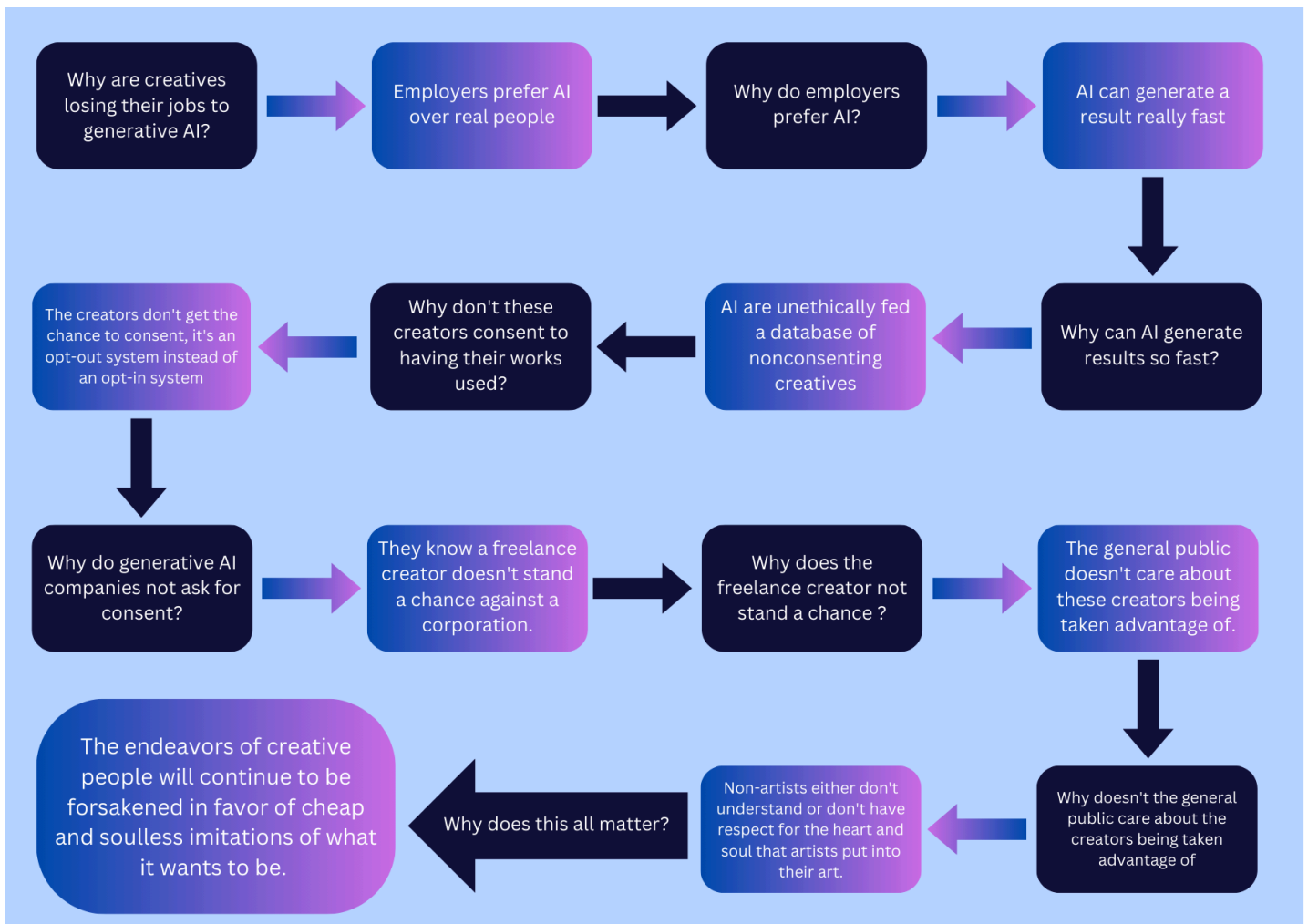
I ended up really liking the idea of the Connect 4 browser game site, so I ended up making a mockup UI to demonstrate my idea. I'm pretty proud of how it turned out.

I really like how it came out and I'd love to flesh it out more and maybe actually make a real game. I hope the chat log comes off both authentic and immersive, like this is a real site that real people are chatting on.



MAKING

> #3: Asking "Why?"



It's hard not to lose heart when I see peers, sometimes even in the same field, argue in favor of using generative AI to "speed up" the work they need to do. If the AI was trained purely on their OWN work, maybe there's an argument to be made! But this?

This is different.

That work was never going to be done anyway. These people are using other people's works and calling it their own. Stand up to these people. Let them know what they're doing is wrong.

If that's too hard, then the least you can do is educate yourself on the topic and follow the developments of this issue.

TAKE A STANCE TODAY

we don't have many tomorrows left before it's too late



We need to review some Facts first.

>Artists don't hate AI Tech, they hate having their copyright infringed

- but DO not accept the way the unethical ways it's being used.

>Audio Art are Opt-In while Visual Art is opt-out

- Companies behind AI audio models ask for consent or use noncopyrighted songs while this is not the case for visual arts.

>Data Laundering: Legal Loopholes are causing this mess

- The original 5B database that most AI is trained on was developed for research, but StableDifussion, the primary source of funding 5B, is commercializing their generators.

Too much BS to Dispute, how do we do it?

> “If you put your work online, it's free for the taking!”

- that's not how IP laws work and especially not for commercial use

> “Generative AI is referencing the art just like what real artists do”

- there is nothing that says “I have never endeavored anything creative in my life” like this argument does. When artists reference, they're being inspired while adding their own life experiences into that piece of work.
- AI does not reference images, they analyze aspects of every image they can find to create their best guess of what the user wants. there is no human touch in that.

Hope is not lost, how can we contribute?

>Accept the Technology is Inevitable

- but DO not accept the way the unethical ways it's being used.

>Call out the BS Narratives

- get educated and refute AI art supporters. they all basically say the same lame arguments anyway.

>Support Efforts to Shutdown Generative AI for now.

- Generative AI is not being used legally nor ethically, we are left no choice but to counteract it using technology like Nightshade. Although Nightshade has already been bypassed, we need to advocate for more ways to prevent copyright infringement.

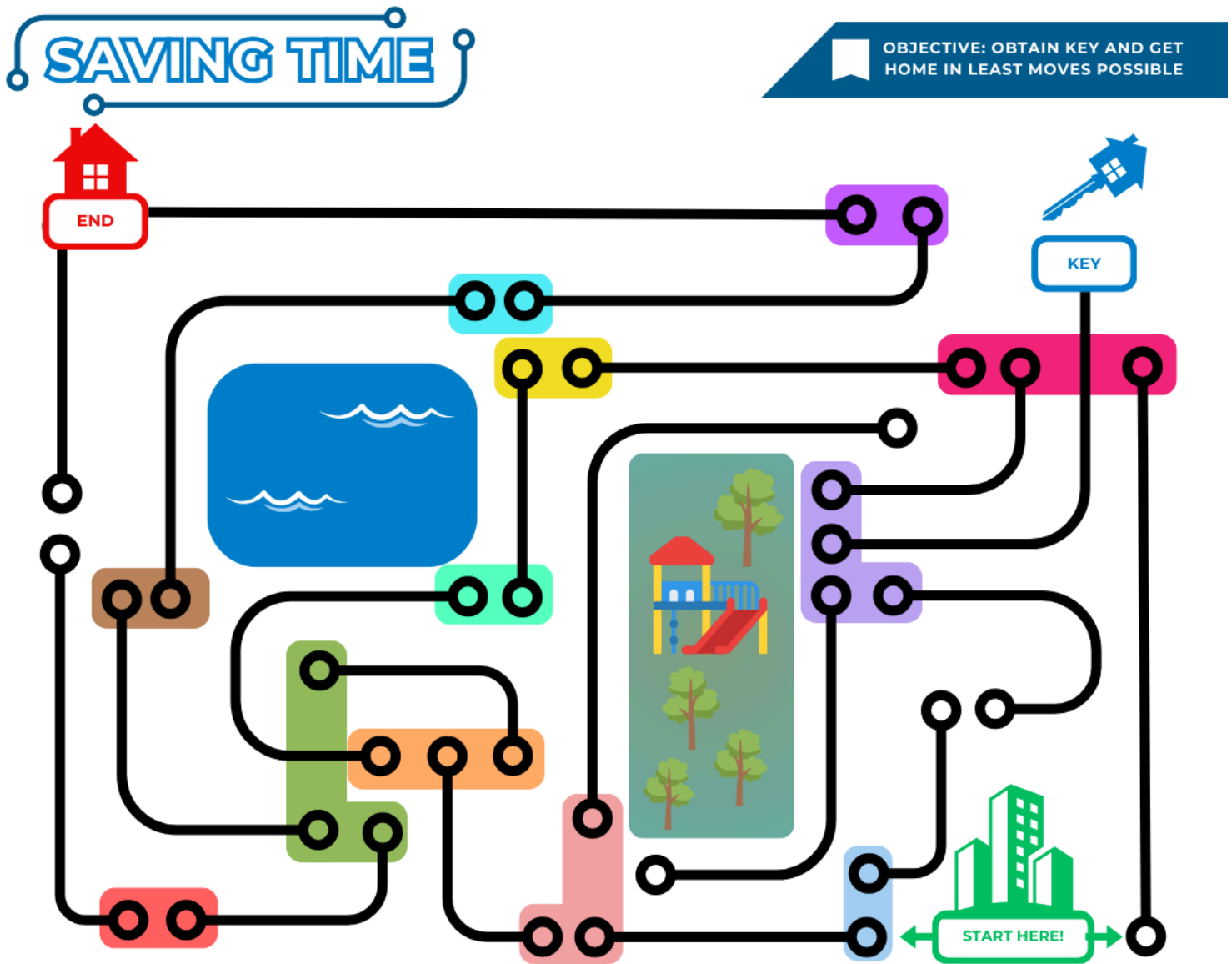
>The Very Least You Can Do

- Stay up to date with the fight against generative AI and educate yourself.

> #4: Group Design Exercise

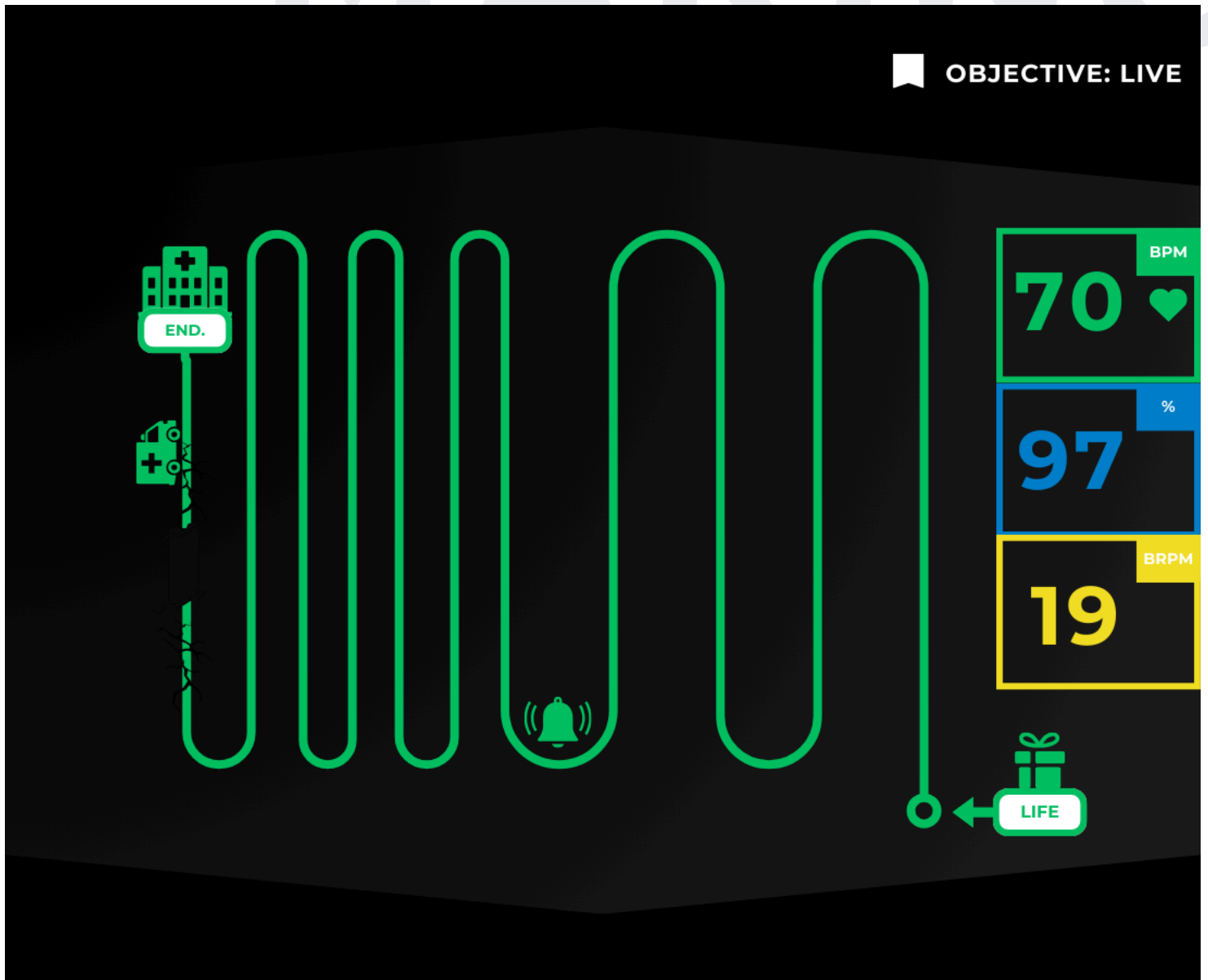
Why is saving time important to people?

Saving time is important because it allows people to focus on other activities they value, such as hobbies, family time, or relaxation.



When I designed the maze, I felt like it would be too simple if it was a simple point A to Point B, so I decided to add a house key you have to collect before you reach the door.

You're only allowed to switch lines where there are highlighted sections underneath. If you play by the rules, it should be a little more challenging than what you typically find on a kid's menu at a restaurant.



I combined the audio mix Darko made with the atmosphere and tone of Mariam’s poem “Fleeting Time” into a linear “maze” that’s supposed to mimic a heartbeat monitor. It starts with the “gift of life” in reference to Mariam’s poem. As you go down the maze, you can see how the wavelengths tighten as the bpm of Darko’s audio increases after the alarm and as the “life comes to an end”, as he says.

You can see how there are no longer metro stops in this path of life because time is ever fleeting. The objective isn’t to get home anymore because the only objective of life is to live. That part is actually a reference to the ending of Halo: Reach where the UI pops up and just says “Objective: Survive.”

MAKING

> #5: Reversals Exercise

Entry Point:

The foundation of a creative idea is always the hardest to come up with.

Reversal #1:

> The foundation of ANY idea is always the hardest to come up with

Reversal #2:

> The foundation of a creative project is the easiest to come up with, building upon the foundation is not.

Reversal #3:

> The foundation of a creative idea should come up naturally.

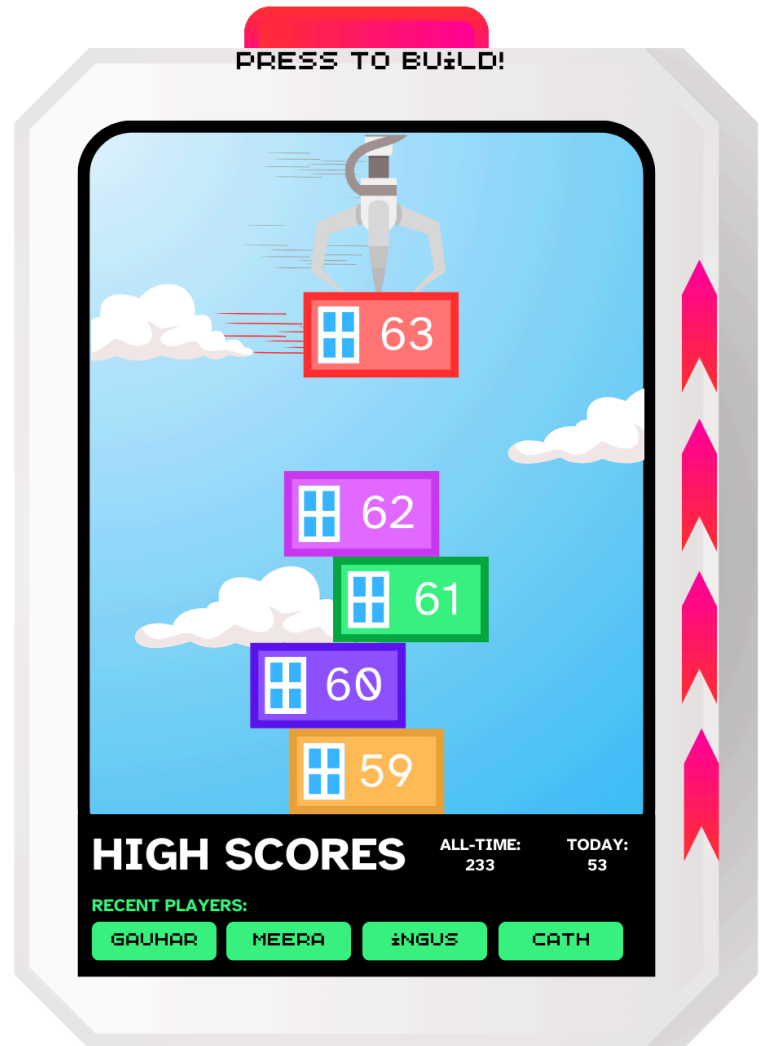
Reversal #4:

> Only the foundation of a Creating class idea is hard to come up with.

Reversal #5:

> Narrowing down the creative ideas is the hardest part, not coming up with the ideas.

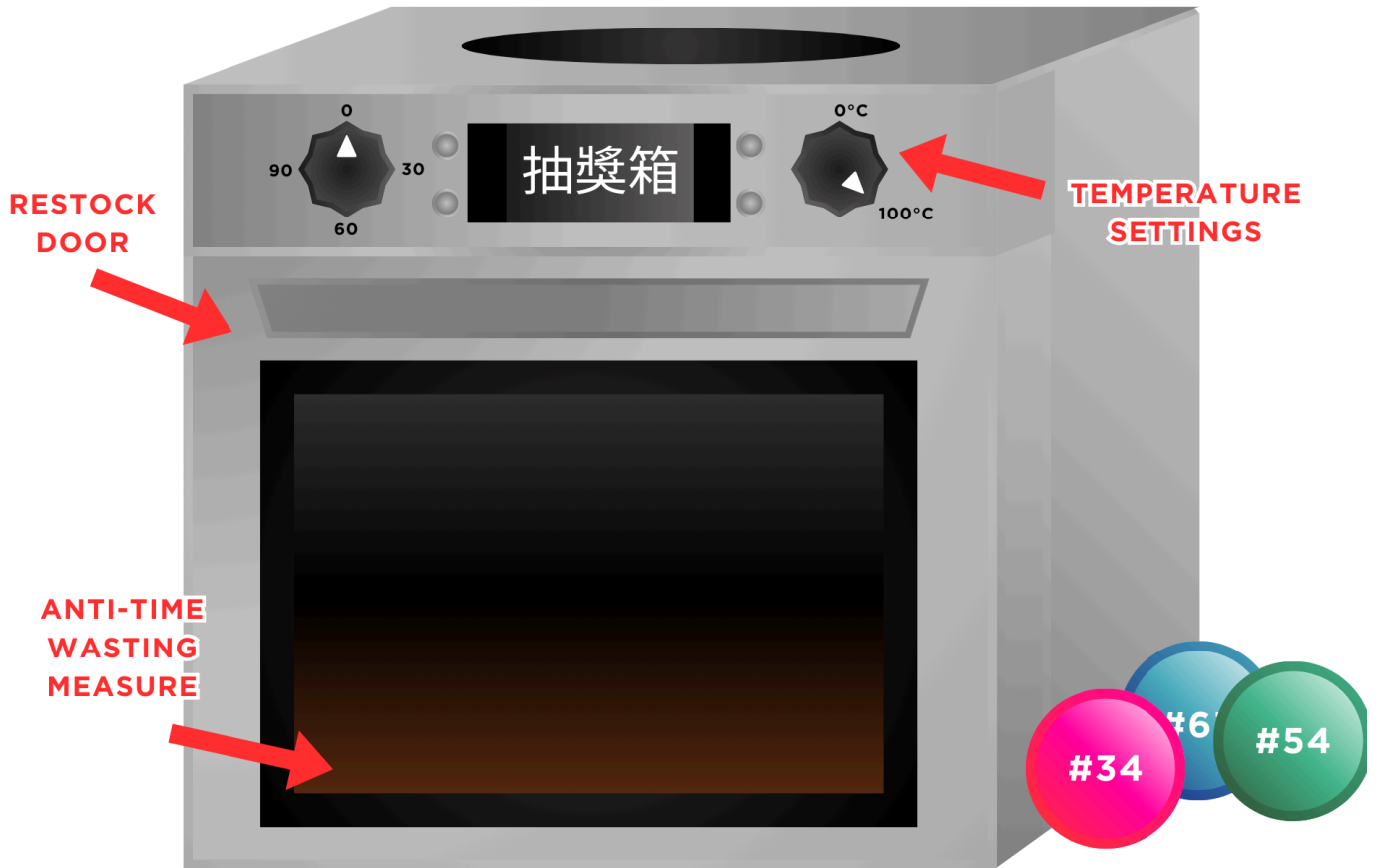
I came up with five reversals but I feel like the second idea really resonated with me because I thought of this one flip phone game called Tower Bloxx. Basically you try and build the largest tower you can, but the crane operator is both extremely proficient while completely drunk on the job.



So we all know how the elevators on NYUAD campus could be quite slow right? Since we can't speed up the elevators, why don't we build something to help kill time and create a little form of community engagement. It'll be placed both inside the elevator and outside the elevator where you call it to your floor would be the perfect game to implement. Anyone can pick up where someone else left off.

> #6: Random Word Generator

Randomly Generated Words: draw & oven



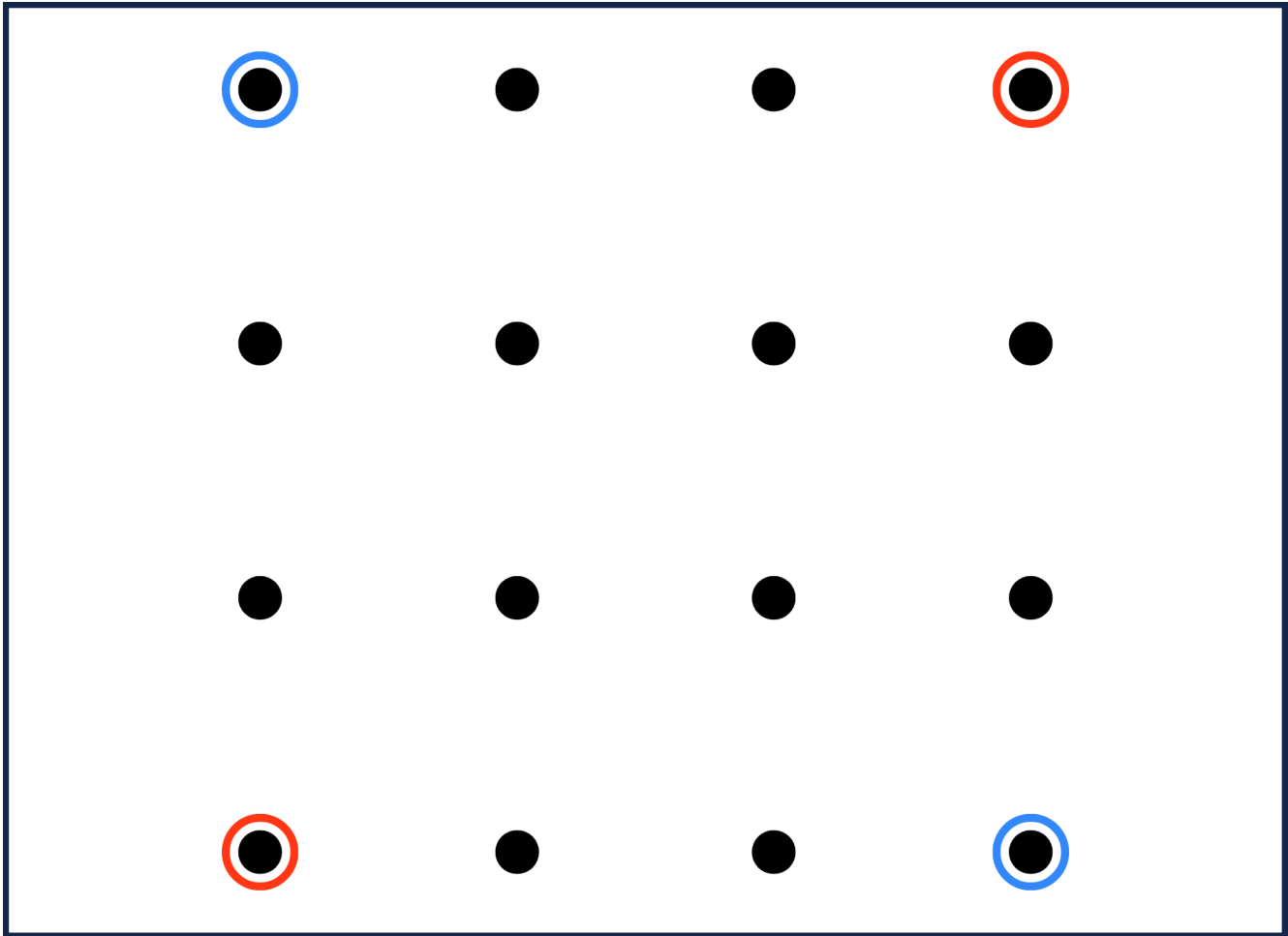
So when I saw the word draw and the word oven together, I actually interpreted the word draw as the verb for extracting an object from a container. The reason why I thought of this was because school festivals back in high school very frequently used attraction is a raffle box (抽獎箱).

抽, the first character in Chinese for "raffle box", means "draw", and the third character, 箱, means box.

The Chinese word for oven is 烤箱. The second character(箱) is the same as the third character in "raffle box" (抽獎箱).

So from this connection, I came up with an idea for a raffle box. The idea is that I would combine the raffle box with an oven, using the heat of an oven as a challenge/anti-time wasting measure.

> #7: Two Person Experience



>Identified Cliches:

- Turn based
- Square/rectangular grid:
- it's a 2 player versus game

Throughout this process we found out it's harder to reinvent a simple game like Tic Tac Toe than it is to remake a more complicated game.

A few factors go into why it's much more difficult to make a simple game. The first reason is making it easy to recreate on paper. People don't want to draw complex layouts for a basic game.

The second factor is the complexity of the rules. What can a person do or not do? It needs to be limiting, just like Tic Tac Toe.

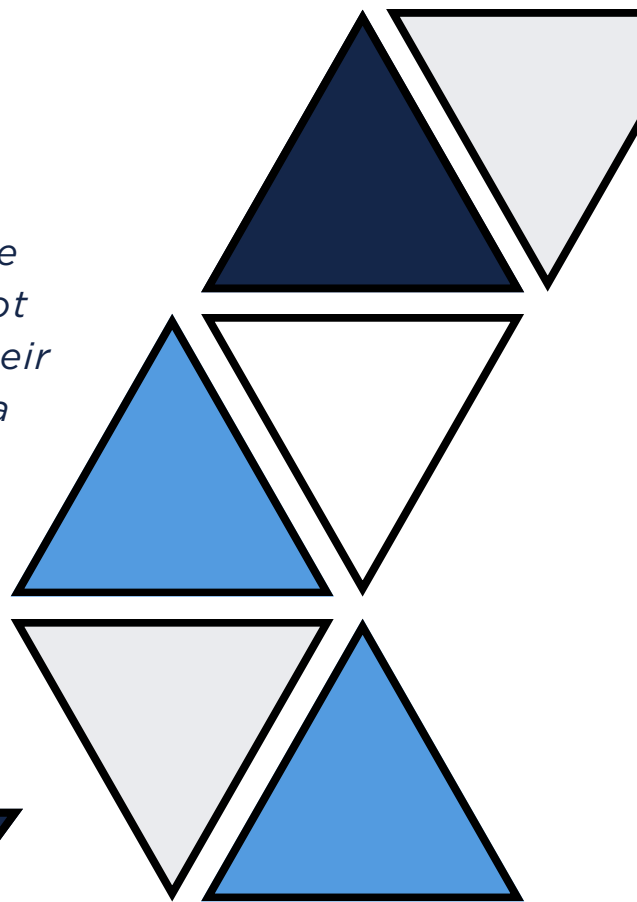
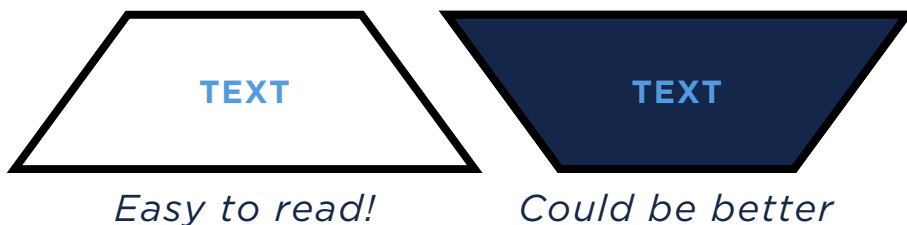
The final grid layout was 4x4 and you have to reach the other side, you're allowed to take a diagonal step exactly once. If you're cut off and unable to reach the otherside, you have to head back to your original dot.

IV. MEDIA 102

>Choosing Color

The most common mistake that even some intermediate graphic designers make is not having strong contrast combinations in their palette. Rule of thumb is to always have a very dark color and a very light color.

Don't just search up color palette templates! Know why those templates use those specific colors and why they go well together (it's usually the contrast).



>Outline Techniques

Try using outlines (b) around specific elements of your design that you fade into the background! (a)

While black (c) is very good for outlining, I personally like to use a deeper variant of the same color instead (d). In fact, I try to avoid using black anytime I can use a dark navy or another dark color.

(a) MEDIA 102

(b) MEDIA 102

(c) MEDIA 102

(d) MEDIA 102

>Choosing Fonts

Fonts are “dresses for thought” as Professor Goffredo says. You get to choose whether your project looks homeless or like a slay fashion queen.

When I dress myself, I use no more than three colors total and no more than 1 accent color. Apply that exact same logic to your font choice and you shouldn't be seeing more than 3 total fonts in your project (variants of the same font don't count).

My Recommendations

Helvetica

if it ain't broke, don't fix it.

Gotham

the NYU font, my favorite

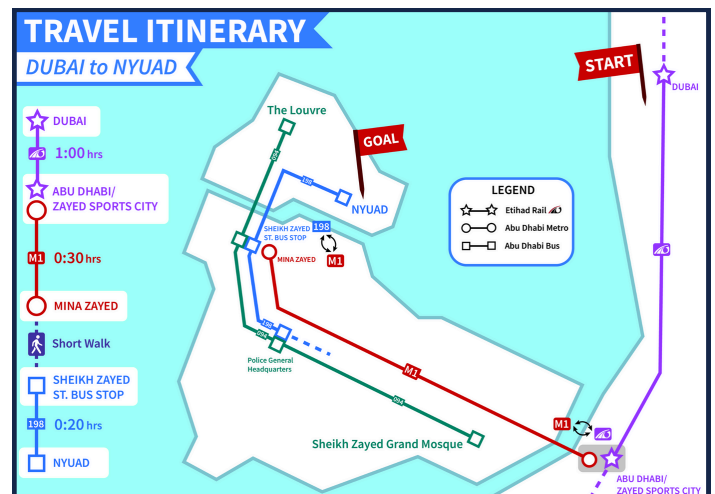
Montserrat

also another favorite of mine

>Choosing your Style

Having a style could really help you work much faster. It shouldn't be your goal to find a style, but you should definitely reflect on what you like and what looks good. If they overlap, that could be a part of your style.

My personal style is usually very geometric and sleek. I like to use a lot of triangles, trapezoids, squares, and rectangles. Even when I'm working with geography, I like to stylize it!



example: my work for Goffredo's Wayfinding Class

***“EVEN THOUGH MY GOOGLE
CALENDAR TELLS ME CLASS IS
FROM 1:30PM TO 4:30PM,
THAT’S JUST THE TIME I SIT IN
PROFESSOR AARON’S
CLASSROOM. EVERY MOMENT
HERE IN THE CITY OF BERLIN IS
CLASSTIME FOR ME.”***

SUMMER 2024

PROF. AARON SHERWOOD

CREATING CADT-UH 1076J

CREATED.

HUBERT CHANG