

EMA DAN
#3155209
GDES 2001 013
Think Tank 1; Awareness
Project #3 — 3 April 2018

LIGHT BULB



**graphic
design
idea dice**

A R T

B L O C K

WHAT IS “ART BLOCK”?

- **idea-generating dice for graphic designers.**
- **cure for indecision.**
- **wood cubes (dice) dedicated to common design considerations in the graphic design and art field.**
- **each dice has a theme and 6 possible answers.**
- **purpose is to prompt creative thoughts, or “unblock” artists when inspiration is lacking.**
- **roll each individually or in combination depending on your situation/question.**
- **easy to use, easy to display so you remember your ideas.**
- **actually useful desk decoration/toy.**
- **also, play with them for stress-relief. :)**

A

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graphic
design
idea dice

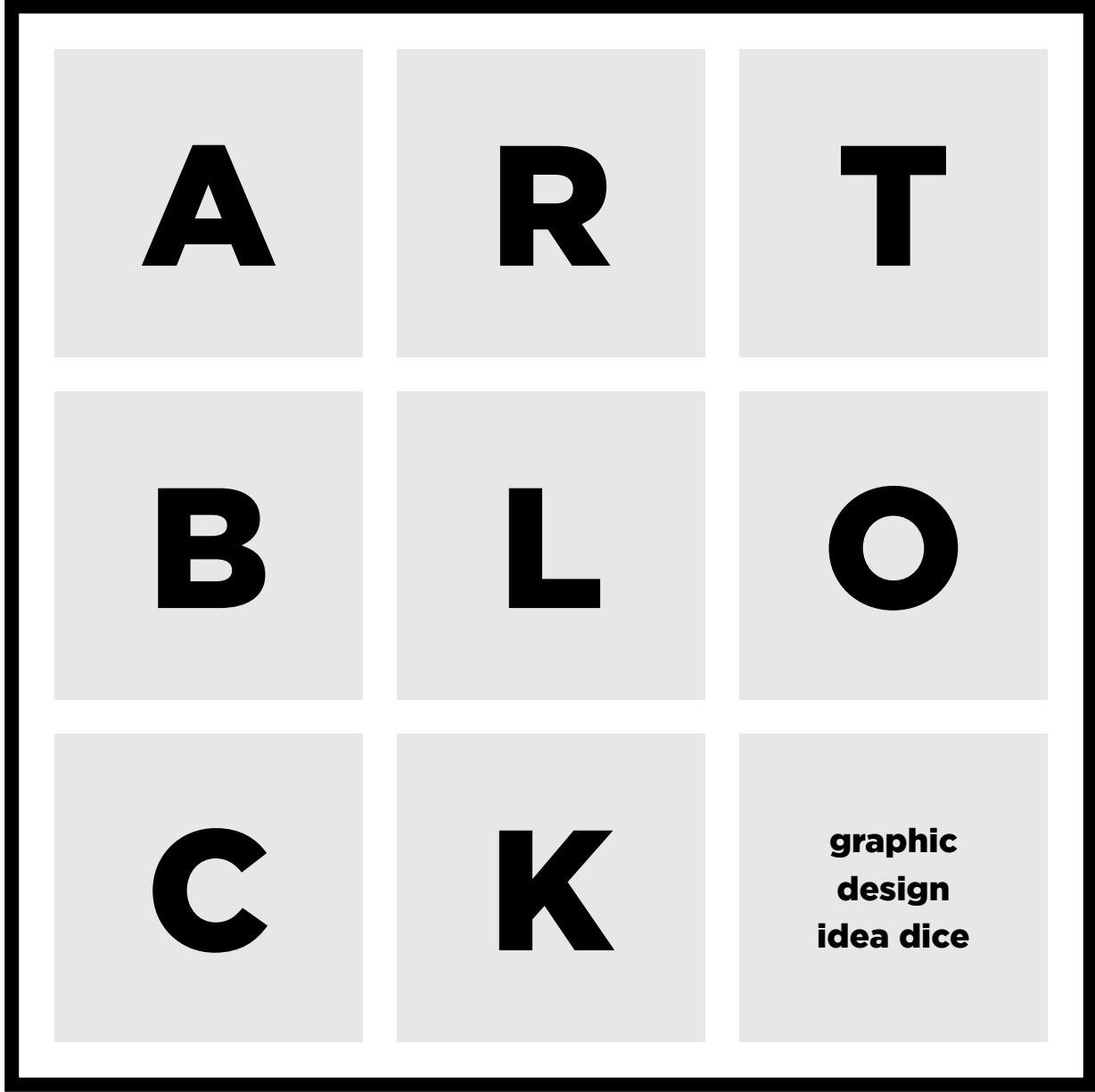
B

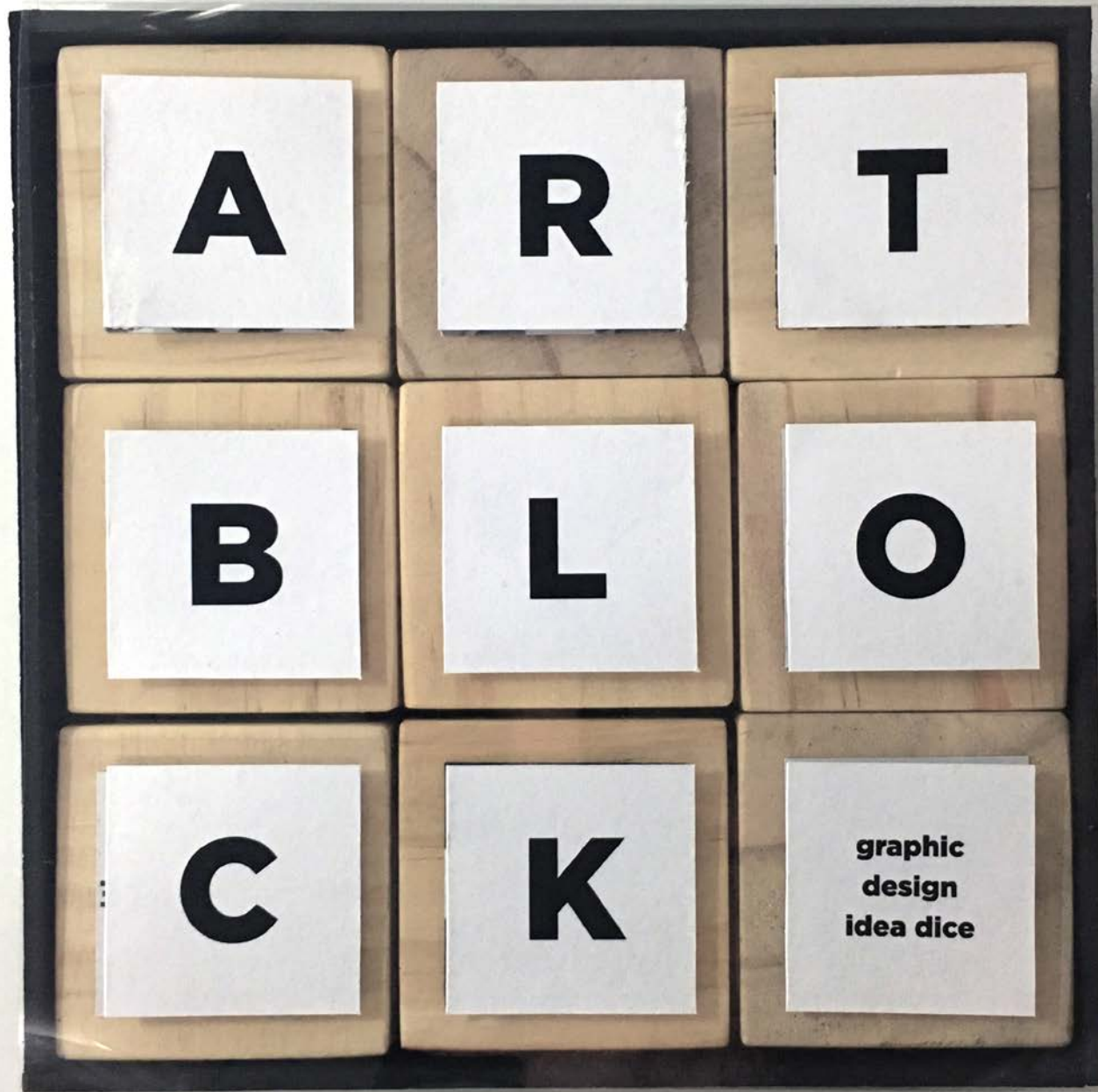
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VIDEO



**SLIDES/
EBOOK**



AUDIO



WEBSITE



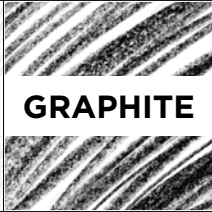
POSTER



**PHOTO-
GRAPHY**



**WATER-
COLOR/
INK**



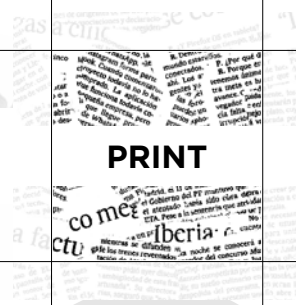
GRAPHITE



**PASTEL/
CRAYON**



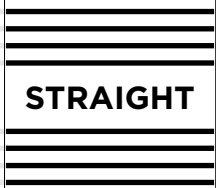
**MARKER/
PEN**



PRINT



PAINT



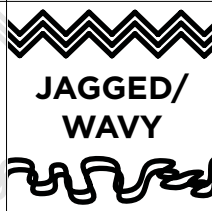
STRAIGHT



DIAGONAL



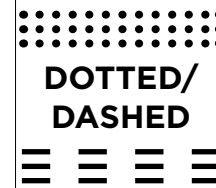
GESTURAL



**JAGGED/
WAVY**



SPIRAL



**DOTTED/
DASHED**



SQUARE



CIRCLE



HEXAGON



TRIANGLE



RECTANGLE



PENTAGON



SIGHT



SOUND



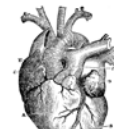
SMELL



TASTE



TOUCH



EMOTION



A R T B L O C K

graphic
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STARTER (9) DICE SET

ELECTRONIC MEDIA

Audio • Video • Slides/eBook • Website • Poster • Photography

DRAWING MEDIUMS

Watercolor/Ink • Graphite • Pastel/Crayon • Marker/Pen • Print • Paint

TYPES OF LINES

Straight • Diagonal • Gestural • Jagged/Wavy • Spiral • Dotted/Dashed

SHAPES

Circle • Triangle • Square • Rectangle • Pentagon • Hexagon

SENSES

Sight • Sound • Smell • Taste • Touch • Emotion

NEUTRAL COLORS

Gold • Silver • Black • White • Gray • Beige

BRIGHT COLORS

Red • Orange • Yellow • Green • Blue • Purple

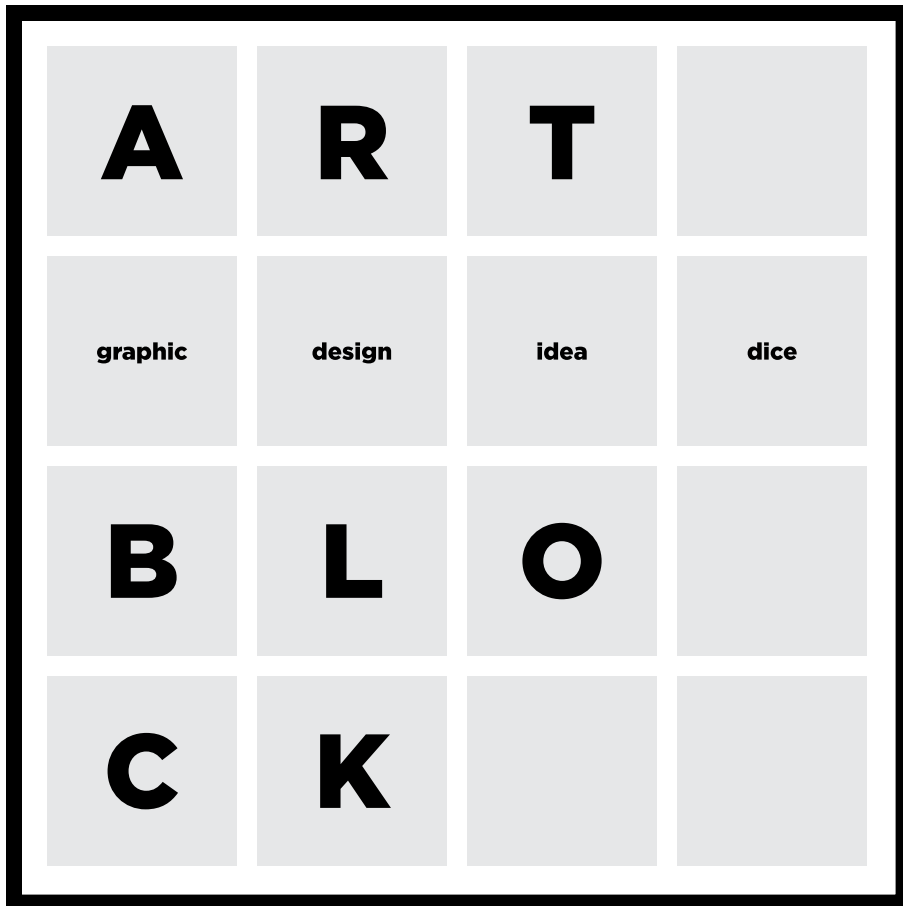
PLANAR BUILDING MATERIALS

Paper • Textile • Metal • Wood • Plastic • Board

SCULPTURAL BUILDING MATERIALS

Foam • Organic • Clay • Rubber • Wire • Thread

EXPANDED (16) DICE SET



GESTALT PRINCIPLES

Closure • Containment • Continuity •
Grouping • Proximity • Similarity

FONT CHOICE

Bold • Italic • Sans-Serif • Serif •
Blackletter • Script

COMPOSITION CHANGES

Size • Direction • Opacity • Weight •
Shape • Color

TEXTURING METHODS

Laser • Tear • Fold • Cut • Puncture •
Stamp

PAINTING METHODS

Stipple • Splatter • Brush • Stencil •
Knife • Collage

ACTIONS

Throw • Cook • Repeat • Overlap •
Wear • Vocalize

BUSINESS

Business Card • Letterhead • Logo •
App • Webstore • Button

FULL (27) DICE SET

PRINTED EPHEMERA

Ticket • Flyer • Advertisement • Brochure • Zine • Map

TACTILE EXPERIENCES

Rough • Smooth • Pattern • Soft • Wet • Irregular

BOOKS

Textbook • Photo Book • Magazine • Novel • Guide Book • Children's Book

ADHESION METHODS

Glue • Tape • Staple • Sew • Nail/Screw • Interlock

LOCATIONS

Home • Workplace • Busy Urban Area • Nature/Park Area • Outerspace • Past or Future

FASHION

Retro • Overkill • Appropriate • Professional • Eccentric • Avant-Garde

CHARACTER

Friendly • Foul • Unexpected • Boring • Funny • Mature/Immature

PAPER TYPES

Cardstock • Newsprint/Kraft • Bond • Cotton/Cold-Press • Tissue/Tracing • Stone/Coated

PEN TYPES

Gel • Ballpoint/Rollerball • Fountain • Felt-tip • Brush Pen • Nib/Dip Pen

COMMUNICATION

Mouse • Keyboard • Email • Survey • Event • Commercial

PRINTING METHODS

Letterpress • Screen-print • Offset • Laser-jet • Ink-jet • 3D



WHAT IS THE **SOCIAL** BENEFIT?

- artistic and creative stimulation.
- prompting creative thought leads to great ideas.
 - helps analytical thinkers --> creative thinking.
 - formal creative process --> practice makes perfect.
 - great ideas --> great rewards.
- multi-purpose and durable:
 - children can play and learn with them too.
 - age-, gender-, location- neutral.
 - pass on as antiques from this generation to the next.
 - throw them. build with them. use as magic 8-ball.
 - stress relief.
- it may be a fun toy, but it's actually useful.
- if they make me happy, they're likely to make others happy too, and that's a good thing.

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WHAT IS THE **ECONOMIC** BENEFIT?

- great design ideas are often economically beneficial for all parties (and the future).
 - win-win: designer is successful, client is successful.
- product is easy to produce = cheap to produce, more profit.
 - easily accessible materials = worldwide availability.
 - sustainable materials = long term viability.
 - minimal assembly = cheap/clean manufacturing.
 - easy to substitute materials and/or production methods and still produce the same product.
 - square shapes = no waste of materials or transport.
- many spin-offs and expansion packs can be produced.
- possible to DIY = free to DIY, possible to customize.
- if children can learn to be creative also, then that's an investment in our future.

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WHAT IS THE **ENVIRONMENTAL** BENEFIT?

- wood from sustainable sources is sustainable.
- whole wood blocks = no off-gassing, recyclable.
- minimal fabrication = not harmful to manufacturers or environment.
- minimal packaging:
 - chipboard
 - chipboard is paper-pulp based, not plastic.
 - biodegradable
 - duralar
 - duralar decomposes faster than acetate.
 - very thin, 0.004" thickness.
 - square shapes = no waste of materials or transport.
- multi-purpose and re-usable in a number of ways.

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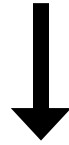
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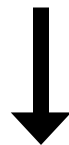
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LIGHT BULB



Break it down. What is a *lightbulb*? An illumination *device*.
What is *illumination*? A revelation. An idea. A spark.
How can I make a device to *spark* ideas for graphic designers?
A formal method for creative thought. An *idea-generator*.
Digital or physical?

Digital would just be a website/app random word generator/ already done/ boring/ useless if not accessible. Physical allows interaction/ specialized/ easy to reach for/ personal choice of how to use the product. I need to make a *fun* idea generator that graphic designers will use when they need inspiration, or have an *artistic block*.
So how do I randomize choices in a physical device? A game. Dice.



ART BLOCK

(graphic design idea dice)



THE END.

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design
idea dice**

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— PROGRESS WORK —

