

Transitions between the physical and the digital space



Crafts in Glass and Ceramics Home Assignment 2022

Royal Danish
Academy



Photo: Jesper Juul.
Photo from workshop.



Photo: Jakob Ion Wille. Photo of the project "I SHOP THEREFORE I AM",
designed by master students Lukas Keysell og Rotem Soaye.

Architecture
Design
Conservation

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Theme

Transitions between the physical and the digital space

The boundaries between the physical and the digital are shifting and intertwining in ever new ways. Many processes and services that were previously physical, such as traveling and writing letters, are being digitized, thereby making it easy to connect and travel to new places. In a virtual world we are freed from physical limitations and restraints on imagination, for example in the design of digital clothing, digital transfer of a modelled object to a larger scale and context or concerts with artists in digital spaces or game universes. The virtual world can amplify and be a window to new experiences. The physical world can (still) give us sensory experiences that the digital world cannot.

In this year's home assignment, we invite you to explore the interplay between the physical and virtual worlds and develop a design proposal that addresses both worlds in a future scenario.

The home assignment consists of 3 parts:

A design proposal, a short video where you present your design proposal and examples of your own previous work.

Part 1

Design proposal

This year's home assignment focuses on the borderland between the physical and digital. We invite you to explore the possibilities within Crafts in Glass and Ceramics and develop a proposal that includes the physical and the digital in a future scenario. You are free to choose how you want to work - the suggestions below are for inspiration only. You have five pages at your disposal. It is important that you show us your idea(s) and competencies within crafts in glass and ceramics and that we gain insight into your design process.

You can for example design:

- an artifact that exists and functions in the physical as well as the virtual world
- a virtual solution, for example an event or service that creates change in the physical world
- an artifact that you make in clay or other analogue materials and then scale up or repeat in a digital representation from a chosen site
- a campaign, a game or an identity where the interplay between the physical and digital adds new qualities to the experience
- a physical spatial installation or an object (ceramics, wood, glass or other materials) incorporating digital elements
- a metaverse that brings new, sensory qualities into the virtual experience
-?

Part 2

Video presenting your design proposal

You must make a short video (1-2 minutes) that presents your design proposal and your design process. Note that you **must not** be visible in the video, as the home assignment is anonymous. However, the audio side must be a voiceover where you speak about your proposal..

Below we have listed questions and topics you can address in the video:

- What do you think about the theme of this year's home assignment (critical reflection)?
- What is your design proposal about?
- What is the main idea of the design proposal?
- Who is the project aimed at?
- How have you worked your way through the design process?
- Which parts of the assignment did you find motivating?
- How do you assess your own design proposal (critical reflection)?

Part 3

Own works

Collect a **max. of three** pages of your previous works.

The chosen works should reflect your interests and how you work. It is entirely up to you to present your works in a way that shows your abilities and your interests.

You can show drawings, collages, examinations or other visual material. It can also be photos of for example physical objects you have made in glass or ceramics. Titles and short, explanatory texts may be included.

Advice

We recommend that it is clear in your assignment how you unfold your various ideas. Show us the techniques, tools and programs you enjoy working with; this applies to both the physical and the digital and the interplay between the physical and the digital in the work process.

It could be to test how a physical glass or ceramics object works in a physical context via a digital program, to study the effect of a physical glass or ceramics surface by inserting it digitally as an element on a larger scale, to transfer a sketch by hand to a digital medium for further processing or to record on camera shape, structure and colours and process these digitally for use in a physical or virtual context. Please show - where relevant - that you have an understanding of form, structure, surface, construction, light and shadow, colours, materials, etc., and how it affects your design proposal.

Short, explanatory texts or words may be inserted to help the assessment committee understand your proposal or your works. All material included in part 1 and 2 must be new and made specifically for this year's assignment. Your own previous works (part 3) may be from earlier work but should be selected and set up specifically for the home assignment. Texts must be in English.

We recommend that you pay attention to the resolution of the files you work with, for example photos. It is often not necessary to work with high resolution solutions.

Submission, format and layout

You must upload **two** files: a pdf and a video. The two files must be uploaded to the Academy's Assignment Portal.

1. Your pdf file must consist of the two parts: your design proposal (5 pages inserted first) and examples of your own work (3 pages inserted last).
The pdf file must be set up in A3 landscape format and must not exceed 100 MB.
Your file must be named: Design2022OPG.
Your name must not appear in the file.
Do not include a cover page.
2. Your video should be a presentation of your design proposal.
The video should be 1-2 minutes in duration and the resolution must be 720p.
Neither you nor your name may appear.
Your video file should be named: Design2022VIDEO.

Questions

If you have practical questions about formalities, formats and upload, please send us an email at optag@kglakademi.dk. From 15 February to 10 March we will answer questions regarding the home assignment. We are not able to answer questions after 10 March.

Assesment criteria

Your assignment will be assessed by two teachers based on the following criteria:

The applicant's ability to:

- Examine and register
- Generate and develop ideas
- Develop an original and innovative proposal
- Process and develop form, material and function
- Communicate in writing and visually using analogue and digital tools.

Deadlines
and upload

You can only submit your home assignment by upload to the Academy's Assignment Portal.

15 March at 12:00noon: Application deadline on optagelse.dk.

18 March: You receive an email with a link to the Assignment Portal if you have applied before the application deadline on optagelse.dk.

21 March at 12:00noon: Deadline for uploading your home assignment to the Assignment Portal.

In the Assignment Portal you will find a step by step guide on how to upload your files. You will receive a receipt by email when your file has been uploaded correctly.

We recommend

- that you read the assignment thoroughly several times
- that you plan your time and include time for unforeseen problems f. ex. of a technical nature
- that you before uploading make sure that your files can be opened and look the way you want
- that you start uploading well in advance of the deadline. Large files may take time to upload.
- that you apply early on optagelse.dk, so that it does not take time from your work on the home assignment
- that you check your mailbox daily throughout the application period. Remember to check your spam filter

Reply

On 22 April, we plan to send emails with information on points to everyone who submitted a home assignment. The 35-40 applicants with the highest scores will at the same time receive an invitation to the admissions test in Copenhagen.

To see the entire schedule go to:

<https://royaldanishacademy.com/crafts-dates-and-deadlines>

The application process is described on:

<https://royaldanishacademy.com/crafts-admission-process>