
Admissions Test 2023

Crafts in Glass and Ceramics – Day 1



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Saturday 13 May

09.00	Welcome and introduction to the assignments
09.15	Assignments 1 – 4
16.30	Introduction to day 2
17.00	End of day 1: Deadline for upload of assignments.

There are four assignments today. Assignments 1 and 2 should be submitted physically. Assignments 3 and 4 should be submitted digitally.

We recommend that you plan the day to make sure that you have time for all four assignments. We also recommend that you take breaks during the day.

OBJECTIVES FOR SATURDAY'S ASSIGNMENTS

The first two assignments are about drawing, transforming and interpreting and creating new form. In assignment 1, you observe, register and reproduce shapes through visualization using your drawing skills. In assignment 2, you transform forms through visualization and modelling. Both assignments should be executed and submitted physically.

In assignment 3, you communicate form using photography and light. In the last assignment of the day, assignment 4, you use your drawings and models from assignment 2 and your composition from assignment 3 as inspiration to show how you develop a design through experimentation, sketching, prototyping etc. You are welcome to work using analog tools during the design process, but the submissions to assignments 3 and 4 must be digital.

ASSESSMENT CRITERIA

We will assess your ability to observe, reproduce, select, transform, interpret and concretize as well as your understanding of form and materials. In the assignments, we look in particular at your observations, your experiments with form, your compositional skills and your graphic communication. We also look at your ability to communicate visually and in writing.

We assess your use of both digital and analogue tools. Everything you submit is assessed based on the five assessment criteria.

The assessment criterias are:

- Examine and register
- Generate and develop ideas
- Develop original and innovative proposals
- Handle and develop form, material and function
- Convey and communicate visually and in writing

MATERIALS AND TOOLS

For each assignment, it is listed which materials and tools you should use. You'll find the materials on the table in the hall.

ASSIGNMENT 1: Register form

Observe and draw the three objects on your table with a special focus on reproduction and thereby communicate the shape of the objects. Ensure that you have a intentional composition in the layout and on the paper. Make five different drawings. Then select the drawing you like the most.

We recommend that you spend approx. **1 hour** for this assignment.

MATERIALS AND TOOLS

Plain printer paper and the drawing tools you brought with you.

SUBMISSION:

All five drawings must be submitted. Place them on the table with your selected drawing on top. Write AS1 and your participant number on all five drawings.

ASSIGNMENT 2: Process form

Now process and develop form. Choose three of the following words and use them as inspiration to process the objects you registered in assignment 1:

- Complex
- Reduced
- Calm
- Violent
- Elongated
- Fast
- Simple
- Airy
- Open

Start by examining and transforming the form through sketches on paper. Then construct the form three-dimensionally with the materials available. You can for instance work with expression, construction, texture, surface, colour etc.



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Select and use three of the five different materials from the material table. Pay attention to the shape's characteristics, clarity and recognizability and make sure that the materials you use support your intention.

Use your imagination! Go all in!

We recommend that you spend **1½-2 hours** on this assignment.

MATERIALS AND TOOLS:

Use plain printer paper and the drawing tools you brought with you. Use three out of five materials from the material table. You choose the three materials you want to use.

SUBMISSION:

All your drawings and models must be submitted. Place them on your table. Write AS2 and your participant number on all drawings and models.

ASSIGNMENT 3: Communicate form

Look at your figures from assignment 2 and reflect on their qualities. Select one or several figures that you find particularly interesting or that work well together. Make a composition of the selected figure(s). Visualize the composition using photography. Use your mobile phone or digital camera. Consider how your photos best convey what you think is characteristic of your composition(s) – consider how you frame, crop, create depth and perspective.

Give each composition a title and select one for submission.

We recommend that you spend **approx. 1 hour** for this assignment.

MATERIALS AND TOOLS:

Mobile phone or digital camera

SUBMISSION:

Upload your selected composition to the Assignment Portal.

Find information on formats below.



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ASSIGNMENT 4: Develop form

In this assignment, you begin with your drawings and models from assignment 2 and your selected composition from assignment 3 and translate it into specific form that relates to glass or ceramics.

Then, develop an idea for a design. It can be a special form expression, the function, the process, the physicality or something completely different that makes sense to you. It can, for example, be an idea for an app, a product, a service or a campaign. You can freely change the size, shape, material, scale, proportions, etc. in the development of your design. You can show your proposal in a model, collage, drawings, a storyboard, video or something else.

We recommend that you spend **2½-3 hours** on this assignment.

MATERIALS AND TOOLS:

You may use both digital and physical tools for your work process. If you use physical tools, you may use the materials from the material table.

SUBMISSION:

The assignment must be submitted digitally. Upload one pdf-file with five pages with your process and your result.

SUBMISSION OF ASSIGNMENT 3 AND 4 – FORMATS AND UPLOAD

Assignment 3 and 4 must be uploaded to the Academy Portal. Upload two files in pdf format. Each file must not exceed 250 MB.

Before uploading to the portal, please make sure that you have:

- named your files in accordance with assignment: AS3 and AS4
- made sure that each of your files does not take up more than 250 MB
- made sure your files can be opened
- made sure that your material appears in the order in which it is meant to be viewed

END OF DAY ONE:

INFORMATION ABOUT TOMORROW:

Before you leave for the day, please prepare your table for tomorrow. We do not assess your submissions tonight; all assessments take place next week.

Tomorrow, you will be given one assignment and have an interview. The time of your interview is on your table.

We introduce the theme for tomorrow's assignment today to give you the possibility to reflect on it.

The doors open tomorrow at 8.45.

Thank you for today. See you tomorrow.

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Crafts in Glass and Ceramics – Day 2



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Sunday 14 May

9.00	Welcome and introduction to the assignment
9.20	20 minutes group discussion on the theme
9.40	Assignment 5 and interviews
17.00	End of the admissions test

Today, you have only one assignment and an interview. The time of your interview is on your table.

ASSIGNMENT 5: 'Community and Closeness'

20 minute group discussion on the theme

To get started with the theme, we begin the day with a 20-minute brainstorm in groups. Together you brainstorm on the theme 'Community and Closeness'. Feel free to write and draw your thoughts and ideas along the way.

- Take a round where you talk about examples of how communities and closeness can create meaning (1-2 min. for each - take time).
- Use the different perspectives as a starting point to talk about what possibilities you see for designs.

BRIEF

The assignment is based on the quote below by Søren Kierkegaard. Use the quote as inspiration and a starting point to develop a design proposal that reaches out to the surrounding society and addresses the theme of 'Community and Closeness'.

'If One Is Truly to Succeed in Leading a person to a Specific Place, One must First and Foremost Take Care to Find Him Where He Is and Begin There'

(Søren Kierkegaard, 1859)

You should relate to/address other people's needs and consider how you can work with these needs in relation to design. How can you create communities? How can you facilitate physical closeness between people? How can you design frameworks for safety and security? How can you create a sense of togetherness, common understanding and meaning among different people? How can you create interaction between people?



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Your design must address people other than yourself. You are free to interpret the quote and choose what is vital for you in order to create the framework for togetherness and closeness. In that way your intention becomes the guiding principle for the direction of the design proposal. An intention can, for example, be to contribute to limiting loneliness, limit the separation between people and nature, link people together and support helpfulness, increase presence, communities and exchange or inspire people to change their behavior in certain situations. How can you – in a large or a small way – design a solution that supports the theme: Community and Closeness?

You can think wild and crazy or you can focus on specific details that you find interesting to work on. We suggest that you structure the time you have today to ensure adequate time to research, sketch, write and experiment your way up to your final presentation and design proposal. Tell us how you interpret the theme, whom you are designing for and your intention with your design proposal.

MATERIALS AND TOOLS

You may use the drawing tools and IT-software you brought with you and you may use the materials and the paper you find on the material tables.

FRAMEWORK FOR YOUR DESIGN SOLUTION

You are free to define your intention with your design and decide how you want to work with it. As you have seen in the brief there are certain elements that should be included in your solution, but otherwise it is up to you how you want to approach the design process including how you choose to create, design and communicate your solution with the materials that are available. You may work using physical tools and materials or digital tools or the two in combination.

Your design proposal can be a product, a series of objects or experiences, a piece of craft, a vision an experiment or something else you find relevant.

You are free to decide the number of pages and models you submit (both analogue and digital). However, your submission is to include one or more storyboards (a series of illustrations and texts), which gives us insight into how you research and develop ideas at sketch level and which shows us your intention with your design proposal.

REFLECTION

Describe your process and the finished result and finish with a critical reflection on your design solution. Write approx. half an A4 page.

ASSESSMENT CRITERIA

In the assessment, we focus on your ability to define and come up with a design proposal. We look at how you approach the design process and how you convey the intention and the design proposal and how you relate the proposal to Crafts in Glass and Ceramics.

We assess your use of both digital and analogue tools. Everything you submit is assessed based on the five assessment criteria.

The assessment criteria are:

- Examine and register
- Generate and develop ideas
- Develop original and innovative proposals
- Handle and develop form, material and function
- Convey and communicate visually and in writing

SUBMISSION

You submission may be digital or physical or the two in combination.

ANALOG SUBMISSION OF ASSIGNMENT 5

Write the assignment number and your participant number on all parts of your submission. Make a small sign where you write "AS5" and place it with your submission.

DIGITAL OR PARTLY DIGITAL SUBMISSION OF ASSIGNMENT 5

Analog material:

Write the assignment number and your participant number on all parts of your submission. Make a small sign where you write "AS5" and place it with your submission.

Digital material:

Digital material must be uploaded to the Academy Portal. You may upload one or two files.

You should choose a format that is suitable for the work you are presenting. Remember to name the files according to the directions below.

Choose among the following formats:

Pdf, .jpg, .png, .svg, .gif, .eps, .tiff, .ai, .ppt, mov, .mp4, mpg, .mp3, .html, .php, .txt.

If you submit a video the requirements are max 2 minutes, 720p and 250 mb.

If your submission is purely digital, one of the two files must be a pdf file with the storyboard(s).

Before uploading to the portal, please make sure that you have:

- named your file AS5
(if you have two files, name them AS5.1 and AS5.2)
- made sure that each of your files does not take up more than 250 MB
- made sure your files can be opened
- made sure that your material appears in the order in which it is meant to be viewed



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PREPARING YOUR TABLE FOR ASSESSMENT

Now arrange all your assignments on your table. Gather all material for each assignment. Make it clear which assignment the material belongs to.

Please make sure that assignment number and your participant number appears on all parts of your physical submissions.

Place the material for each assignment in the order you want to present. You may choose to number it. You may also write keywords or short explanatory texts on the material. You must complete assignment 5 and arrange all your physical material for assessment no later than 5 pm.

Thank you for your participation.



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