
Admission Test 2022

Crafts in Glass and Ceramics – Day 1

Saturday, 7 May 2022

09.00-09.15	Welcome and introduction to assignments
09.15-16.30	Assignment 1 - 4
16.30	Introduction to day 2
17.00	Deadline for upload of assignments 3 - 4 and prepare workstation

There are four assignments today. Assignments 1 – 2 must be submitted physically. Assignments 3 – 4 must be submitted digitally.

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

At the end of the day, we will briefly introduce tomorrow's assignment. Then you have app. 20 minutes to upload your files to the Academy Portal and prepare your workstation for tomorrow.

OBJECTIVES FOR SATURDAY'S ASSIGNMENTS:

The first two assignments are about creating and registering form. In assignment 1, you must experiment with form, technique and material and create a variety of paper figures. In assignment 2, you must show how you observe, register and reproduce form through visualization. Both assignments must be executed and submitted physically.

In assignment 3, you must show how you experiment, process and develop a design with inspiration from your drawings and your composition.

Assignment 4 is a short reflection exercise on today's assignments where you must describe what went well and what did not go as well. Assignment 3 and 4 must be submitted digitally,

ASSESSMENT CRITERIA

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

MATERIALS AND TOOLS

Unless otherwise described in the assignment briefs you can use your own tools, including pencils, colours, software etc.

In the brief you will find a list of materials we suggest that you use for each assignment. We have put materials for applicants to Crafts in Glass and Ceramics on a table where you can take what you would like to use. The materials on the table is for the assignments today and the assignment tomorrow.



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ASSIGNMENT 1: CREATE FORM

We recommend that you spend approximately 1½ hours on this assignment.

MATERIALS:

A4 paper, 80 grams. You can get more from the student guards if you need it.

SUBMISSION:

10 paper figures. Physical submission. Details described after assignment 2.

The purpose of this assignment is to make quick sketches of paper. We look at your ability to investigate and experiment with form and not on the individual figures.

Make 10 paper figures. You must use one whole sheet of A4 paper per figure. You may fold, curl and tear in the paper as you wish. You may also use glue, tape and scissors. You can choose to combine different techniques, but you can also use just one technique.

In your design, you can for example examine the following questions: Will the paper stand upright when you fold it? Will a pattern / ornament arise through repeated folds in the paper? How does the paper behave when you tear or cut it? What do you learn about paper as a material when you curl it? How is the shape affected by light and shadow when you manipulate (e.g. fold, curl, tear) it? What design language characterizes teared and folded paper? What can you achieve by using glue or tape? Does a combination of techniques highlight features and capabilities of the material?

ASSIGNMENT 2: REGISTER FORM

We recommend that you spend approximately 1½ hours on this assignment.

MATERIALS:

A3 paper, 80 g. You can get more with the student guards if you need it.

SUBMISSION:

Final drawing and sketches. Physical submission. Details described after assignment 2.

Observe and visualize one or more of your paper figures. Look at your 10 figures and reflect on their qualities. You may select one that you find particularly interesting or several figures that you find work well together.

Make a setup of the selected figure or group of figures. Consider how your drawing best communicates what you think is characteristic of your figure(s). Consider how you set the frame, crop the drawing and perhaps how you create depth and perspective. You are free to choose drawing tools and drawing techniques.

Examine in sketches how to best express the qualities of your setup.

Make sure that, for example, shape, tear-/fracture surface, surface structure and other important details appear through your drawing.

Lastly, make one final drawing that you put an extra effort into.



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SUBMISSION OF ASSIGNMENTS 1 AND 2

Write the assignment number and your participant number on all your materials. Organize your paper figures and your visualisations on your table. The final drawing must be on top. Set them aside on your table.

Reflexion: Think through assignment 1 and 2 and make a few notes to use for assignment 4. How do the two assignments work compared to how you prefer to work your way through a design process? Were there aspects that were all new to you? Did anything surprise you? What do you think when you see the result?

ASSIGNMENT 3: TRANSFORM

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

MATERIALS:

The assignment must be submitted digitally. You may in your work process use both digital and physical tools. If you use physical tools, you may use the materials we have put on the table for Crafts in Glass and Ceramics.

SUBMISSION:

You must submit a pdf-file with five pages which documents both your process and your result For more details see SUBMISSION – FORMAT AND UPLOAD after assignment 4. In addition to the pdf-file you may submit physical sketches.

In this assignment you must transform your selected paper figure(s) and your drawings from assignment 2 to a form related to Crafts in Glass and Ceramics.

Develop an object or design related to Crafts in Glass and Ceramics. It may be a certain expression of form, the course of process, the texture or something completely different that makes sense to you. It can be an idea for an app, a product, a service or a campaign. You are free to 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, scenography or something else.

ASSIGNMENT 4: REFLECTION ON THE DAY

We recommend that you spend approximately 30 minutes on this assignment

MATERIALS:

None.

SUBMISSION:

Half a A4-page (1200 characters including spaces) with reflexions on today's work. Digital submission in pdf-format. Details below.

It can be difficult to solve assignments that you do not know in advance and challenging to take part in an admission test. We therefore ask you to reflect on today's assignments



and to tell us how you think it went. Please reflect on both your design process and your solution of the assignments by answering the following questions:

1. What is a design process to you? Do you recognize anything from your usual design process in today's work?
2. What do you think went well? And what do you think didn't go well? Why?
3. Given the opportunity to work more on the assignments, what would you do? In which directions would you go?
4. Describe the potential of your proposal for assignment 3.

SUBMISSION: FORMATS AND UPLOAD

Assignment 3 and 4 must be uploaded to the Academy portal.

Your files must be in pdf landscape format. Each file must not exceed 100 MB.

If you have physical sketches, write the assignment number and your participant number on each of them and put the aside on your table.

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

- named your file in accordance with assignment: OPG3 and OPG4
- made sure that each of your files does not take up more than 100 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

The Academy portal opens 16.00. In case of upload problems, please send an e-mail to optag@kglakademi.dk. Note your participant number and describe the problem.

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 only 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

Tomorrow the door opens at 8.45.

Thank you for today. See you tomorrow.

MATERIALS FOR GLASS AND CERAMICS

A4 paper 80 g.	no limits
A3 paper 80 g.	no limits
A4 glossy paper	6 sheets
A4 transparent paper	6 sheets
Adhesive gum	1 strip
Flower sticks	6 sticks
White clay	2 kg
Grey cardboard	1 sheet
Twine	1½ meter



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Crafts in Glass and Ceramics – Day 2

Sunday, 8 May, 2022

09.00-09.20	Welcome and introduction to assignment
09.20-09.50	30 minutes dialogue about the theme in groups of 4
09.50-17.00	Assignment 5 and an interview
17.00	Deadline for upload to the Academy portal and preparing for assessment



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Today you have just one assignment and a short interview.

We recommend that you plan your time to make sure that you get through all phases of the assignment. We also recommend that you take breaks during the day.

You can find the time for your interview on your table.

ASSIGNMENT 5: 'The Good Life'

AIM of the assignment

You have until 5 o'clock to work on the assignment within the overall theme. You are free to define and delimit your intention with the design brief and to decide how you would like to work. As you will see in the brief below there are certain elements that must be part of your solution. Otherwise, you are free to decide how you approach the design process, how you want to design and communicate your design with the materials available.

You may work using physical tools and materials, you may use digital tools or the two in combination.

ASSESSMENT CRITERIA

In the assessment we focus on your ability to define a design assignment and present a design proposal. We look at how you approach the design process and how you communicate your intention and your proposal. In addition, we look at how you make your solution relevant to the Crafts in Glass and Ceramics programme.

MATERIALS AND TOOLS

You are free to use your own tools, including pens and pencils, colours and software. You can use any material left from yesterday. Extra paper is also available.

SUBMISSION

You must submit a design proposal within the theme: 'the Good Life'. Your submission may be digital or physical or a combination of the two.



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Your design proposal must solve a problem or fill a need for someone, who are not yourself. In short, the proposal must pave the way for the good life in new ways.

Your design proposal may be a product, a series of things or events, a craft, a vision, an outline for a film, an experiment or something else that you find relevant.

You are free to decide how many pages and models you submit. This goes for the physical submission as well as the digital. However, your submission must include one or more storyboards (a series of illustrations and text) that show how you research and develop ideas and show the intention behind your proposal.

THE ASSIGNMENT

The assignment has a quotation as its starting point. You must use the quotation as inspiration for developing a design proposal that reaches out to the surrounding society/community.

“In a time where our individual freedom-seeking, collective overconsumption and concerns about the future makes an overshadowing agenda, it brings hope when you see that carefulness, slowness and maybe even asceticism is about to reveal to us and convince us what a qualitative way of life is” (Ole Jensen, 2022, Tavs viden, som ikke længere er tavs i *Værdi, vækst, virkelighed: Hvad kunsthåndværk og design gør for mennesker og samfund – nu og i fremtiden*, p. 135).

You are free to interpret the quotation and select what is important for you to create the good life in an insecure world out of balance. That way your intention will give directions for your design proposal. An intention may be to contribute to limiting consumption, re-using materials, protecting nature, making people go slower and supporting tranquillity, increasing quality, useability and durability and inspiring people to change behaviour in specific situations. How might you – in great or small – create a design that supports a qualitative way of life?

You can think wild & crazy or you can focus on specific details that you find interesting to work on.

We recommend that you structure your time to make sure that you have time to research, sketch, write and make the necessary experiments. You must communicate to us how you interpret the theme, who you design for and what your intentions with your proposal are.

30 MINUTES CONVERSATION ON THE THEME

To get started you begin the day with a 30 min. brainstorm with three other participants on the theme of the assignment: "The Good Life".

- Which challenges in society are you particularly interested in and would like to contribute to the solution of?
- In which fields do you see potentials for changes with Crafts in Glass and Ceramics?
- Share examples from your own life of the way you or someone you know have made changes that has had an impact of higher quality. 1 or 2 minutes each.
- Do you have any preferred target groups?



Use your different approaches as a starting point for discussing which potentials you see for design tasks within the field of glass and ceramics.

Share your ideas with each other - then new ideas will emerge.

When the 30 minutes are up, you must work individually on defining the topic you wish to work on.

For Crafts in Glass and Ceramics:

We are interested in seeing how you can bring slowness and joy of materials into your design proposal. Ceramics as well as glass has many qualities both when the artisan uses it to produce objects and when the materials have their own life in society and with the consumer and the spectator.

Create one or more storyboards with a beginning, a middle and an end. The storyboards must show how specific situations unfold and must contain one or more issues that you wish to work on. Your design must solve a problem or fill a need for someone who is not yourself.

You must design a functional product in glass or in ceramic on sketch plan in 2D and 3D. We want you to show form, proportions, surfaces, structure and maybe decorations. The final proposal must be aimed at either glass or ceramics and through your drawings, you must show how your proposal works in real life.

PHYSICAL SUBMISSION:

Write the assignment number (number 5) and your participant number on all parts of your submission. Make a small sign "assignment 5" and put it on top.

DIGITAL OR PARTLY DIGITAL SUBMISSION:

Write the assignment number (number 5) and your participant number on all your physical elements. Make a small sign "assignment 5" and put it on top.

Digital elements must be uploaded to the Academy Portal. You may submit two files. If your submission is purely digital, one of the files must be a pdf with the storyboards.

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

Before uploading, please make sure that you have:

- named your file(s) in accordance with assignment: OPG5 and if you submit two files: OGP51 and OPG52
- made sure that each of your files does not take up more than 100 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

The Academy portal opens 16.00. In case of upload problems, please send an e-mail to optag@kglakademi.dk. Note your participant number and describe the problem.

PREPARING YOUR TABLE FOR ASSESSMENT

Now you must arrange all your assignments on your table. Gather all material for each assignment. It must be clear to which assignment the material belongs.

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

Place the material in the order you want to present it for each assignment. 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 by 17.00.

Thank you for participating. We wish you the best of luck.



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