Drafty 1

There were a couple of unexpected or happy little accidents that took place while working on my recreation. One of those things was me putting all my astrophysics knowledge into the 3D space. The way that blender works is so much more open-ended and accessible than any other software. I never knew you could control how much light bounce it captures during the rendering of a scene. By that when you have light sources in your scene, if you don't capture light, your scene might come out to be really dull even if you have a lot of light. Sometimes it made my scene a lot grainy, but hey I'm not complaining. While working on this project I couldn't help but think about what an amazing tool it is to have for a graphic communication designer. You have a tool that can be used to bring environments into life and communicate better with humans. It provides people with different perspective on things because you can fully see any object, you can rotate it, go behind it, and fully grasp the design, understand the intentions and immerse yourself into the communication. I'm always interested in conversations around decolonization of design, vernacular design and how it's a product of problem solving within a community and the bedrock for talking about this is through, for me, typography. A studio led practice for me would be bring these vernacular design and street signs into life thinking about a project in terms of an archival project of graphic design history of nations previously colonized and gave rise to vernacular design which sits differently from the idea of a modernist design/western-design aesthetics. All of it rooted in the movement of decolonizing design.

When thoughts form into ideas, the only thing that matters is whether we can technically translate them into reality.

Drafty 2

A 3D Manifesto is work based around the imperfections caused in Blender 3D software when forced to use scripts other than Latin. Since, Blender does't have a world ready compiler it doesn't recognize non-Latin scripts and it gives rise to some controlled imperfections. The ethos of the publication is based around the topic of accessibility in type design. I feel like Typography consciously and subconsciously seeps into every crevice, so I believe there's a responsibility the comes with creating a software that includes typographic implementation. Hence, this project comes as an ask for the community of Blender to have more accessible inclusive native support for multiple scripts.

The method of intervention was a two sided coin. It revolved around using really simple tools provided within Blender like Extrude, Bevel, Mesh Transformations and Physics nodes. First, try the tools on Latin and see the results turn out perfect. Second, apply the same properties to "Hindi"/"Urdu"/"Arabic" type (because I'm versed in them) and see the imperfections. After crashing Blender more times than I can count, came the beautiful imperfections. This publication project documents my progress of these tangible imperfections as they occur.

I can confidently say that The Design Manifesto is the cornerstone of my project and something of a reading that has inspired me throughout last semester as well. Avoiding arbitrary randomness and having reasons for the differences in the imperfections. Input with logical process which results into meaningful Outputs. The input coming from a complex environment and it's human interaction. The evolution of type technology has aided in the proliferation of other languages and scripts as well. For example, the development of the OpenType format created new possibilities for a font's capabilities, including the programming of contextual forms.

Approaching more inclusive type design is, of course, much easier said than done. It's not feasible to ask a designer in Europe to learn Arabic/Vietamese on a native level to create proper language support for typefaces. However, being aware of these blindspots is a tangible and necessary goal. An Open-Source software like Blender has an advantage of having a community of creators span across the globe who can create add-ons for Blender. My hope would be that community of creators can look at this as an opportunity to connect with natives of other cultures and languages to create more inclusive tools for everyone.

I couldn't help but imagine a future of Blender with more inclusive native type options which would allow for a better workflow and opportunities for designers and creators across the globe, and an advantage Blender has is it's Open-Source.

Drafty 3

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