

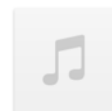
module.....: / ARCHIVE.....
 index.....: part 03 / 04...
 type.....: [OUTPUT].....

year.....: 2023 – 2024....
 course.....: BA 2.....
 content.....: final renders...

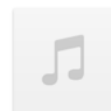
linked_node..: [PROCESS_LOG]
 linked_module: / MEMORY.....

№ 27	" the crazy scientists laboratory "	[436]
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№ 29	" happy accidents "	[508]
№ 30	" forbes education magazine cover "	[520]
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№ 37	" treasure seekers "	[624]
№ 38	" fine art graduation catalogue "	[640]
№ 39	" dynamic letterforms "	[664]
№ 40	" internship "	[686]

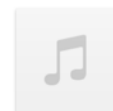
№ 27. " THE CRAZY SCIENTISTS LABORATORY "



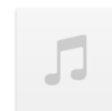
01 chord.wav



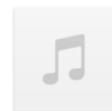
02 chord.wav



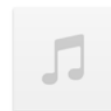
03 chord.wav



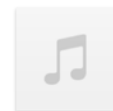
04 chord.wav



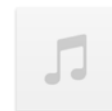
05 chord.wav



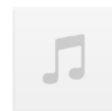
06 chord.wav



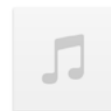
07 chord.wav



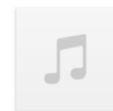
08 chord.wav



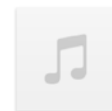
09 chord.wav



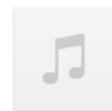
10 chord.wav



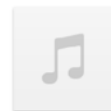
11 chord.wav



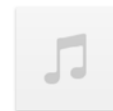
12 chord.wav



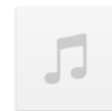
13 chord.wav



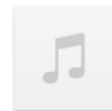
14 chord.wav



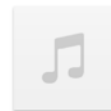
15 chord.wav



16 chord.wav



17 chord.wav



Chords
sequence.wav

abstract

This project aims to investigate the behavior of instruments and their potential contribution to music creation.

The study begins by examining various sequences of raindrops to elucidate their pattern formation, with a specific emphasis on piano keys. Subsequently, these patterns are translated into piano chords, marking the subsequent development in the project.

This project reaches its peak with the creation of a full music album. The album consists of 19 tracks, each featuring a unique sequence of raindrop patterns and translated into piano chords. These chords are then played using a wide range of instruments to showcase the infinite diversity that can be found within a single sound.

1. introduction

To conduct this research, I recorded a 6-second audio sequence from a raindrop. From this video, I captured 32 screenshots. I then applied a piano keyboard to each image and tracked the position of each raindrop. Each photo with a unique position raindrops became a chord. In total, I tracked 82 raindrops.

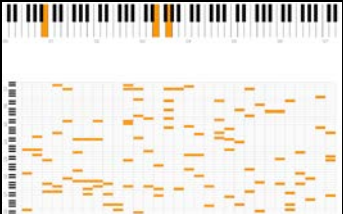
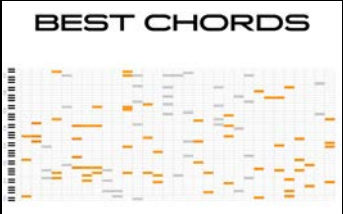
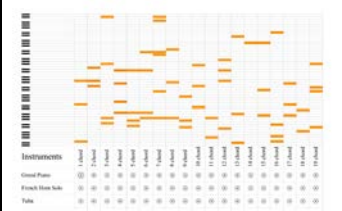
I proceeded to play all 32 chords on the piano and selected the 19 best ones. To explore the sound changes when played by different instruments, I applied 37 different instruments to each chord. Finally, I exported each sound separately, resulting in a file with a duration of 3 seconds, suitable for use as a ringtone. The album consists of 19 chords (19 chords * 37 instruments = 703 sounds).

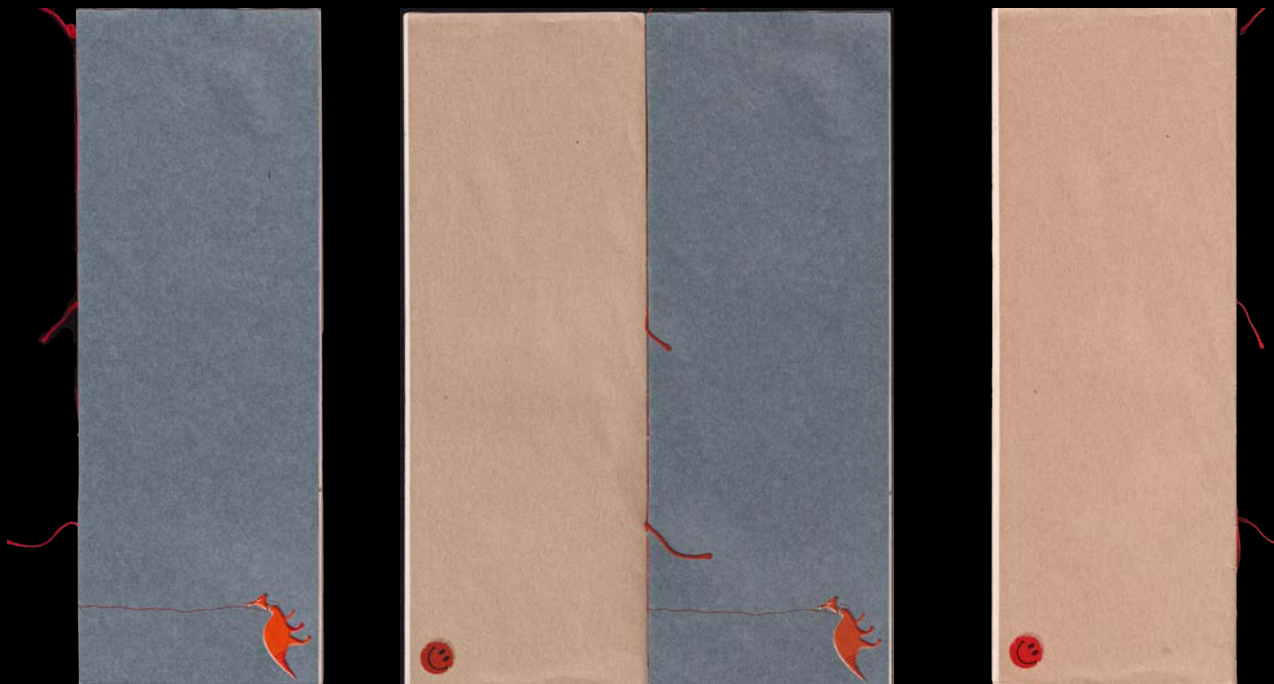
- 2. the subject
- 3. the music
- 4. ringtones

Valeria Voevodina, "Drop".
"The Crazy Scientists Laboratory" project
BH-SAD, BA Graphic design, Level 5, Year 3,
Semester A, (2023-2024)



listen the full album





- Everything is about an object
- Action that you like and love seeing. Sth you enjoy being around
- Flipbook, poster made of frames, web page with the process, integrated scheme
- Translate video into another format (find the context first)

camera	Motion	Static
Object		
Light		
camera	Object	Light

Motion → to Static

M-motion S-static

C-camera O-object L-light

⇒ The object itself can produce light or the light can come from another source

① $mC + mO + mL = \text{sinergy}$

$mC + mO + sL = \text{usual video}$

$mC + sO + sL = \text{static usual video}$

② $mC + sO + mL = \text{figures from light}$

③ $sC + mO + mL = \text{stopmotion}$

④ $sC + sO + mL = \text{light patterns}$

$sC + sO + sL = \text{photo}$

$sC + mO + sL = \text{usual video}$

→ There is a place for camera distortions but it depends on the format of the ~~outcome~~ appearance

Maybe I needed to find something smaller for actions but flashing lights can create an illusion of smaller framerate.

* the key point of this brief tutorial cut to be translation of the video into another format. It gives me clearer understanding of the task

② $sC + mO + mL = \text{stopmotion video}$
In other words it's a usual video but visually with lower framerate. It's already looks like photos and may be used in the flipbook format with or without black frames

→ I can track smth. → How you focused on time, visibility or what?

③ $sC + sO + mL = \text{diff. compositions from the same point with the same obj.}$
If it's gonna be a pattern of obj it can be translated into the poster made of screenshots or drawings (of the geometry or patterns from the source)
+ted or layout



③ $mC + sO + mL = \text{can show the object in diff. angles and in diff. shapes because of the light. Not sure about the format but it should be focused on the object}$

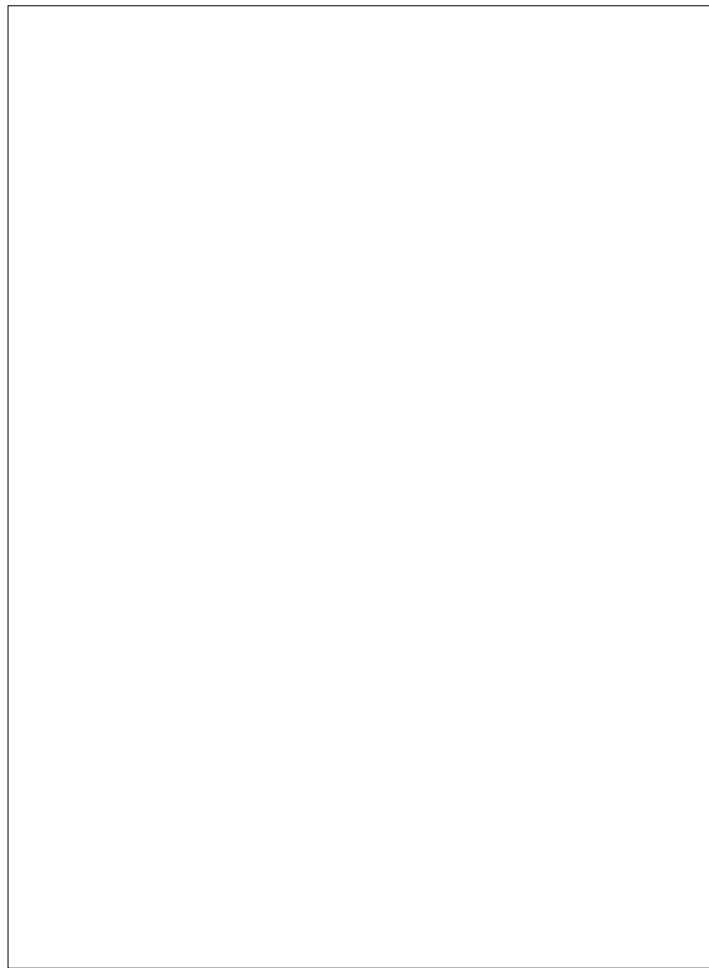
The outcome: flipbook + your option



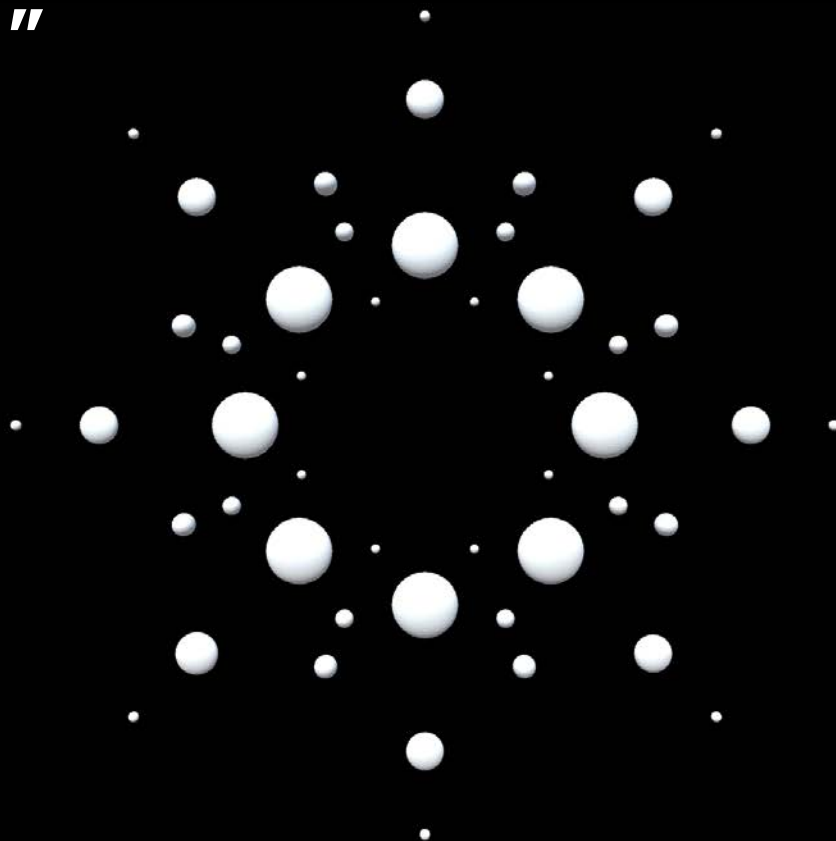
Changes in composition of lights
Or if you start from an object and then to all objects
The frame is not full and not out

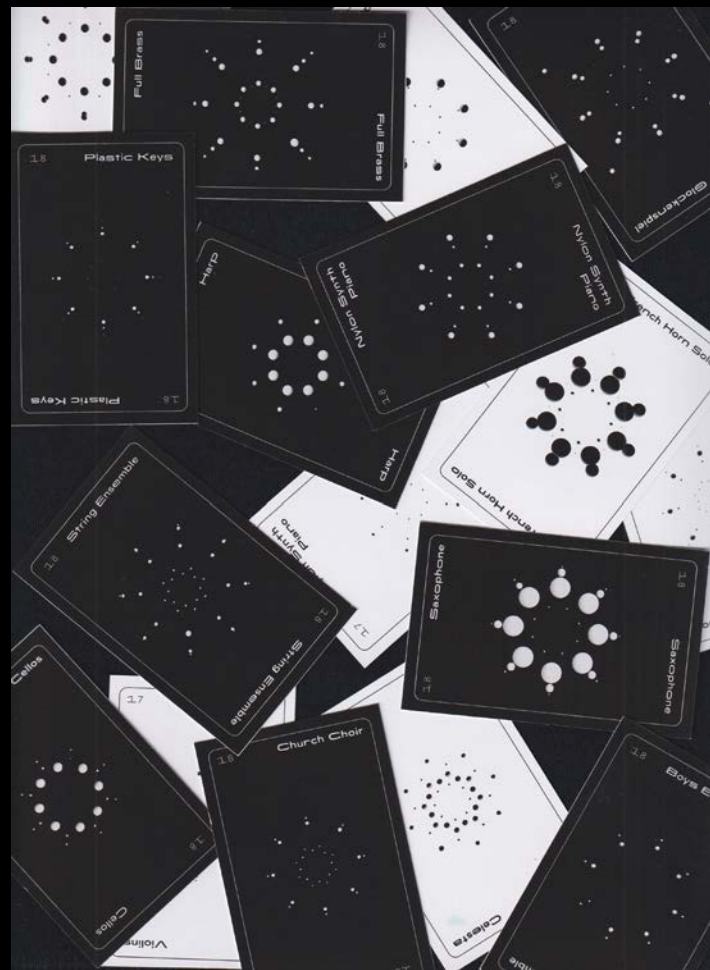
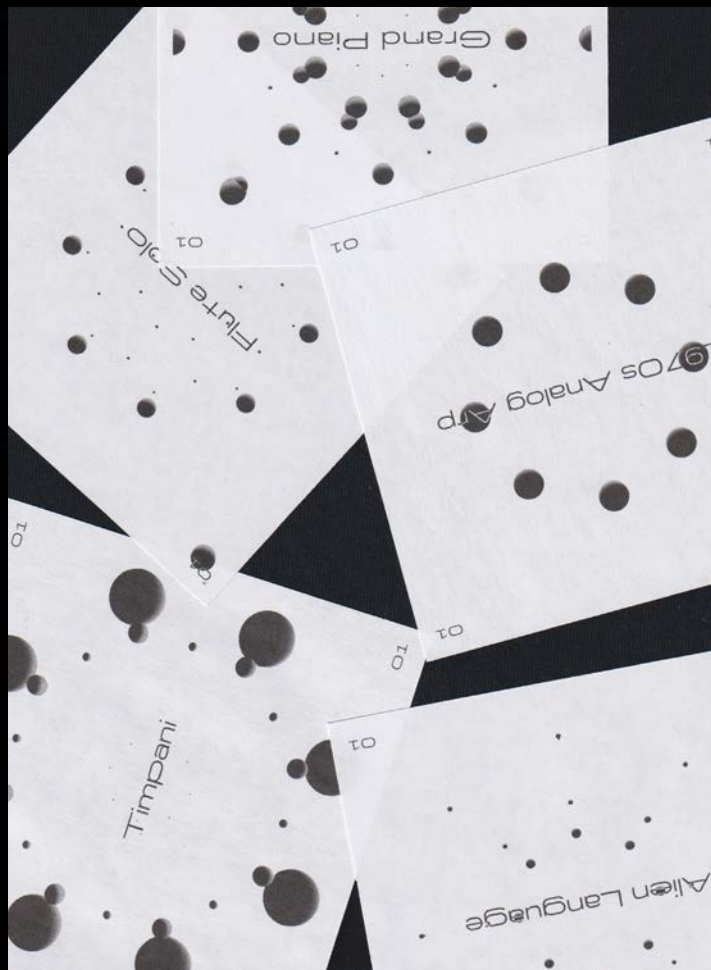


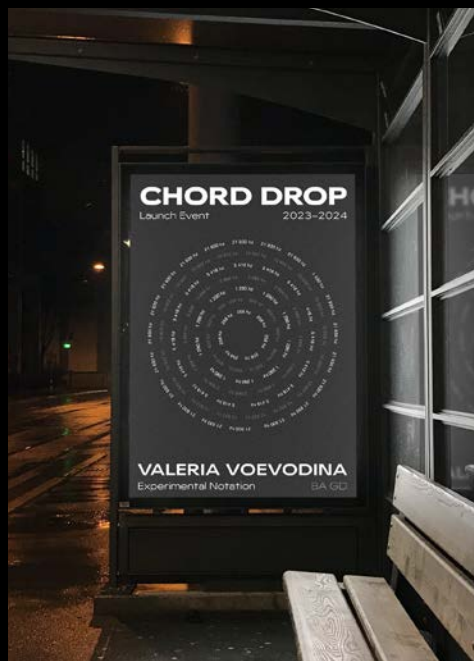
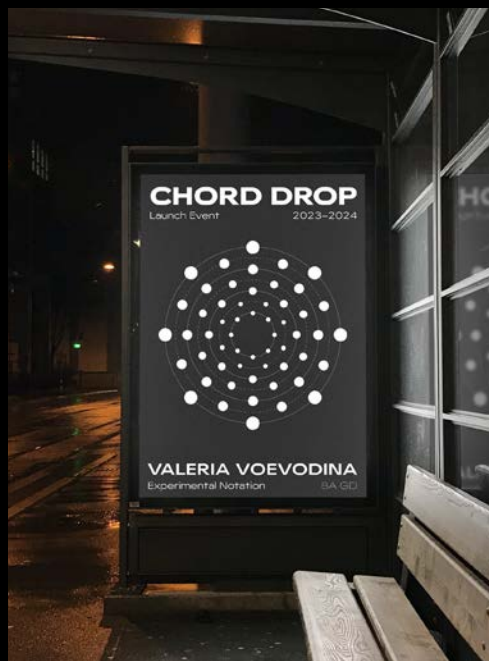
Lights at night → Camera distortions → Blur
Camera noise
Light distortions → Visible is invisible camera
Shooting light → Rhythm
Pattern → Repeating
Scissors → Camera situations → Geometry
Do we need to find an action? Will we still be working with videos? Why do we need frames? To need, to collect more stuff from the chosen topic in the future system
Layers of video
Camera motion
Object motion
Light motion
Rhythm (+)



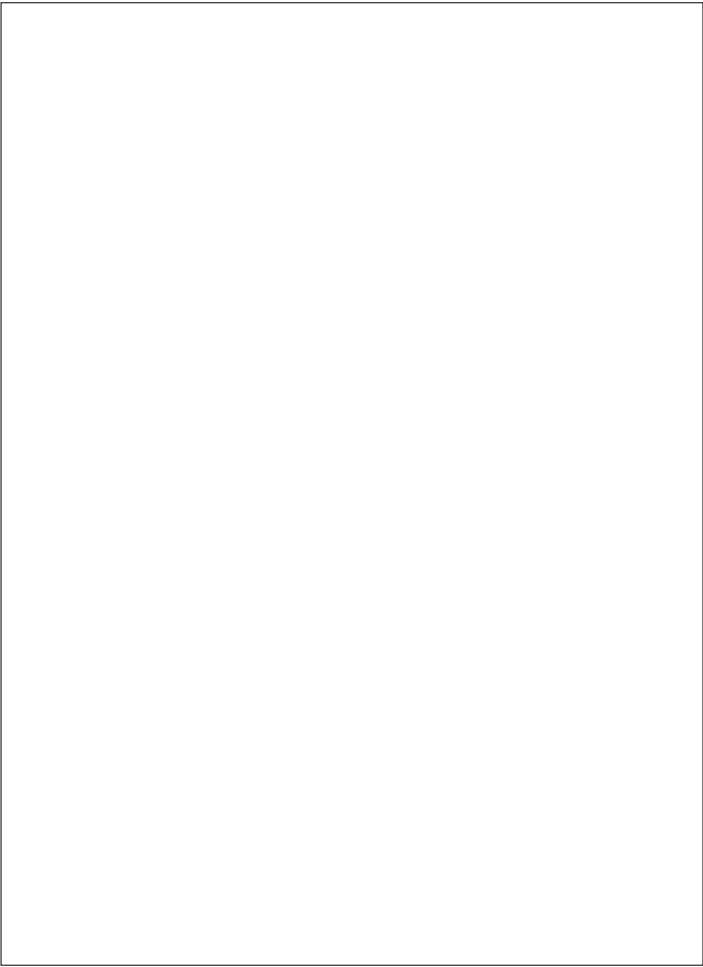
№ 28. " EXPERIMENTAL NOTATION "







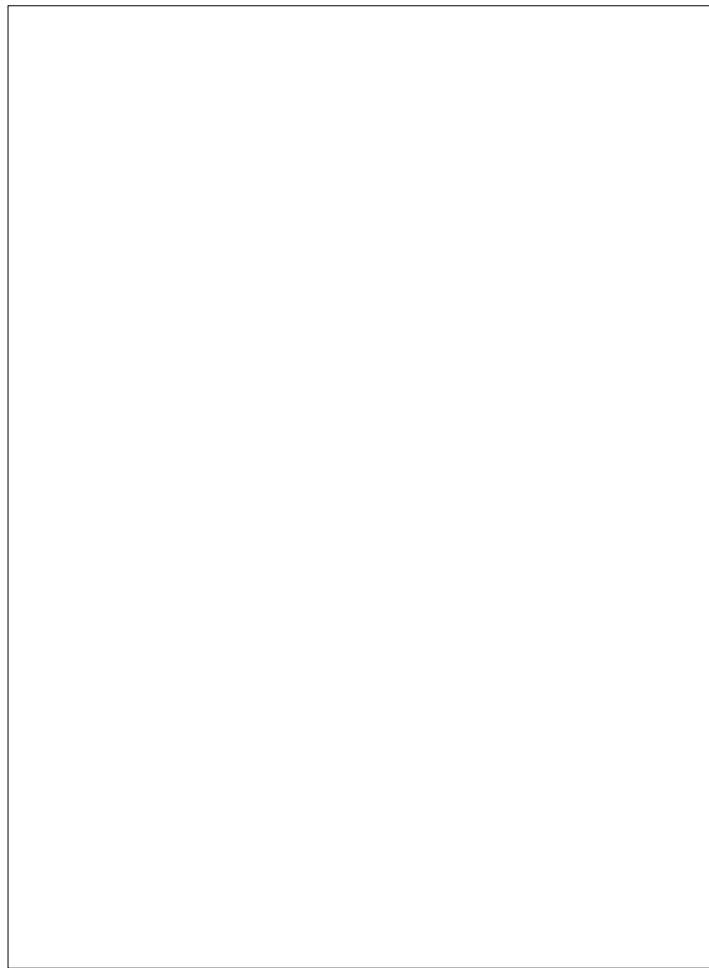




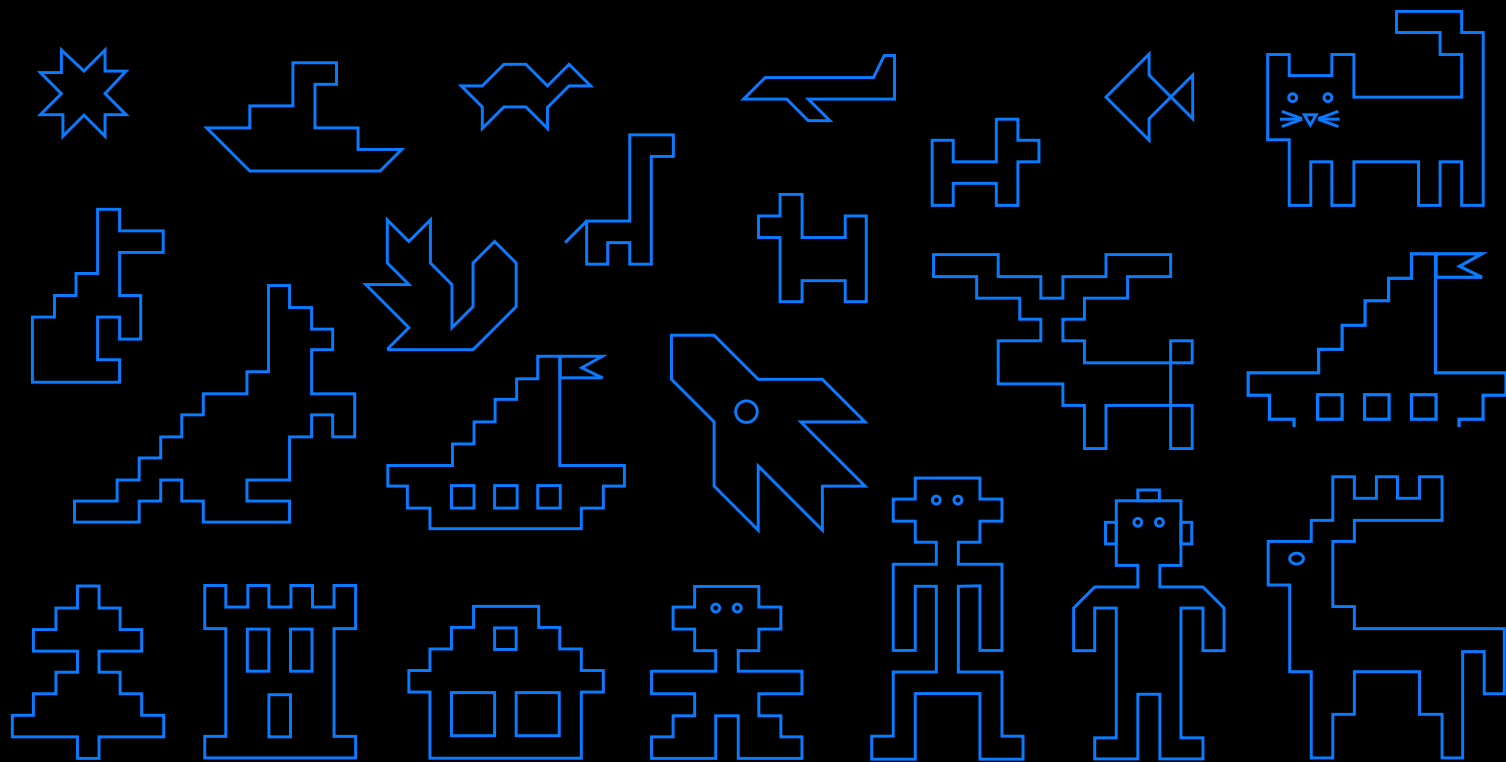
it works as it (almost) should!

№ 29. “ HAPPY ACCIDENTS ”





№ 30. " FORBES EDUCATION MAGAZINE COVER "



Forbes Education

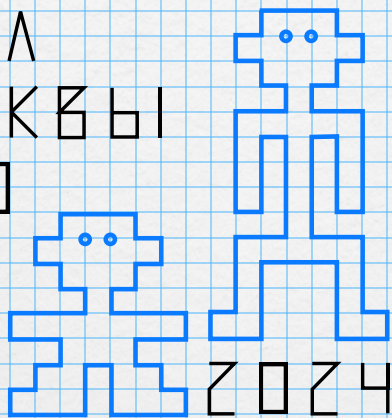
РЕНКИНГ 35



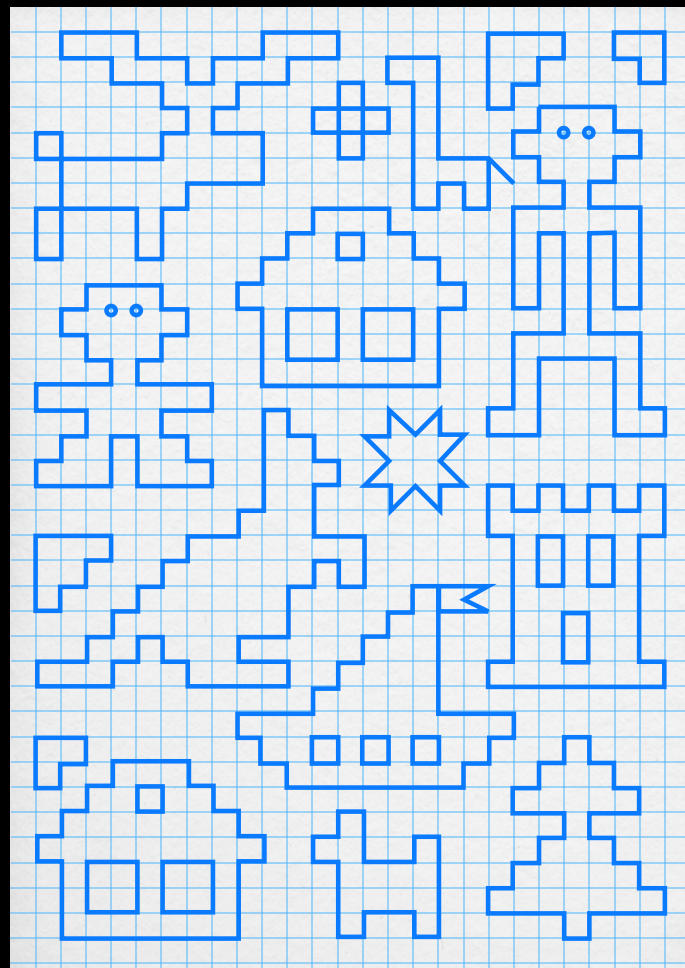
ЛУЧШИХ

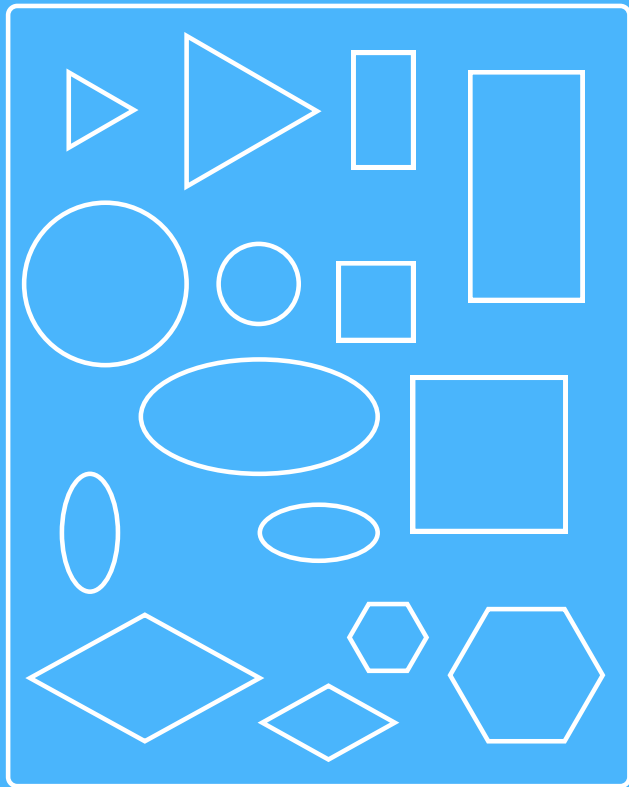


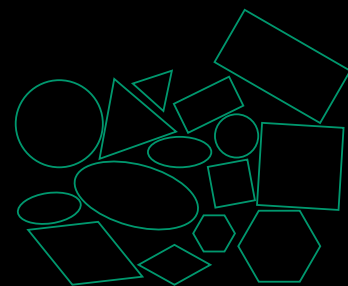
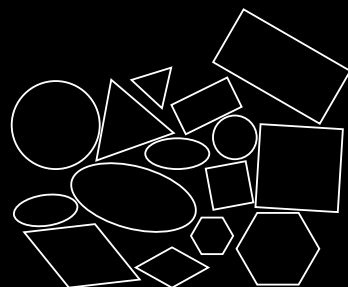
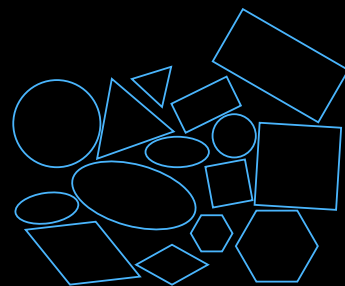
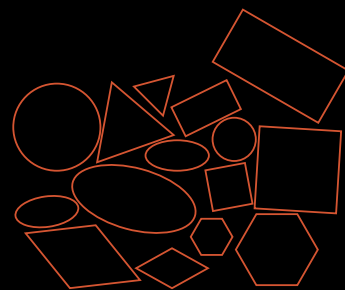
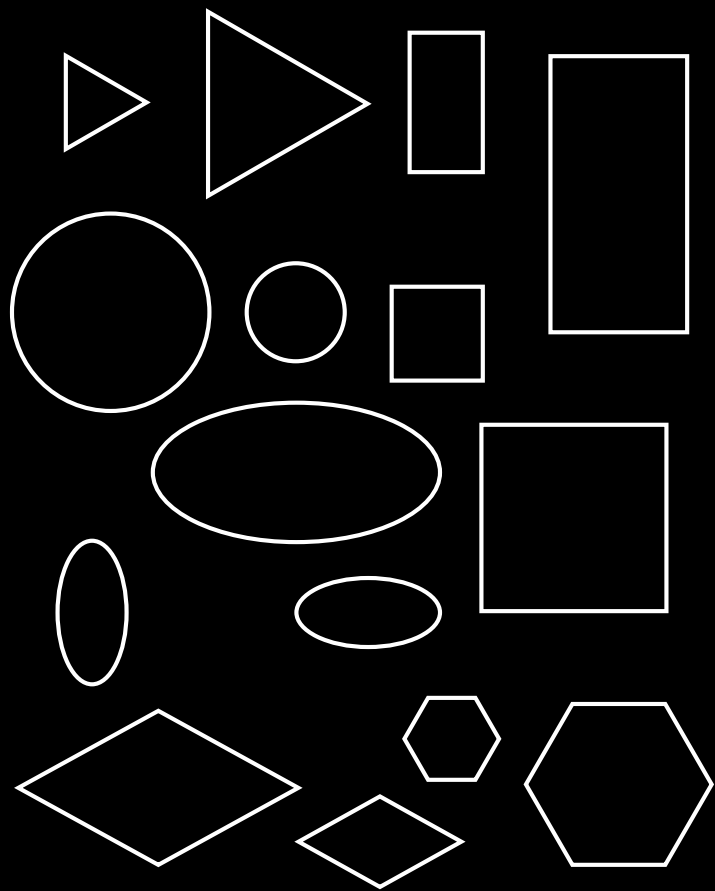
ЧАСТНЫХ
ШКОЛ
МОСКВЫ
И МО

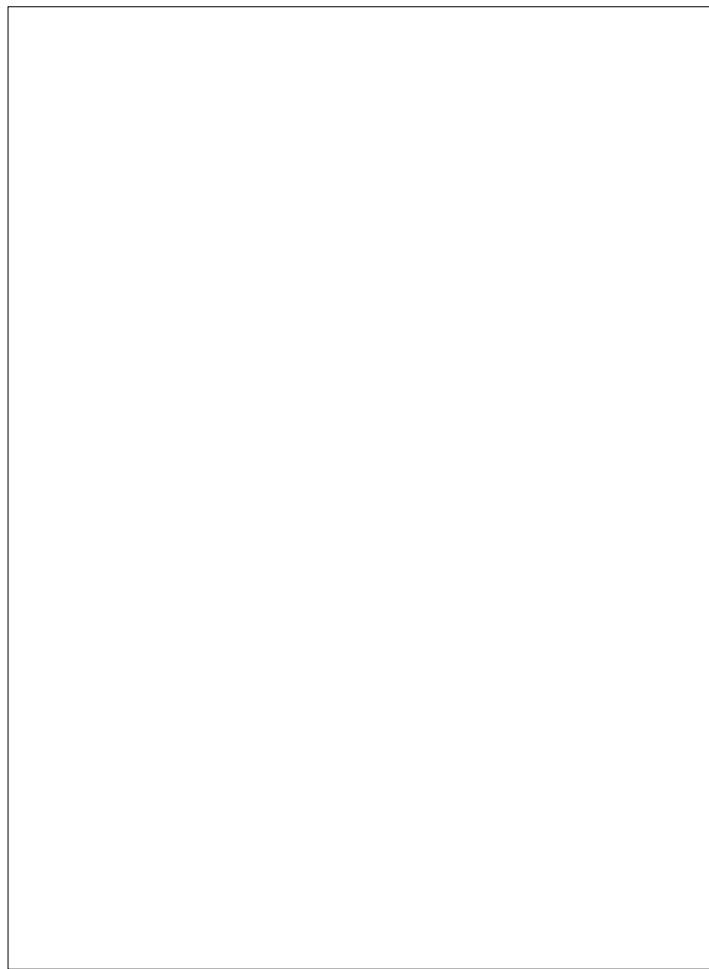


2024



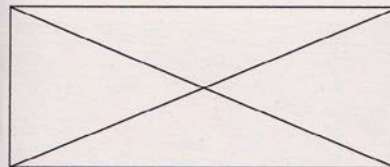






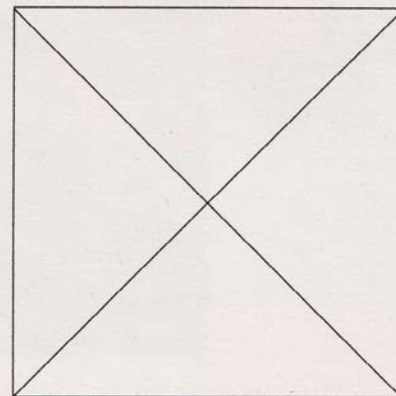
№ 31. " TYPHOTO "

ACTION – THE MAIN EVENTS IN THE STORY



*Image that represents
the key point in the
story. Connected to
an action.*

Description – sentences
that specify some details
in the story.



*Image that represents the key point in the story.
Connected to description.*

Words and sentences
that don't affect the story.

I WANTED
TO HAVE



for breakfast.

but instead,

I ENDED UP
EATING
AN



at my favourite cafe.

AWAY

CONCEIVABLE
WILL BE

Unable to contain my
excitement.

I immediately went to my
friend's house.

I KNOCKED
ON THE



just like we always
used to do.

WE SPENT
THE DAY
PLAYING
WITH

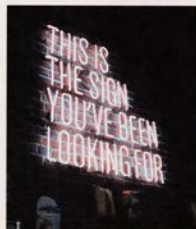


and eventually

decided to plan a trip
to the beach.

Suddenly,

I SAW A



that caught my attention
so much that

I ACCI-
DENTALLY
DROPPED
MY



CONCEIVABLE
WILL BE

However,

we realised that we had
to hurry and book our
flight to Thailand after the
February 24th.

This made us feel a sense
of urgency

as if we were withering



longing for a change.

The day after our usual
lunch of



WE RE-
CEIVED A



that we would be taking
a flight to



WE
STUMBLED
UPON A



with beautiful



in a quiet location.

The only creatures
around were



happily playing near the



WE
CLIMBED
THE



of the tower and along
the way.

WE CAME
ACROSS A

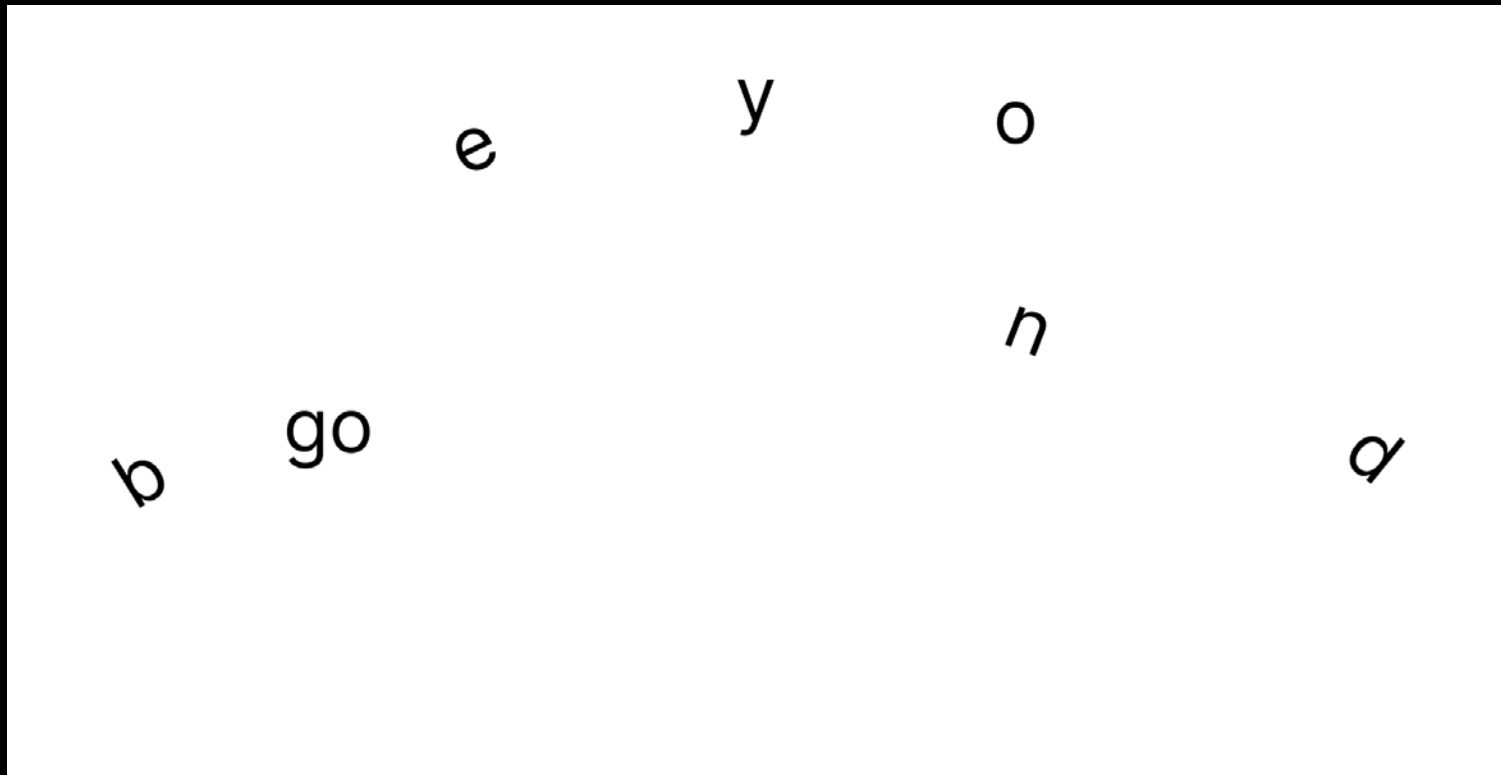


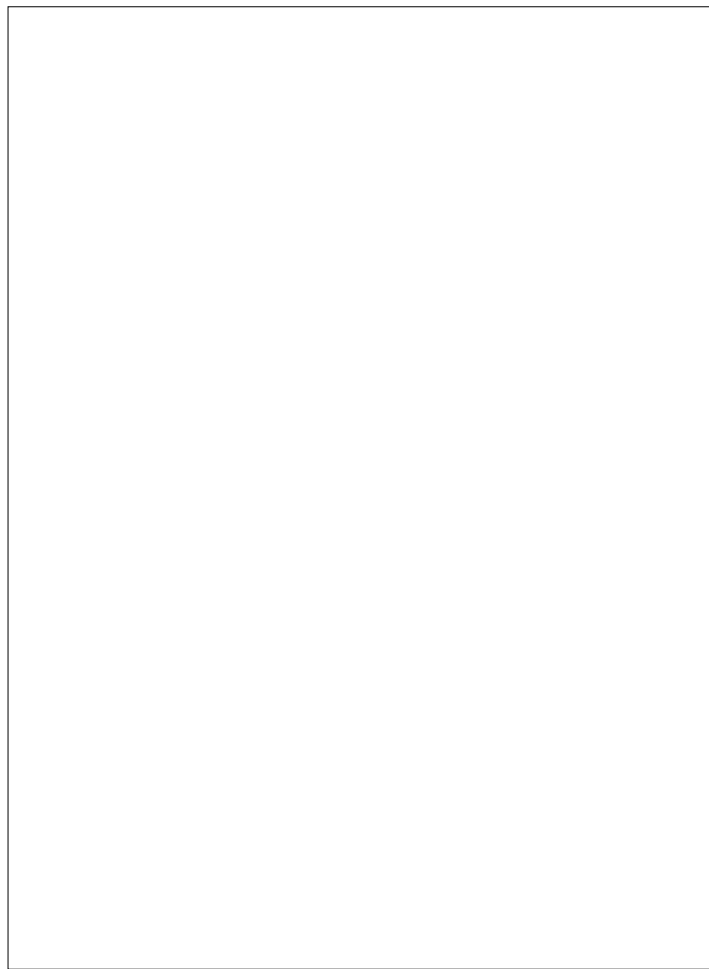
This encounter gave us
a sense of reassurance
that things were going to
be alright.

THE END



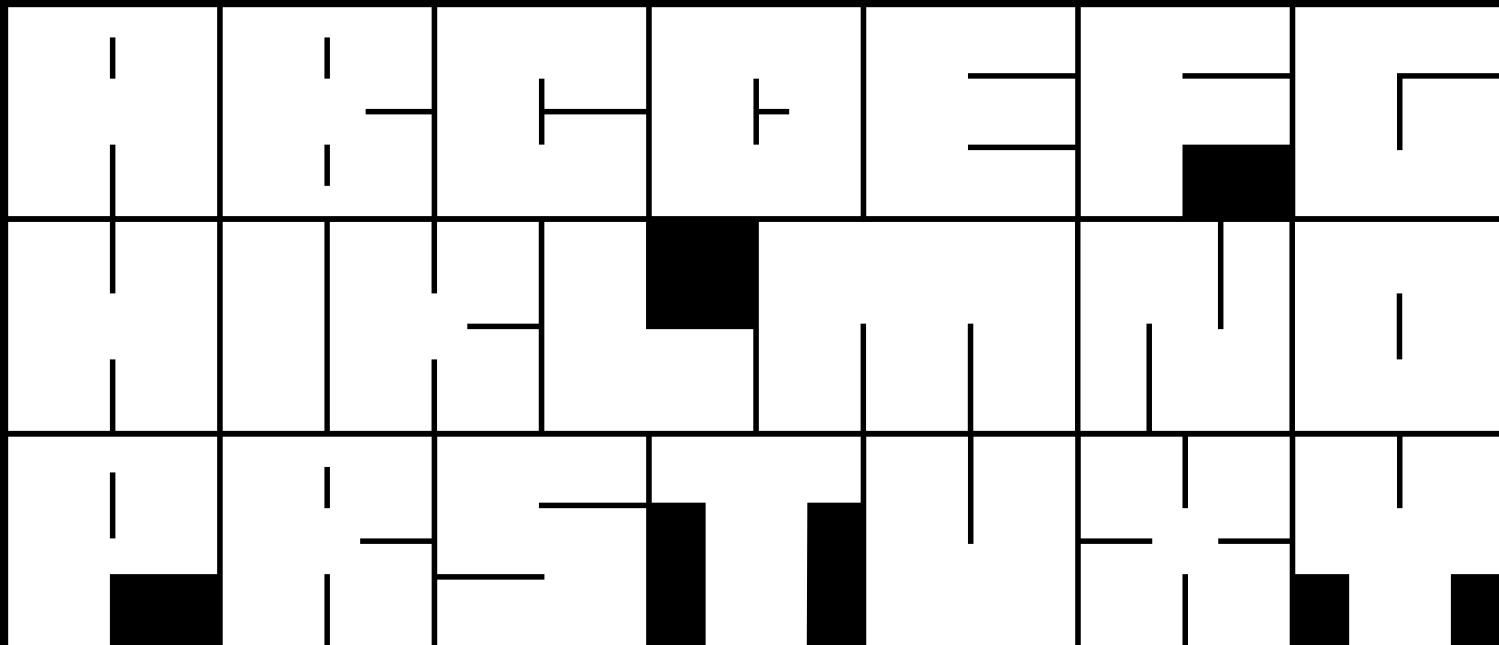
№ 32.
" STOP / GO "





Nº 33. " MOOD SWINGS "

// it's free, but
donations are welcome :)

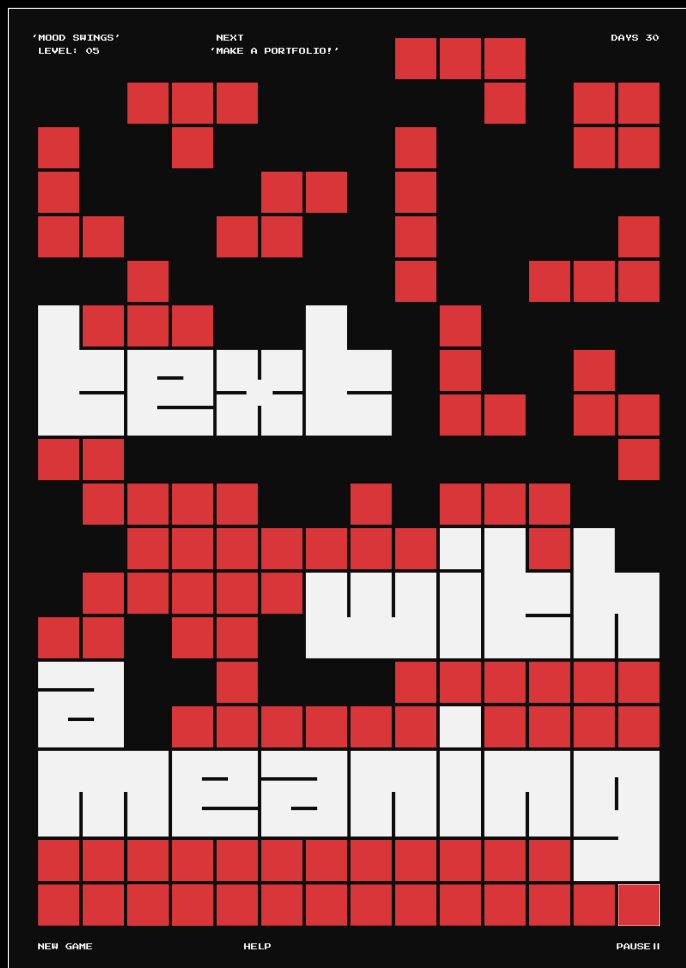


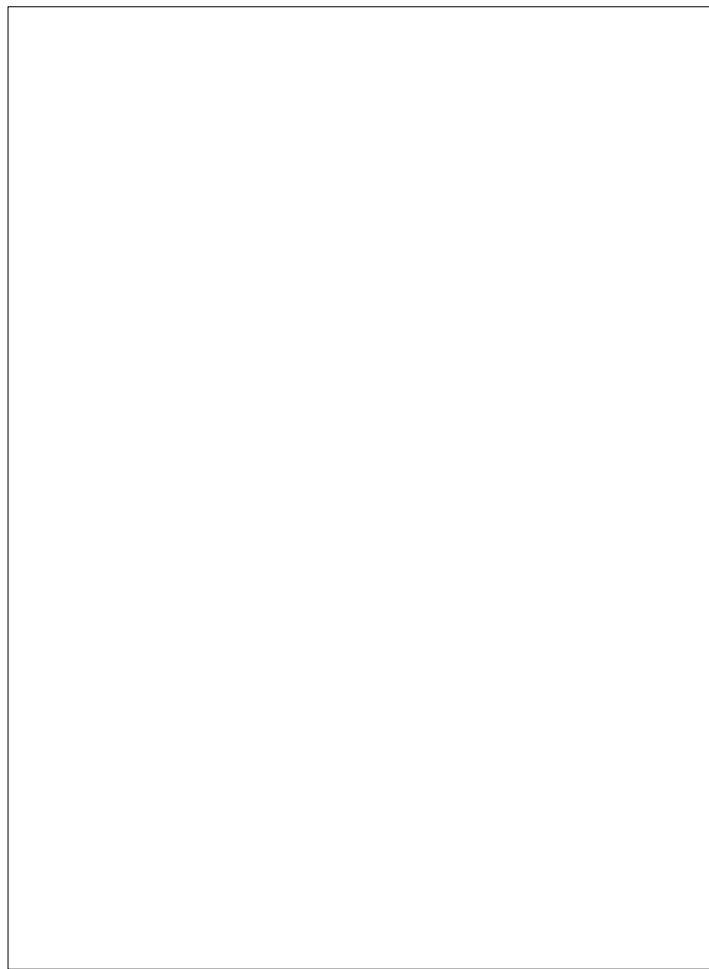
A B C D E F G
H I J K L M N O
P Q R S T U
V W X Y Z

a b c d e f g h i j k
l m n o p q r s t u
v w x y z

A B C D E F G
H I J K L M N O
P Q R S T U
V W X Y Z
Ы Э Ю Я

a b c d e f g h i j k
l m n o p q r s t u
v w x y z
Ы Э Ю Я





№ 34. " MAKE A PORTFOLIO! "

HELLO!

I'm a multidisciplinary designer.

In my practice, I strive to create long-lasting effective design solutions within the task and, rather than following temporary initial pointers?

I find inspiration in challenges and given constraints that lead me to search for the best solutions in each specific case.

Design ≠ just a pretty picture. Design = communicating ideas that make the viewer think, work to provoke thoughts. My skills range from simple tasks like creating a logo to developing complex systems such as an automated and perceptually correct sound visualisation algorithm.

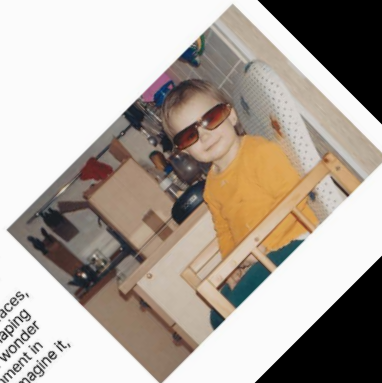
I love making complex concepts understandable, accessible, and applicable. I enjoy tackling difficult tasks gaining new knowledge and skills in the process and getting excited about ideas. The main criteria is the excitement in the process.

CONTACTS

valeriavoevodina01@gmail.com

I enjoy pushing boundaries, learning new things, growing personally and professionally.

The future depends on the decisions made in the present. I want to design a future worth living in. Visual language, graphic imagery, interfaces, 3D reality, and much more. We are shaping how the world will look tomorrow. I wonder how can we influence the environment in which we exist? I want to not just imagine it, but see it for myself.



HELLO!

CONTACTS

valeriavoevodina0@gmail.com

I'm a multidisciplinary designer.

I find inspiration in challenges and given constraints. I like to find the best solutions in each specific case.

I love making complex concepts understandable and applicable. I enjoy tackling difficult tasks, gaining new knowledge and skills in the process, and getting excited about ideas. The main criteria is the excitement in the process.

I enjoy pushing boundaries, learning new things and growing personally and professionally.

In my practice, I strive to create long-lasting and effective design solutions within the task at hand, rather than following temporary trends. I like to think of something that will be initially pointless?

Design = just a pretty picture. Design = communicating ideas that make the viewer think. We work to provoke thoughts. My skills are like creating a logo to developing complex systems such as an automated and perceptually correct sound visualisation algorithm.

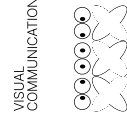
The future depends on the decisions made in the present. I want to design a future worth living in. I like language, graphic imagery, interfaces, 3D reality, and much more. We are shaping how the world will look tomorrow. I wonder what the world will be like then, and what which we exist? I want to not just imagine it, but see it for myself.

In short, I'm fighting entropy and growing neurons :)

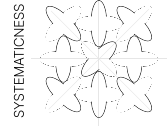
MY VALUES

VARIABILITY
(FLEXIBILITY)

RATIONALITY

VISUAL
COMMUNICATION

DECONSTRUCTION



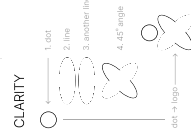
SYSTEMATICNESS

CREATIVITY
ABOVE
COMMERCEAVAILABILITY
(OPEN - SOURCE)

FUNCTIONALITY

DURABILITY
(LONG - TERM
ACTUALITY)

HONESTY



CLARITY



TRANSDISCIPLINARITY



BREAKING THE RULES



FUN

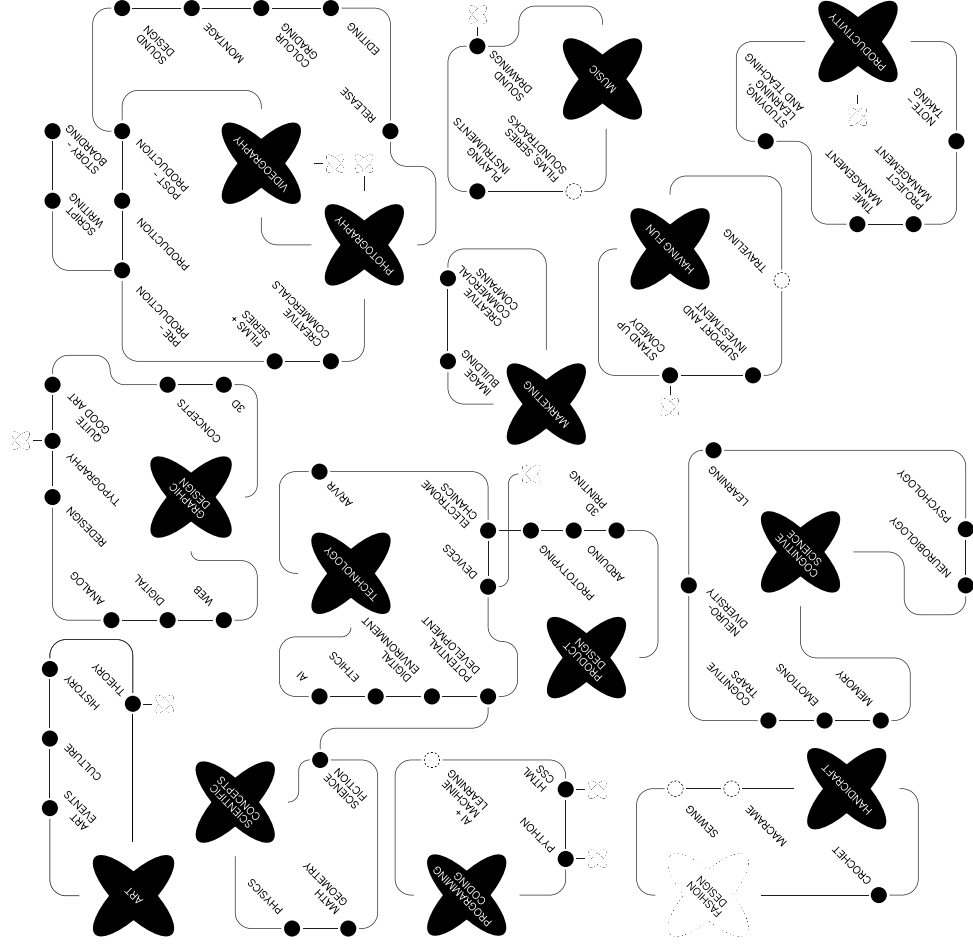


RESEARCH (DATA BASED)



HONESTY

MY INTERESTS



SEE ALSO

Blog
[Unsplash](#)
[Gumroad](#)

Articles about design, note taking and stuff
 Free high quality photos on different topics
 A way to support me

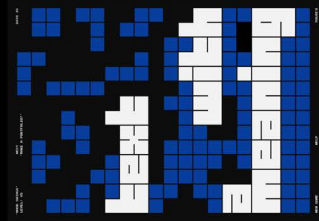
CONTACTS

Gmail
 Instagram / Telegram

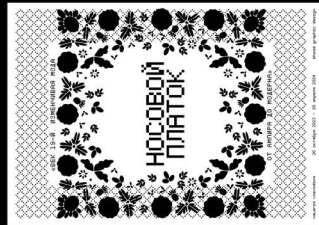
valeriavoevodina07@gmail.com
[@valeria_voevodina_01](https://www.instagram.com/valeria_voevodina_01)



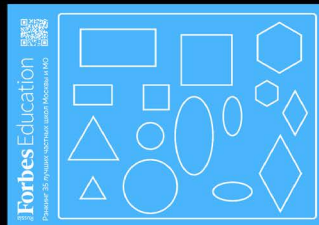
'HEAVIS' TYPEFACE
Cool short description



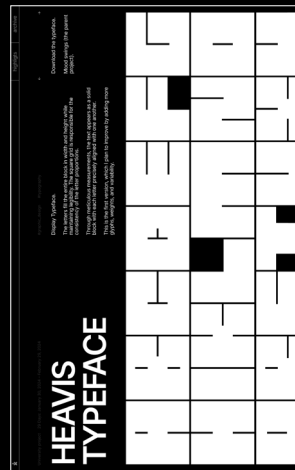
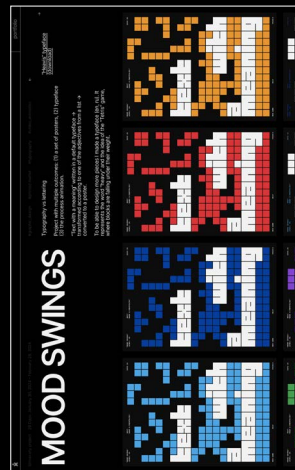
MOOD SWINGS
Cool short description

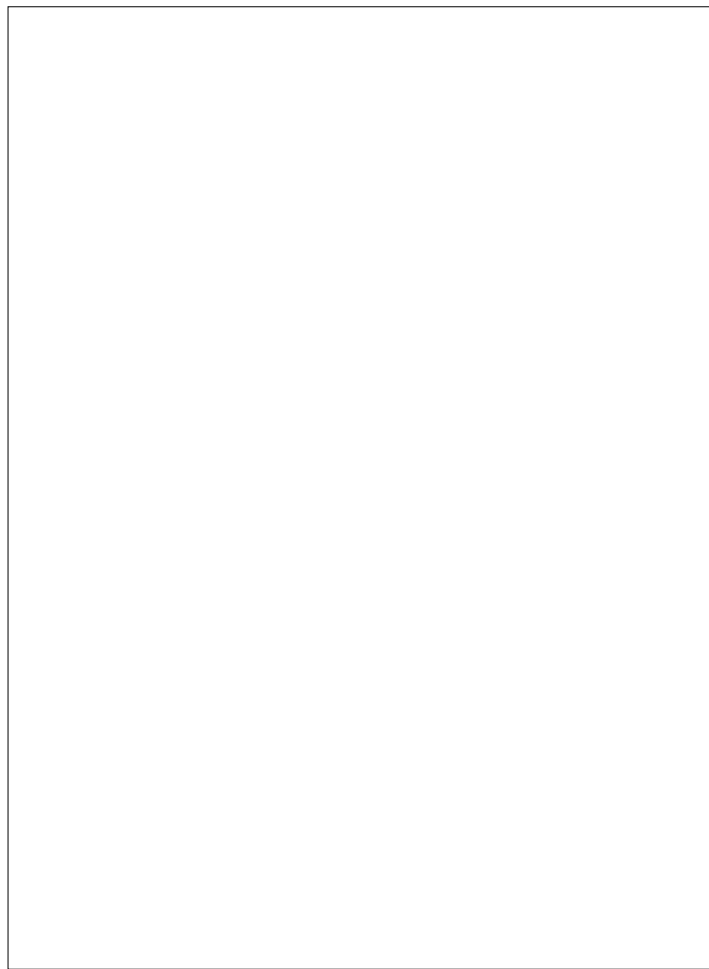


VDNX EXHIBITION POSTERS
Cool short description



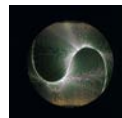
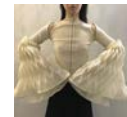
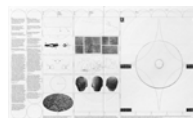
FORBES EDUCATION COVER
Cool short description



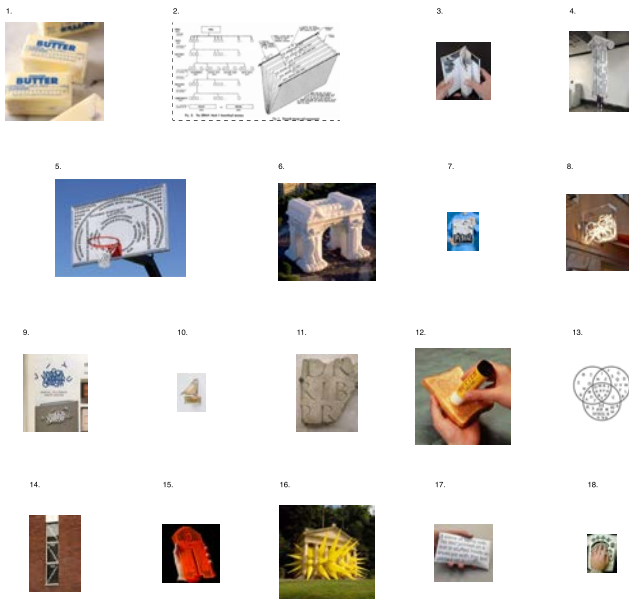


No 35. " IT'S A MATCH! "

IT'S NOT A MATCH — DON'T CARE



YES — IT'S A MATCH



1. Detail – driven user experience, measurement accuracy, visual simplicity, form factor. I just find that :)

2. A simple and clearly structured system. Comprehensive infographics.

3. Unconventional and classic to execute visually.

4. Combination of classic architecture and classic typeface. Simple and concise. Only the technique of execution is in question.

5. Typography as an image. Simple but pleasant shapes, colour accent. Correct interaction between object and image.

6. Combination of materials (combination of incongruous things), a new look at familiar object.

7. Simple idea, simple execution, simple graphics, unusual material.

8. Unconventional signage attracts more attention. Use of materials.

9. Brave composition of letters, its simplicity, relative readability, use of text as an image.

10. Unusual way of capturing, work with material.

11. History of font development, technique of execution, visual part. An exhibit reflecting the stages of development of typography.

12. The concept of deliberately creating useless things, although at first glance it looks very convenient.

13. Useful cheat sheet and interesting infographic about the symbols of the alphabet.

14. Fun stuff. It would be nice to see something like this on the street, especially instead of advertising. Does not attract the eye with shouting brightness, but it is pleasant to the eye. Fits the form well.

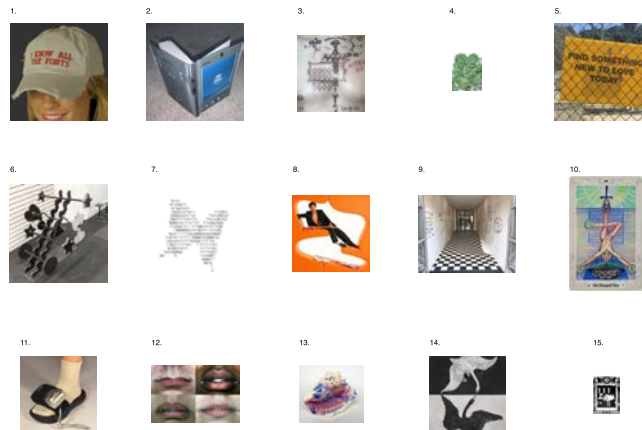
15. Nice typography on an unconventional medium.

16. Contrast of canonical old classics and modern crazy abstraction.

17. Clean typography, replacing images with text, simple message.

18. An attempt to create a new way of printing. Development of the concept.

IT'S A MATCH — NO



1. Horrible forms, horrible material, horrible execution, lack of foundation and practicality.

2. Dishonest design. Imitation of a digital medium on a physical medium that doesn't need it.

3. Kitsch.

4. Optical illusions are an interesting thing, but in reality they don't always look professional and well made. The downside is that they get boring quickly and look right from one particular angle.

5. It's fun to see something unusual on city streets, but the message of such signs is usually unnecessary and unrelatably optimistic or meaningless. If you pass by such a sign for the second time, it will already seem boring and all the "originality" will evaporate, not to mention seeing such signs every day going about your business.

6. An obscure, poorly documented tattoo. It is unclear in its meaning, content, and choice of composition. It does not interact well with the shape of the body itself, its location is unreasonable.

7. It is funny to compose pictures from symbols, letters or numbers. It is an illusion, which is well perceived by the brain. It looks unconventional, but for a simple time. Having seen it once you can think about how difficult it is to make, but the second or third time there will be no point. This kind of thing has no meaning or use, it just exists and that's it.

8. Standard cliché technique of opposing black and white. Well, okay.

9. An over-saturated collection of dishes. Individually, each item would look much more favourable, but all together it looks like heavy.

10. An abstract thing with an unclear meaning and content, a mix of religions and techniques of execution.

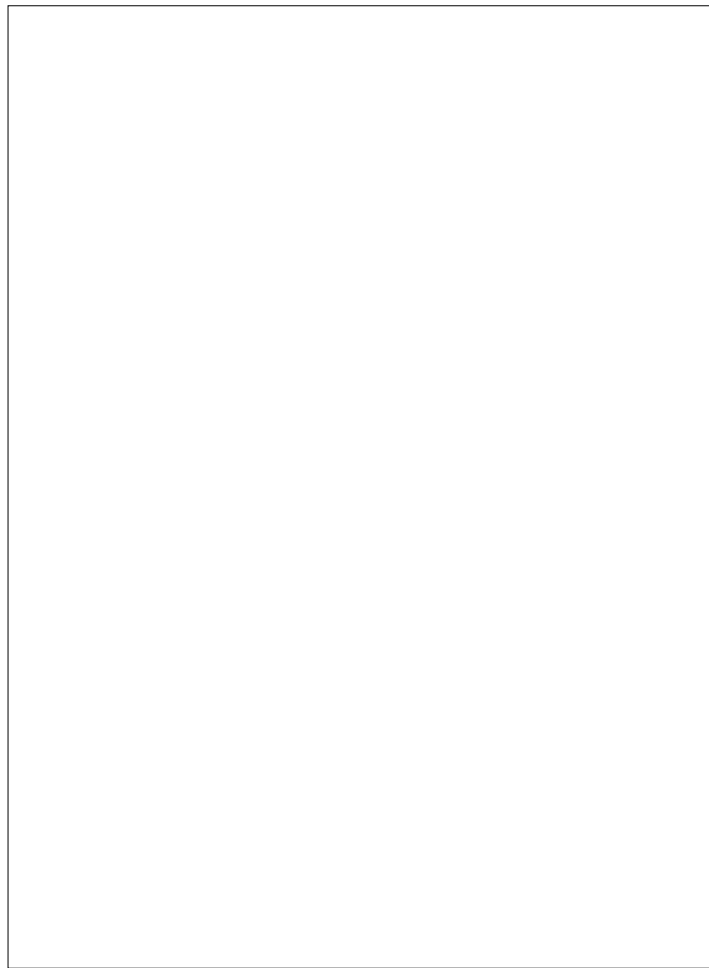
11. The concept of intentionally creating things that are not applicable has a fine line. A concept should seem unusual at first glance, but practical and hit some kind of pain. Like oil in a glue stick because no one likes getting dirty oil or using an instrument. Umbrellas on women's shoes as so no to wet the shoes in the rain. Here, however, the invention doesn't seem practical if only because it doesn't get into any kind of usage problem. Judging by the holder, the author wanted to solve the issue of the camera being uncomfortable to carry, but in the same photo there is a rope of the camera itself for carrying.

12. Poor documentation of a simple concept.

13. Strange composition, poorly thought out colour scheme where the man and guitars just blend in with the orange.

14. Not the most successful combination of shell colour and ink colour. There is an attempt to play up the shape of the medium for the expressiveness of the drawing, but the whole composition seems overestimated. It would look better on only one half of the shell.

15. The whole design is based on a play of words. An attempt at originality.



№ 36. " CONTEMPORARY INTERPRETATION OF XIX CENTURY FASHION "



КОНЦЕПЦИЯ 1

Как бы выглядела рекламная страница в модном журнале XIX века?

В ней для полноты не обойтись рекламируя парфюмерию, косметику, аксессуары.

«Представим, если бы существовал, портфель модницы XIX века или стилизованный, когда мы можем рассмотреть на этой странице дизайн»



КОНЦЕПЦИЯ 1

Вариант портфеля с дополнительными деталями



РЕФЕРЕНСЫ



ВАРИАНТЫ ПОСТЕРА



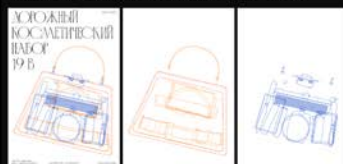
ТЕХНИКА ИСПОЛНЕНИЯ

Постер может быть напечатан на бумаге и в виде стилизованного изображения.

Эту работу можно выполнить с помощью компьютерной и графической программ, используя в качестве основы стилизованные изображения на основе XIX века и современные материалы.



ТЕХНИКА ИСПОЛНЕНИЯ



КОНЦЕПЦИЯ 2

Нарисовать портрет, представляющий на выставке или в магазине, в котором можно увидеть и приобрести аксессуары.

Постер: стилизованное изображение, которое можно использовать в качестве основы для создания стилизованного изображения.

Дополнительные детали: стилизованные детали, которые можно использовать в качестве основы для создания стилизованного изображения.



РЕФЕРЕНСЫ



ВАРИАНТЫ ПОСТЕРА



ТЕХНИКА ИСПОЛНЕНИЯ

Постер может быть напечатан на бумаге и в виде стилизованного изображения.

Эту работу можно выполнить с помощью компьютерной и графической программ, используя в качестве основы стилизованные изображения на основе XIX века и современные материалы.

Дополнительные детали: стилизованные детали, которые можно использовать в качестве основы для создания стилизованного изображения.



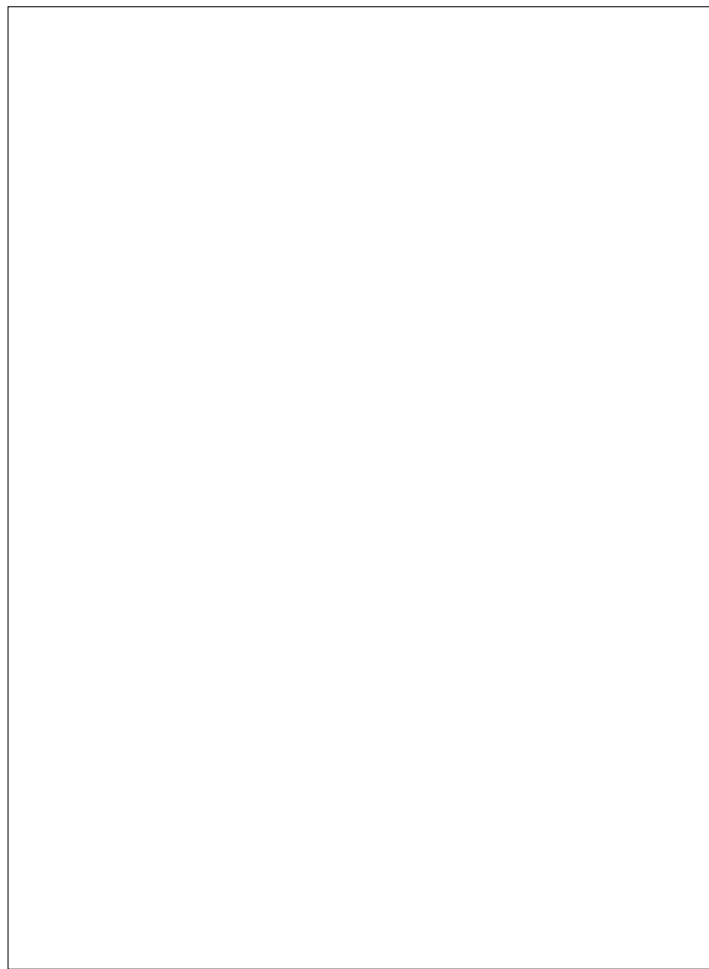
ТЕХНИКА ИСПОЛНЕНИЯ



ТЕХНИКА ИСПОЛНЕНИЯ







№ 37. " TREASURE SEEKERS "



THE GRYPHON ASSOCIATION
ENTERING EXAM

ANSWERS:

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99. *Jack Sparrow*
100. *Jack Sparrow*

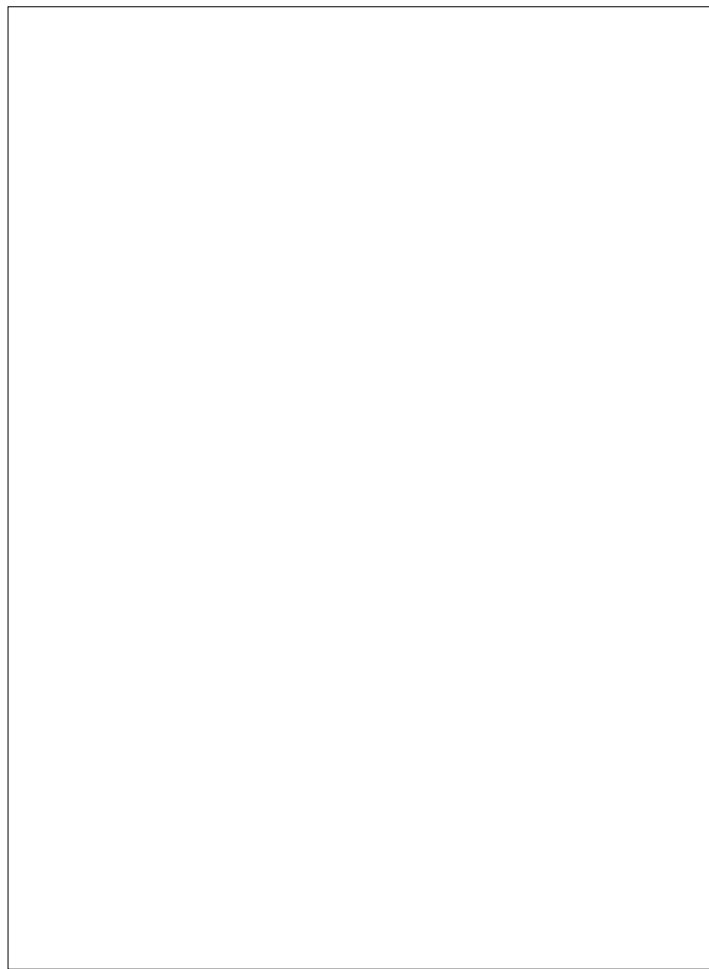
YOUR NAME:

CURATOR:

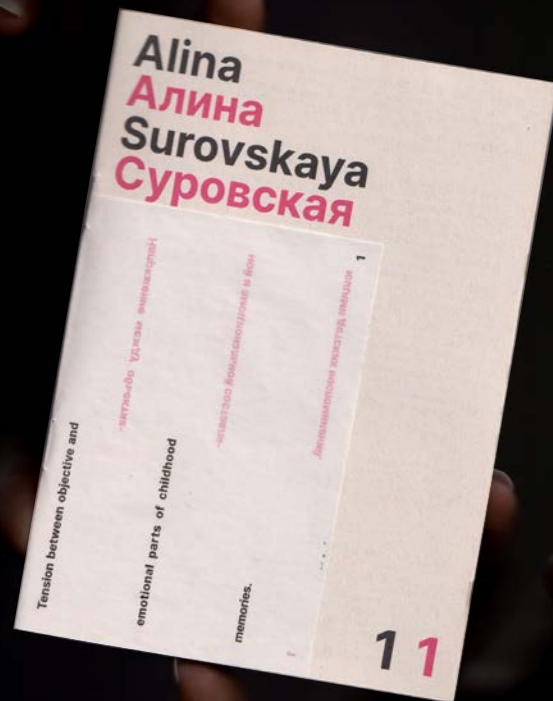
THE SCORE:

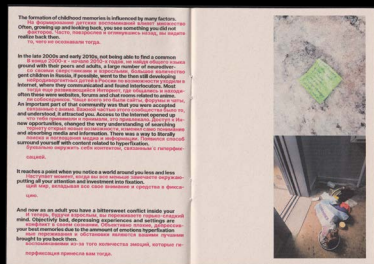
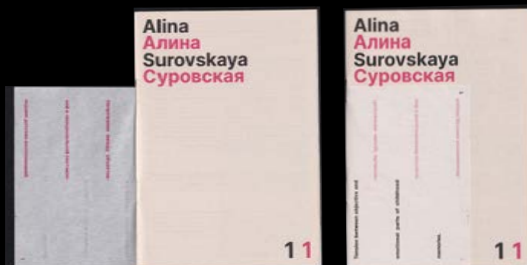






№ 38.
" FINE ART GRADUA-
TION CATALOGUE "





Alina
Алина
Surovskaya
Суровская

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Alina
Алина
Surovskaya
Суровская

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Alina
Алина
Surovskaya
Суровская

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Alina
Алина
Surovskaya
Суровская

11



Catalogue of
Каталог
graduation
выпускных
projects
проектов
of students
студентов
of the contem-
программы
porary art
современное
programme.
искусство.

BHSAD 2024
BHSAD 2024

Alina
Алина
Surovskaya
Суровская

1 1

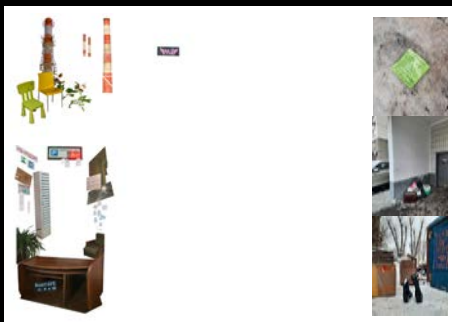
This series represents collective images of fragments of memories of the childhood of a neuroconvergent children in the post-socialist countries in the late 1990s and early 2000s.
The series documents an era when the Internet opened up the world, giving it rapid and profound understanding of each other's lives and experiences, and changing the way of thinking and absorbing information. You no longer had to physically search for information, but you could find it through multiple markets and kiosks for the expanding media. Finally, there was a way to travel to the past and to the future simultaneously.
В этот период Интернет открыл миру понимание друг друга, изменил способ мышления и восприятия информации. Вам не нужно было физически искать информацию, но вы могли найти ее через множество рынков и киосков для расширяющейся медиа. Наконец, появилась возможность одновременно путешествовать в прошлое и будущее.

For many, anime has become that hyperfiction. Anime played a big role in the shared culture back then. The anime series, being a part of the shared culture, became a common language. Anime became a source of inspiration for many children. And although not everyone had access to anime, it was a common language for everyone.
Для многих аниме стало гиперфикцией. Аниме играло большую роль в культуре того времени. Аниме-сериалы, будучи частью культуры, стали общим языком. Аниме стало источником вдохновения для многих детей. И хотя не у всех был доступ к аниме, это был общий язык для всех.

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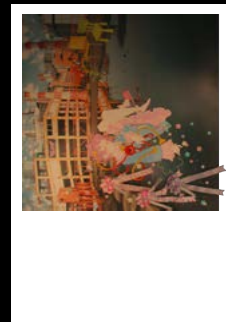


the booklet layout.

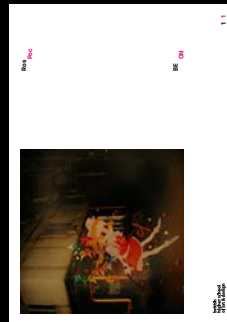


a Footage
a Фото материал
b Collage
b Коллаж
c Footage
c Фото материал
d Sketches
d Рисунки

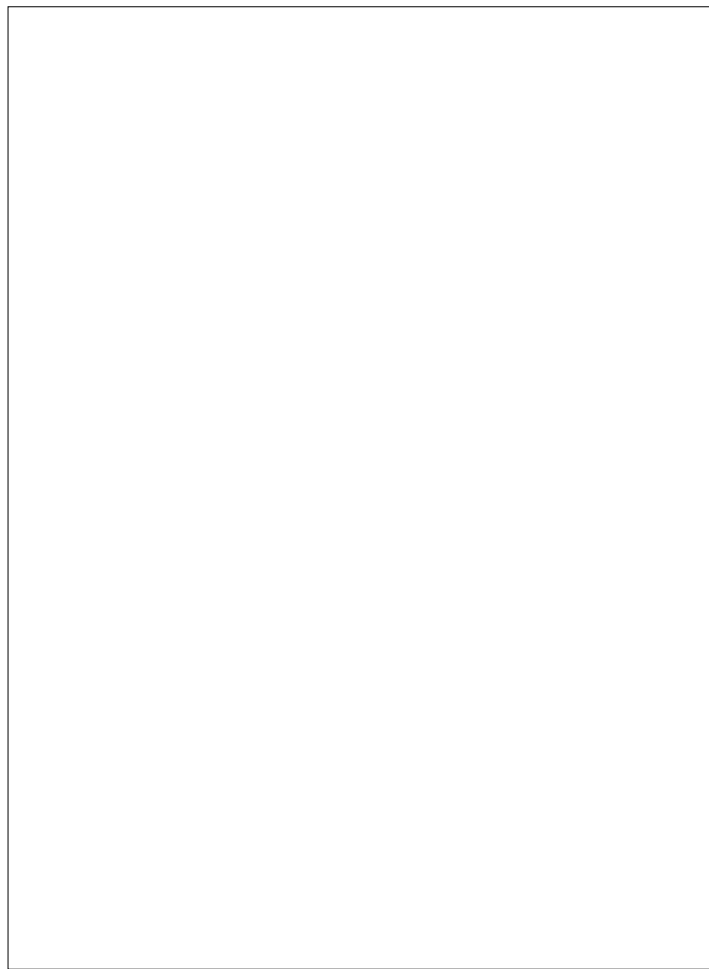
Ros
Poc
Bitter sweetness
Сладкая грусть



card (front).

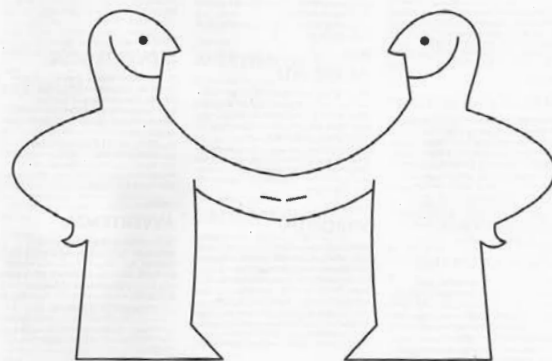


card (back).

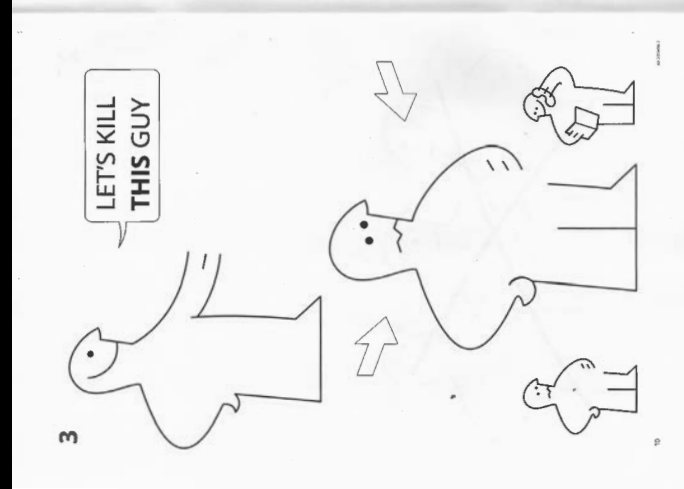
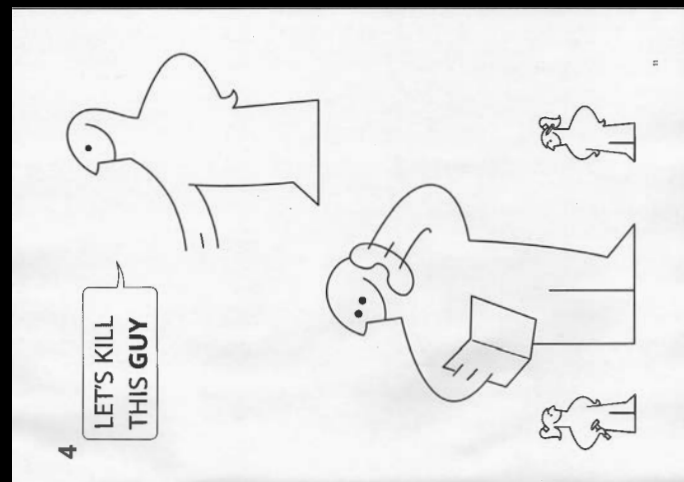
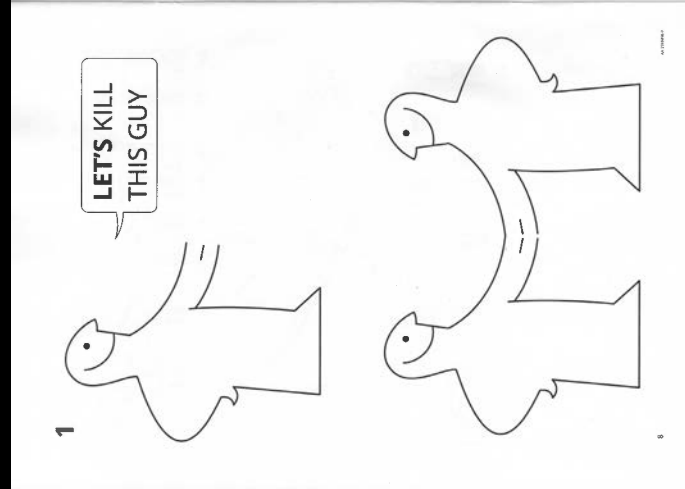
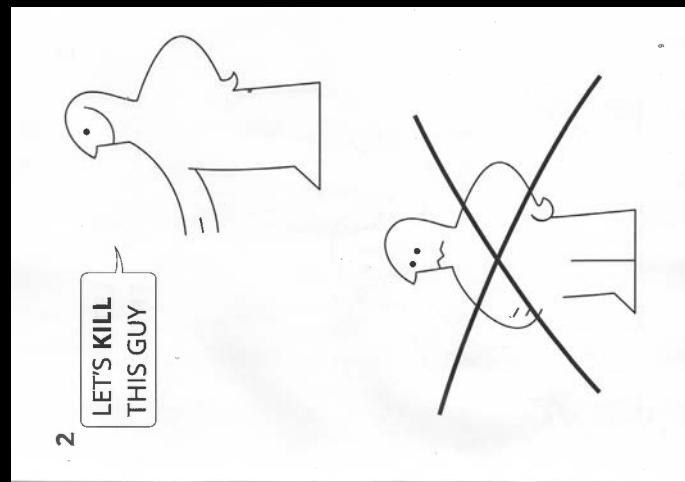


Nº 39.
" DYNAMIC
LETTERFORMS "

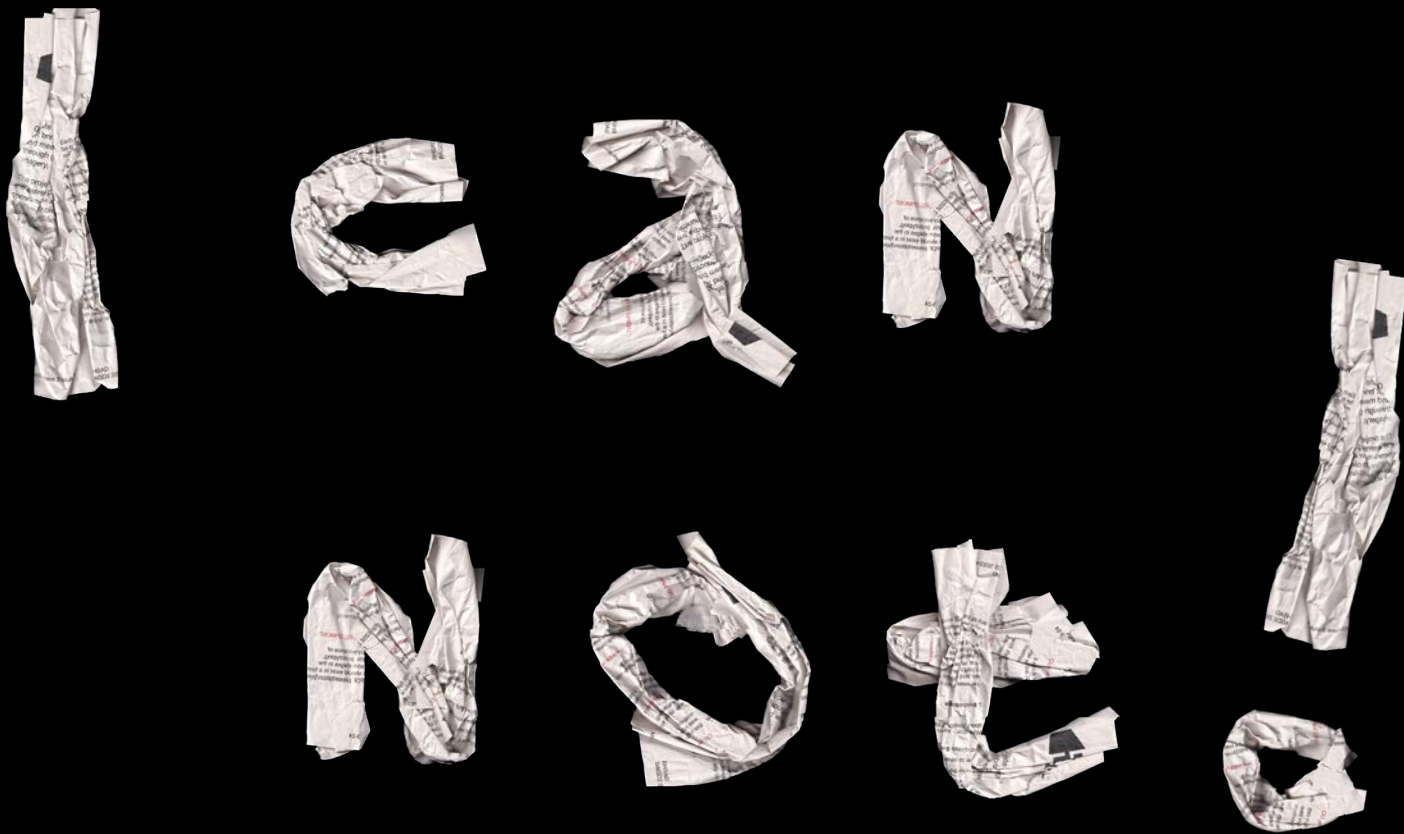
**LET'S KILL
THIS GUY!**

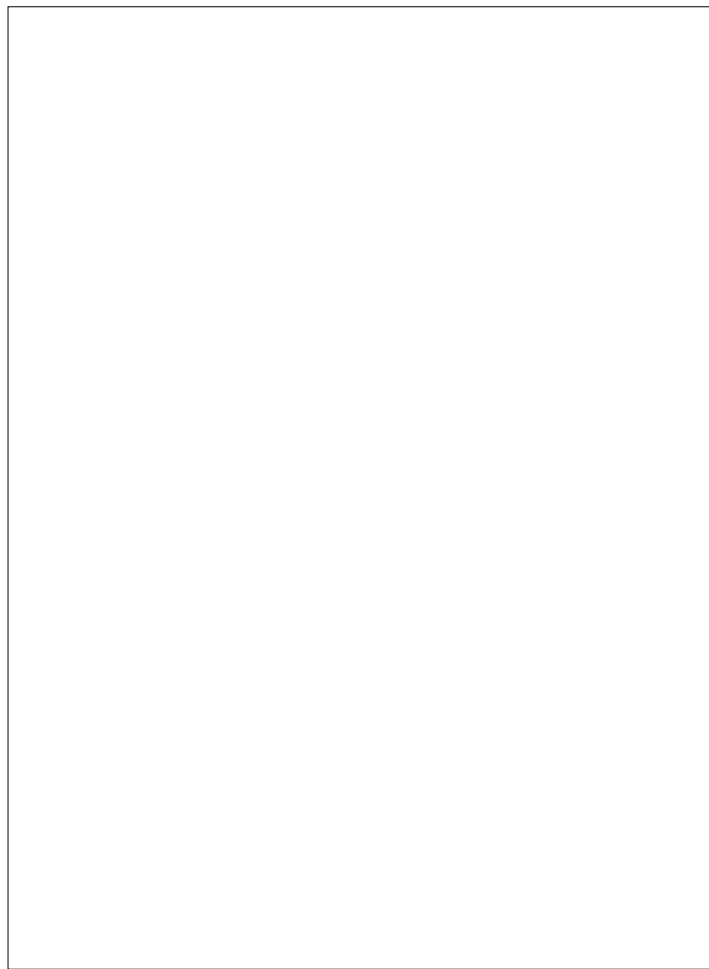


IKEA
Design and Quality
IKEA of Sweden







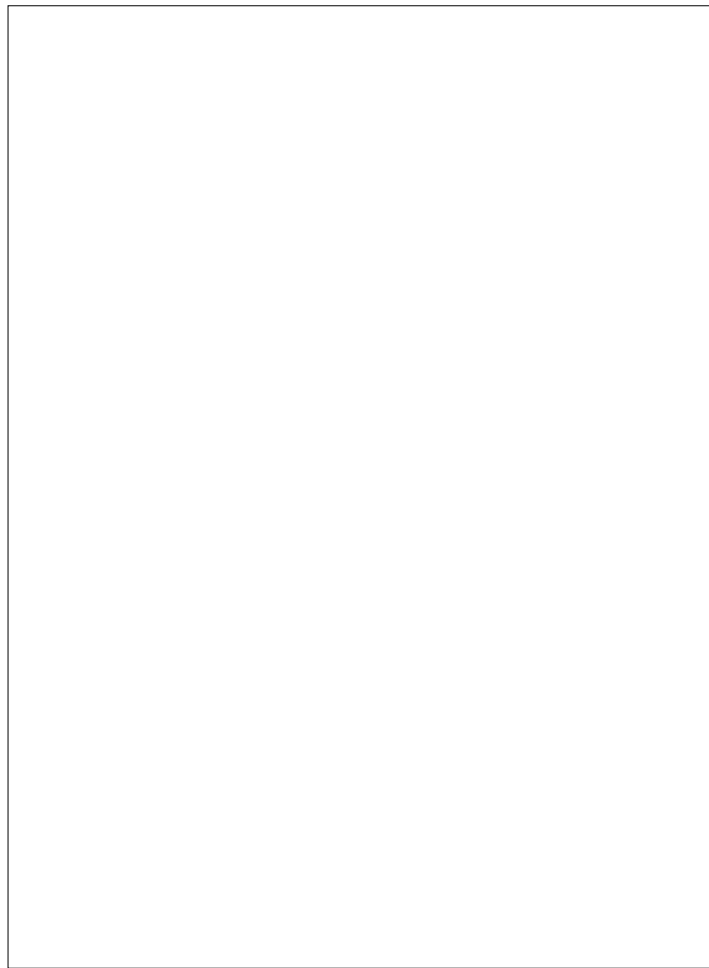


№ 40.
INTERNSHIP “ ENDY ”

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NDA



```
> node_export: complete.....
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projects.....: 14.....
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pages.....: 692.....
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linked_node..: [ PROCESS_LOG ]
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linked_module: / MEMORY.....
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