

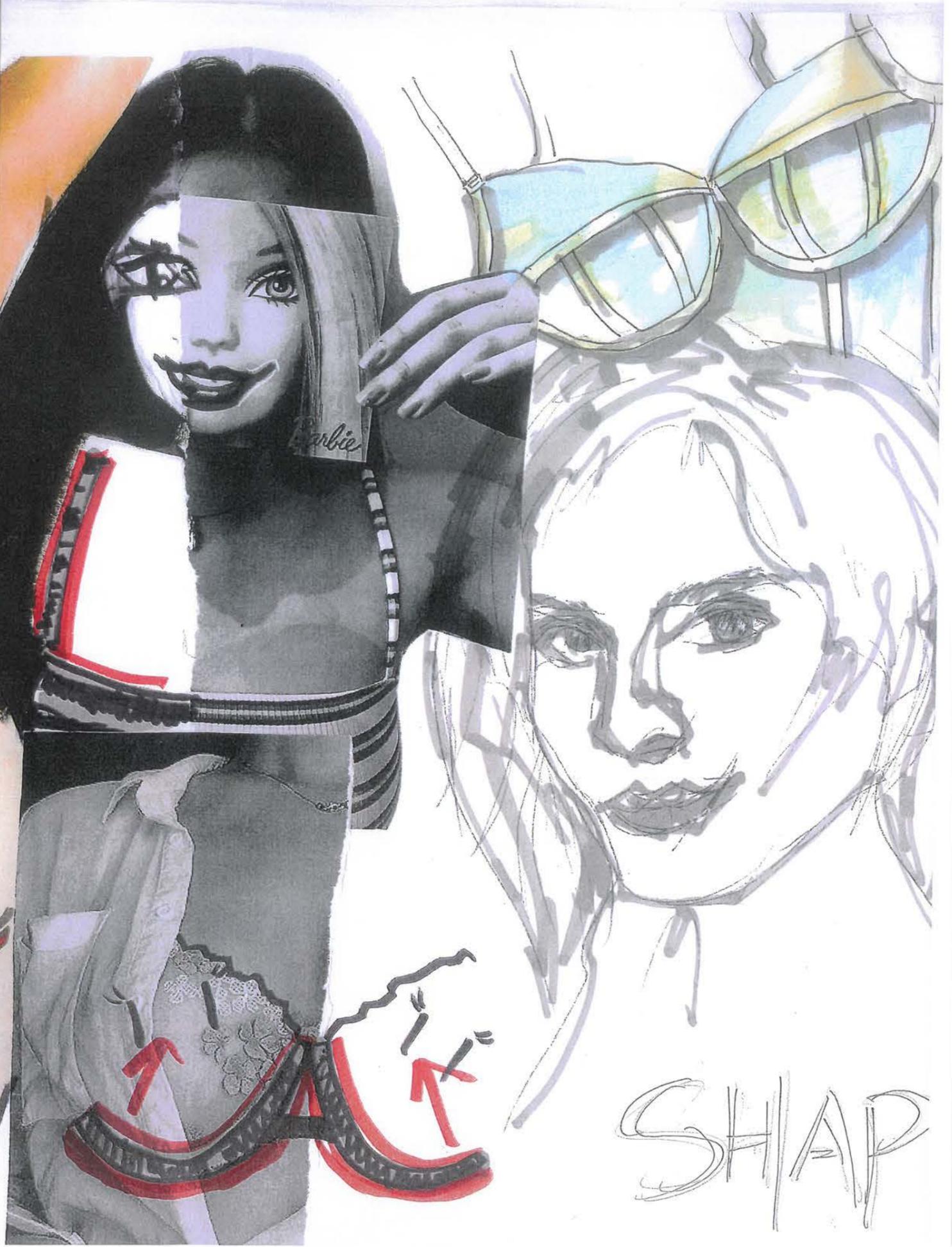
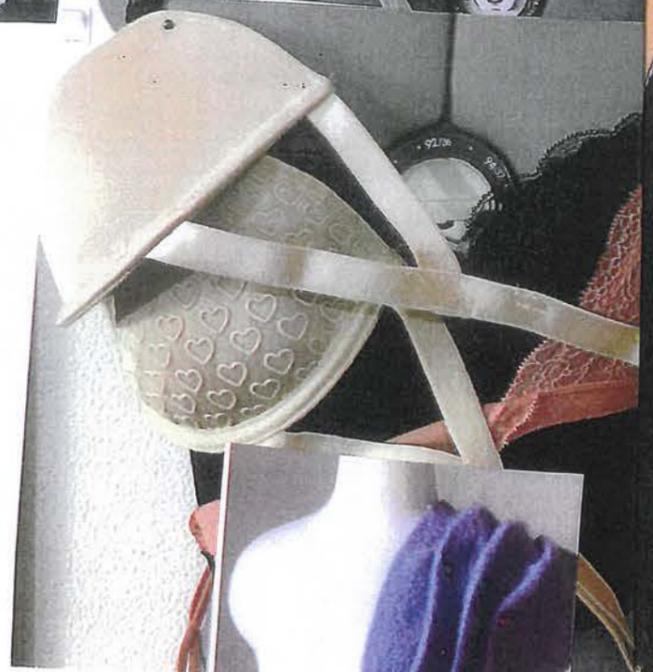
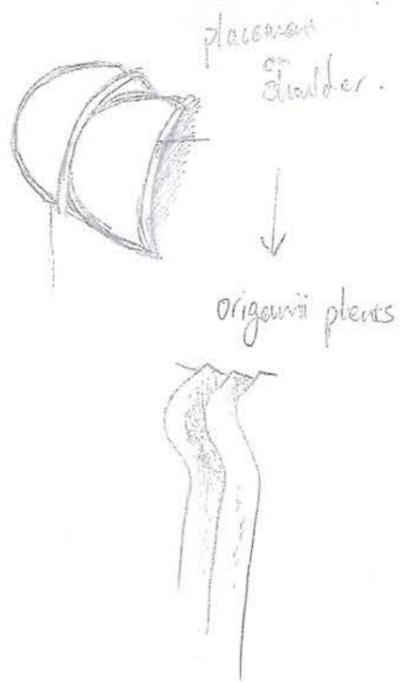
UH NO...
HE IS O...
I AM...
GOOD...
HIM H...
VE FOUND AN...
WHO IS...
ING...
NOT...
DUE...
FOR...
UST HA...
OTHER GIRL...
PRTER

HIM
U coming
Back?..
Sorry Babe
I'm busy tonight

#MEINSIDE

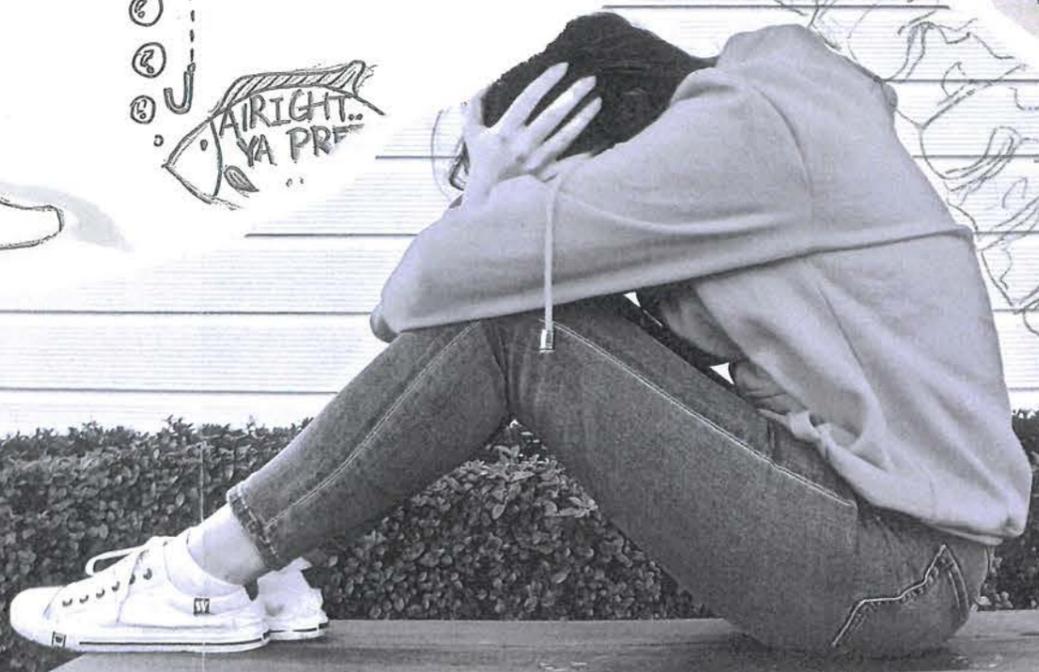
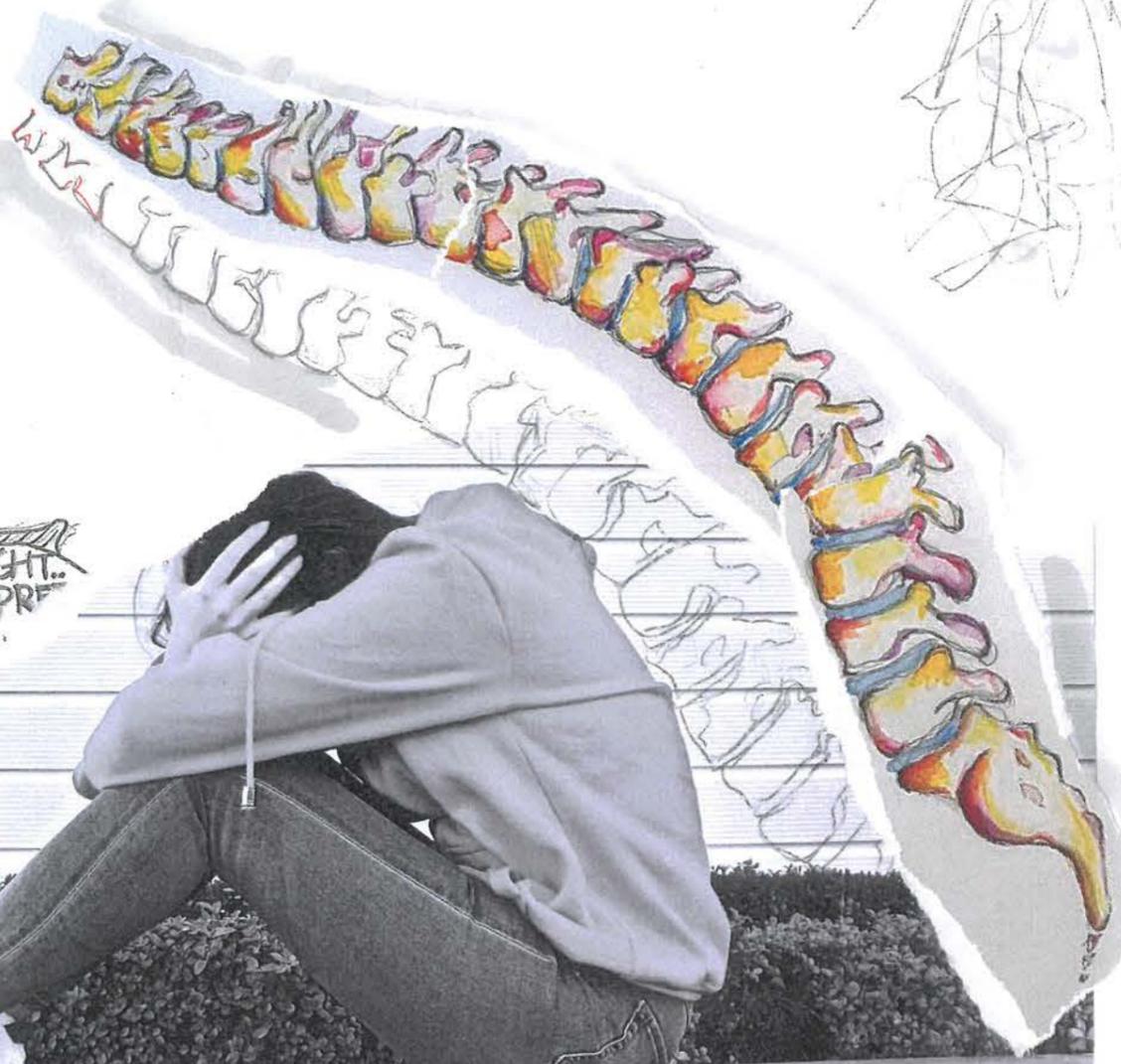
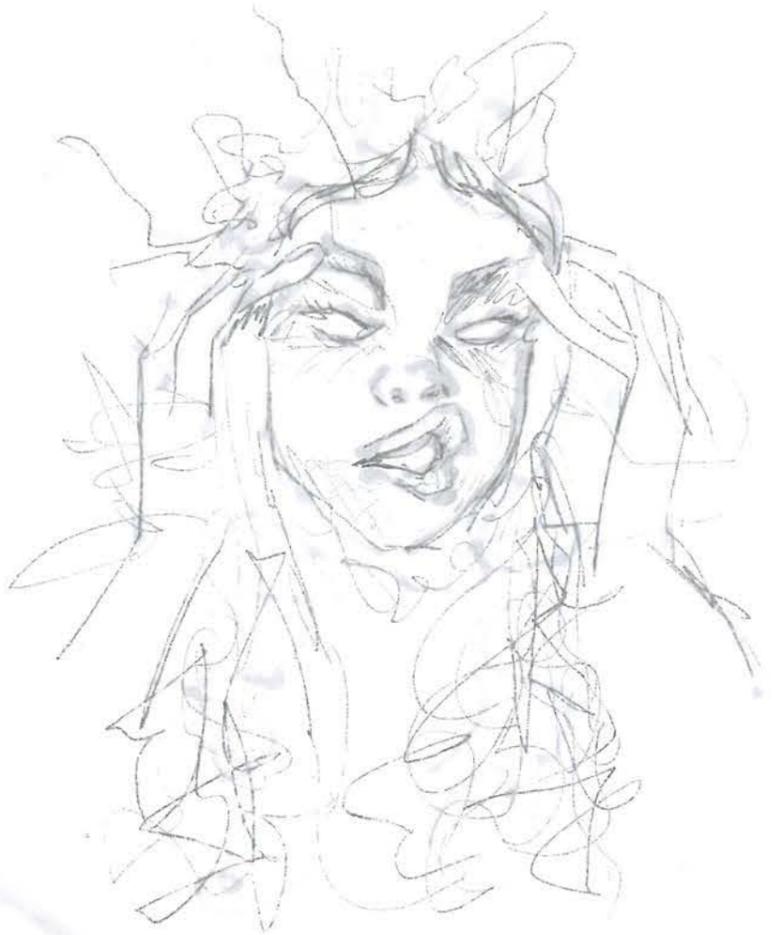
SECURITY

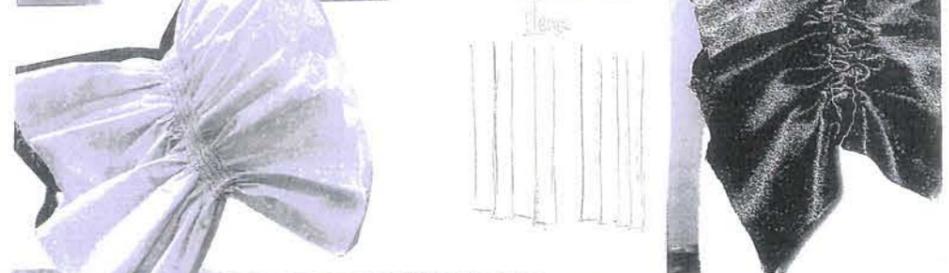
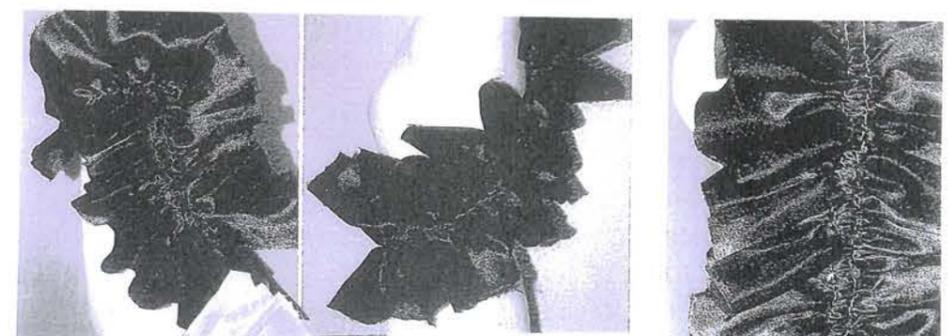
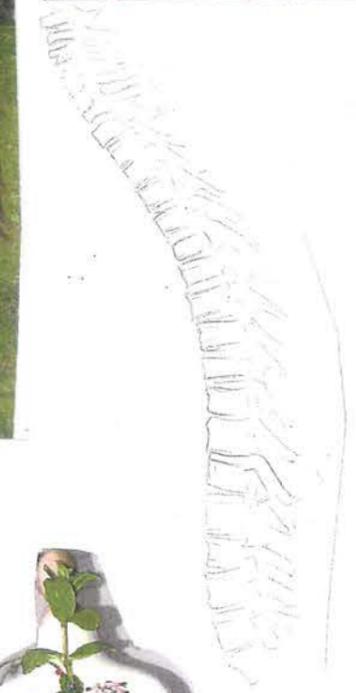
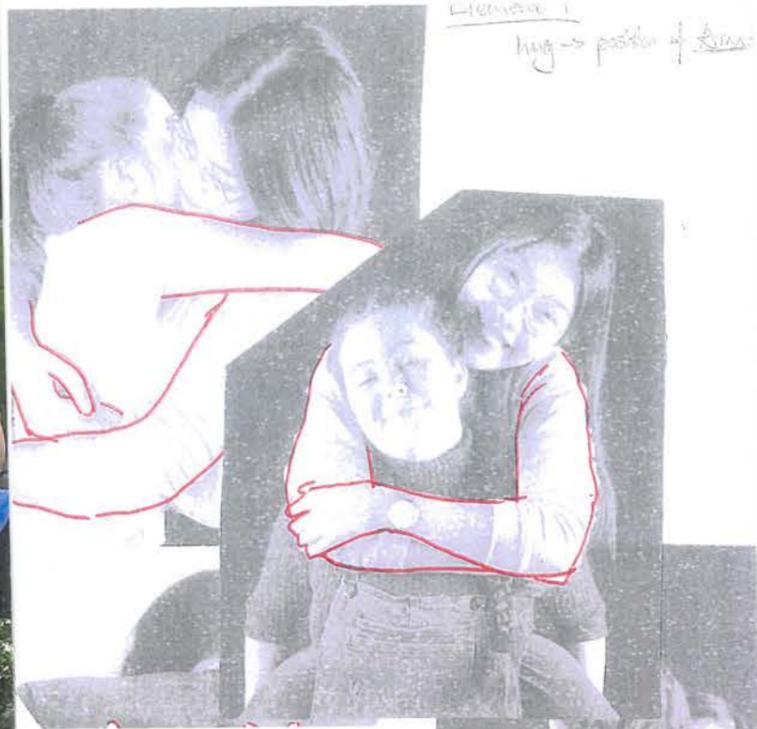
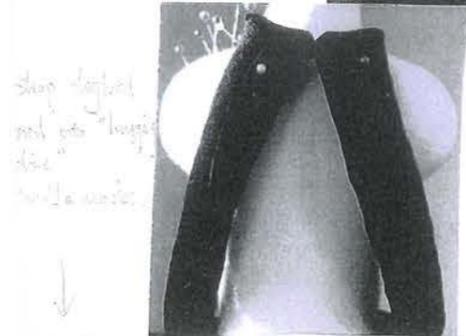
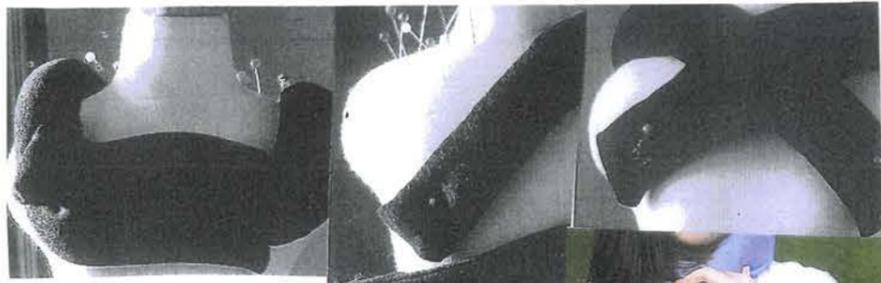






NEED COMPLIMENT :)





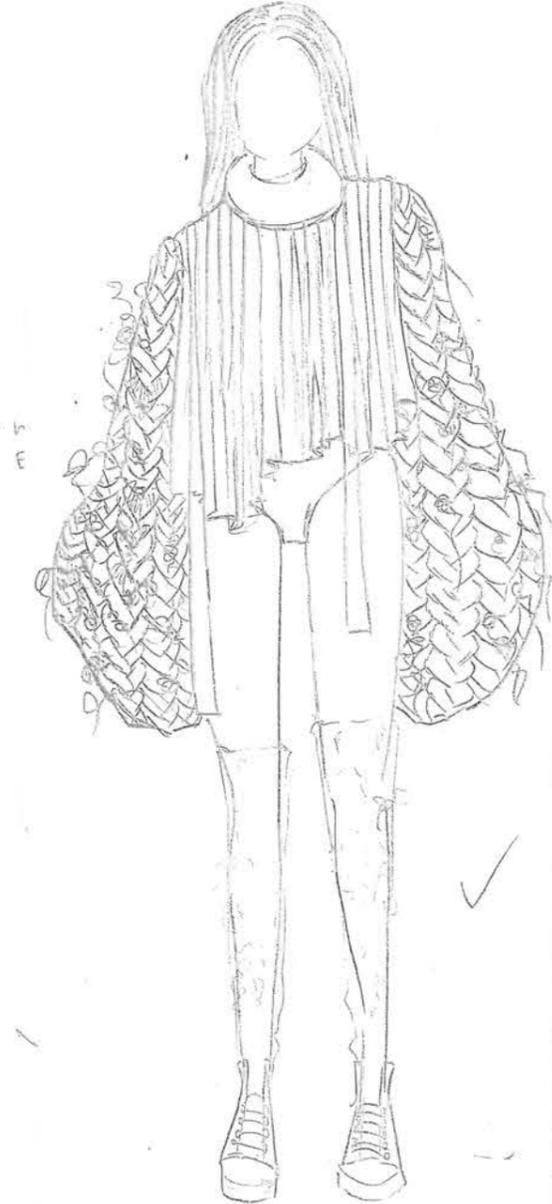
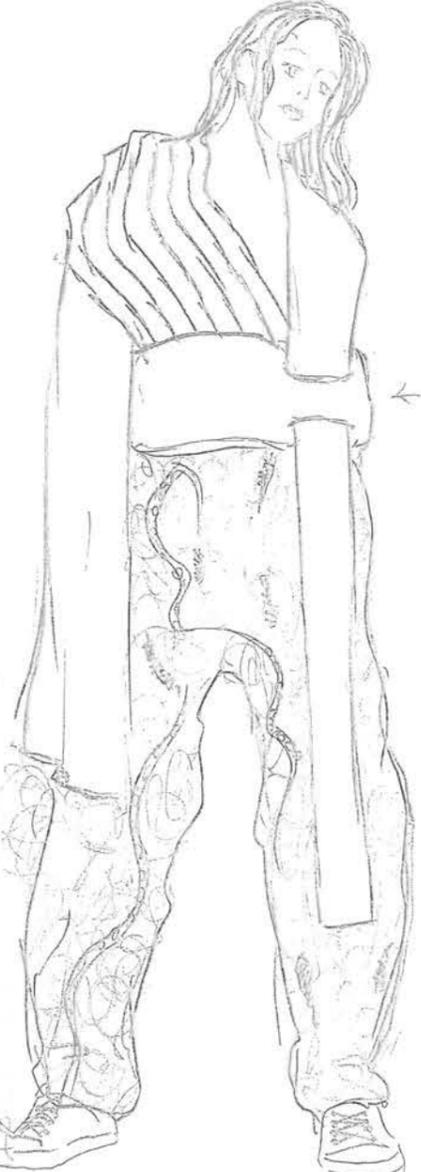
Element - spine

↓ plants mark spines

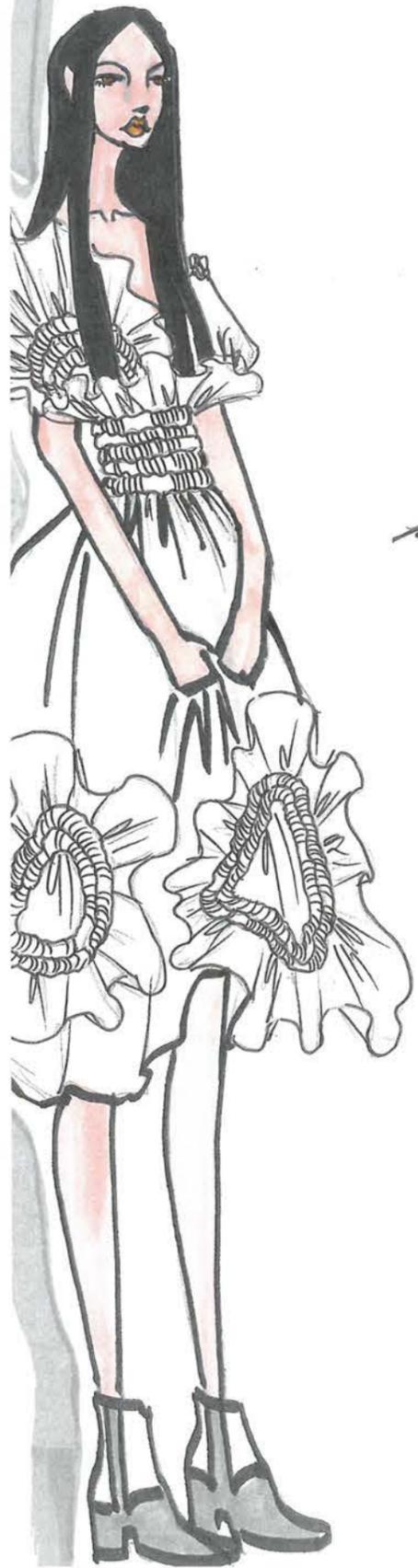








Design Development









☆☆☆☆☆

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Level 3 91627 (3.30)

NCEA Design and Visual Communication (DVC) 2018

AS 91627 (3.30): Initiate design ideas through exploration (4 credits)

Achievement	Achievement with Merit	Achievement with Excellence	Overall level of attainment for 91627
Initiate design ideas through exploration.	Initiate design ideas through insightful exploration.	Initiate design ideas through extensive exploration.	
<ul style="list-style-type: none"> Use starting experiences and visual communication strategies to <u>explore alternatives and variations</u> to <u>expand design thinking</u>. Ideas are <u>re-generated</u> from alternatives and variations which <u>lead towards</u> design ideas. 	<ul style="list-style-type: none"> Use visual communication strategies and design thinking to <u>analyse and re-interpret</u> design ideas. An <u>emergent train of thought</u> is identified and <u>informs</u> further design ideas. 	<ul style="list-style-type: none"> Use visual communication strategies and design thinking to <u>extend and transform</u> design ideas. 	

Underlined aspects were used in making judgements.

A diagonal line indicates that a specific aspect was either not in evidence or was not shown in enough evidence to reach the appropriate level.

NB: Page 1 of the starting experience has been removed so the student can remain anonymous.

Pages 1 - 4 demonstrate evidence of a starting experience and expanding design thinking around the context of teenage angst. Pages 5-7 use visual communication strategies of modelling to explore and re-generate alternatives and variations which lead towards design ideas.

Pages 8 - 12 expeditiously analyse and re-interpret design ideas with a self evident train of thought. These design ideas are extended and transformed in an abstracted manner. Use of fashion illustration and 3-dimensional modelling to scale successfully convey the design ideas.

This submission is a low Achievement with Excellence. The visual communication strategies of 3-dimensional modelling, collage, freehand fashion illustration, and presentation photography of final models have been used in an effective manner to detail the design thinking. The creative non-predicable avant garden design ideas have been evolved through concise and focused exploration. The final photographs show effective use of presentation techniques with consideration to how it was photographed and are harmonious to the originating starting point context.