

# **MIA DREHER MANIFESTO**

## **PROCESS BOOK**

**ART 529 - DVC III - PERSONAL MANIFESTO**

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# WRITING COMPONENT

Utilizing the resources provided as a guide define/frame/shape your essential creative vision/principles/convictions and ultimately communicate why you are a designer and what you stand for... personal design manifesto

100 words minimum / 500 words maximum.



01

“To design is much more than simply to assemble, to order, or even to edit; it is to add value and meaning, to illuminate, to simplify, to clarify, to modify, to dignify, to dramatize, to persuade, and perhaps even to amuse. To design is to transform prose into poetry.”

- Paul Rand

MANIFESTO OVERVIEW:  
  
(the following list can be found on CANVAS under Manifesto reading list)  
  
[pencilkings.com/how-to-write-an-artistic-manifesto](http://pencilkings.com/how-to-write-an-artistic-manifesto)  
[wearemotto.com/inspiration/how-to-write-an-awesome-manifesto](http://wearemotto.com/inspiration/how-to-write-an-awesome-manifesto)  
  
[alexandrafransen.com/2013/02/11/5-ways-to-write-a-blow-your-mind-manifesto](http://alexandrafransen.com/2013/02/11/5-ways-to-write-a-blow-your-mind-manifesto)  
  
MANIFESTO SAMPLES:  
Designers Against Monoculture 2001  
[spacepirate.org/alrdesign/dam.html](http://spacepirate.org/alrdesign/dam.html)  
  
[certifyd.org/manifesto](http://certifyd.org/manifesto)  
  
Bruce Mau: An Incomplete Manifesto for Growth  
[www.manifestoproject.it/bruce-mau](http://www.manifestoproject.it/bruce-mau)  
  
Bruce Sterling: Manifesto of January 3, 2000  
[viridiandesign.org/manifesto.html](http://viridiandesign.org/manifesto.html)  
  
Rick Poyner: First Things First 2000  
[eyemagazine.com/feature/article/first-things-first-manifesto-2000](http://eyemagazine.com/feature/article/first-things-first-manifesto-2000)  
  
Valerie Casey: The Designers Accord  
[designersaccord.org](http://designersaccord.org)  
  
Icograda Design Education Manifesto 2011  
[ico-d.org/database/files/library/IcogradaEducation-Manifesto\\_2011.pdf](http://ico-d.org/database/files/library/IcogradaEducation-Manifesto_2011.pdf)  
  
Emily Pilloton's (Anti) Manifesto  
[core77.com/posts/9668](http://core77.com/posts/9668)

MANIFESTO

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Man•i•fes•to (noun) – A public declaration of policy and aims, esp. one issued before an election by a political party or candidate. While you may never go into politics or try to take over the world, writing a manifesto is a great way to:  
  
> Clarify your beliefs  
> Examine your motivations  
> Create personal “policies”  
> Describe what kind of world you'd like to live in  
> Write down your goals  
  
Distilling these “policies and aims” down on paper helps you think about what you truly want out of life, which in turn helps you:  
  
> Make good decisions  
> Evaluate opportunities  
> Stick to your priorities when conflicts arise in your schedule or otherwise  
> Reach your goals

VISUAL ARTIFACT:  
Based on what you construct in terms of the written framework, develop a corresponding design project that actively translates and transforms your beliefs into a artifact that visually reflects/illustrates the words. This new work will be digital, static or dynamic, it should be experiancial, concider sound, animation, think about how you can engage the viewers senses. This will be installed on our online web-based exhibition.

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Instructors:

Amy Decker  
deckera@uwm.edu

Wesley Larson  
larsonw@uwm.edu

## Design And Visual Communication 3

T/TH: 8:00-10:30  
ONLINE

Art 529 | Spring 2021

01

“To design is much more than simply to assemble, to order, or even to edit; it is to add value and meaning, to illuminate, to simplify, to clarify, to modify, to dignify, to dramatize, to persuade, and perhaps even to amuse. To design is to transform prose into poetry.”

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pencilkings.com/how-to-write-an-artistic-manifesto  
wearemotto.com/inspiration/how-to-write-an-awesome-manifesto

alexandrafranzen.com/2013/02/11/5-ways-to-write-ablow-your-mind-manifesto

MANIFESTO SAMPLES:

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spacepirate.org/alrdesign/dam.html

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Bruce Mau: An Incomplete Manifesto for Growth  
[www.manifestoproject.it/bruce-mau](http://www.manifestoproject.it/bruce-mau)

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 first-things-first-mar-16-to-2000

Valerie Casey: The Designers Accord  
designersaccord.org

Icograda Design Education Manifesto 2011  
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10- 100 words minimum / 500 words maximum.

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- > Clarify your beliefs
- > Examine your motivations
- > Create personal “policies”
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- > Write down your goals

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**VISUAL ARTIFACT:**

Based on what you construct in terms of the written framework, develop a corresponding design project that actively translates and transforms your beliefs into a artifact that visually reflects/illustrates the words. This new work will be digital, static or dynamic, it should be experiential, consider sound, animation, think about how you can engage the viewers senses. This will be installed on our online web-based exhibition.

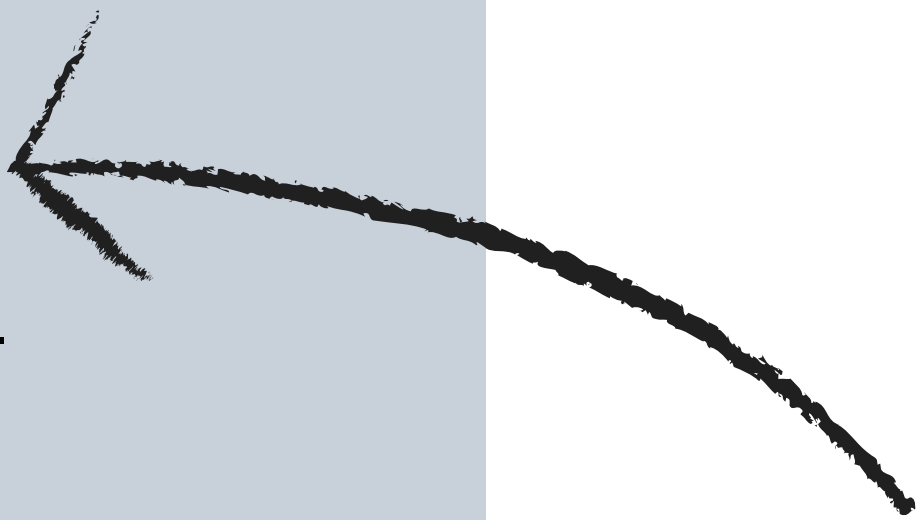


# FINAL CONCEPT PRESENTATION

- 1. Final version of your written Manifesto
- 2. Design Artifact Prototype:
  - a) Concept of your artifact in detail including all components prototype.
  - b) Wireframe sketches and user interface layouts.
  - c) If your project contains animation; storyboards complete with all narrative included.
  - d) If your project includes AI; storyboards complete with all narrative included.
  - d) Sound file of your manifesto narriation complete.
  - e) Music/noise file if using complete.
- 3. Final Capstone Exhibit Website Presentation
  - a) Each Student will have a webpage for your artifact to live within at the Capstone Online Exhibition. you will have a secondary page for your process work to be showcased.
  - b) Be sure to consider all your design choices to work within the showcase branding as well as the unique design of your Manifesto.
  - c) Use all your senses in this designed online experience.

## 4. Production Schedule

Include a production schedule for your project



Instructors:  
  
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### MANIFESTO CONTINUED

#### FINAL CONCEPT PRESENTATION

See class schedule on Canvas for deadlines.

Your presentation will include all of the following considerations for your final project and online exhibit. Create an PDF slide deck presentation communicating your final Manifesto project to the class. Upload your PDF presentation to the Canvas dropbox before class.

The following is included in your presentation:

- 1. Final version of your written Manifesto
- 2. Design Artifact Prototype:
  - a) Concept of your artifact in detail including all components prototype.
  - b) Wireframe sketches and user interface layouts.
  - c) If your project contains animation; storyboards complete with all narrative included.
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  - c) Use all your senses in this designed online experience.

#### 4. Production Schedule

Include a production schedule for your project.

Your presentation should be about 5-10 min long including time for critique and feedback.

After the Final Concept Presentation, No changes can be made to your Manifesto or in direction of your designed artifact.

Production Progress will be reviewed throughout the semester, and critiques will be announced in class.

Final Review, Tuesday, April 27th  
Installed into Website begins April 29th.

# **WRITING THE MANIFESTO**



# MANIFESTO DRAFTS

## Manifesto

I treat every day like a puzzle.

In 3rd grade, the school determined I was advanced. To accommodate, every Wednesday I was pulled out of class and sent to the back room of the library, where I and two others would solve puzzles for an hour before going back. I thought just playing, but I was learning how to problem-solve. Problems are just puzzles.

Sometimes I am faced with a traditional puzzle. You know that there is a set number of pieces and you can see the end goal, but the middle bits are messy. Everyone tells you to work through it differently. Some work from the edges in, some sort by color, and others have no method at all. But regardless of journey, it will always come to the same conclusion.

Sometimes I am faced with a Rubik's cube. These problems have a definite solution, but an undetermined number of steps to get there. These problems can only be worked through with the patience to repeatedly try and fail. You could solve it in a matter of seconds or a matter of years. Some people dedicate their lives to these problems, while others only bother once. Shortcuts leaves it structurally sound or visibly finished, but never both.

Sometimes I am faced with Pentominoes. You are given pieces and parameters, but the solution is vague or abstract. As long as you have all your pieces, they can be arranged and rearranged a thousand times over to reach a multitude of acceptable solutions, but lose sight of a piece and your solutions drastically narrow. Lose sight of two and you reach an ending before you reach a solution.


Sometimes I am faced with Set. There are lots of solutions and lots of pieces, but the only way to reach a definite conclusion is to use the unexpected. Find twice as many differences to similarities and carefully construct team solutions. Get lucky, and you might just solve the whole deck. Work to hastily, and too many like minds will force you to restart.

Sometimes I am faced with Solitaire. You decide pieces and parameters and procedure, but risk the complete absence of a solution. Each time you gather new information, the path to conclusion changes. Total failure forces you to reset and restart. The conclusion is never an urgent necessity and the antagonist never more than one's own self, yet it requires the slowest and most calculative approach.

I am a designer because design has a problem to solve.

It is the game of knowing what pieces you have, what steps to take, and in what order. It is the game of weighing how much time you have for frivolous mistakes or extraneous efforts. It is a game of knowing what you are playing for and what you are playing against. It is a game that may very well have indefinite or temporary solutions and no concrete conclusion. It is a game with problems to solve.

Design is a puzzle.



Ming Gao

Yesterday


Hi,

I think it's interesting that you compare design to puzzles. I also agree with what you said, comparing the Rubik's Cube to a puzzle. Because there are many different formulas for solving Rubik's Cube. But the end result is always the same. Some people struggle with a problem for years. Some people do it all at once. That means how we look at things. Design is a puzzle. But as designers, we need to know how to solve these problems from different angles.

↩ Reply

👍

---



Georgia Cline

12:08am

I enjoy how you started it off by referencing something from your childhood and talking about something that makes you who you are. I also think it is clever how you made analogies with different types of puzzles, and connected them to your life/way of thinking. I can definitely picture you creating something with a puzzle theme for your artifact; maybe where the users have to try and solve puzzles by matching words in your manifesto (kind of like a mad libs). In regards to your manifesto, I do think it could be condensed down and possibly for each puzzle analogy, only write one or two sentences that are short and sweet, but still get the point across. I definitely think you're on the right track though (:

↩ Reply

👍

This is such an incredible idea, I love it. I was also in a "special program" in school, they called it "Higher Ground", and I never understood why I was in it because we just did puzzles all day. But obviously as I got older I know how it shaped me and my learning style, as silly as it seemed.

So I can totally relate to this, as far as a manifesto goes I think it needs to be narrowed down. The last section that starts "It is the game..." I think is really powerful and a great start to the manifesto. The idea of design being a puzzle is so true and I can't wait to see what you create with this idea.

Aleksa Elisabeth Craig · Feb 1 at 1:38pm



# MANIFESTO DRAFTS

## Manifesto Revise 1

I've always loved brainteasers. Brainteasers are easy.

Well, they're not easy, but they are simple. Every version has a defined goal and the pieces and parameters necessary to get there. They have a problem you need to solve, but if you work at them long enough, if you work at them smart enough, you find a solution. You start knowing that you have the tools and rules necessary to solve the problem at hand.

So, I learned to treat every day like a brainteaser.

Sometimes life throws you a regular old puzzle. You know that there are a set number of pieces and you can see the end goal, you just need to get there. Everyone around you will swear by a different process, but you know that regardless of the journey, the solution will look the same.

Sometimes you are hit with a Rubik's cube. You know what the solution should look like, but you have no idea how to get there. You will only be able to face this problem through tedious trial and error. You know that taking shortcuts will leave it structurally unstable and impossible to relearn from. You won't know until you try if it will take you a few seconds or a few years.

Sometimes you get Pentominoes. You have the pieces and the parameters, but you're not really sure what the answer looks like. If you keep track of the pieces, you can rearrange them a thousand times over and find all sorts of viable solutions. If you lose sight of one your options narrow. Lose sight of two and you will reach an ending before a solution.

Sometimes you end up with Set. There are a lot of pieces and a lot of plausible paths, but the only way to reach the end is to work with those who have twice as many differences to similarities. Get lucky, and you could solve the whole deck. Work carelessly, and too many opposing ideas will force you to restart.

And sometimes, you're faced with Solitaire. You decide the pieces, the parameters, and the procedure, but you risk never reaching a real conclusion. Success is found through the patience for forethought, adaptation to a constantly evolving path, and the understanding that ultimately, you are the only person in your way.

I am a designer because design asks me to solve a problem.

It is a game of knowing what pieces you have, what steps to take, and in what order. It is a game of weighing how much time you have for frivolous mistakes or extraneous efforts. It is a game of knowing what you are playing for and what you are playing against. It is a game that may very well have indefinite or temporary solutions and no concrete conclusion. It is a game where I have the tools and the rules I need to solve the problem.

Design is a brainteaser.

### Feedback

Maybe there is a way we can simplify this. Do you need to relate this back to being a designer? I think you could have it just be about games and relating it to life.

I don't know any of these besides a jigsaw puzzle and the rubix cube. I do know the card game soilitare but I have no clue what that version is. Pentominoes look like tetris.



pentominoes are used in tetris! Tetris, like my other version, is a just a different version of pentominoes, this time with pieces made up of fours instead of fives :)



# MANIFESTO DRAFTS

## Manifesto Revise 2

I've always loved brainteasers. Brainteasers are easy.

Well, they're not easy, but they are simple. You start knowing that you have the tools and rules necessary to solve the problem at hand.

So, I learned to treat every day like a brainteaser.

Sometimes life throws you a regular old puzzle. You know that there are a set number of pieces and you can see the end goal, you just need to get there. Everyone around you will swear by a different process, but you know that regardless of the journey, the solution will look the same.

Sometimes you are hit with a Rubik's cube. You know what the solution should look like, but you have no idea how to get there. You will only be able to face this problem through tedious trial and error. You know that taking shortcuts will leave it structurally unstable and impossible to relearn from. You won't know until you try if it will take you a few seconds or a few years.

Sometimes you get Tetris. You have the pieces and the parameters, but you're not really sure what the answer looks like. If you keep track of the pieces, you can rearrange them a thousand times over and find all sorts of viable solutions. If you lose sight of one your options narrow. Lose sight of two and you will reach an ending before a solution.

Sometimes you end up with Set. There are a lot of pieces and a lot of plausible paths, but the only way to reach the end is to work with those who have twice as many differences to similarities. Get lucky, and you could solve the whole deck. Work carelessly, and too many opposing ideas will force you to restart.

And sometimes, you're faced with Solitaire. You decide the pieces, the parameters, and the procedure, but you risk never reaching a real conclusion. Success is found through the patience for forethought, adaptation to a constantly evolving path, and the understanding that ultimately, you are the only person in your way.

? Design is a brainteaser.  
I am a designer because design asks me to solve a problem.

Incorporating how these brainteasers are applicable in your life? Or how they've helped you solve problems in life or design??

Maybe put design is a brainteaser at the top?



# MANIFESTO DRAFTS

## Manifesto Revise 3

I've always loved brainteasers. Brainteasers are easy.

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So, I learned to treat every day like a brainteaser.

Sometimes life throws me a regular old puzzle. I know that there are a set number of pieces and I can see the end goal, you just need to get there. Everyone around me will swear by a different process, but I know that regardless of my journey, the solution will look the same.

Sometimes I am hit with a Rubik's cube. I know what the solution should look like, but I have no idea how to get there. I will only be able to face this problem through tedious trial and error. I know that taking shortcuts will leave it structurally unstable and impossible to relearn from. I won't know until I try if it will take me a few seconds or a few years.

Sometimes I get Tetris. I have the pieces and the parameters, but I'm not really sure what the answer looks like, and I have a deadline. If I keep track of the pieces, I can rearrange them a thousand times over and find all sorts of viable solutions. If too many pieces aren't dealt with in time, I'll reach an ending before a solution

And sometimes, I'm faced with Solitaire. I decide the pieces, the parameters, and the procedure, but I risk never reaching a real conclusion. Success is found through patience for forethought, adaptation to a constantly evolving path, and the understanding that ultimately, I am the only person in your way.

\*insert sick conclusion here\*



In Who's way? The puzzle?  
Life?

Wanted to be a princess.  
Wanted to be in charge of  
your fate. Be a leader. Be a  
problem solver.

Conclusion: Design is a  
puzzle that constantly  
evolves...

Design is like (insert one of  
the puzzles)

## Manifesto Revise 4

I've always loved brainteasers. Brainteasers are easy.

That's not true at all. They're not easy, but they are simple. Brainteasers have established rules and specific pieces that lead to the solution of the problem they pose. They provide a practice field for testing your wit and keeping catalogue of solutions with the comfort of knowing that there is a right answer. They're not just time-wasters, they're lessons.

They're teaching me to face trial and error head on, challenging me not to succumb to shortcuts, but to have the grit to see the problem through to the end.

They're teaching me to roll with the punches, meet deadlines, and work in the present without forgetting to anticipate how I'll effect the future.

They're teaching me to cherish the things that make each situation different, and to use those very differences to work towards even stronger solutions.

They're teaching me to be patient and adapt, even when the outcome is uncertain, and to know when I am the only person standing in my way.

They're teaching me to analyze obstacles, consider roadblocks, and calculate outcomes without losing sight of the fun I should be having.

They're teaching me to go after those glimpses of seemingly unattainable goals knowing that I have all of the pieces to complete the journey there.

So, I try to treat every day like a brainteaser. My regular roadblocks are a lot like puzzles, and puzzles can be solved if I am patient and persistent enough. I may not know the exact outcome or even the next step, but I will eventually. I can learn from my missteps and work with the curveballs having the confidence that I can get to the end,

Because it's just brainteasers, and I can figure it out.



# FINAL MANIFESTO

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So, I treat every day like a brainteaser. My regular roadblocks are a lot like puzzles, and puzzles can be solved if I am patient and persistent enough. I may not know the exact outcome or even the next step, but I will eventually. I can learn from my missteps and work with the curveballs having the confidence that I can get to the end,

Because it's just brainteasers, and I can figure it out.

# ARTIFACT IDEATION

# IDEATION PROCESS

From the start, I had the idea that I wanted to have those interacting with my manifesto to be able to play games alongside reading. This was going to require me to mesh together a few design practices, but most importantly- coding. I had some experience in a basic HTML/CSS course, but I hadn't ever learned Javascript, so this project would require me to do a bit of crash coursing on the topic.

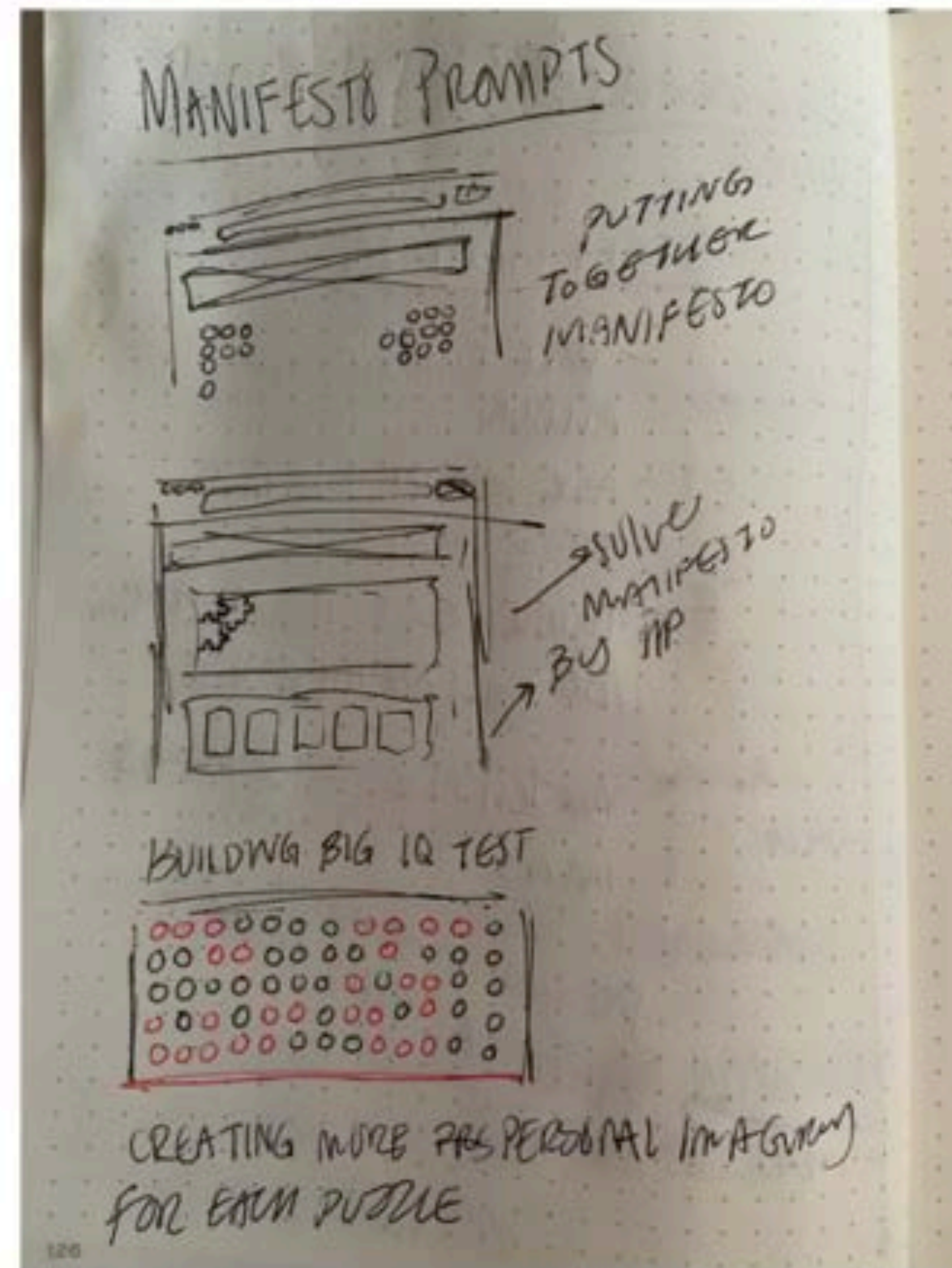
I started the process by trying to figure out roughly what games it was I wanted to code, and then scoured the internet for tutorials on those ideas. This required me to do some tutorials here and there to gauge if something was customizable enough for me, or worked in the way I wanted to, and then I could make more solid decisions from there.

After nailing down some basics, like wanting a card game and pentominoes, I was able to start moving towards the design process, but the ideation followed along, as a lot of tweaks and changes had to be made to make sure the pieces would be compatible with Squarespace, and wouldn't effect other student's pages.

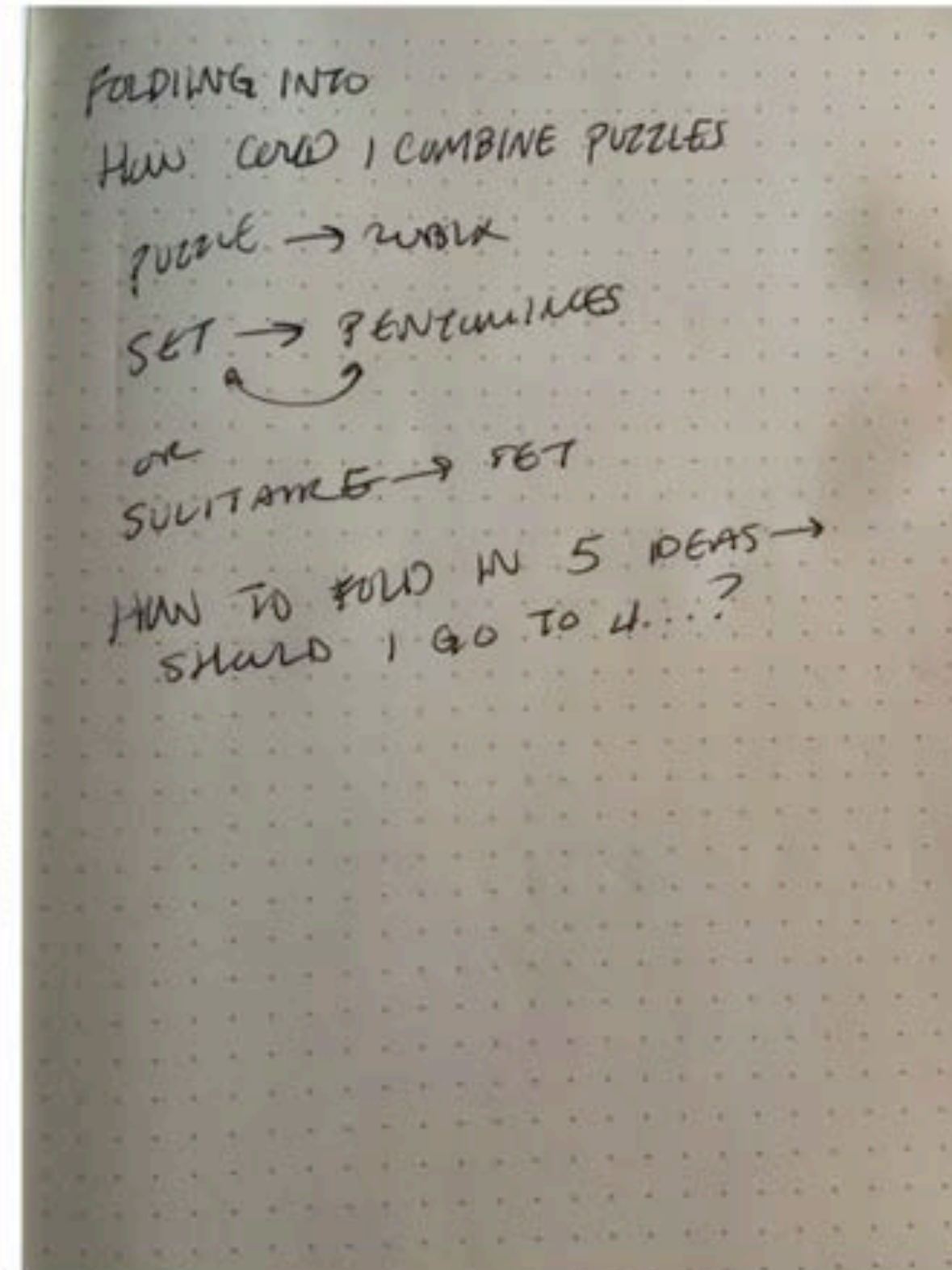


# IDEATION PROCESS

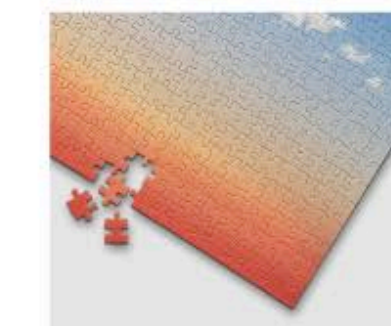
## Sketching Ideas



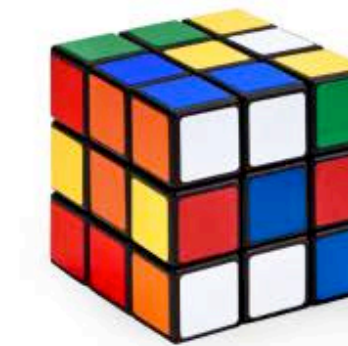
Maybe it would be cool if you redesigned one of the games you used to play?



Puzzle cheat sheet on account of I forgot that no one plays p



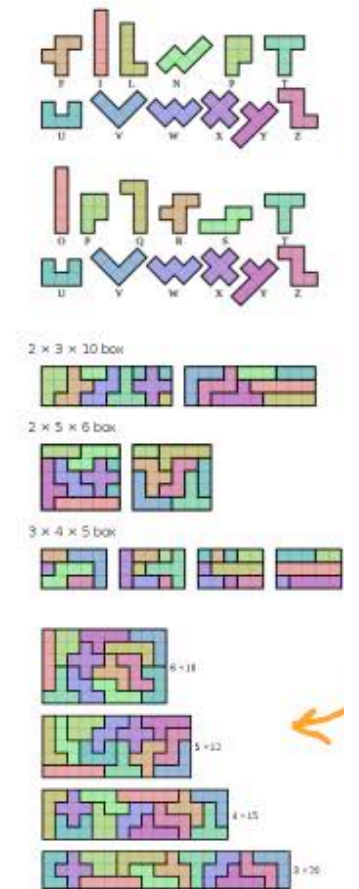
Regular old puzzle (obvi)



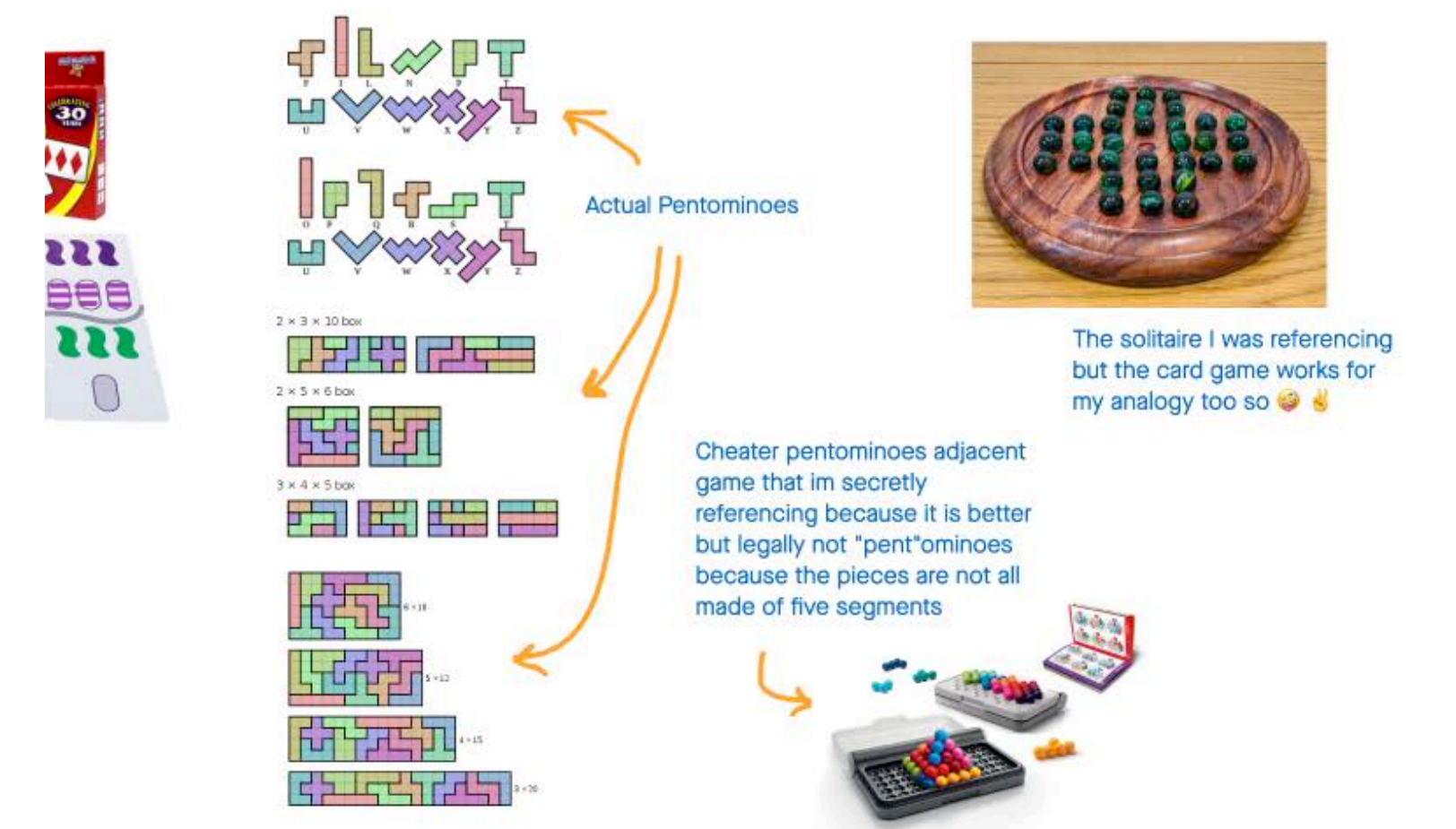
Rubix Cube (also probably obvi)



Set

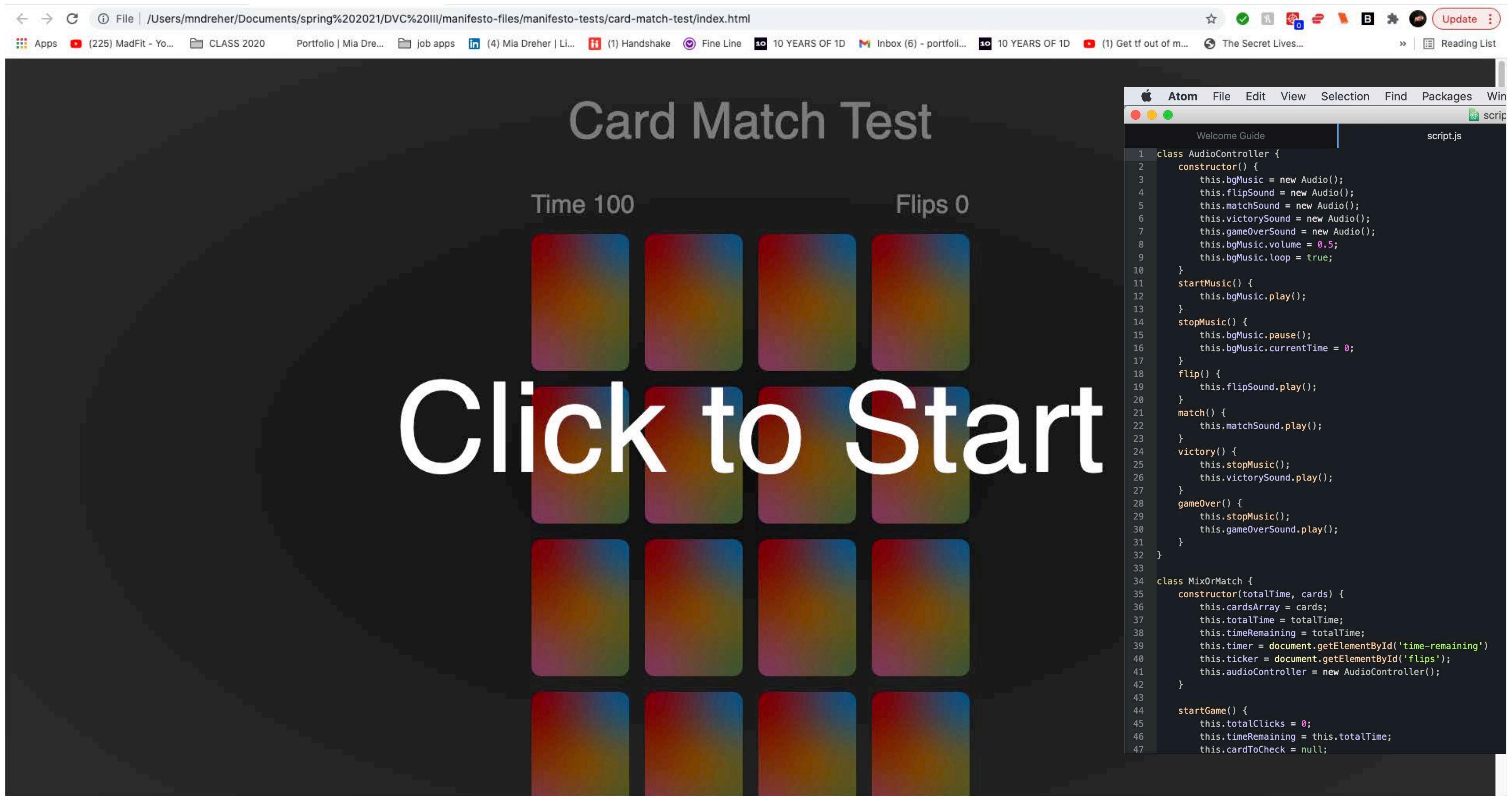


got that no one plays pentominoes it's literally not cool





# PRACTICE CODING



# PRACTICE CODING

Drag Test

Drag, Drop, and Hover Basics

list item 1

list item 2

list item 3

list item 4

Atom

File

Edit

View

Selection

Find

Packages

Window

main.js

Welcome Guide

main.js

```
const list_items = document.querySelectorAll('.list-item');
const lists = document.querySelectorAll('.list');

let draggedItem = null;

for (let i = 0; i < list_items.length; i++) {
  const item = list_items[i];

  item.addEventListener('dragstart', function () {
    draggedItem = item;
    setTimeout(function() {
      item.style.display = 'none';
    }, 0);
  });

  item.addEventListener('dragend', function () {
    setTimeout(function () {
      draggedItem.style.display = 'block';
      draggedItem = null;
    }, 0);
  })

  for (let j=0; j <lists.length; j++) {
    const list = lists[j];

    list.addEventListener('dragover', function (e) {
      e.preventDefault();
    });


    list.addEventListener('dragenter', function (e) {
      e.preventDefault();
      this.style.backgroundColor = 'rgba(0, 0, 0, 0.2)';
    });

    list.addEventListener('dragleave', function (e) {
      this.style.backgroundColor = 'rgba(0, 0, 0, 0.1)';
    });

    list.addEventListener('drop', function (e) {
      this.append(draggedItem);
      this.style.backgroundColor = 'rgba(0, 0, 0, 0.1)';
    });
  }
}
```



# PRACTICE CODING




**LinkedIn** LEARNING

Certificate of Completion  
Congratulations, Mia Dreher


**HTML Essential Training (2017)**  
Course completed on Jul 24, 2019 at 11:46AM UTC • 5 hours 54 min

By continuing to learn, you have expanded your perspective, sharpened your skills, and made yourself even more in demand.



Head of Content Strategy, Learning

LinkedIn Learning  
1000 W Maude Ave  
Sunnyvale, CA 94085




**LinkedIn** LEARNING

Certificate of Completion  
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Congratulations, Mia Dreher

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Certificate Id: AU5EDq4U7lGeD7WMPY5l0FmHhqZH

# IDEATION FINALIZED (ISH)

By the end of this coding journey I had decided on four games,

- An altered version of pentominoes
- An edited down version of set
- A version of marble or peg solitaire
- A slider image

As the process continued, the first two would stay as is, the third would become peg solitaire, and the fourth became a “fill in the missing letter” puzzle, as I was having difficulty customizing and embedding the code for the slide game into Square space right off the bat.

# **CREATIVE BRIEF**



# MANIFESTO PROJECT

MIA DREHER | DVC III

16 February 2021

## FINAL MANIFESTO

I've always loved brainteasers. Brainteasers are easy.

That's not true at all. They're not easy, but they are simple. Brainteasers have established rules and specific pieces that lead to the solution of the problem they pose. They provide a practice field for testing your wit and keeping catalogue of solutions with the comfort of knowing that there is a right answer. They're not just time-wasters, they're lessons.

They teach me to face trial and error head on, challenging me not to succumb to shortcuts, but to have the grit to see the problem through to the end.

They teach me to roll with the punches, meet deadlines, and work in the present without forgetting to anticipate how I'll effect the future.

They teach me to cherish the things that make each situation different, and to use those very differences to work towards even stronger solutions.

They teach me to be patient and adapt, even when the outcome is uncertain, and to know when I am the only person standing in my own way.

They teach me to analyze obstacles, consider roadblocks, and calculate outcomes without losing sight of the fun that I should be having.

They teach me to go after those glimpses of seemingly unattainable goals knowing that I have all of the pieces to complete the journey there.

So, I treat every day like a brainteaser. My regular roadblocks are a lot like puzzles, and puzzles can be solved if I am patient and persistent enough. I may not know the exact outcome or even the next step, but I will eventually. I can learn from my missteps and work with the curveballs having the confidence that I can get to the end.

Because it's just brainteasers, and I can figure it out.

# MANIFESTO PROJECT

MIA DREHER | DVC III

16 February 2021

## MANIFESTO BRIEF

### ASSIGNMENT DESCRIPTION

(pulled from assignment sheet)  
Utilizing the resources provided as a guide define/frame/shape your essential creative vision/principles/convictions and ultimately communicate why you are a designer and what you stand for... personal design manifesto100 words minimum / 500 words maximum.  
Based on what you construct in terms of the written framework, develop a corresponding design project that actively translates and transforms your beliefs into a artifact that visually reflects/illustrates the words. This new work will be digital, static or dynamic, it should be experiential, consider sound, animation, think about how you can engage the viewers senses. This will be installed on our online web-based exhibition.

### PROJECT DESCRIPTION

My manifesto is detailing an important process to me. I chose to reflect on puzzles. They have always been a big part of my life, and their abundance while I was growing up certainly helped shape who I am. I owe puzzles my excitement for design as much as my inability to spell. Through ups and downs and twists and turns, puzzles stay constant. Instead of just describing myself, I chose to try to put the viewer in my shoes, to try to understand how I am thinking to introduce myself in as personal of a way as I can think.

### OBJECTIVE

The objective to to utilize my learned skills in both DVC and DFD together to create an interactive experience between myself and the viewer, where they work through puzzles as they work through my manifesto. I want this to be as interactive as possible, keeping the viewer chugging along having to consider my writing and my design work while feeling totally invoved. I want the viewer to feel like they understand through my words and through the games. It should have the feel of having to get to know someone, you have to reveal information a bit at a time by hanging out with them.

### AUDIENCE

The audience for this showcase is varied, but expected, I expect the audience for the site as a whole to consist of friends and families of the designers, our peers both in and out of this class, design colleagues with connections to the designers or professors or university.

They're interests will likely largely lie with a specific person's project or in the interest of seeing some of everyone's work. They will be of vastly different ages, backgrounds, and abilities, so that must be considered in the work.

# MANIFESTO PROJECT

MIA DREHER | DVC III

16 February 2021

## MANIFESTO PROJECT

### FOCUS AND REASONS WHY

The primary focus is to wrap the viewer up in my favorite games while they get to know me. They don't have to be experts at them, they don't even have to like them, but I want them to be able to feel like they're having game night with me, meeting me and learning my favorite puzzles at the same time. I am not the smoothest with first impressions, and I have been told that my personality is an aquired taste, so I want to make it exactly that. It's not reliant on a first impression or a quick introduction, but rather a longer piece by piece conversation.

### SCHEDULE

16 February 2021

Project brief and concept complete, move onto refining visual details, creating the 3d files for physical objects, continue coding work.

28 February 2021

Necessary coding work figured out and finalized, move onto actually coding the parts needed in the way that they are needed.

20 March 2021

Any physical elements are completed, Any design elements are near final versions. Coding should be deep in progress, leaving extra time for troubleshooting.

8 April 2021

Phyical and Digital elements are completely implemented into code, Continuing work on troubleshooting coding.

20 April 2021

Be at a close to final stage with (hopefully) relatively small changes but any signifigant changes needed have time to be completed.

4 May 2021

Final site page is completed and on squarespace. Edits should be minor to none.

# MANIFESTO PROJECT

MIA DREHER | DVC III

16 February 2021

## DESIGN ARTIFACT PROTOTYPE

### PPROCESS TO DATE

I was inspired by all of my favorite games, all of which I assumed to be household names until very recently, but knowing that they aren't means that I have something exciting to share. There is something very personal about making your own pieces, to something you love, think surfboards or chess pieves, and I want to share that experience with the things I love.

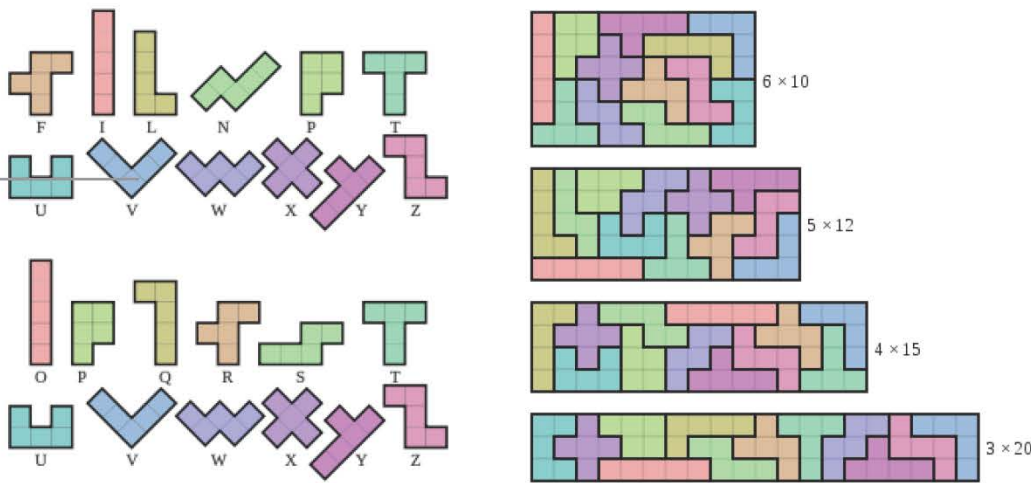


Familiar shapes, but they are actually just a derivative of pentominioes (picured far below) It is my go to game.

These are easy to build 3d shapes, but the finishing process is what gives me the opportunity to make them personal to me.



Set is my all time favorite game, if I can find a way to work in my own version without it being too complicated it'll be there. I've always found the cards ugly, even if they're endearing, and I want to work on my own set. (ba dum tsssss)



Pentiminoes are the cornerstone of math games, but they have actually been used both as a math puzzle and a code puzzle. The Pent in pentominoes means five for each square per shape, but the prefix Tetra (in Tetris) means that there are only four squares to each shape.



# MANIFESTO PROJECT

MIA DREHER | DVC III

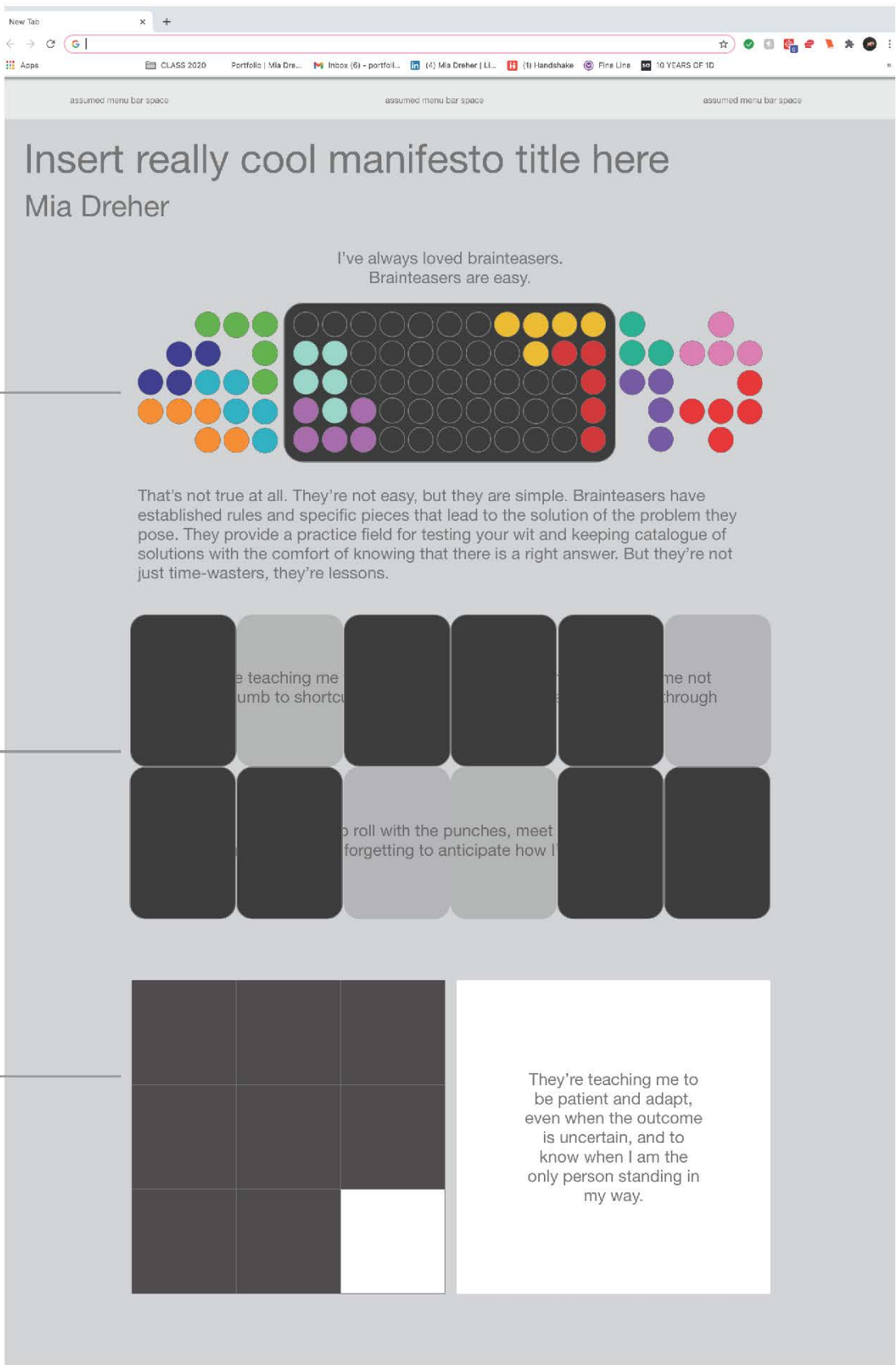
16 February 2021

## EXHIBIT WEBSITE PROTOTYPE

### OVERVIEW

The prototype for this manifesto will appear exactly as one would expect, as a series of brainteasers deown the page. Through a combination of design, fabrication, and coding, The page will consist of a short series off puzzles for the viewer to solve, each revealing one of the lessons learned as they go. Each lesson will be represented by a corresponding game,

### WHAT DOES THIS LOOK LIKE



Intial game composed of coding and photography of 3d printed made objects. This puzzle is not mandatory, just a personal favorite.

Card flip game would feature my design work to correspond and give an extra layer of personalization. It woud need to be finished to read, but is an easy game, and "theoretically" a timer can be set to flip them automatically if unfinished.

Tile swipe wouldn't be necessary to finish to read, this dark side would either feature an image or a reapeat of the text to the right.

Yes there are missing parts, I haven't learned to code them yet.

# MANIFESTO PROJECT

MIA DREHER | DVC III

16 February 2021

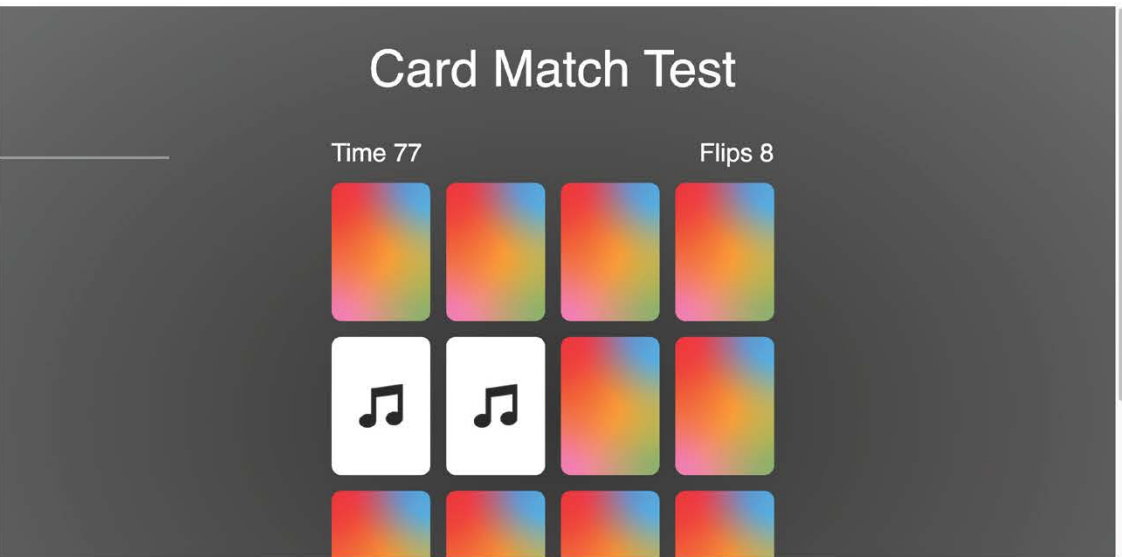
## EXHIBIT WEBSITE PROTOTYPE

### PPROCESS TO DATE

This exercise was a tutorial on drag and drop functions, this is what I would need to be able to execute to make the initial puzzle work correctly.



This second test was to work out a basic card flip game with a timer (still in progress on functionality) to create an easier puzzle that more people can interact with.



The timer does work, however it does not yet flip over the unsolved cards.

Additional coding practice is still very much needed to reach my end goal, but I have someone to run code by if it gets too complicated for me to handle. I have been working my way through a series of javascript lessons to make sure that I have the basics down before I try to get too complex.

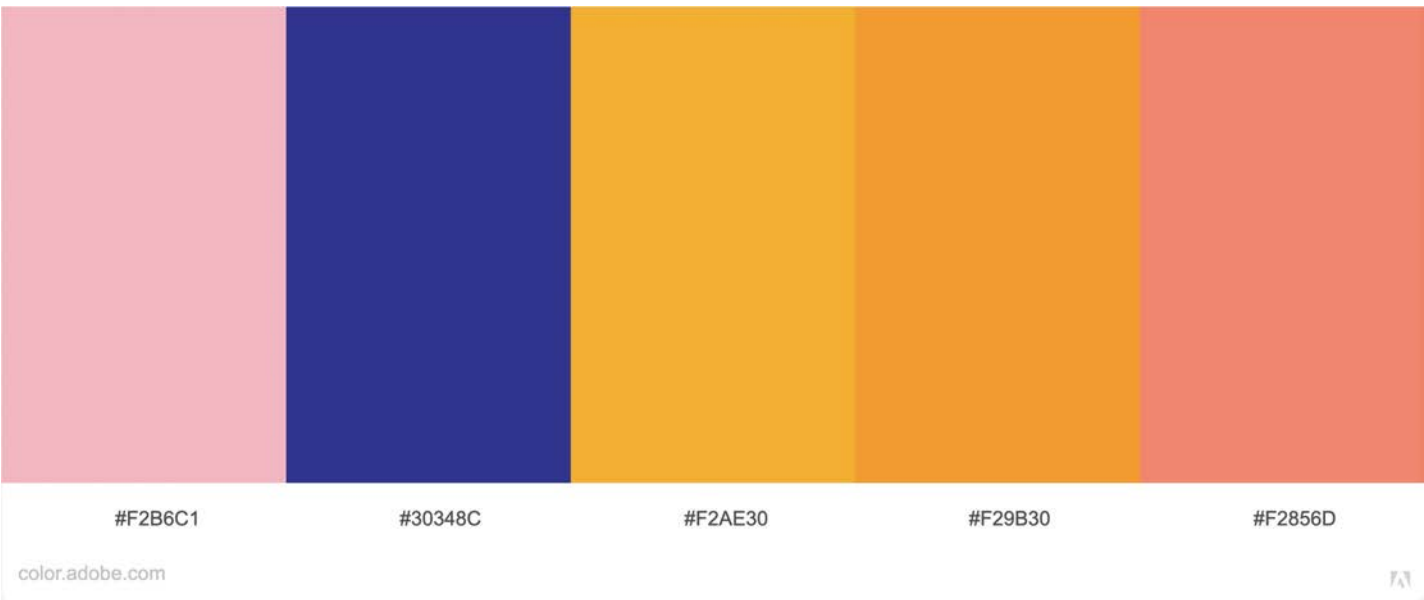
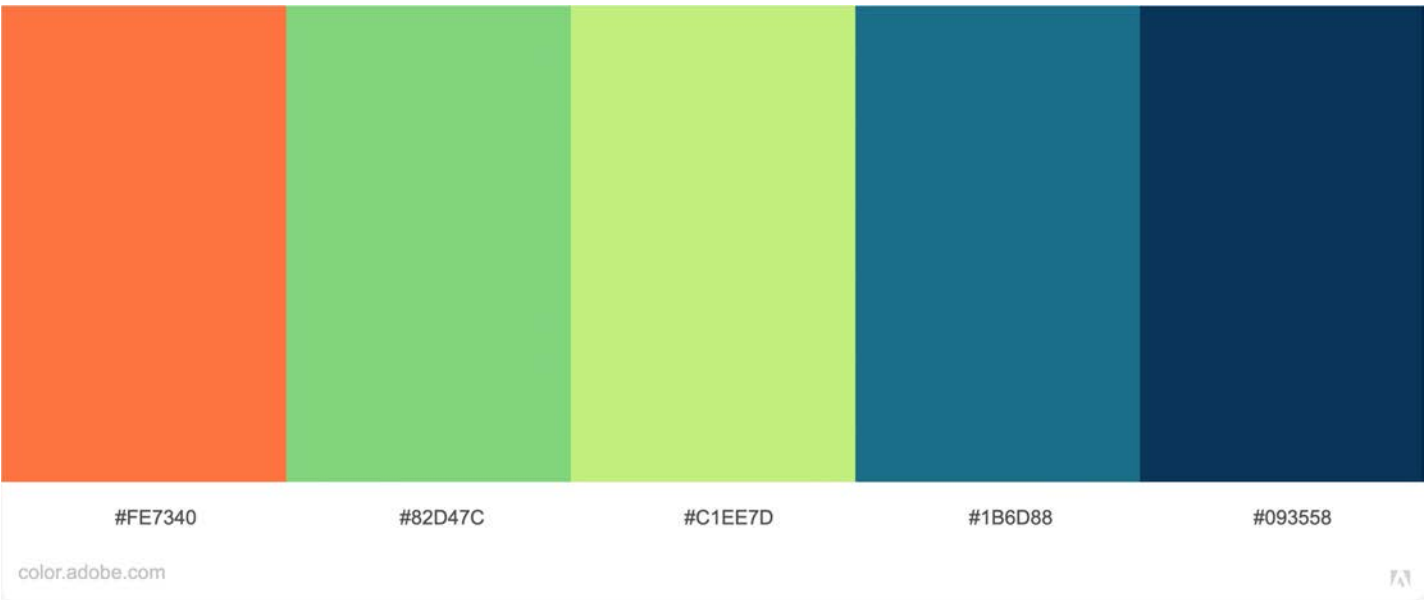
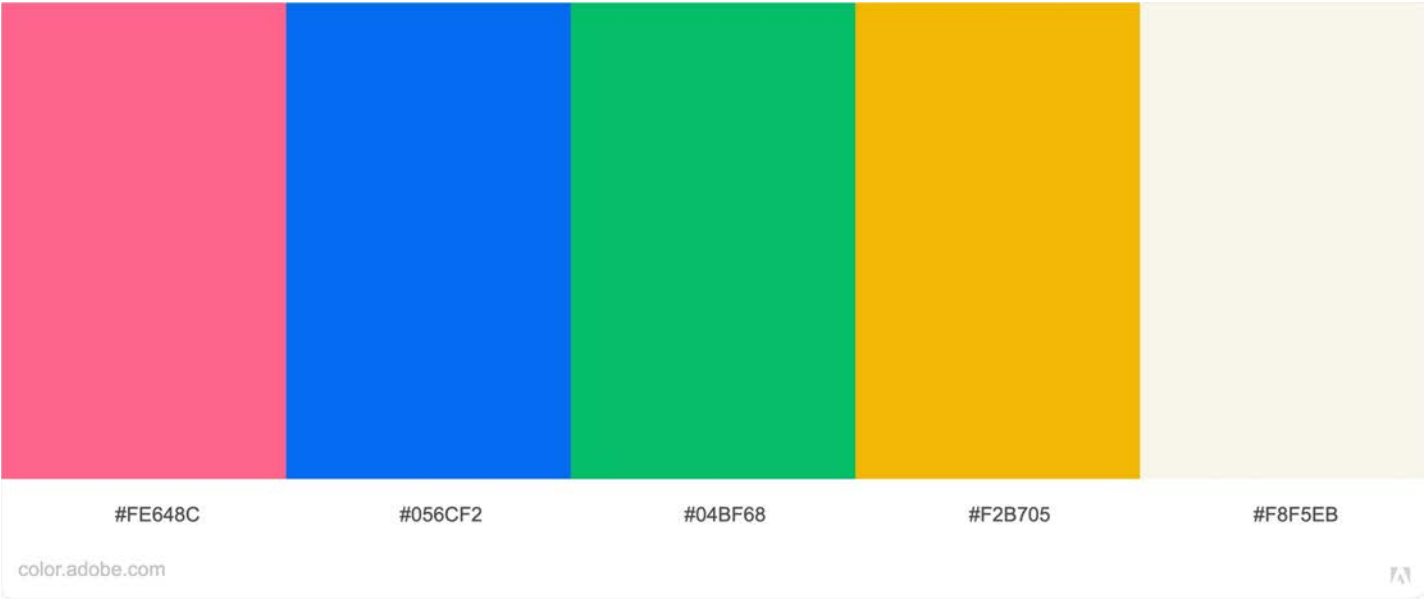
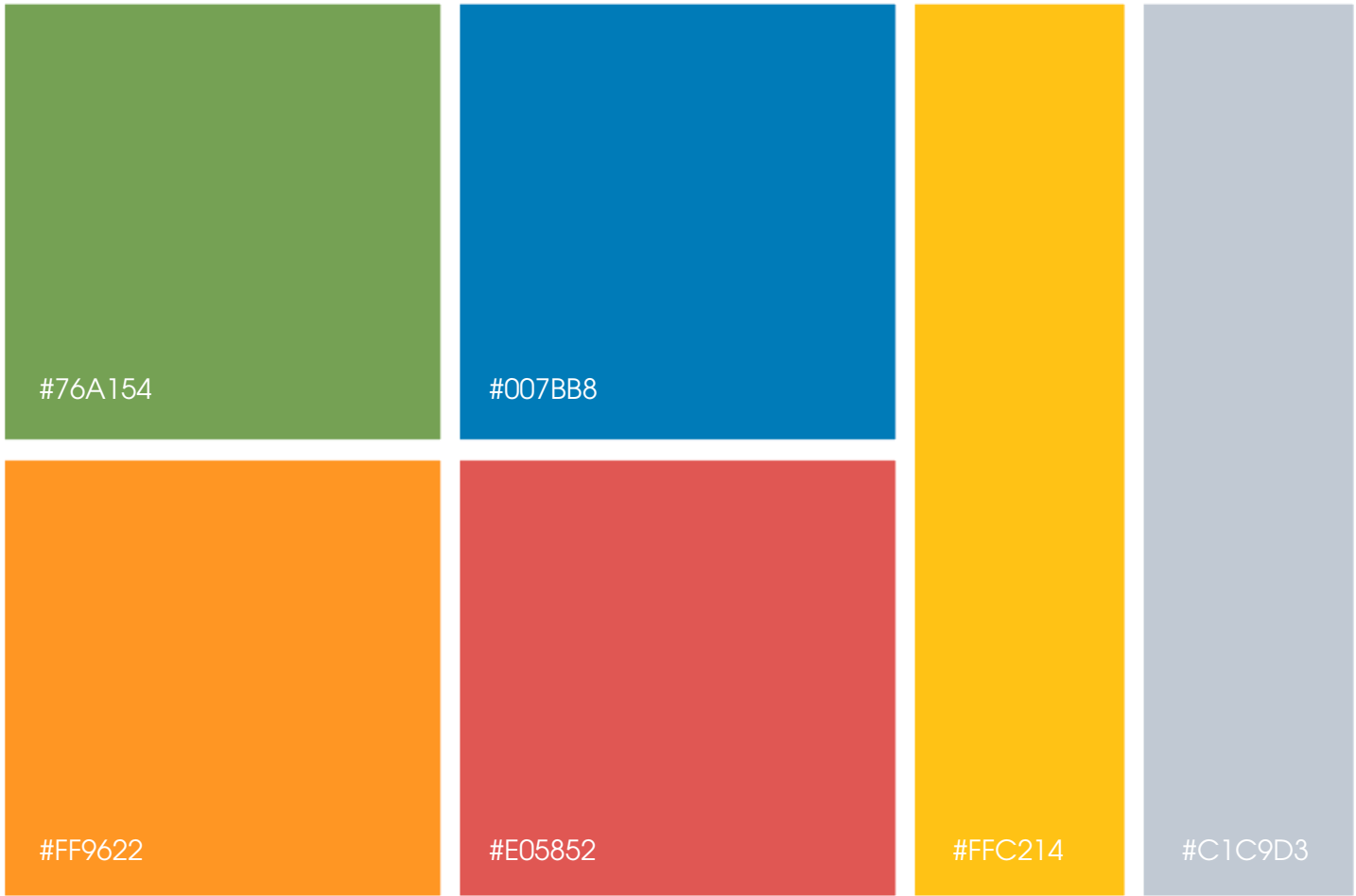
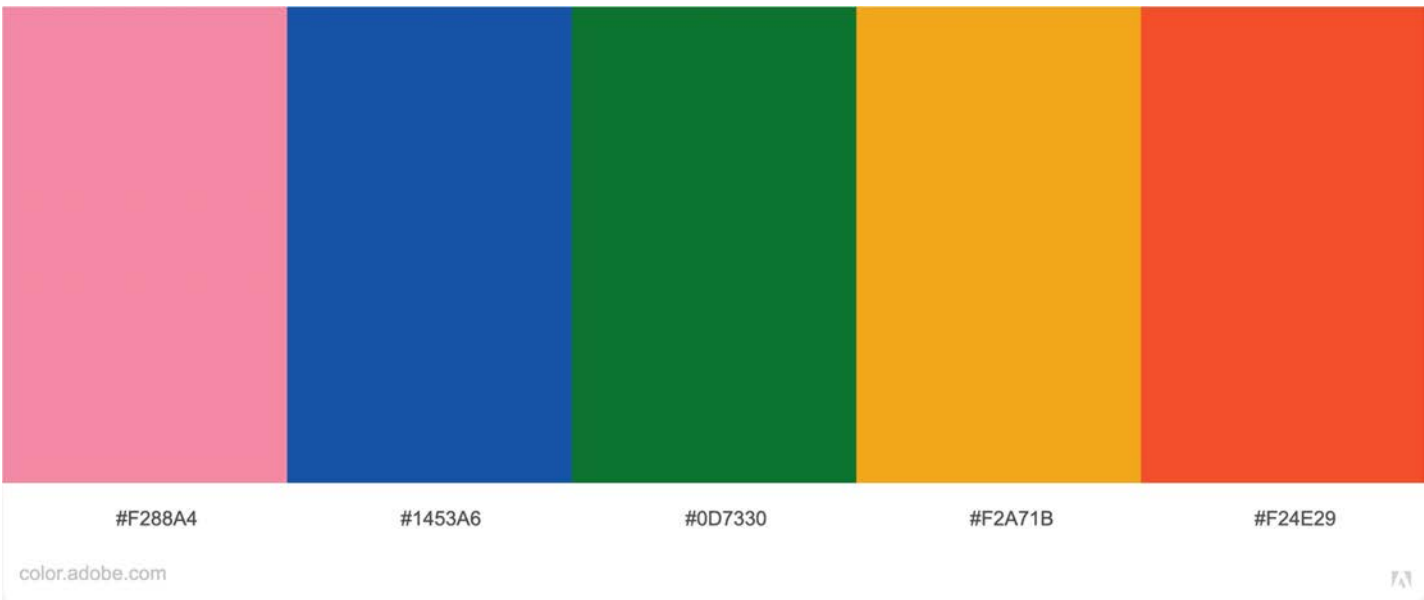
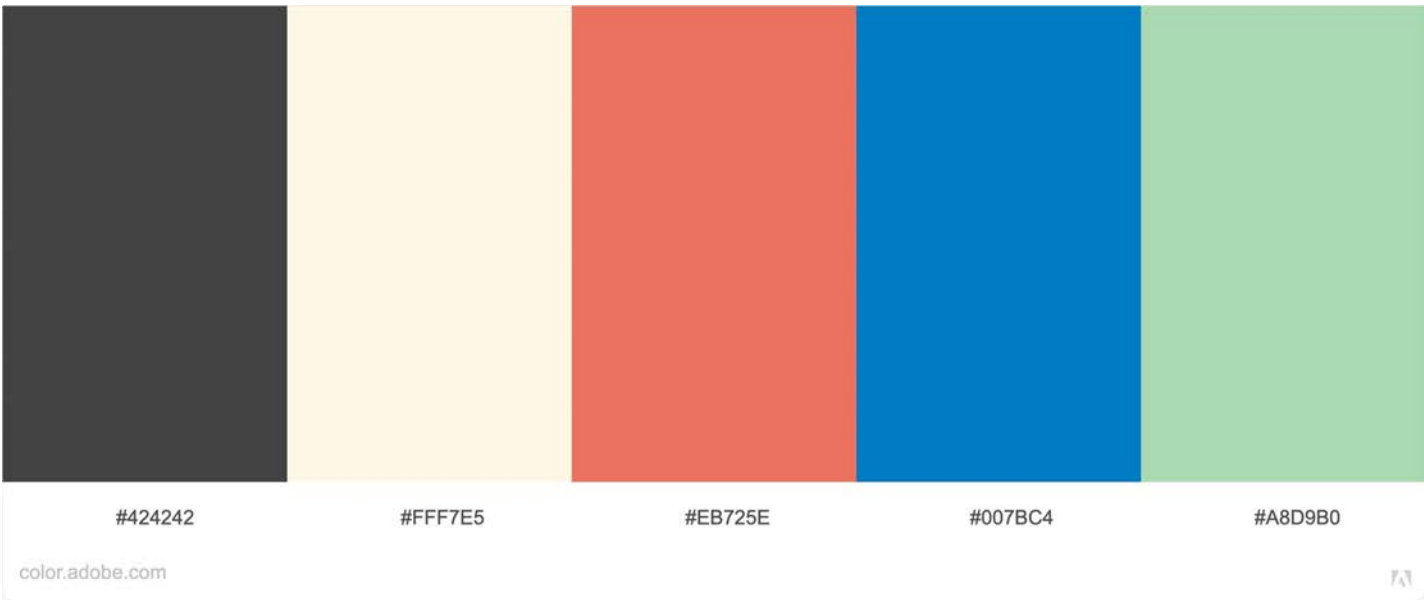
Additional puzzles will reflect similar codes, drag and drop can be used for basic puzzles or solitary-esque games. Card functions can obviously be used beyond matching games to repicate or create other games.

As a backup (in case javascript is not supported by the squarespace plan) I'll be working with video or similar tools that can be embedded.

# MANIFESTO IDENTITY DESIGN

# IDENTITY DESIGN

## FINDING A PALETTE





# IDENTITY DESIGN

## TYPE STUDY

I wanted the type in my project to feel like my handwriting. I didn't necessarily want to have handwritten elements, but I am quite infamous for very big and all-caps penmanship, and I wanted a font that emulated that same energy.

I went with ITC Avant Garde Gothic Pro

ITC AVANT GARDE GOTHIC PRO  
ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz  
1234567890

AMERICAINE  
ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz  
1234567890

OSWALD  
ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz  
1234567890

OPEN SANS  
ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz  
1234567890

RALEWAY  
ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz  
1234567890

MONTERRAT  
ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz  
1234567890

# **ARTIFACT DESIGN PROCESS**

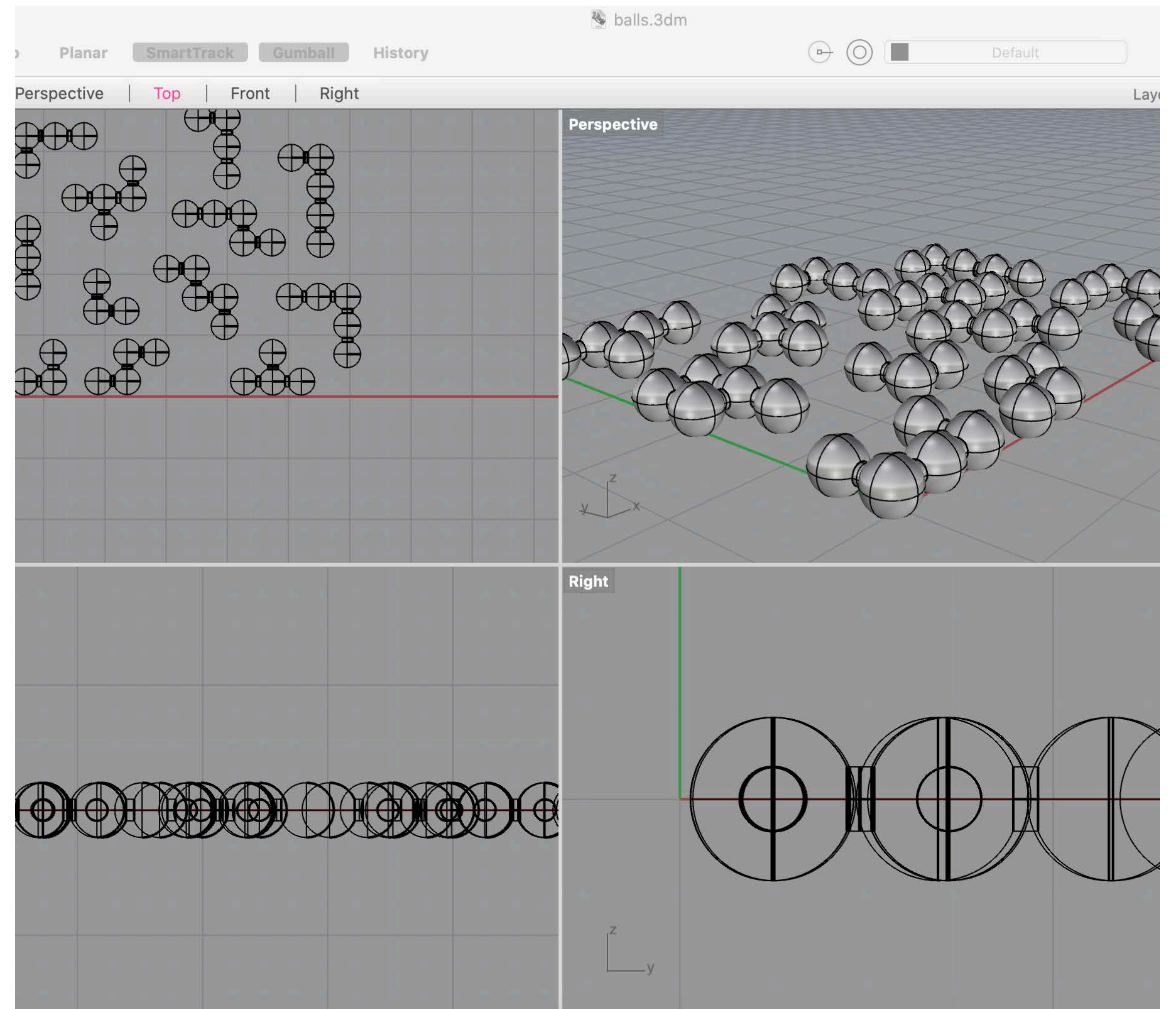
## **3D PROCESSES**



# 3D PROCESSES

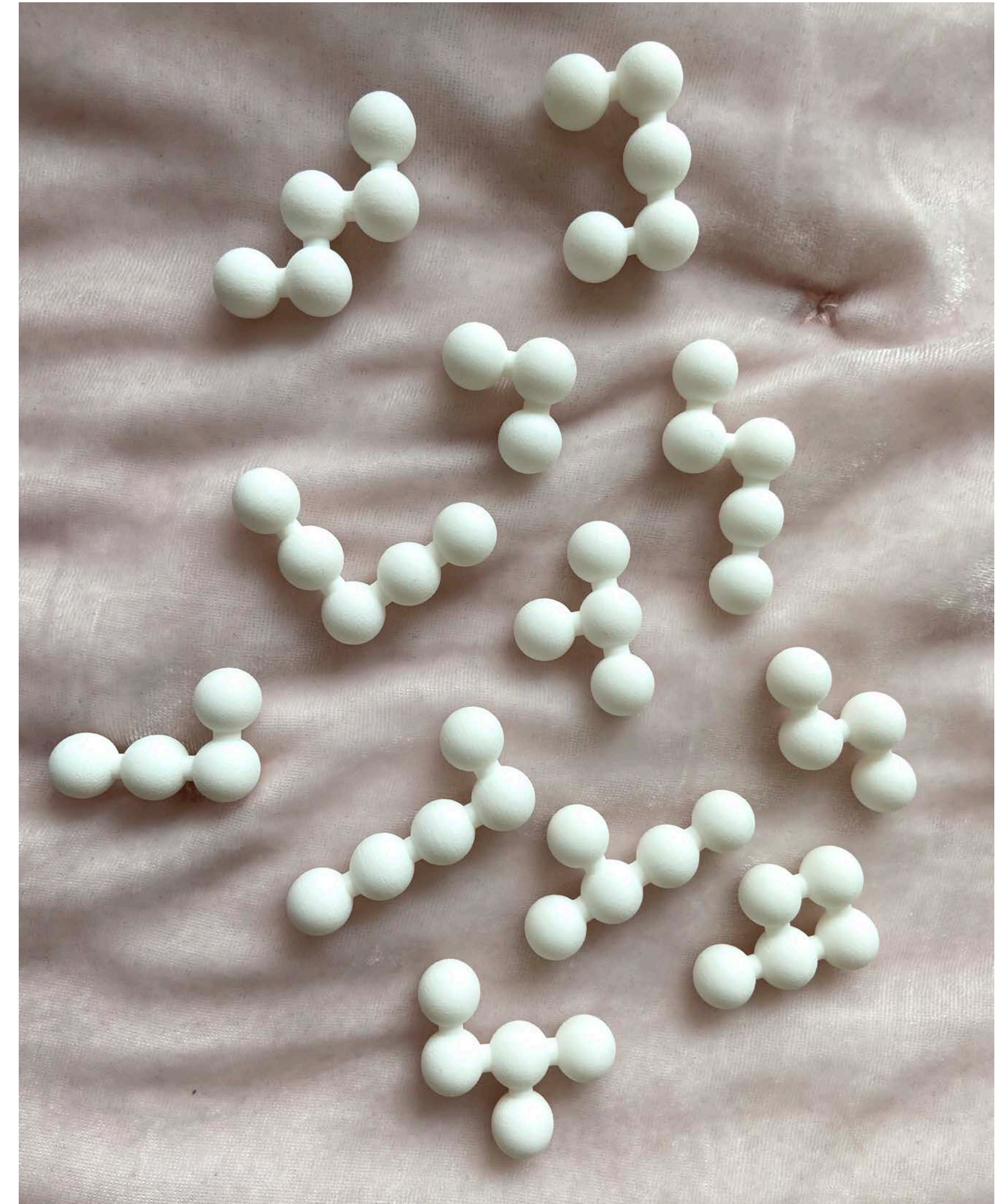
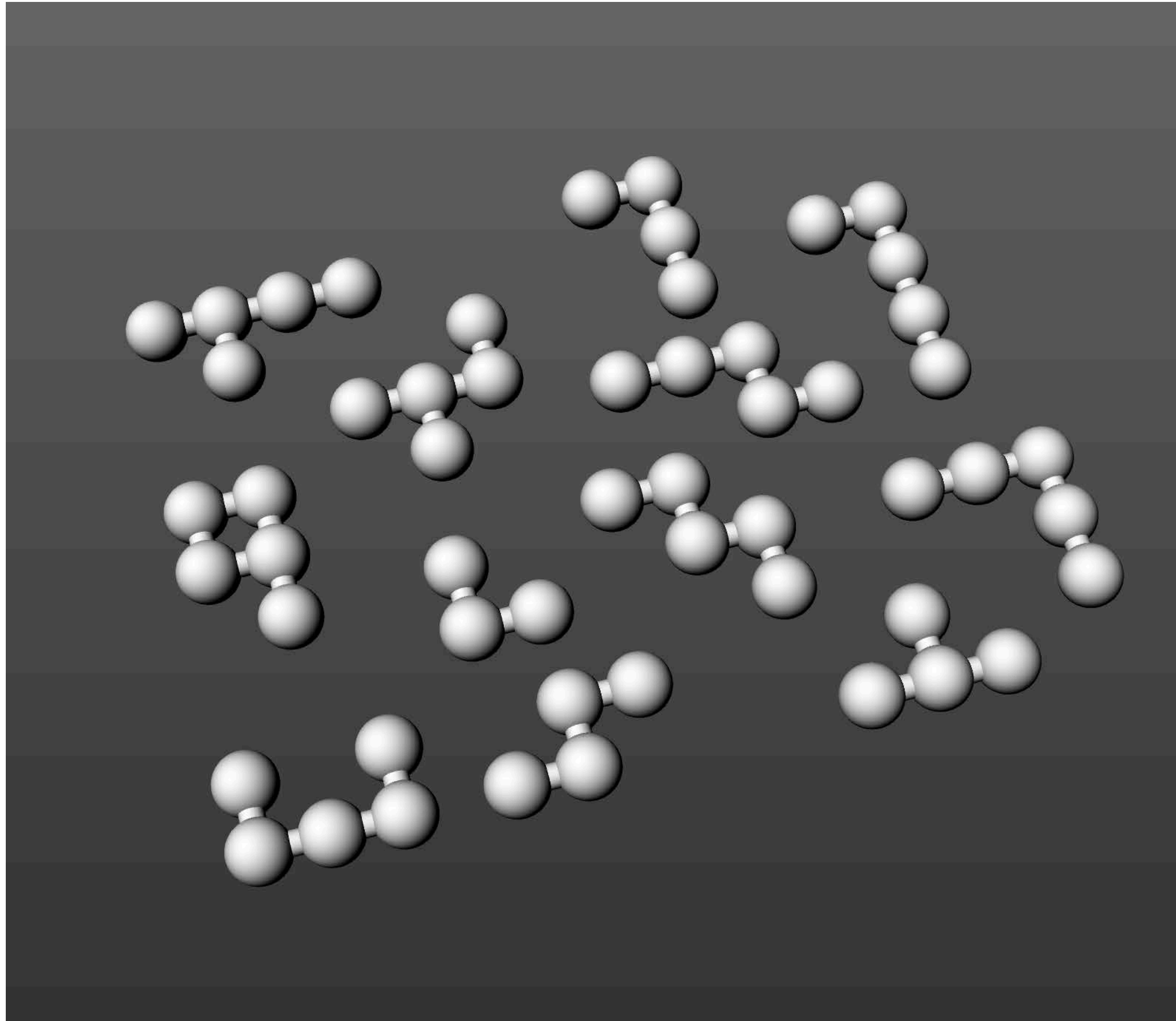
## Modeling my pieces

The first step I needed to complete in my design process was modeling. I wanted to show off my fabrication skills alongside my graphic design skills, and while I didn't have studio access at the time- I knew if I built models I could have them printed and shipped to me. This would also allow for me to have them printed in a much more fine material than what's available at the school labs and would reduce the amount of variability in my post-processing. I chose to model them off the measurements of pieces I already had, adjusting them just slightly to better fit my board (I should get to use my manifesto pieces too!)





# 3D PROCESSES





# 3D PROCESSES

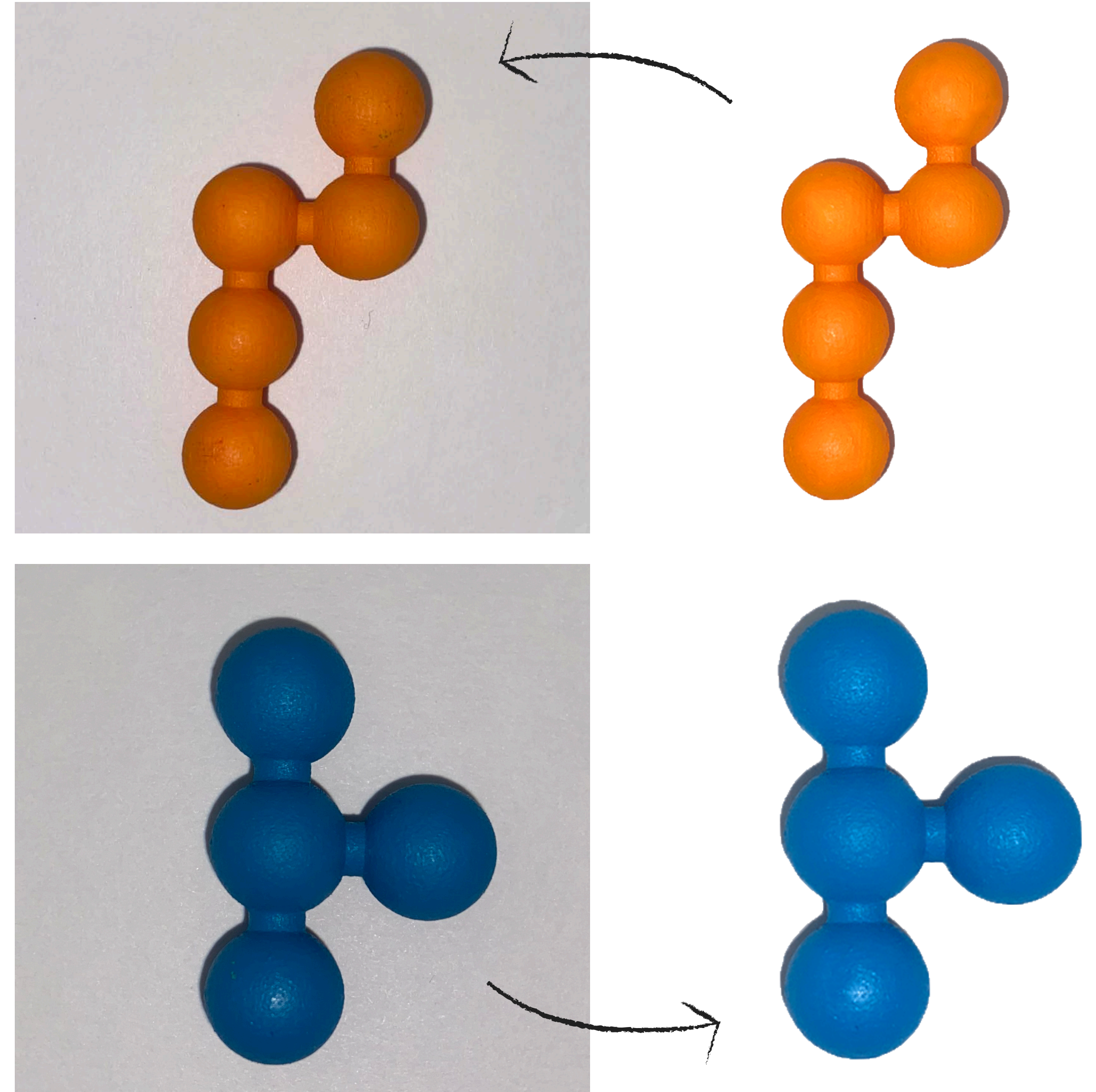




# 3D PROCESSES

## Post-process and photography

I received my pieces about three weeks after they'd been sent out and when I got them they were in great condition. There was a few little rough spots to VERY finely sand, but largely they were ready to go. I washed the pieces off to remove any residue or dirt that may have gotten on them, primed them, and painted them to follow the four main colors of my palette. After which I photographed each piece in my mini Lightbox so that I could pull them from their background and color correct them to the digital colors to use in the code.

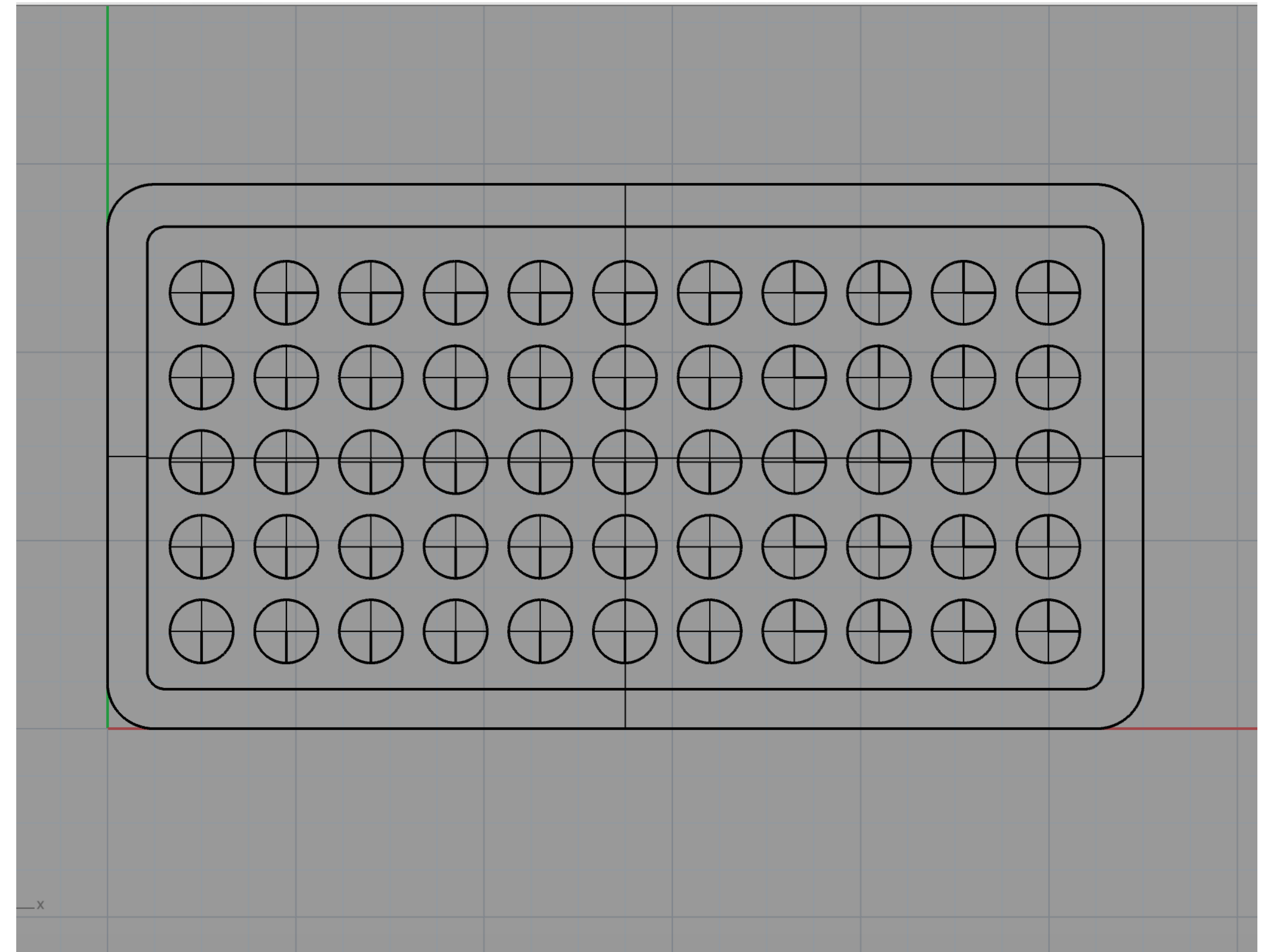




# 3D PROCESSES

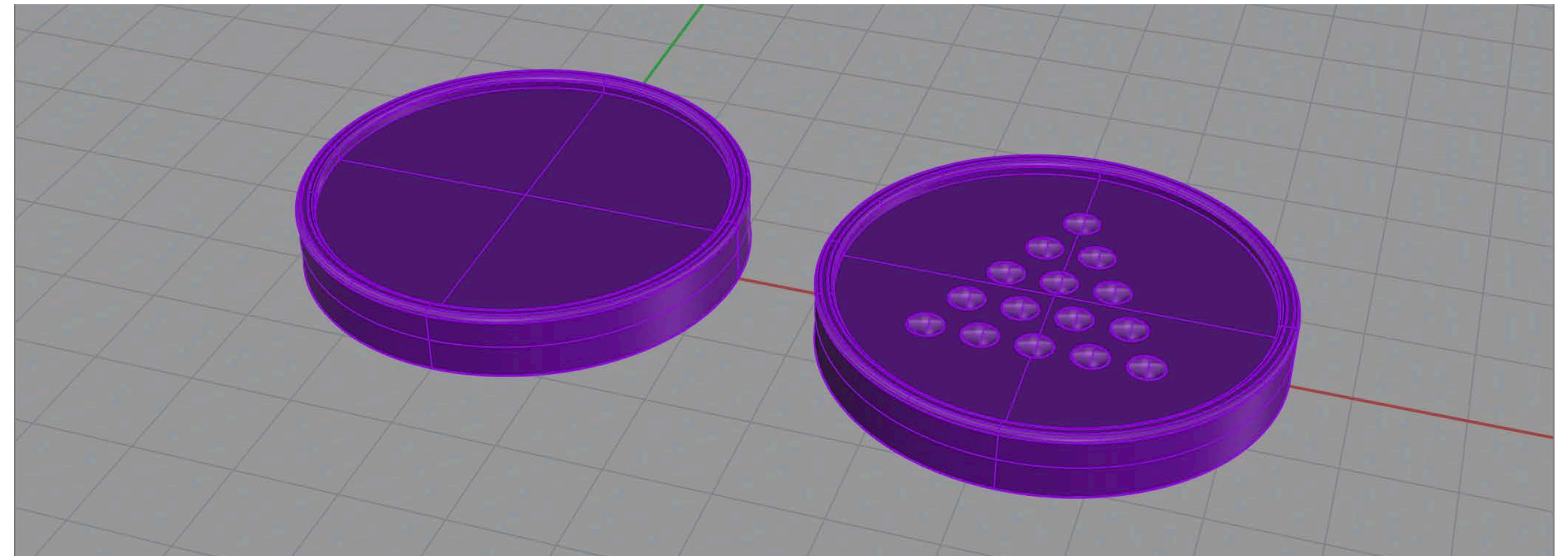
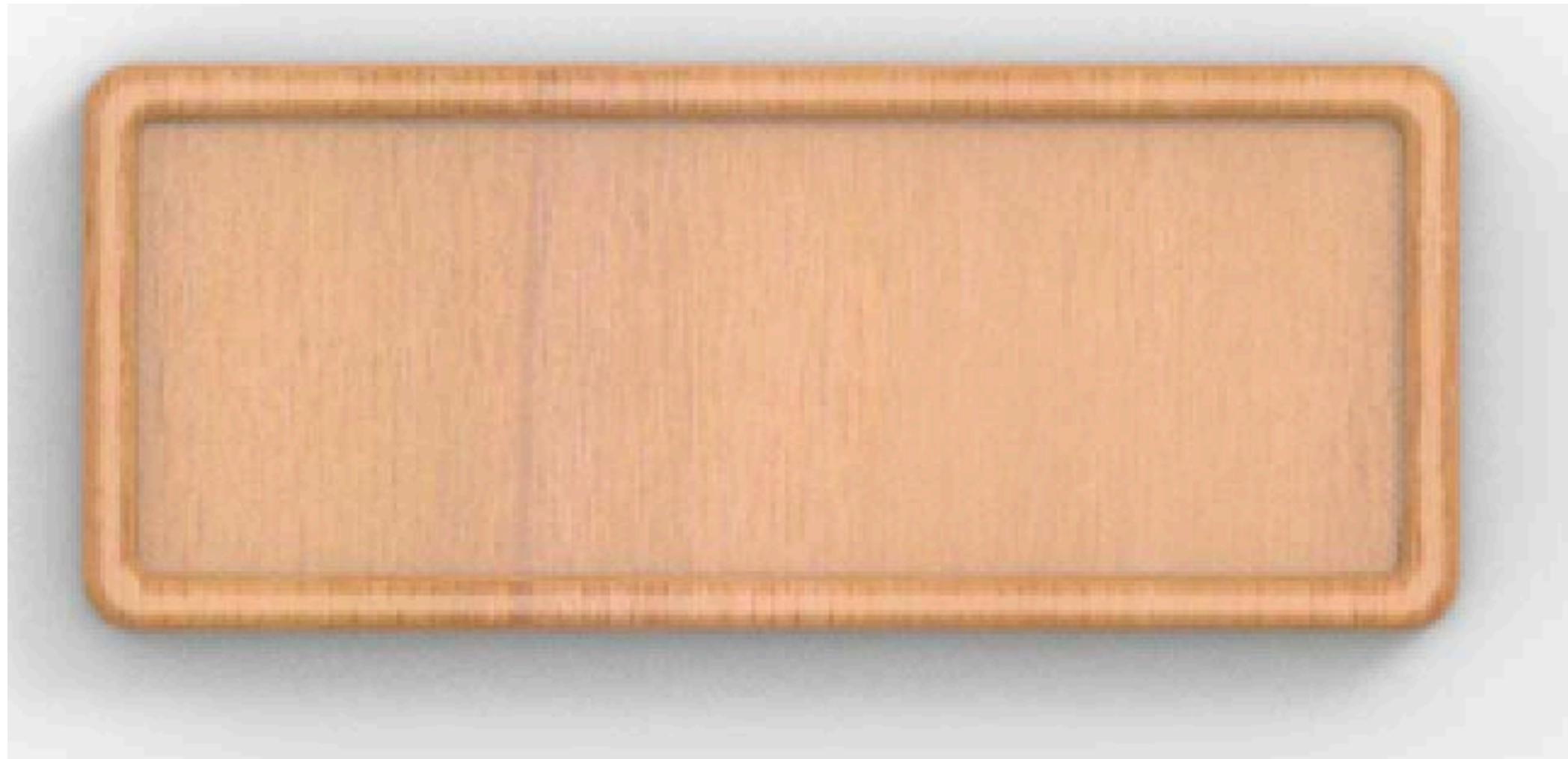
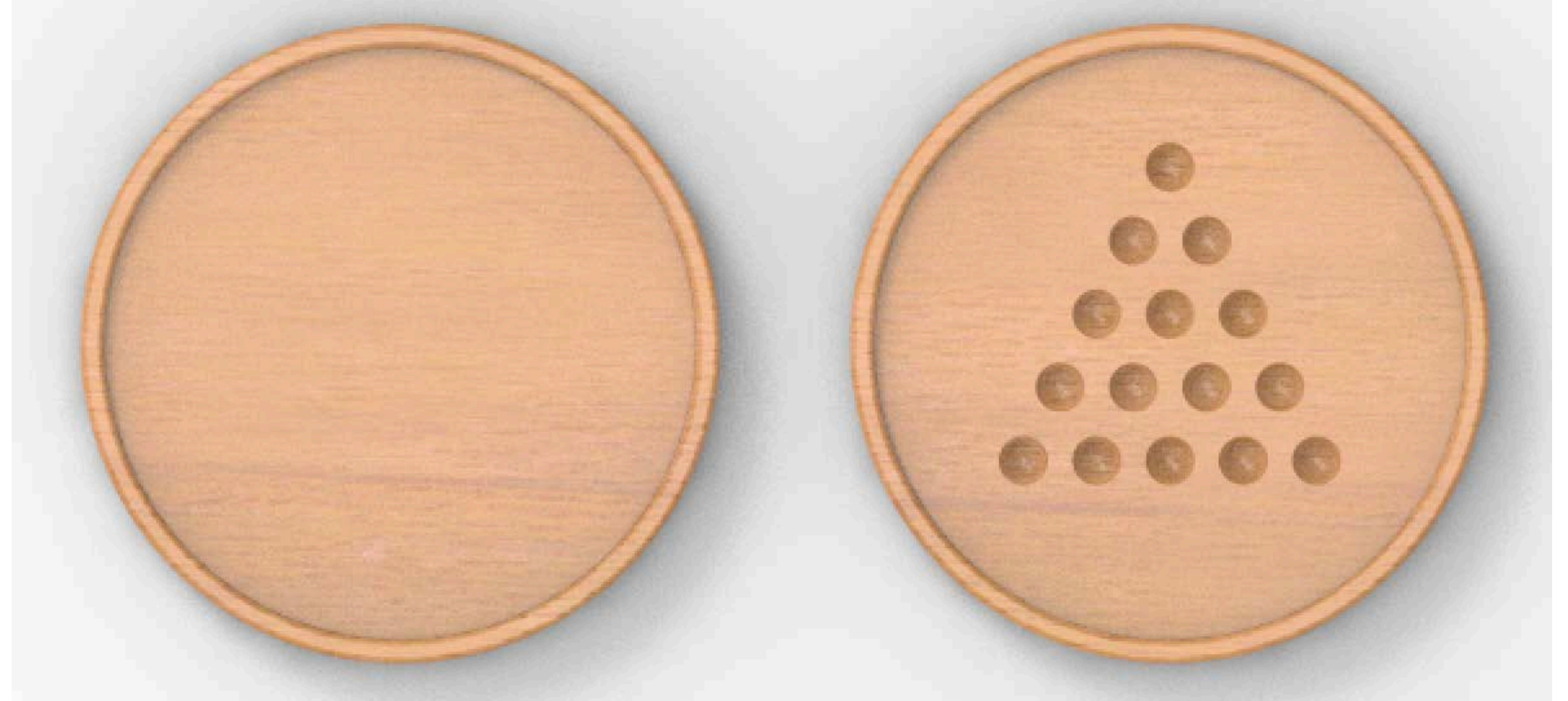
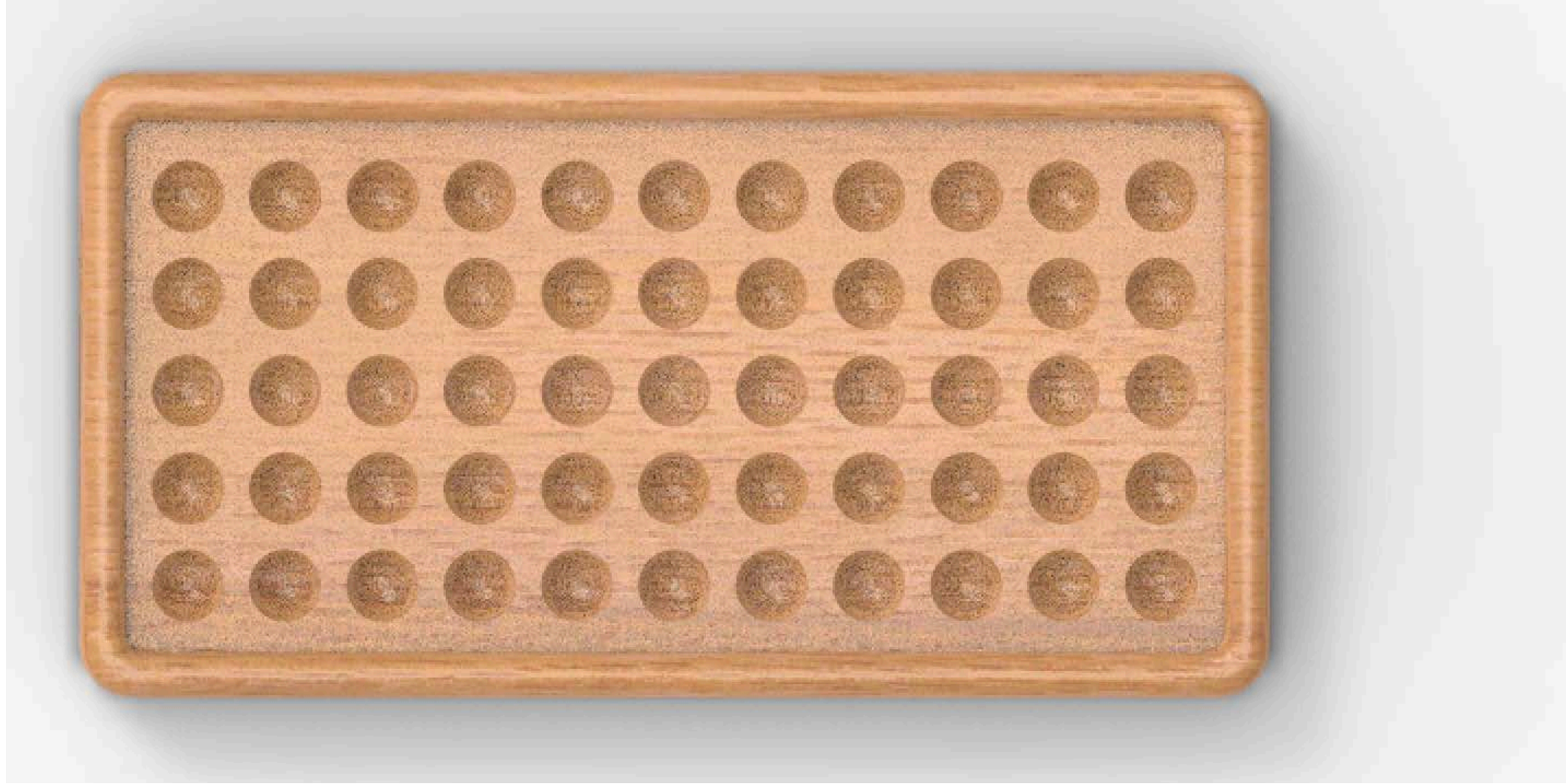
## Modeling mock-ups

I wasn't done with modeling after the puzzle pieces. While I didn't really have the access needed to create a lot of fabricated elements, I did have the skill set to model them. I used Rhinoceros and KeyShot back and forth to create the mock-ups for all of the game boards. Since the pieces would be dimensional, I wanted the boards to be too.



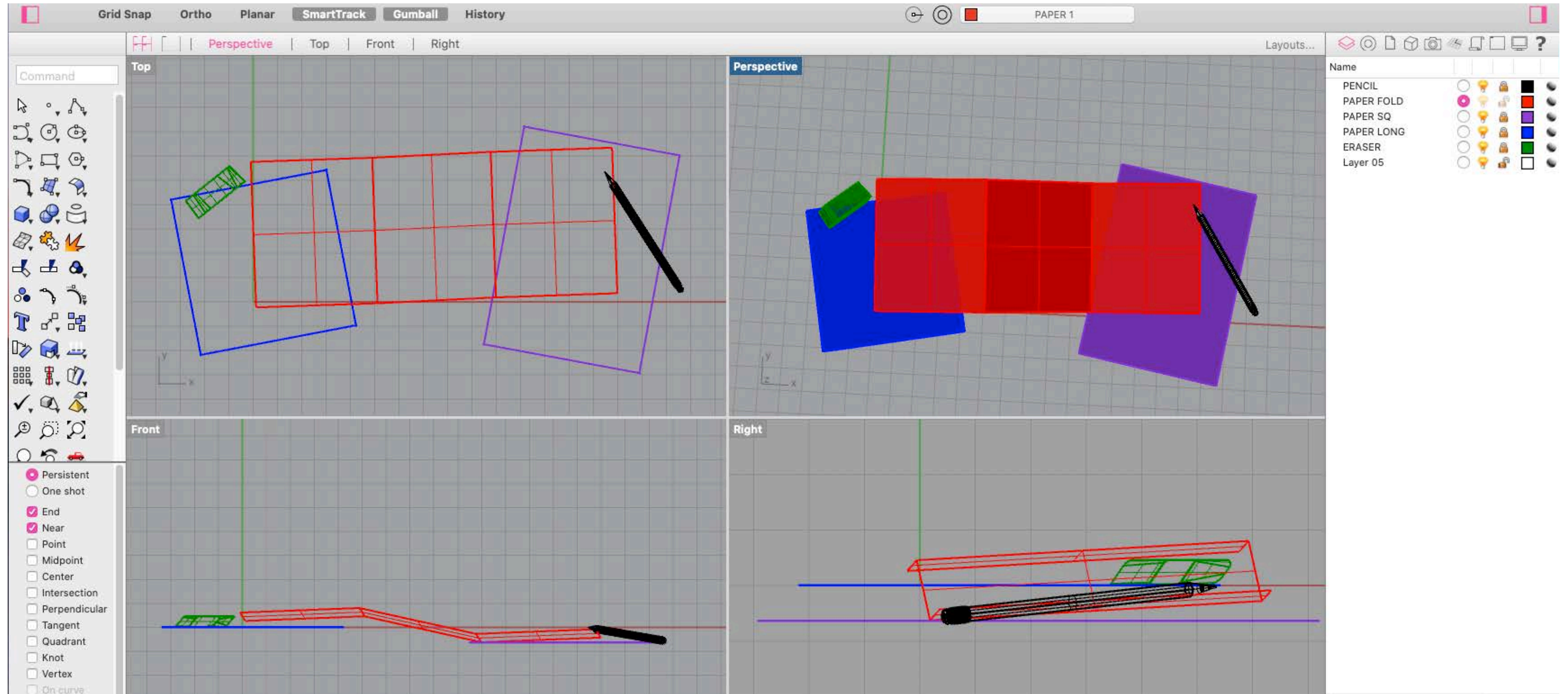


# 3D PROCESSES





# 3D PROCESSES

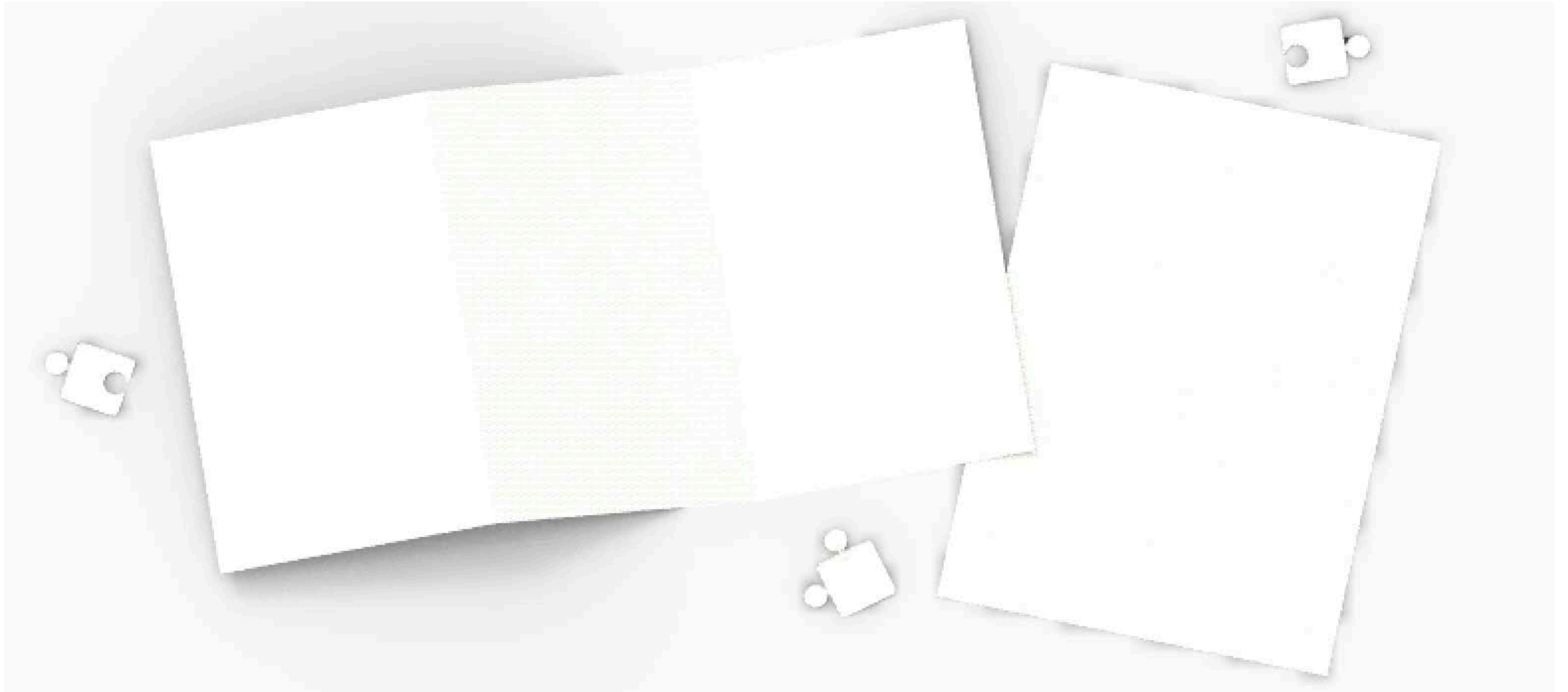




# 3D PROCESSES



# 3D PROCESSES





# **ARTIFACT DESIGN PROCESS**

## **2D PROCESSES**

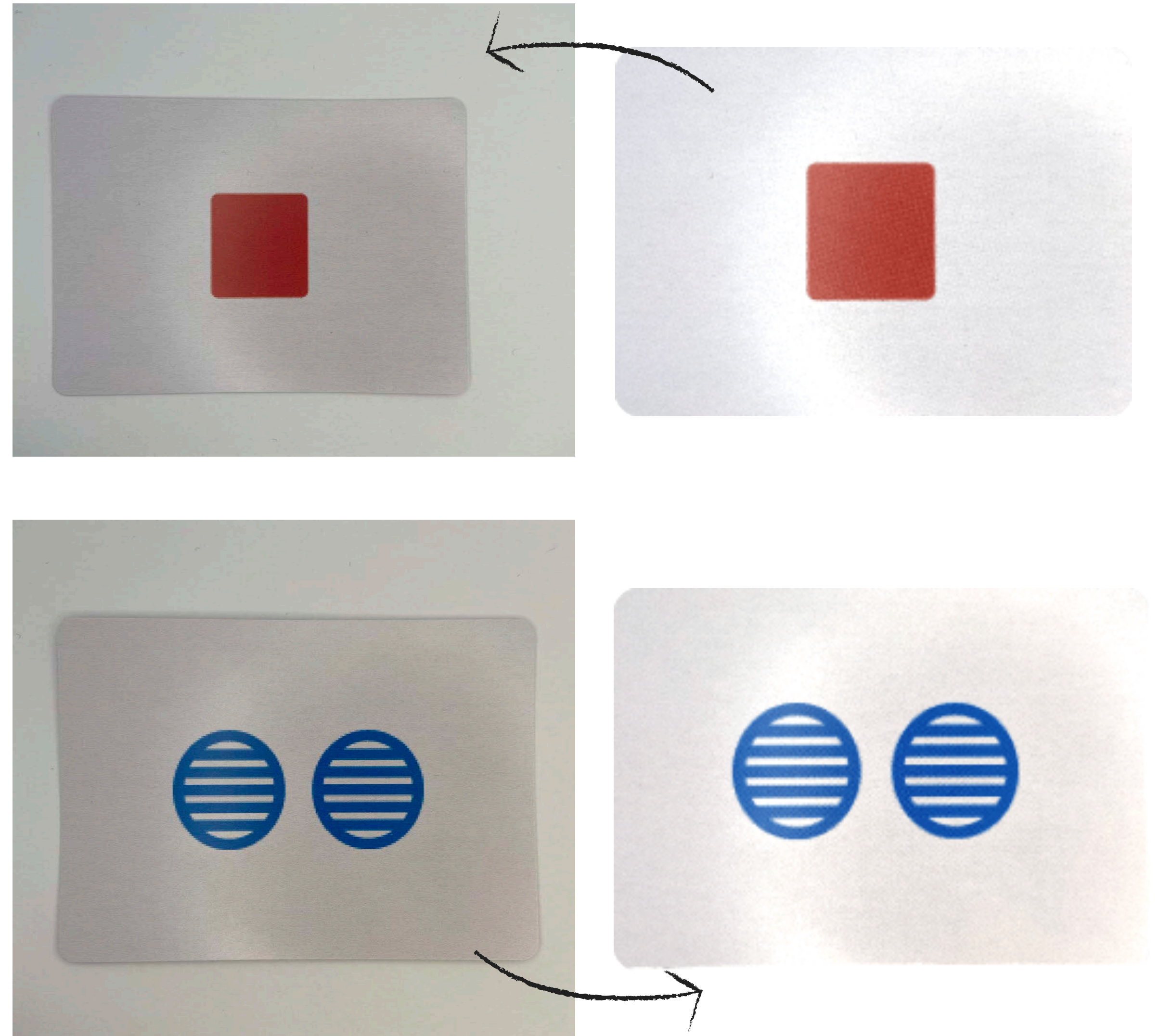




# 2D DESIGN

## CARD DECK

Once these were shipped, they went through the same process as the earlier pieces. They were photographed in my little lightbox, and then moved onto my computer to be color corrected and removed from their backgrounds.

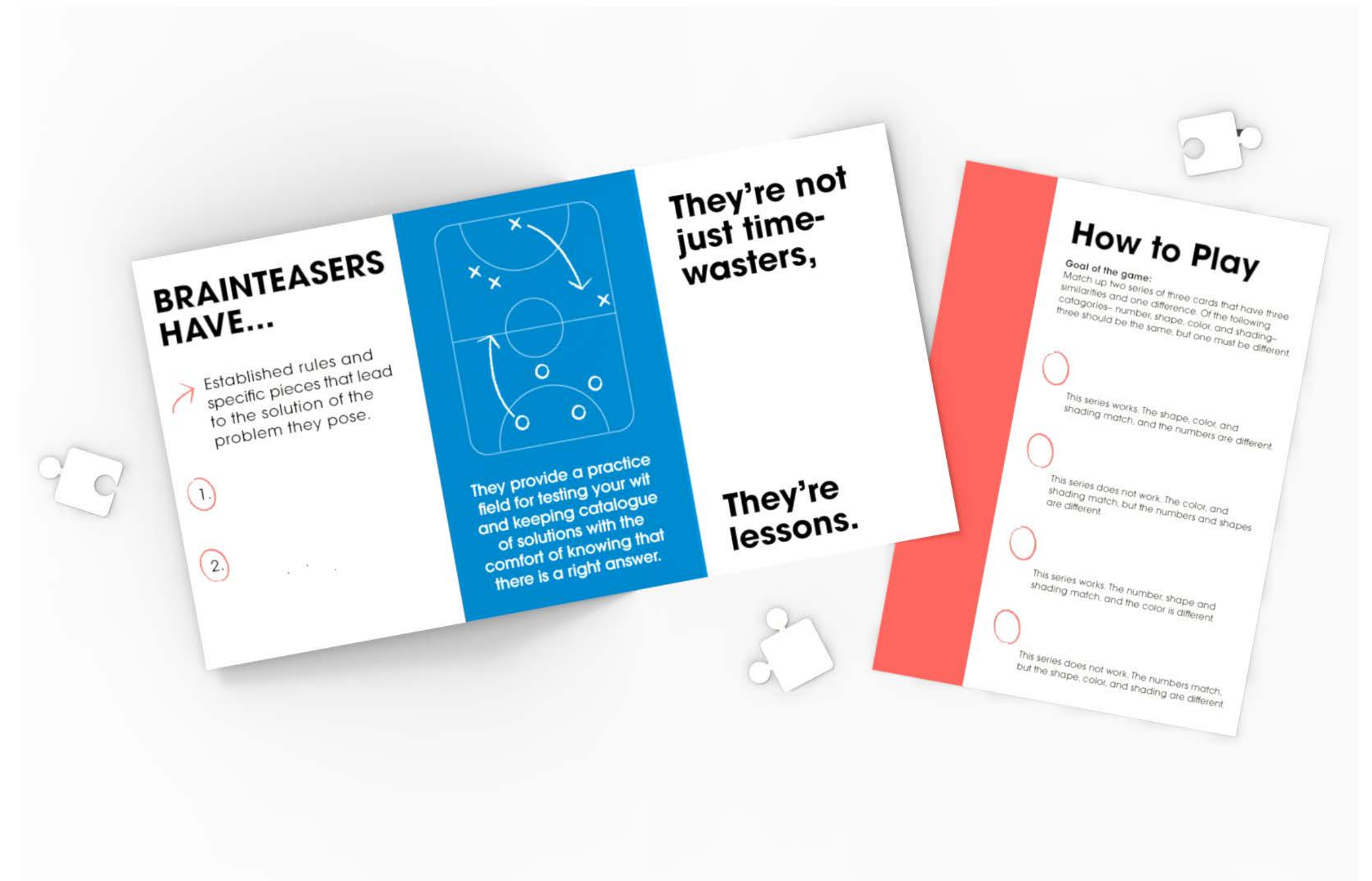




# RENDERING

## CREATING LABELS

After my models were built, they needed the visual identity elements applied. I'd decided the general layout of my site by this point, and knew that I wanted to incorporate pieces of the manifesto into my banners. The banners drew inspiration from game instructions. I added a few essentials to game night—a few pencils, an eraser, and stray puzzle pieces to make sure the look and feel of the page didn't get too clean to be believable.





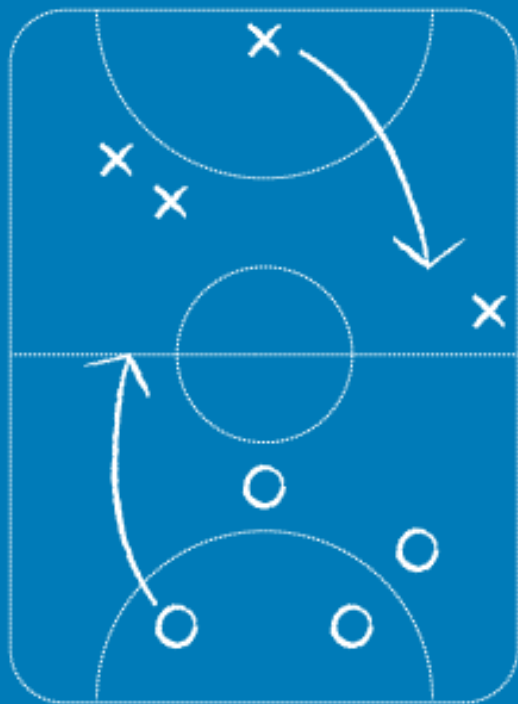
# RENDERING: ILLUSTRATOR

## BRAINTEASERS HAVE...

Established rules and specific pieces that lead to the solution of the problem they pose.

1.

2.



They provide a practice field for testing your wit and keeping catalogue of solutions with the comfort of knowing that there is a right answer.

They're not just time-wasters,

They're lessons.

## INSTRUCTIONS

**Ages:** 7 and up

**Players:** 1-2

**Objective:** End with only one sphere left on the board.

**Rules:** Start with one empty divet. As you jump over spheres, remove them from the board.

**Challenge:** They teach me to cherish the things that make each situation different, and to use those very differences to work towards even stronger solutions.

They teach me to be patient and adapt, even when the outcome is unknown.

unclear  
unresolved  
undecided?  
unpredictable

uncertain, and to know when I am the only person standing in my own way.

## DAILY CROSSWORD

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

PENTOMINOES BRAINTEASER SET PUZZLES  
TETRIS CARDS SOLITAIRE CROSSWORD SUDOKU

7	8	9	2	6	4	1	3	5
5	6	4	1	3	9	7	2	8
1	3	2	5	8	7	4	6	9
6	4	3	8	9	2	5	1	7
8	5	1	6	7	3	2	9	4
2	9	7	4	1	5	3	8	6
9	7	6	3	5	1	8	4	2
3	2	5	9	4	8	6	7	1
4	1	8	7	2	6	9	5	3

## HOW TO PLAY

### GOAL OF THE GAME:

Create two series of three cards that have three similarities and one difference. Of the following categories— number, shape, color, and shading— three should be the same, but the last must be different.

This series works. The shape, color, and shading match, and the numbers are different.

This series does not work. The color, and shading match, but the numbers and shapes are different.

This series works. The number, shape and shading match, and the color is different.

This series does not work. The numbers match, but the shape, color, and shading are different.

## FILL IN THE BLANK

So, I treat every day like a brainteaser. \_\_\_y regular roa\_\_\_ blocks are a lot like puzzles, and puzzles can be solved if I \_\_\_m patient and pe\_\_\_sistent enough. I may not know the exact outcome or \_\_\_ven the next step, but \_\_\_ will eventually. I can learn from my missteps and work with t\_\_\_e cu\_\_\_veballs having the confidence that I can get to the \_\_\_nd...

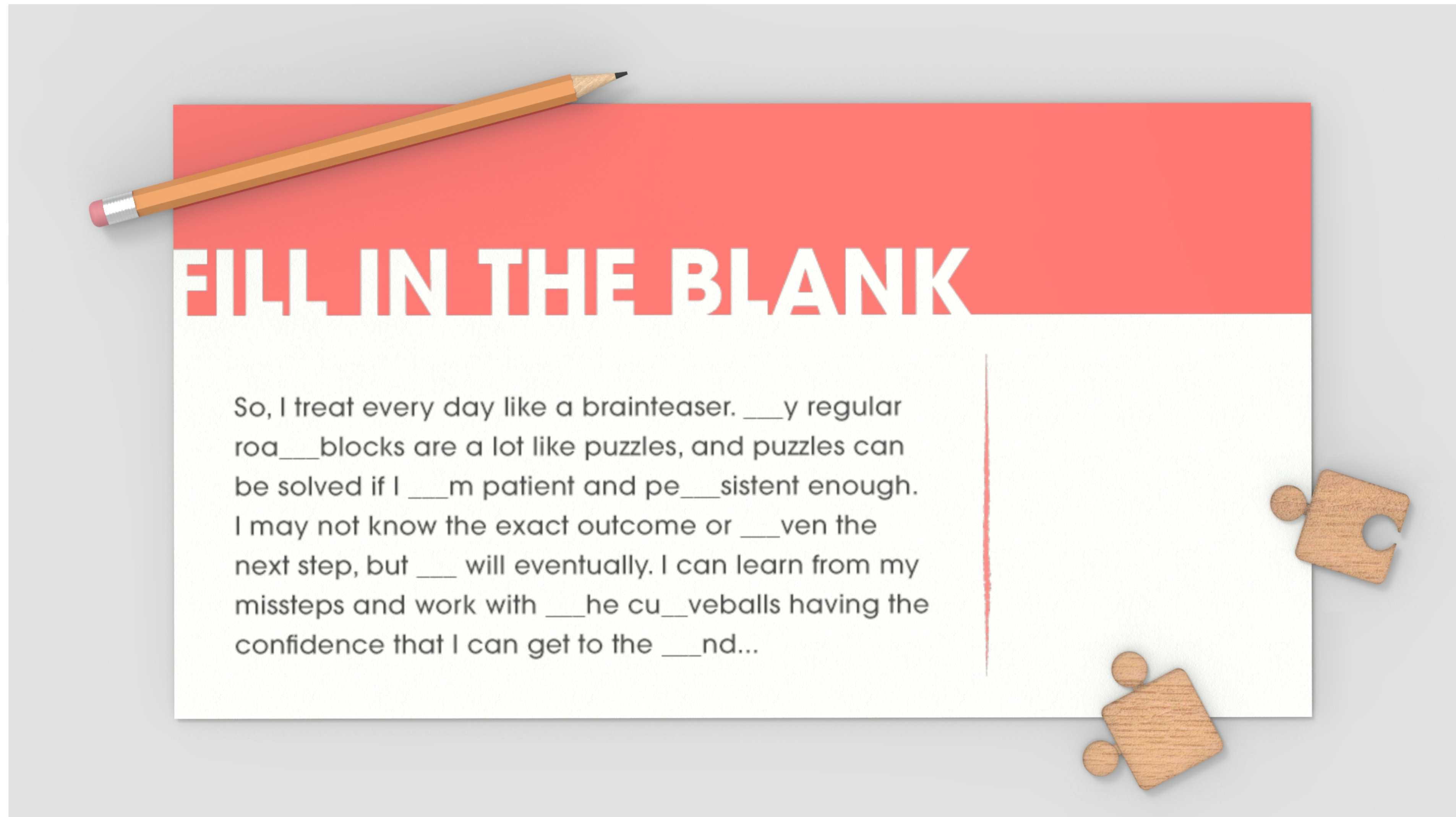


# RENDERING: INITIAL KEYSHOT





# RENDERING: INITIAL KEYSHOT



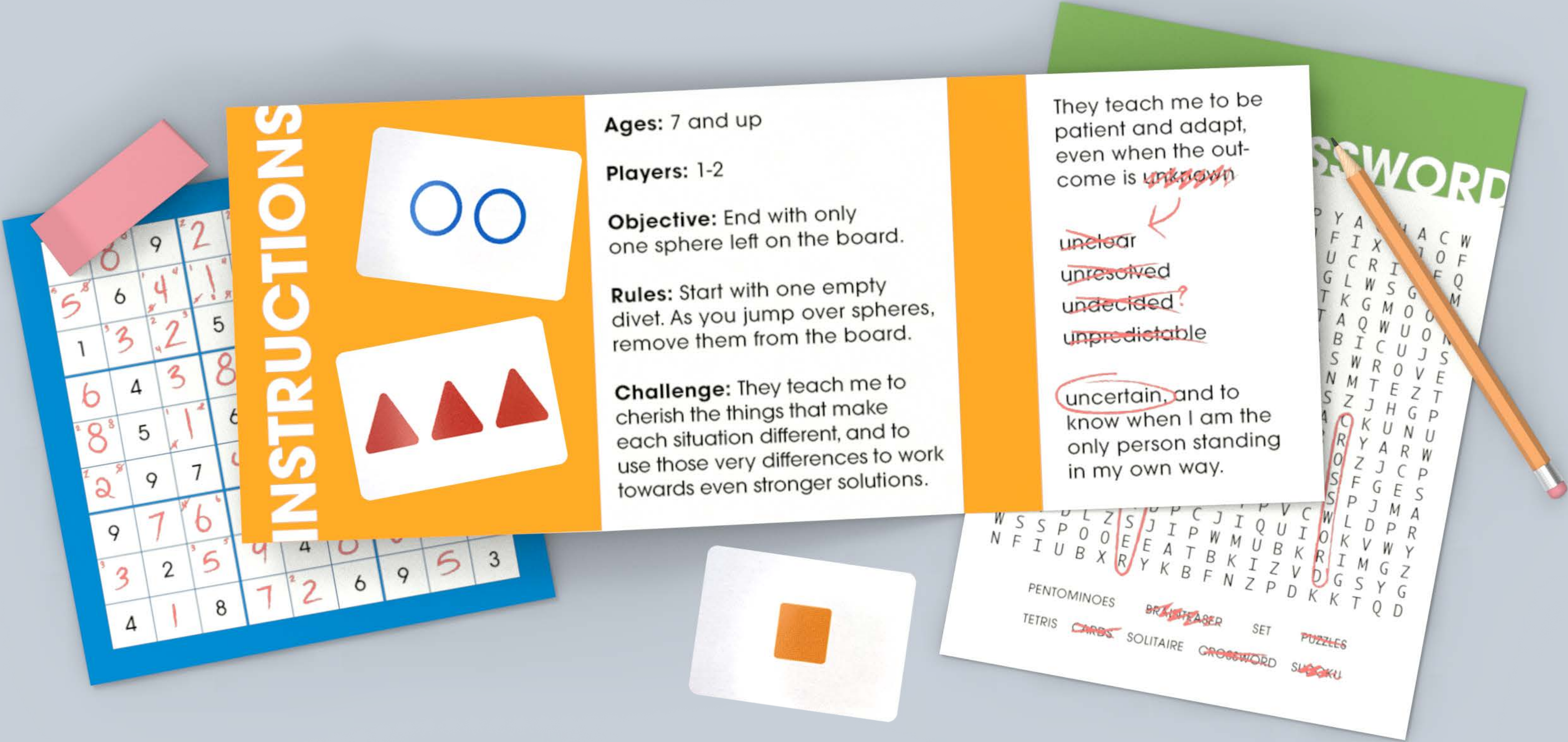


# RENDERING: FINAL KEYSHOT



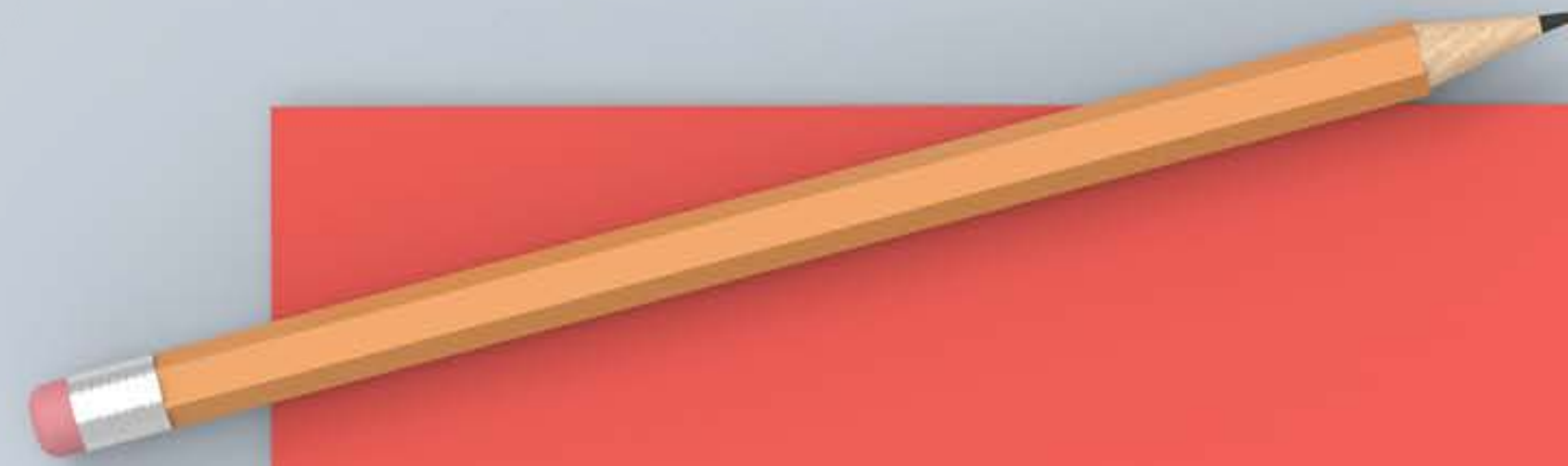


# RENDERING: FINAL KEYSHOT





# RENDERING: FINAL KEYSHOT



## FILL IN THE BLANK

So, I treat every day like a brainteaser. \_\_\_y regular  
roa\_\_\_blocks are a lot like puzzles, and puzzles can  
be solved if I \_\_\_m patient and pe\_\_\_sistent enough.  
I may not know the exact outcome or \_\_\_ven the  
next step, but \_\_\_ will eventually. I can learn from my  
missteps and work with t\_\_\_e cu\_\_\_veballs having the  
confidence that I can get to the \_\_\_nd...





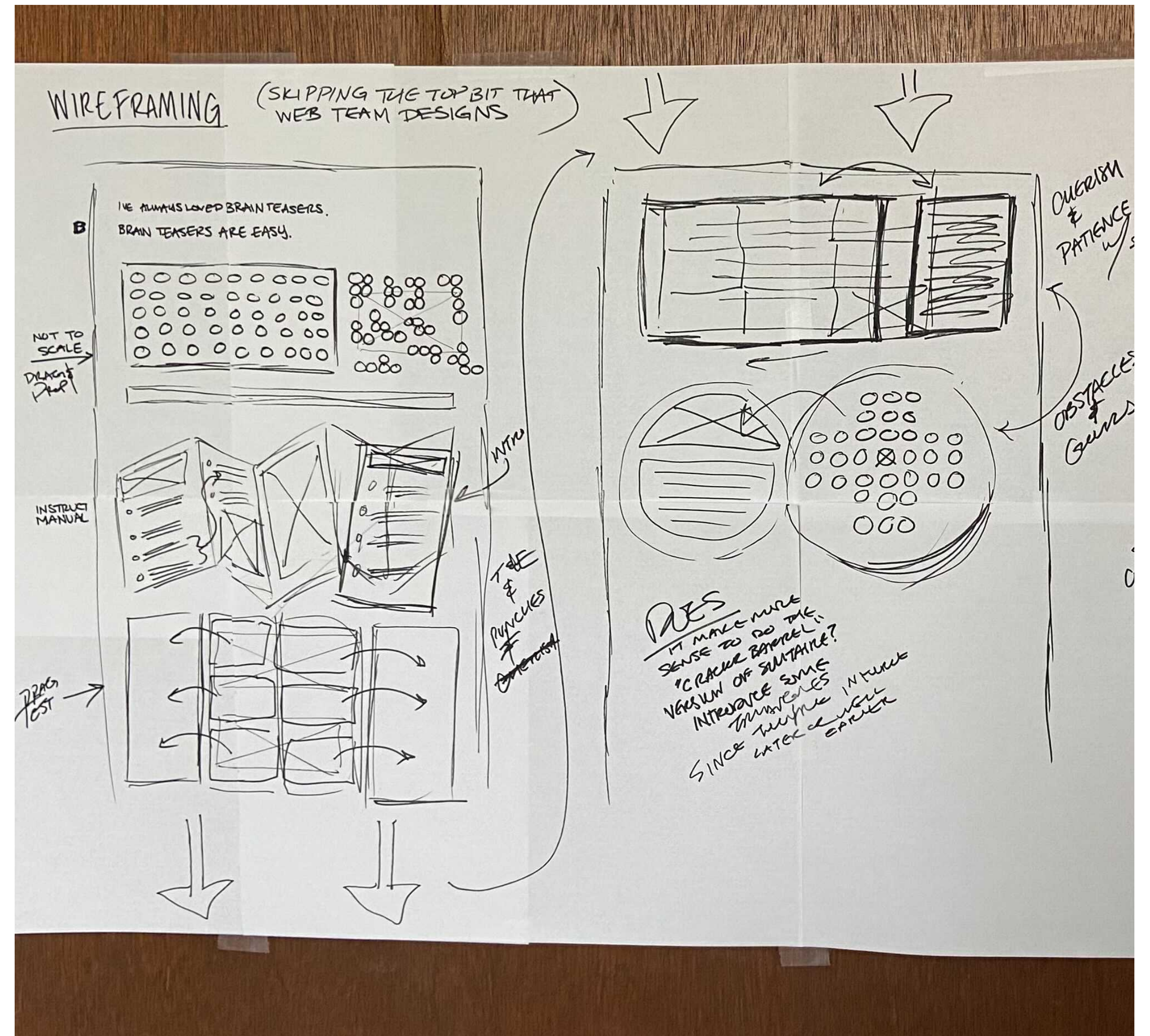
# WEB & LAYOUT



# 2D DESIGN

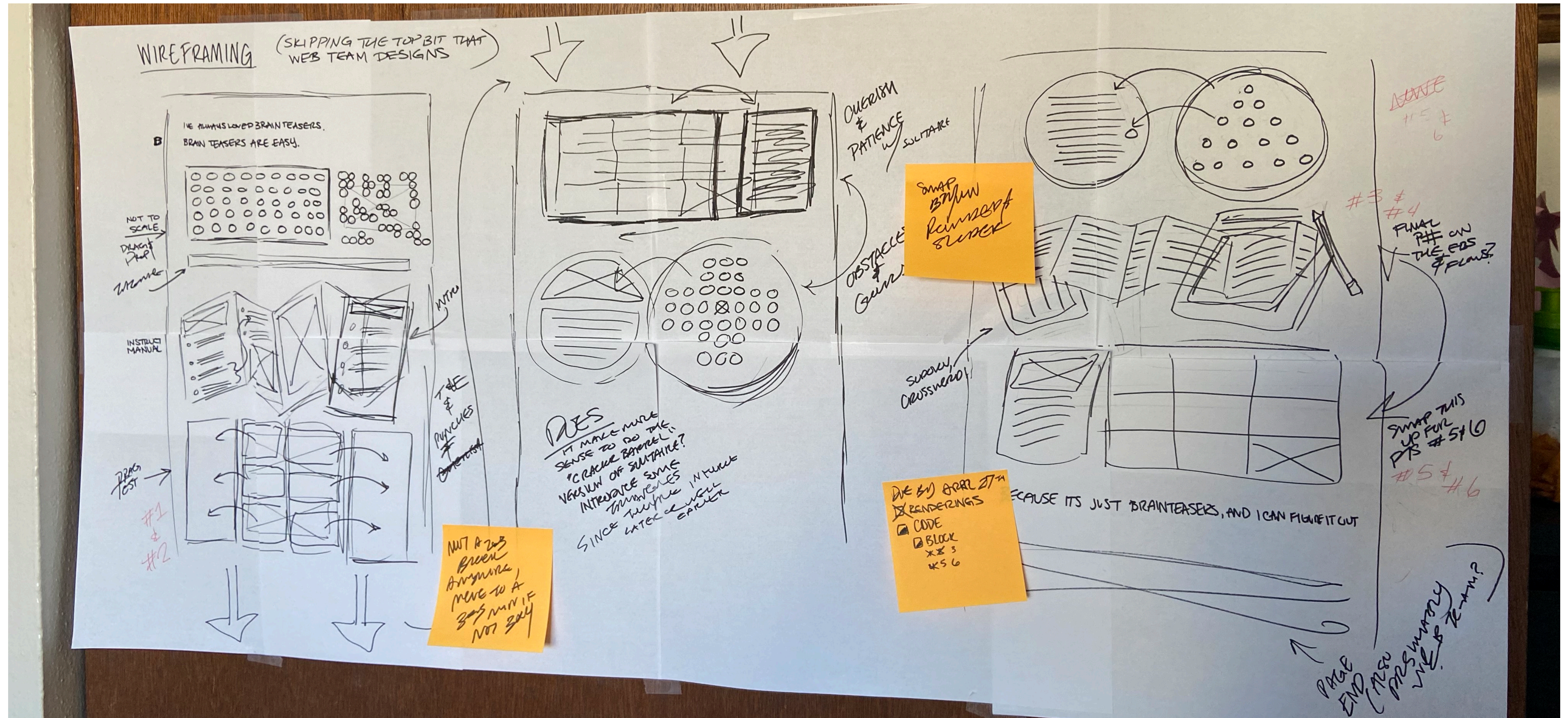
## WIREFRAMING

Before I was even too far into either 2d or 3d processes, I worked on my wire framing. It was hung up on my closet door, so I was able to walk up to it and edit and change it around as I worked. This was my guide to the layout even more so than the nicer digital mock up I made later on.





# WEB DESIGN





# WEB DESIGN





# WEB DESIGN

## CODING

I actually ended up using a pretty basic bit of java to code most of the site.

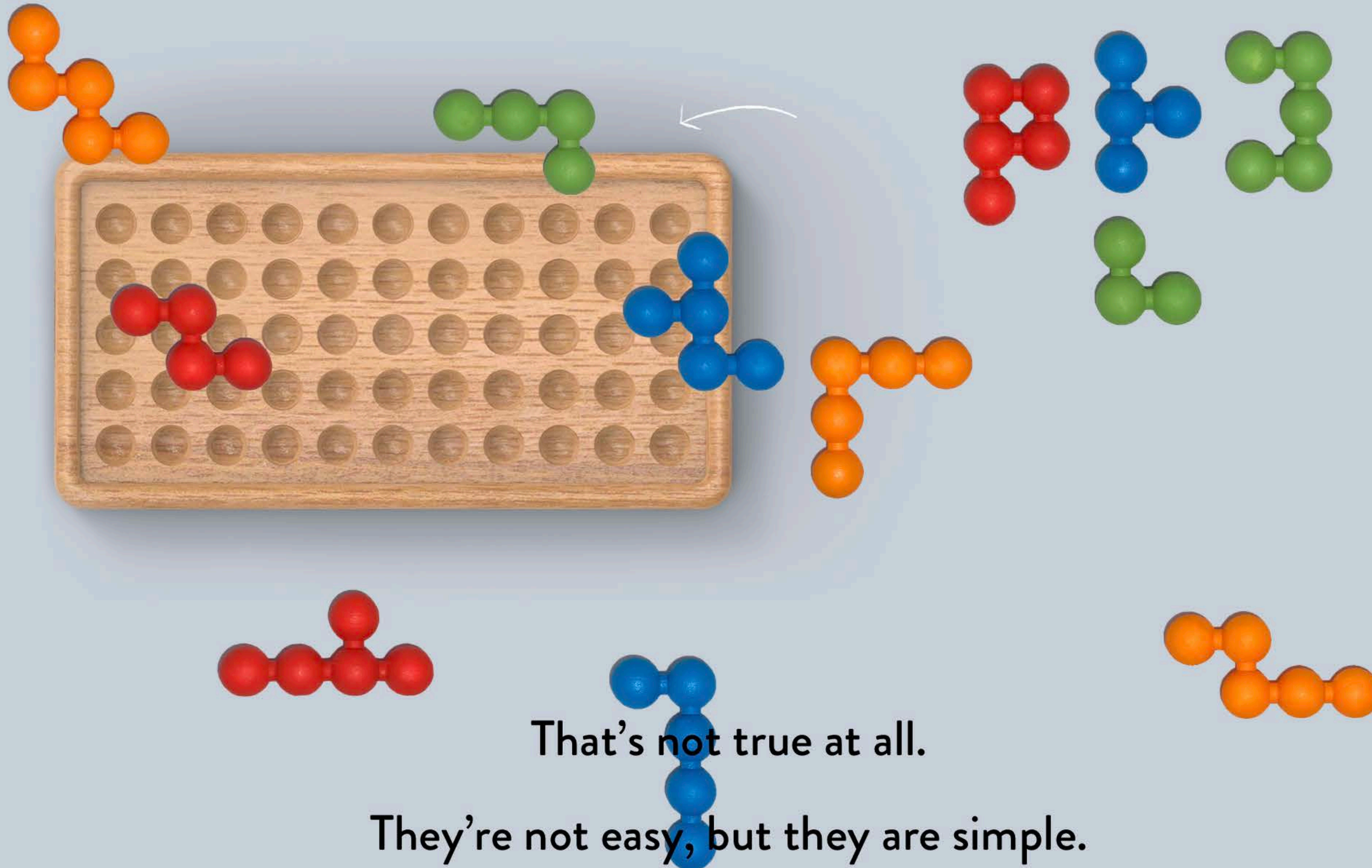
Squarespace is compatible with Java, but as I am a relative beginner, I was struggling to get a lot of stuff to work, so I opted for what I could get working and tried to mold it into as many forms as I could. This little bit of code (and some extra bit of finessing) allows user to click and drag and place objects anywhere within its Squarespace box, allowing for the user to play with easy controls and their own pacing.

```
114 <script>
115 dragElement(document.getElementById("mia-mydivM"));
116 dragElement(document.getElementById("mia-mydivI"));
117 dragElement(document.getElementById("mia-mydivA"));
118 dragElement(document.getElementById("mia-mydivD"));
119 dragElement(document.getElementById("mia-mydivR"));
120 dragElement(document.getElementById("mia-mydivE"));
121 dragElement(document.getElementById("mia-mydivH"));
122 dragElement(document.getElementById("mia-mydivEE"));
123 dragElement(document.getElementById("mia-mydivRR"));
124
125 function dragElement(elmnt) {
126   var pos1 = 0, pos2 = 0, pos3 = 0, pos4 = 0;
127   if (document.getElementById(elmnt.id + "header")) {
128     document.getElementById(elmnt.id + "header").onmousedown = dragMouseDown;
129   } else {
130     elmnt.onmousedown = dragMouseDown;
131   }
132
133   function dragMouseDown(e) {
134     e = e || window.event;
135     e.preventDefault();
136     pos3 = e.clientX;
137     pos4 = e.clientY;
138     document.onmouseup = closeDragElement;
139     document.onmousemove = elementDrag;
140   }
141
142   function elementDrag(e) {
143     e = e || window.event;
144     e.preventDefault();
145     pos1 = pos3 - e.clientX;
146     pos2 = pos4 - e.clientY;
147     pos3 = e.clientX;
148     pos4 = e.clientY;
149     elmnt.style.top = (elmnt.offsetTop - pos2) + "px";
150     elmnt.style.left = (elmnt.offsetLeft - pos1) + "px";
151   }
152
153   function closeDragElement() {
154     document.onmouseup = null;
155     document.onmousemove = null;
156   }
157 }
158 </script>
```



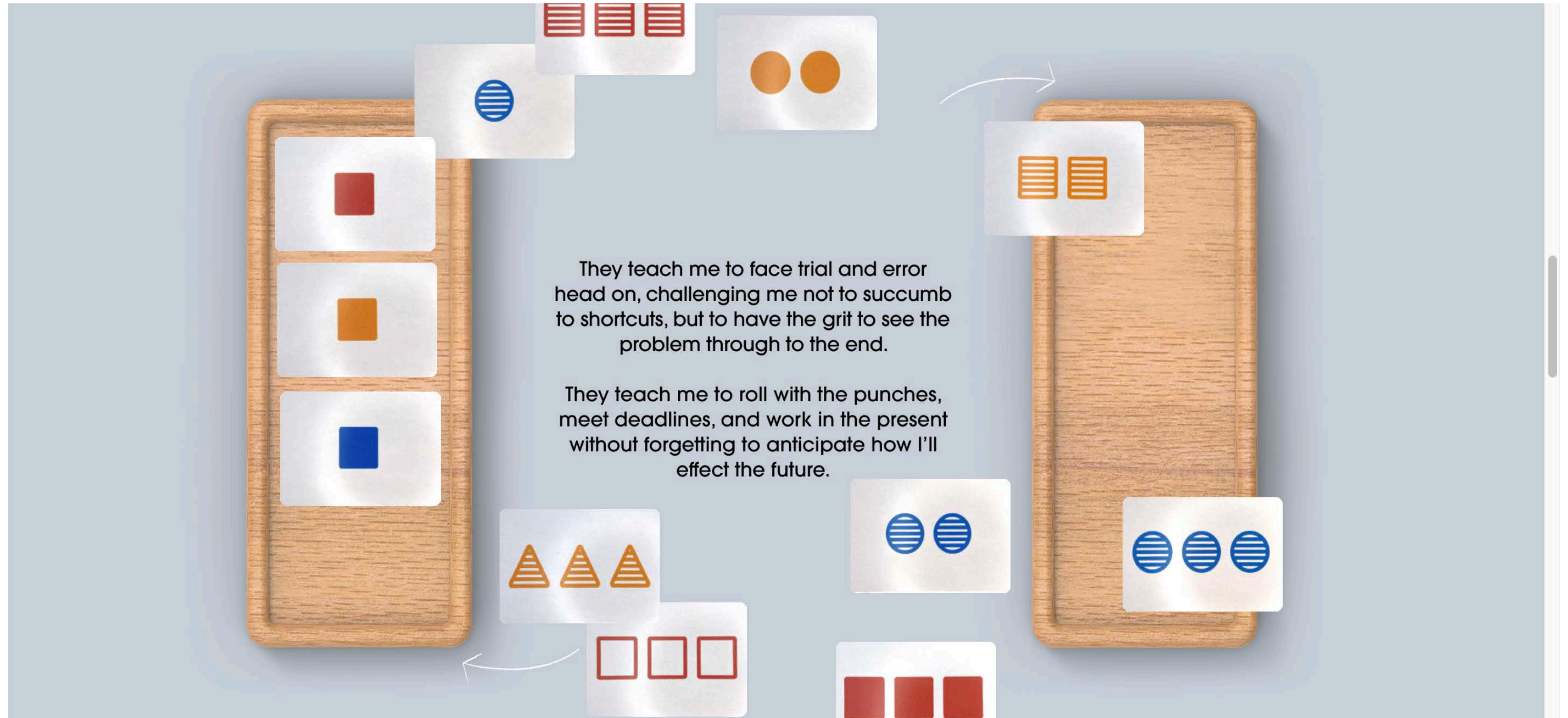
# WEB DESIGN

Click and hold a piece to move it. Try to completely fill the board.



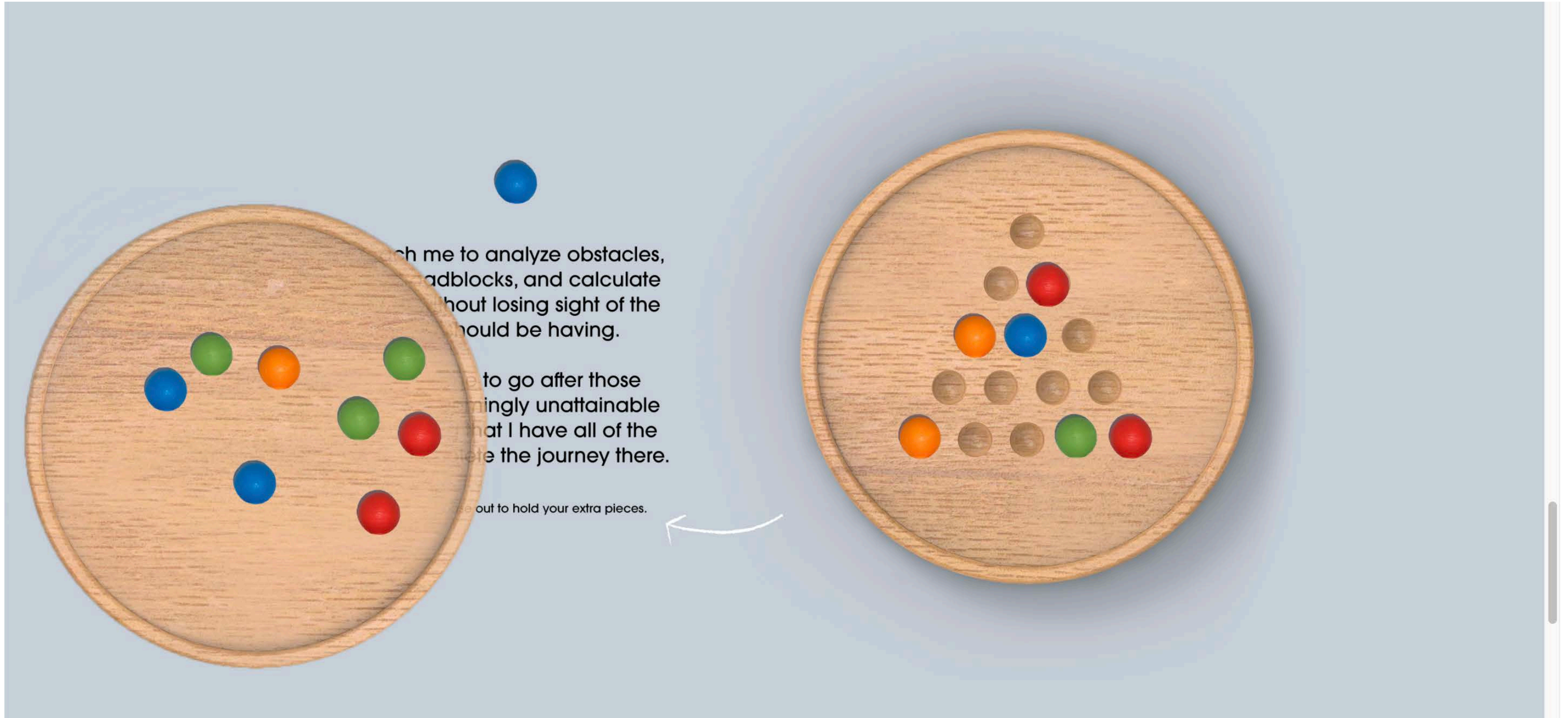


# WEB DESIGN



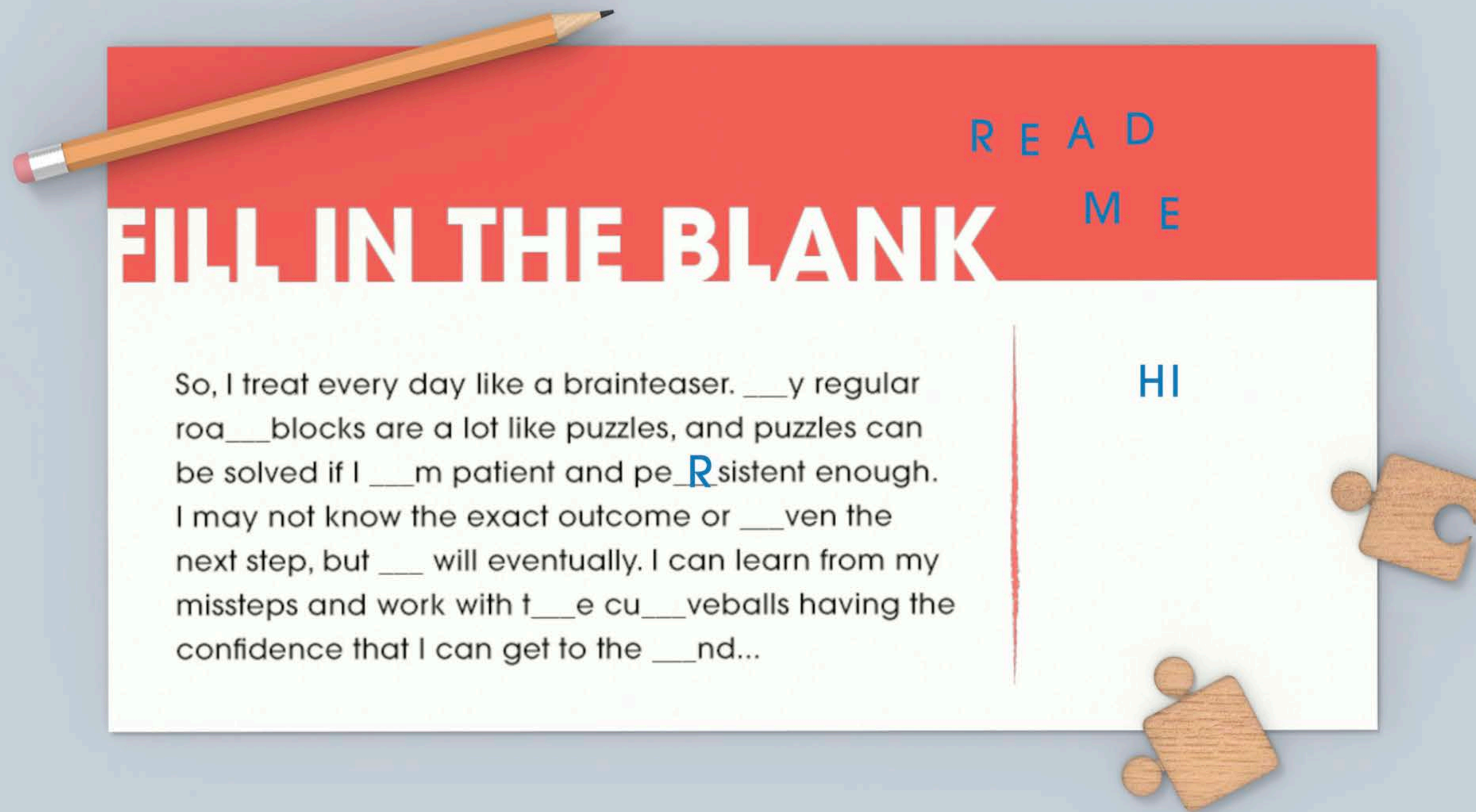


# WEB DESIGN





# WEB DESIGN



BECAUSE IT'S JUST BRAINTEASERS,



# **FINAL PROTOTYPE**



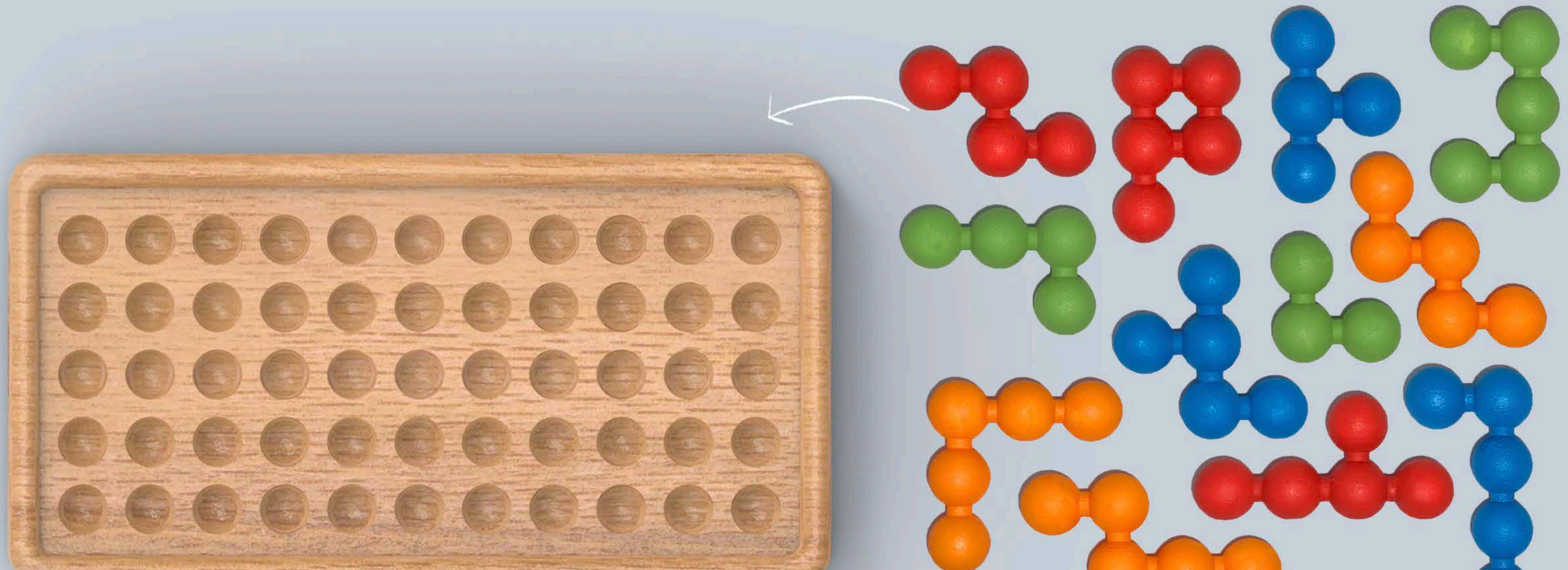
# I'VE ALWAYS LOVED BRAINTEASERS.

Brainteasers are easy.

Click and hold a piece to move it. Try to completely fill the board.



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That's not true at all.

They're not easy, but they are simple.



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**THEY'RE NOT  
JUST TIME-  
STERS**

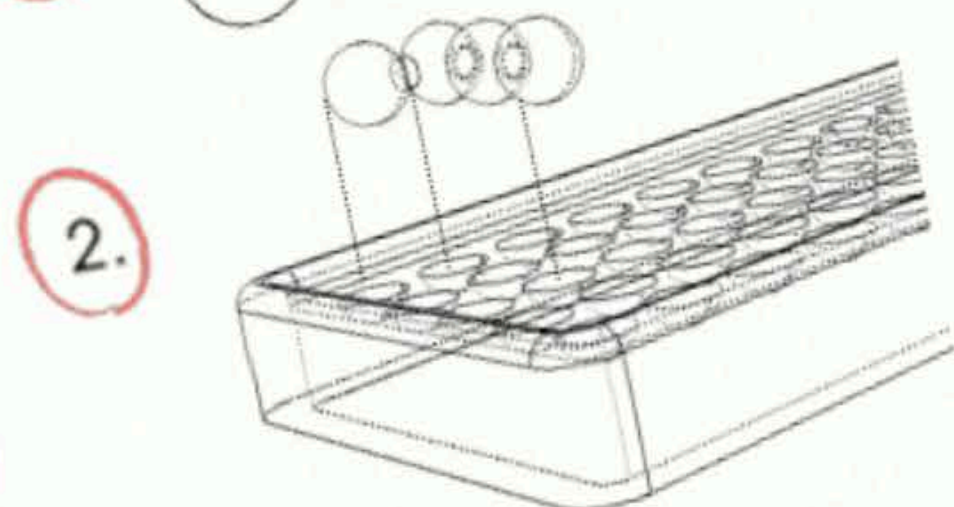
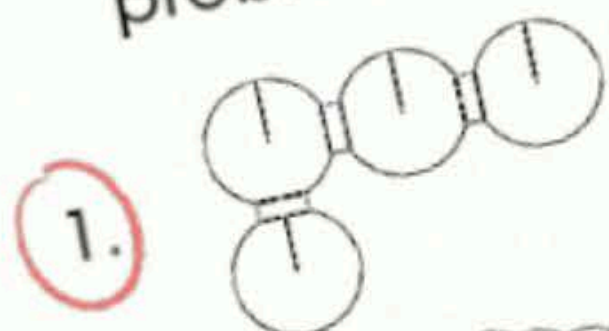


**GOAL OF THE GAME:**  
Create two series of three  
that have a



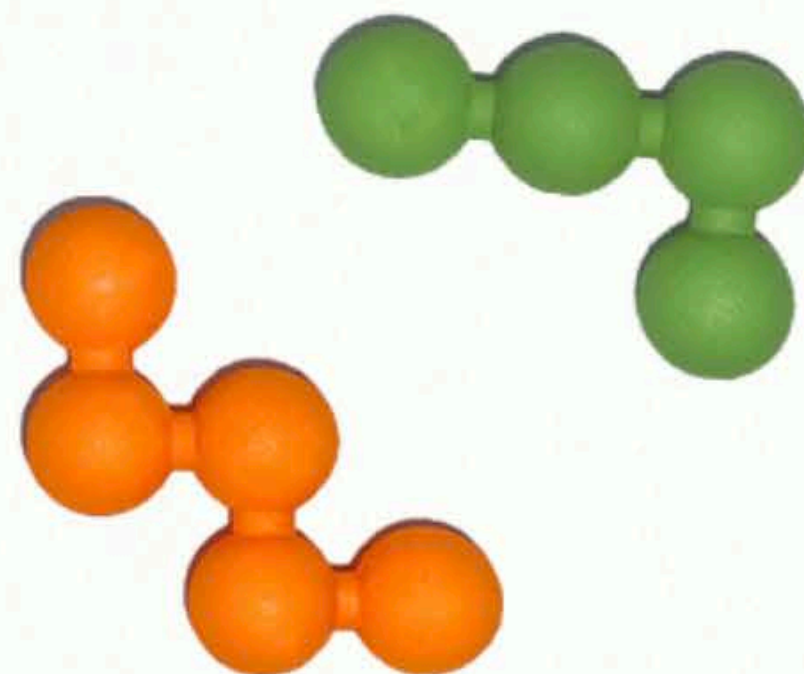
# BRAINTEASERS HAVE...

Established rules and specific pieces that lead to the solution of the problem they pose.



They provide a practice field for testing your wit and keeping catalogue of solutions with the comfort of knowing that there is a right answer.

## THEY'RE NOT JUST TIME- WASTERS,



## THEY'RE LESSONS.

### GOAL OF THE GAME:

Create two series of three cards that have three similarities and one difference. Of the following categories— number, shape, color, and shading— three should be the same, but the last must be different.



This series works. The shape, color, and shading match, and the numbers are different.



This series does not work. The color, and shading match, but the numbers and shapes are different.



This series works. The number, shape and shading match, and the color is different.

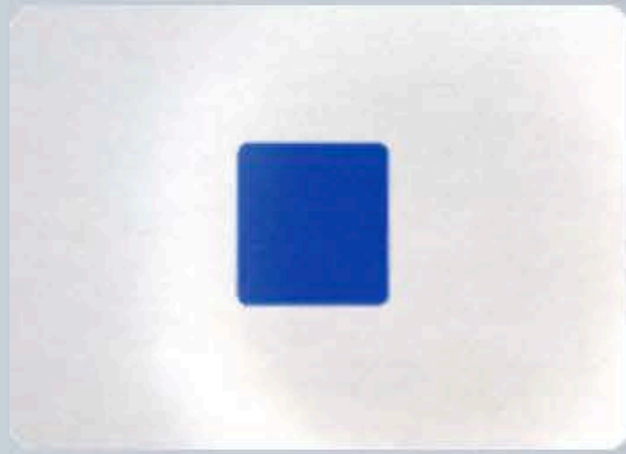
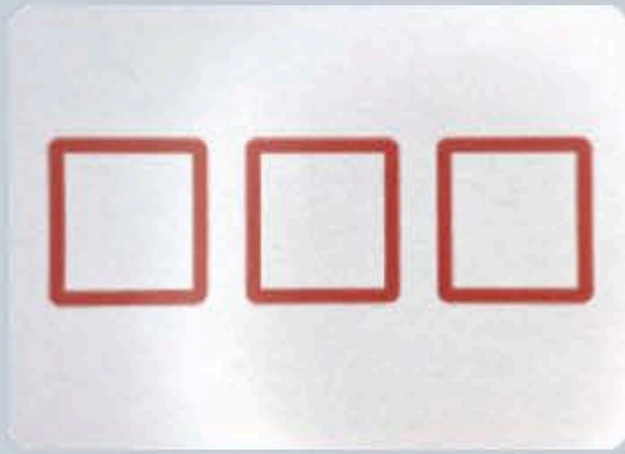
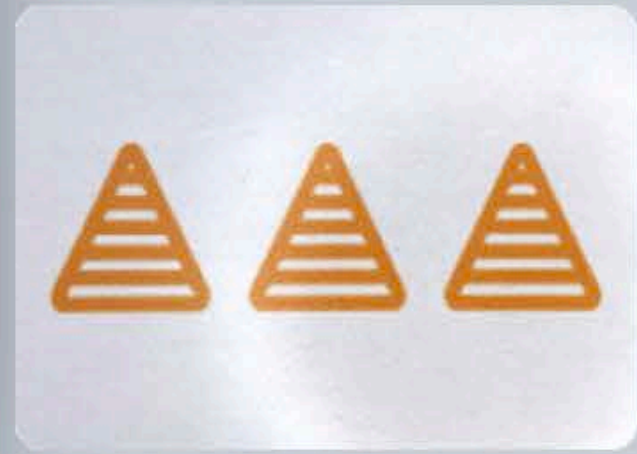
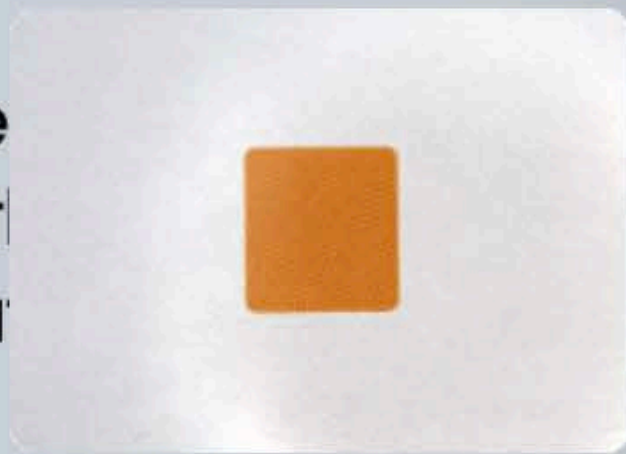
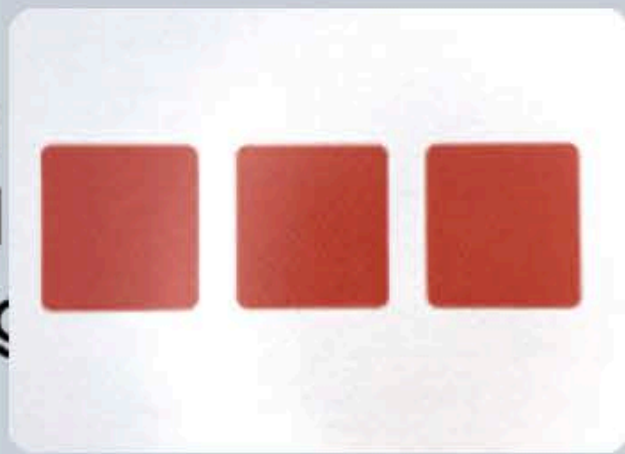
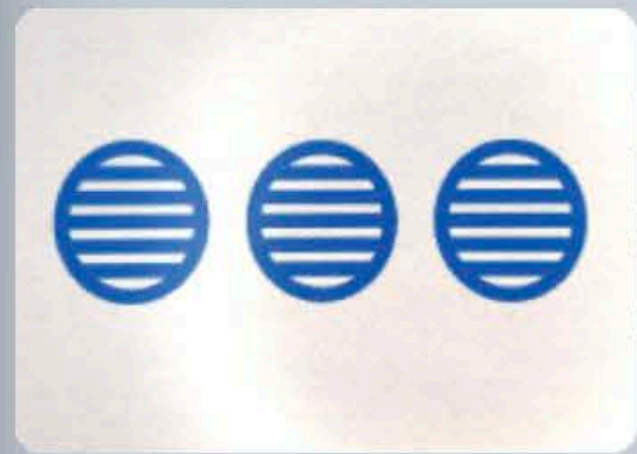
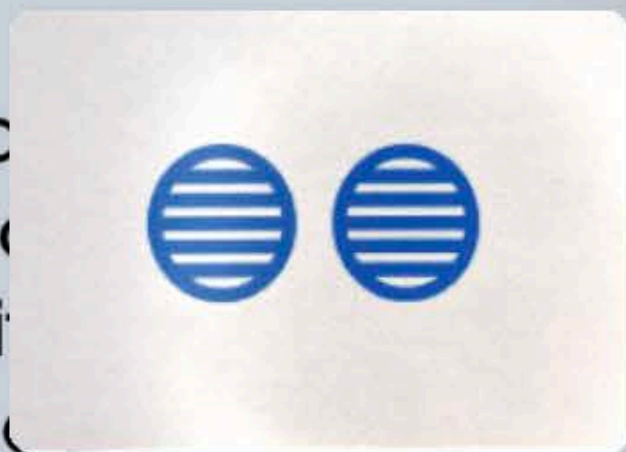
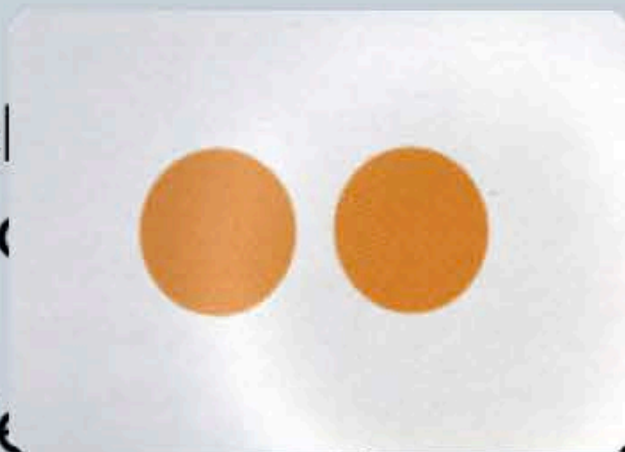
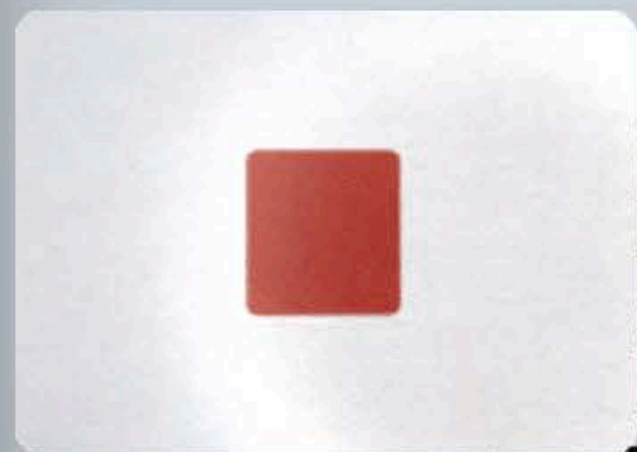
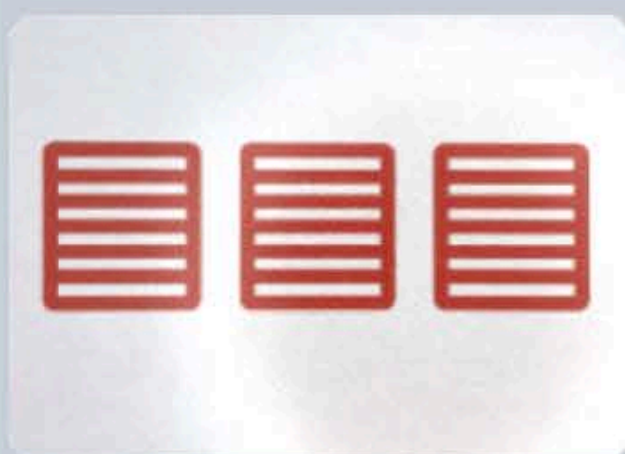


This series does not work. The numbers match, but the shape, color, and shading are different.



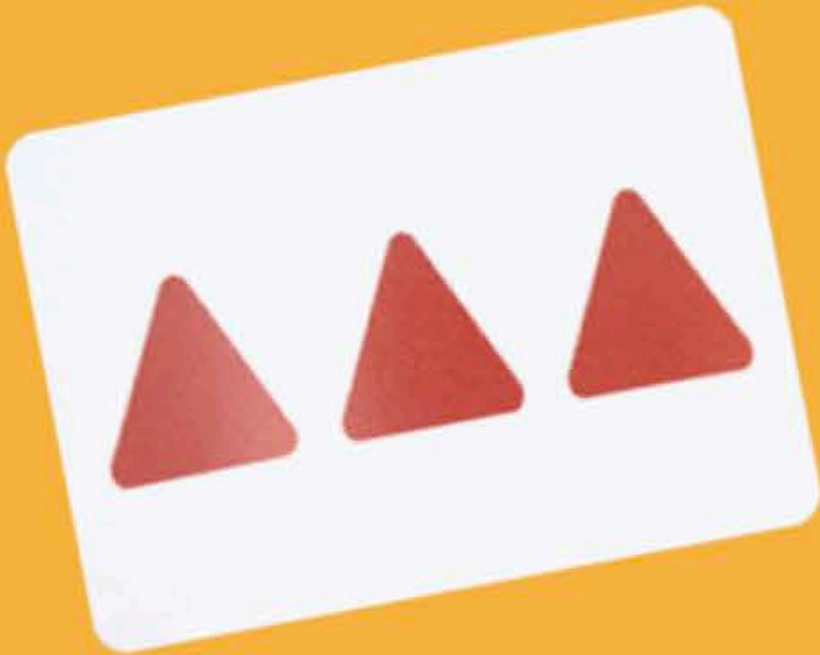


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# INSTRUCTIONS



**Ages:** 7 and up

**Players:** 1-2

**Objective:** End with only one sphere left on the board.

**Rules:** Start with one empty divet. As you jump over spheres, remove them from the board.

**Challenge:** They teach me to cherish the things that make each situation different, and to use those very differences to work towards even stronger solutions.

They teach me to be patient and adapt, even when the outcome is ~~unknown~~

~~unclear~~

~~unresolved~~

~~undecided?~~

~~unpredictable~~

uncertain, and to know when I am the only person standing in my own way.



PENTOMINOES  
TETRIS  
CARDS  
SOLITAIRE  
SET  
PUZZLES  
CROSSWORD  
SUDOKU



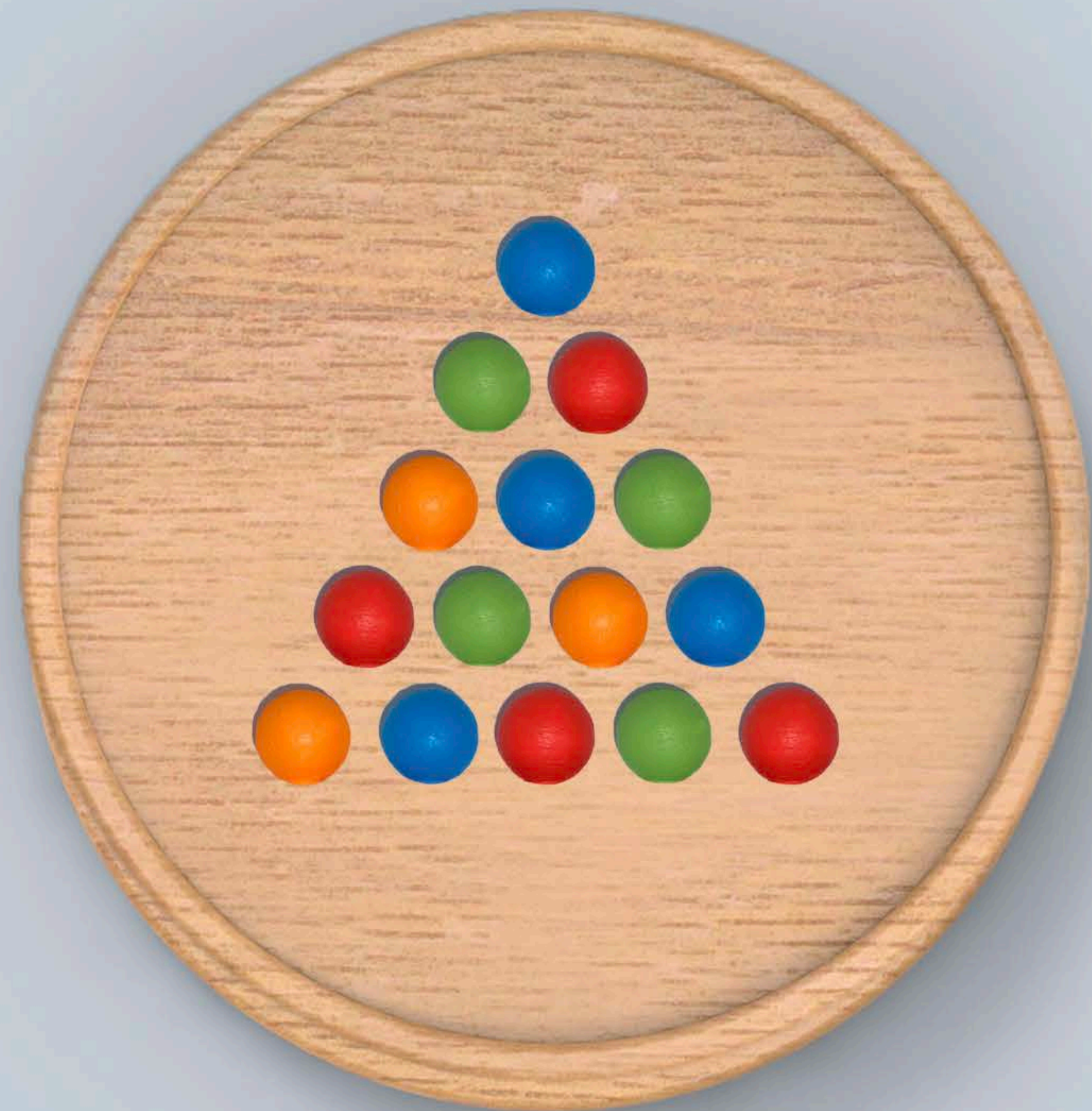


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They teach me to analyze obstacles,  
consider roadblocks, and calculate  
outcomes without losing sight of the  
fun that I should be having.

They teach me to go after those  
glimpses of seemingly unattainable  
goals knowing that I have all of the  
pieces to complete the journey there.

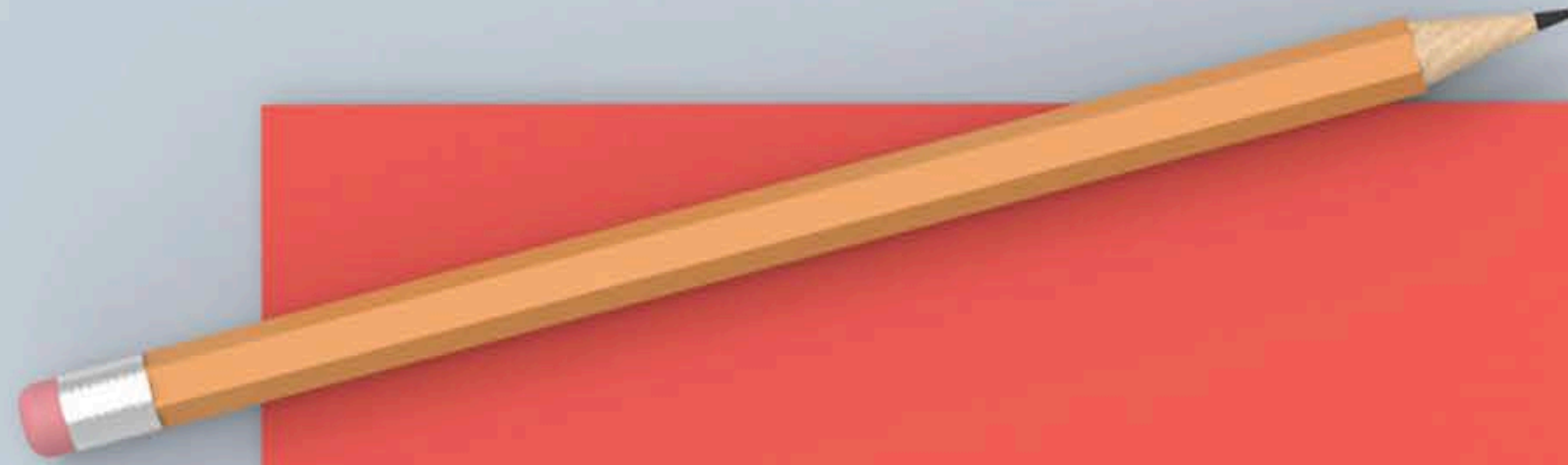
Click and drag the base out to hold your extra pieces.







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# FILL IN THE BLANK

So, I treat every day like a brainteaser. \_\_\_y regular  
roa\_\_\_blocks are a lot like puzzles, and puzzles can  
be solved if I \_\_\_m patient and pe\_\_\_sistent enough.  
I may not know the exact outcome or \_\_\_ven the  
next step, but \_\_\_ will eventually. I can learn from my  
missteps and work with t\_\_\_e cu\_\_\_veballs having the  
confidence that I can get to the \_\_\_nd...

M I A

D R E

H E R





missteps and work with t\_\_\_e cu\_\_\_veballs having the  
confidence that I can get to the \_\_\_nd...



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**BECAUSE IT'S JUST BRAINTEASERS,  
AND I CAN FIGURE IT OUT.**



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DEMO VERSION

Made with [Squarespace](#)



# REFLECTION

I am so, so happy with how this project turned out. Of course it would've been nice to have this show in person, and to have had the ability to make all of these things physically, but on the other hand, I had the opportunity to work on skills like JavaScript and 3D modeling that I wouldn't get to use much under normal circumstances. I encountered a half-dozen twists and turns while working (but let's be honest who didn't), but that ability to jump right back and not get discouraged was critical. I am so pleased with what I learned from this project, and I am a little bit sad to finally have it out there. My last big DVC project out there all on her own- they grow up so fast! Of course I could sit here and nit pick and contemplate what I might've changed forever, but where's the fun in that? I am very proud of my little project, and I am so happy to see it out there!

I want to thank my all my professors, especially Amy and Wes for putting up with us during this crazy past year. I want to thank my grandparents and my parents for helping me get through school (and for listening to me complain about school). And lastly my lovely friends and roommate who's poor, poor souls had to suffer through me shoving my designs in their face at all hours of the day asking for critique these last four years. I am very grateful to have the support of all of you!