
School of Design
www.design.cmu.edu

Carnegie Mellon University
Admissions Office
5000 Forbes Avenue
Pittsburgh, PA 15213

Design Project

If you have limited work in your portfolio, the Design Project is **an option** to supplement that work. If you have no portfolio or creative work, the Design Project will satisfy the portfolio requirement.

The goal of this Project is to help assess your design potential. We would like you to take your time and complete all components of this Design Project on your own. Some parts of the Design Project will take more time than others. This will vary from person to person, but the entire Design Project should not take an enormous amount of time.

As you will see, the Design Project challenges you to use many of your design abilities as you work through and resolve each component. It is important to know that there is no right or wrong answer to any part of the Project; you cannot fail. We recommend trying out some of your ideas on sketch paper in the process. Relax, be yourself, and have fun!

When you have completed this Design Project, and if you are coming to campus for an interview, bring your completed Project to your on-campus interview. If you are exercising the digital submission option, follow the "Digital (online) portfolio option" found on the School of Design web site to submit your project. This may require scanning materials or taking good quality digital photographs of your original work.

If your Design Project is a supplement to your portfolio, submit it along with the rest of your digital portfolio, however, you have a total of 25 total images so plan accordingly.

General Instructions for Completing the Design Project

This document contains complete instructions for the four assignments within the Design Project. You are expected to provide the tools, media, and materials (designed to be inexpensive) that are specified in the instructions for each component.

Please read all instructions before beginning each assignment of the Design Project. If any instructions are incomplete or unclear, you decide what would be the best way to proceed.

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Assignment 1 : Translation

- Materials: Work directly on 8.5" x 11" sheets of paper.
- Instructions: The overall goal is to create 3 drawings. First, create an observational line drawing (no tone/gray values) of an actual hand held object of your choice. The size of this object should not exceed that of a shoebox. You may use any fine-line drawing medium such as a graphite pencil, ballpoint pen, felt-tip pen, etc. Second, translate your line drawing into two additional drawings— a drawing using a variety pencil weights (HB, B, 2B) to create tone/gray values and a composite image using flat shapes cut out of black construction paper and assembled with adhesive/glue.

Assignment 2: Expression

- Materials: Digital camera.
- Using a digital camera, create a photographic narrative of 5 images that tells a story about an object, environment, or an experience that happens over a period of time.

Assignment 3: Explanation

- Materials: Work directly on 8.5" x 11" sheets of paper.
- Instructions: Diagram a simple everyday task (*like brushing your teeth*) using no words or text. Your audience is children age 5. Consider the sequential steps, context, and objects involved while doing this task. Create this diagram by hand with pens, pencils, and/or markers.

Assignment 4: Impact

- Materials: You pick! Please document accordingly.
- Celebrate Design's ability to create positive, meaningful change throughout the world. Design and build a functional "gift" piece that captures, engages, ignites, celebrates, reflects, the human spirit. Describe in a short paragraph what the gift is, who the recipient is, and the intended impact/effect.