

Formstorming Activity

- Read *Formstorming* and *Rules & Randomness* chapters from “Graphic Design: The New Basics.” You should have your print edition of the book by now.
- Complete this assignment for Thursday, 2/6. Write or type your answers and hand in on paper at the beginning of class.

Based on your understanding of the *Formstorming* chapter, think of three different formstorming ideas that you would like to try. They should be related to creative processes and design tools you would like explore, based on your specific interests as a student designer. Describe each idea in at least one short paragraph. Give each idea a descriptive title as well.

Choose the formstorming idea you like best and, referring to your reading on *Rules & Randomness*, write a set of specific rules that you would adhere to. Remember, “If...rules are well planned, [you may] interpret them to produce...unique and unexpected [solutions].” (Lupton/Phillips, 249).