"Our Hands"

Alyssa

8823A

Milford, Ohio

Description:

Taking inspiration from the art of Yayoi Kusama and Gustav Klimt's *Poppy Field* (1907), I wanted to convey a clear message about the future of my generation. We are often given a bleak outlook on the time ahead and the horizon seems to continually darken. However, VEX provides an opportunity to bring color to that upcoming gloom. VEX is an avenue that allows everyone of my generation to brighten their future through various STEM fields. In doing so VEX allows us to make the challenges of the past, present, and future small when compared to our abilities.

Design Process:

1. Identify the Challenge:
   - Create a poster to inspire others to join VEX Robotics using text and images
2. Brainstorm Solutions:
   - Create a clear message
      - "The Future Is In Our Hands" vs "Grab The Future"
   - Art inspiration
      - Yayoi Kusama
         - Uses patterns
         - Fills up space
      - Poppy Field by Gustav Klimt
         - Many small details
         - Path in the middle
   - Use hands
      - Hands build the robot, type the program, use the controller and write in the engineering notebook
   - Use game elements from 2014 - present (Skyrise to Tipping Point) as that's when my high school's robotics club was created
   - Show other aspects of VEX
      - Remote, robots, awards etc
3. Select a Solution:

- "The Future Is In Our Hands" selected: selected "our" instead of "your" to focus on unity and collaboration
- Hands are larger than the challenges (game elements)
- Other aspects will make up the background pattern

4. Create the Solution:
   - Use Adobe Illustrator
   - Took photos of game elements from storage
     - Only medium/large mobile game elements
   - Use official VEX images for other aspects
     - Remote, award, clawbot, logo, and sprocket chosen
   - Steps:
     1) Faded background
     2) Hands drawn
     3) Cascade of game elements
     4) Mosaic background - Grayscale so focus is on game elements & hands
     5) Add text in front

5. Test the Solution/Final Adjustments:
   - Change hand color for racial ambiguity
   - Blend the game element sections
   - Resize to 18" x 24"
   - Choose font of text: **Rockwell Bold**