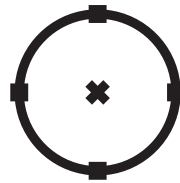


SUMMER BRIEF

UNKNOWN PLACE



The Brief

Maps are used for a multitude of reasons, they have the power to create and destroy nations, guide you around a city, take you to your next objective in a video game, seek out buried treasure or just help you find a well good restaurant. All maps are made to represent a place symbolically or literally, the features you chose to highlight are complete variables.

Your task is to create a map for an Unknown Place, it can be somewhere unexplored in reality, somewhere from fiction or your own imagination. It doesn't even have to be a physical place it could be a map to an abstract idea or concept. It doesn't have to be legible, it could be encoded and need to be deciphered and it may be like no other map that has ever existed before. Maps are representative and if you chose to focus on something surreal why wouldn't your map reflect that, all the way through to the medium you choose (the way you make it). The big question is, Where will your map lead?

Deliverables

The deliverables are what we expect you to have ready to hand in and show us when you start the course. You will need to bring this work with you on your first day.

1.

A sketchbook, however you want to use it however you want it to look. It just needs to show us what is going on in your mind!

2.

Your final map design, how you present it is totally up to you. It can be any size, any material, anything you can come up with. Let your imagination run wild and be ambitious.

Recommended Research

- Agloe, New York Cartography
- Astrology
- Google Street View
- Paper Towns
- Animal Crossing
- Transit Authority
- Graphics Standard Manual
- Harry Beck
- An Atlas of Imagined Islands
- The Age of Wire and String
- Glyphworld maps typeface
- Kiosk Studio
- It's Nice That
- Behance
- Shannon Rankin
- Carl Cheng art tool
- Chris Kenny mapworks



Creative Arts
at Birmingham
Metropolitan College

WISUAL
COMMUNICATION