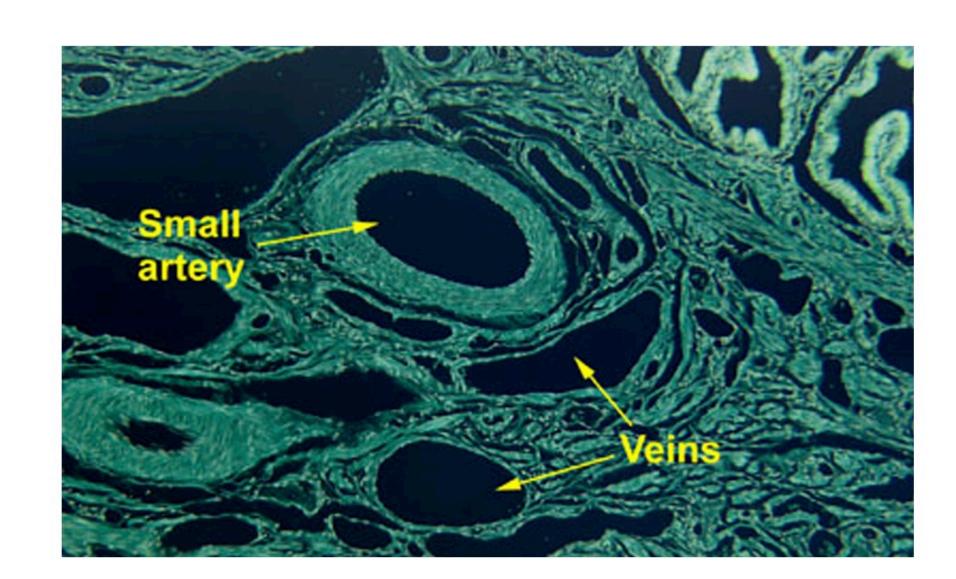


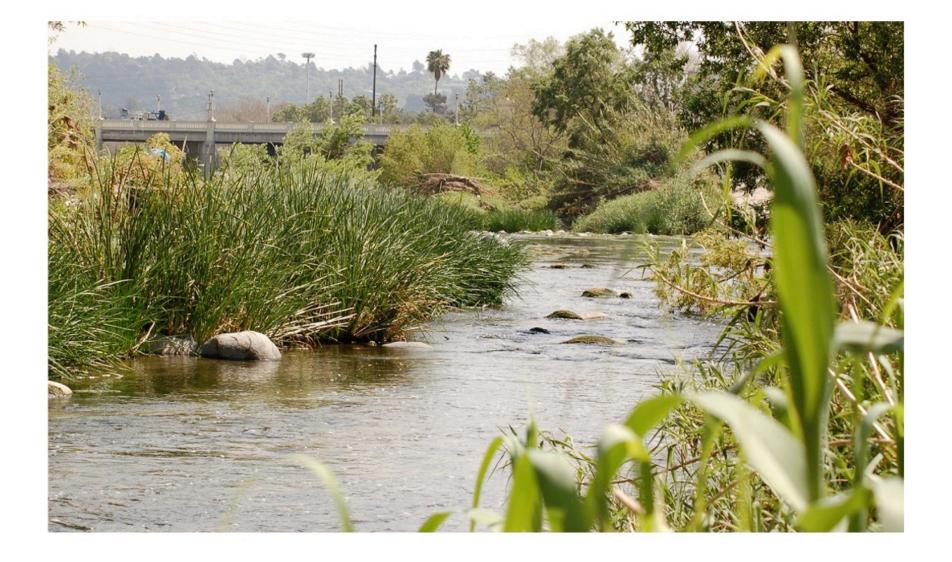
TIMOTHY HAYMARD DESIGN GRAPHICS 2 2020 MINTER



INSPIRATION IMAGES



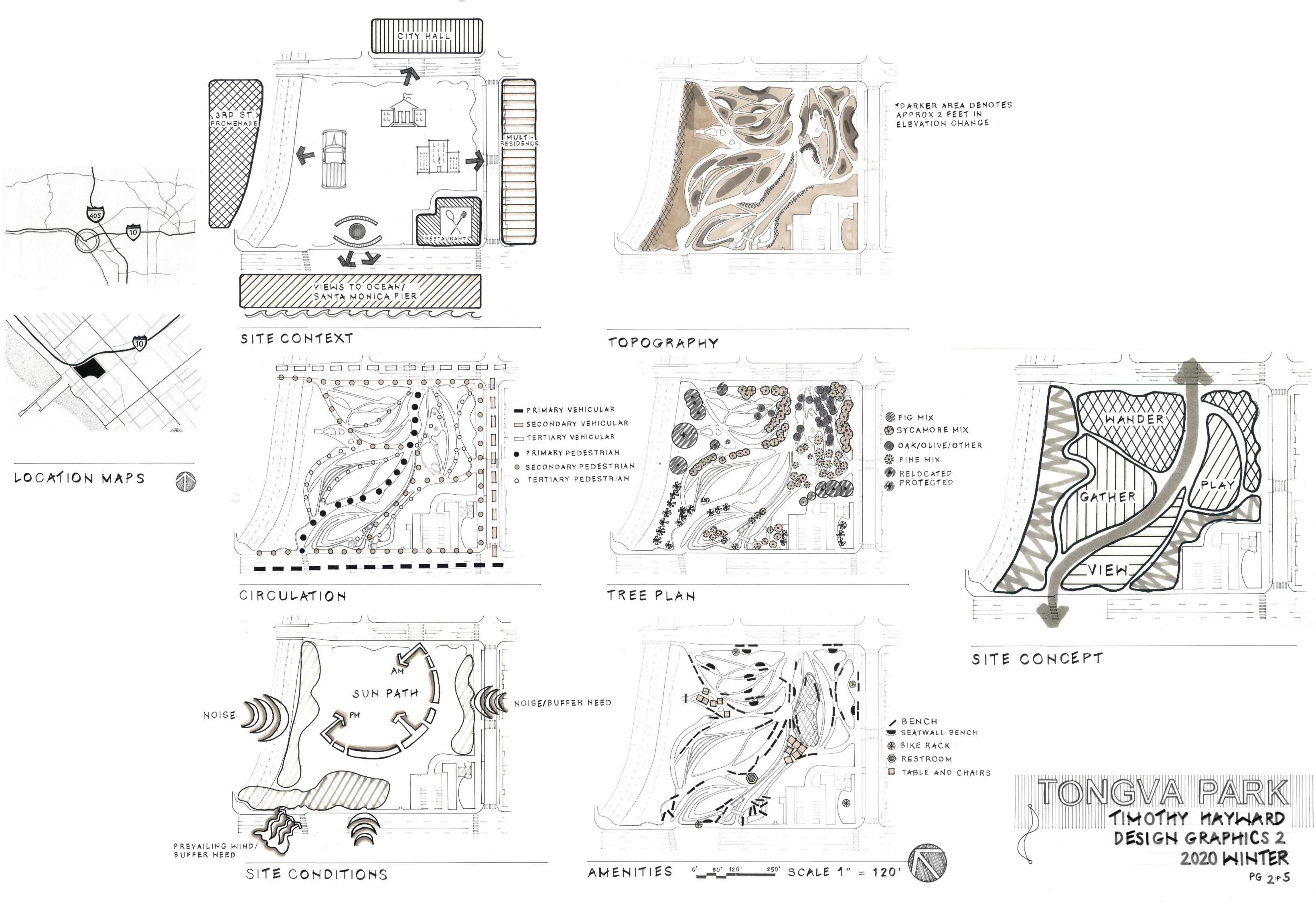


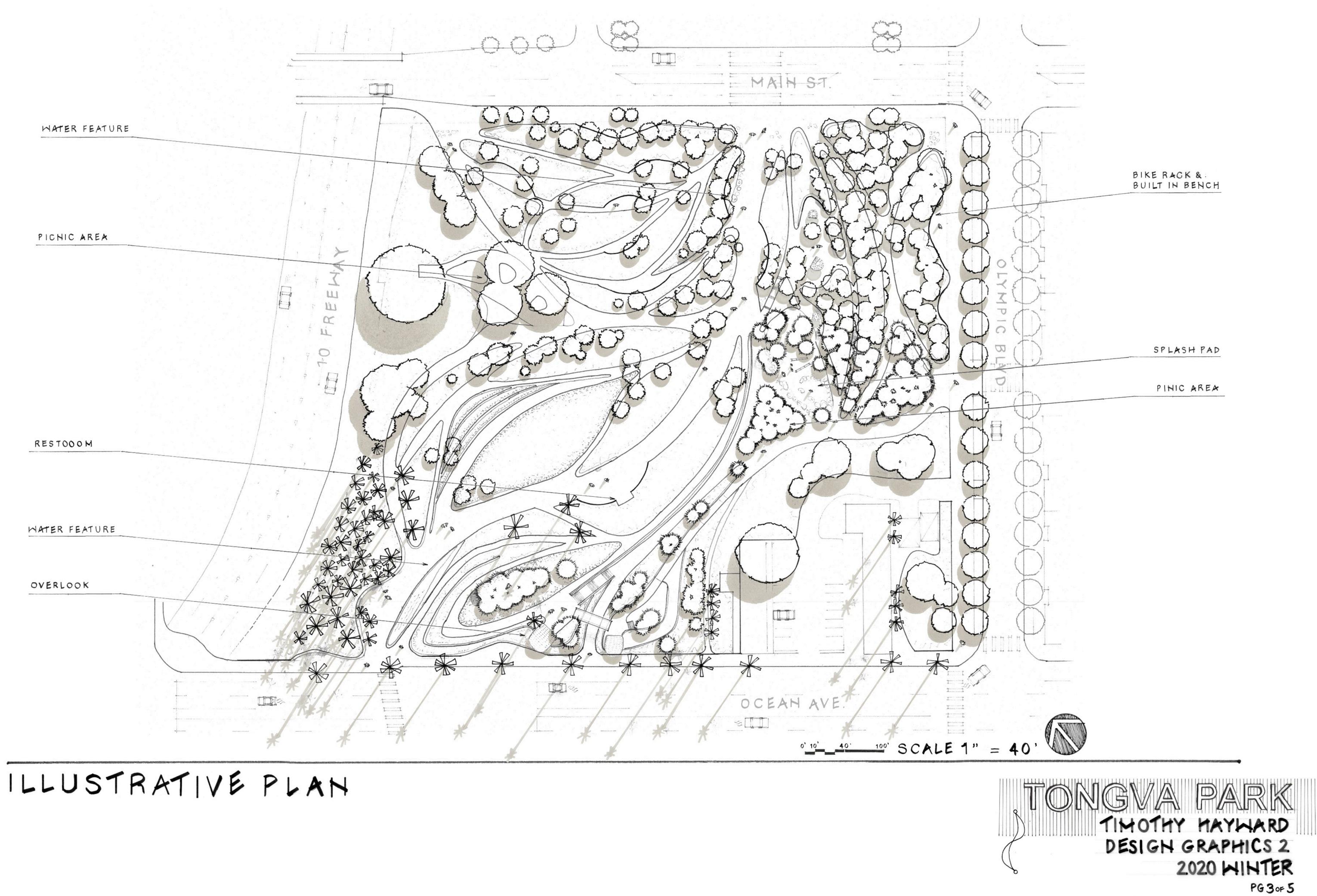




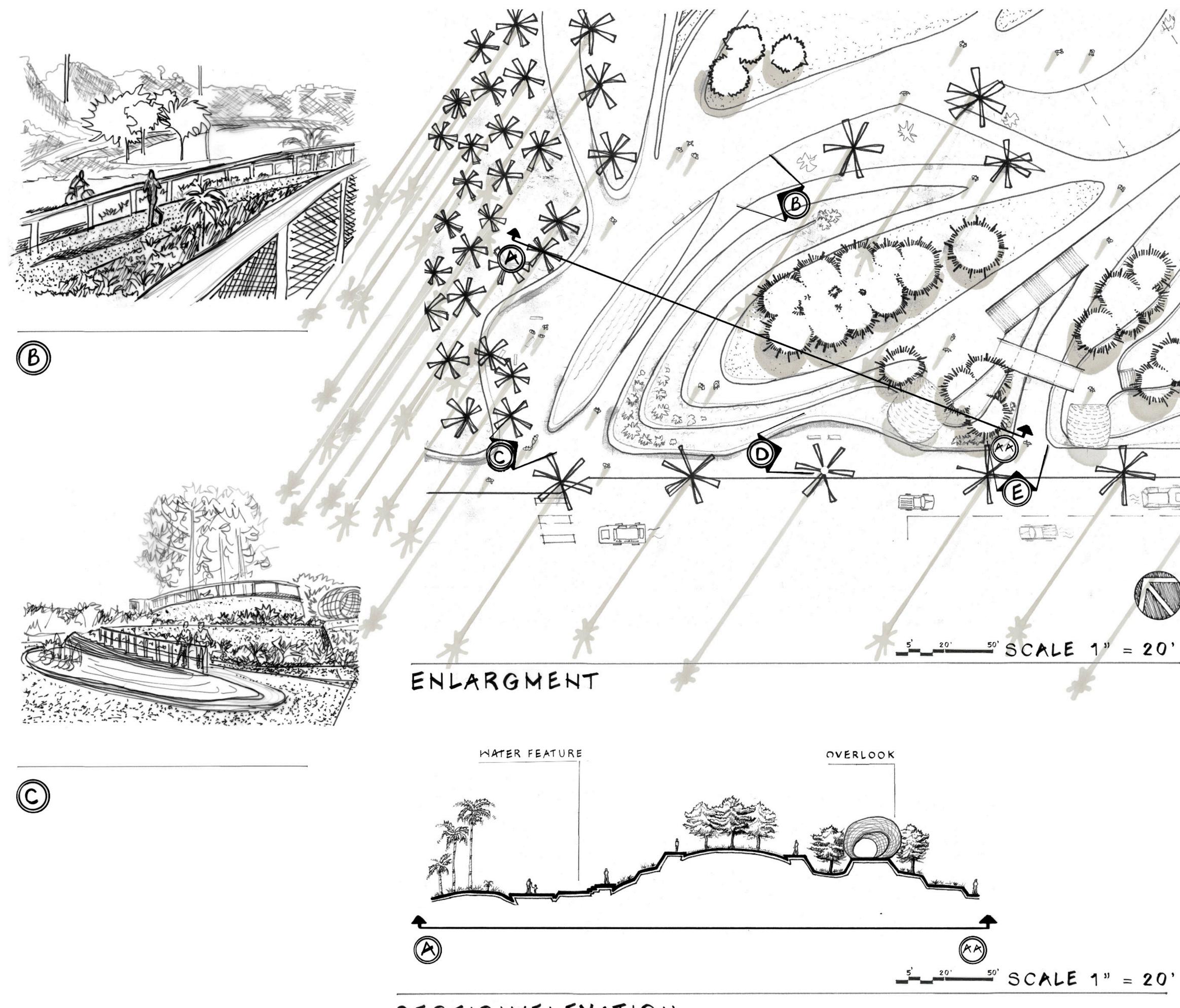




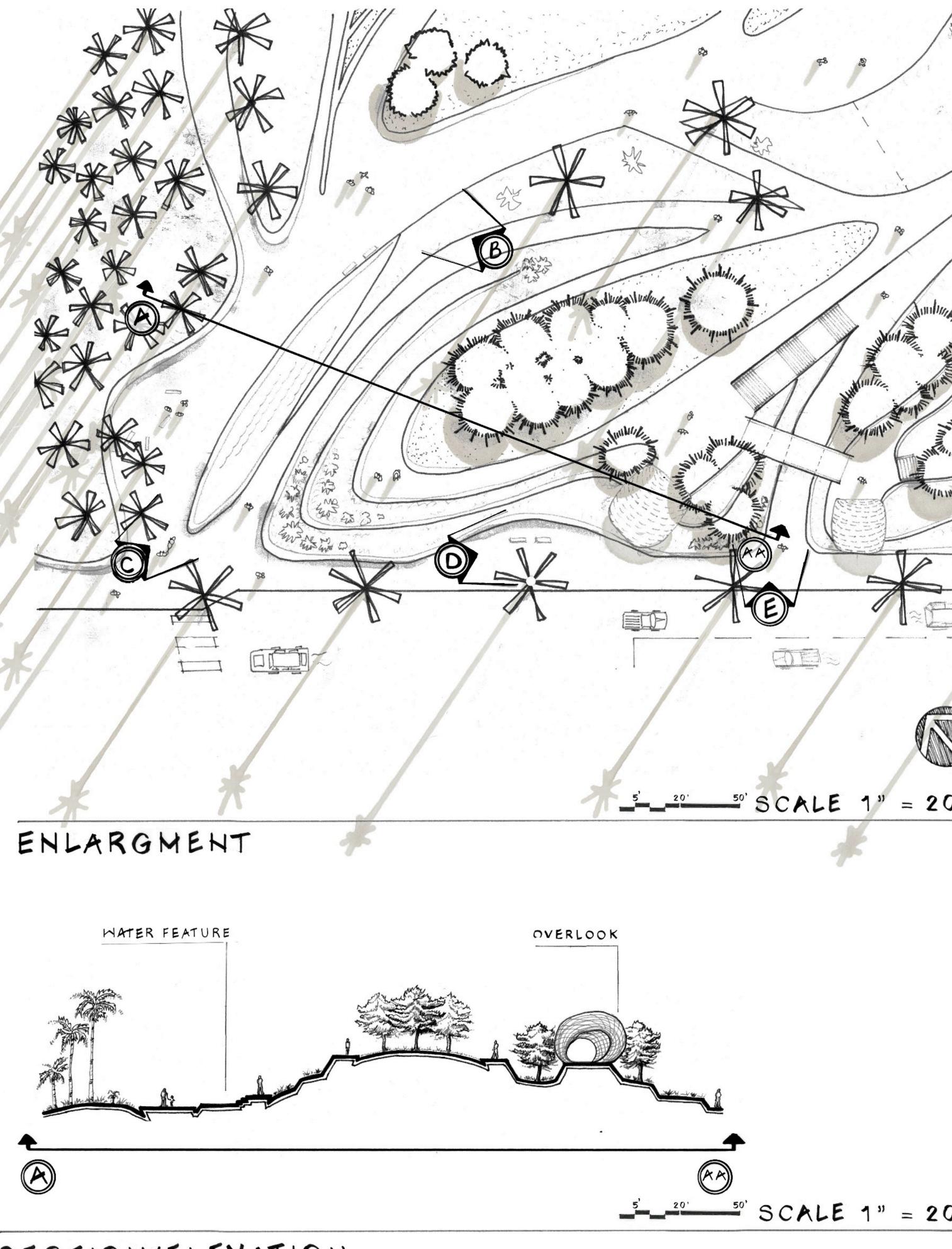




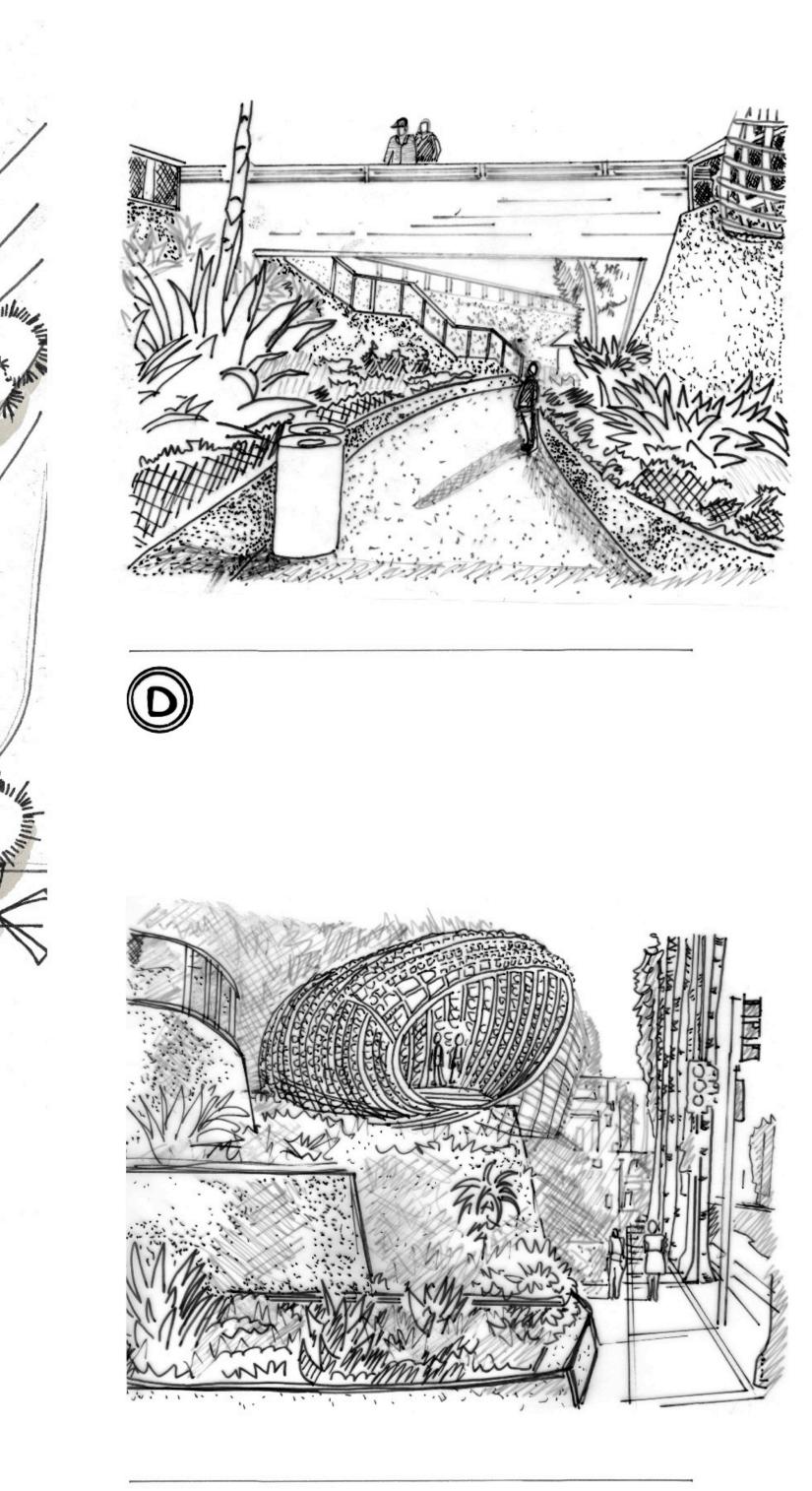




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SECTION/ELEVATION







The top headline from working this entire quarter on Tongva Park, wasn't how much I learned about the park per se, but how to manage time and my own expectations. My main struggle was balancing the fact that we left every class with great light bulbs over our heads on how we could rework our original drawings, but due to the overall need to move on to other aspects of our sheet set as well as additional homework, I had to reset my expectations on what could actually be delivered.

The class itself was a hard pivot from Design Graphics 1, where we had very clear and binary, black and white assignments on exactly what to do. Our hands were a little held in DG1. We knew what pencil to use for what line weight and where to put it on the page. We were told exactly how to draw everything and we knew what those expectations were. We only explored 1/4 of the park and it took weeks to develop a section. This class we were flying by the seat of our pants. It was difficult, but I enjoyed our ability to flex our own problem solving abilities and push our individual unique graphic skills.

Early in the quarter we had the assignment to do a site visit of Tongva with our inventory and analysis handout, and to me this was one of the most informative assignments we had. I looked a park like I never looked a parked before. I saw details that I had never spent time thinking about. This helped inform the way I look and drew the park for the entire quarter.

I wish I had more time to work on basically everything. I know where my problems are with my analytical drawings are (or at least some of them). The goal is clarity and for me it takes a few swipes to get the feel right. Working on the large illustrative plans was a lot to get to and revision was hard to get to after our class feedback. But on the same coin, it was the feedback and classroom critiques that pushed me to redraw, rethink, and adapt to get these sheets better and better.

So feedback and revision were key, but finding and allowing time for it was the rub. You can have great ideas in your head, but what makes the difference is the action. And the action takes time. And revision. And revision. Overall, I know I am leaving the class a better designer. I have a clearer idea of what work at a landscape architecture firm will look like, and I'm eager to take these skills on to our next chapter. I left every class feeling pushed and inspired.

Finally-time and money, and practice, practice, practice. That's ultimately the stuff I'm putting in my back pocket. I have a feeling it's a lesson we'll continue to learn and relearn.

FINAL "NARRATIVE" REGARDING THIS CLASS

Practice makes perfect they say, A goal that is worthy perhaps, But there's other utilities gained in pursuit, Like how to manage time, refine, and adapt.



