Love Design

Architecture • Interior Design • Graphic Design • Motion Design • App Design • Urban Design • Industrial Design • Fashion Design

ENTER THE 2022 PROJECT OSMOSIS' ALL HIGH SCHOOL DESIGN COMPETITION.

Where All Designers Win & Win & Win From Every Discipline

1st Place winners Receive a MacBook Pro
2nd Place Winners Receive an Ipad
3rd Place winners Receive $150.00
Plus Seven Honorable Mention Prizes

Download the app at www.projectosmosis.org
or email us at info@projectosmos.org.

OSMOSiS
Dreams·Self-Expression·Community

PROJECT OSMOSIS: 2022 ALL HIGH SCHOOL DESIGN COMPETITION

Competition Overview

For the 2022 All High School Design Competition (ADC), we would like for our student designers to create products and services that are rooted in the true purpose of "Love Design." Love that creates cures for diseases. Love that builds community centers for youth to play safely. Love that created the airbag. Love that created the rocking cradle. The Love that drives innovation and makes the world a better place to work and live for everyone. This year 10 lucky designers will be acknowledged for their work and given some really cool prizes at "Osmosis Design Awards."

The Project: Love Design

With the advent of social entrepreneurship designers are moving into spaces to design from their hearts freely without the hand of capitalism dictating what will and not make the market. We can use love as a key variable in our problem solving tools. Social Entrepreneurs like Akon with his Lighting Africa project. He and his designers are creating sustainable Off-grid energy as a solution to energy-poverty in Sub-Saharan Africa. Designers from IBM are creating design education courses to help empower teens and adults to bring design thinking methodology to underserved communities. Chicago's very own Greater Good Studios is led by Sara and George Aye. They create human centered design to challenges we face everyday and business people in the social sector.

For the 2022 Project Osmosis All High School Design Competition we would like for this year's student designers to consider all aspects of design when creating items from the future that fall under this category of Love Design.

In keeping with the growth of our technological future, we are also encouraging the student designers to come up with ideas that incorporate two or more elements of the STEAM (Science, Technology, Engineering, Art & Math) concept.

Think about how you can "Love Design" in the following design disciplines.

Architecture• Interior Design
Graphic Design • Motion Design
App Design • Urban Design
Industrial Design • Fashion Design

"Love Design" Design Brief

Your design must include a typed or neatly written design brief (description) up to 500 words that explains how your design relates to "Love Design" and STEAM . Pieces submitted without a design brief or correct size will be disqualified.
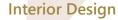
Submission Steps

Choose Your Design Discipline

Graphic Design

The design of every form of visual communication in which we come in contact daily. Using both design and production elements (including color, typography, illustration, photography, animation and printing) to organize ideas visually to convey a desired impact and message. Examples: Posters, CD jackets, logos, brochures and magazines.

Interior Design

Interior designers need to be creative, imaginative and artistic. Designers plan the layout and furnishings of an architectural interior or space. This includes color schemes, arrangement of pattern designs of fabric, special relations between objects in space. Examples: Floor-plans and models of office buildings, homes, schools, gardens, museums and any other environment.

Motion Design

Multimedia is the combination of one or more of the following: text, graphic, animation, sound and motion video by the use of computers and other equipment. Examples: The design of video games, websites, DVD's, CD-roms, touch screen kiosks and music videos.

App Design

A mobile app is a computer program designed to run on a mobile device such as a phone/tablet or watch. ... The term "app" is a shortening of the term "software application". It has become very popular, and in 2010 was listed as "Word of the Year" by the American Dialect Society. Designing a great mobile app is much more than just pretty screens. It's about the customer journey — the path your users take starting the moment they download your app and includes all the critical steps they take in the process of reaching the goals you defined as part of your mobile app strategy.

Fashion Design

A fashion designer is a creative and technical professional who designs clothing within a specific theme for a specific purpose and a specific market. There are several career paths in this field that you can choose based on your strengths and interests including creative director, sketcher, cutter, pattern maker, costume designer, etc.Examples: The design and sketches of dresses, outfits, costumes, accessories, t-shirts and uniforms.
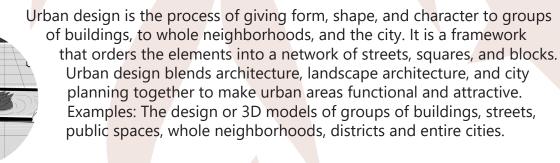
Architecture Design

The discipline dealing with the principles of design and construction and ornamentation of fine buildings and environments with consideration for their aesthetic effect. Architects design buildings of modest to moderate complexity with careful study and consideration of the surrounding landscape and public spaces and large infrastructural and urban systems. Examples: The design or models of office buildings, homes, schools, gardens, museums and any other environment.

Industrial Design

Industrial design emphasizes the development of concepts and specifications for a wide range of consumer products, instruments and medical equipment, furniture and lighting systems, transportation, toys exhibits and packaging centered on the need for socially and environmentally conscious design. Examples: The design of shoes, airplanes, chairs, tables and computers.

Urban Design

Urban design is the process of giving form, shape, and character to groups of buildings, to whole neighborhoods, and the city. It is a framework that orders the elements into a network of streets, squares, and blocks. Urban design blends architecture, landscape architecture, and city planning together to make urban areas functional and attractive. Examples: The design or 3D models of groups of buildings, streets, public spaces, whole neighborhoods, districts and entire cities.

SUBMISSION GUIDELINES & ENTRY FORM

- A complete detailed drawing, illustration, or computer print-out on 8.5 x 11 inch paper and/or board will be accepted for 2-D design.
- Motion/Multi-media submissions are to be no longer than one minute, and should be submitted on CD ROM as Macromedia Flash, Windows Media, or Quicktime formats.
- 3-D design work and models are optional and must not exceed 12" x 12" in size.

SUBMISSIONS WILL NOT BE RETURNED!

- Incomplete or late submissions will NOT be considered.
- No submissions will be accepted after 11/19/ 2022
- Winners will be notified by mail no later than 12/3/2022
- Include your design brief/artists statement.
- Label all artwork and documents with your full name, phone, email and school.
- MUST be a freshman, sophomore, junior or senior high school student to participate.

Email entries to: Project Osmosis

Subject Line Must Read: Project Osmosis ADC 2022

Instructions: All entries must in a pdf or png form included with the application. (All entries must be e-mailed by 11/19/2022.)

E-mail us at info@projectosmosis.org

Mail entries to: Project Osmosis

1740 W. 99th Street
Chicago, IL 60643
(All entries must be postmarked by 11/19/2022.)

ADC 2022 ENTRY FORM

Please complete the form below. Please print clearly.

Design Theme _____

Student Name

_____

Age _____

Student Address _____

City_____ **State** _____ **Zip** _____

Student Phone _____

Email_____

School

_____

Grade _____

School Address _____

City _____**State** _____ **Zip** _____

Parent / Guardian Name

_____

Parent Address _____

City_____ **State** _____ **Zip**_____
(if different than students)

Parent Phone _____

Email_____

Teacher Name _____

Phone _____

Email_____

The osmosis education and mentoring initiative ® is a non-profit 501(c)3 organization . We are an art and design mentoring program targeting grade school and high school age inner city students. By promoting design careers through workshops and seminars, project osmosis increases design awareness while also increasing students' self-esteem! Osmosis is made possible by the generous support of the Richard and Jean Coyne Family Foundation.