



# **A Case Study: Emerging & Innovative Use of Technology in Graphic Design**

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BA (Hons) Graphic Design  
The Northern School of Art

**Embedding new tech  
into curriculum.**

# **An ongoing process...**

# Changemakers...

**Change the  
way we make...**



**Adobe Aero**

**Adobe After Effects**

**Adobe Dimension**

**Adobe Illustrator**

**Adobe InDesign**

**Adobe Photoshop**

**Adobe Sub. 3D Stage**

**Adobe XD**

**Blender**

**Cargo**

**Cavalry**

**Figma**

**Miro**

**Polycam**

**Processing**

**ReadyMag**

**TouchDesigner**

**Adobe Aero**

**Adobe After Effects**

**Adobe Dimension**

**Adobe Illustrator**

**Adobe InDesign**

**Adobe Photoshop**

**Adobe Sub. 3D Stage**

**Adobe XD**

**Blender**

**Cargo**

**Cavalry**

**Figma**

**Miro**

**Polycam**

**Processing**

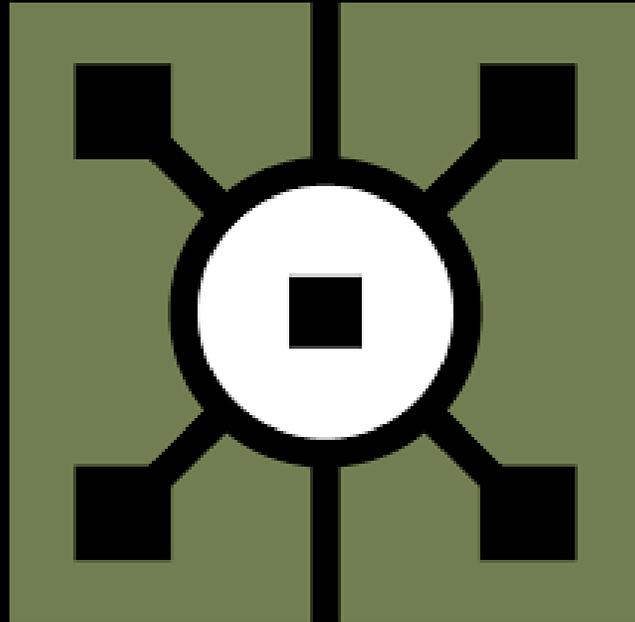
**ReadyMag**

**TouchDesigner**



**Break  
the tools**

# EXAMPLES OF WORK!!!



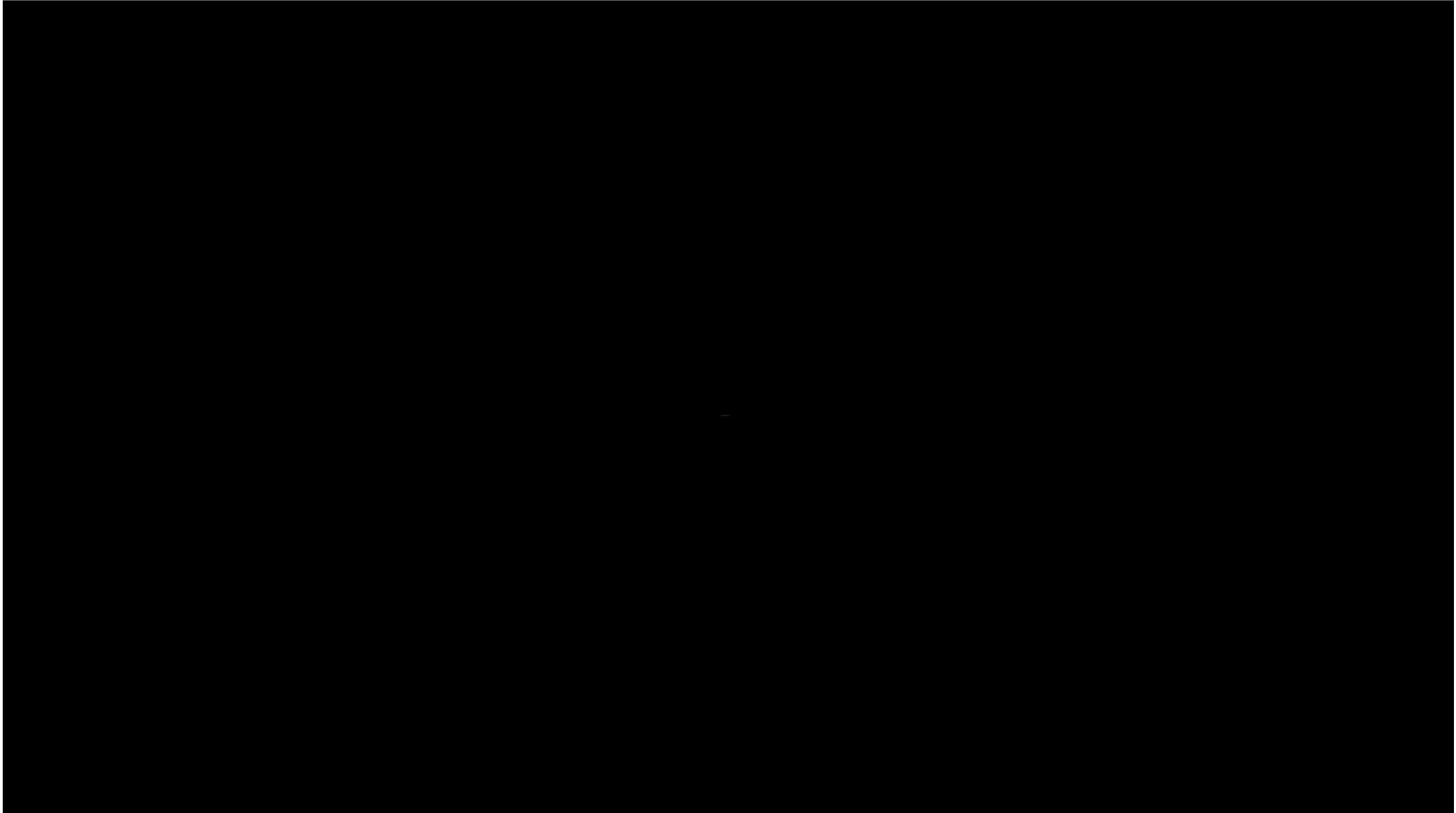
The screenshot displays a Pure Data patch titled "EXTERNAL\_TOX" within a project container. The patch is a complex network of interconnected objects and signal paths. At the top, a "constant1" object feeds into a "cross1" object, which then connects to a "3dScene" object. A "background\_top\_in" object also feeds into the "3dScene" object. The "3dScene" object's output goes to a "comp2" object, which is highlighted with a green border. The "comp2" object's output goes to an "Out" object, which then connects to a "top\_out" object. The "top\_out" object's output goes to a "text6" object, which contains the text "Render output from TouchDesigner to Screenberry".

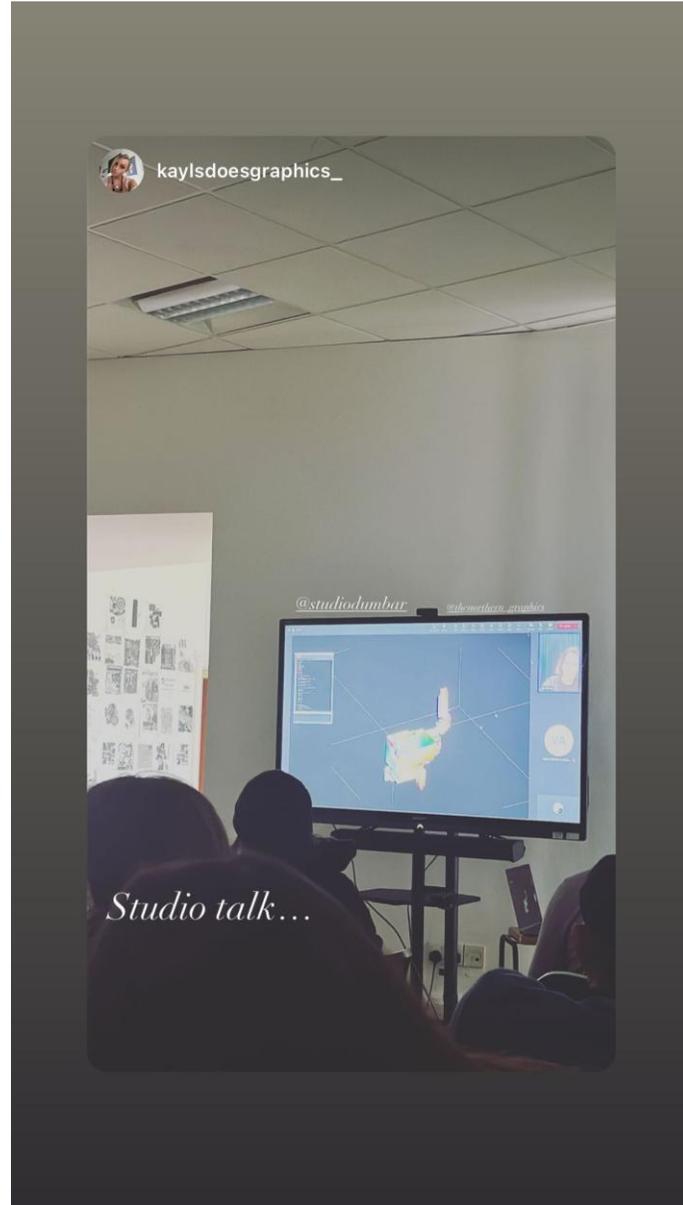
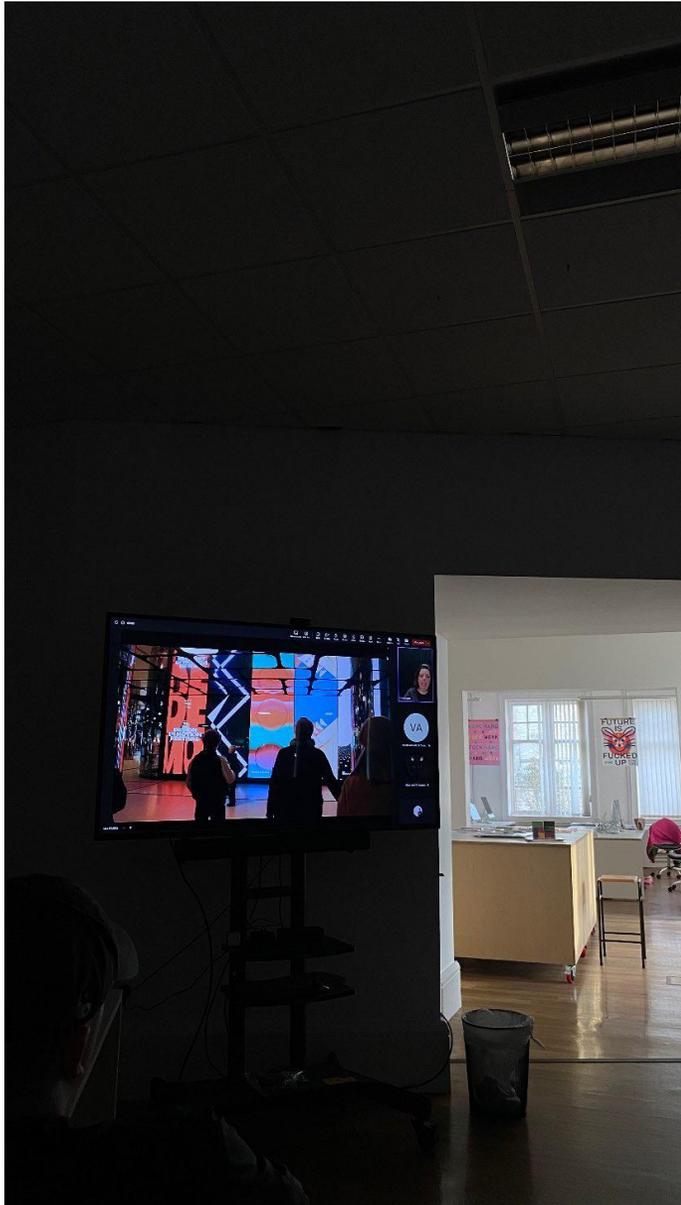
Below the "3dScene" object, there are several control and processing objects. A "transform1" object feeds into a "tex3d1" object, which then connects to a "timal" object. The "timal" object's output goes to a "bg\_TOP\_out" object, which then connects to a "text7" object containing the text "Background TOP from TouchDesigner to Screenberry". A "noise1" object also feeds into the "timal" object.

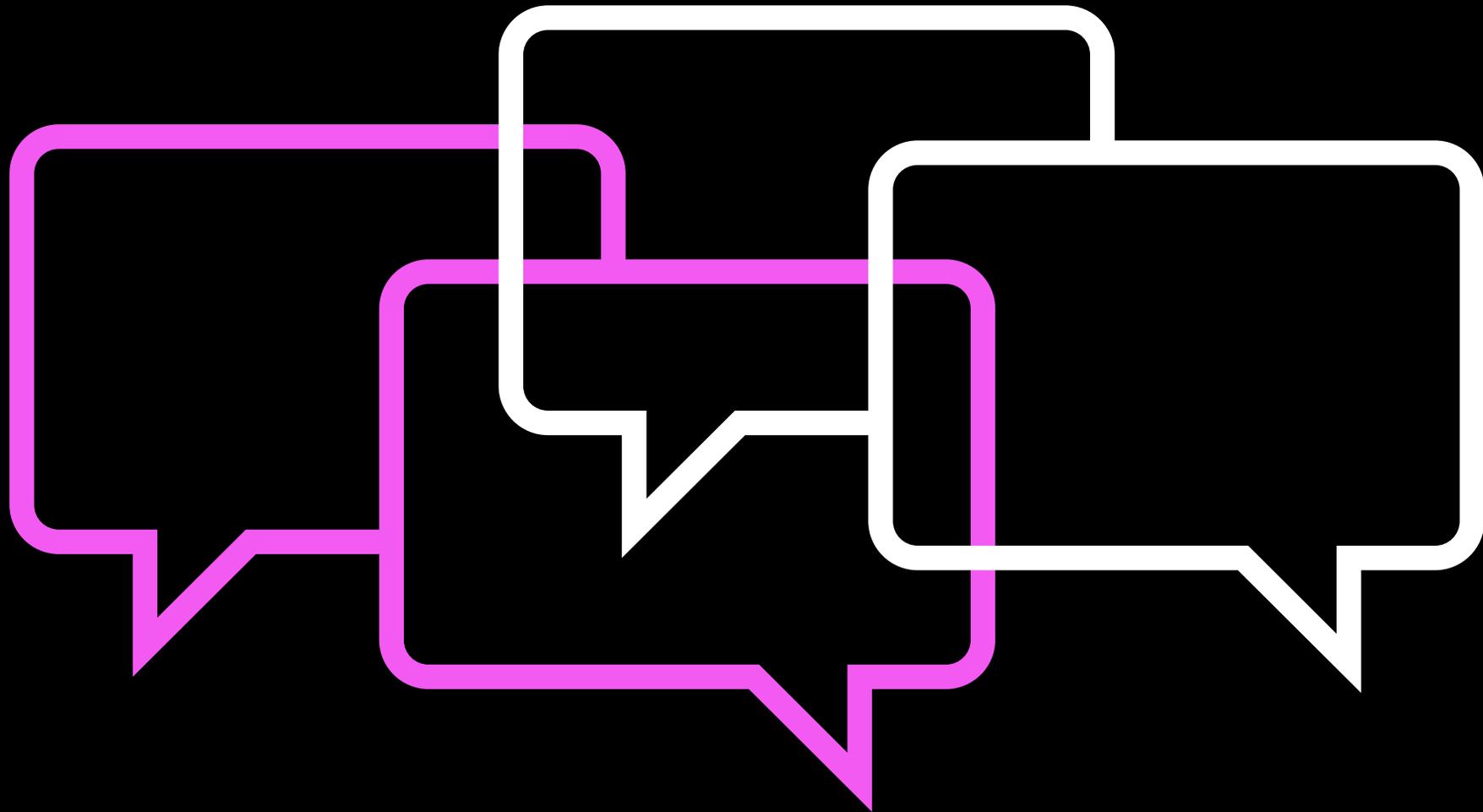
On the left side, there are several "chop\_in" objects that receive input from "text" objects (text2, text10, text13, text3, text4, text5). These "chop\_in" objects feed into "null" objects (null13, null14, null15). The "chop\_in\_multi\_channel\_multi\_sample" object feeds into a "chop\_out\_multi\_channel\_multi\_sample" object, which then connects to a "text8" object containing the text "CHOP from TouchDesigner to Screenberry (multi-channel)". The "chop\_in\_single\_channel\_time\_slice" object feeds into a "chop\_out\_single\_channel\_time\_slice" object, which then connects to a "text12" object containing the text "CHOP from TouchDesigner to Screenberry (single channel)". The "chop\_in\_multi\_channel\_time\_slice" object feeds into a "chop\_out\_multi\_channel\_time\_slice" object, which then connects to a "text9" object containing the text "CHOP from TouchDesigner to Screenberry (multi-channel)".

At the bottom, there is a "base3" object that feeds into a "timeslice1" object, which then connects to a "chop\_out\_multi\_channel\_time\_slice\_animated" object, which finally connects to a "text11" object containing the text "CHOP from TouchDesigner to Screenberry (multi-channel)".

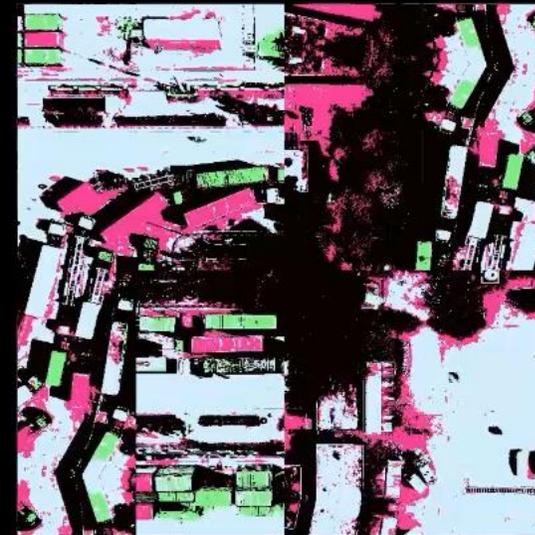
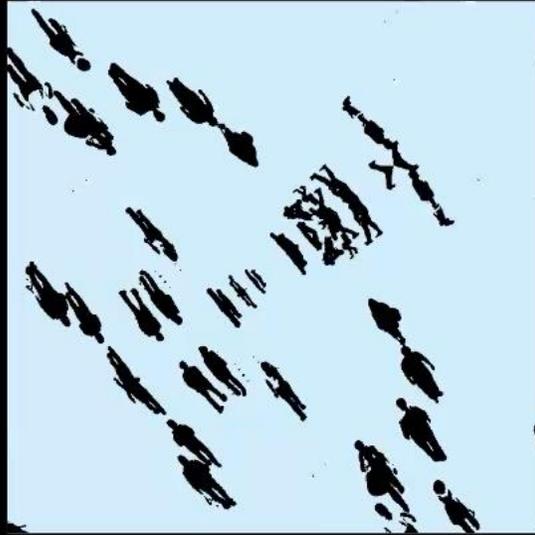
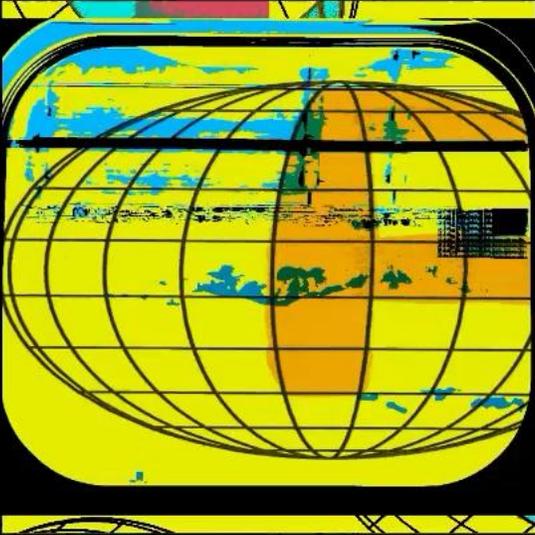
The bottom of the patch shows a timecode display with "00:00:02.18" and "138" beats. There are also buttons for "Range Limit", "Loop", and "Once". The time path is shown as "Time Path: /".

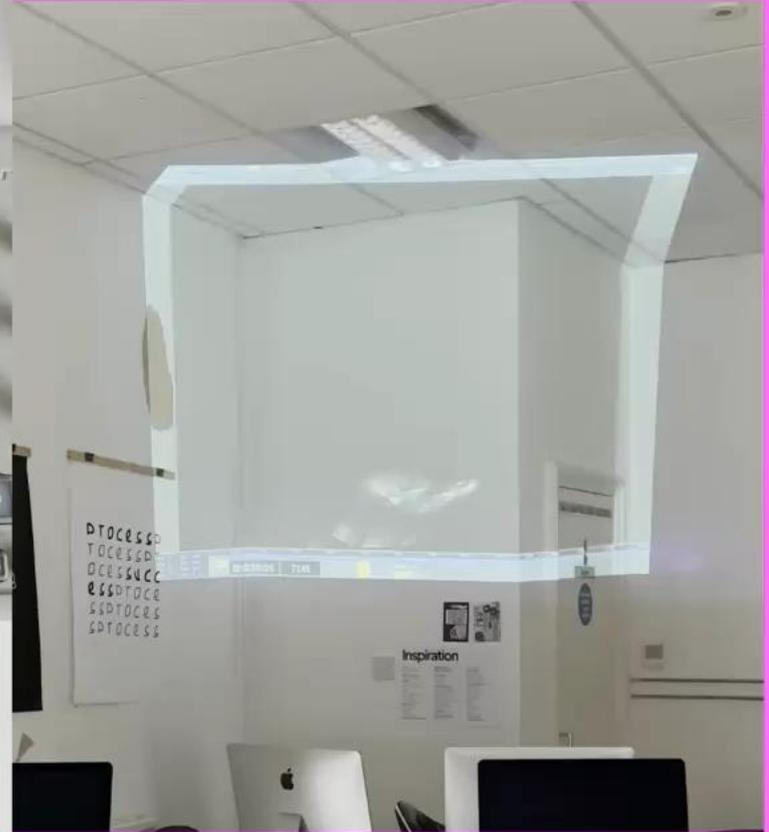
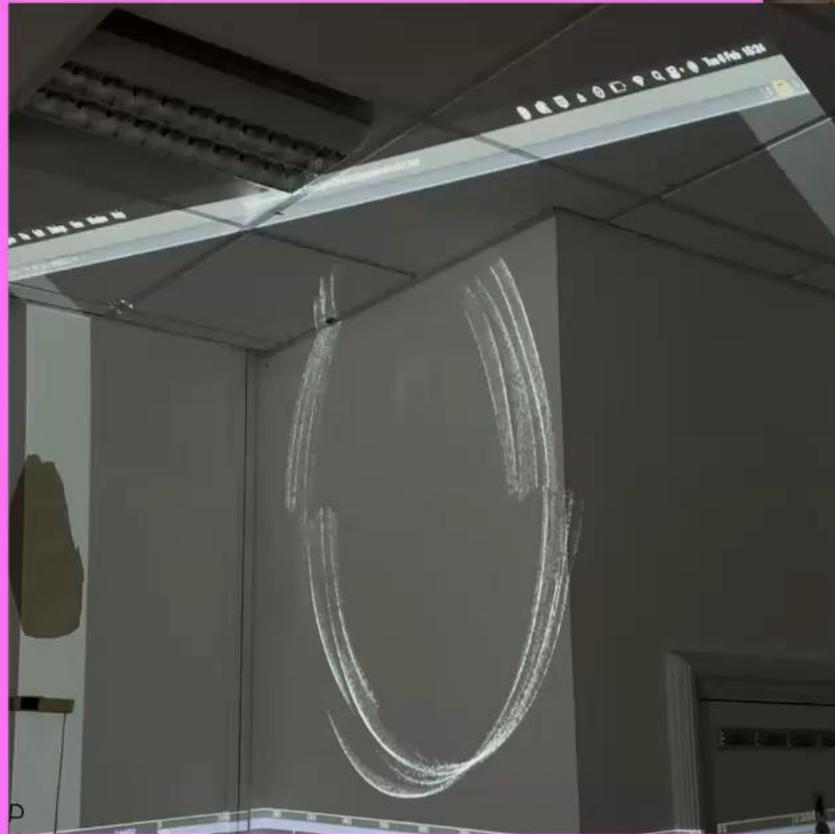


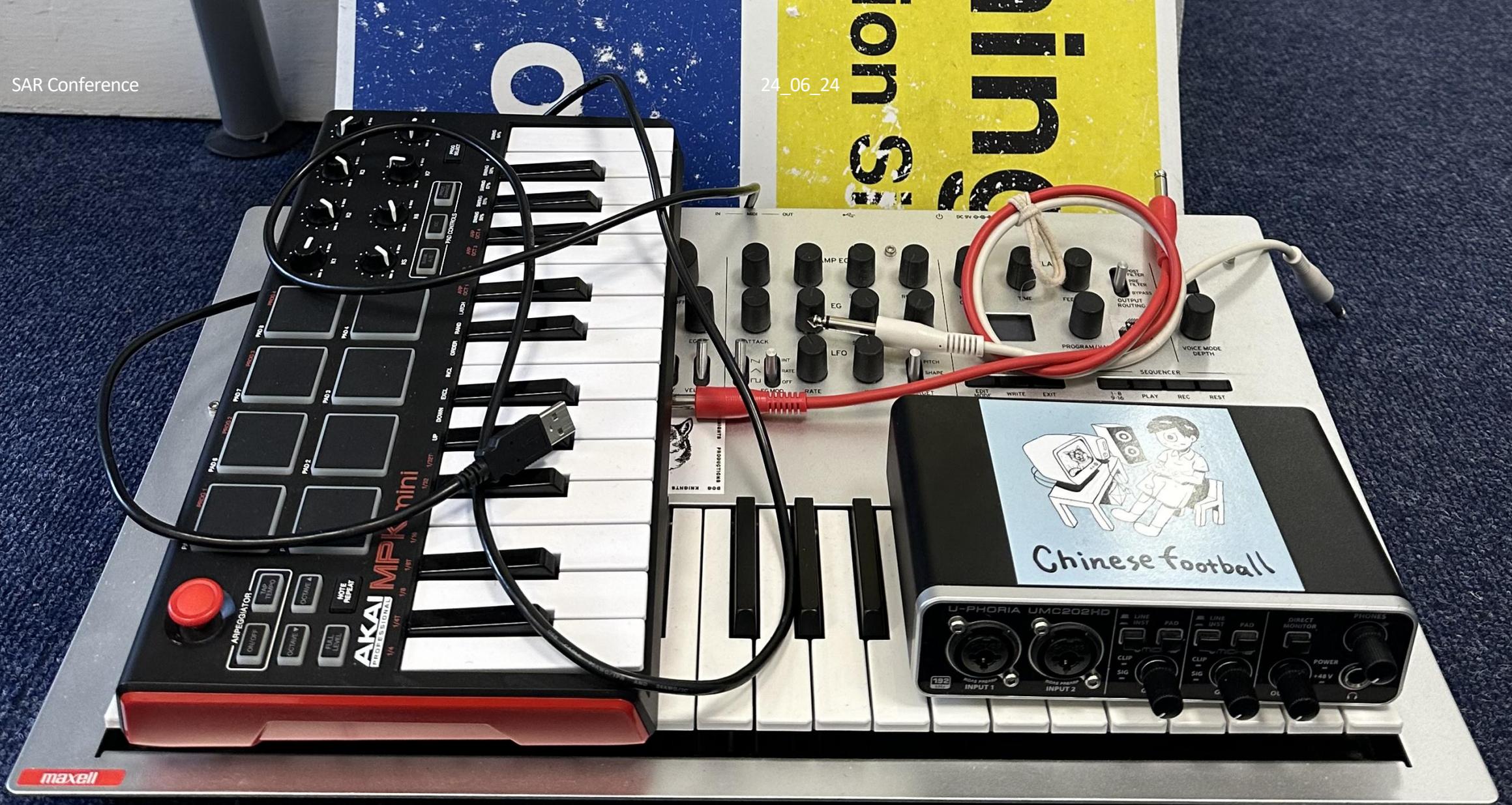


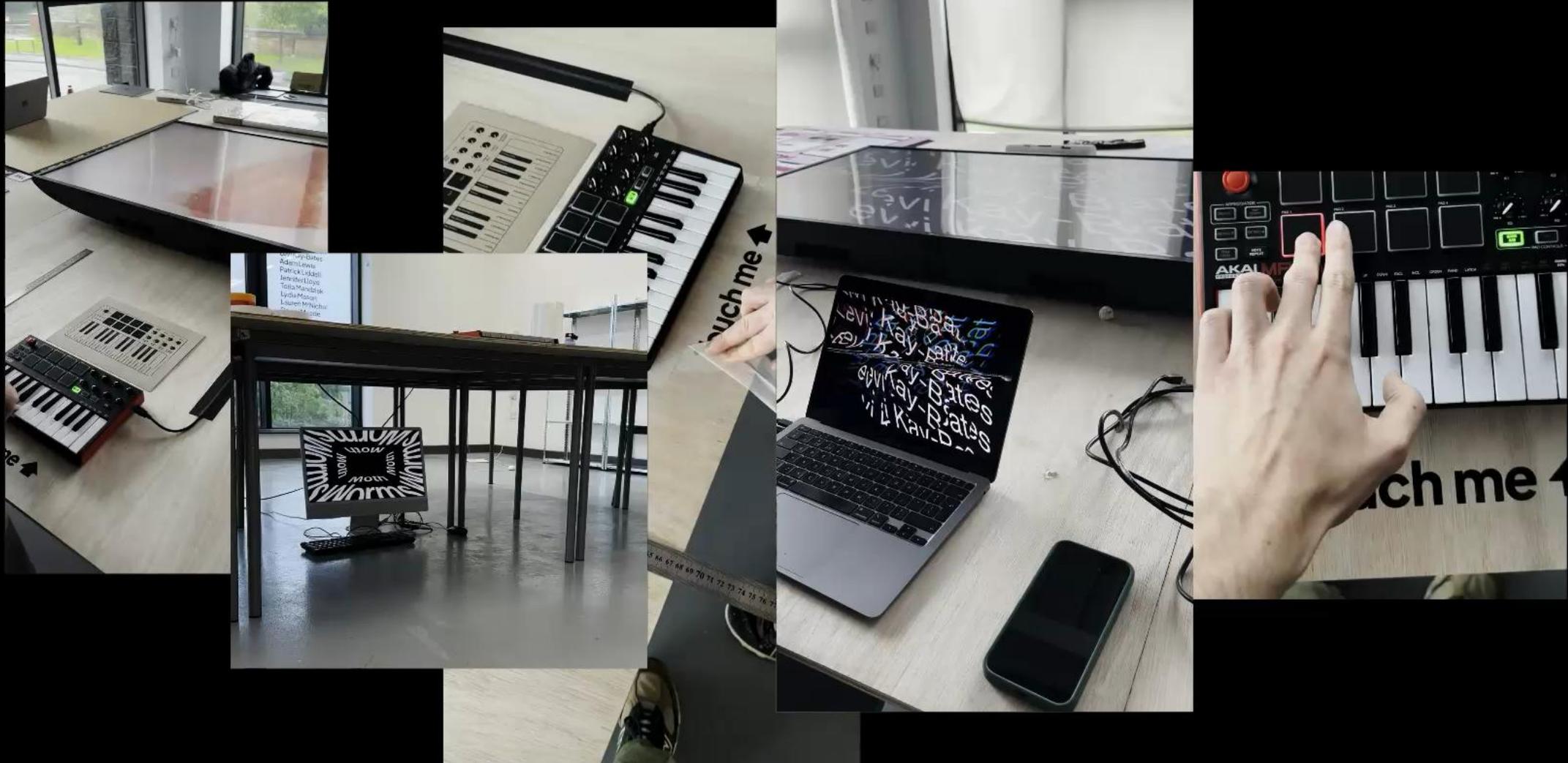


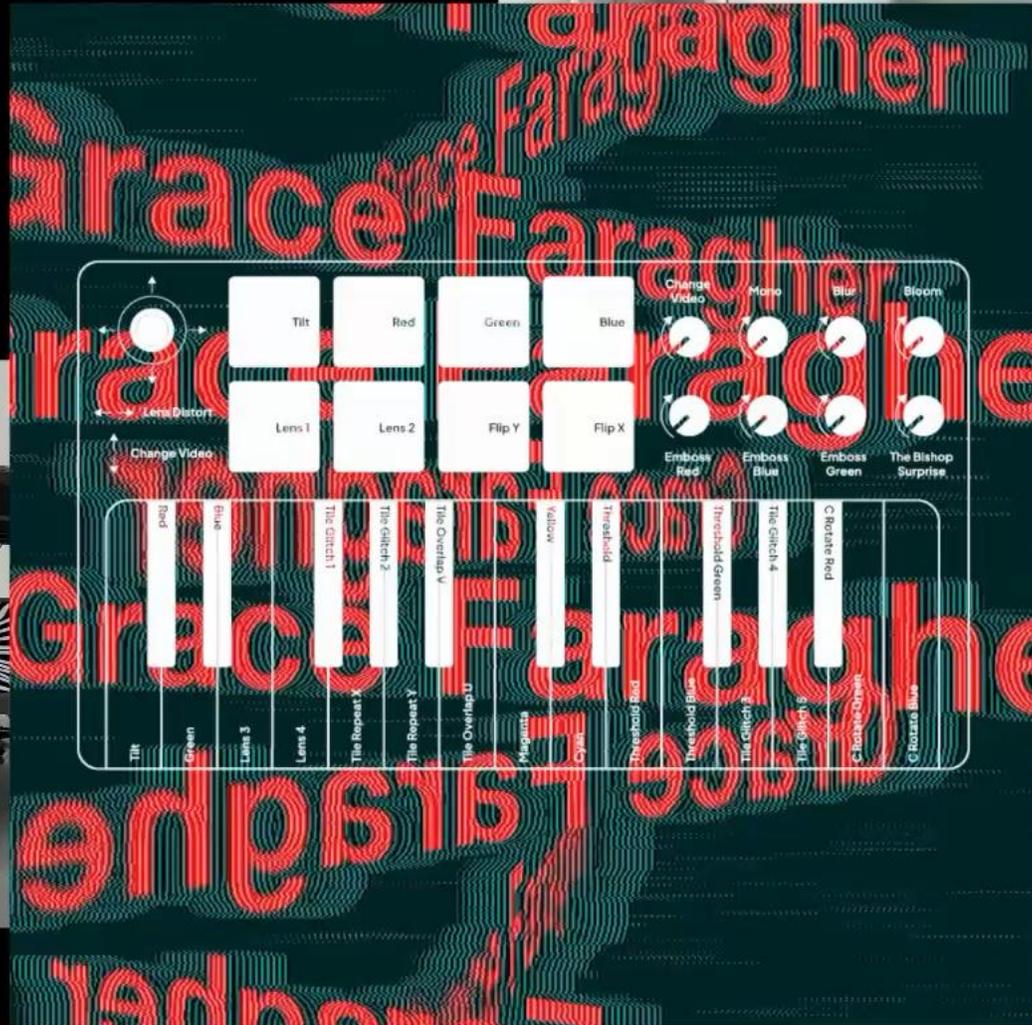


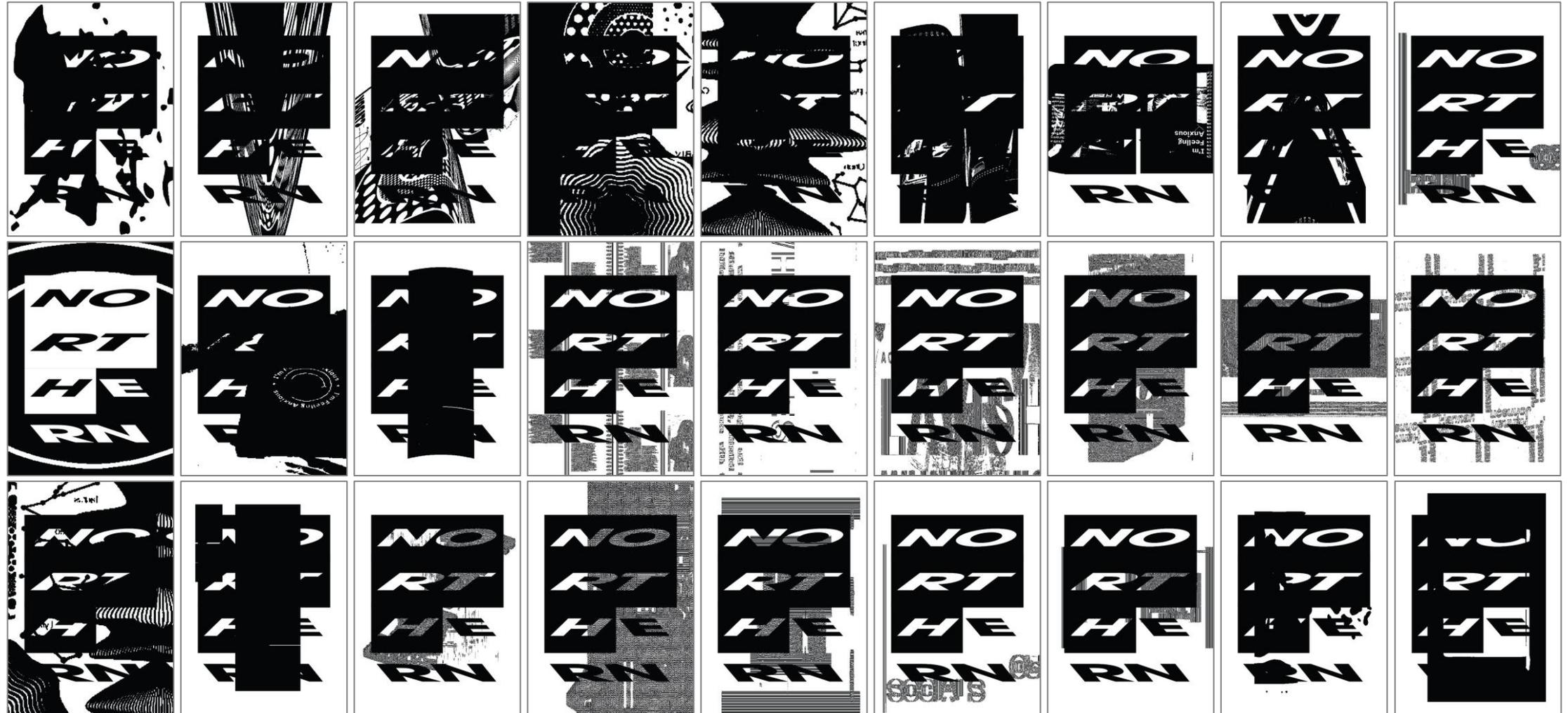


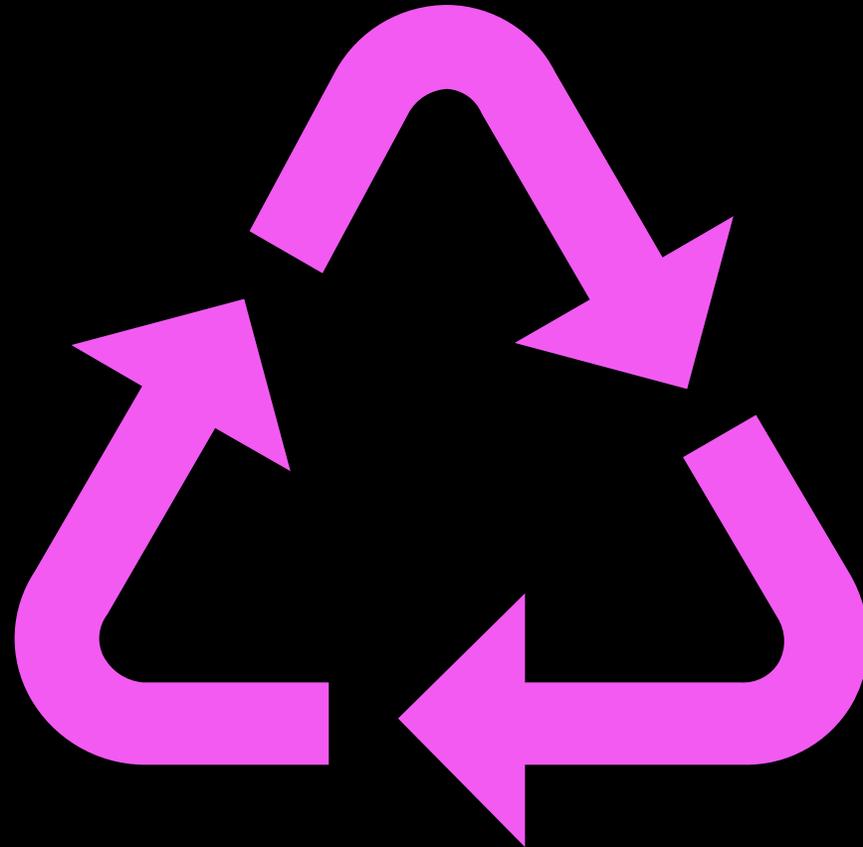












# Open Call...

**We want to continue  
this way of working.  
School wide.**



**For 2024/25 we are proposing a dedicated group to explore new tech and how it can be embedded into curriculum.**

**Open to staff from all courses, this will be a regular meet up with the aim of completing visual based projects.**

# Open Call...

## Recommended Citation:

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