

## **Design Studio 22: Unproductive Products**

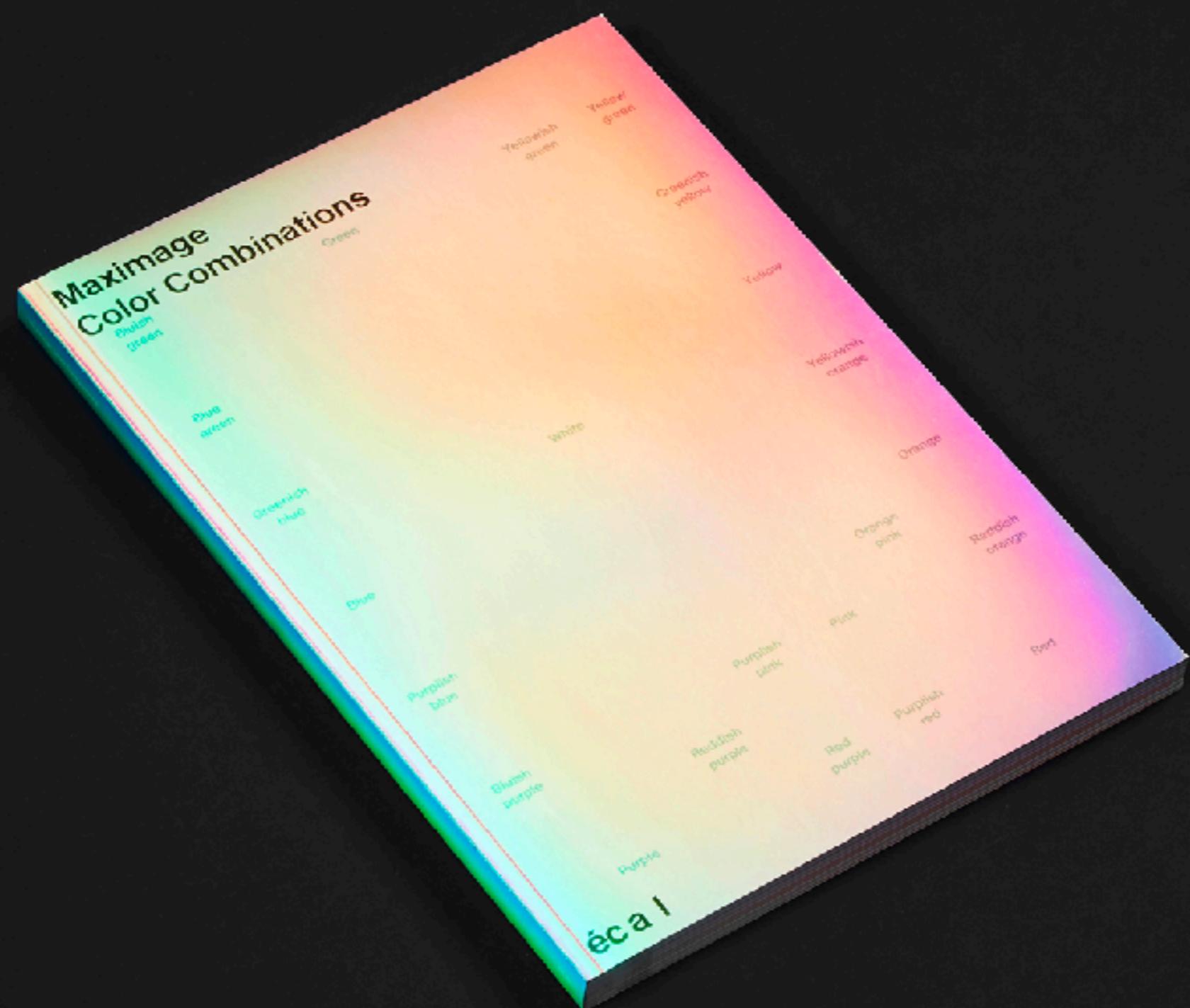


Reflect on your anonymous object, and the history you uncovered in your research, and propose 1-2 products based on your findings. When creating your proposals consider the following:

1. How does your project summarize your research?
2. How would your project enable new research?
3. And formally/in production, how does your product embody research?

For instance, if you researched printer marks, and were to propose a screensaver that cycles through a new set of colors every day of the year your product might address these questions by:

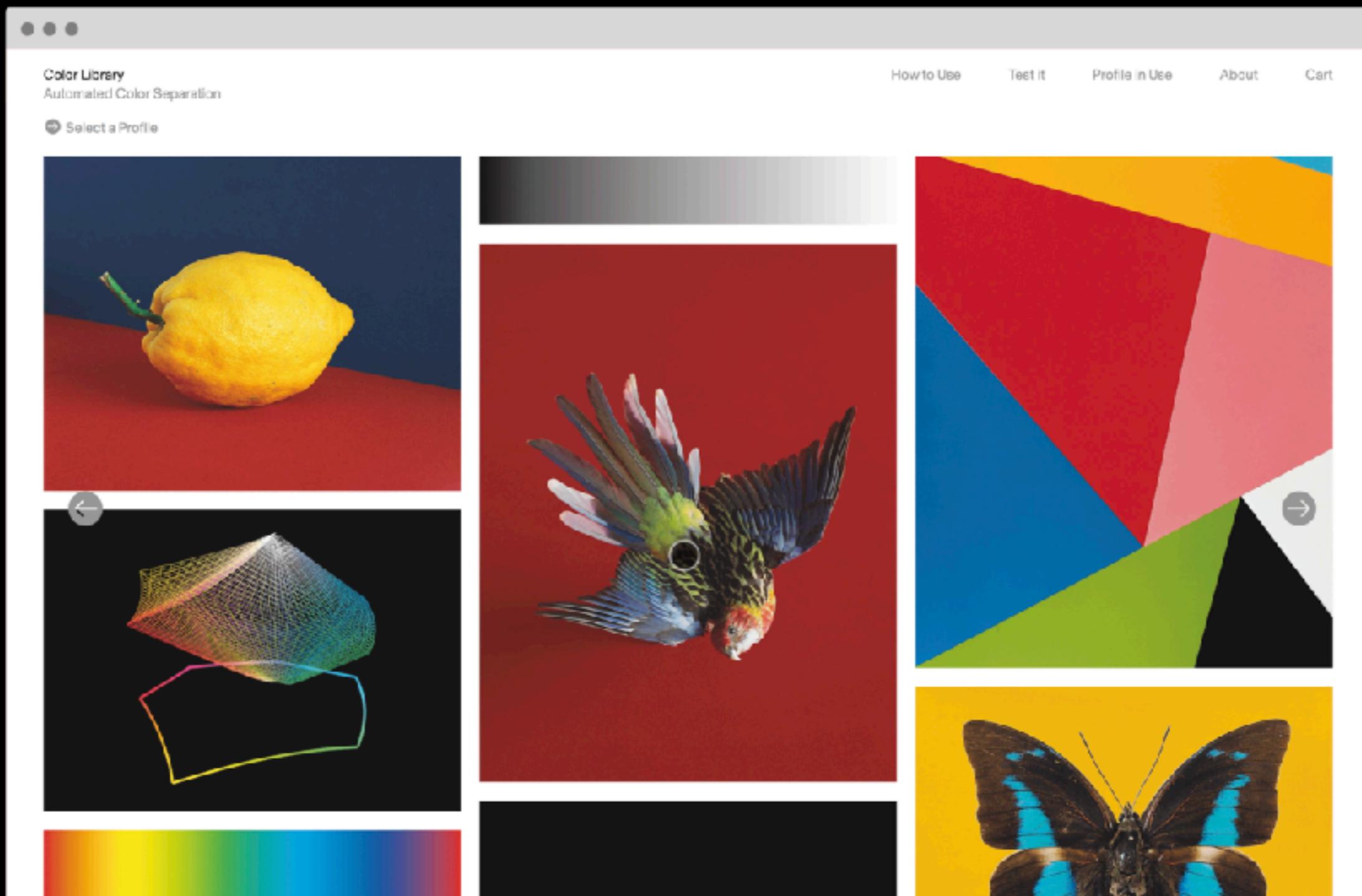
1. Building its color library and progressions based on printing methods
2. The product aims to inspire color schemes and design ideas in its consumer
3. Would entail you learning about coding a screensaver, and the nature of color on screens



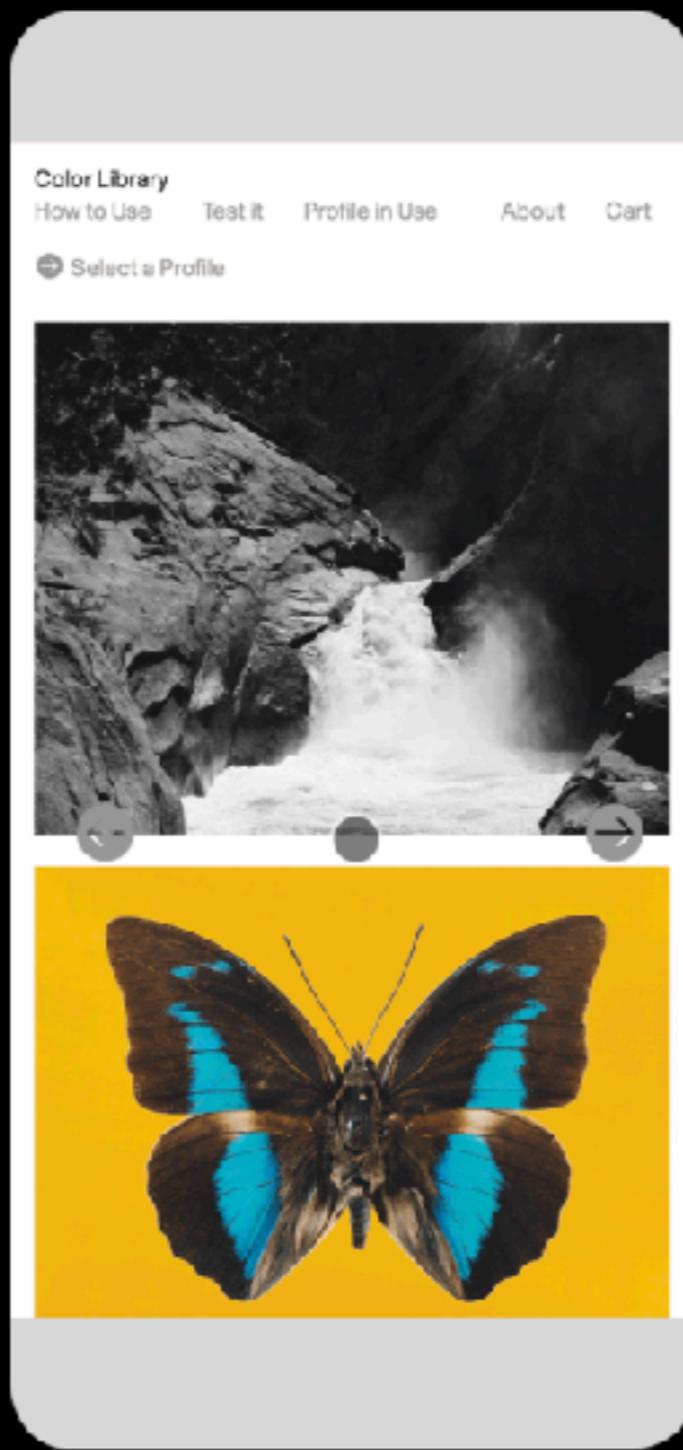
Maximage Color Combinations, Maximage



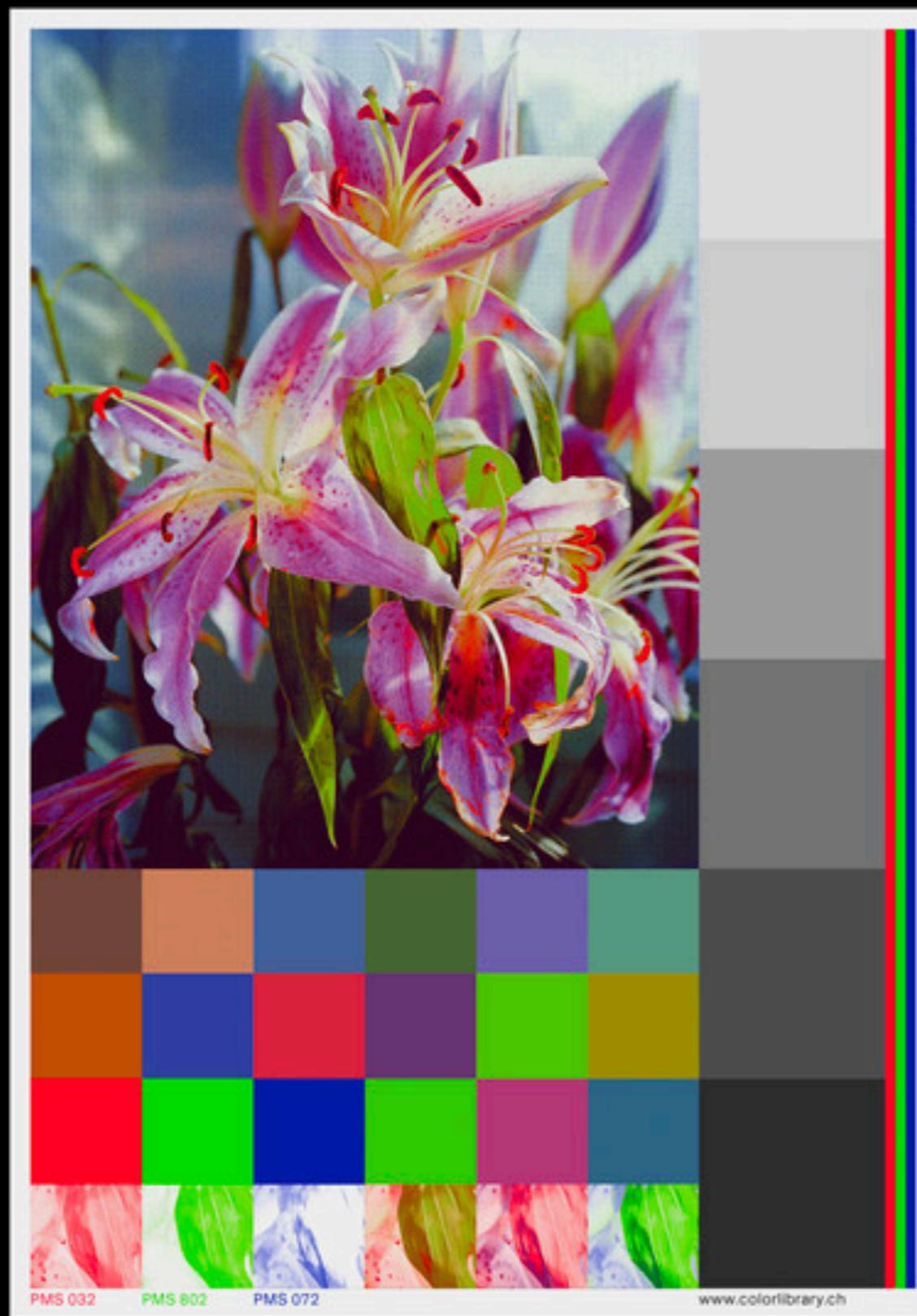
Maximage Color Combinations, Maximage



Color Library, Maximage



Color Library, Maximage





After determining your proposals, format them into a graphic research dossier. A dossier is "a collection of documents about a particular person, event, or subject." Using your presentation on your anonymous object as a base, your dossier should build on this research with specific references and artifacts (digital, physical, scans, screenshots etc.).

To extend your idea, consider the format of your research graphically.



Boot Boyz Biz

BOOT BOYZ BIZ

Archive Info Cart / 0 Items

**Garment Dyed - Cement Short Sleeve - CMYK Print**  
Made in USA - 100% USA Cotton

	S	M	L	XL	XXL
<b>Width</b>	19"	21"	23"	25"	27"
<b>Length</b>	27.5"	28.5"	29.5"	30.5"	31.5"

**Sprinkling Drops of Sweet Rain**

**Visions**

**Hildegard of Bingen**

**Scivula**

**Physica**

**Causa et Cure**

**Liber vite meritorum**

**Liber divinorum operum**

**SCI**

**St. Hildegard and the Sybil of the Rhine**

**Hildegard of Bingen**

**Scivula**

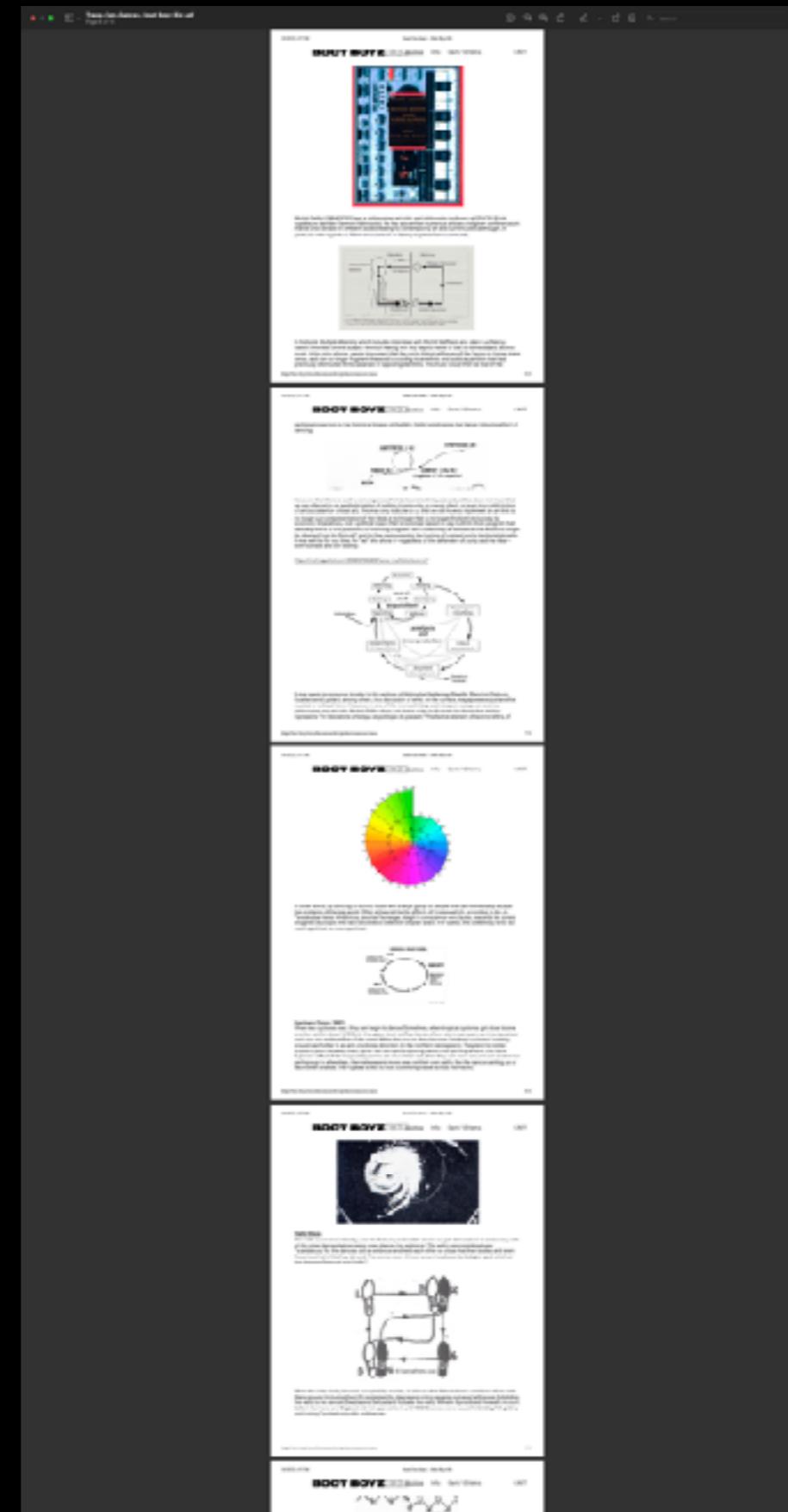
**Physica**

**Causa et Cure**

**Liber vite meritorum**

**Liber divinorum operum**

**SCI**



Boot Boyz Biz — Group 3

**B.B.B.**

Boot Boyz Biz is a bootleg-t-shirt initiative beginning 2015.

We design and print shirts and other objects in limited edition using images with original and appropriated, referencing a wide range of phenomena.

We're interested in distributing ideas and myths that are fixed to images we take interest in.

[www.boot-boyz.biz](http://www.boot-boyz.biz)

Boot Boyz Biz — 2

We operate much like a publisher and embrace weird objects as vehicles for ideas in addition to expressing perspectives.

We're interested in taking the best of the past to meet the best of the future.

Activating knowledge that various phenomena have given us is essential to our projects.

[info@boot-boyz.biz](mailto:info@boot-boyz.biz)

Boot Boyz Biz — 3

ALTEREGO  
FRIENDLYNEIGHBOR  
ARKISTEAM  
BLACKHEART  
BULLDOZER  
CANDYGRAM  
DIRCFOURKEEP  
FIREWALK  
FLUXRABBIT  
GECKOII  
NIGHTWATCH  
SOLFLETROUGH  
STUXNET  
STRAITBIZARRE  
TRINITY, VAGANT  
WHITETAMALE  
ZESTITLEAR

Boot Boyz Biz — 4

Group 3 — 5

In the very first beginning we didn't want to imitate any American pop, rock or whatever. We think there is a very strong American influence in culture, television, music, everywhere.

Our identity is not American identity.

Boot Boyz Biz — 6

Group 3 — 8

In the very first beginning one of our main content was to refuse to imitate rock 'n' roll, to refuse to sing in English. We don't do that. We have our own identity.

Our identity is not American identity.

Group 3 — 9

Boot Boyz Biz — 10

Group 3 — 11

**DAF**

Boot Boyz Biz — 16

Group 3 — 17

When I began designing machines I also began to think that these objects, which sit next to each other and around people, can influence not only physical conditions but also emotions. They can touch the nerves, the blood, the muscles, the eyes and the moods of people.

Boot Boyz Biz — 10

Group 3 — 19

**WALKER**

Boot Boyz Biz — 11

Group 3 — 18

**B.B.B.**

Boot Boyz Biz — 12

GROUP 14 ON PHOTOGRAPHY **BOOT BOYZ BIZ**

ART DIRECTOR: BOB BROWN  
DESIGNED BY THE PAPER  
LONDON, ENGLAND

glestan's  
Guide

AT WAR WITH THE OBVIOUS. EGGLESTON

SHARPNESS IS A BOURGEOIS CONCEPT. CARTIER-BRESSON

A REVOLUTION SURREALISTE BAZIN

THE IMAGINARY IS WHAT TENDS TO BECOME REAL. BRETON

A TWO-DIMENSIONAL SURFACE WITHOUT ANY ARTICULATION IS A DEAD EXPERIENCE. BALDESSARI

THE CAMERA MAKES EVERYONE A TOURIST IN OTHER PEOPLE'S REALITY, AND EVENTUALLY IN ONE'S OWN. SONTAG

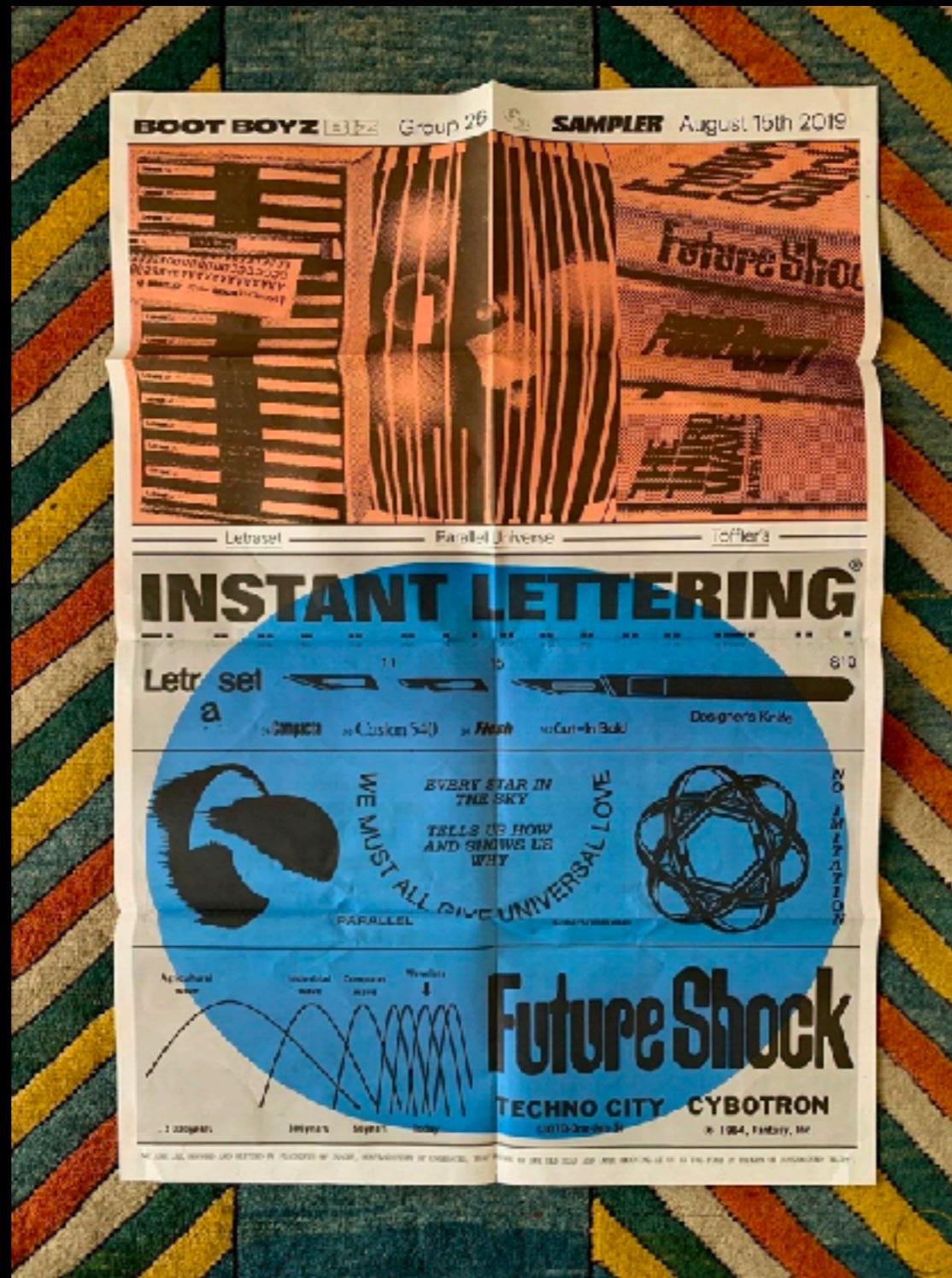
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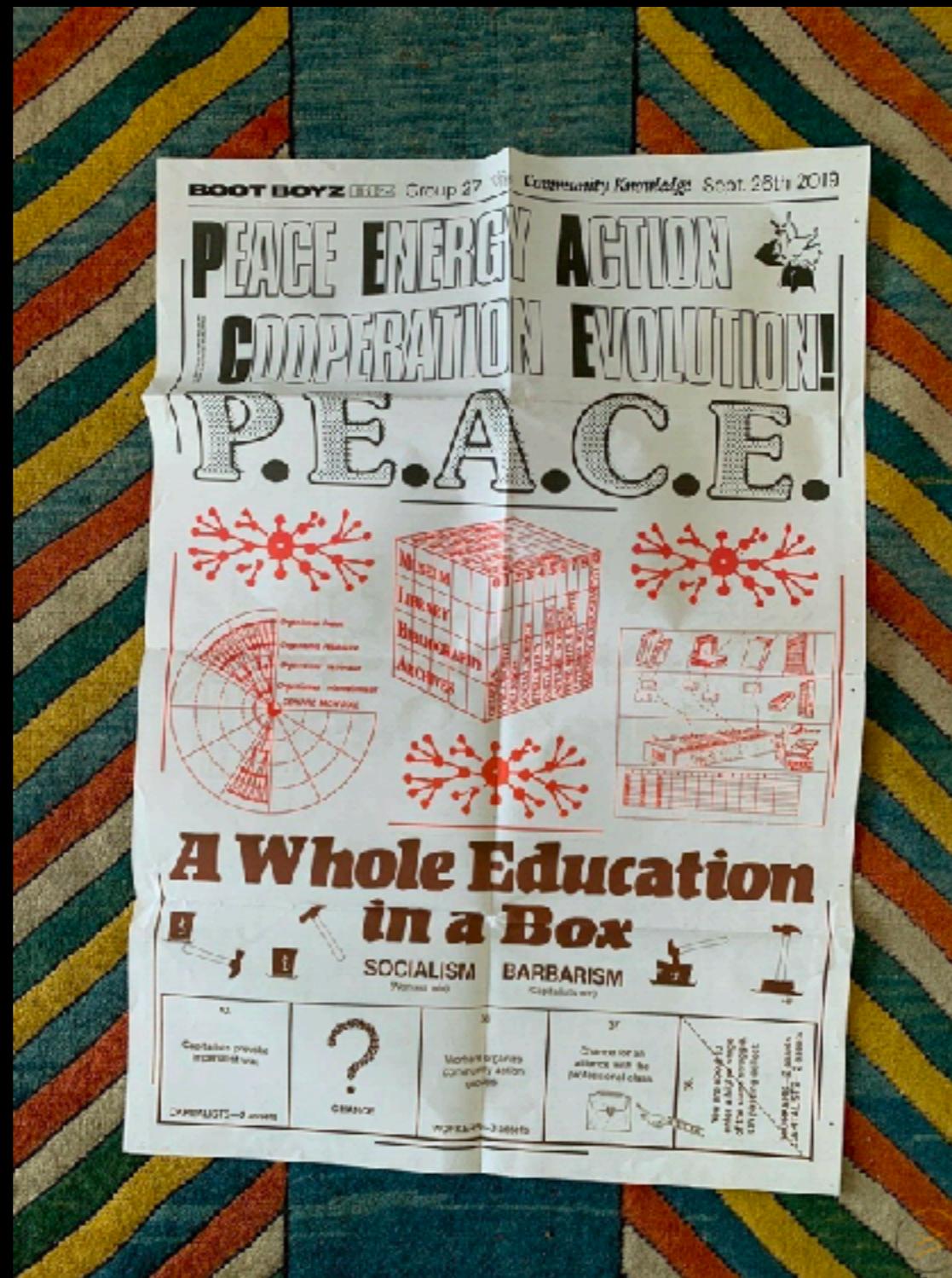
Boot Boyz Biz Group 26, 27, and 29 Posters



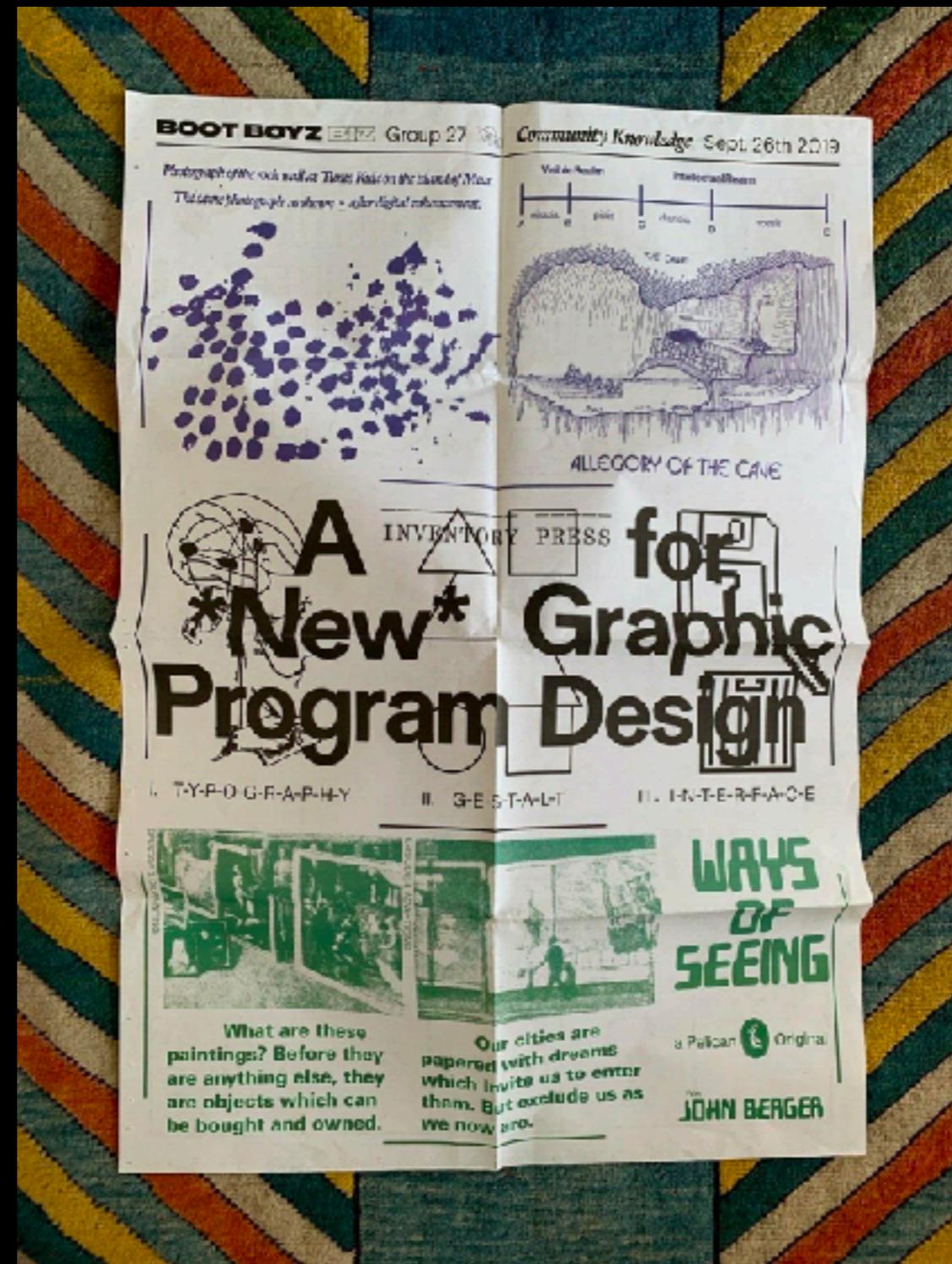
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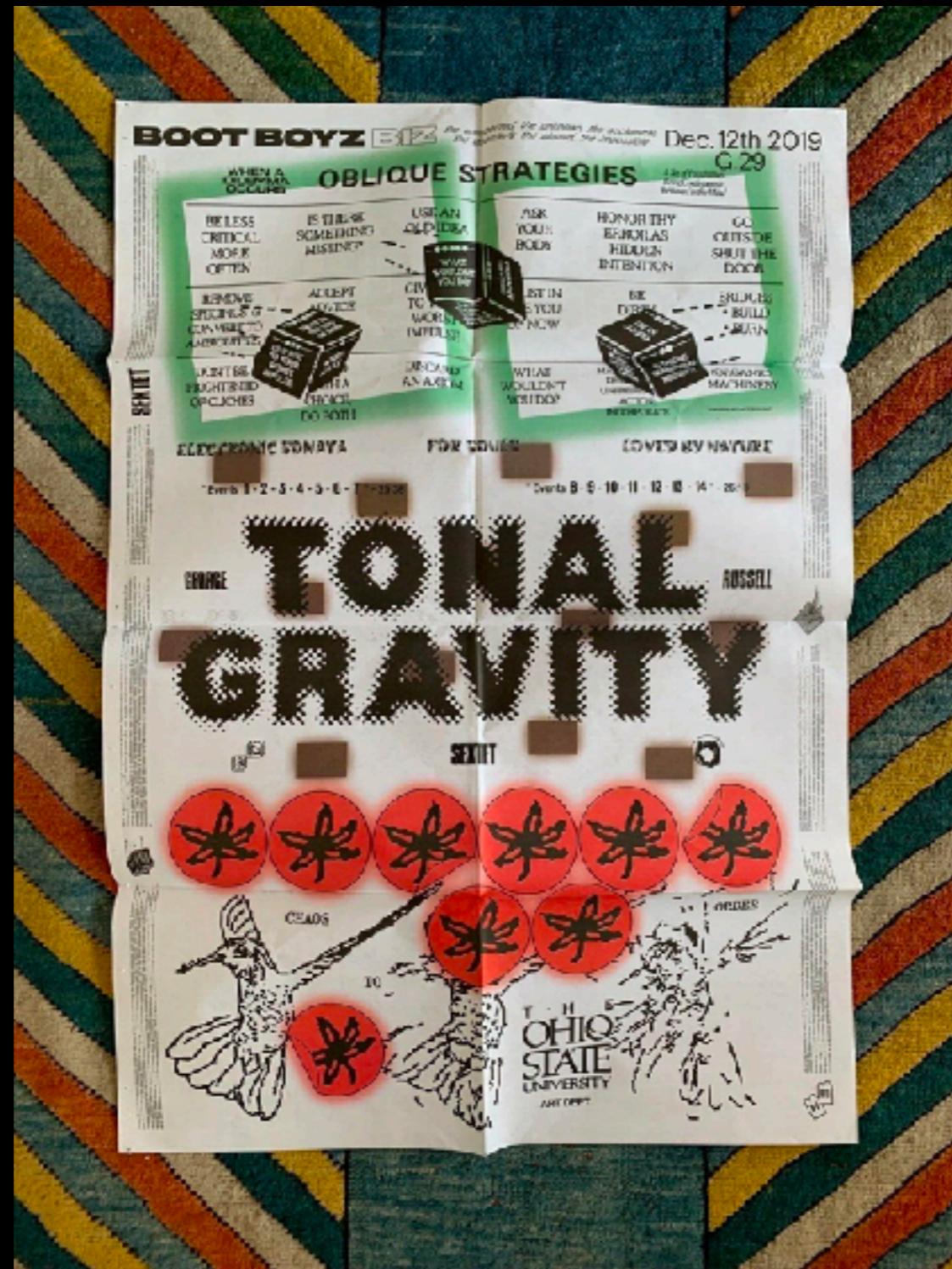
Boot Boyz Biz Group 26, 27, and 29 Posters



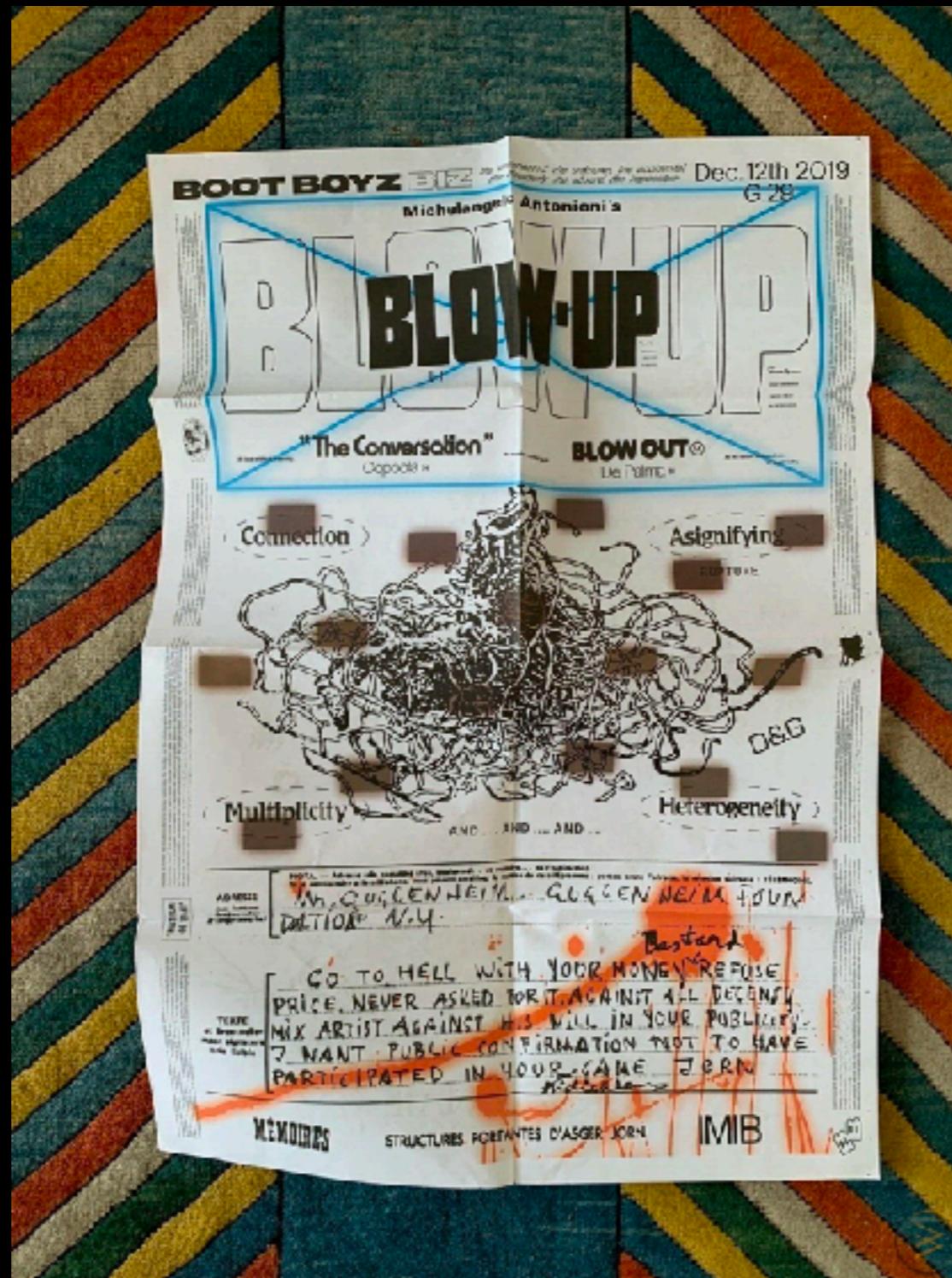
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Boot Boyz Biz Group 26, 27, and 29 Posters



Boot Boyz Biz Group 26, 27, and 29 Posters



Boot Boyz Biz Group 26, 27, and 29 Posters

## For Next Class:

- Translate your research into a product proposal(s), and document your research and proposal in an 8 page, A5 paper size, "dossier"
- Read "...meet the Tetracono": An Interview with David Reinfurt by Aryn Beitz and prepare 3 questions/discussion points for next class