Gretel Matthew	Cahill Taylor	ICBQ	The unseen unused and rejected work
Andrew	Fish		of graphic designers
Georgia	Green		
Harold	Bennett	M	* Featuring *
Javier	Lopez	Magazine	contributions from
Joseph	Lebus	Te Office	
Paul	Nicholson		Laura Csocsan
Adam	Lewis	3	Mike Giesser
Zani	Mivreniks	Is	Miltos Bottis
Rejane	Dal Bello	Issue	Lucas Hesse
Sam	Cornwall		Courteney Morton
Zach	Rush		Emilie Vizcano
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Lucas Hesse is a graphic designer who currently studies and works in Mainz, Germany. He shares three rejected concepts he put forward for the identity of his 2019 graduate show.

Concept 01:

"Every student has access to the same tools and materials, but everyone has their own unique style" Lucas comments. "Every material and tool you choose leads to your own individual results". The identity is built from many small units, making it possible to combine elements in countless variations.

Concept 02:

"All students go through several semesters during their studies. Each semester, you learn something new, develop your skills and portfolio, get better, and take a step towards your degree". This concept, says Lucas, aims to visualise this process of going through a loop and "constantly growing".

Concept 03:

The idea behind this concept was simply to mix different typefaces which at first sight don't really fit together. "I also tried to catch the current zeitgeist" he adds. Sounds scary.



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WS18/19

EINE AUSSTELLUNG DER HOCHSCHULE MAINZ

HS-MZ

BACHELOR-AUSSTELLUNG DER FACHRICHTUNG KOMMUNIKATIONSDESIGN









31.01. BIS 02.02. 2019 VERNISSAGE: 31.01.19, 19–22 UHR

WEITERE INFORMATIONEN UNTER: WWW.BAMA2019.HS-MAINZ.DE

HAGOBERTSTRABE 2015 55116 MAINZ









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No matter rejection tried to no my design w

I don't remember my first big rejection but I do recall a few early ones when I started my career as a junior designer. I was working on a variety of design materials where you feel you've answered the brief and you decide it's time to present them to your creative director for feedback, who in the nicest way possible proceeds to tell you all the things that are wrong with the designs and explains how you can improve your solutions. At the time, you think how can there be that many amendments, I thought I created a well thought out execution? So, you take the feedback on board, make the changes and then you realise how much stronger your work look. Constructive feedback is key to progression and how well you receive and implement it is how you learn and become a better designer. Rejection plays a strong role within the

design industry and can aid the learning experience. No matter how you look at it, rejection is inevitable, I've always tried to not get too attached to my design work for that reason. Rejection shouldn't be feared but recognised as a chance to improve and develop a design further with better crafted solutions and more well-rounded ideas. Some of my favourite executions and learning experiences have been born out of rejected ideas, whether rejected by myself, clients or team members.

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at reason.



der Fachrichtung Kommunikationsdesign, Hochschule Mainz

Vernissage: Donnerstag, 31.01.2019 ab 19:00 Uhr

KUZ Kulturzentrum

Dagobertstraße 20B 55116 Mainz

der Fachrichtung

KUZ Kulturzentrum Dagobertstraße 20B 55116 Mainz Kommunikationsdesign

03