Hunter Hedgepath
Designer

Personal Website Link

Type in Data

A design tool, website, and book focused on type design made from collected data.

Why make a Type from Data?

Type x Data is a prototype website and typeface focused on the differences and similarities in how... various letters as each person submits their drawn letter. The website con... most frequently used squares to create a unique letterform. This... concerned with designing tools for creation rather than an outcome and the possibilities became nearly endless...

How do we prototype:

The first step was to configure how the user would draw and create the letterforms. JavaScript was used to create a functioning drawing table... this project, allowing freedom while staying constrained enough for the typeface and each letter to feel a sense of continuity. After this, the focus was on how the viewer would travel through each prompt. The goal was to have fun and explore various possibilities of a typeface while not feeling like an overwhelming questionnaire. T navigation table on the side helps the idea of exploration and decision making. Furthermore, this allowed the creator to have a seamless user experience flow.

Type In Data

Draw the lowe
letter "a" then
submit, refresh
then download
the image ont
...ash drive

Consider
Everything
an
Exper   iment.
-Corita Kent

Thank you to all who partici
I wanted to acknowledge ever
was terrific seeing everyone
that everyone may... fun in...
push themselves further in
level of connection between
Thank you all again,
Hunter Hedgepath

The collected data in action

"Yeah
I got hurt
stabbing
the
backyard"

Andy Shauf

Time has passed, and I have taken a break from this project. I put up a poster in the classroom, hallways, and bathrooms saying, "please come in and try my website." It is a moment of truth. Will this be a flop, or will I collect exciting information?

A new song Jacob Rose by Andy Shaul, comes out 7 Feb 22, and it plats on repeat as the project continues. Maybe there is a connection between how the project feels the urge to gather everyone's thoughts and feelings about the project.

The project requires some help. Coding is a new experience, and it is helpful to get some guidance.

We are finding Similarities in the differences.

This project discusses the practical coding issues of design while considering what it means as a whole: how people will draw the letters differently, and how some might try to sabotage the project. These thoughts rush into my project's workflow, but I quietly appreciate the accountability the teacher is treating a tool is that the new decides how they will use it. I seem to let go of a sense of control and doubt that follows me while doing this project

Everyone pulls through yet again to help me out; thank you all.

I coded a website for a collective group of people to create a transformed typeface. I made a prototype of an algorithm that would replace the letter "a" with one of the participates drawings. I was focused on the ideas of collective behaviors, and the differences between each creation. The book is in a modular format that can be used to see these overlapping similarities.

Collected Letterforms of "a"
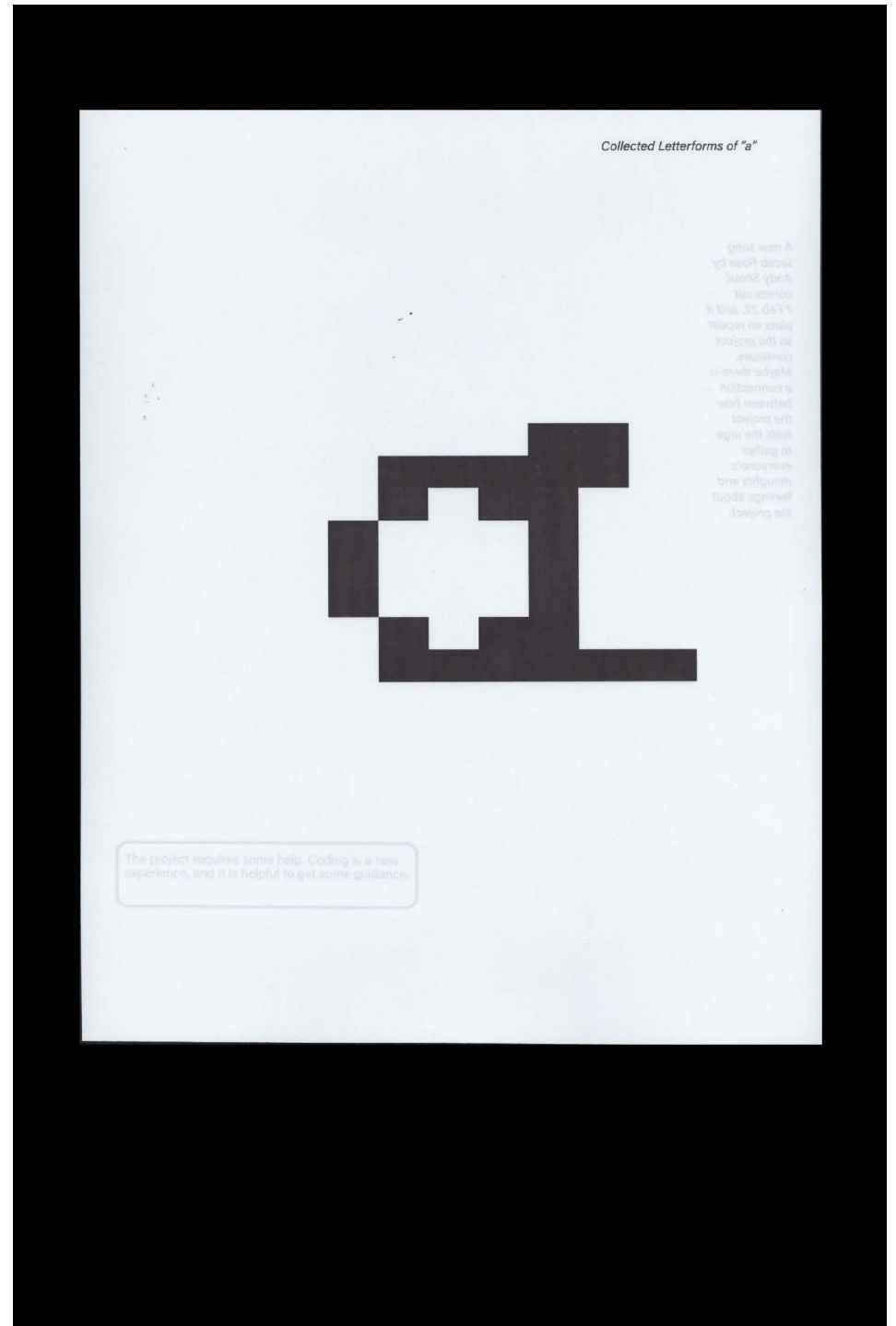
Hello Creator

This project is a speculative concept of how food could be impacted by technology, and how this untraditional communication between humans and food would change our relationships with one another.

The problem I was trying to solve was how I could create an unique communication experience and impact how we view food. I achieved this by researching various philosophies of food handling and ethics of environment. I wrote a poem, programmed an LCD Arduino screen, documented, and crafted a zine in response to this research.

The exploration of
technology, food,
design, and poetry.
A new way to consider
consumption.

Have you come to
complete your ritual?

Hello Creator   Hunter Hedgepath

Goodbye Creator

****
****

have you become a
form.

"Am I still the same"

I remember being alive
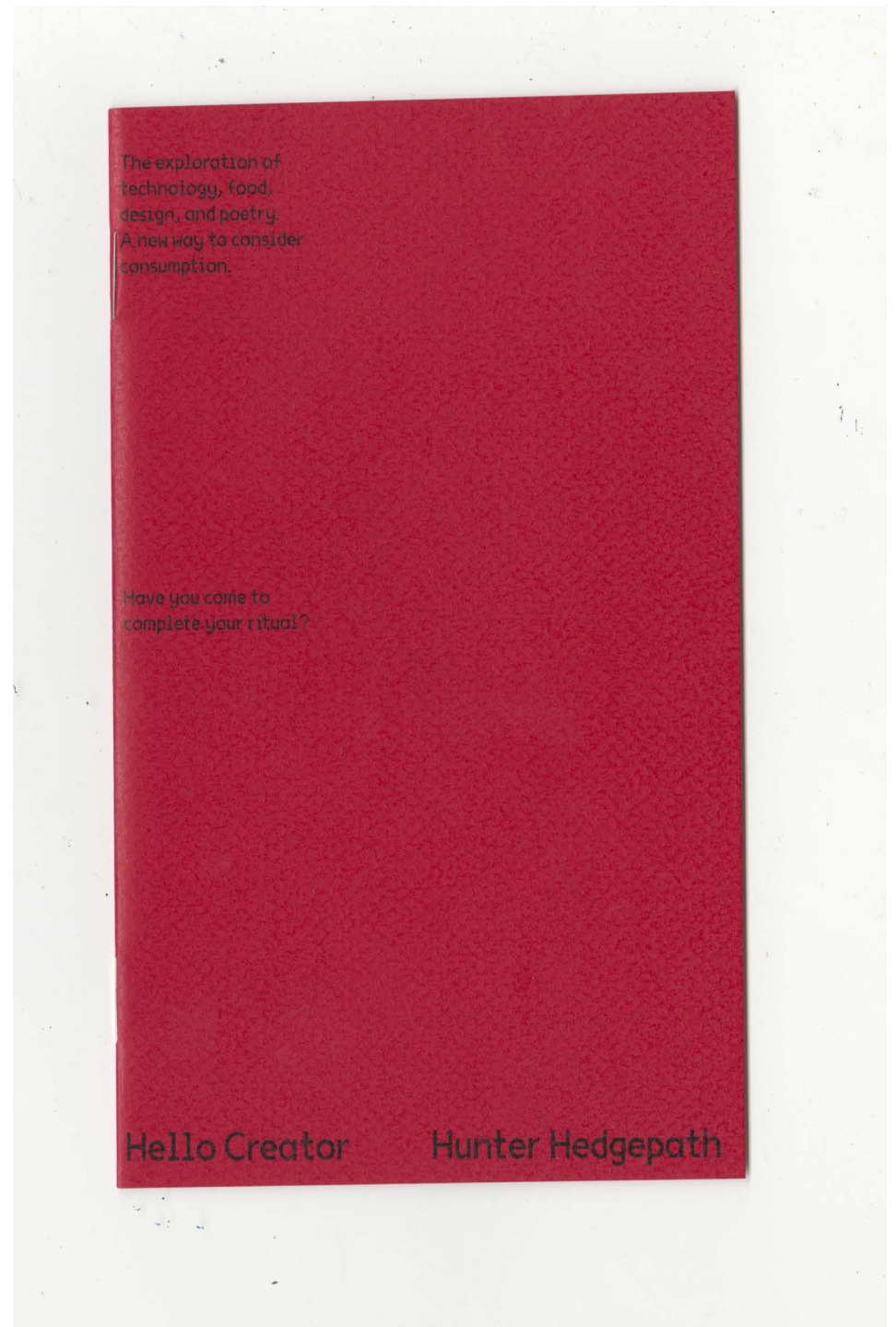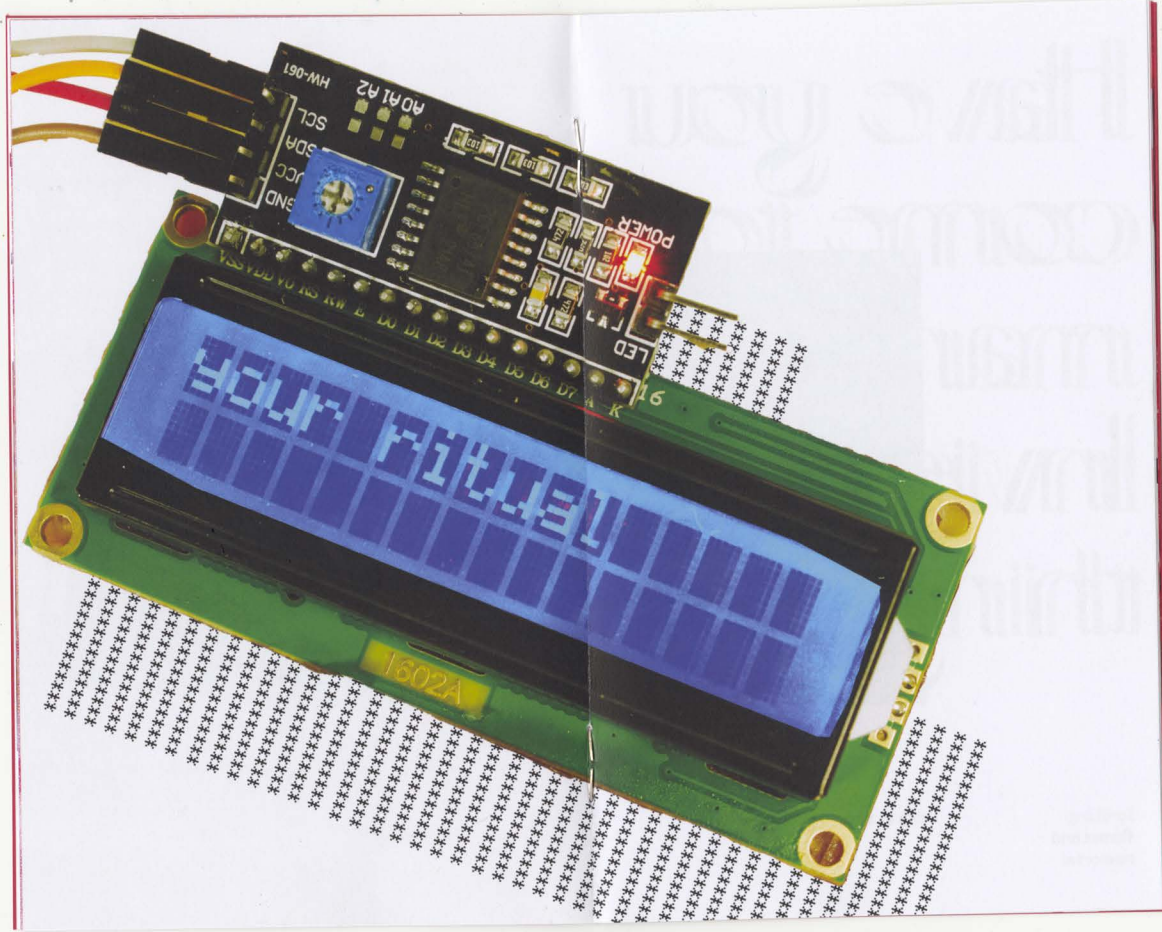
Macroblank CD Album

This project began with the question, why would someone purchase a CD and how can you connect the user's interaction with Macroblank's artist statement and philosophy?

A spark happens when the collision of old and
new comes together to form a new way of
interpretation. This new form is the offspring
of remixing.

macro
blank

99 Hz 50 Hz

Frequency range track 02.
Please download and plunder
all CD soundtracks

Allowing yourself to manipulate and reconstruct
the material existence between technology and
analog process dating before our time, brings a
new sense of immersion.

macro blank

MACROBLANK
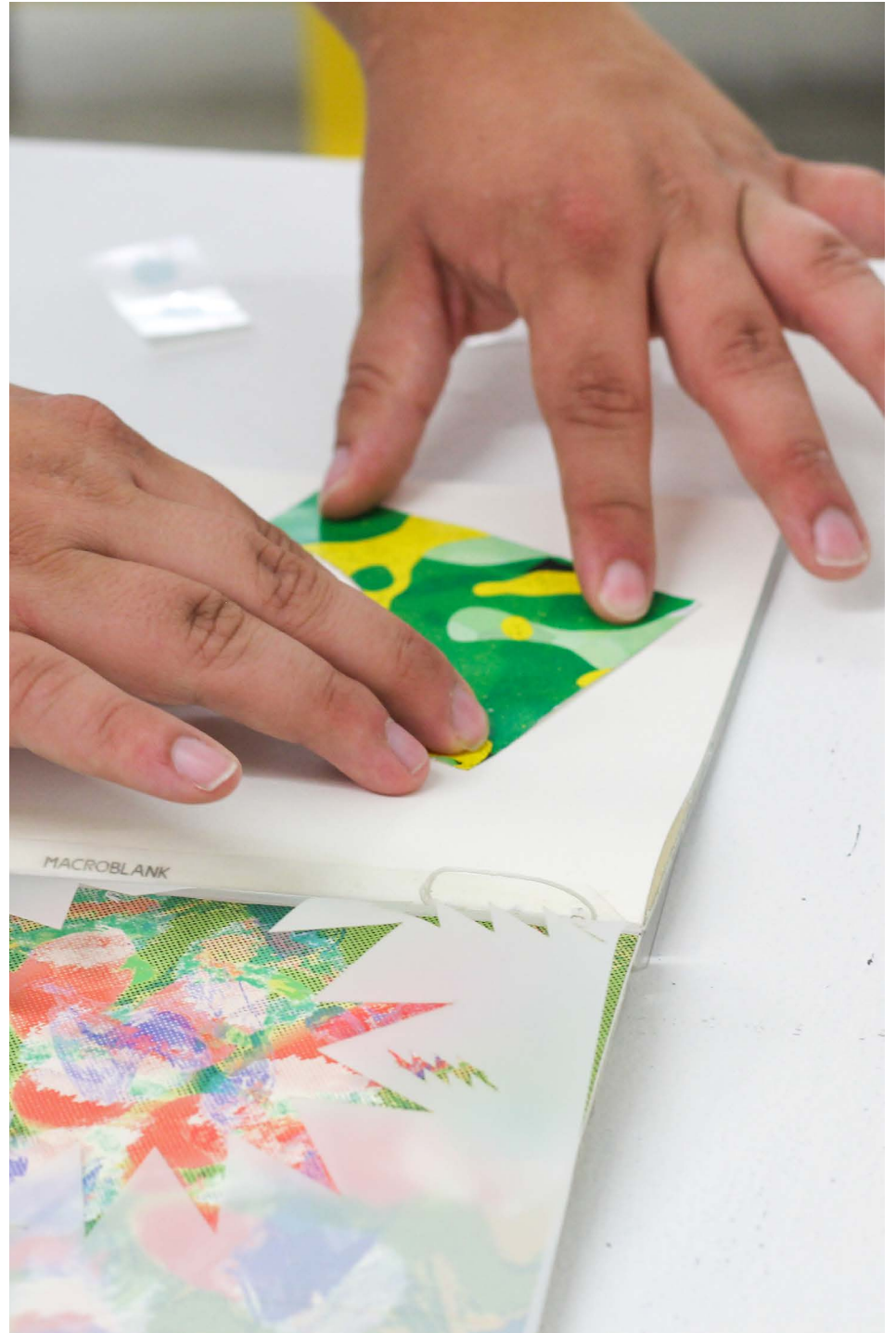
Macroblank is a vaporwave artist whose slogan is "I take no credit, everything is plundered." The book is a canvas that someone could remix and make their own. I wanted to recreate that emotion while giving homage to the vaporwave aesthetic and creation processes. This Album is a book that separates the album into sound frequencies, each CD is downloadable and ready to be remixed, while the book is filled with layers of analog/technological processes combined to recreate the experience of vaporwave sound making. I used Touchdesigner, to generate Perlin noise textures and then laser cut them in material to create the embroidered textures, Photoshop and mark making process for the images, laser cutting and printing on vellum paper for the composition in typesetting.
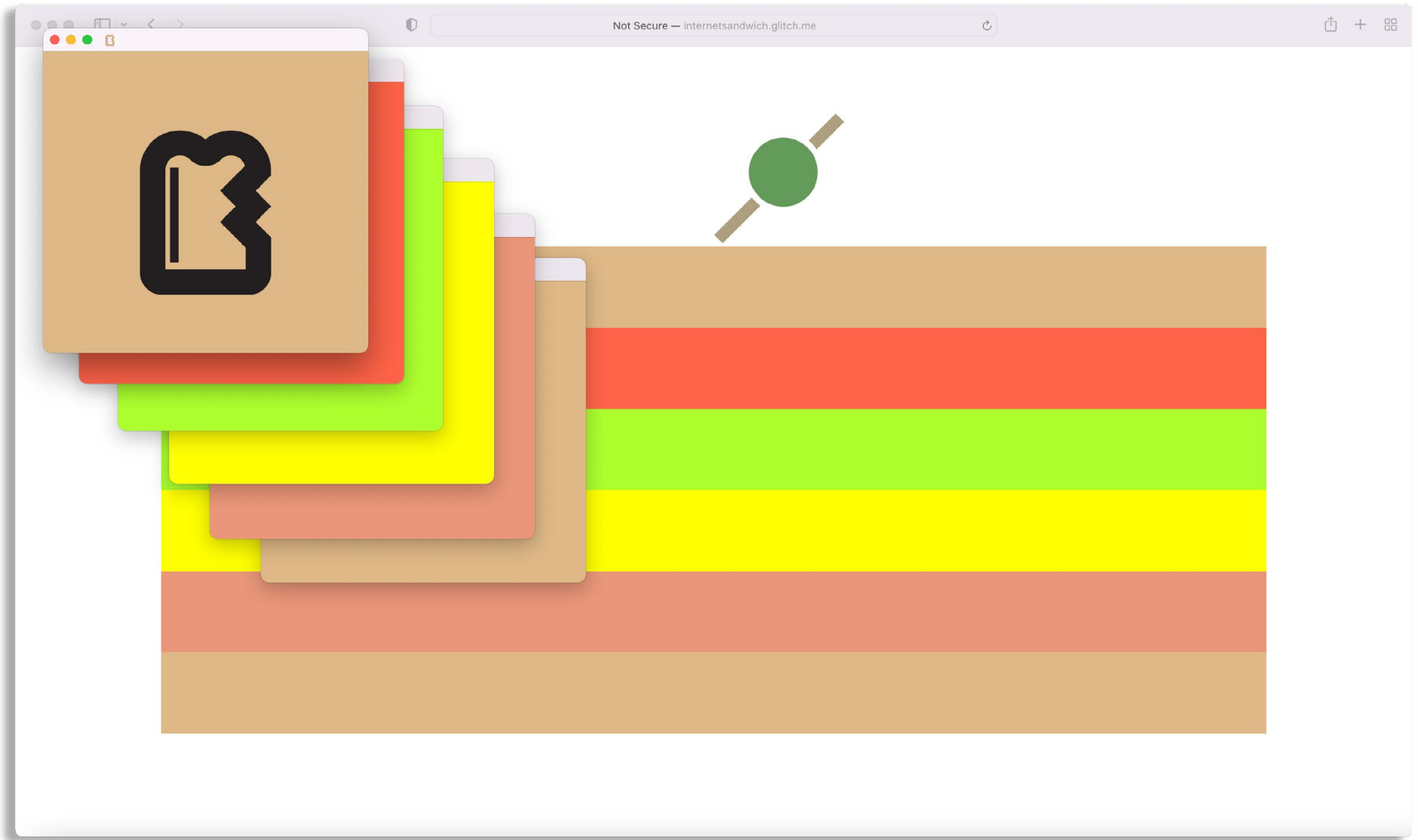
Internet Sandwich

A single serving website that expands the possibilities of the "tab".

I wrote the Javascript in this website to force the web browser to accept "pop-ups" while bypassing any authorization restrictions. The simple conversation of changing what a tab could be, creates interesting debates over security ethics .
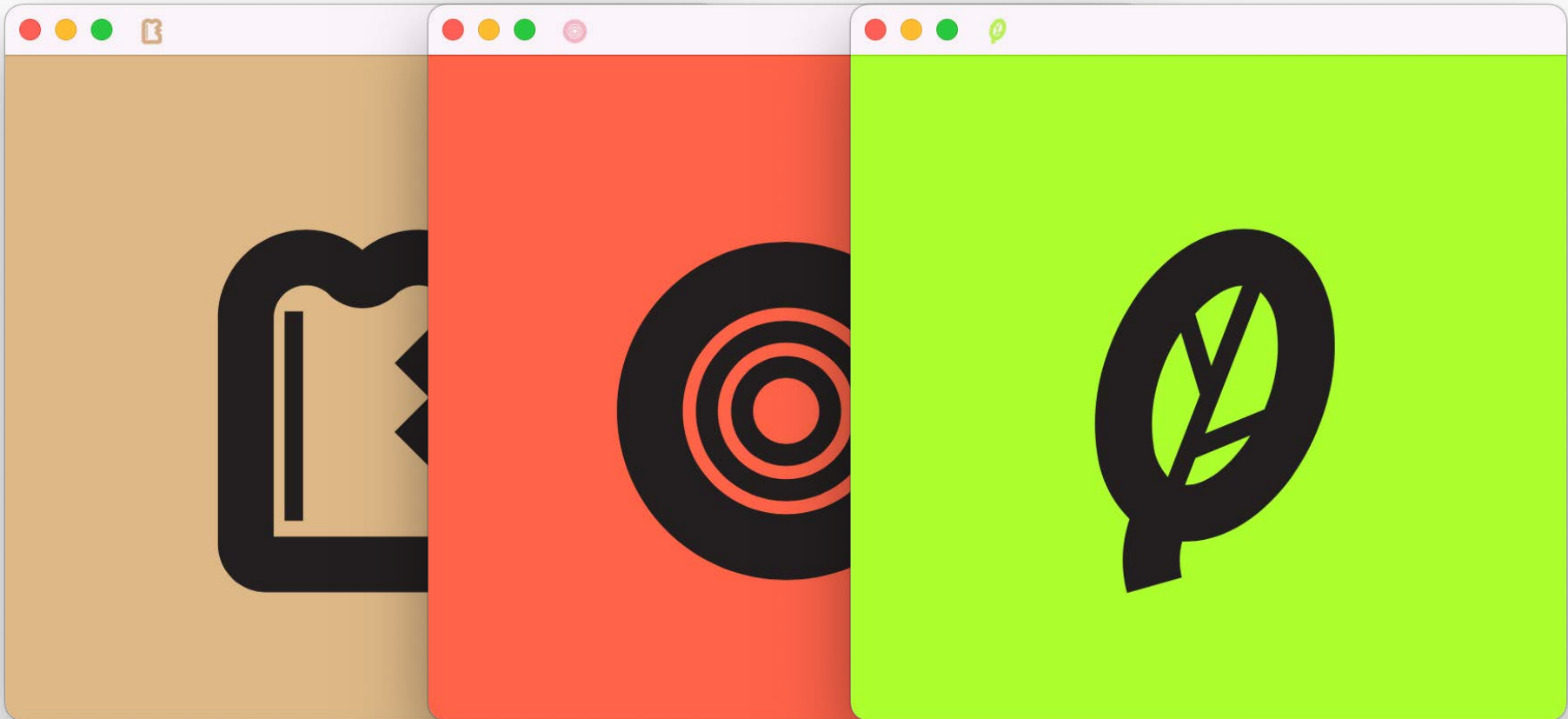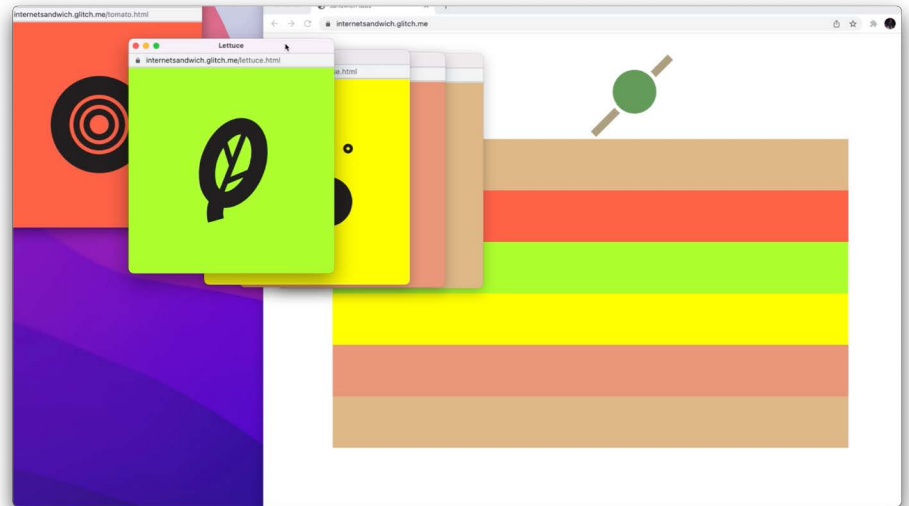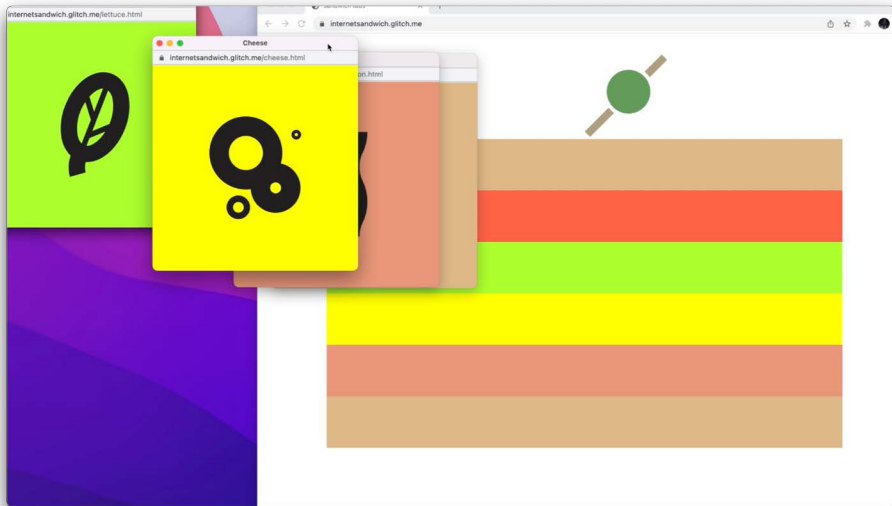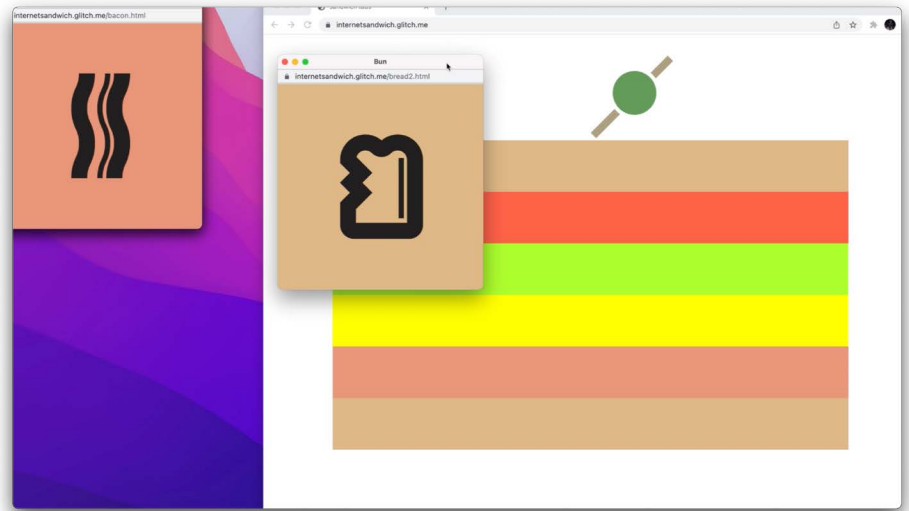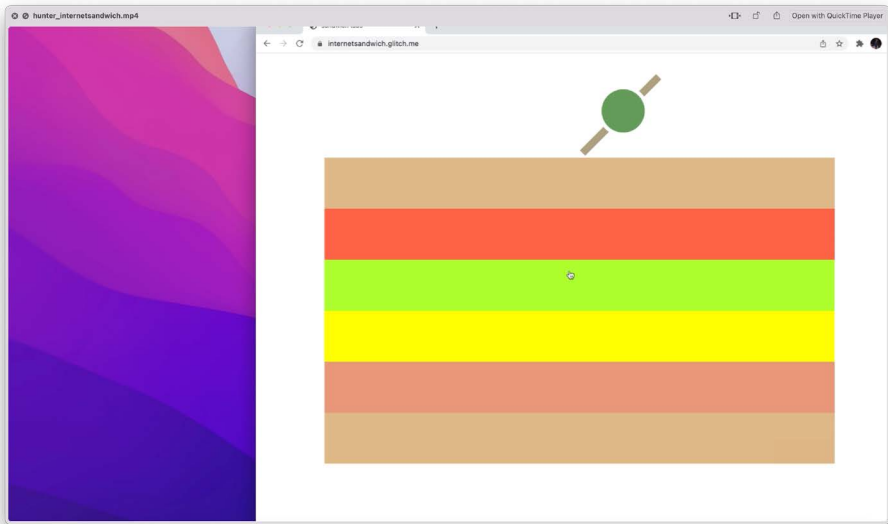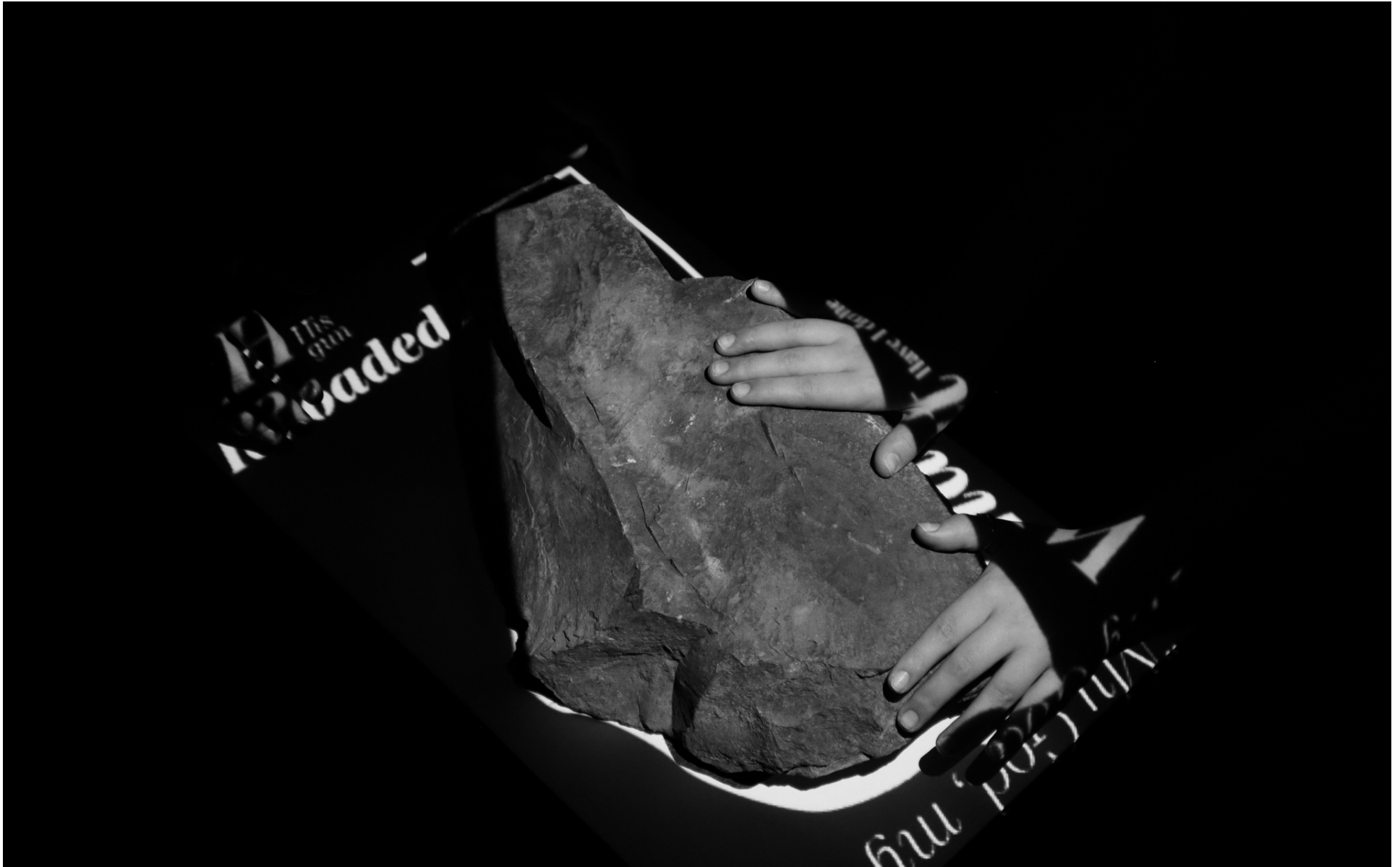
Yooo

It's a whole sandwich

😂😂😂

You like it 😂

Yeah it's awesome

I Stood in the Room

This book was intented for an exhibit format. The digital and analog melding of this project speaks to the somber tone of the writing.

This book was made by CNC milling,
3D scanning, projection mapping,
Touchdesigner, Mikey Mikey, coding, and
laser cutting. These tools transformed the
book into a sculptural experience.

As the reader touches the rock, the digital
page is turned underneath. The contents
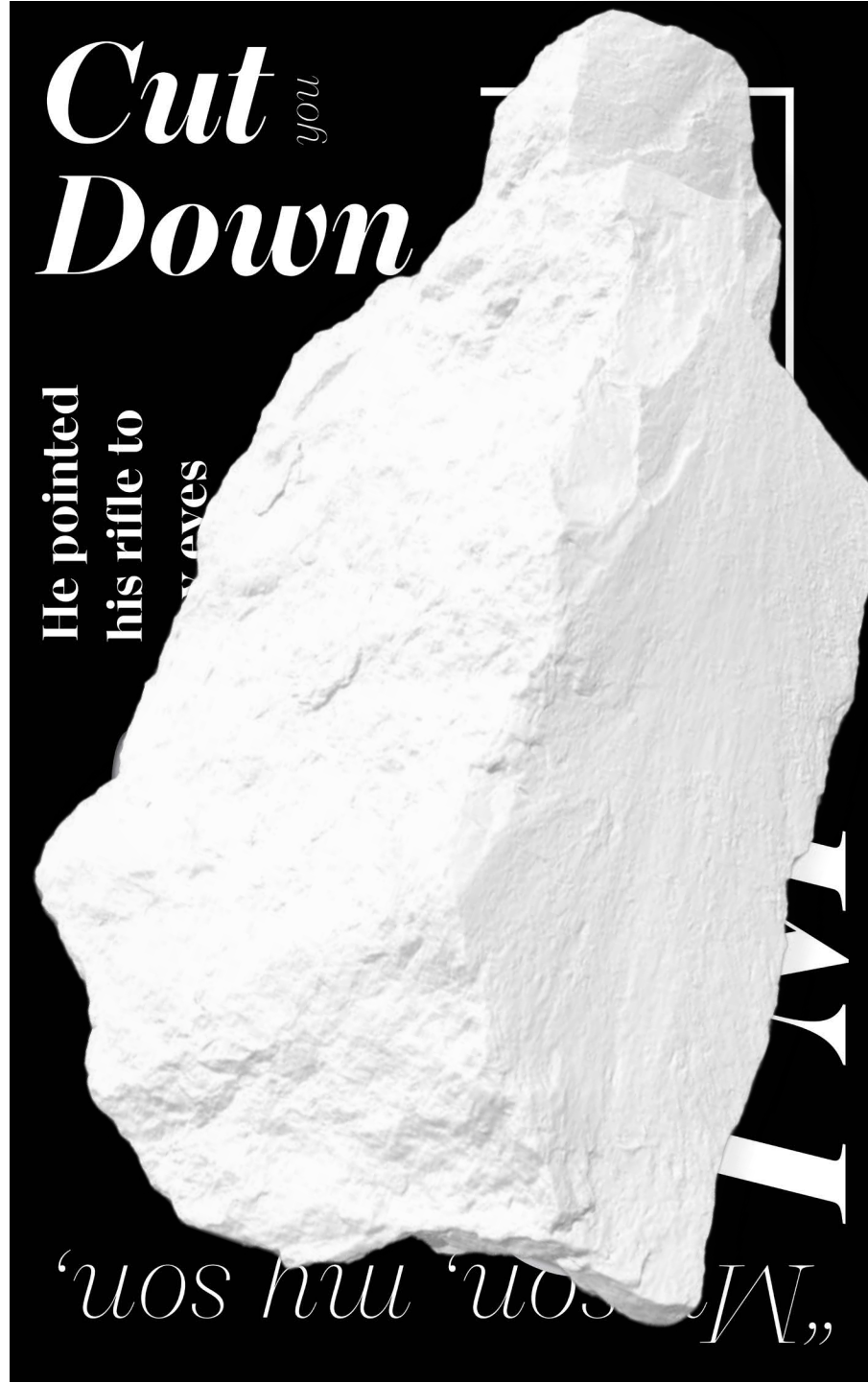of the book talk about hardship, struggles,
and heavy relationships.
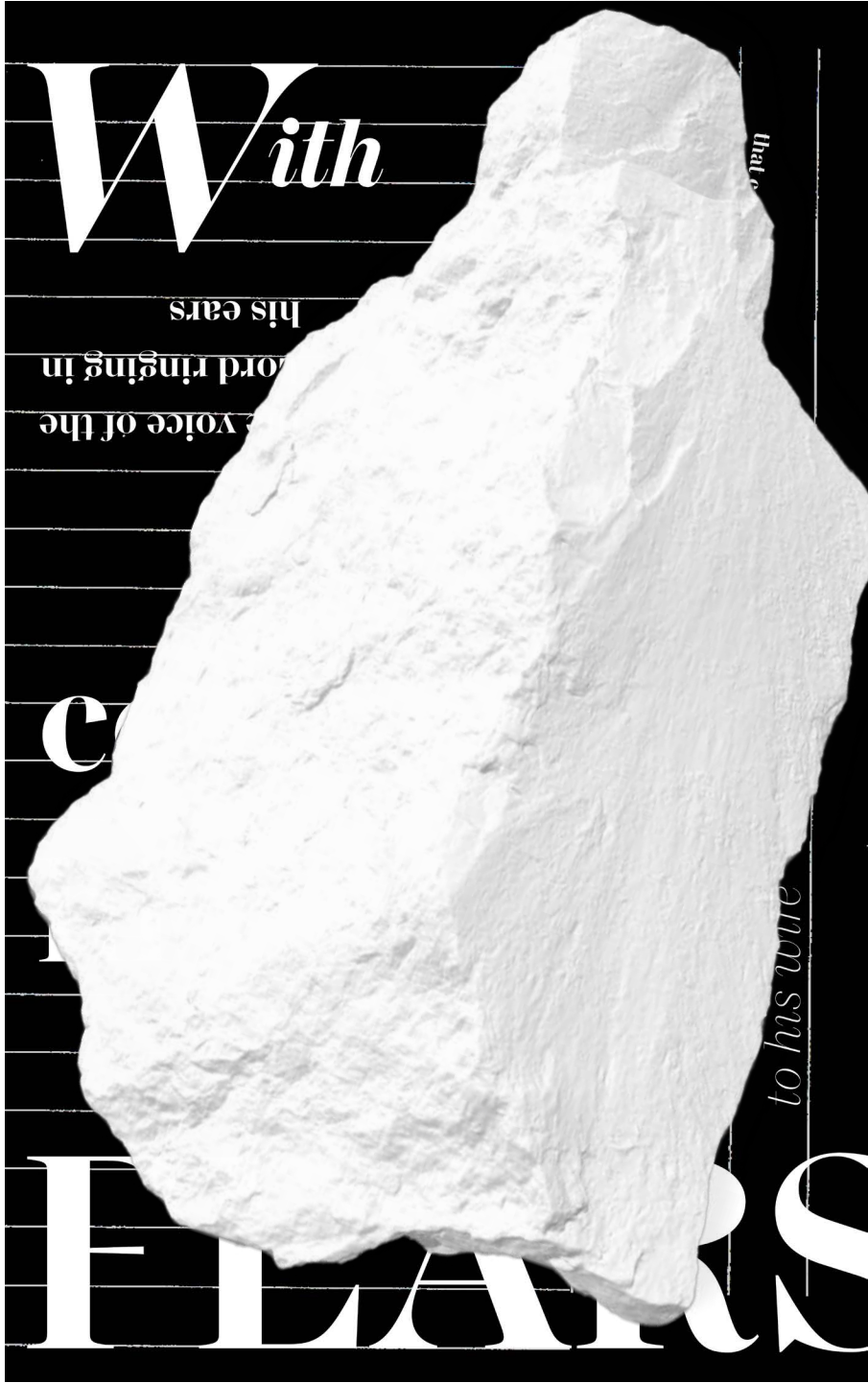
With

that

his ears

word ringing in

voice of the

c

to his war

FEARS

Cut *you*

Down

He pointed his rifle to

my eyes

"My son, my son,"

Squirrels vs. Lumberjacks Board Game

A board game about a rivalry and deforestation. I used the method of play testing to explore user experience.

THE LUMBERJACK

Choose One additional action for each Sawmill

↰ Move　　⚒ Chop　　🔭 Explore　　🪵🪵 Build　　✸ Destroy　　⬆ Grow

Sawmill
1 VP ea.

🪵 X4　🌰 X2

Reward card

"I see you've found my bunker... Now listen here we can do this the easy way or the hard way. Now are you going go or the hard way. Now are you going go cooperate or not?"

Pay 3 wood and 2 acorns now or loose a sawmill/nest. If you can pay now then complete or take the reward.

Reward
Move up to 2 squirrels or move the lumberjack to any tile.

Complete
1 VP

LUMBERJACK'S

...l action for each Sawmill

⚒ Chop　　🔭 Explore　　🪵🪵 Build　　✸ Destroy　　⬆ Grow

...awmill
... ea.

🪵 X4　🌰 X2

Rules

Overview

As you play this game you will explore, gather, grow, trade, and chop your way to victory. As your player begins to gather resources you will be able to build and destroy new tokens to make your player more efficient. The Game *immediately* ends when one player reaches 30 pts. Or completes 5 quests. After this you will count each players points on the victory tracker and all points received by quests. Just because you end the game does not necessarily mean you will win the game!

VICTORY IS ACHIEVED BY RECEIVING THE MOST AMOUNT OF POINTS!

GAME ENDS WHEN ONE PLAYER REACHES 30pt. OR ONE PLAYER COMPLETES 5 QUESTS

You are only able to take one action on a tile per turn. This means you cannot grow, chop, and build all on the same tile in one turn. moving does not count as taking an action on a tile.

Example: This mean if you wanted to grow a tree and chop it down. You could use one action to grow a tree, one action to move to another tile with a tree and chop it down.

Squirrel Rules

Overview

As a Squirrel, multiplying is your goal! The more Squirrels you have the more you can do. Just beware the more squirrels you have the more you have to feed! Gain victory points by nesting.

Start

You begin by placing *One* squirrel where there is a tree icon on the tiles.
After you place the first squirrel on the tree icon place the other 6 squirrels on your player board.

Next place all of the 6 Nest tokens on your player board.

Taking Your Turn

Once it is your turn each squirrel is allowed to do one of 6 actions. All squirrels on the board may do one action. This could be the same action or a different action, but once a squirrel preforms an action that squirrel cannot do another action till your next turn. (*You will be able to have multiple squirrels on the board by playing nest.*) The turn ends after the player finishes their last action and is done trading.

Move
Gather
Explore
Nest
Destroy
Grow

Example: you have 2 squirrels both are on the same tile. One squirrel grows a dead tree the other gathers from the newly live tree. You are done taking your actions and done trading with your opponent. Your turn is over

Squirrels

Choose One additional action for each Squirrel
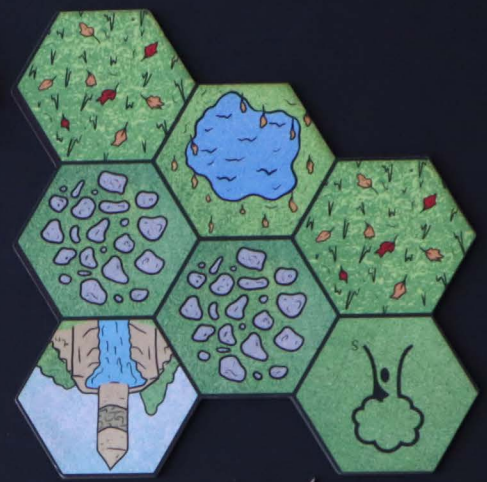
Move
Gather
Explore
Nest
Destroy
Grow

Completed Quest

Nest 1 VP ea. ✕3 ✕2

Squirrels ✕1 ea. Per Turn

Squirrels 1 ea. Nest

Official **Game Rules** to **Lumberjacks Vs. Squirrels**

Quest Card

THE LUMBERJACK

Choose One additional action for each Sawmill

Move   Chop   Explore   Build   Destroy   Grow

Completed Quest

Sawmill 1 VP ea. ✕4 ✕2

"Hey man! Yeah you! I could really use some help fixing my house. Turns out making it from hay wasn't such a good idea... How about making a log cabin next to a lake!"

Finish by:
Being on a lake tile and giving X7 Wood tokens all at once.

Reward
They help you build your own home! Place down a sawmill or a nest.

Complete 2 VP

"Please spare some change... I am very hungry... And cold... Please"

This is an ongoing quest. For every 10 wood tokens you give receive 1 VP immediately. This counts as one of your VPs to end the game.

---

hmmm.... I wonder where this came from?

Finish by:
Going to all of the explore tiles and give X3 Acorn to get secrets from the villages

Reward
You know to much! Rearrange the board in anyway. Oh and that there 3 wood tokens to keep your mouth shut

Complete 1 VP

"I see you've found my bunker... Now listen here we can do this the easy way or the hard way. Now are you going go cooperate or not?"

Pay 3 wood and 2 acorns now or loose a sawmill/nest. If you can pay now then complete or take the reward.
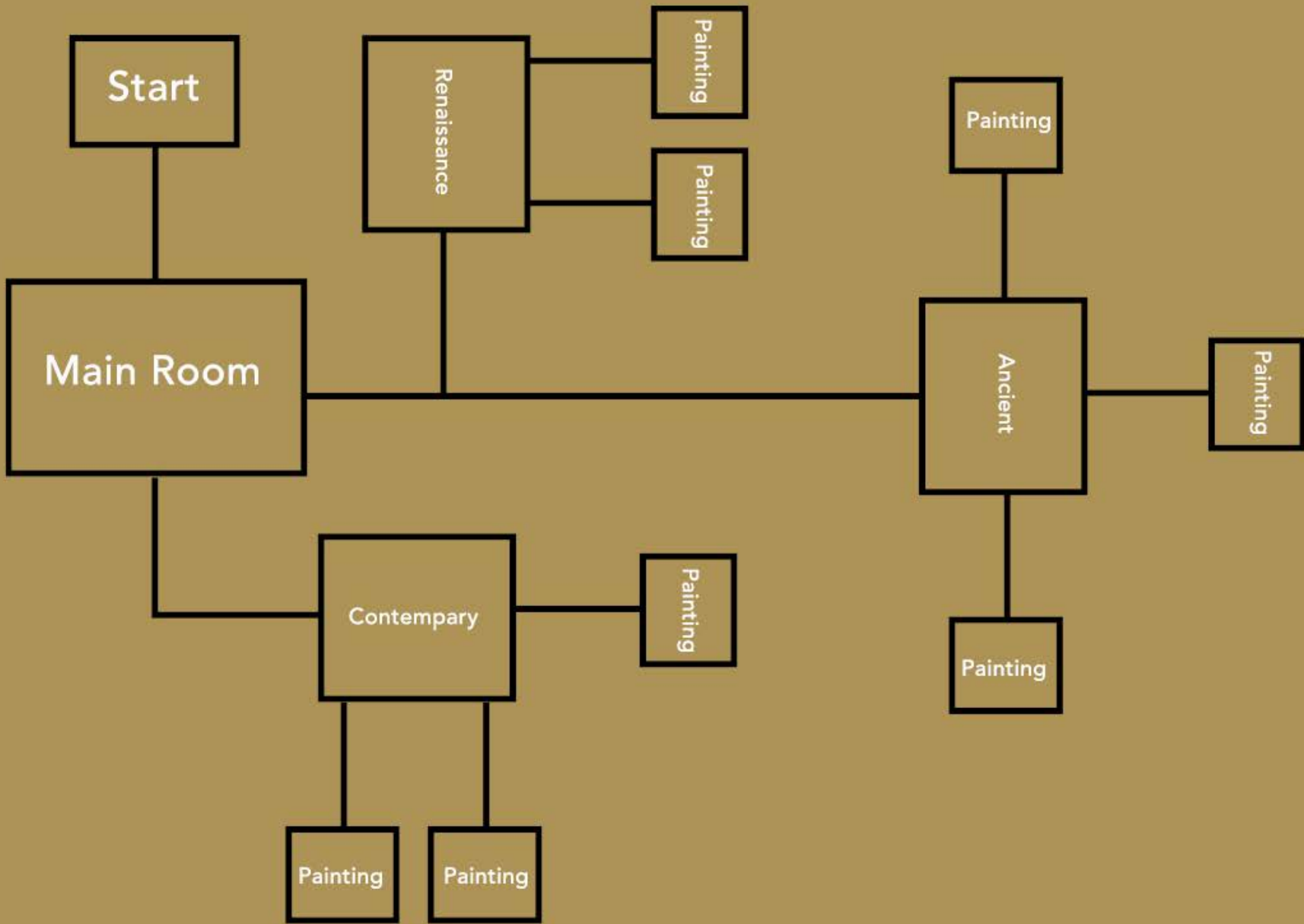
Reward
Move up to 3 squirrels or more. One lumberjack to any tile.
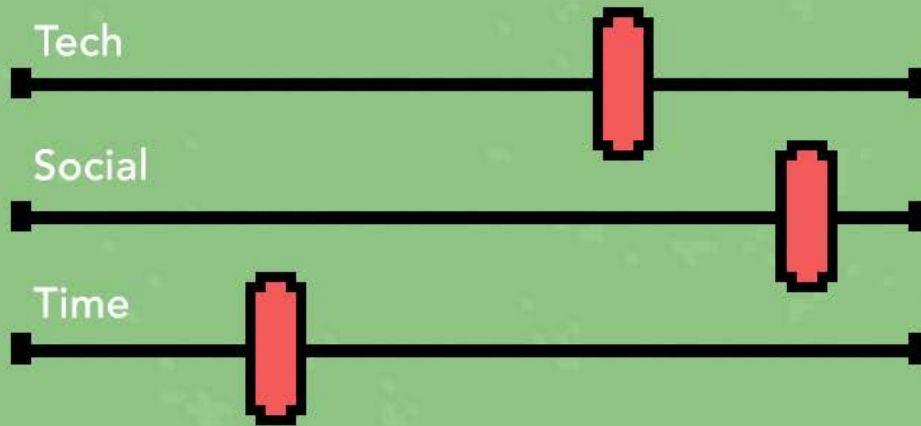
Complete 1 VP

Alternative Stories

A game focused on the environmental destruction current museums contribute to society. This is a speculative idea of how a deer interacts with a museum.

Start

Renaissance

Painting

Painting

Painting

Main Room

Ancient

Painting

Contempary

Painting

Painting

Painting

Painting

Painting

SPACE

↑

←   ↓   →

SKILLS

Tech

Social

Time

NEEDS

-A safe palce to appreciate and spend time with the artwork.

-To learn about art without listening to a full lecture or reading a textbook.

-Room to share his exciment with his friends around him.

-A museum culture that allows conversation and interaction.

Greg Age 25

Greg loves to go outside and walk around. They appreiciate walks in the park and the occasional hike. Nature hasn't been a topic they have fully investagated but they are interested to learn more about. Greg loves to go to museums, but mostly just with friends.
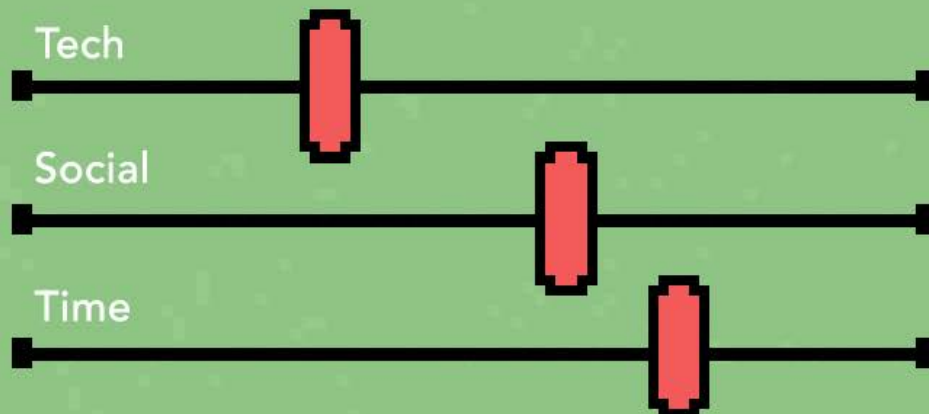
Michael Age 19

Michael likes school, but last night he stayed up late and woke up a little upset. (This is usually how his day goes.) He finishes his assignments somewhat on time. He thinks art is for old people, and has no way to connect with it.

SKILLS

Tech

Social

Time

NEEDS

-To learn and grow an appreciation for history and art that's real and exciting

-To have something that will grab his attention and be engaging

-A safe enviroment without a creative and physical barrier.
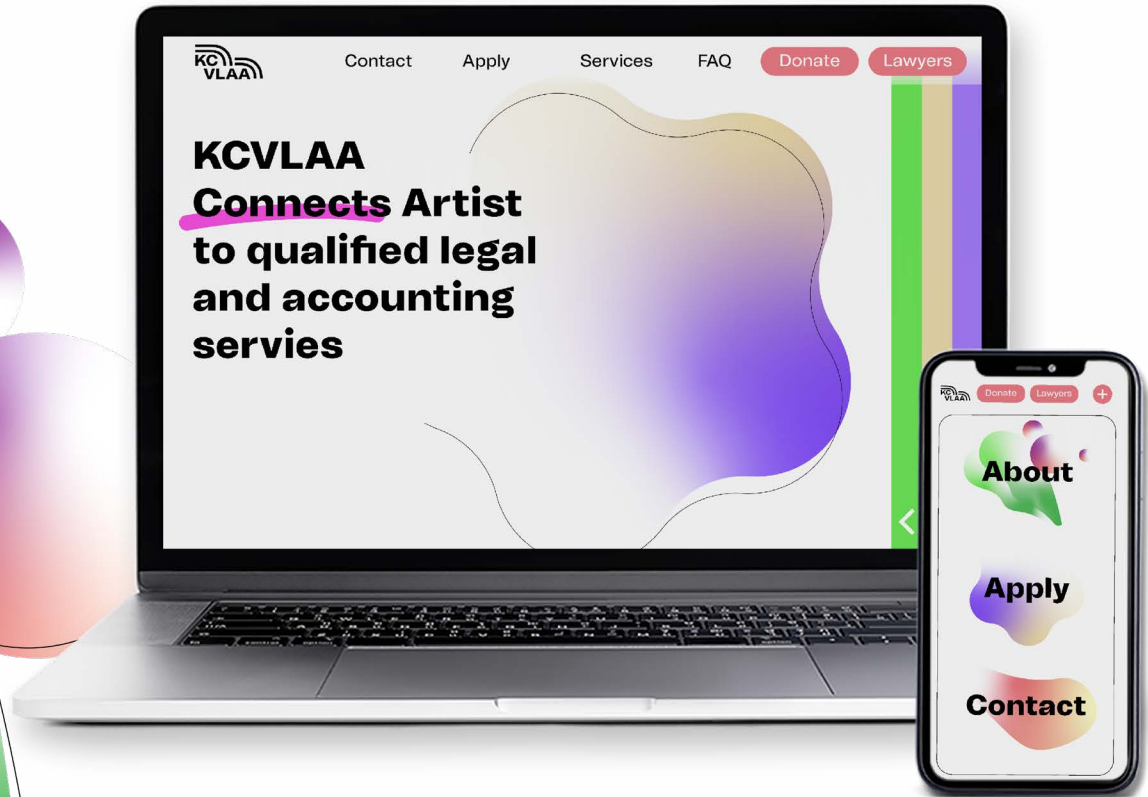
-To apply concepts into his own life

Smells like man sweat and toxic behavior...

A website which combines the needs of its users and the looks of the organization.

KCVLAA Website

A website for the Kansas City Volunteer Lawyers and Accountants.

I worked on researching, conceptualizing, and user testing, wire-framing, and prototyping for this project.

I wanted to make a website that was function, yet appealing to artist. I interviewed various designers and artist to achieve this goal.

Understanding the Audience

UX Case Study

Client Emotions

Questions we received

" If the applications make things more clear about my problems I can have a better undurstanding of whch application is correct!"

"where can I find the right lawyer?"

"Where do I pay for my applications?"

Thank you for checking out
my portfolio!

hhedgepath@kcai.edu
573-855-5605