

What is my design philosophy? — Embarking on the task of articulating my design philosophy was occasionally difficult and perplexing. I had to take it slow, examine my surroundings and myself, and make my way through a lot of unknowns. During this investigation, I have discovered that a significant portion of my personal design process—or "getting my hands dirty"—involves physical making, which has implications for my philosophy. Getting my "hands dirty" is crucial to being fully immersed in the design process, which is why my sculptures are reflections of my designs. In order to express my ideas and simply explore new avenues, I yearn to incorporate physicality into my design process. It fuels the creative side of the design process, which is something I want to develop and explore further.

Through this journey, I am now more capable of handling difficult challenges, streamlining, and elevating my creative process because of my enhanced comprehension of design and how it enables me to be a creator.

Design is never perfect

Design, in my opinion, is the process of determining how to satisfy user needs in a beautiful way. The difficult part as a designer is the development of things for complex human beings. Humans have changing needs and desires over time. Occasionally, design drives the change. Other times, it adapts to these developments. However, as a designer, my work is never fully finished. This is not to say that design has to be modern; it can be classic as well, but a great designer is one who appreciates iteration and is always on the cutting edge. Personally, I believe that there are too many objectives, applications, and users for every given subject or product, making it impossible to define perfection. Every created thing has undergone evolution and improvement at the hands of designers. I am therefore adding my own distinct viewpoint to it through designing.

There is art in design, but design is not art

Excellent design, in my eyes, is an art form that calls for practice; however, the result of the design process is not art. If you look at my art, you see it as a creative expression that aims to elicit reflection and individual interpretation. Despite being important, meaningful, and inspirational, the art only satisfies the need for self-expression and does not address any other needs. On the other hand, my design is the result of a creative process that aims to meet a need or get past a barrier for people who are going to utilize it. Rather than providing space for interpretation, my design outlines the intended use and guides the user through each step of the procedure. Overall, art raises questions; design produces solutions.

Design is not a set procedure, but rather a collection of tools.

In my perspective, design is more of a toolkit than a predetermined process. There is no one-size-fits-all approach to choosing the best solution when I design because each problem has its own unique set of characteristics. I see my design as a kind of art in which one must know when to apply different tools and methods. As Maslow put it, "It is tempting if the only tool you have is a hammer, to treat everything as if it were a nail." Therefore, always have a hammer, a screwdriver, pliers, and a hex wrench on hand.

Design must evolve

I believe that design must evolve. Since design cannot exist in space, I intend to grow in tandem with the industry as it does so. Design is a living, breathing thing that is constantly shifting. So as a designer, it is my responsibility to evaluate, improve, and do so by considering input from people all around. I make it my mission to enhance anything that could be done more effectively or isn't working as it should. It is through design that I can transform ideas into tangible products and experiences that improve our quality of life. Design influences how we interact with the world around us. So, I trust that the only thing that is constant in the end is change.

Remember the larger picture.

I must keep in mind the bigger picture in my role as a designer. My attention can easily be drawn away by the insignificant details of daily life.

When working in design, I have realized that producing a large enough number of deliverables doesn't always translate into success. I occasionally have to take a step back in order to continue moving forward. I recollect and recall that keeping an eye on the bigger picture is just as crucial as monitoring expectations. Mismanaged objectives can lead to problems in my own workplace and in personal relationships when attempting to fulfill them.

Design thrives with a physical touch

The physical world is still one of the few arenas in which we can set ourselves apart in this age of nonstop digital noise. Therefore, design, in my opinion, shines when it incorporates a harmonious blend of digital and physical elements. Physicality and materialistic thinking are essential to the essence of my design because they enable me to translate my ideas into actual forms. In order to establish enduring relationships, my goal is to provide a design that inspires emotions, makes a lasting impression, and makes viewers say "wow." My creative pursuits, encompassing my designs and sculptures, enable me to participate in the process of creation and environmental transformation. I see my hands as an instrument, a weapon, and a symbol.