



About Us

As the state art museum, we're here to champion artists and to serve the widest possible audience as a centre of excellence for the collection, preservation, documentation, interpretation and display of Australian and international art, and a forum for scholarship, art education and the exchange of ideas.

Our vision is to be a beacon for art by reflecting and exploring perspectives from our place in the world. Our purpose is to enrich lives through meaningful encounters with art.

Come Visit!

Open daily, 10am - 5pm
 Until 10pm Wednesdays
 Closed Easter Friday and Christmas Day

You can Contact us at
 999-999-9999



Mint Design

English/Japanese Designers

Created by designers Hokuto Katsui and Nao Yegimindesigns interprets designing clothes as a product-design, in order to present, not equivalent to "trend", possibilities and probabilities of "fashion". We aim to provide not only designing garments but supplies and spaces around us beyond any nationality, gender, age, and physical figure with wide range throughout from age of 3 to 100 to have fun with it. Apart from the freshness of habits, "mint" from the brand name "minddesigns" has the meaning of "brand-new" and "new".

Guo Pei

Chinese Designer

In the world of Guo Pei, fabric, shape and texture resonate with meaning. Inspired by fairy tales, legends and even military history, every creation tells a story and is a canvas for artistic expression, bringing beauty, romance and the designer's imagination to life. They tell the stories which paintings and embroidery have conveyed throughout the centuries.

Stella McCartney

British Designer

Stella McCartney was born in London to a family of creators who were legendary in public, yet ordinary at home. Raised in both the city and the English countryside, she was kept grounded by her late mother and muse, Linda McCartney - a photographer, vegetarian and animal rights activist whose values and innate appreciation for beauty continue to inspire her today.

Mary Katrantzou

Greek Designer

Mary Katrantzou was dubbed "The Queen of Print" by press, a moniker that recognized the enormous influence of her work in the medium. Katrantzou's work changed the face of twenty-first century fashion, inspiring high fashion and high street designers alike.

Hana Sadiq

Kuwait Designer

Hana Sadiq who has a degree in French Literature from the University of Baghdad - is now primarily a fashion designer, specializing in the integration of Arabic art with the best of contemporary high couture. Having studied painting with some major fine art artists, she went on to study textile design, silk painting and ceramic in Paris.

Laduma Ngxokolo

South Africa Designer

MAXHOSA AFRICA is a South African knitwear brand founded in 2012 by Laduma Ngxokolo. This was with desire to explore knitwear design solutions that would be suitable for amakwazi (Xhosa initiatives). His initial vision was to create a modern Xhosa-inspired knitwear collection that would be suitable for this market.

Issey Miyake

Japanese Designer

is recognized worldwide for his contemporary, industrial and innovative apparel designs, fragrances and exhibitions. His work cuts the edge of science and fashion, combining the two into a harmonizing symphony using unconventional materials.

Sophia Ling-Hung Shih

Malaysian Designer

Sophia is recognized internationally for her interest and research on the semiotics and the culture of cities. She combined both Chinese and Western traits to her own creativity to present her philosophy to the international arena of design.

Michael Cinco

Filipino Designer

Fashion designer best known for his renowned couture house Michael Cinco Haute Couture. He was the first Filipino designer to be featured on America's Next Top Model, appearing in cycle 16. His creations have been worn by the likes of Sofia Vergara, Britney Spears, Lady Gaga, and Paris Hilton.

Yulia and Anna Grazhdan

Ukrainian Designers

Two Ukrainian sisters decided to put their knowledge and passions together to create an eclectic fashion brand that combines different styles. Yuliy and Anna Grazhdan think the clothes you wear are the reflection of your personality. Fashion is born in the street and Drag & Drop wants to represent a new version of femininity of contemporary women.



Jackson Fojut

Fall 2023

Capstone - Graphic Design

Department of Art and Art History

Artist Statement:

As a designer, my role and designs should go beyond just function and visual aesthetics but to create lasting impressions. I see and use design as a communicative tool with the ability to inspire people and elicit innovation. As such, process, progress, and creativity are key ideas in my work. I want to be able to go beyond just making “pretty pictures” but to go further and create pieces that can convey important and deeper messages to a greater audience. And be it through brand identity, illustration, photoshop, indesign, or other creative outputs I want people to learn and understand the important and amazing work people are doing today and inspire others to go out and create. For me, people and design go hand-in-hand. Where without an audience design doesn't have a platform to speak to, and without design, or another artistic practice, people won't get that creative uplift to enact change. Design is all around us, from our vehicles, devices, and the buildings we occupy design is a both subtle and outwardly driving force in society. And as graphic designers, we play a vital role in society through the visual experiences and languages we create, participating in a ripple effect that shapes our culture and the digital language we communicate in.

This mode of thinking was largely influenced from my parents and greatly influences the work I make today. Both therapists by trade, they've dedicated their lives to encouraging and improving the wellbeing of others, whether it be through their professional practice, volunteering, or small gestures of kindness. Additionally, they've instilled in me a mindset of being dedicated, motivated, and the idea of if you're going to do, then do it right. I've adopted this mindset, both in my personal life and design work, seeking to create pieces that can spur on conversations and spark creative thinking.

My process usually begins with multiple sketches on paper, at least 10, playing around with different ideas in form, color, and other elements, spewing if you will any idea I can think of onto paper. Finally after narrowing down which sketches/ideas are working best I'll transfer them digitally and begin the process of making sure the message I'm relaying is coming through properly. This step takes the longest as new ideas and attention to detail are constantly being revised and corrected. Lastly, I'll ask people about my design, getting input on what they think from an outside perspective is crucial to making sure everything is working conjunction, of course after a few more revisions.

Title**Original Format**

Figure 1: Museum Poster Design

Illustrator, 11 in x 17 in

Figure 2: Museum Mock up Designs

Photoshop, 17 in x 11 in

Figure 3: Museum Book Guide

Illustrator, 8.5 x 11 in



Figure 1: Museum Poster Design

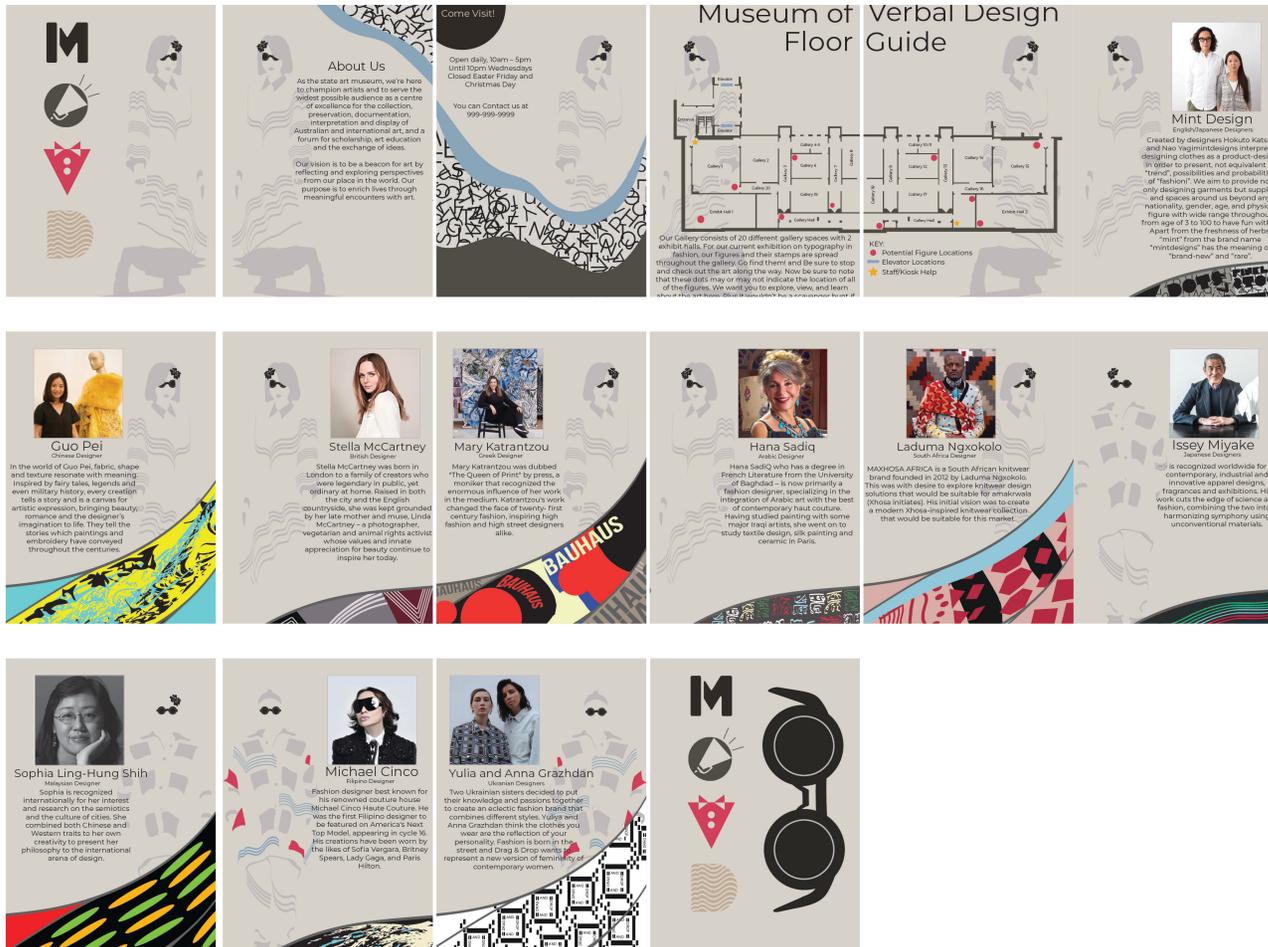


Figure 3: Museum Book Guide Design