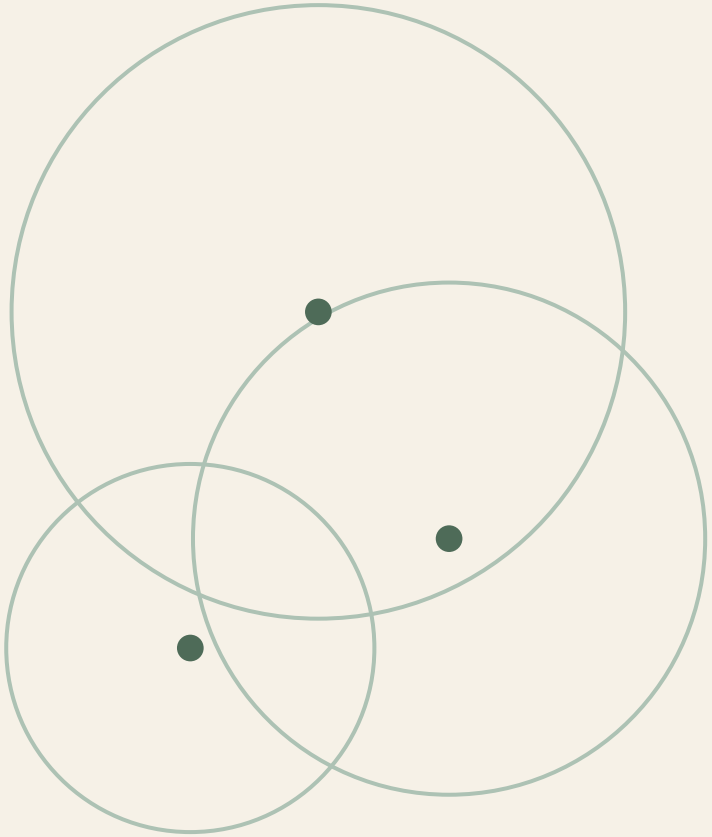
VOLUME THREE

RESOLVE

FINAL PROJECT & BODY OF WORK

A workbook for turning a chosen creative direction into a coherent, resolved project, collection or body of work.



EXPLORE • POSITION • RESOLVE

ATLAS&NATION

RESOLVE • PRESENT • REFLECT

Why Resolve?

A BRIEF NOTE

Creative direction is only the beginning.

Resolve helps you turn a promising direction into a coherent body of work. You will select, develop, refine and unify the strongest ideas before moving into realisation and presentation.

The aim is not perfection. The aim is clarity, consistency and completion.

Starting here? Choose a promising project, write its direction in one sentence, and note three qualities you want to preserve.

Use as many working pages as you need. Skip or repeat canvases where useful.

“What needs to happen for this to feel complete?”

THREE VOLUMES • ONE CREATIVE JOURNEY

EXPLORE	POSITION	RESOLVE
Discover and develop possibilities.	Recognise your creative language and direction.	Turn that direction into a coherent body of work.

WHAT THIS VOLUME HELPS YOU DO

1. Choose what belongs in the final project
2. Develop strong ideas into resolved outcomes
3. Create consistency across the body of work
4. Prepare the work for presentation

HOW TO USE RESOLVE

Begin with a chosen creative direction - from Position or your existing work.

Sketch, sample, prototype, compare and edit. Keep testing how the parts relate to the whole.

A resolved project should feel intentional without losing the energy of development.

Use the process to develop and present a project, keeping a record of the choices that made it coherent.

Method Overview

Resolve moves from selection and development toward cohesion, final realisation and reflection.

Use the stages in order, or return to an earlier stage whenever the work needs another pass.

A FIRST PASS

Pages 4-5 → 11 → 19 → 25 → 29 → 33 → 41

Use other pages when needed. This route still involves actual making and any further presentation work your project needs.

Develop • compare • refine • unify • make • present

01 **SELECT**
Choose what belongs

02 **DEVELOP**
Push ideas further

03 **REFINE**
Improve what needs work

04 **UNIFY**
Make the parts fit together

05 **REALISE**
Turn planning into outcomes

06 **PRESENT**
Shape the work

07 **REFLECT**
Review what you learned

Select What Belongs?

EDIT BEFORE YOU EXPAND

Bring together the work, references and experiments that still feel important. You are not choosing a final outcome yet - you are identifying what has enough strength to continue.

Place, sketch, paste or annotate freely in the space beside you.

Consider:

What feels essential?

What still has energy?

What supports the direction?

What can be left behind?

BEFORE YOU COMPARE

Record your project criteria on page 5. Use them when choosing what to develop.

SELECTION BOARD

Candidates may be pieces, components or versions within your chosen direction.

Select Project Criteria

DEFINE WHAT SUCCESS NEEDS

What am I making, for whom or what context, and within which constraints?

Name two or three things the outcome needs to achieve.

Use these criteria to guide selection, making and feedback. Return and revise them if the project changes.

WORKING AT A4

Write brief answers in the top panels. Give each criterion one clear sentence.

PROJECT BRIEF / CRITERIA

01 WHAT AM I MAKING?

Name the intended piece, project, collection or body of work.

02 FOR WHOM / WHAT CONTEXT?

Audience, use, setting or presentation context.

03 CONSTRAINTS / QUALITIES TO PRESERVE

Time, resources, materials, scope; the three qualities you want to carry forward.

TWO OR THREE THINGS THE OUTCOME NEEDS TO ACHIEVE

1

2

3

Select Curate the Project

BUILD THE EDIT

Now begin arranging the material that deserves to move forward. Look for relationships between pieces rather than judging everything individually.

Move things around. Group, separate, overlap and reorder until the project begins to feel intentional.

Consider:

What naturally belongs together?

Where are the gaps?

What feels repetitive?

What is becoming clearer?

CURATION / PROJECT MAP

Select Candidate 01

STUDY ONE CANDIDATE

Give one piece, component or version a whole page. Add sketches, references, materials, details or notes. Show what it contributes to your chosen direction and what needs testing.

CONSIDER

What gives it energy?

What feels distinctive?

What needs testing?

What would weaken it?

CANDIDATE 01

Select Candidate 02

STUDY ONE CANDIDATE

Give one piece, component or version a whole page. Add sketches, references, materials, details or notes. Show what it contributes to your chosen direction and what needs testing.

CONSIDER

What gives it energy?

What feels distinctive?

What needs testing?

What would weaken it?

CANDIDATE 02

Select Candidate 03

STUDY ONE CANDIDATE

Give one piece, component or version a whole page. Add sketches, references, materials, details or notes. Show what it contributes to your chosen direction and what needs testing.

CONSIDER

What gives it energy?

What feels distinctive?

What needs testing?

What would weaken it?

CANDIDATE 03

Select Final Project Edit

ASSEMBLE THE CHOSEN SET

Bring the selected pieces together on one page. Move them around. Resolve repetition. Look for gaps. Aim for intention, not perfection.

FINAL CHECK

What must stay?

What is still missing?

What can go?

Does the set feel coherent?

FINAL PROJECT EDIT