Twitter Thread by Pak



Pak
@muratpak



Let's chat.

so..

"Design solves a problem. Art raises a question."

"Design is conclusive. Art is an open debate."

"Design needs a collective acceptance. Art only needs an inner approval."

"Too much design ruins art, too much art ruins design."

"Design motivates. Art inspires"

"Design is understood. Art is interpreted."

"Design is skill. Art is talent."

"Good design sends the same message to everyone. Good art sends a different message to everyone."

I've always defined myself as a designer in "designer vs artist" multiple choice in terms of my motivation of creativity (solving problems).

Can something be art and design at the same time?

From my personal point of view, it can't.
Both can be "craft". Both are.

When someone looks at a well-designed engine and compliments as "wow, this is art!", they actually mean "wow, it's very well crafted".

In other terms, art and design, are different opposites of the same space of creation/craft. Their vector is defined by their motivation.

In other words, from a designer point of view, the existence of collective purpose/solution/answer of a craft makes it design and the absence of it makes it art.

This is why
https://t.co/PtgB4sHuhQ

> Art is incomplete design.
>
> — Pak (@muratpak) February 28, 2015

But surely this statement does not mean design > art.
Sometimes the absence of something is the thing that creates a meaning.

Lack of something may create a bigger message.