

# *Fashion design, game design and commercial design*

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To make best use of our funding we focus on specific artforms. However, we're unable to fund all creative practices, including fashion design, game design and commercial design.

We support some design projects through our [Craft/Object](#) and [Visual arts](#) artforms.

- Through [Craft/Object](#) we support furniture and object-based design projects. Our focus is on supporting independent studio-based designers to develop new work and present it publicly, but we don't support commercial manufacture.
  - Through [Visual arts](#) we support 2D design projects, for instance typography, poster design, graphic design and publication design.
  - We can also support non-commercial projects that recognise and build on the interaction between design and arts practice.
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