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Year 9 Remote Learning: Product Design



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Product Design

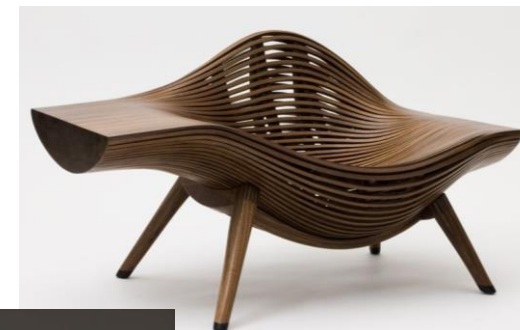
Task 1: Create a mood board about chairs it should have at least 12 images collaged together (see sample) you need to think about different material and styles.

Try adding in a variety of adjectives when doing your research. Adding “weird” or “interesting” or “colourful” before your search will change the results.





Chair Design



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Product Design

Task 2: Iconic Designs. Some chair designs are the most iconic designs that have existed. Evaluate the chair on the next page in as much detail as possible relating to the main points of ACCESS FMM.

- Aesthetics – The looks of the product, is there a particular style being used? Colour, form etc
- Cost – Evaluate the effect of the cost, does this show who it is aimed at. Is it affordable etc
- Customer – What does the client need? How would this product fit their needs/wants? What do they like/dislike about it.
- Environment – The environment in terms of sustainability and recycling. Can the item be disassembled or maintained? Also refers to the environment in which the product will be stored/used etc.
- Size – What are the dimensions of the product? Could they be changed? Why is the product that size? How have anthropometrics been used in creating the design?
- Safety – Sharp edges, heavy weights? How can the product be made safer for “target market”
- Function – What is the function of the product? Does it work well? How could its function be improved? How could you use the function in your own design?
- Materials – What materials have been used? Why those materials? Discuss the properties of the materials and potential alternatives.
- Manufacture – What methods of manufacture have been used to produce the product? Could it be made more efficiently using a different method? What are the effects of the method of production that they have used e.g. vacuum formed products are hollow.

Wassily B3 Chair - <https://www.knoll.com/product/wassily-chair>, <https://www.moma.org/collection/works/2851>



Product Design

Task 3: Famous design movements. There has been dozens of design movements over the last hundred years and most contain a different set of styles and principles which they strived to achieve. From the list below have a look at each design movement briefly (we have already covered Memphis this year). In the space on the next page research into that design movement.

Design Movements:



Research Content:

Images of products designed in that style.

What you like and dislike about the design movement. Why did you choose this one?

Who are the key designers in this design movement and can you find a famous product they designed?

List the key common traits about things in your design movement (E.g. for Memphis; bright colours, asymmetrical shapes, form over function)

Can you find any reasons why this design movement started? (E.g. Art deco is a reflection of attitude post world war one. Opulence and uses of materials discovered or invented during the war.)

R e s e a r c h

Product Design

Task 4: From your research you need to start creating 3+ sketches of your own design for a new chair to follow the theme of your chosen design movement. Work on paper. Drawings should be placed on the next page.

Think about the drawing skills you have used previously in terms of presentation techniques, style, fine lining and colour etc



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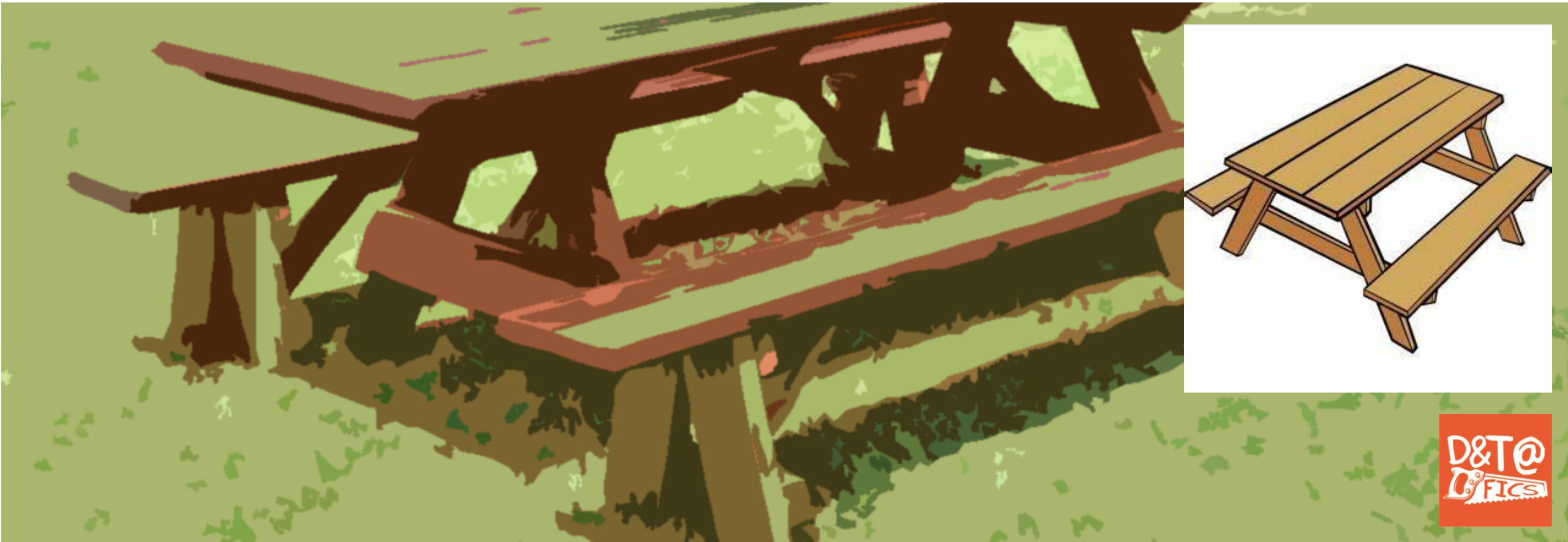




Product Design

Task 5: Adapt and develop. Using your research and previous drawings to complete 3+ designs for a picnic area/table/bench for school that uses influence from the design movement you have chosen. Use the next page to present your work.

When done you should render (colour) your designs and try to show a backdrop of a likely area like a school field or courtyard.



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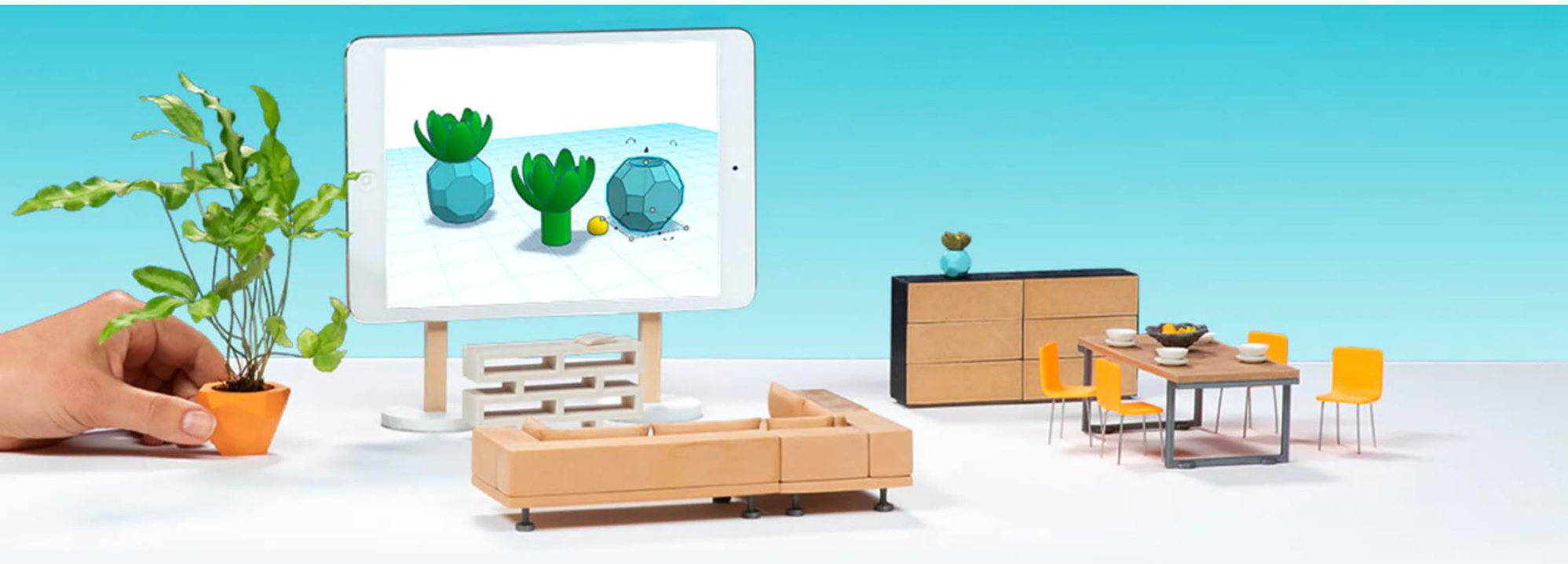
Rendered design: render (colour) your design and try to show a backdrop of a likely area like a school field or courtyard.

Product Design

<https://www.tinkercad.com/>

Task 6: Work through the TinkerCAD tutorial using the link above.

Extension: Follow the animal tutorial to make an animal of your choice.



Tutorials:

<https://www.youtube.com/watch?v=60xfIu-lqAs>

<https://www.youtube.com/watch?v=GcD0vKjoUyg>

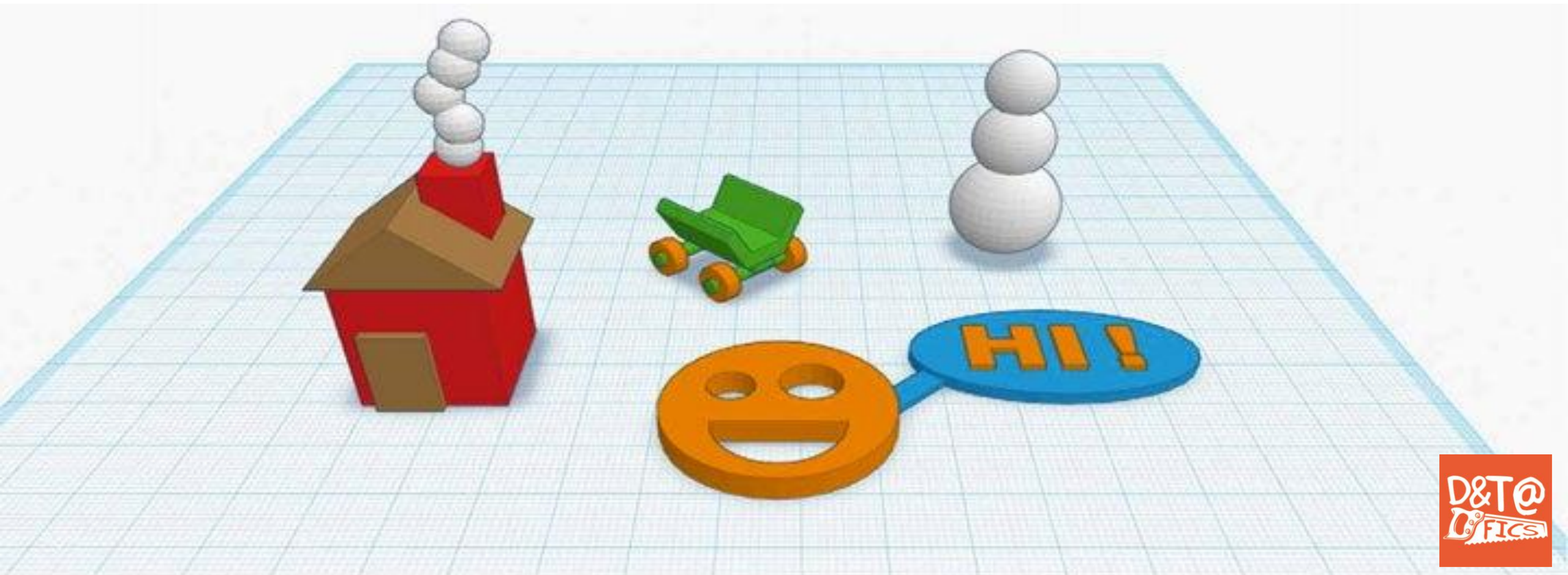
CAD Tutorial

Product Design

<https://www.tinkercad.com/>

Task 7: Use TinkerCAD to create some of the designs that you have created in your initial ideas and development work. Present these designs on the next slide. Use PowerPoint to try and remove the background to add vignettes/outer glows etc.

Advanced tutorials: <https://www.youtube.com/watch?v=qaCCji-nLVc>,
https://www.youtube.com/watch?v=2JFxtUIOnEI&list=PL90LC6zq_Lzf9tHyFPzX_9OA35BFTfEBs



C A D D e s i g n s



Product Design

Task 8 (Two lessons) – VR is another tool in the modern product designers toolkit. Create a virtual living space using Minecraft. Screenshot the various areas of the space and think about how you can use materials to create contrast and provide a functional or aesthetic living area. Screen shot and place your two living areas or buildings on the next page.

Extension: Try to do all of this work in survival mode.

There is a free education edition on the app store for iPad and android or you can find a browser version on a PC if you do not already own the program.

Tutorials:

https://www.youtube.com/results?search_query=mincraft+tutorial



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Aesthetic Space

