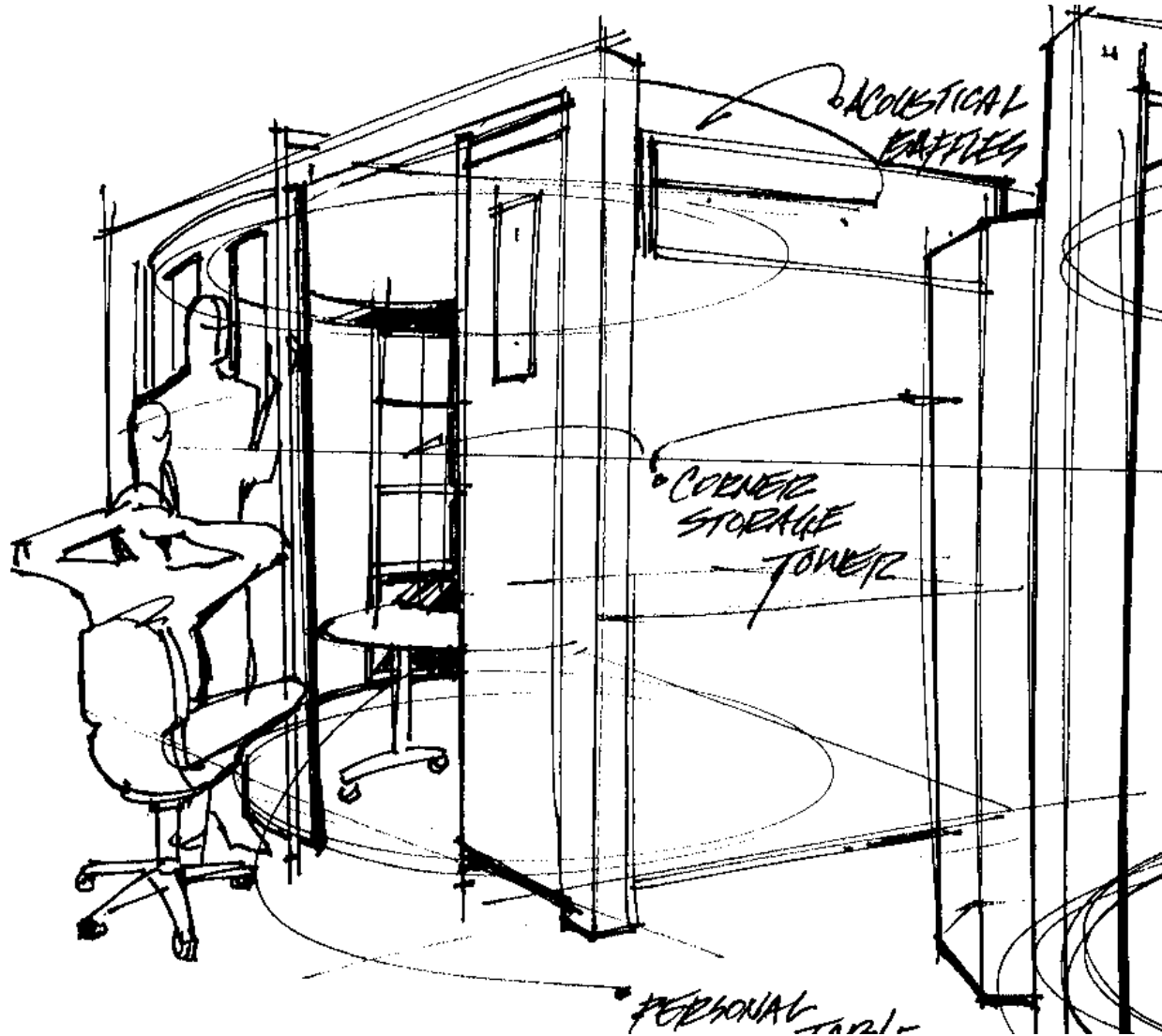


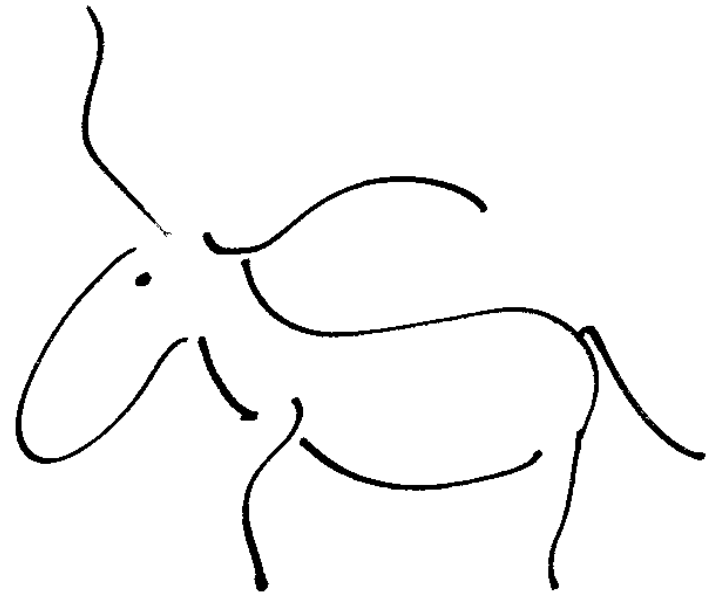
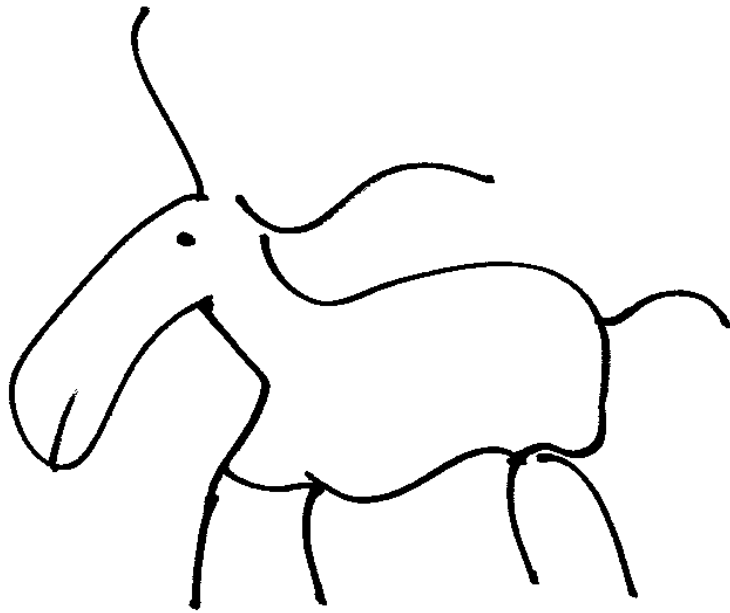
Concept Ideation

Loose and informal sketches



Sketching Proverb

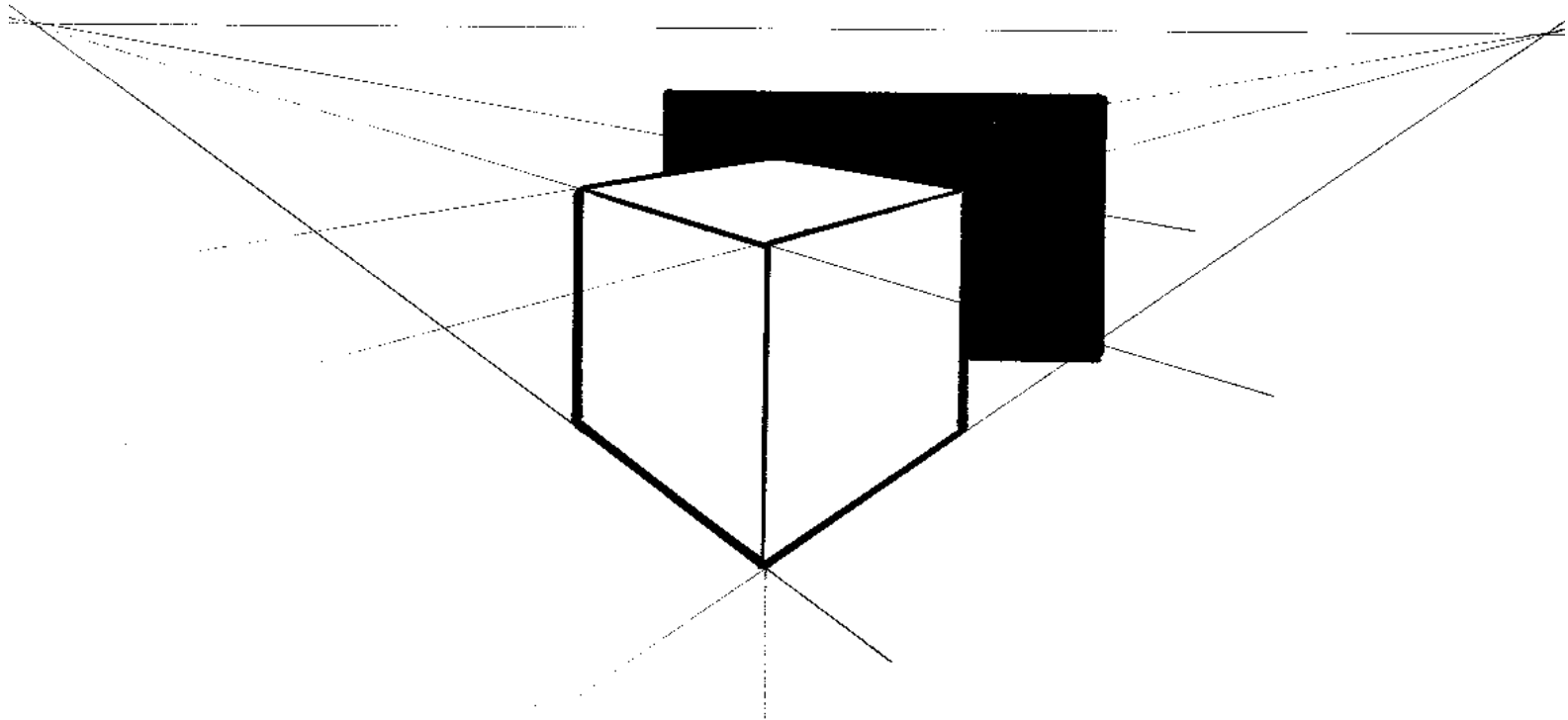
Draw what you see



Not what you know

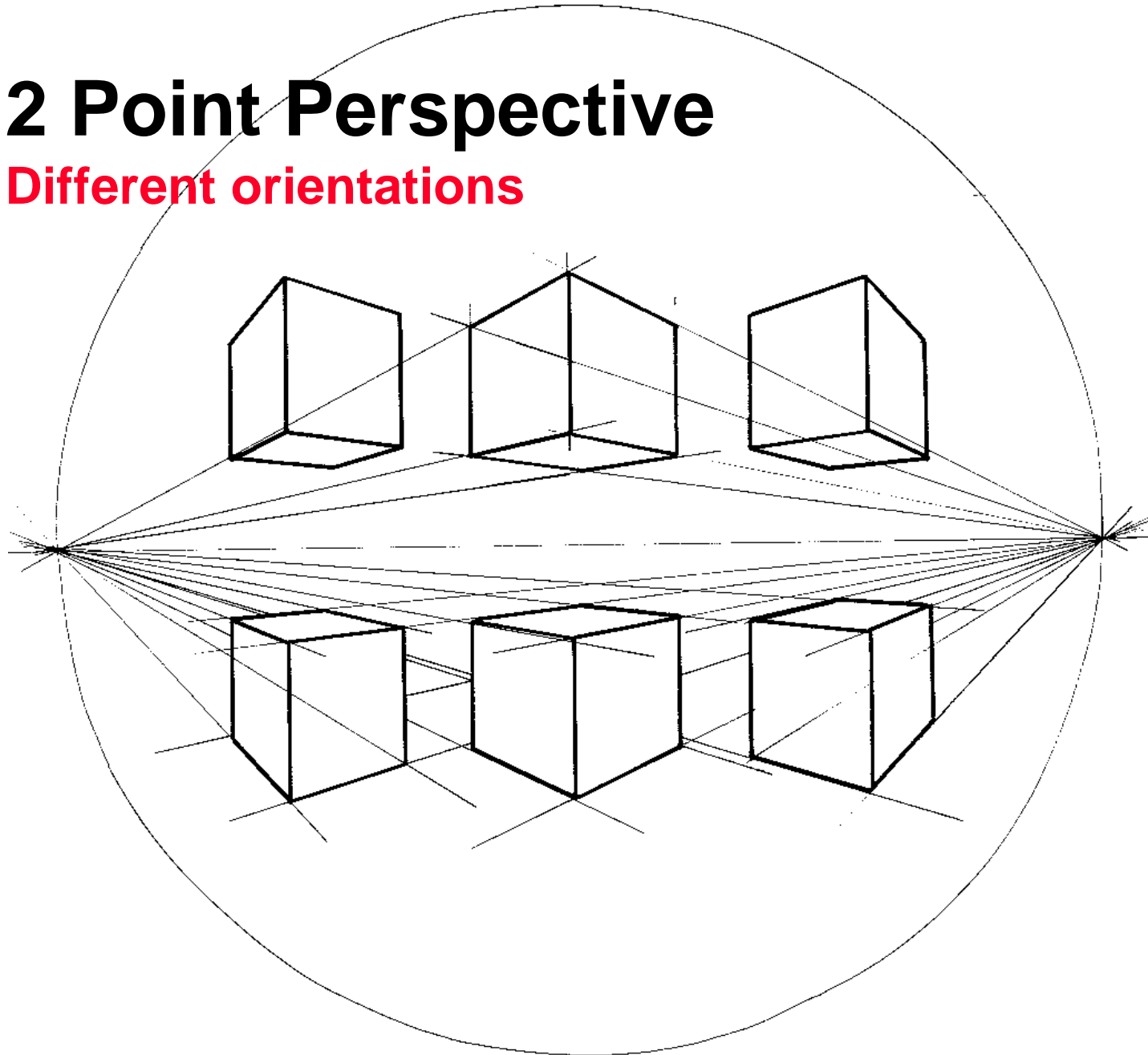
2 Point Perspective

The basic cube



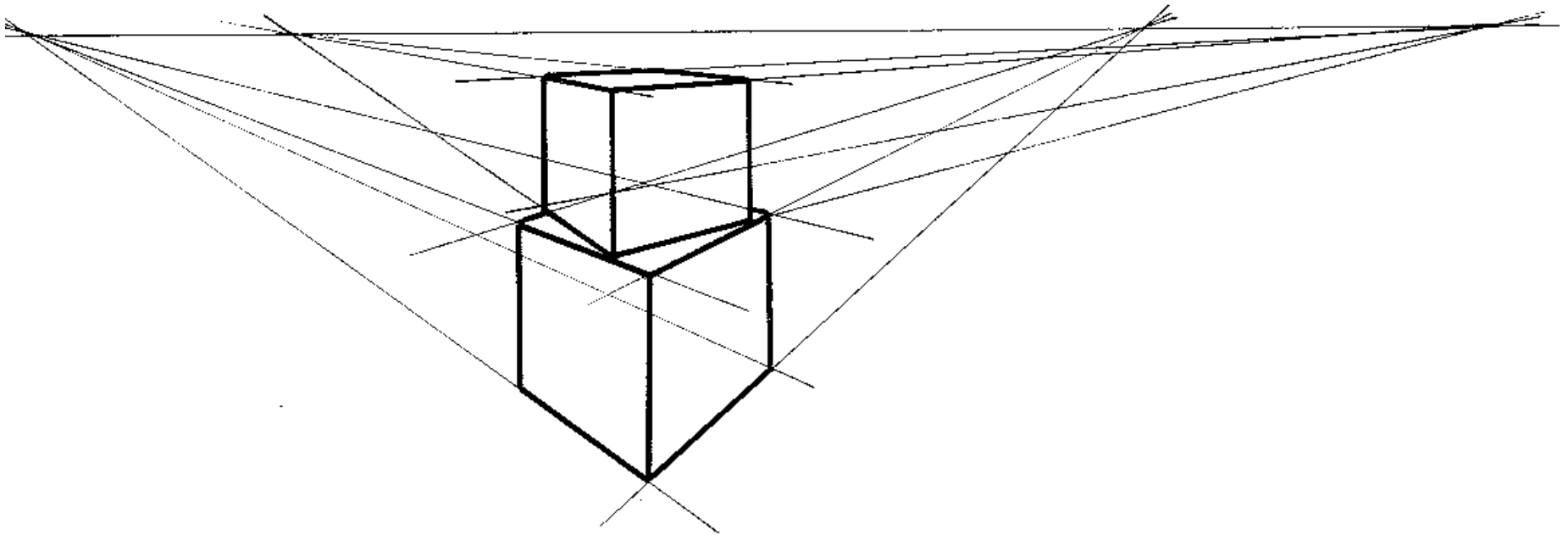
2 Point Perspective

Different orientations



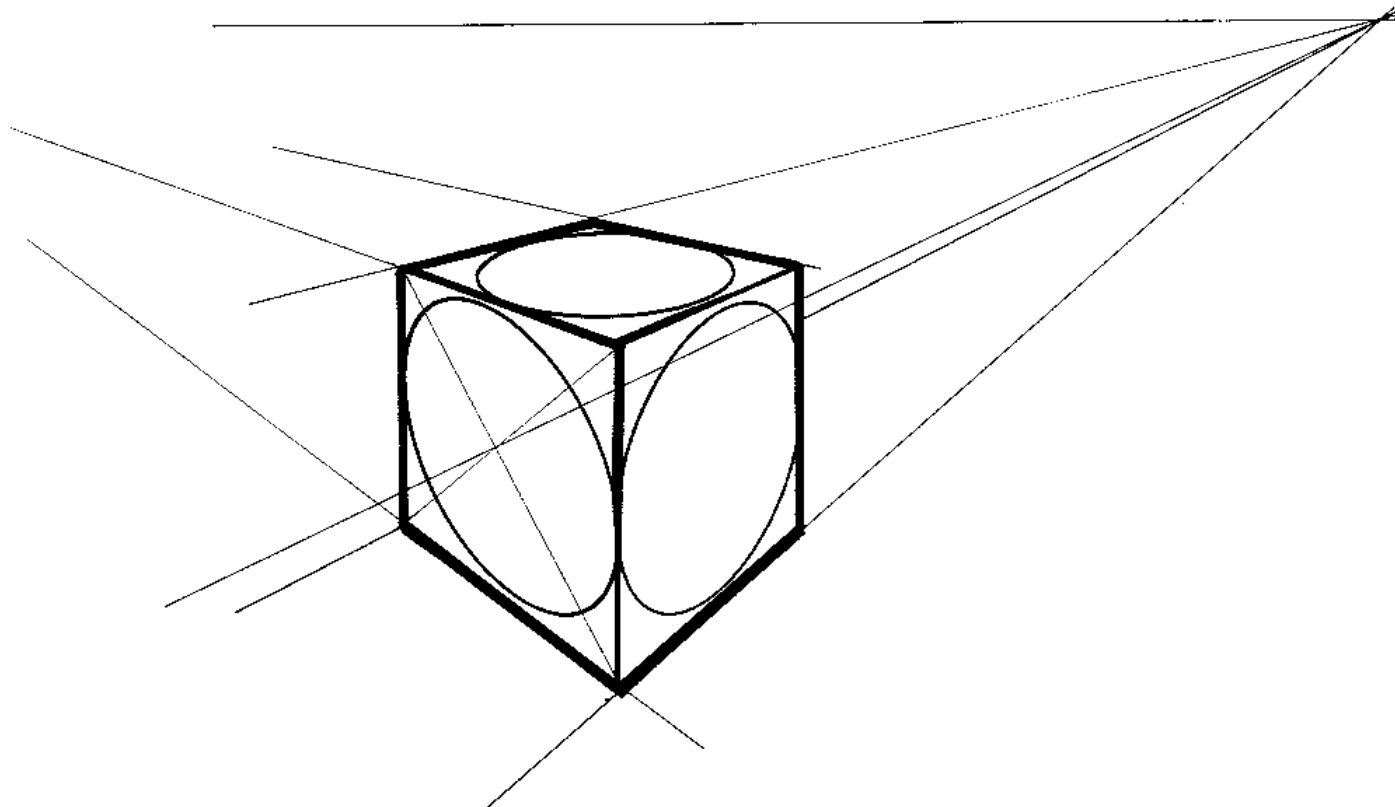
2 Point Perspective

Cubes on cubes at different orientations



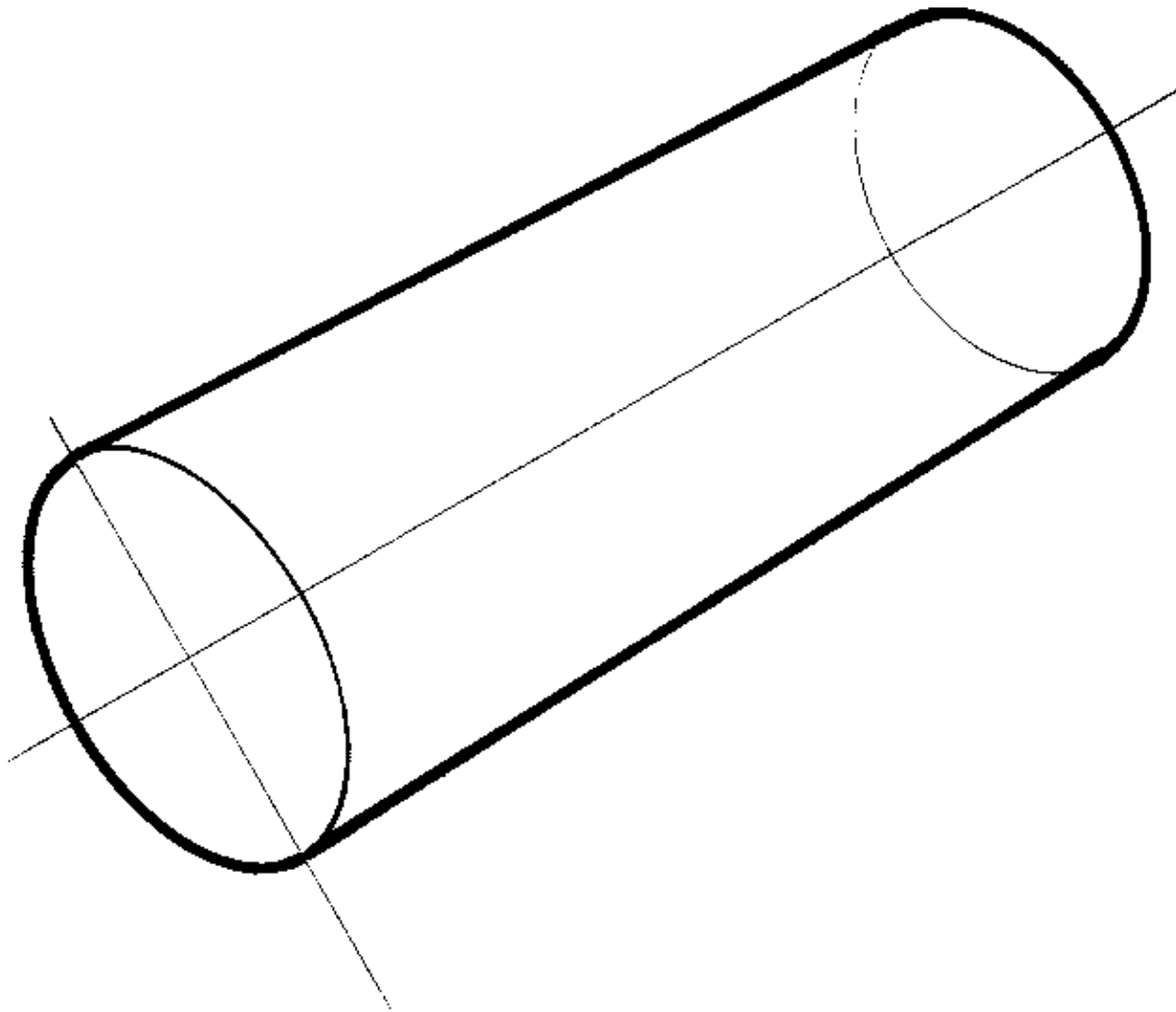
2 Point Perspective

Circles on cubes



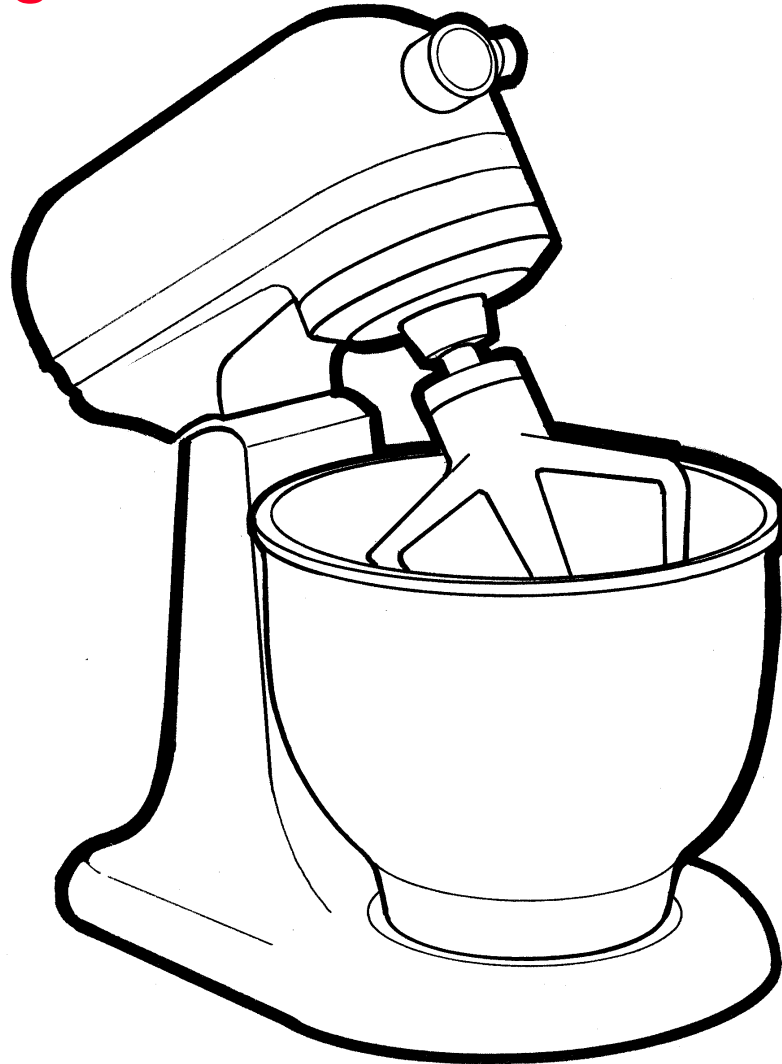
2 Point Perspective

Cylinders



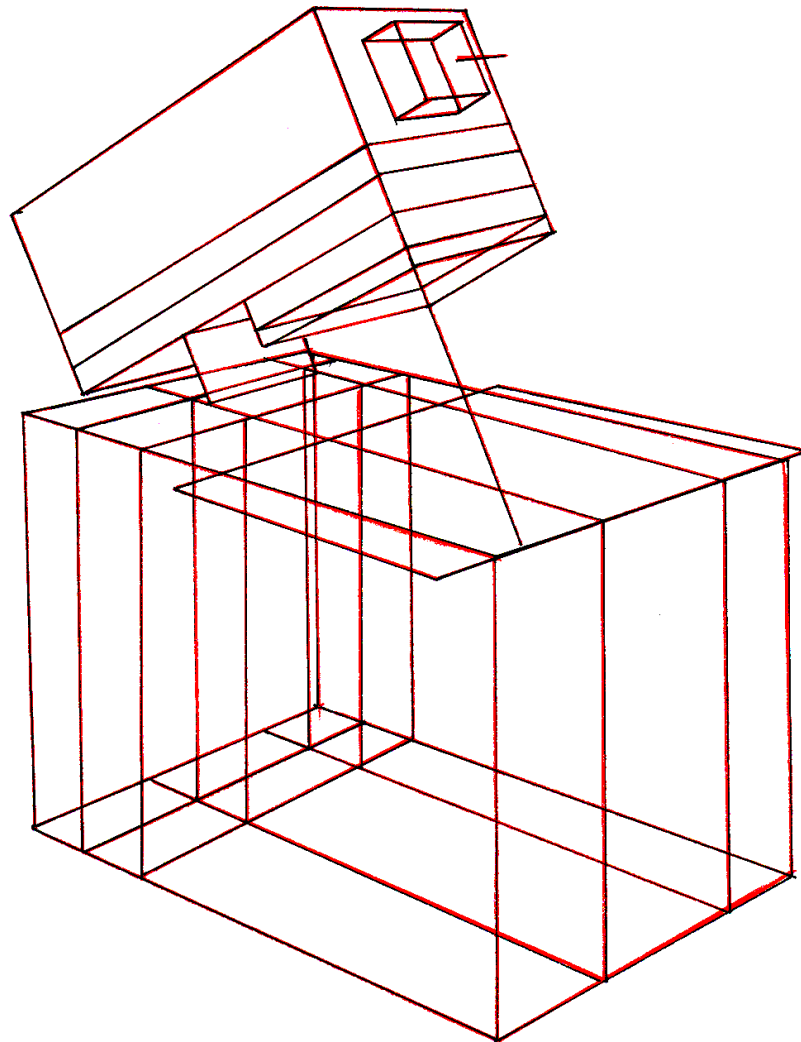
Drawing Complex Objects

Use of underlays



Drawing Complex Objects

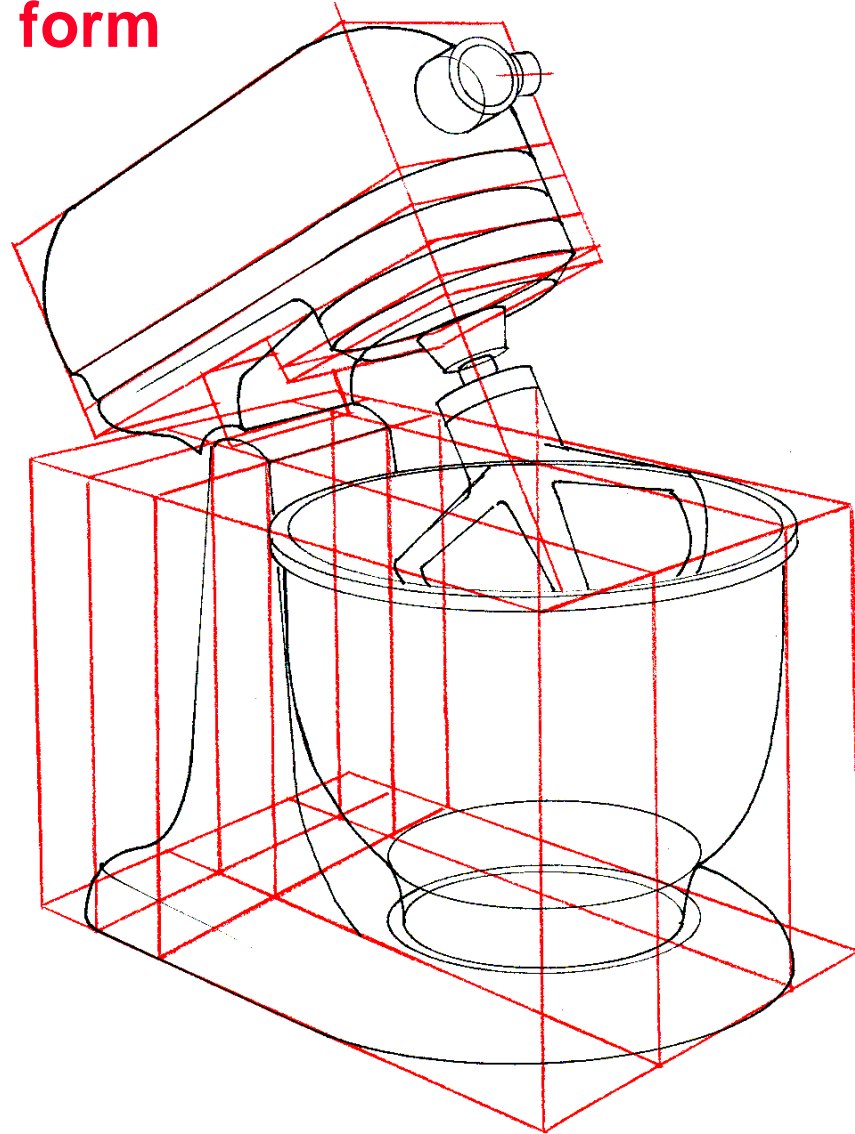
Block out proportions using cubes



Create an underlay

Drawing Complex Objects

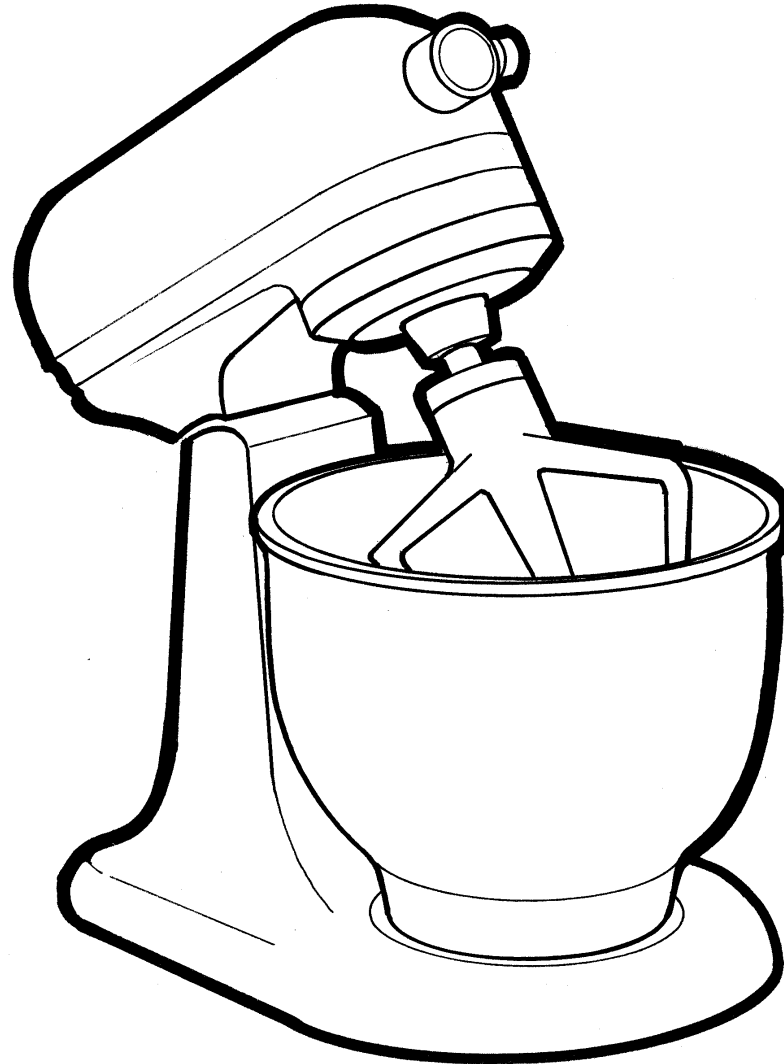
Sketch in the basic form



Use underlay for
sketching and
rendering variations

Drawing Complex Objects

Darken in



Idea Sketching

Assignment #3 due February 25

You should continue to work on the product you studied in your human factors assignment. Generate numerous loose ideation sketches for different alternatives. Choose 3 of the most promising concepts for further development.

Explore these ideas in more detail.

Do not engineer the system other than first-order feasibility estimates if needed (this is the only engineering analysis you should do). The focus is on industrial design.

Your work should be done on paper in an 11x14 or A2 format (preferred) and organized for pinup viewing