1/v development /vD

Development of busy ideas:

Sheet 16

Development of busy ideas: Refine your busy ideas to 3 good ones, include annotations and evaluations. The moderator will need to see why you choose a particular idea to develop. You will need to explain this by evaluating your ideas against your spécification. One method you can try is to draw your chosen idea onto a new sheet. Then draw it again and make just one change. Draw the second design again and make another change. It will then evolve into a sheet of full drawings. Development means to gradually improve a design. You may even want to run a mini questionnaire on the best design. On this sheet you should consider:

- Draw your design much better with colour and more detail.
- Drawn in 3D or isometric view if possible.
- Ensure your ideas are all 'DIFFERENT' ensure they are not too similar.
- What material and tools will you use and why?
- Combine many good designs to make one?
- Make mock ups to test out your ideas.
- Continuously evaluate against your specification.
- What manufacturing techniques will you use?
- Will it sell?
- Does it look attractive, is it colourful and eye catching?
- Does it fulfill its function?
- How much will it cost?
- Does the style suit the user group?
- Include all your range board game, board game box, pieces, cards, etc.

Remember the examiner will need to mark your rendering and drawing skills so dont do everything on a computer!

Example of development with one change at each stage:-



and fille box using the losed and fill took on two new layers.



1. Create basic shopes for bodar 2. Add lethe fill to bodar selection and render and embess the box no blandling options.

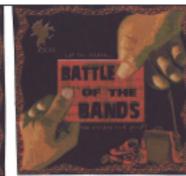


hove (nelethone) and filter-cutour (lepitrona). Then bried blux booder.



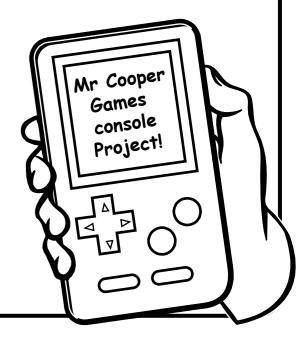
3. Import and copy reformes pies of 4. Import loop and objects to go in Corner and orrange to suit





5. First and abjects in along setord 6. Finally add and among Gorts reduce to only und channel. Then after and endoug the real on border.

Options: PTINSHED.



You will need to present your ideas in a way that someone else can follow and make.