Modelling and Prototyping

CLIENT FEEDBACK

- A questionnaire and feedback from your user

- Prototype analysis- Critical evaluations

- It will include information such as:

- How the user feels regarding the Aesthetics of the product- Consider ergonomics, anthropometric data
- Required through out the process from brief to final evaluation

DESIGN DEVELOPMENT

- These are the drawings which have been developed after feedback from your **DESIGN IDEAS.**

- They should relate to what you found and feedback received

- They should meet the points in your **SPECIFICATION**.

- They should be **ANNOTATED** (explain what each part of the design is)

- You should use a range of **TECHNIQUES** and **MEDIA** (pens, pencils, markers etc.)

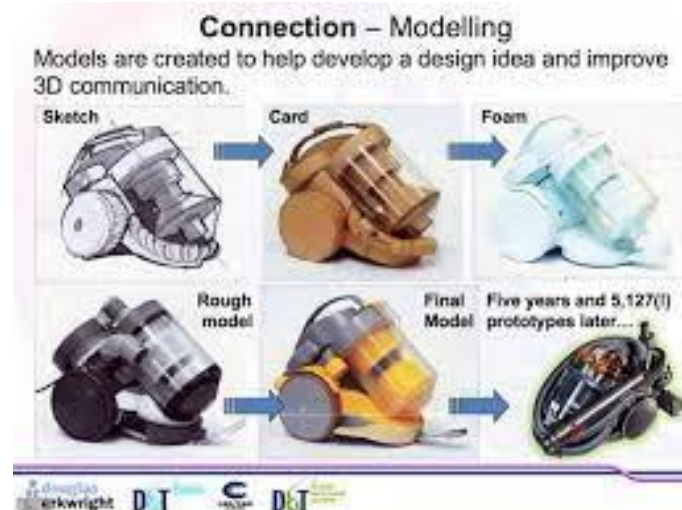**?** Can you EXPLAIN at least 3 key words that are related to the PROTOTYPING.

SECONDARY RESEARCH

This is the process of analyzing existing problems after designing has taken place.

You could look at:

- **MATERIALS** and **MANUFACTURE**- What is it made from? How is it made?

- **LATEST TECHNOLOGIES-** What other similar products are available.

- **HOW TO MAKE IMPROVEMENTS-** The group of people that the product is aimed at.

Connection – Modelling
Models are created to help develop a design idea and improve 3D communication.

Sketch   Card   Foam

Rough model   Final Model   Five years and 5,127(!) prototypes later....

? Why is it important to model or prototype products before manufacture?

MODELLING AND PROTOTYPES

This is a list of things that should be included in your Models and prototypes.

It should be based on what you have found out from your feedback from others- potential client.

It should include information including:

- **HOW THE END PRODUCT MAY WORK**

- **GAINING FEEDBACK FROM OTHERS AS TO THE SUCCESS OF AREAS OR IMPROVEMENTS**

- **FUNCTION OR THE PROTOTYPE**

- **COSTING THE PROTOTYPE**

- **MA**

? Why is it important to have a CLIENT FEEDBACK?