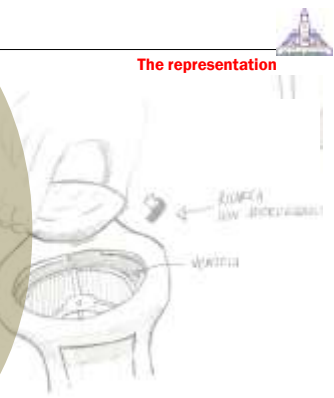


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INTRO

Product

The representation



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INTRO

Product

Research without copy + paste

Some considerations



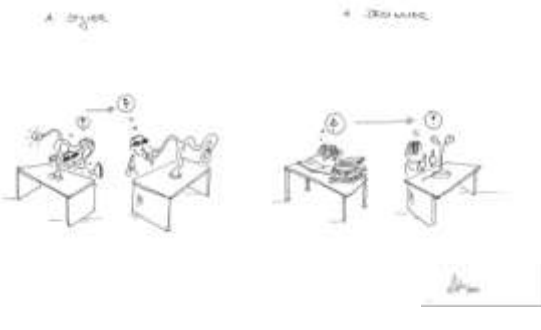
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INTRO

Product

Styling and Designing

Some considerations



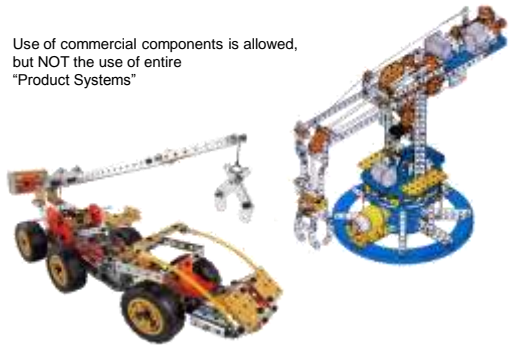
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INTRO

Product

Research without copy + paste

Some considerations



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INTRO

Product

Document your work, also (and especially) during the process

Some considerations



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INTRO

Product

Workbook A4

Some considerations



0 INTRO
Product **Some considerations**
About drawing

"I prefer drawing to talking. Drawing is faster, and leaves less room for lies."
 — Le Corbusier

"Drawing teaches habits of close observation that will always be useful."
 — Susanna Clarke, *Jonathan Strange & Mr Norrell*


"There are enough ideas, images, symbols, and experiences in your head already to work with for a lifetime. It's a little like having a car with an unpredictable battery, though. Sometimes you get in and it starts right up. Other times, especially if it has been sitting idle for awhile, you turn the key and nothing happens."
 — Bert Dodson, *Keys to Drawing*

"Drawing is like reading for the architect."
 — Lorenzo dei Medici

0 INTRO
Product **Some considerations**
Workbook A4


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Product **Some considerations**
Workbook A4

Inspiration and texts



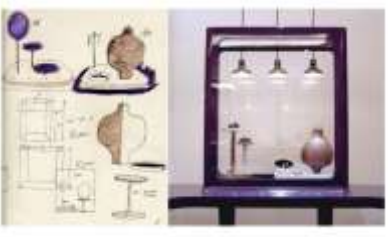
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Product **Some considerations**
Workbook A4

Document your process and illustrate alternatives




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Product **Some considerations**
Workbook A4

Indicate sizes and references



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Product **Some considerations**
Workbook A4

Think about production process while sketching



0 INTRO
Product
 Single board

The representation

0 INTRO
Product
 Single board
 Technical representation

The representation

0 INTRO
Product
 Single board
 Technical representation
 Render

The representation

0 INTRO
Product
 Single board
 Technical representation
 Render
 Important details

The representation

0 INTRO
Product
 Single board
 Technical representation
 Render
 Important details
 Exploded view

The representation

0 INTRO
Product
 Single board
 Technical representation
 Render
 Important details
 Exploded view
 Use environment

The representation

0 INTRO
Product **The representation**
Single board

- Technical representation
- Render
- Important details
- Exploded view
- Use environment
- How to use

0 INTRO
Product **The representation**
Sketches

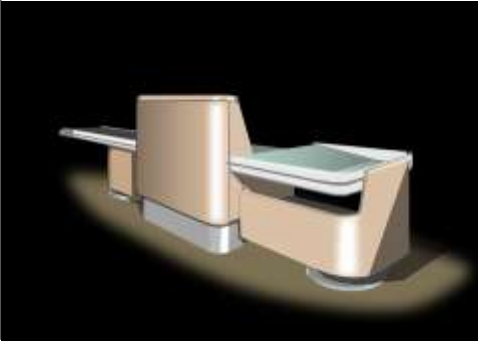
0 INTRO
Product **The representation**
Formal prototype

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Product **The representation**
Function sketch

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Product **The representation**
Virtual prototype - function evaluation

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Product **The representation**
Virtual prototype - function evaluation


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Product **The representation**
Virtual prototype - aesthetical evaluation



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Product **The representation**
Virtual prototype - aesthetical evaluation

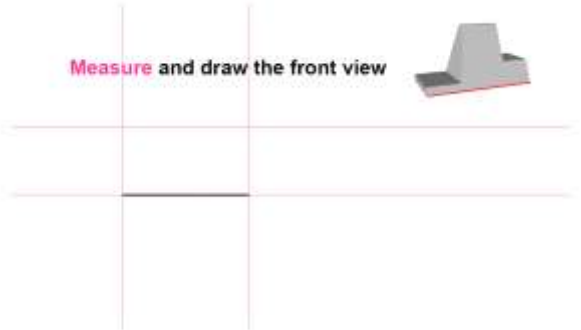


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Product **The representation**
Working prototype



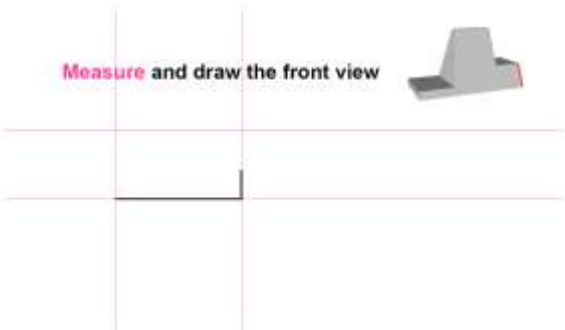
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Product **The representation**
TECHNICAL DRAWING

Measure and draw the front view



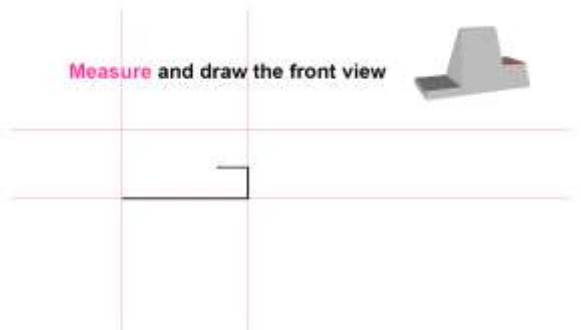
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Product **The representation**
TECHNICAL DRAWING

Measure and draw the front view



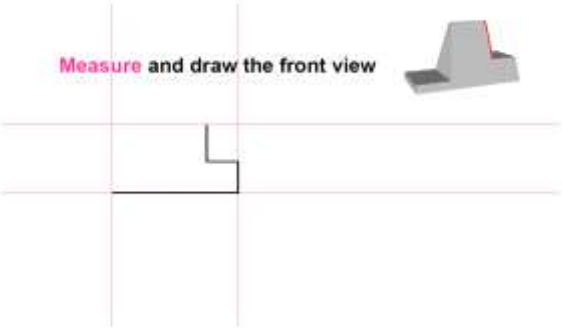

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Product **The representation**
TECHNICAL DRAWING

Measure and draw the front view



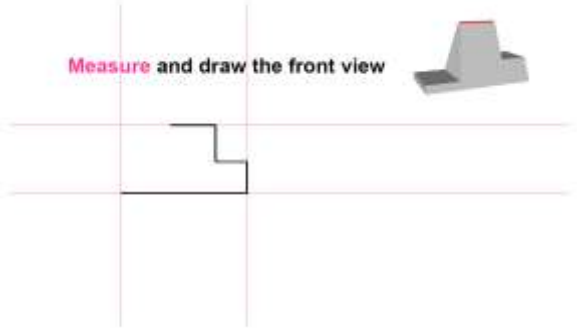

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Product TECHNICAL DRAWING The representation

Measure and draw the front view



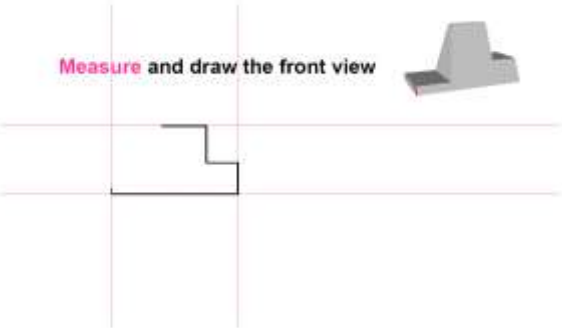

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Product TECHNICAL DRAWING The representation

Measure and draw the front view



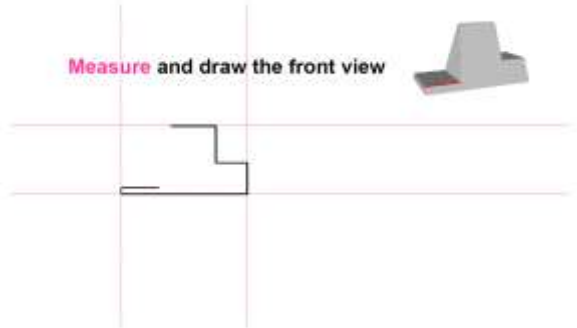

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Product TECHNICAL DRAWING The representation

Measure and draw the front view



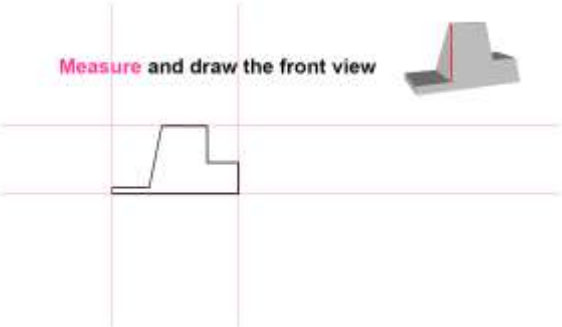

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Product TECHNICAL DRAWING The representation

Measure and draw the front view




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Product TECHNICAL DRAWING The representation

Measure and draw the front view



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Product TECHNICAL DRAWING The representation

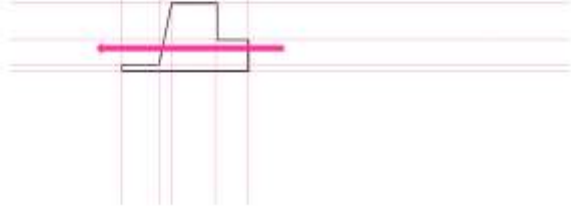

Draw guidelines to guide you



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Product
TECHNICAL DRAWING

The representation

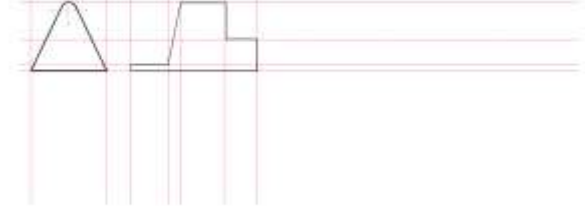

Draw the side view



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Product
TECHNICAL DRAWING

The representation



Draw the side view



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Product
TECHNICAL DRAWING

The representation

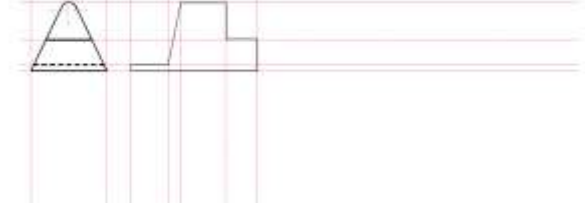

Draw the side view



0 INTRO
Product
TECHNICAL DRAWING

The representation

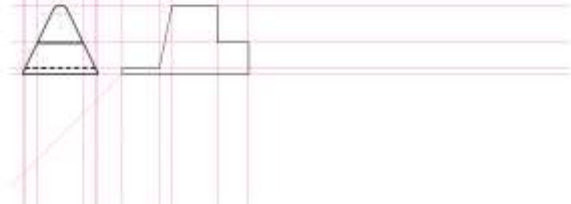

Draw the side view



0 INTRO
Product
TECHNICAL DRAWING

The representation

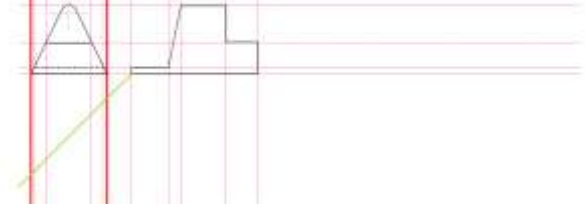

Draw 45°



0 INTRO
Product
TECHNICAL DRAWING

The representation

Mirror your information on the 45° line



0 INTRO
Product
 TECHNICAL DRAWING

The representation

Mirror your information on the 45° line

0 INTRO
Product
 TECHNICAL DRAWING

The representation

Draw the top view

0 INTRO
Product
 TECHNICAL DRAWING

The representation

Draw the top view

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Product
 TECHNICAL DRAWING

The representation

Draw the top view

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Product
 TECHNICAL DRAWING

The representation

Draw the top view

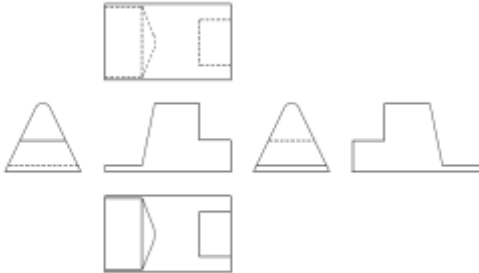
0 INTRO
Product
 TECHNICAL DRAWING

The representation

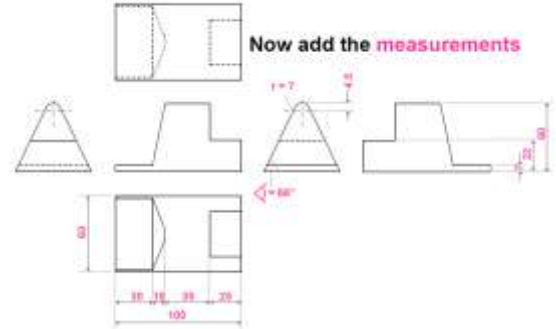
For a simple object...

...this would be it.
 If your object shows more details,
 you will have to add the other views.

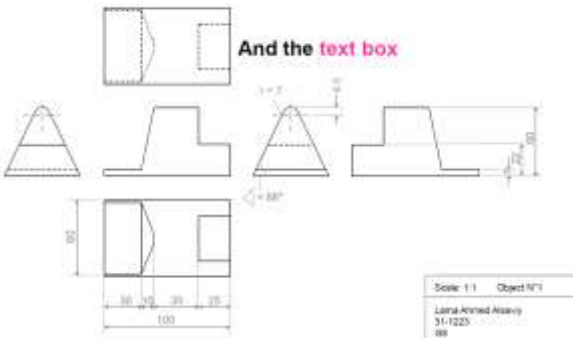
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Product The representation
 TECHNICAL DRAWING



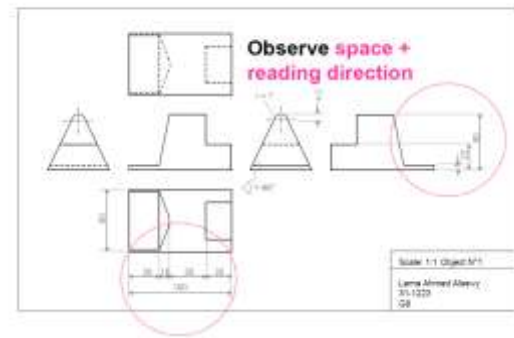
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Product The representation
 TECHNICAL DRAWING



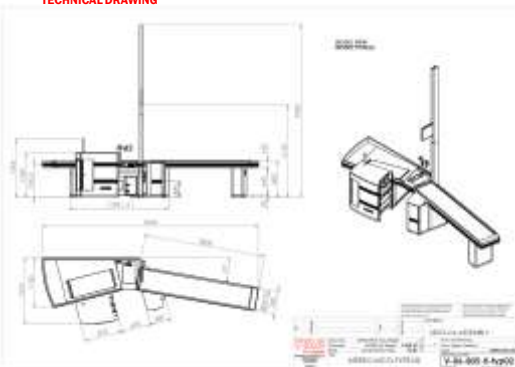
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Product The representation
 TECHNICAL DRAWING



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Product The representation
 TECHNICAL DRAWING



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Product The representation
 TECHNICAL DRAWING



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Product The representation
 TECHNICAL DRAWING

