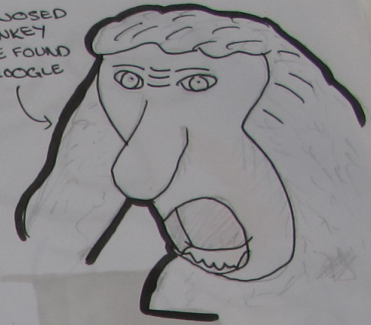


EXPLORATION

LONG NOSED
MONKEY
PICTURE FOUND
ON GOOGLE

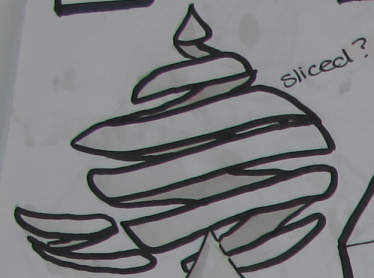


simplifying shapes

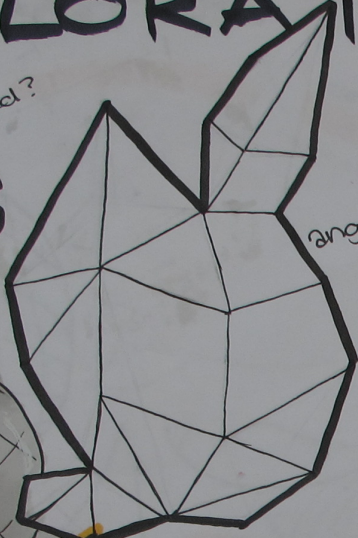
developing and altering
simplifying

finding forms & shapes

EXPLORATION



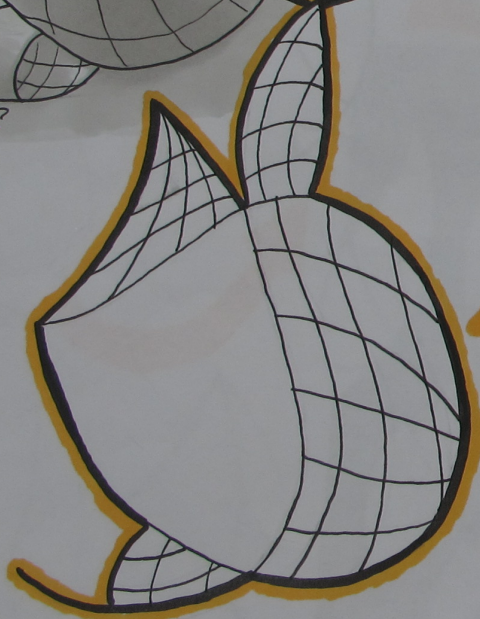
sliced?



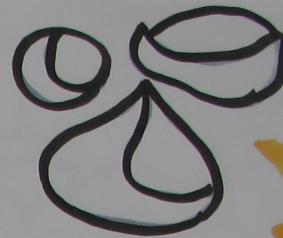
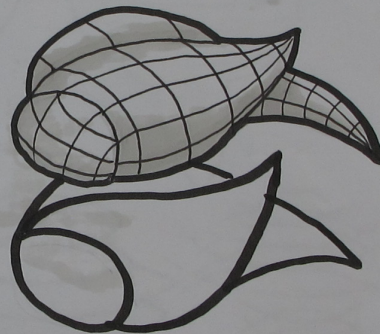
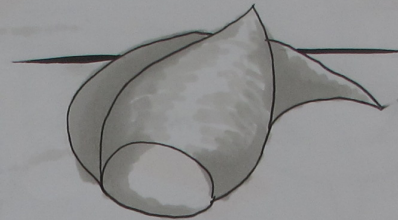
angular?



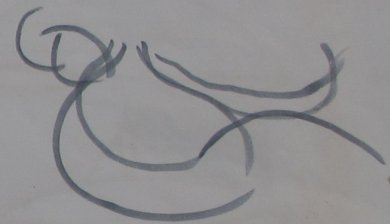
3D?



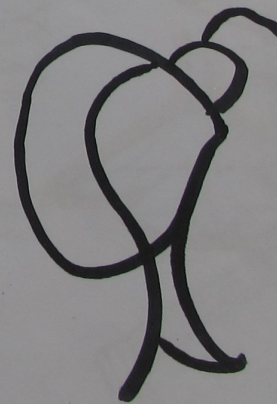
trying patterns



moving lines



rotating



Simplifying and making the shape flow

EXPLORATION



EXPLORATION

SOURCE - BEE

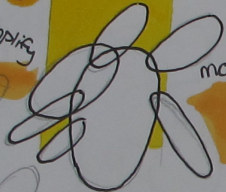
FROM OWN
PHOTO



put together



simplify



moving lines
& shapes

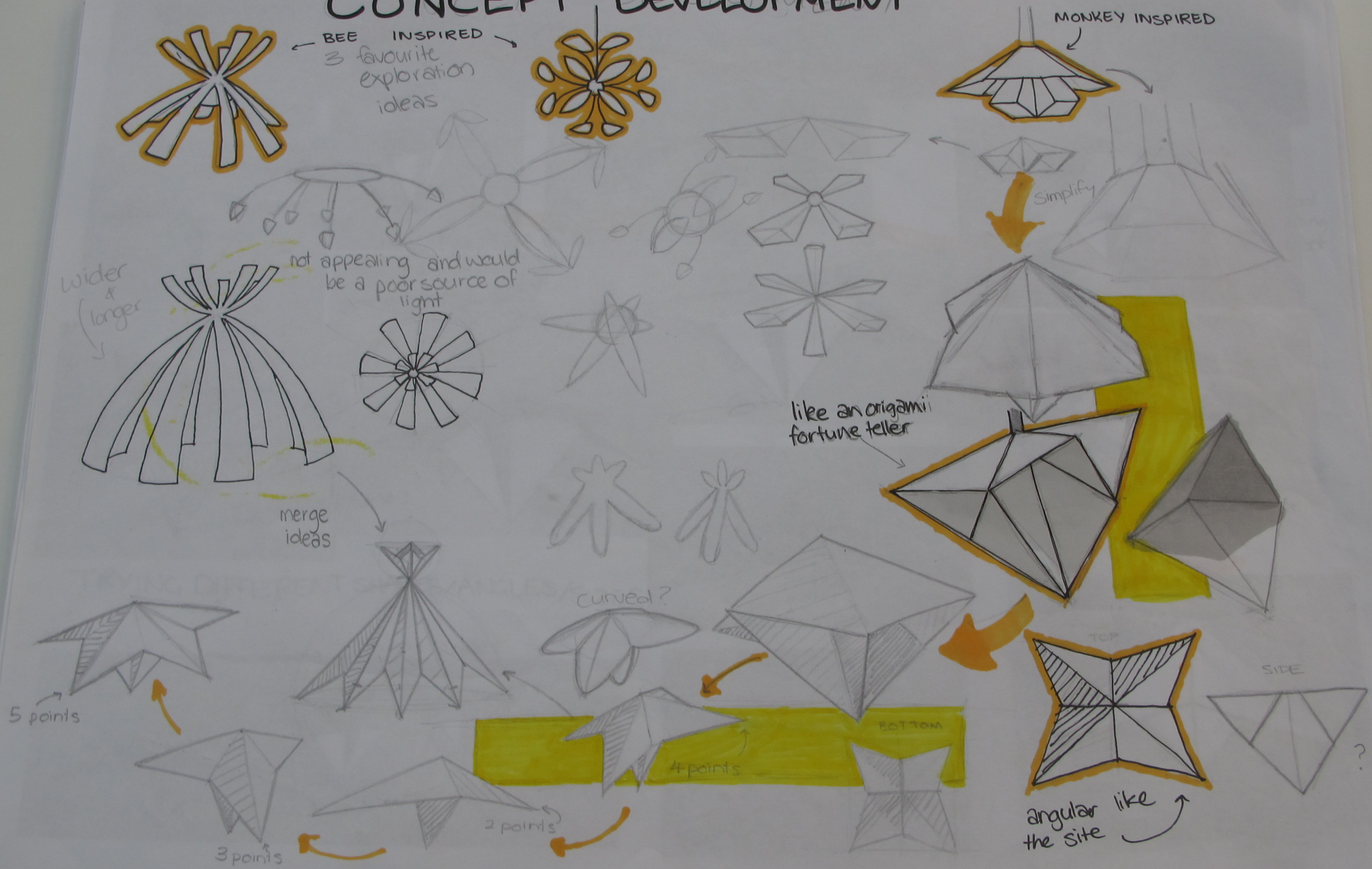
move these
shapes?
form new
ones

outline
of shape

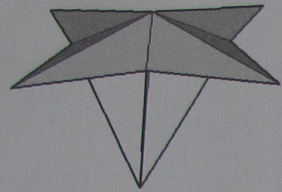
EXPLORATION



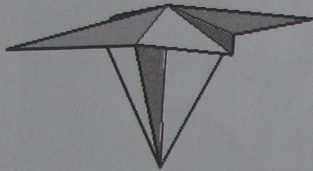
CONCEPT DEVELOPMENT



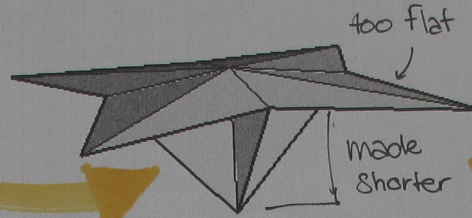
DEVELOPMENT



TOO LONG AND DISPROPORTIONATE

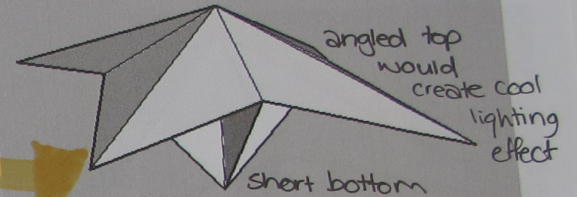


would hang/be very low or take up a lot of space



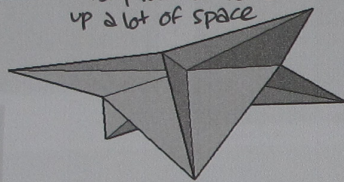
too flat

made shorter

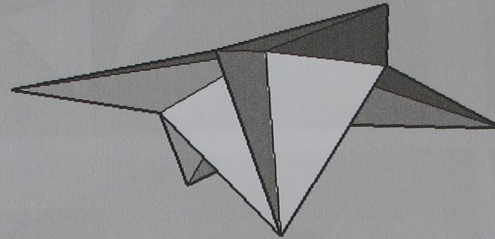
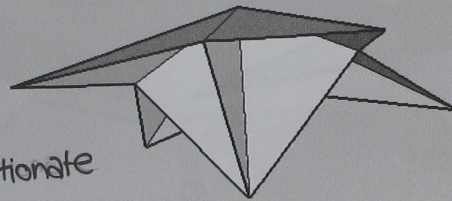


angled top would create cool lighting effect

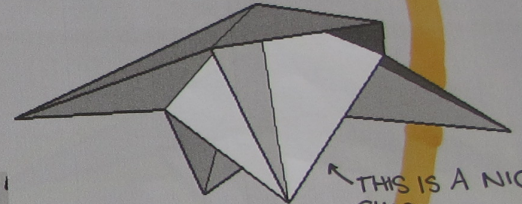
short bottom



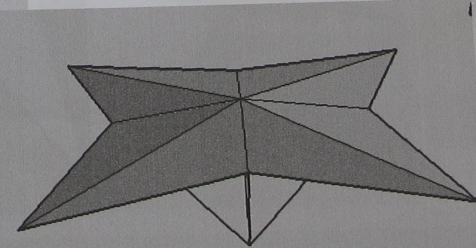
long, too disproportionate



THIS IS A NICE SHAPE

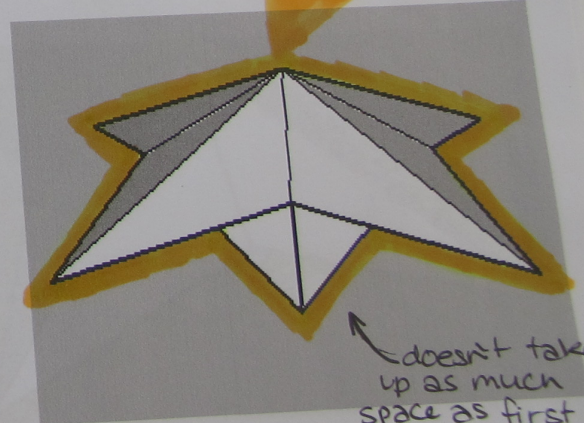
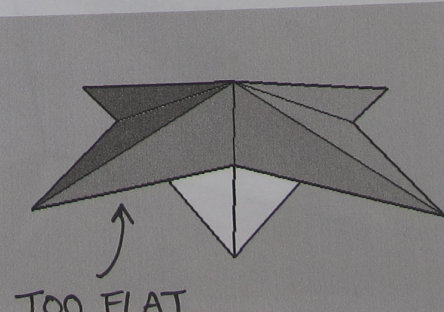
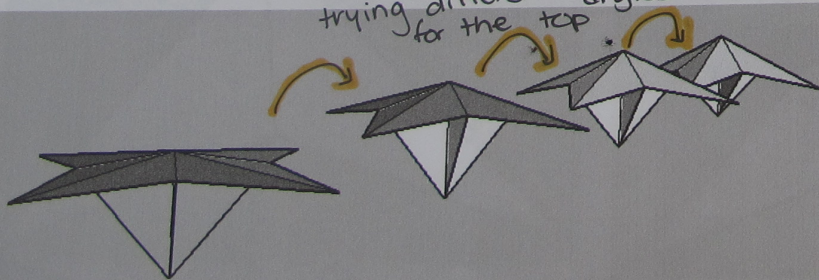


TRYING DIFFERENT SHAPES/ANGLES/SIZES



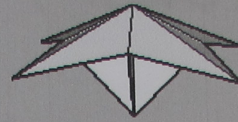
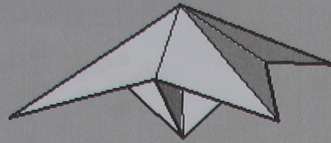
TOO FLAT

trying different angles for the top



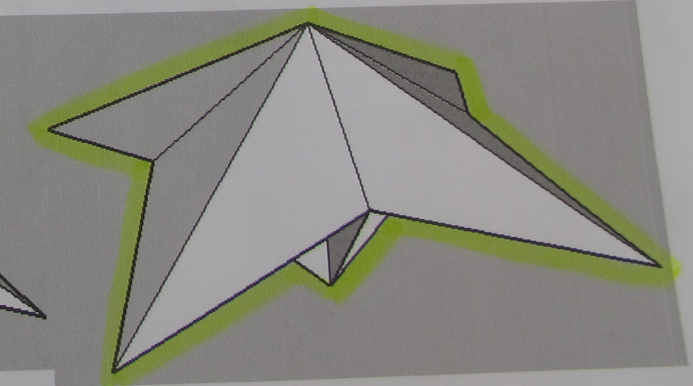
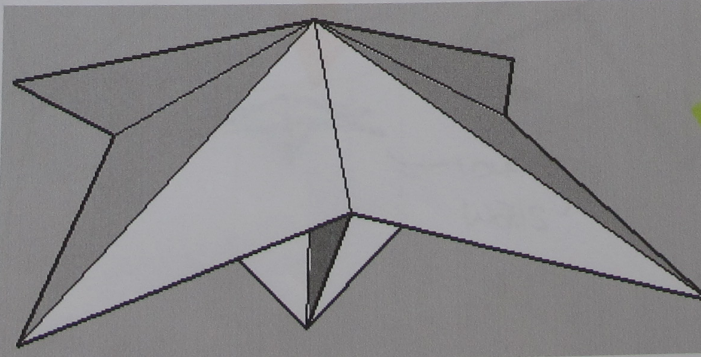
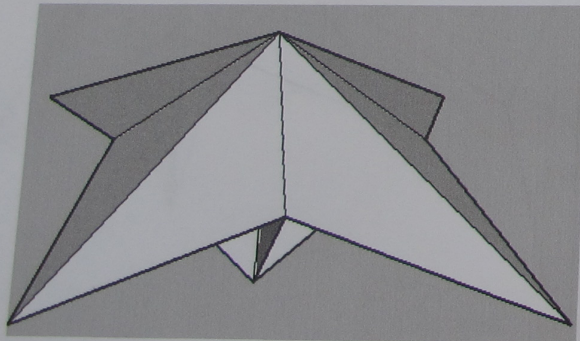
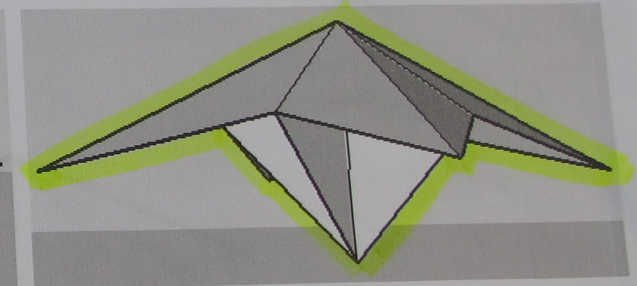
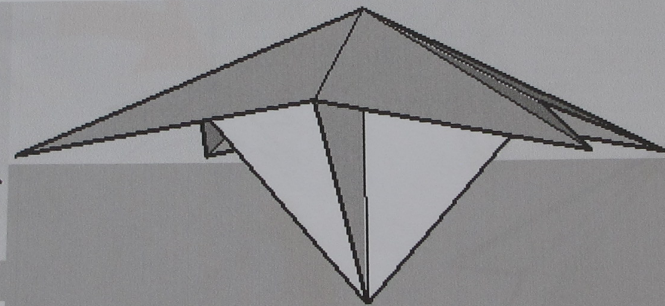
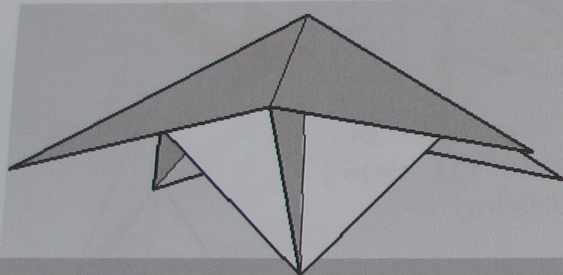
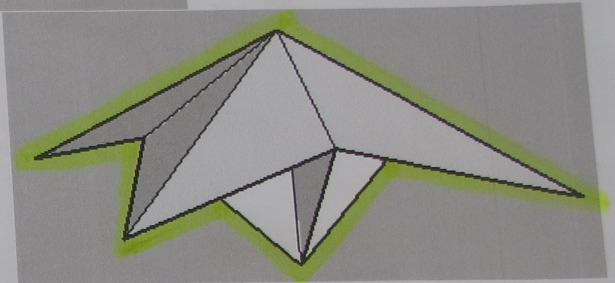
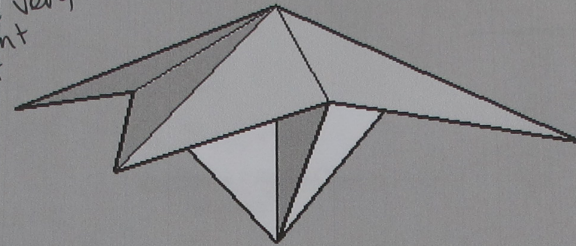
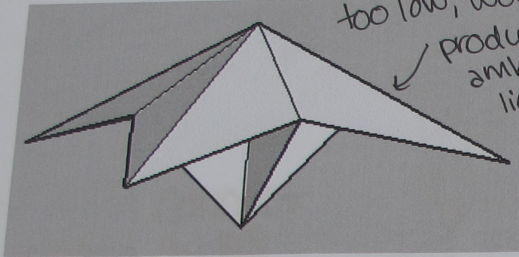
doesn't take up as much space as first idea.

DEVELOPMENT



tops of
these are all
at different angles
downwards

too low, wouldn't
produce very
ambient
light



DEVELOPMENT

2 point

boring
too little
to look
at

3 point

4 point

How will it **connect**
to **ceiling/wall** etc?

geometric
shapes?

5 point
becoming very
busy

too predictable
and
boring

like falling
paper (origami
unfolded)

material?

- plastic
- glass
- wood
- metal
- etc.?

how connect
to ceiling?

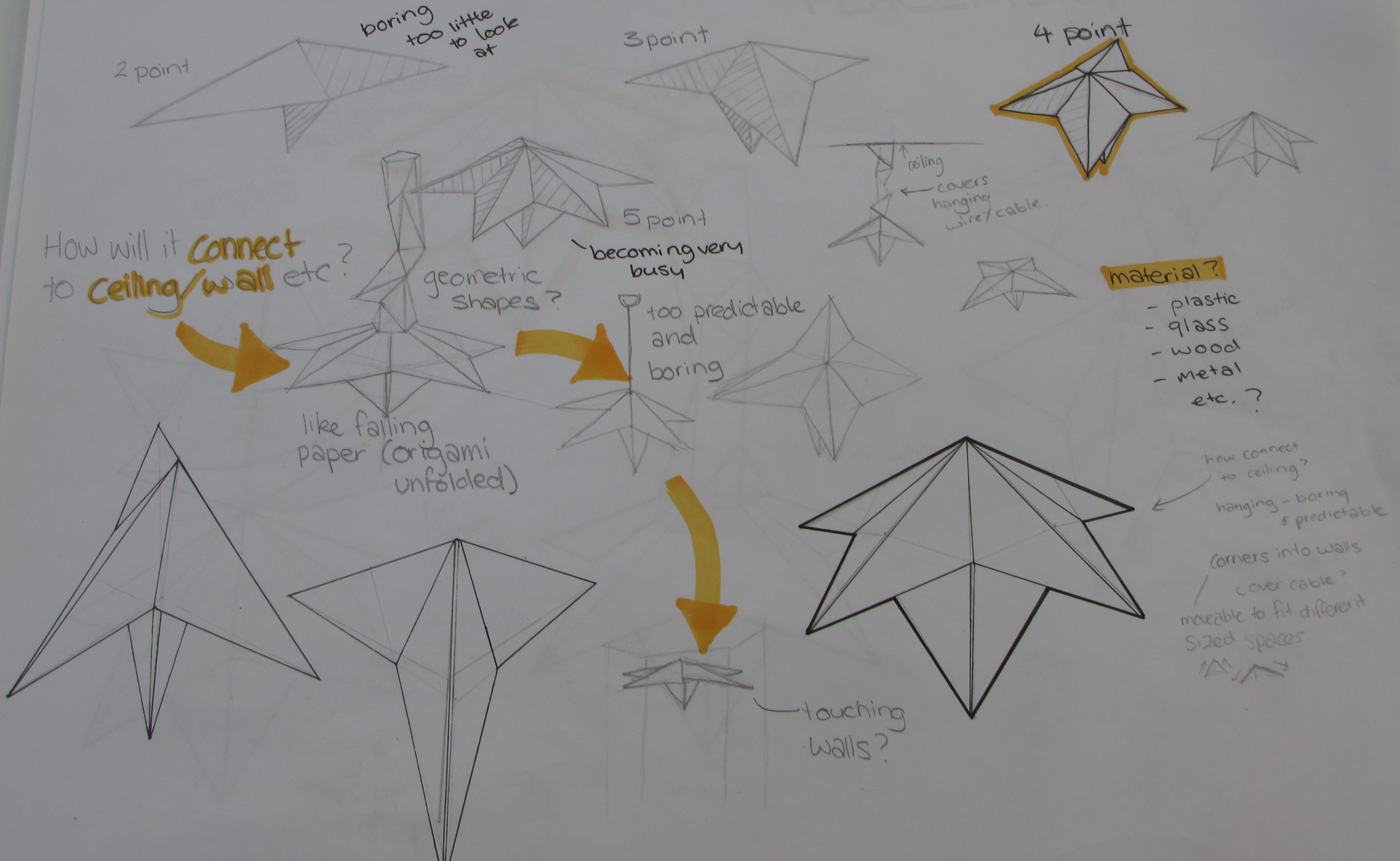
hanging - boring
& predictable

corners into walls

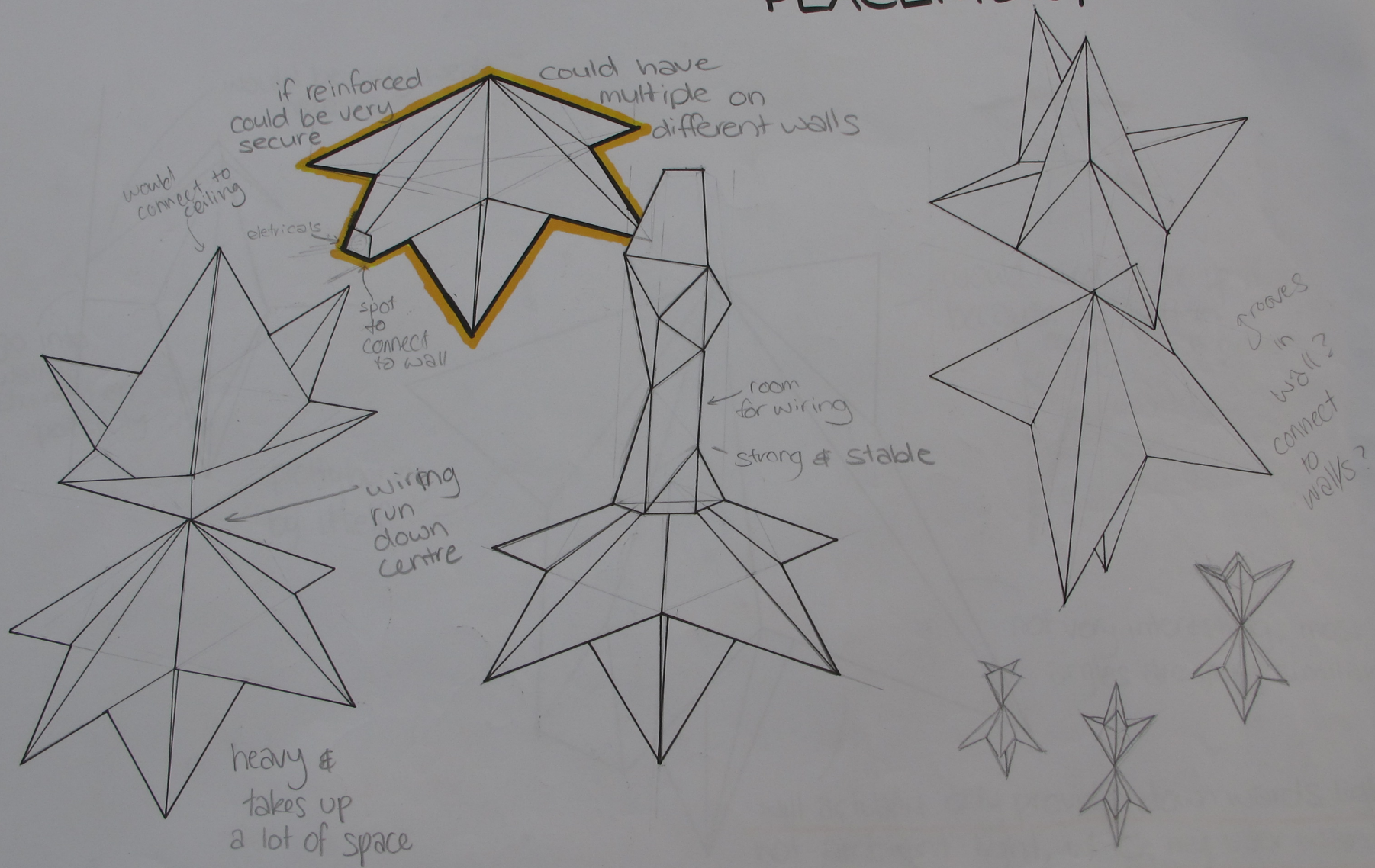
cover cable?

moveable to fit different
sized spaces

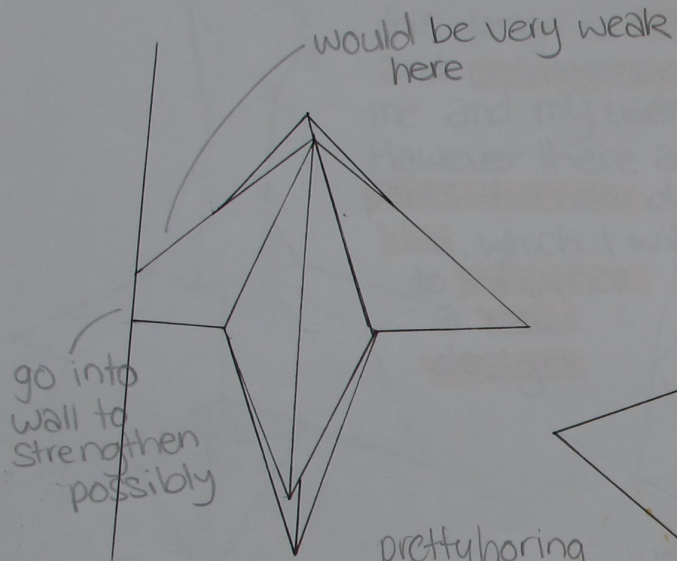
touching
walls?



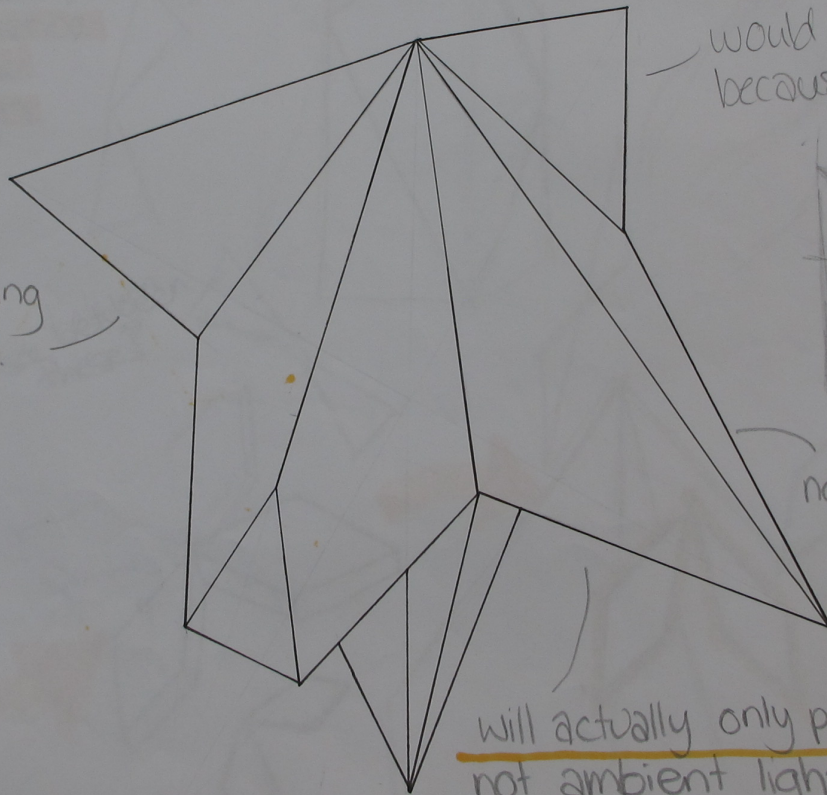
ATTACHMENT - STRUCTURE & ELECTRICAL PLACEMENT



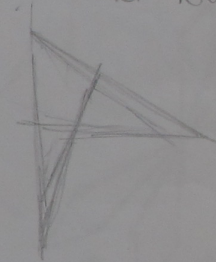
ATTACHMENT



pretty boring by itself.

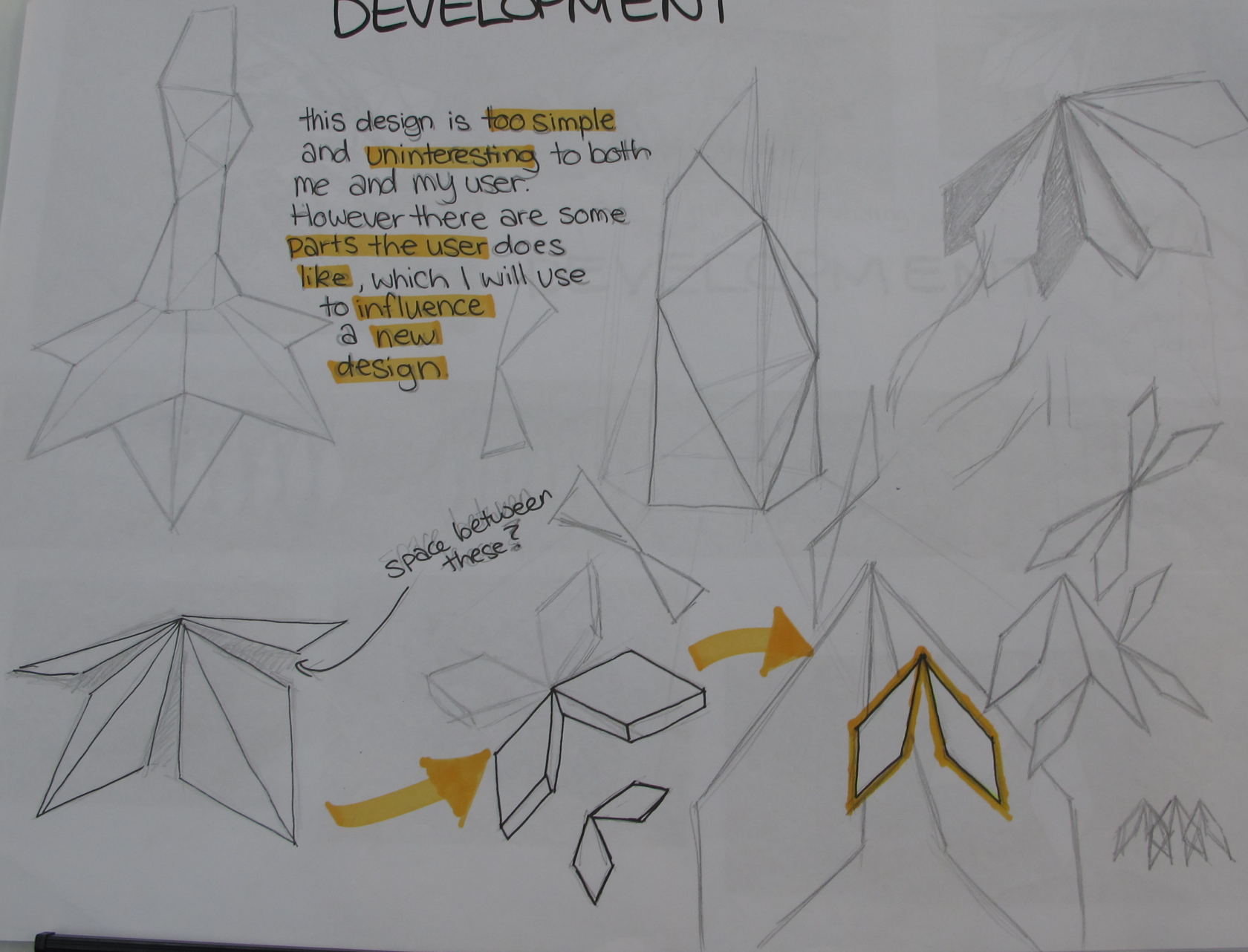


will actually only provide down wards light
not ambient light, which my user wants

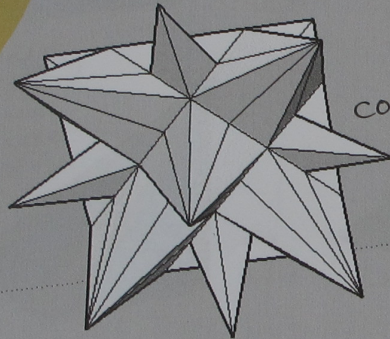
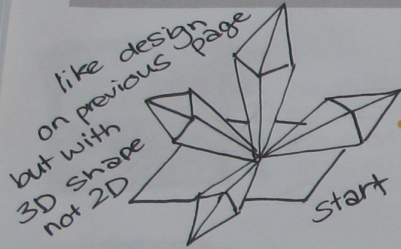
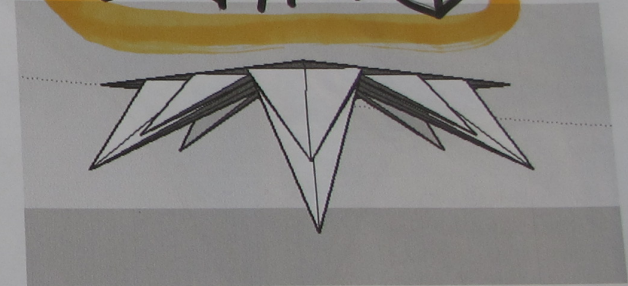
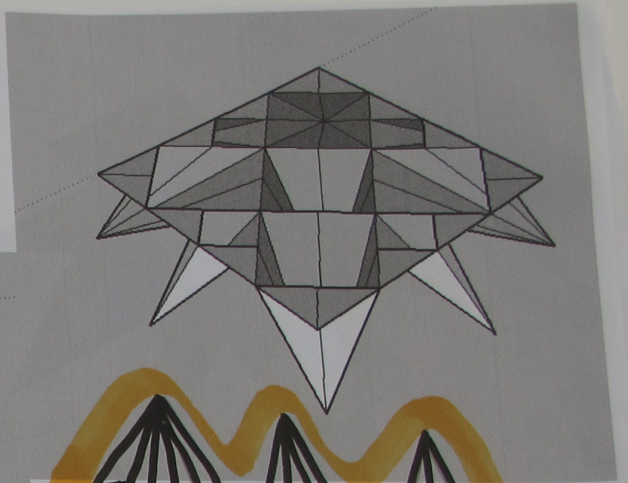
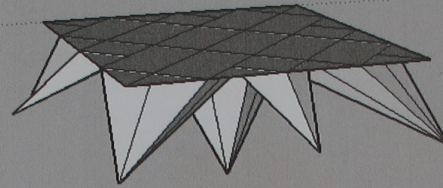
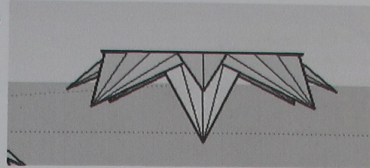
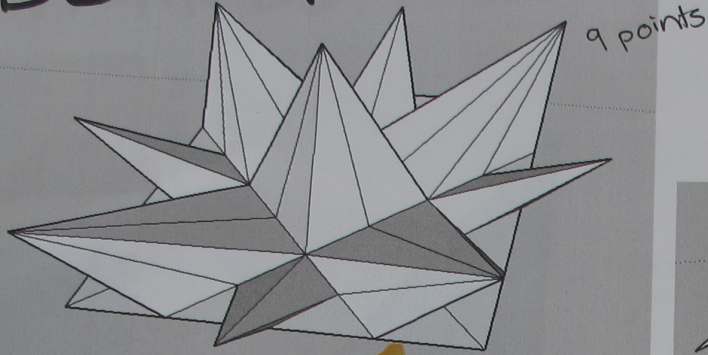


DEVELOPMENT

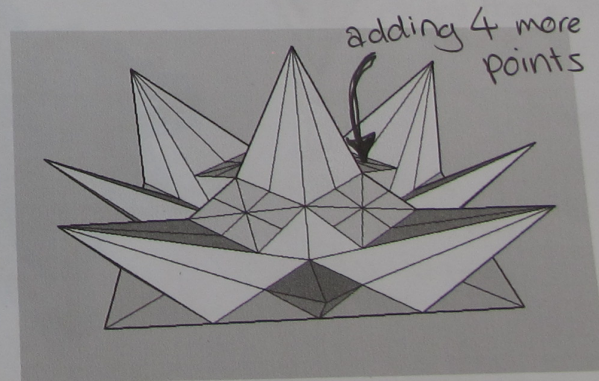
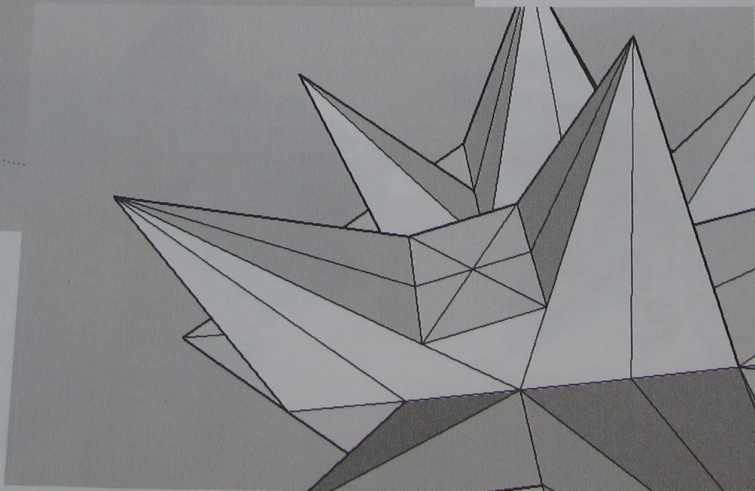
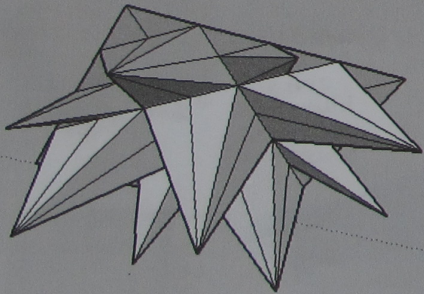
this design is too simple
and uninteresting to both
me and my user.
However there are some
parts the user does
like, which I will use
to influence
a new
design



DEVELOPMENT



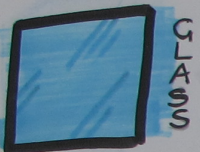
could make
translucent
so it diffuses
light
|
ambient light!!!



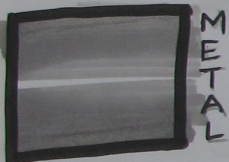
MATERIALS



WOOD

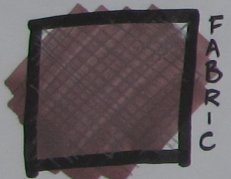


GLASS



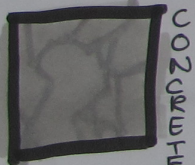
METAL

conducts electricity
so would have to
caution or solve
problem of people
being shocked



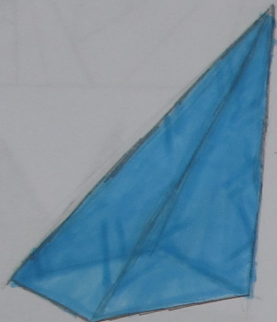
FABRIC

-probably
won't
use this
as it would
be a huge
fire hazard

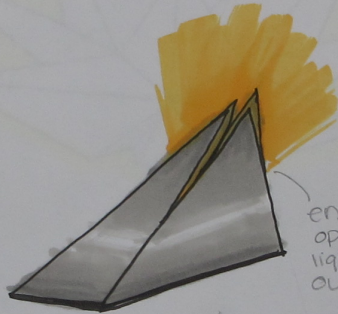
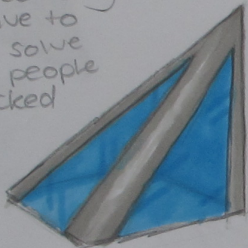


CORK

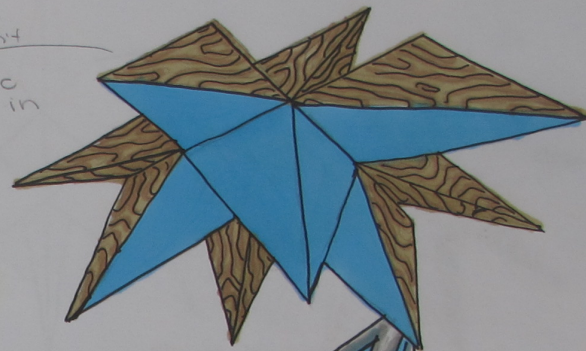
way too heavy



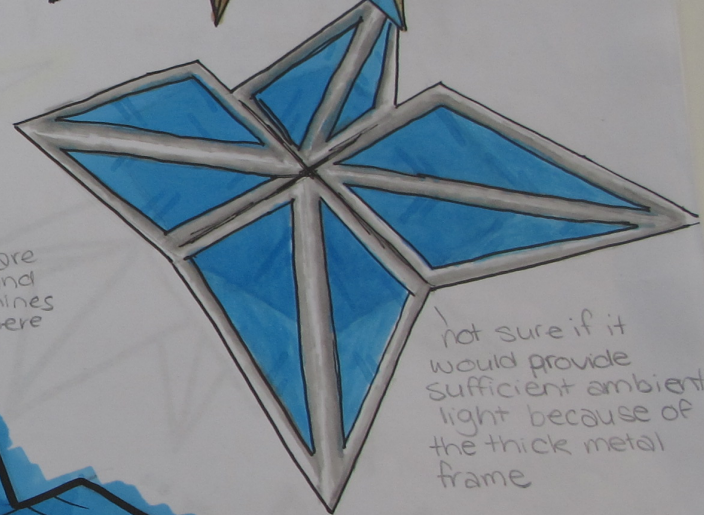
looks nice
try full model?



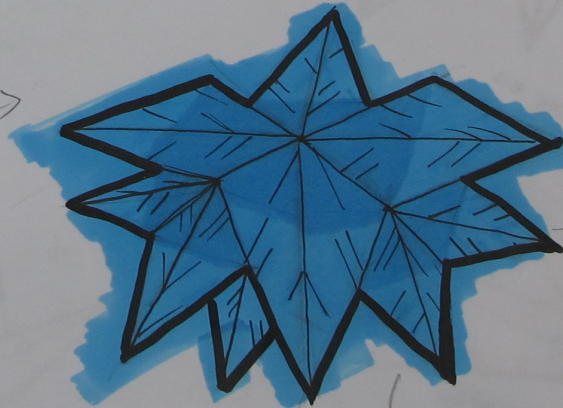
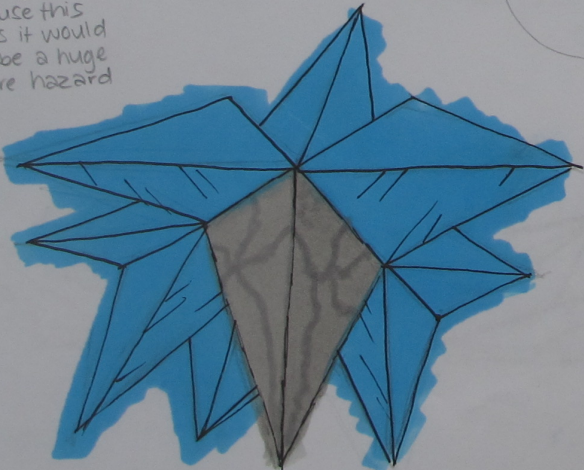
ends are
open and
light shines
out there



wood doesn't
really match
the aesthetic
and theme in
the house
-try metal?



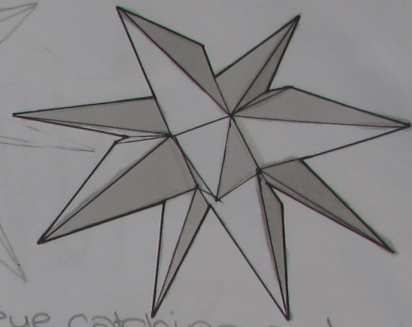
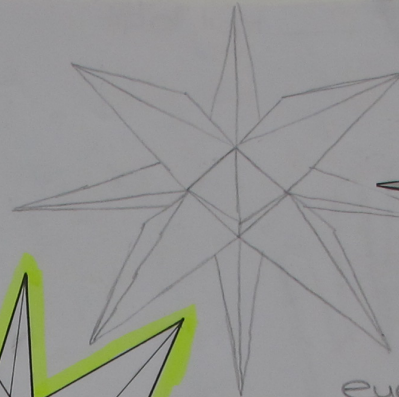
not sure if it
would provide
sufficient ambient
light because of
the thick metal
frame



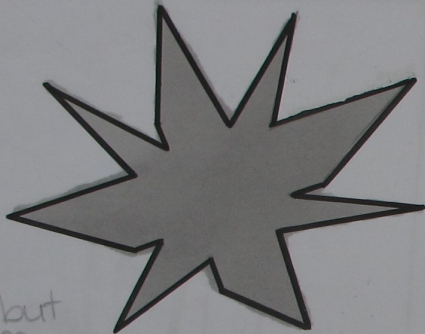
all
glass look is
very nice but
- glass is very
heavy
- expensive
- dangerous if
broken

possibly look
into plastics
- safer, cheaper, lighter

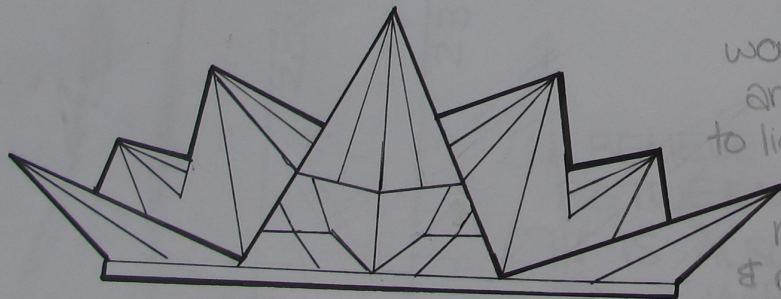
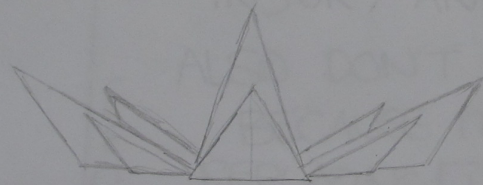
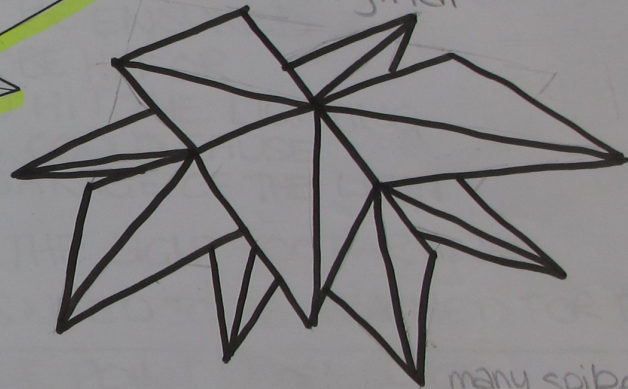
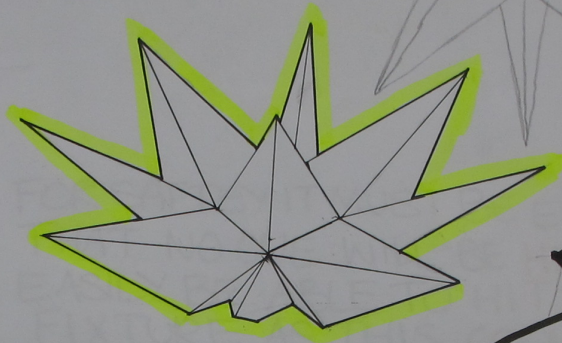
FINAL DESIGN



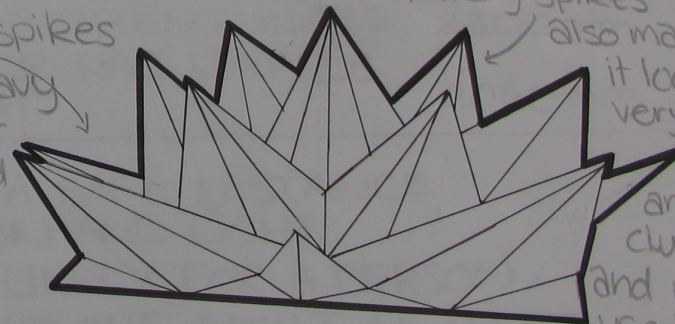
eye catching and original



Simplistic but provides different shapes and looks when viewed from different angles.



too many spikes would be heavy and harder to light / would require more light & energy which is less eco friendly



many spikes also make it look very busy and cluttered and my used wants

a clean but eye catching light.

ACHIEVED PRODUCT : CEILING LIGHT

24 pages in total

AS 91627 (3.30): Initiate design ideas through exploration (4 credits)

Achievement	Achievement with Merit	Achievement with Excellence
Initiate design ideas through exploration.	Initiate design ideas through insightful exploration.	Initiate design ideas through extensive exploration.
- Use starting experiences and visual communication strategies to <u>explore</u> alternatives and variations to <u>expand design thinking</u>. - Ideas are re-generated from alternatives and variations which <u>lead towards</u> design ideas.	- Use visual communication strategies to show <u>considered</u> alternatives and variations for the purpose of <u>analysing</u> and <u>re-interpreting</u> ideas. - Ideas identify an <u>emerging</u> train of thought that <u>informs</u> design ideas.	- Use visual communication strategies to show <u>divergent</u> and <u>perceptive</u> alternatives and variations. - Train of thought ideas <u>extend</u> and <u>transform</u> design ideas.
Overall level of attainment for 91627		
A		

Pages 1- 6 establishes the starting experience and has generation of ideas and exploration of form and shape that shows design thinking beginning to occur.

Page 3 signals thinking of shapes and the forming of ideas towards lighting products

Page 7 takes previous forms and re-generates these to form alternatives and variations leading to design ideas around lighting . Clear connection of forms, shapes, and exploring from starting points are communicated.

Pages 8-9 continue to explore form and shape of a considered design idea using CAD.

Pages 10 - 13 carries on to explore variations of the design idea and considers hanging and wall light briefly.

Pages 10 - 24 have a clear train of thought emerging.

The submission is an Achieved. It doesn't show informed design ideas within the alternative and variations and has no analysis and re-interpreting of the ideas, therefore it is not able to get to achievement with Merit. It does look briefly at how to attach the light to the ceiling, but does not show informed thinking around this. Analysis and consideration within re-interpreting the ideas further is not shown, and other opportunities around lighting are not explored. The design idea does not change greatly from the original seen in the early part of the submission.