

Student 1: Low Excellence
 NZQA Intended for teacher use only

POSSIBLE METHODS REPRESENTING MY DESIGN

PHYSICAL MODEL

By displaying images from CAD images, the images can gain knowledge about my design. By showing images on screens, visitors can "walk" behind or within designs. This creates user-friendliness by letting them know that they can be interacting directly with a certain layout leading the user for navigation.

PHYSICAL MODEL

A physical model would show details of materials. It may be done depending on a detailed well-made model.

Good for my particular design because my audience has better access and can see all angles. It would be very hard to describe every angle in high accuracy.

PHYSICAL MODEL

Similar to transparent, a fly through gives them an effective design with equal attention to every aspect of my design. Visitors do not have the freedom to examine certain components they are interested in. Thus, a fly through provides a very general display of my design.

PHYSICAL MODEL

Easy to show others (which is an advantage because my target base of design will be most attention to design system. Making a physical model would help the design process because of the existing model materials.

PHYSICAL MODEL

Display images (2D, 3D + interior, exterior) (choice of my audience on 2D boards).

1

PROBLEMS

IM: Interpret the wire element by suspending pieces of paper at different angles.

In order to be good height eye-level boards, the paper will have to be longer than A1 if it reaches to the floor. So I need to have a thicker paper - meaning I'll have to hold it.

If we put A1 from stand, the boards are still going to be too low for my visitors to see the details of the foundation.

Use simple suspension wires to keep the focus on the red papers and the boards. If I don't have the wire as well, it might distract the attention from boards.

Good eye-level height. Problem: If the wire goes from bottom of paper to the ceiling, the viewer need to be adjusting the wire as they walk through my gallery to see all 6 2D boards. This does NOT create user-friendliness.

2

DEVELOPMENT

This creates stronger angular moments. Boards can be in a long creates a strong visual appeal.

By having suspension wires "spread" from the middle of the paper, the viewer can walk across the paper with no barriers. This creates suspension & more user-friendliness.

By taking all boards at a "faded" angle gives the spectators a more "surprising" effect because usually they would expect to see boards at a downward angle. This would help to create a memorable exhibition.

2

EXTERIOR VIEWS

3

