PD4044 – User Inferface Design

PROCESS BOOK
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Table Of Content

Project Timetable

4 — Introduction to Project 2 Lecture. Get acquainted with Affinity Photo and the rendering of basic geometric shapes. Finish rendering all geometric shapes. Draw 10 large and clear 3D shapes to symbolize a simple geometric product, like a Bluetooth speaker

5 — Choose a shape for your model. Use Affinity Designer to create proportionally accurate orthographic views. Then, construct a cardboard replica of your chosen object and take pictures of it.

6 — Use Affinity Designer to create a digital representation of your cardboard model by referencing photographs of it.

7 — produce a 3D representation of the product. Develop three orthographic versions, integrating design specifics of the product into the orthographic perspectives using Affinity Photo/Designer. Make sure to include elements such as break-lines, LEDs, buttons along with their surrounding details, speaker features, and so on.

8 — Pick one iteration and render it in orthographic and perspective

FINAL DELIVERABLE: Week 9

Brief

•**Sketching Phase**: hand-sketching a minimum of 10 concepts of simple 3D geometric shapes in your sketch/layout pad.

•**Perspective and Orthographic Views**: Incorporate both perspective and orthographic views in your sketches.

•**Scale**: Ensure that your orthographic views are drawn to a 1:1 scale.

•**Planar Cuts**: Each of your concepts should feature at least two planar cuts.

•**Concept Selection**: Choose one concept that resonates with your aesthetic preferences.

•**Model Creation**: Utilize your orthographic views to construct a 1:1 scale model out of cardboard, thereby transforming your concept into a tangible reality.

•**Digital Detailing**: Employ photography and digital tools like Affinity Designer & Photo to create a product. Use your model as a silhouette, draw over it, and digitally detail the model.

•**Exploration and Experimentation**: As with all projects in this module, prioritize exploration and experimentation throughout the process
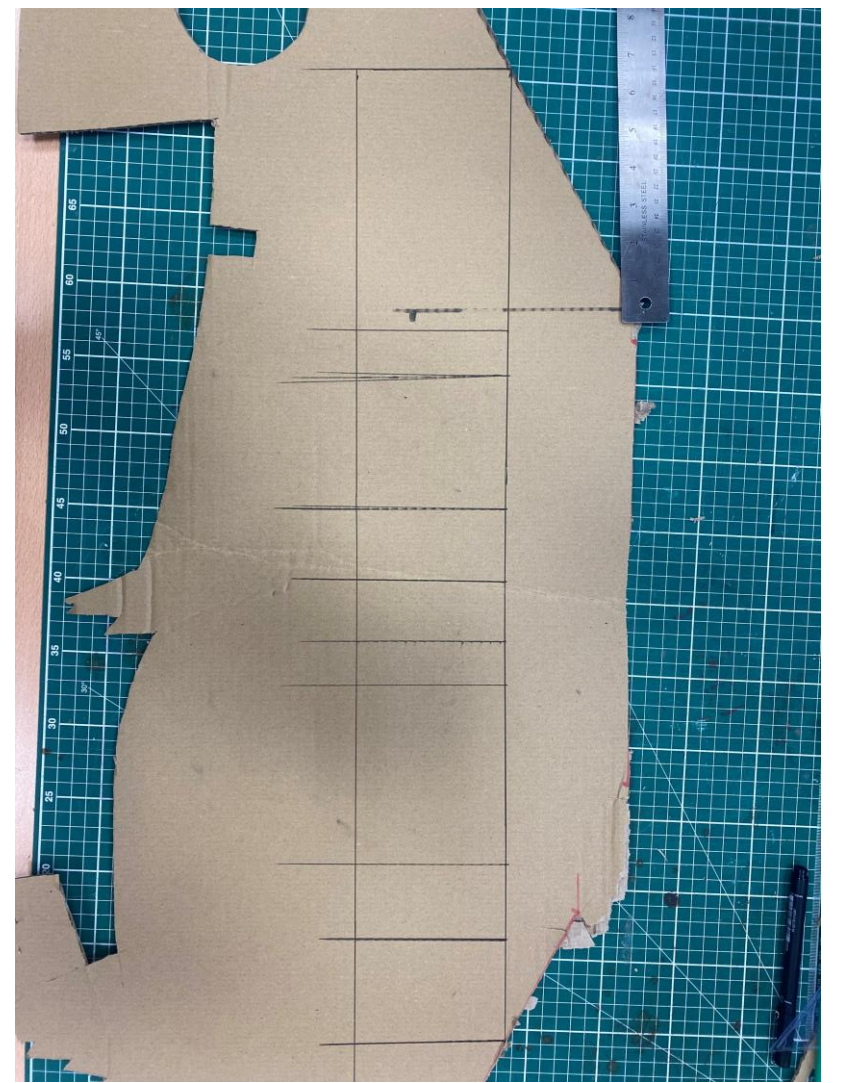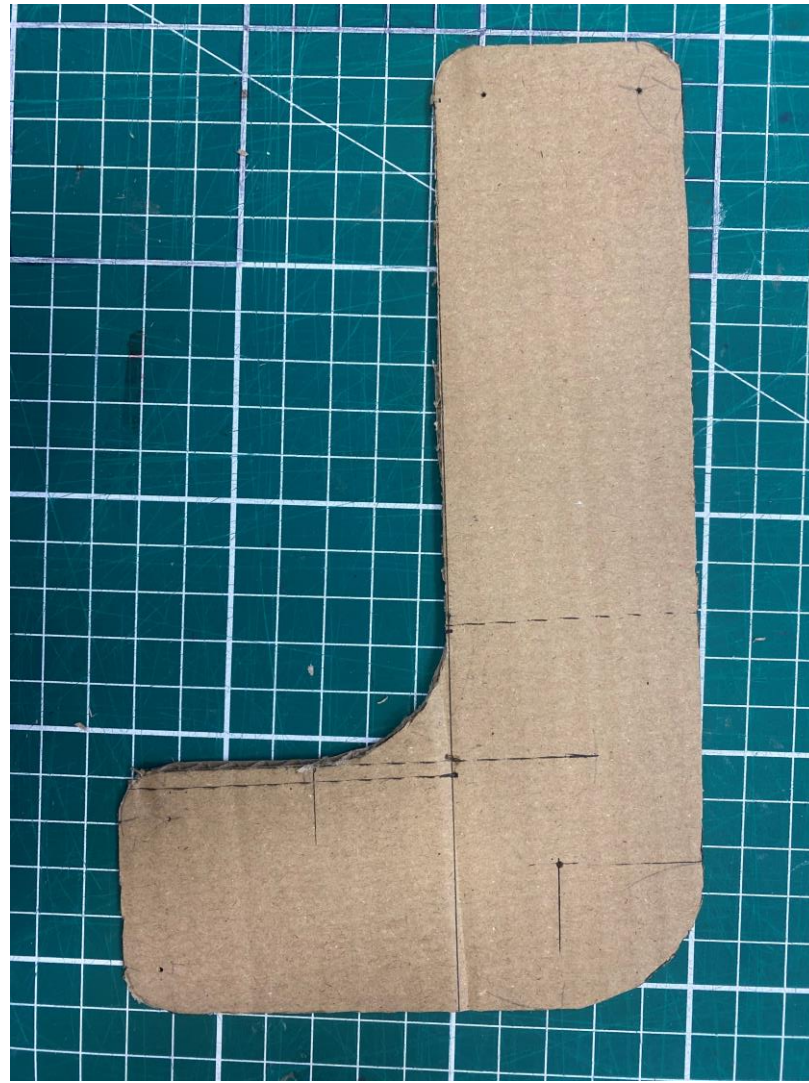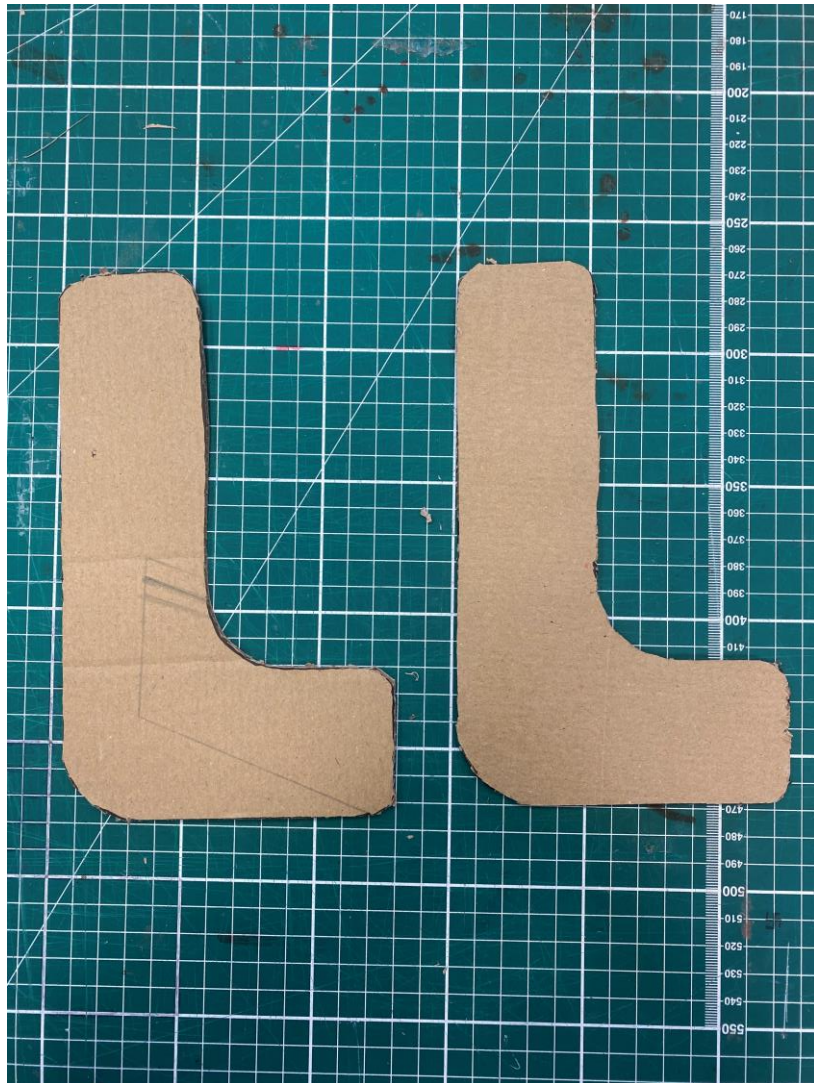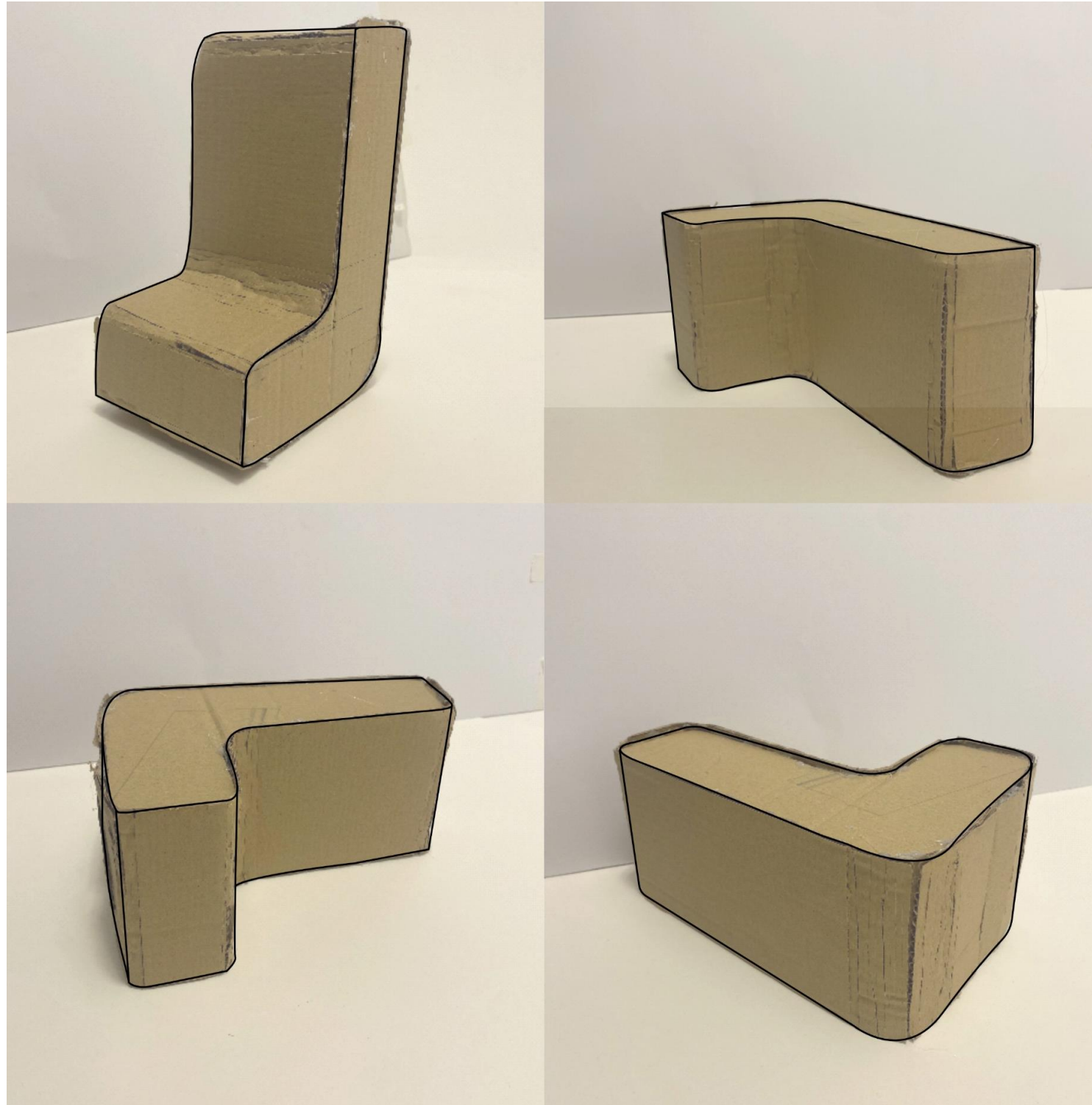
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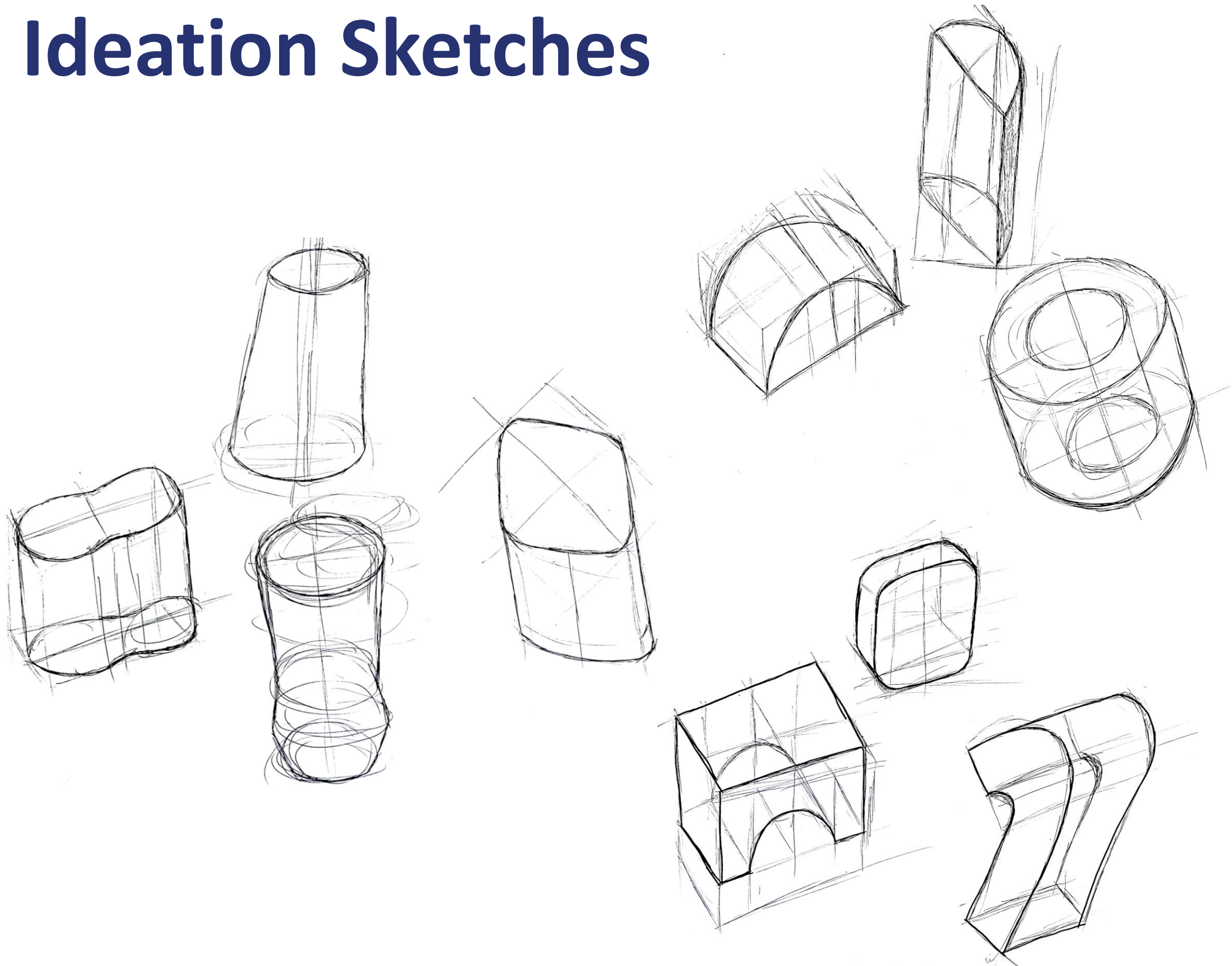
Ideation Sketches

Linework
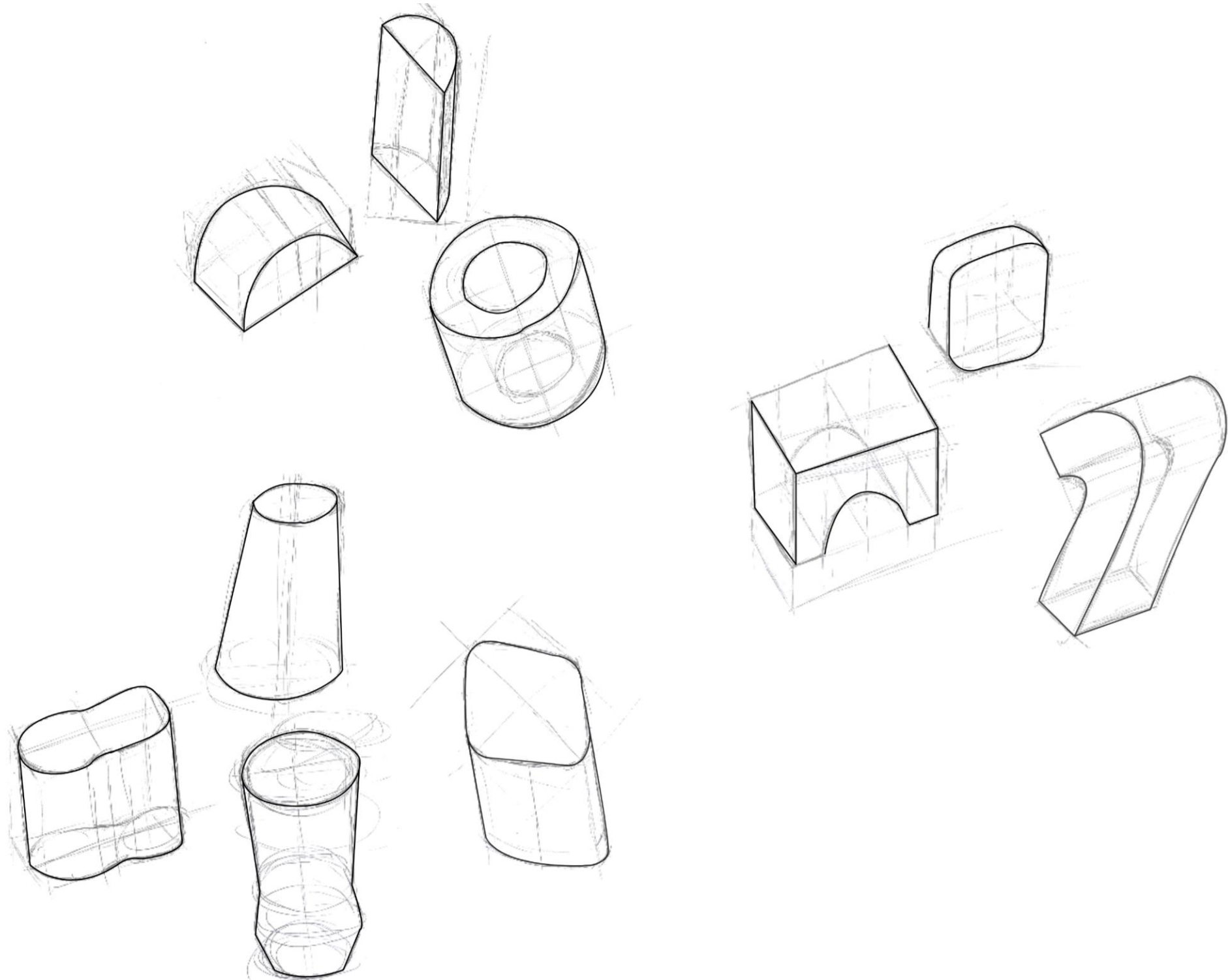
Concept Model

Process

Concept Model

Concept Model

Concept Model

Linework

Orthographic
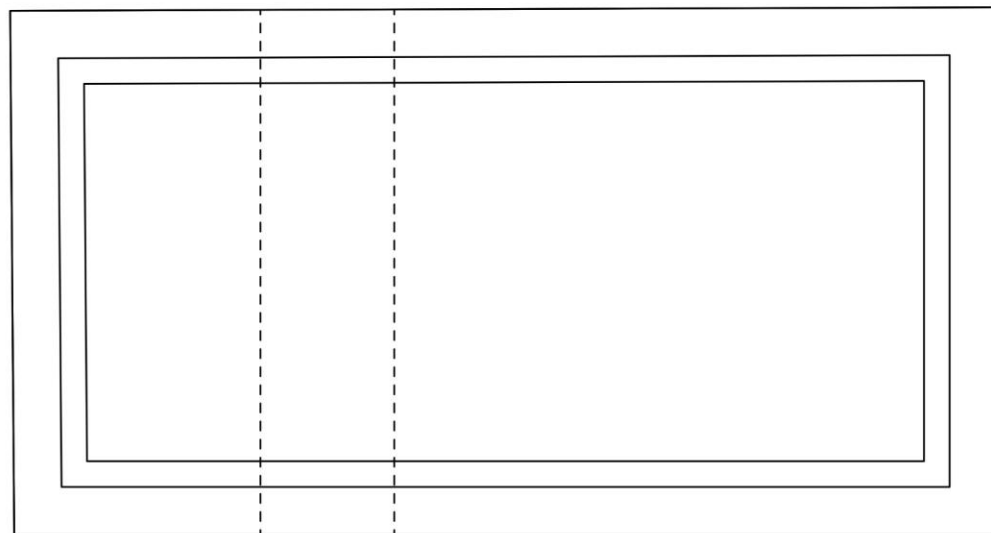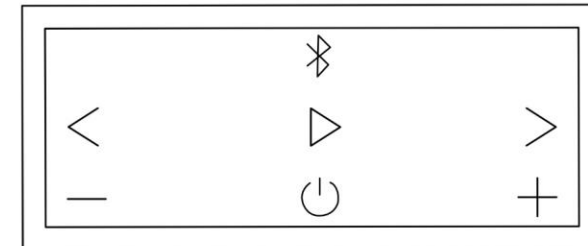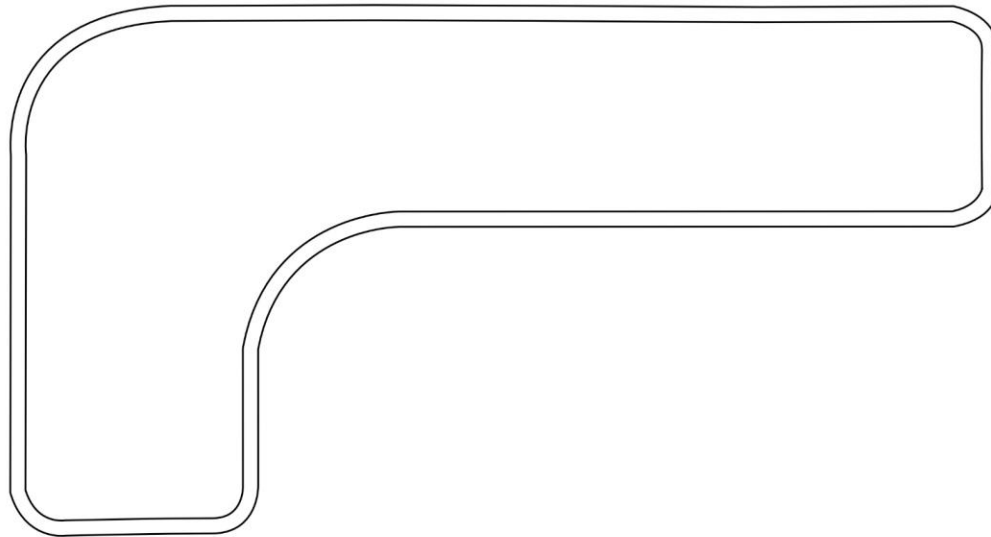

5mm

12mm

20mm

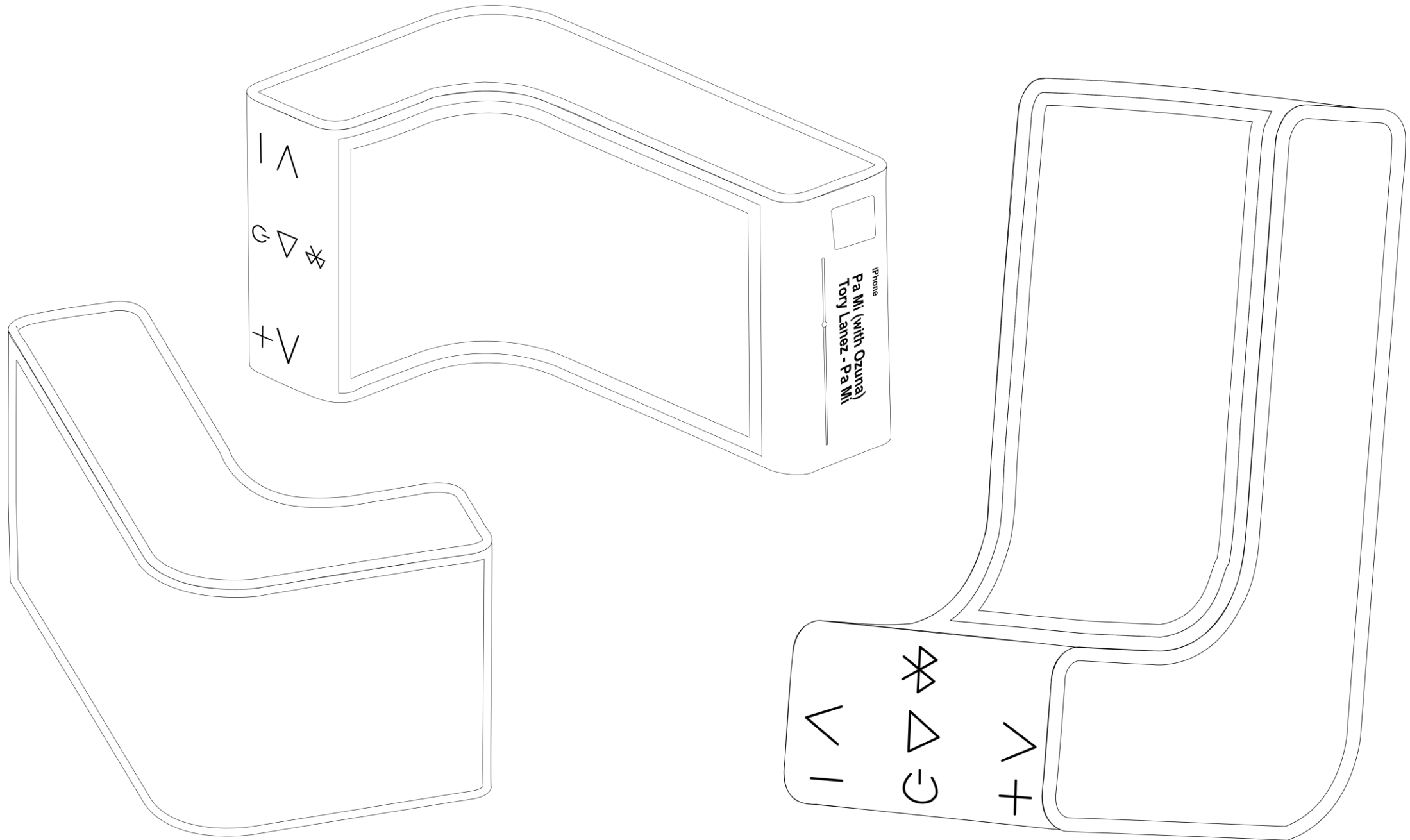10mm
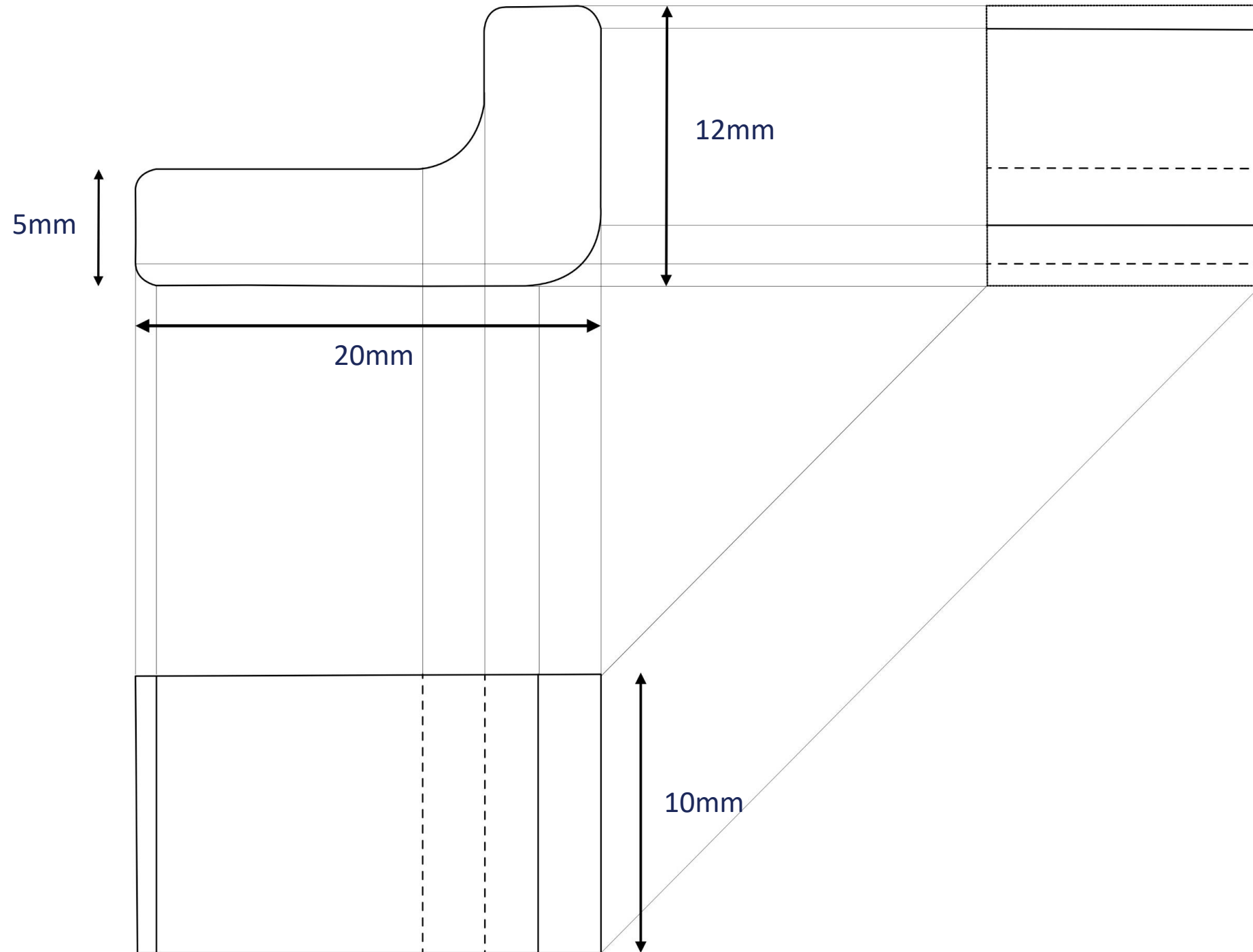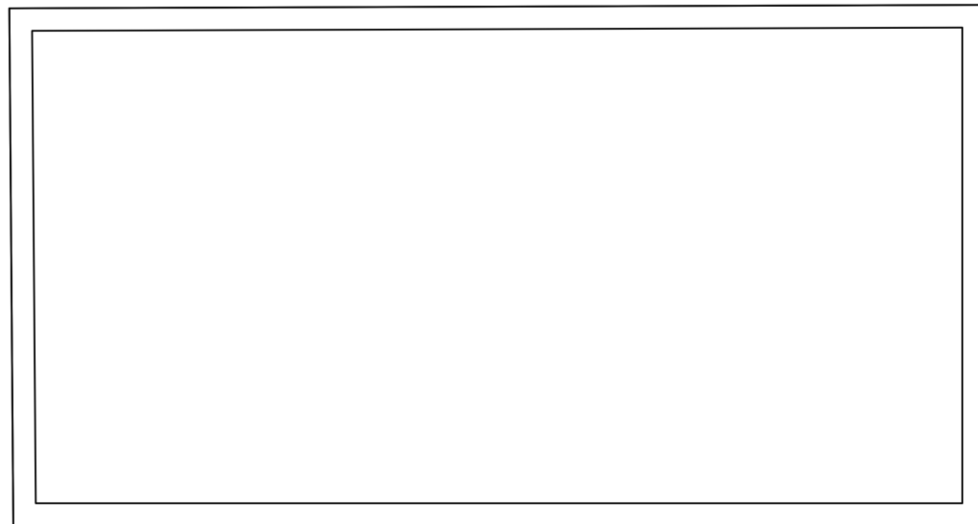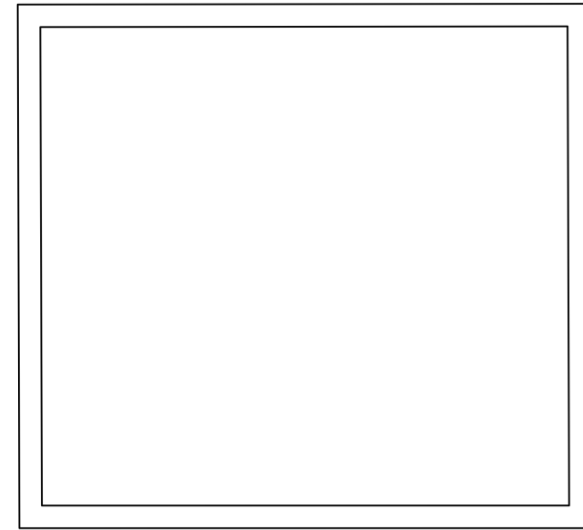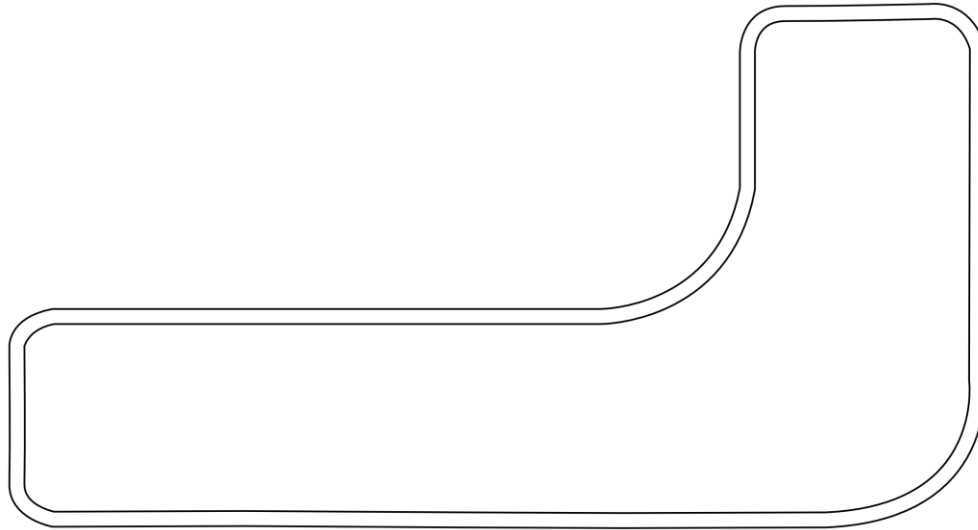
Orthographic

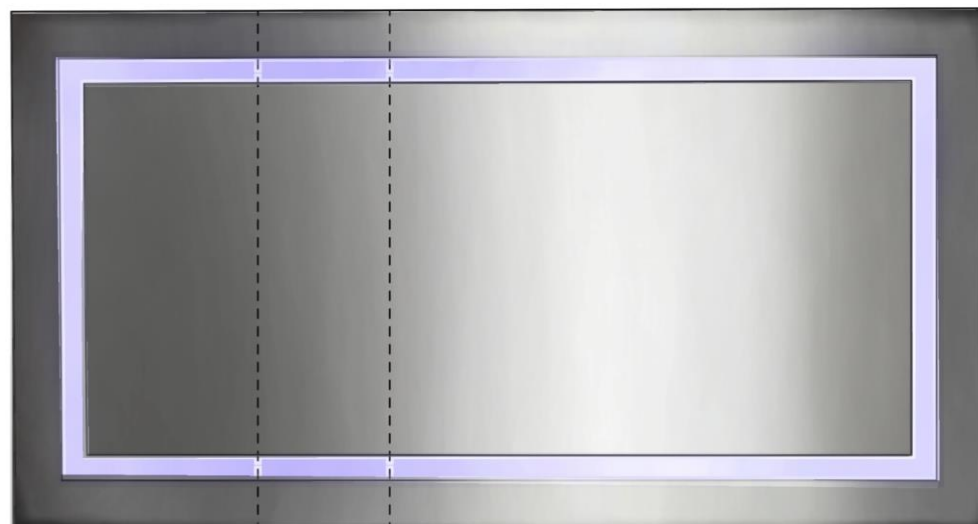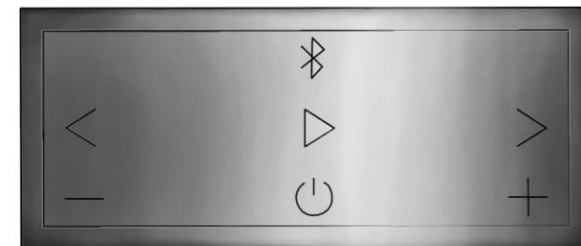# Linework Perspectives
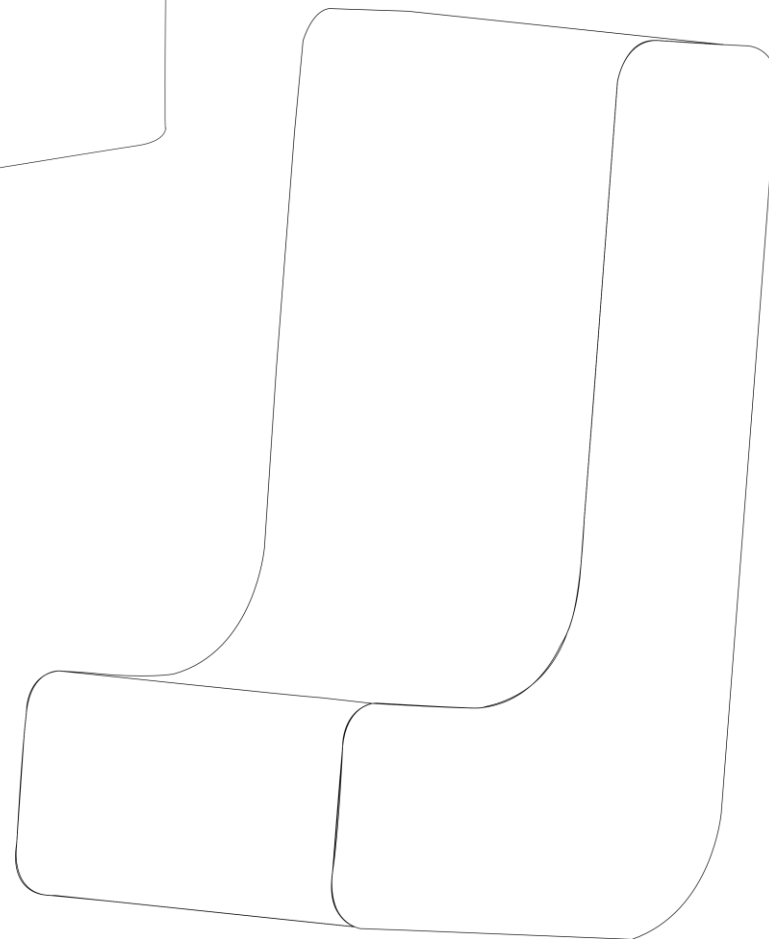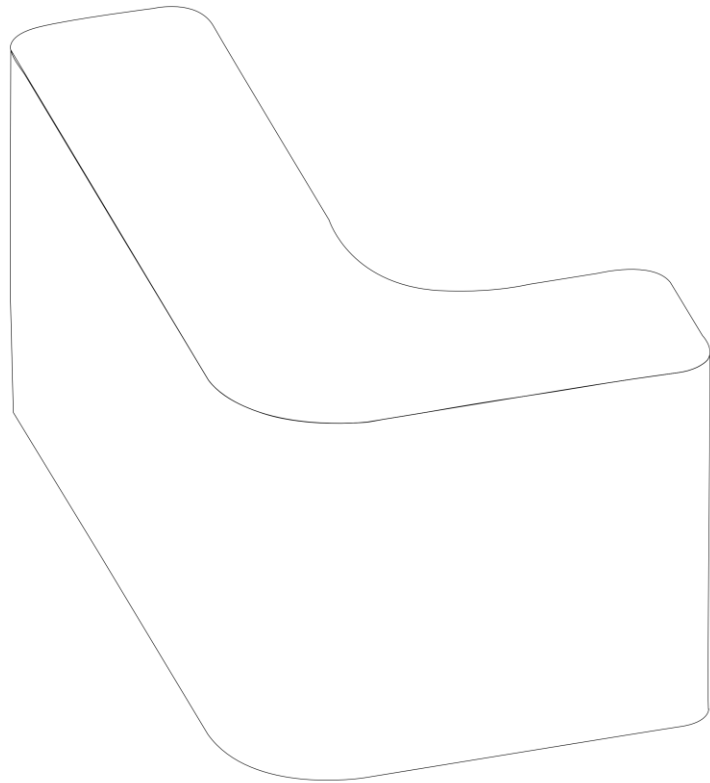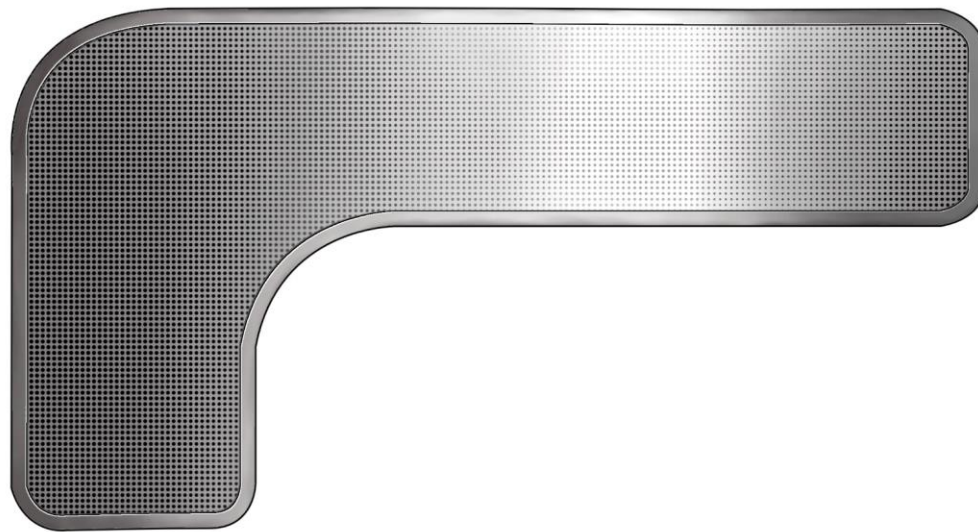
Orthographic (Speaker Details)
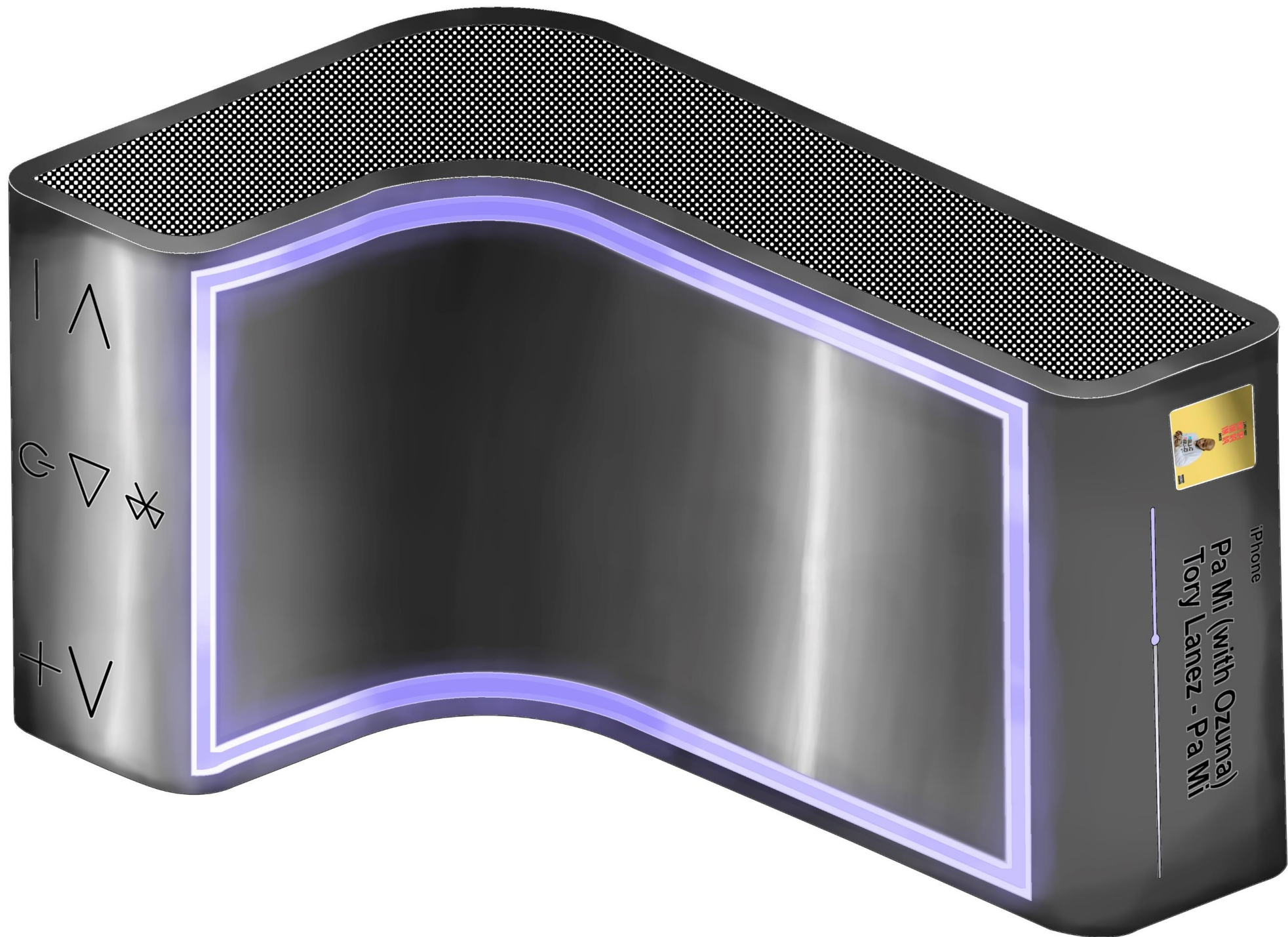
Ideation 1

Linework Perspectives

Ideation 1
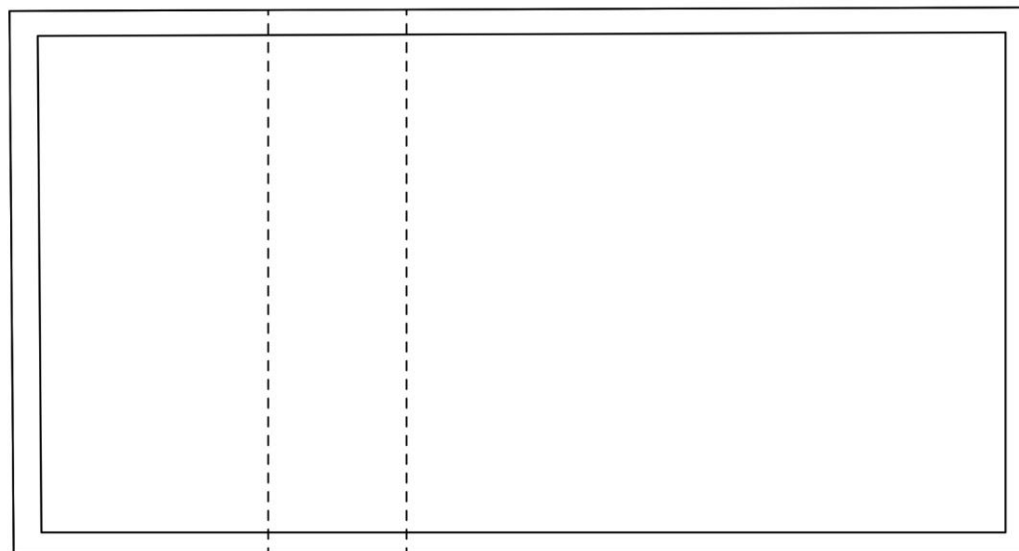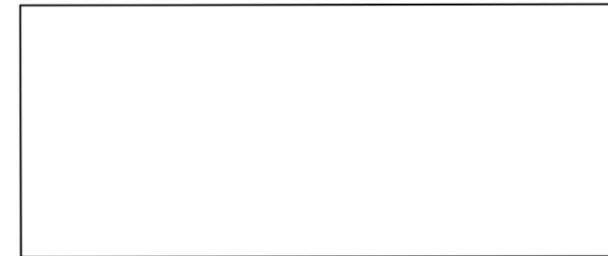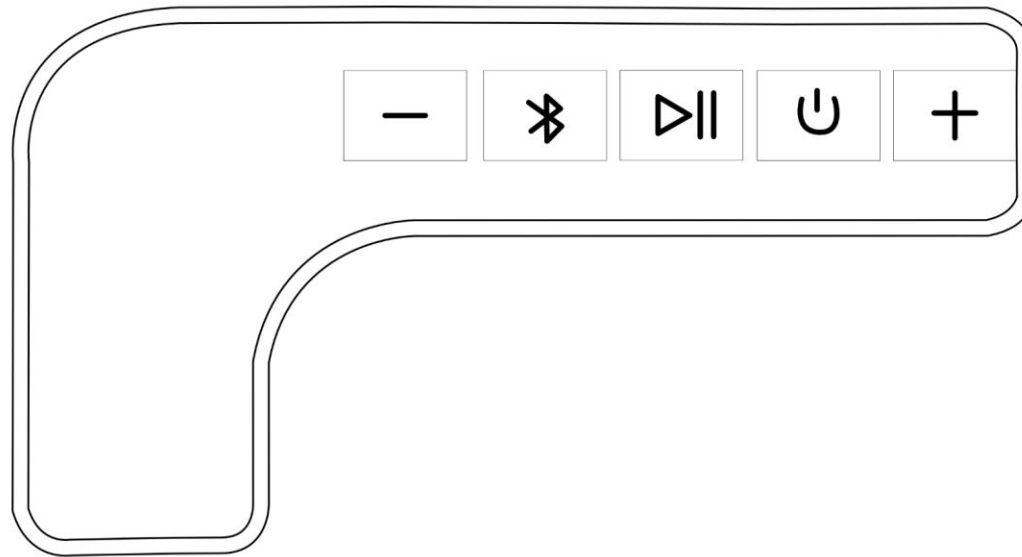
Rendered Orthographic

Ideation 1

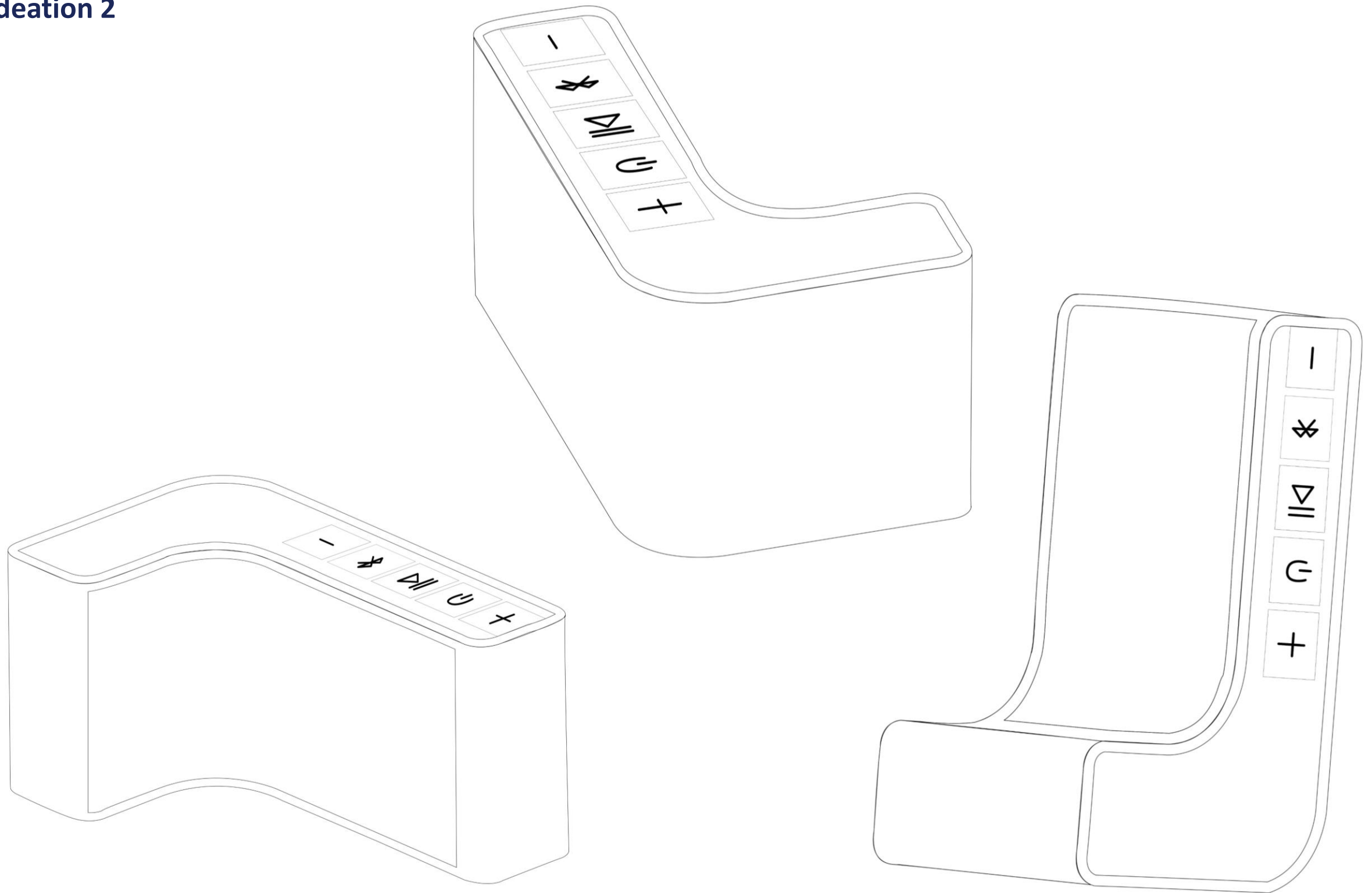# Rendered Perspective
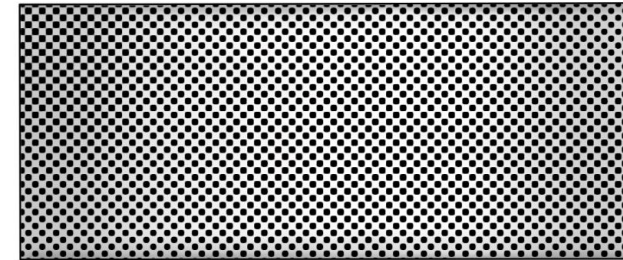
Ideation 1

Orthographic (Speaker Details)

Ideation 2

Linework Perspectives

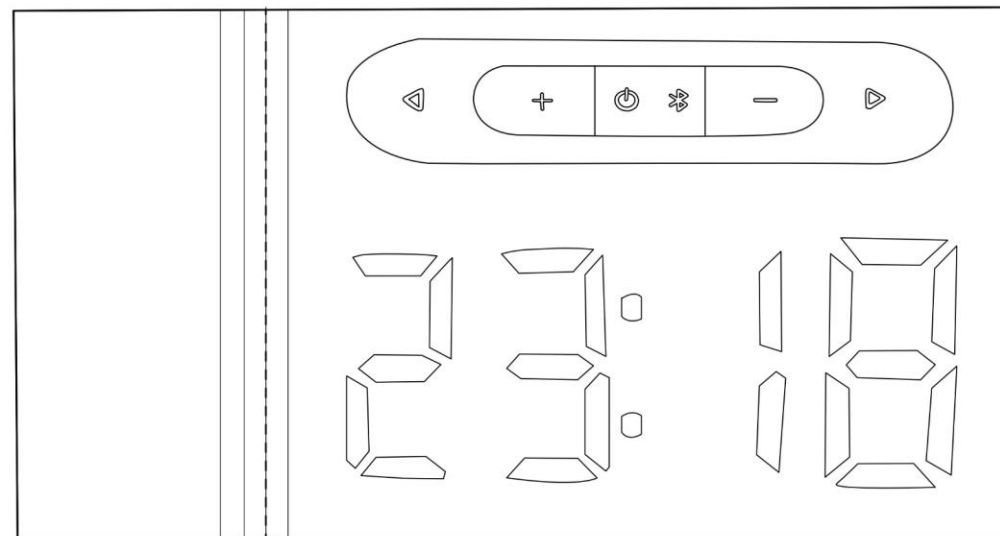**Ideation 2**

Rendered Orthographic

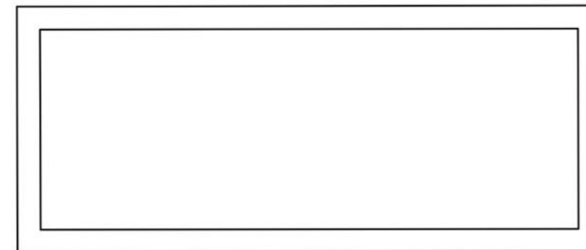**Ideation 2**

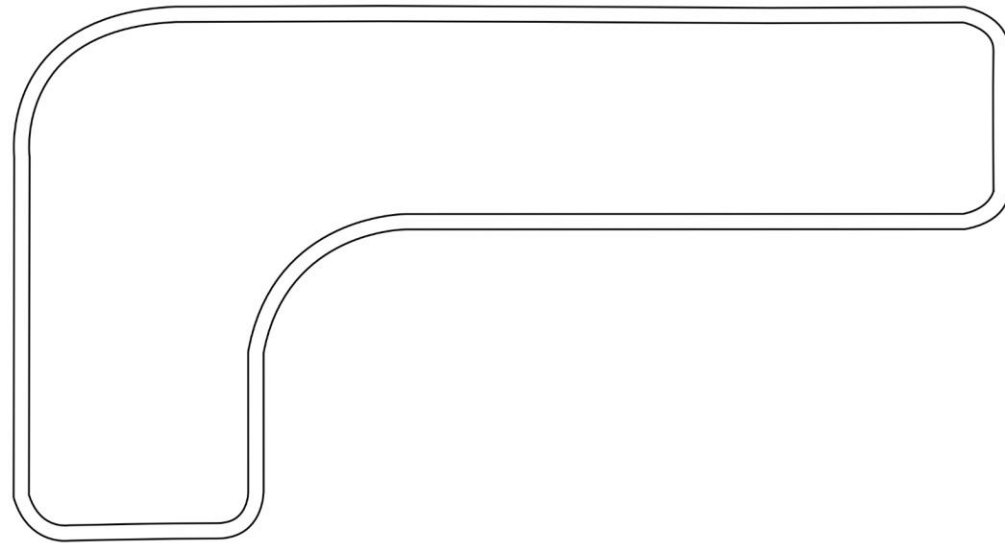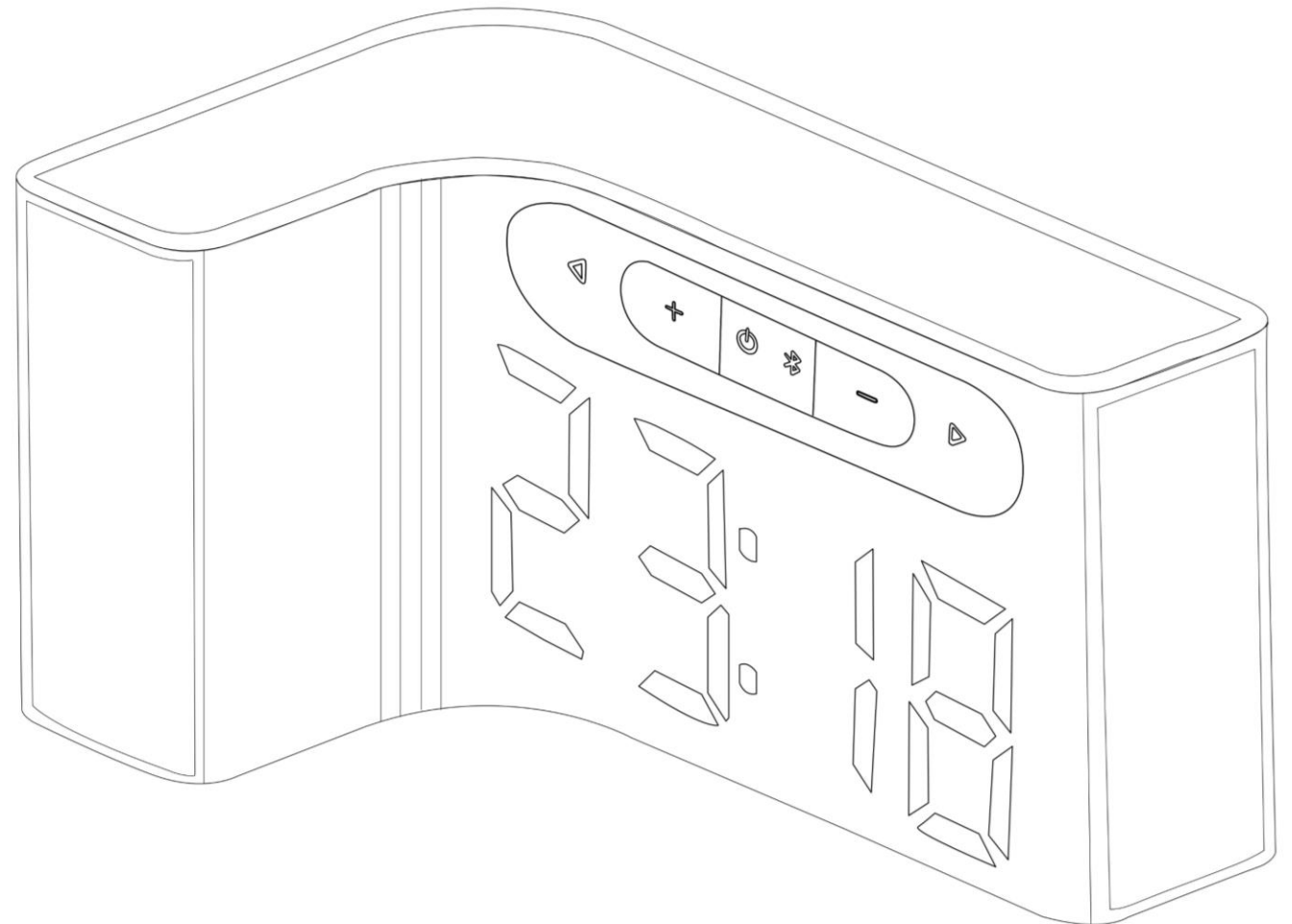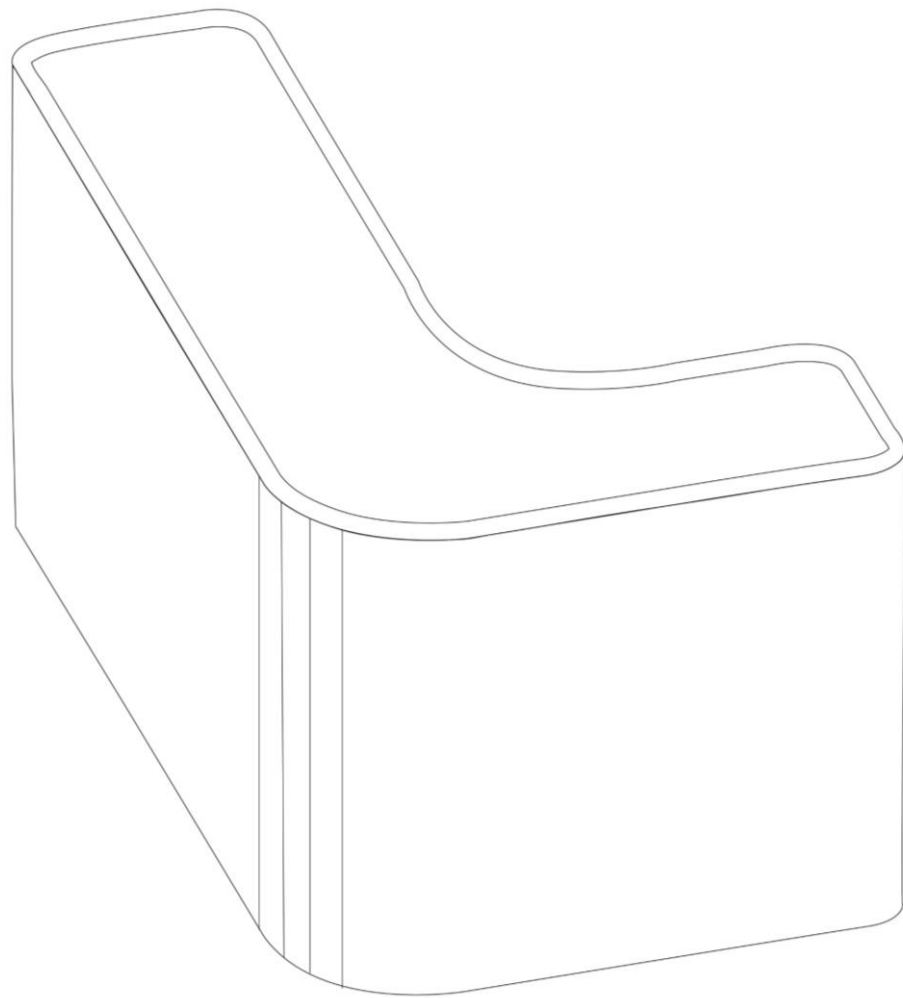# Rendered Perspective

Ideation 2

Colour Exploration

Ideation 2

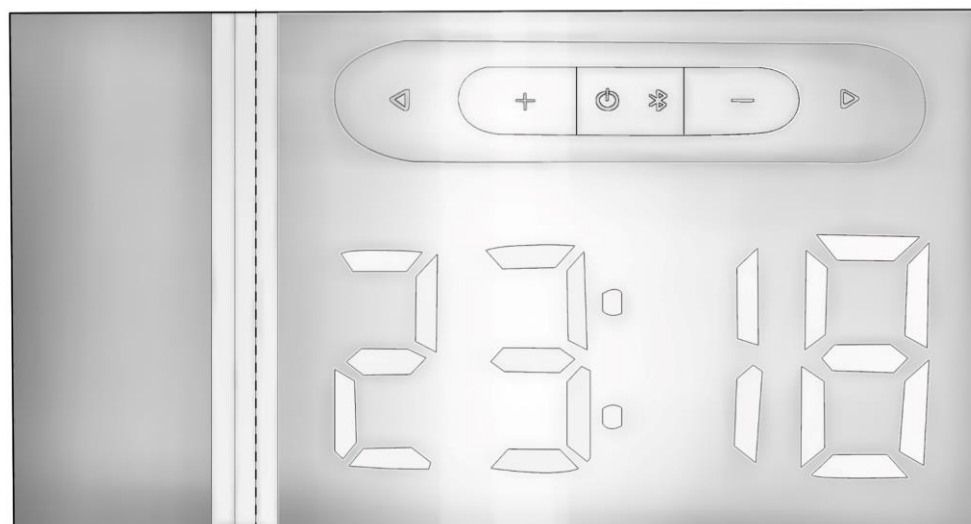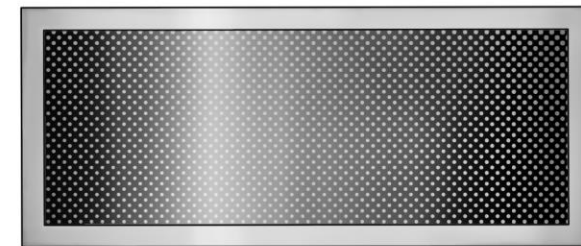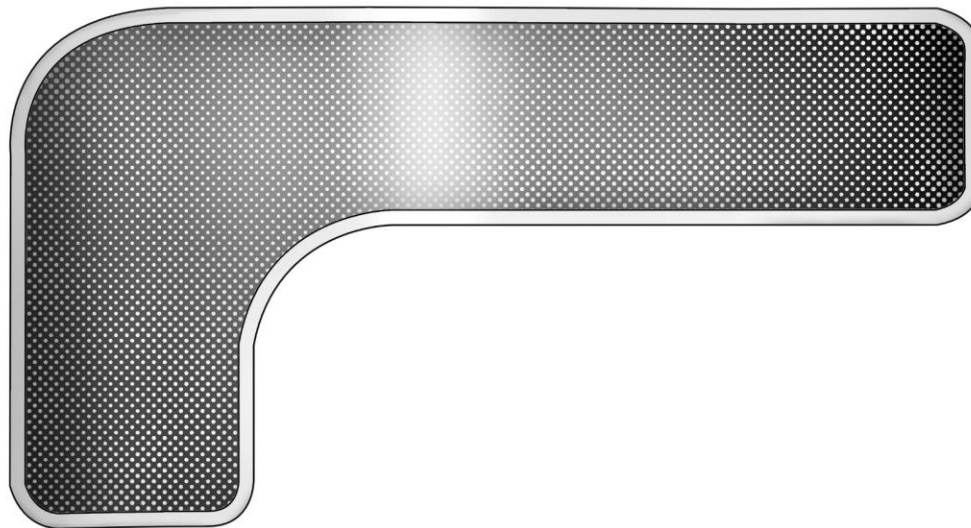# Orthographic (Speaker Details)

Final Concept

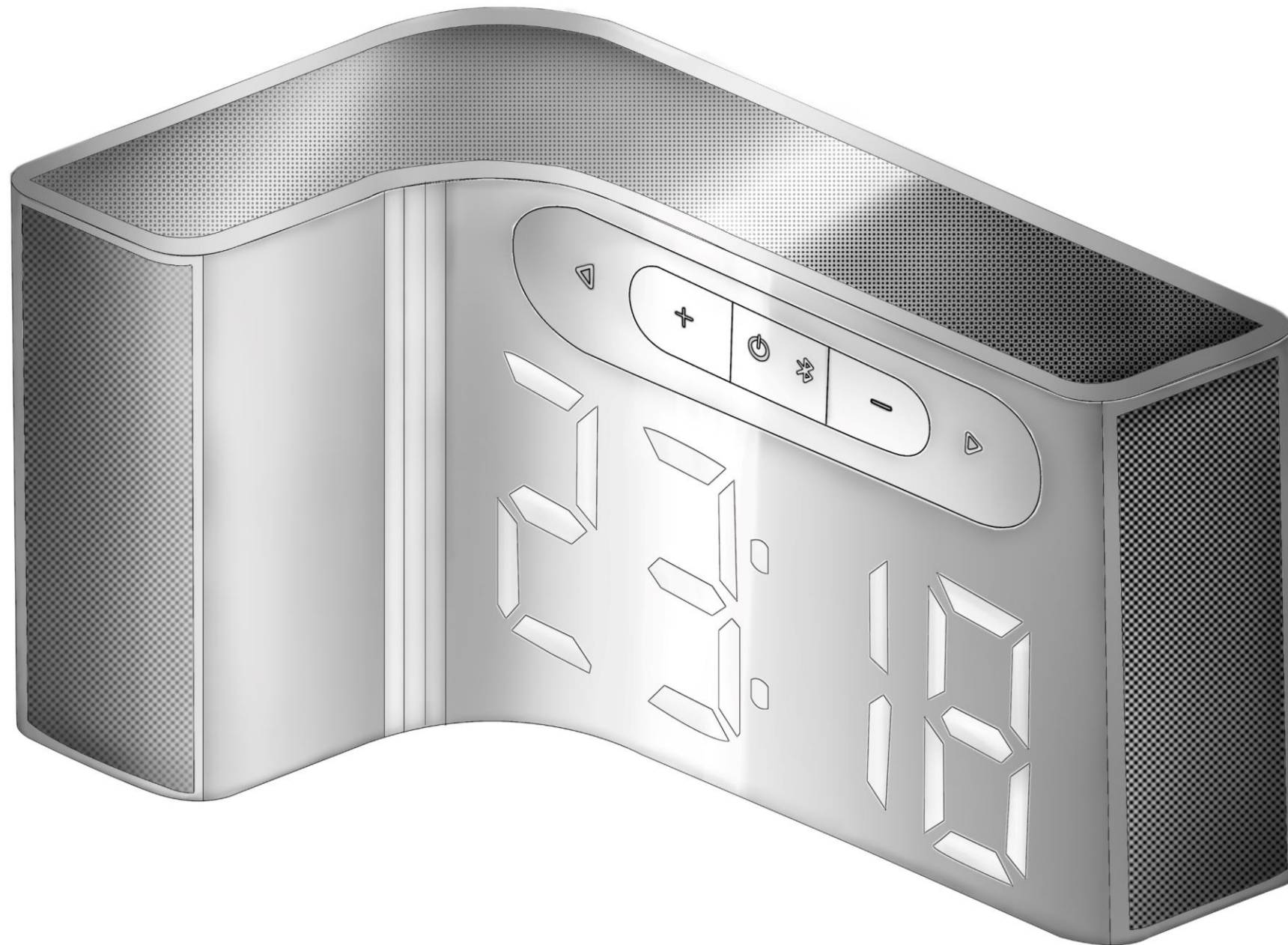# Linework Perspectives

Final Concept

Rendered Orthographic

Final Concept

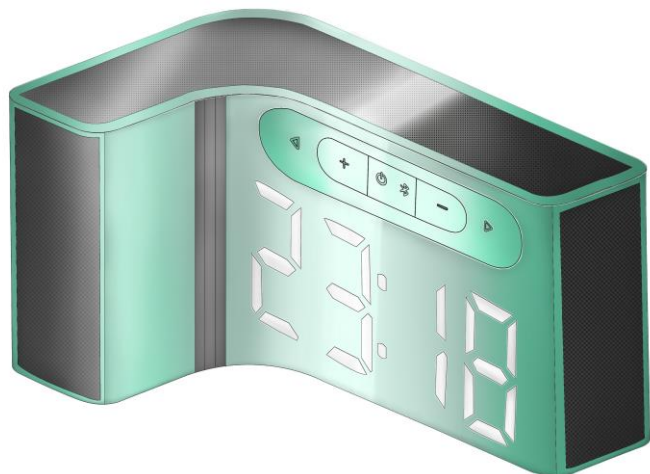# Rendered Perspective

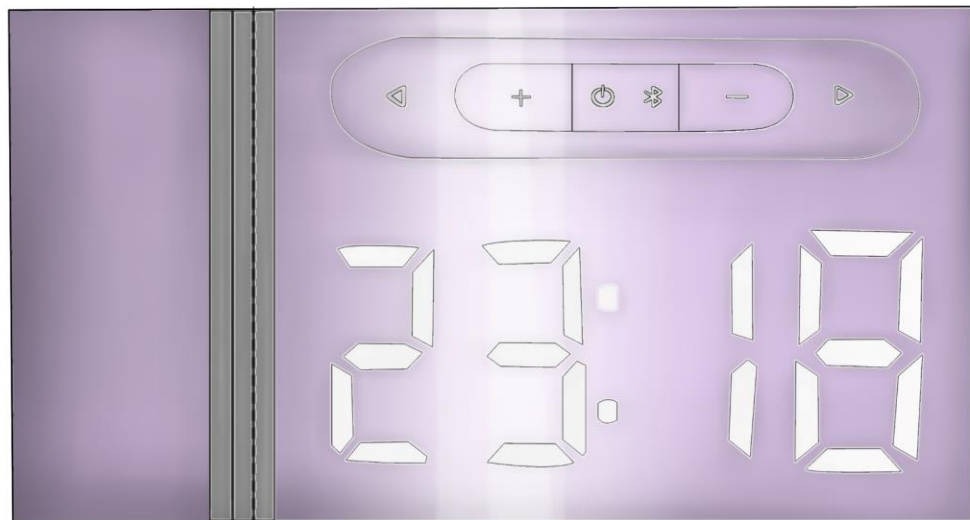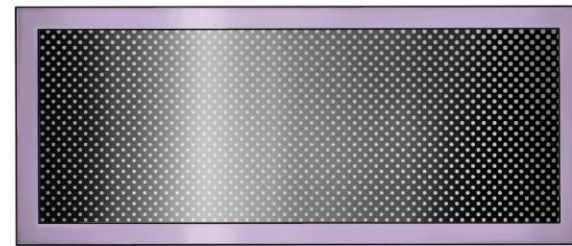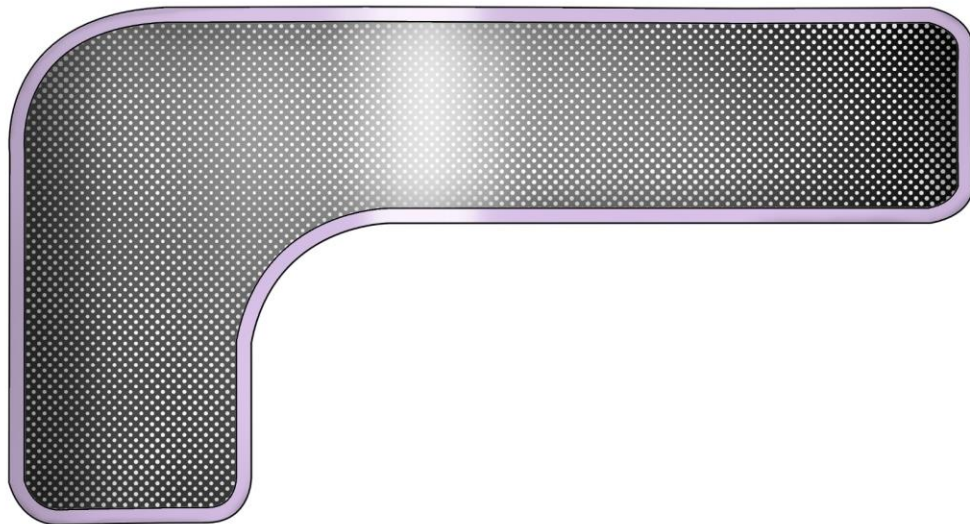**Final Concept**

Colour Exploration

Final Concept

Colour Exploration

Final Concept

Final Concept

Final Concept

Reflection

My confidence has grown remarkably as I've increased the number of renders I've produced with Affinity Photo. Although I've observed progress, I'm not fully convinced that I've mastered Affinity Photo. Therefore, I plan to invest additional time in practice to enhance my skills. Despite any doubts, I take pleasure in the work I do, and I'm convinced it has led me to a commendable level of skill. Grasping the software's goals is essential, and I anticipate that this understanding will be beneficial in the long run. When I consider my initial comfort with Affinity Designer, I recognise that I found it more intuitive to use.

In addition to employing affinity, the ideation process was propelled by the creation of a prototype. Visualising the model's dimensions facilitated the creation of concepts for the project. The chosen size was ideal for incorporating features like a phone holder, lighting, a song display, a clock, and a digital photo frame. Integrating these elements also expanded the application of affinity in various aspects , using these features required using various rendering methods.

I found pleasure in experimenting with the various colours of the speaker, which I could change effortlessly with a simple button click using Affinity. This experience highlighted the advantages of utilising Affinity for rendering purposes. I am eager to apply my skills with this software in future endeavours and plan to integrate its use into other projects.