

1. Research

Biomimicry

bio = life **mimicry = the skill of imitating something.**

Biomimicry is a practice that learns from and mimics the strategies found in nature to solve human design challenges.

**Design brief**

A document that outlines and instructs what to do.

Function

What is the products job/role? How well does it work? Could it be improved?

Inspirational moodboard

Mood boards are often used when creating art or design projects as it can help give direction and provide inspiration. It helps narrow down the focus of your project and serves as an important reference point throughout the creative process.

Client

The person who sets the requirements of the product.

User

The person who is going to be using the product.

Evaluation

The process of reflecting and judging the quality of something.

Product evaluation

Assessing a product's performance, features and market reception. .

2. Drawing Techniques

2D

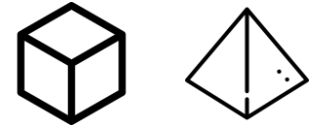
Two dimensional. (shape)

A shape having two dimensions (length and width).

**3D**

Three dimensional. (form)

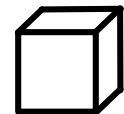
A form having three dimensions (length, width and depth).

**Crating method**

Drawing an object inside a crate.

**Oblique view**

A view that shows an object from the front, with its sides projected at 45 degrees.



3. Iterative Design

Iterative design

Iterative design is a circular design process that models, evaluates and improves designs based on the results of testing.

Analysis

A detailed examination of the elements of something. This involves breaking the design brief down. What is the problem that needs solving?

Design ideas

This involves creating a series of freehand sketches of design ideas that may help solve the problem in the design brief. These could be different from each other or developments of an original idea.

Modelling

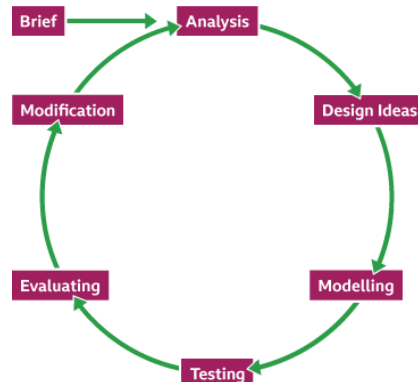
The activity of making three-dimensional models. Modelling ideas in card, paper, clay or other materials can create a cheap and quick way to do initial trials with a product. Using an easy to modify material provides a good way of seeing how a product looks and works.

Testing

The process of checking the model.

Modification

The action of change. Designers revisit the models and design ideas to make improvements.



4. Sir James Dyson

Facts about Sir James Dyson

- He is a British inventor/designer.
- Founder and Chairman of Dyson.
- Designs/manufactures household appliances.
- Produced 5,127 prototypes for his first vacuum cleaner.

Products produced by Dyson

Household appliances manufactured by Dyson:

- Vacuum cleaners.
- Hand dryers.
- Hair dryers.
- Air wrap (hair curling tool).
- Bladeless fans
- Heaters

