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# Product Design

# BDes/MDes

Application Guidelines for 2024 Entry

# Application Guide

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This guide takes you through the application process and what to include in your application to The Glasgow School of Art (GSA) Innovation School. Here's what you'll find:

- \* Application timeline and deadlines page 3-4
- \* What is a digital portfolio? page 5-6
- \* How we assess your application & our criteria page 7-11
- \* Starting your degree in 1st, 2nd or 3rd year page 12
- \* Application support page 13
- \* Portfolio examples from recent applicants page 14

# Application Timeline

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Your application to study for an undergraduate degree at the GSA is in two parts:

- \* UCAS Application form
- \* Digital Portfolio (10 slides as JPEGS or a PDF) & Portfolio Statement (500 words)

When GSA receives your completed application form from UCAS, we will email you with an acknowledgement of your application and direct you to upload your portfolio to the [GSA Upload Site](#). You can do so as soon as you receive your acknowledgement and no later than the deadline stated to you in the e-mail you receive. More information on deadlines in the next slide.

# Application Timeline

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Here are the deadlines and key dates for your application:

**UCAS Application Deadline**  
**Wednesday 31 January 2024**

Apply via UCAS as at  
<https://wwwucas.com/>

**GSA Portfolio Deadline**  
**Wednesday 7 February 2024**

You will receive instructions on how to upload your portfolio after you submit your UCAS application.

**Interviews (where appropriate)**  
**Between early February & Late March 2024**

GSA staff assess your application. If you are shortlisted you will be invited to interview. All interviews will be by Zoom.

**Final decisions**  
**Thursday 16 May 2024**

The outcome of your application will be communicated through UCAS.

# What is a digital portfolio?

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A digital portfolio is a selection of images of work you have made, laid out clearly. It demonstrates your skills, ideas, interests and suitability for the programme you are applying to. We have made some resources which advise you how to do this and how to organise the images of your work.

\* [Preparing your digital portfolio](#)

\* [Photographing your work](#)

The Portfolio must include 15 slides either as individual JPEGS or a PDF. As you will see in the examples below, it is possible to include multiple images in a slide. For example, multiple pages of a sketchbook can be included in one slide.



# What is a portfolio statement?

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The Portfolio Statement is an opportunity for you to write more specifically about why you are suited to studying this particular course and provide some further information about the work in your digital portfolio. It is uploaded along with your Digital Portfolio to the GSA Upload Site.

Have a look at our guide [Writing your digital portfolio statement](#).

# How we assess your application

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Admissions staff assess your UCAS Application Form, Digital Portfolio, and Portfolio Statement together.

Your complete application will be numerically scored against specific assessment criteria (see page 10) set by the programme you are applying to.

The scoring is between 1-7 (7 being 'excellent evidence of' and 1 being 'unsatisfactory evidence of'). Applications may be unsuccessful at this stage with the result processed via UCAS or you may be invited to attend an interview by email.

# How we assess your application (continued)

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If shortlisted, you will either receive an immediate offer or an e-mail inviting you to attend an interview. This is a chance for staff from the course to;

- \* Make sure you know what studying the course entails
- \* Make sure you have a genuine passion for their course
- \* Find out if you are ready to study at undergraduate level
- \* Learn more about the work in your digital portfolio

Our [Interview advice guide](#) gives some advice for preparing for an interview. Admissions staff will numerically score your performance at the portfolio interview against the assessment criteria (see page 10). The outcome of your application will be communicated to you via UCAS.



# Our criteria

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It is important to know what this assessment criteria is, and you should try to respond to this criteria when creating your Digital Portfolio, writing your Personal Statement, and preparing for interview.

It's also really important all applicants understand, it's not about who has access to the best art and design materials; it's about doing your best with what you have access to.

You can see examples of portfolios in the final slides of this presentation. And a detailed explanation of our criteria in the next slide.

## Our criteria (continued)

### **1. Ability to apply practical skills**

We want to see your practical skills and how you explore and use different media and materials. This could be demonstrated in a variety of ways including images of your drawing / painting (analytical or abstract), 2D/3D work, photography, CAD, creative coding etc. Several images can be grouped together together in one Slide. You could do this by photographing several pieces of work together at once or by photographing several pieces individually and using Photoshop, Canva or PowerPoint to combine into one Slide.

### **2. Ability to apply analytical and conceptual skills**

We are interested in the concepts & ideas behind your work & how they progress and develop; from the initial starting point or source of inspiration through to a finished piece of work. This could be evidenced by images / photographs of sketchbook pages / notebooks / worksheets / development sheets & finished pieces. This should be 3-4 slides in your portfolio. These should be mainly made up of your own work, we do not want to see lots of secondary source material (magazine cut outs, print outs from the internet, photocopies from books).

Our criteria (continued)

### **3. Ability to communicate about your work and to put it into context**

We are interested in how you communicate about your work and the ideas and sources of inspiration behind it. Use your Portfolio Statement to tell us about the pieces of work and what inspired you, how your ideas develop throughout the project and elements of the project you consider to be the most successful. Please do not use this statement to list the materials used; charcoal, paint, oil pastel etc or the size of the work).

### **4. Ability to demonstrate an interest in Design and the Specialist area applied for**

We want to know what or who has motivated or inspired you to apply for the specialist programme. Reflect on the projects and how you made the work in your portfolio. Tell us what you think is successful, and what you'd do differently now. Include some independently generated work in your portfolio, i.e. self directed work which you produce outside your current school / college / other course curriculum which demonstrates your own personal interests.

# Starting in 1st, 2nd or 3rd year?

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Our Undergraduate Honours Degrees at the Glasgow School of Art include four years of study.

Most applicants apply to start in Year 1. However, you can apply for 'Direct Entry' to 2nd or 3rd year. The year you apply to depends on what qualifications you already have or what you're currently studying.

You must be able to satisfy the GSA that you have undertaken a period of study equivalent to the first, or first and second year, of the degree programme. This may include an art foundation, HNC or HND qualification.

For more information, see the [How To Apply](#) page on our website.



# Application Support

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Remember if you're in education currently, speak to your teachers or lecturers for support with your application. For queries about the application process and our application site, contact [registry@gsa.ac.uk](mailto:registry@gsa.ac.uk)

We've also produced these guides to support you in making your application available [here](#).

- \* Source Materials Zine
- \* Preparing your Digital Portfolio
- \* Photographing Your Work
- \* Application Support
- \* [Our Open Days](#)



# Portfolio Examples

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The following slides are example portfolios by our current students, taken from their application to study at GSA.

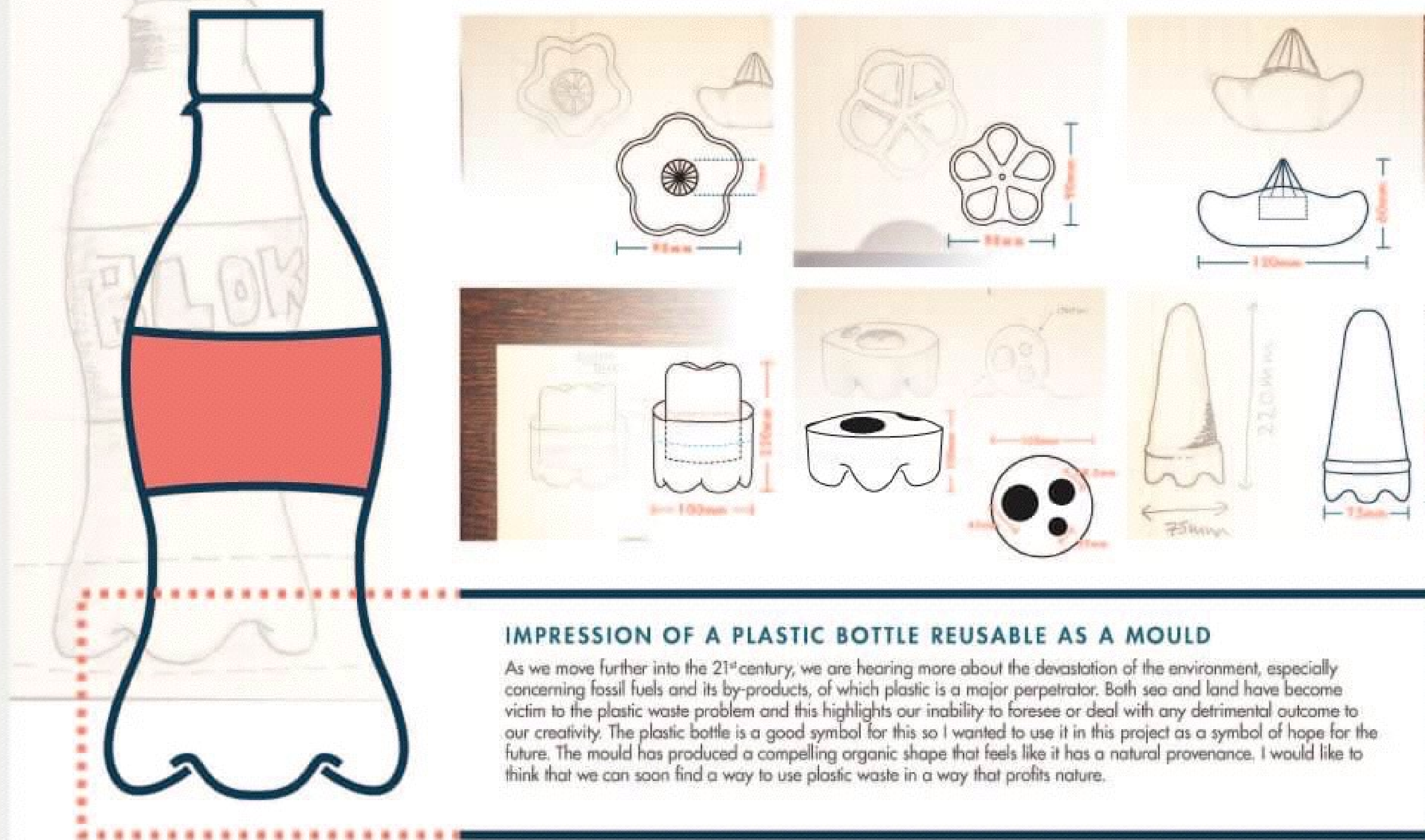
Don't use these as examples to follow in terms of style. But look at how they've presented their work and process.

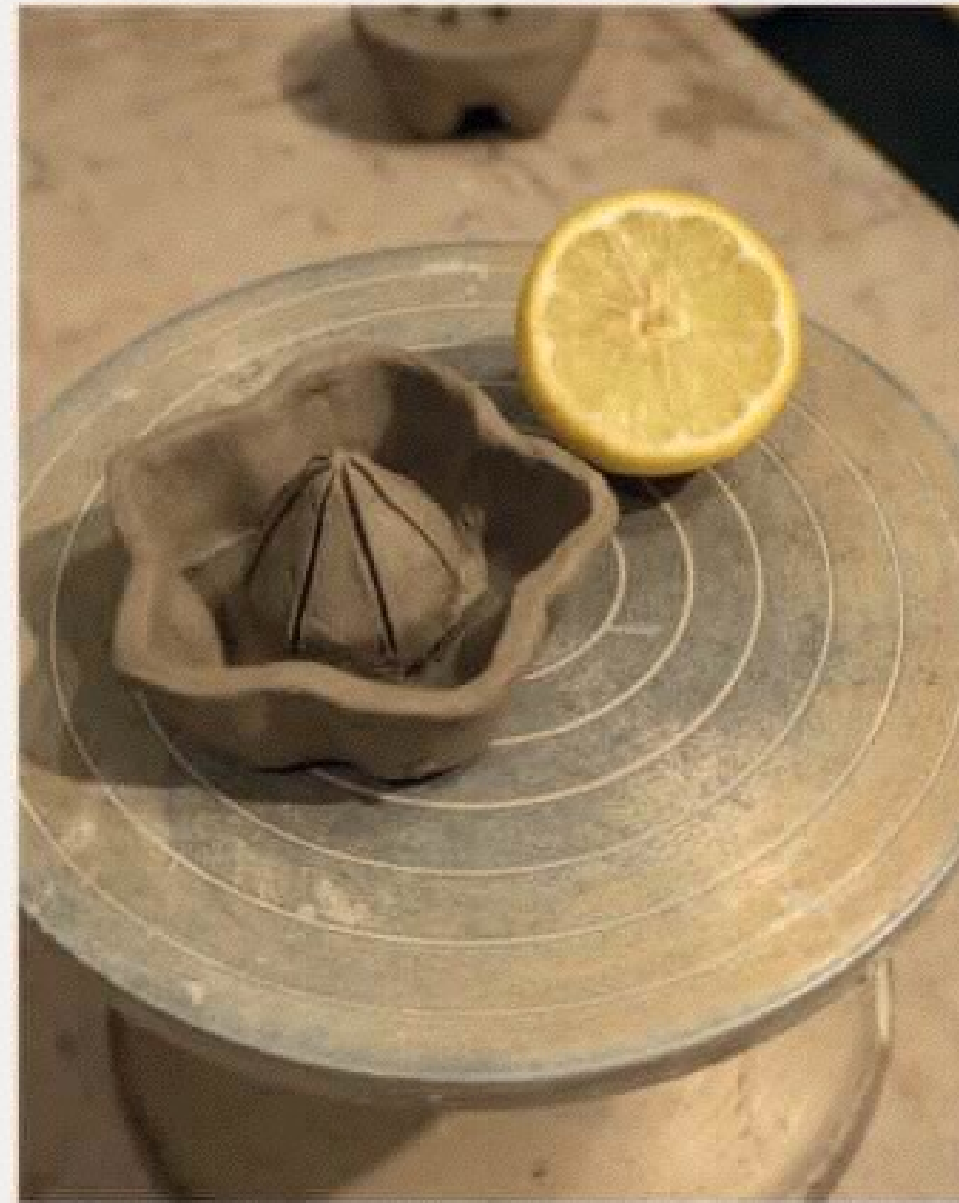
# Patrick Sheffield

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Product Design

## POTTERY KITCHENWARE PROJECT

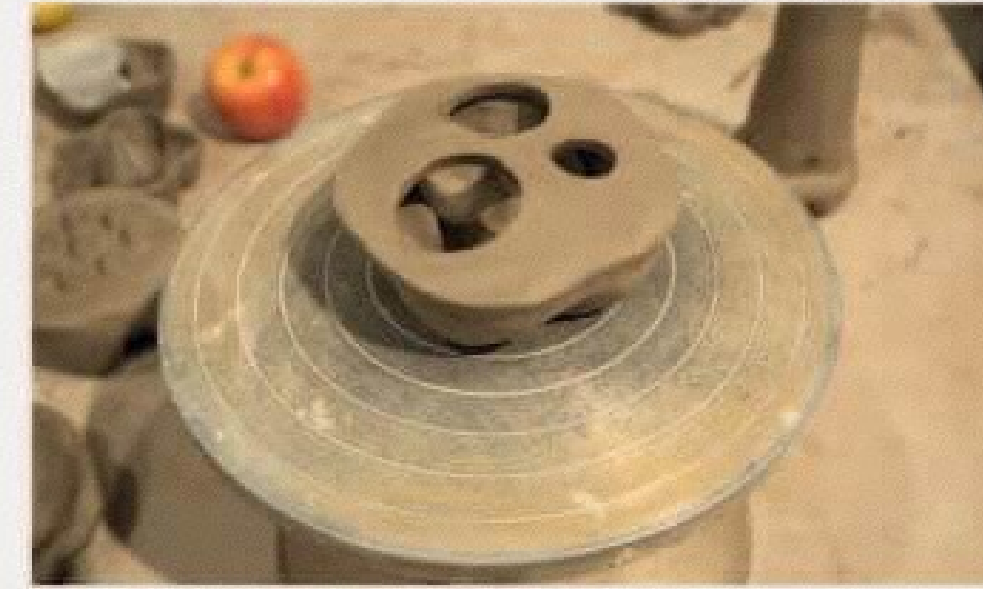




1. Lemon squeezer



2. Spice holder



3. Spaghetti portion measurer



## POTTERY KITCHENWARE PROJECT

I have always been very fond of cooking so when I was asked to provide a portfolio I thought what better place to start than the kitchen. There are some amazing products in the kitchen that are so simple and yet so perfect for the job that I thought it would be a good challenge.

I found a potter's studio and decided to base my theme around a modern and reusable shape - a plastic bottle. I did this because the plastic bottle is one of the most recognisable everyday shapes and can be used as a mould time and again. It also forced me to consider the number of ways I could use it in a culinary setting.

### 1.1 Brief

To create a set of kitchen ware that fulfilled many objectives but was taken from one simple everyday recyclable product - the plastic bottle.



## 1.2 Approach

My approach to this project was different to my other projects in that I had to use resources and tuition from an outside source because I did not have a potter's wheel nor a kiln. I had had a few pottery lessons when I was young but I could not remember what I had learned.

I wanted to use clay because it is so flexible and ubiquitous. It is also recyclable environmentally friendly and non-toxic which is essential in a kitchen.

## 1.3 Solution

Clay is a material that feels very at home in a kitchen so I felt that I needed to turn how it was used on its head in some way. For this reason I decided to make kitchen utensils that are common place but are all based on the design of one common denominator - the plastic bottle.

## 1.4 Reflection

I really enjoyed working on this project and I am very happy with the result. I liked the challenge of making one shape the basis of so many different utensils. I also felt that by turning a factory made object into hand made items, transformed it from something that is almost universally reviled into a useful tool with an organic beauty. I feel these ceramics would look lovely (when glazed and painted) in any kitchen whilst serving a good purpose.



4. Meat tenderiser



5. Egg holder



6. Egg separator



7. Garlic keeper



8. Used tea bag holder



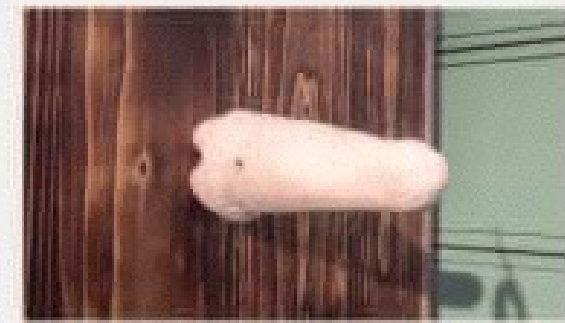
9. Butter bell



10. Grater hand guard







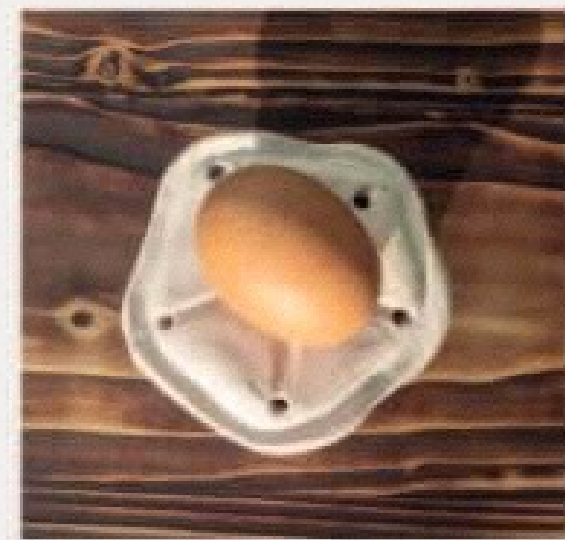
1.

2.

3.

4.

5.



6.

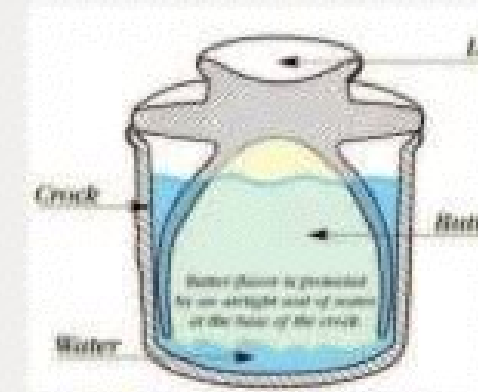
7.

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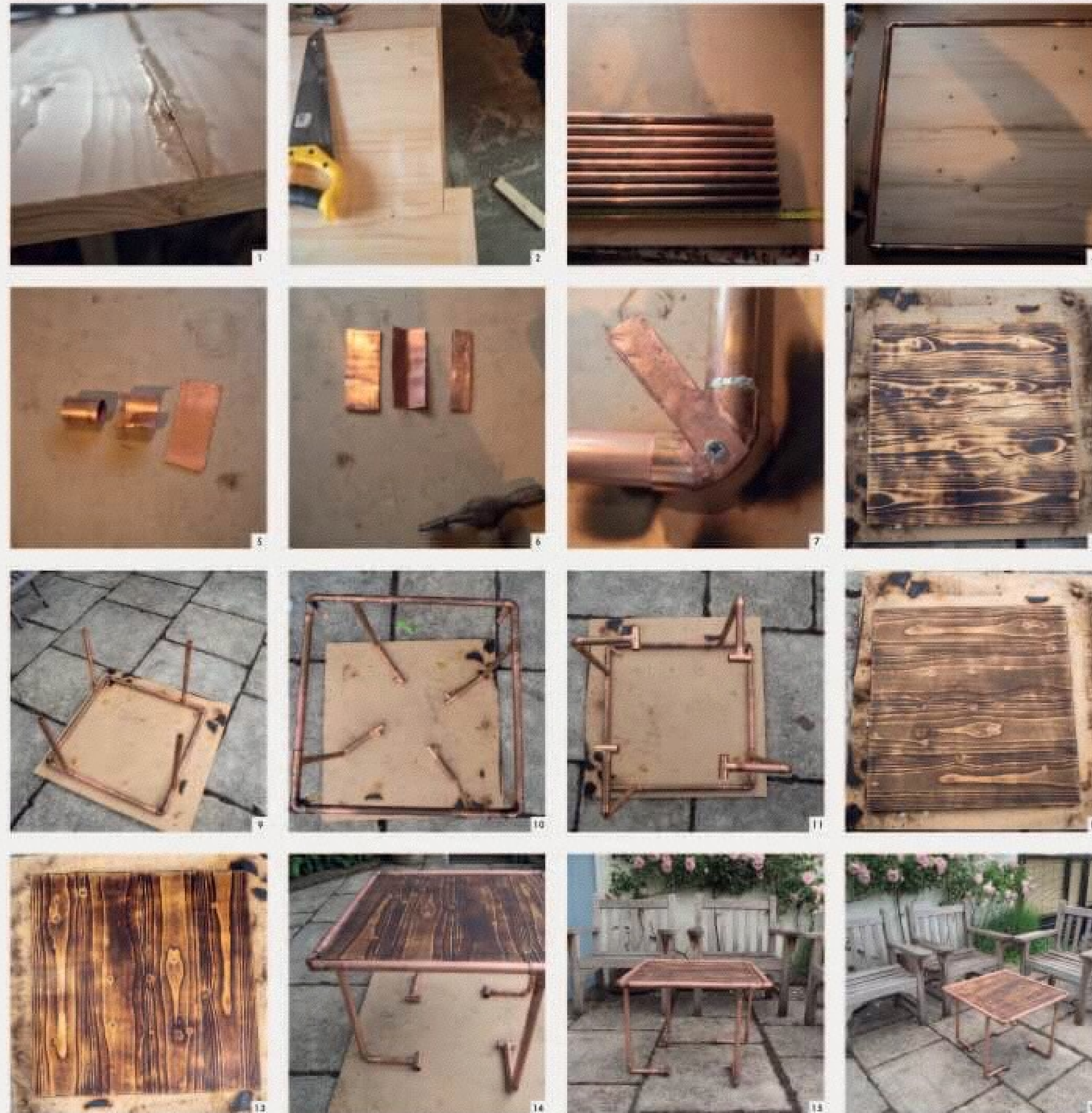
9.

10.

# POTTERY KITCHENWARE INSPIRATION







## COPPER AND PINE COFFEE TABLE PROJECT

The copper and pine coffee table project arose directly out of the copper tap project (last project in portfolio). Whilst I was making the copper taps it struck me that the joints that I was making on the copper taps would be perfect for the legs of a table, specifically a coffee table in that it was smaller and needed to bear less weight.

I felt it was an ideal project for me as a beginner because I imagined I could make it on my own without tuition or power tools. The wood I had at hand was tongue and groove pine.

### 2.1 Brief

To create a small coffee table to bear the weight of cups, glasses and snack bowls.

### 2.2 Approach

I used copper pipes and connectors that were surplus to requirement. My approach to this project was environmentally friendly in resources and easy on finances.

I sourced tongue and groove pine and glued 4 slats together (1). I cut and sanded the pine square to the required measurement (2). I cut the copper pipes down to the length of the wood (3). I measured the exact lengths of the wood square and soldered 4 lengths of pipes with right-angled copper connectors to form a surround to the pine table top (4). To strengthen the table top, I had to create some supports from the copper piping. I did this by cutting off 25mm of pipe and sawing it in a straight line from cut edge to cut edge, opening it up and then flattening it into a rectangle of copper (5). This was too flimsy so I experimented with folding it in half to increase its strength (6). I attached a doubled over flat piece of copper to each corner (7). I first sanded and then lightly burnt the surface of the pine table top square with the blow torch. This is a technique used in Japan, called Shou Sugi Ban, which both preserves the wood and increases the contrast of the grain (8). My design put the legs at the far end of each side to create a swirling effect. To do this, I had to cut the tabletop supporting frame exactly where I wanted the legs to sit. I finished each leg with a copper pipe as strut and a double connector, both designed for stability. (9,10,11) With the frame finished, I turned my attention to the wood, which I wanted to perfect. I burned and sanded the other side more fiercely to see what the grain would show. (12) I oiled the surface with extra-virgin olive oil as I wanted to give a darker hue whilst keeping it chemical free (13). The finished product, ready for a drink. (14, 15, 16).

### 2.3 Solution

I was able to make a coffee table from the resources and tools I had from making the taps with only a few connectors purchased.

**Analysis**

I am very happy with how the coffee table has turned out. The pine has a pinkish hue that the burning brought out more strongly and which complemented the copper piping of the surround and legs. The table really needs to be on a clear floor to appreciate the swirling effect of the legs.

**2.4 Reflection**

My soldering has got better with each join and I would like to focus on perfecting this in future projects as an untidy solder can be noticed immediately. I would like to experiment with different woods (soft/hard, and whole pieces rather than planks) because the table top showed some early signs of bowing. I am happy with the right angle legs I have created as they seem to provide a decent amount of support.

5000mm

5000mm

3500mm

5000mm

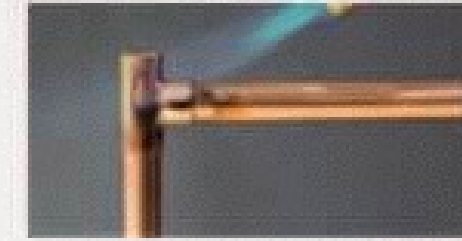
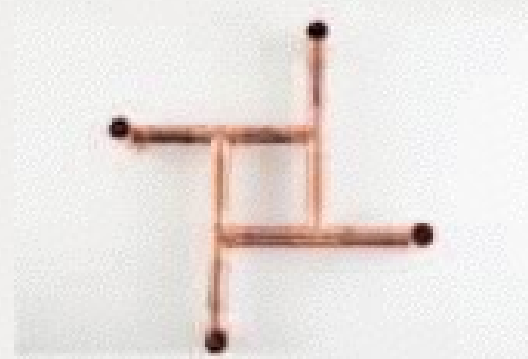
copper pipe

right angle bend diameter

Copper/pine coffee table



## COPPER AND PINE COFFEE TABLE INSPIRATION





## COPPER PIPE PROJECT

I spent some time in Italy in a run down house that needs restoring. The next part of the restoration project will be putting in the pipes for plumbing the kitchen and bathroom. It surprised me that the copper pipes used for plumbing were always hidden under floor boards as they are beautiful in both colour and discolouration. I decided to bring the copper pipes up through the work surface and into view.

By doing this the house gains a copper accent as the drain pipes outside are copper and the water faucets in the house will be copper and on display.

### 3.1 Brief

To create a pair of taps in an interesting material that highlighted the plumbing and is to be made as cost effectively and as environmentally aware as possible.

### 3.2 Approach

I used copper pipes and connectors that were surplus to requirement. My approach to this project was environmentally friendly in finances, resources and the fact that the taps can easily be repaired or replaced if needed.

### 3.3 Solution

I wanted to make some taps that used the material I had around me. I had not done any metal work before this project so I had to buy flux, solder and a blowtorch. When the taps are fitted there will be more soldering to do to connect them to the water mains.

### 3.4 Reflection

I really enjoyed working on this project and I am very happy with the result. I learn how to solder more cleanly by heating the pipe before the solder was added. I now realise that I have to envisage the exact placing of all the components before starting the final solder. I have learned to take my time whilst concentrating fully. I also have learned that a project is not finished when you think it is as there are always details to fine tune.



1. I started this project by finding the rough measurements by gauging the size of the tap next to the butler sink. I then took the rough measurements of the taps and sketched what I thought was a nice looking design which could work well working within the parameters of the copper itself and its connectors.



2. After some research into the manipulation of copper I decided to use copper connectors rather than bending the pipe. The reason for this was initially stylistic but coincidentally improved the stability.



3. To join the copper pipes together a flux and soldering wire was needed. First you need to sandpaper the pipe then apply flux; flux stops oxidation occurring so the soldering wire can stick to the copper. After the flux is added the pipes are connected to the copper corner connector. The joints are then soldered.



4. This image shows the basic structure of the two taps. It also highlights the effect that flux has on copper. The left hand tap is flux free but the left join of the right tap has been polished with flux showing the chemical reaction that leaves the unoxidised copper an orangey/pink colour.

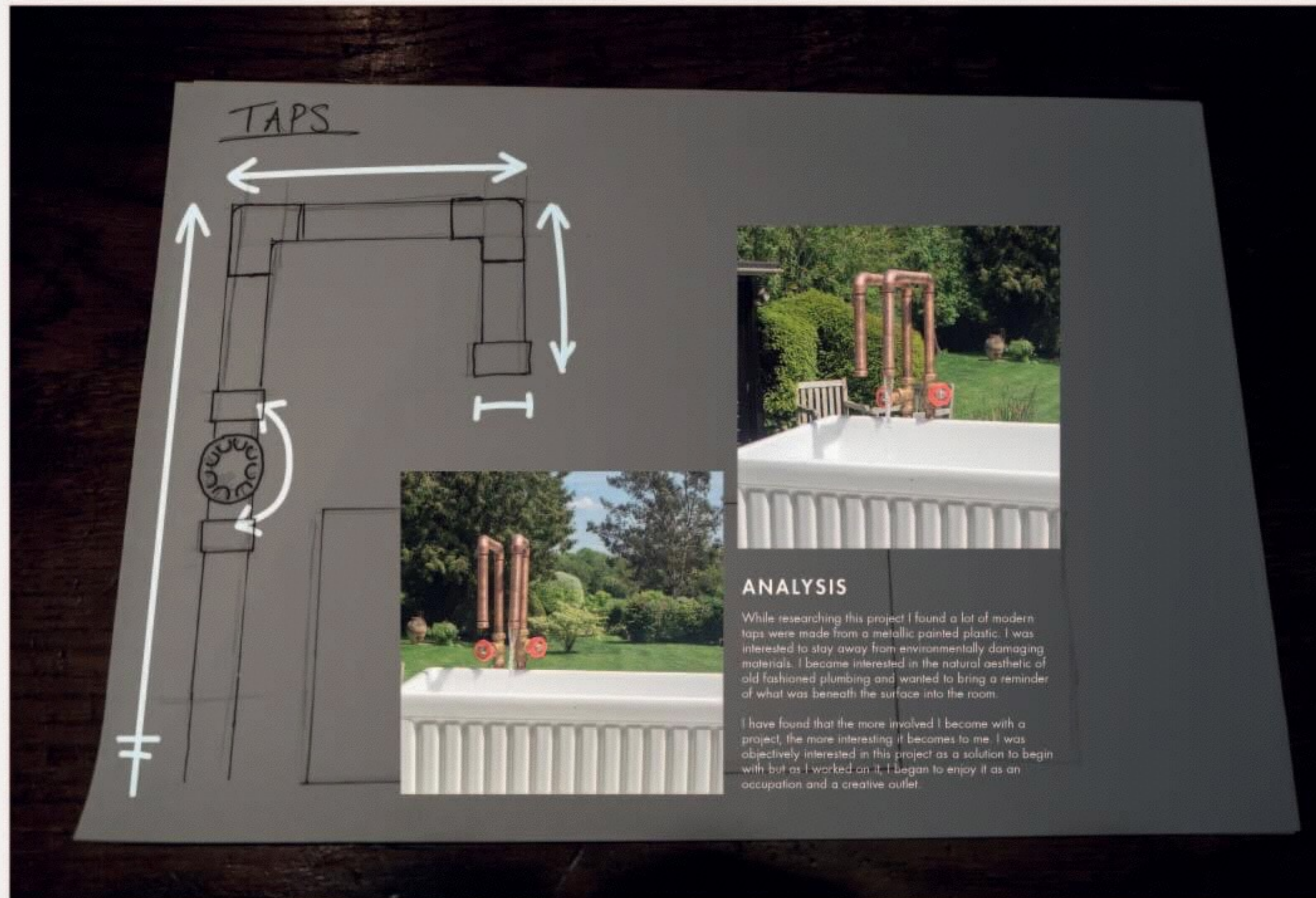


5. I wanted to be as economical as possible throughout this project in terms of finances and resources. I needed to finish the end of the taps so I hacksawed a small ring of copper from an extra right angle connector. I did this from both sides for both taps. See next picture.



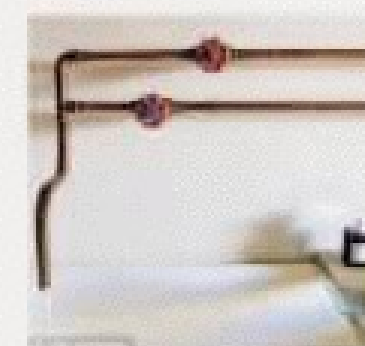
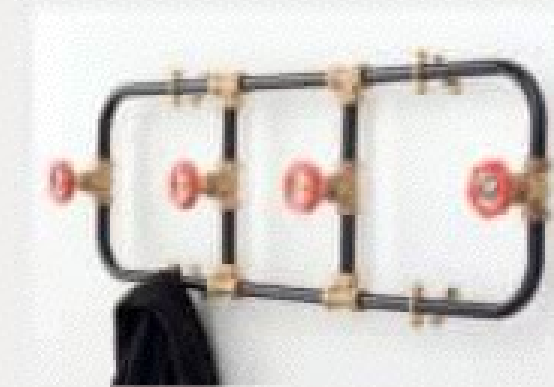
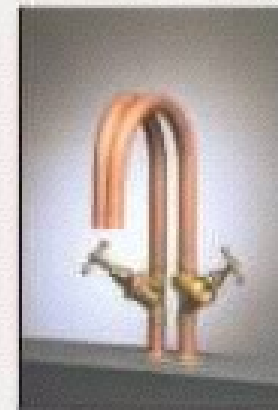
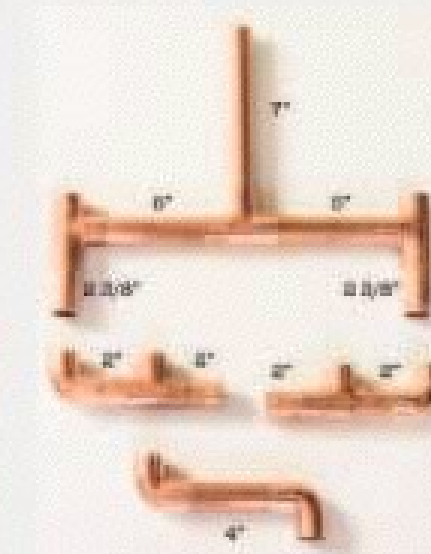
6. Up to this point the taps were squared off pipes. I needed to add a revolving faucet mechanisms to finish the taps. I have used brass garden taps with red handles half way along the pipes. I used the an industrial look for the handle as it matched the large proportions of the butler sink.







## COPPER TAPS INSPIRATION

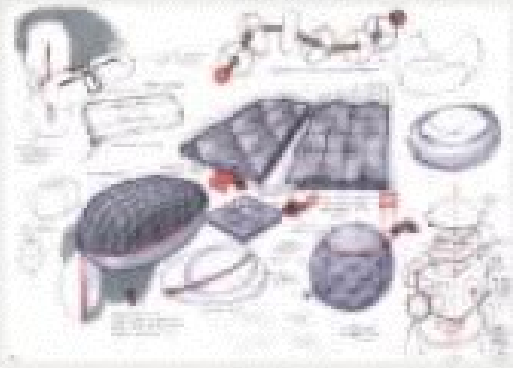
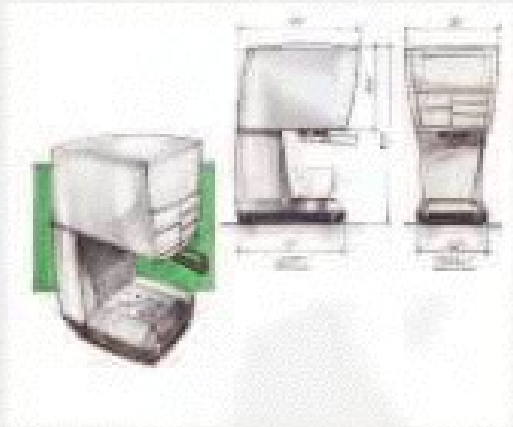
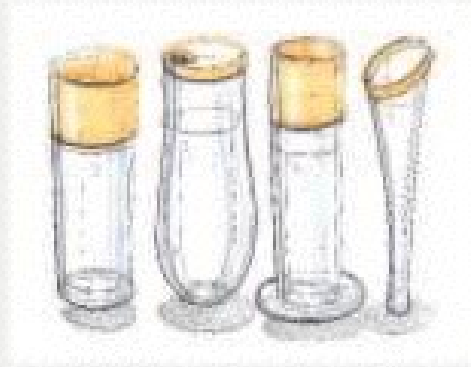


# FUTURE PROJECTS INSPIRATION

These images are just the very tip of the iceberg in terms of what inspires me, I am fascinated by shapes, patterns and colour, and I want to use these inspirations to inform the products that I design.

I want to learn how to sketch my designs in a cleaner manner.  
I want to learn how to use 3D computing software.  
I want to learn the practical skills and techniques that I need to bring my designs to the forefront of the design world.

I am looking forward to sharing ideas and collaborating with lecturers and fellow students in the workshop.



# Yizhen Niu

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Product Design

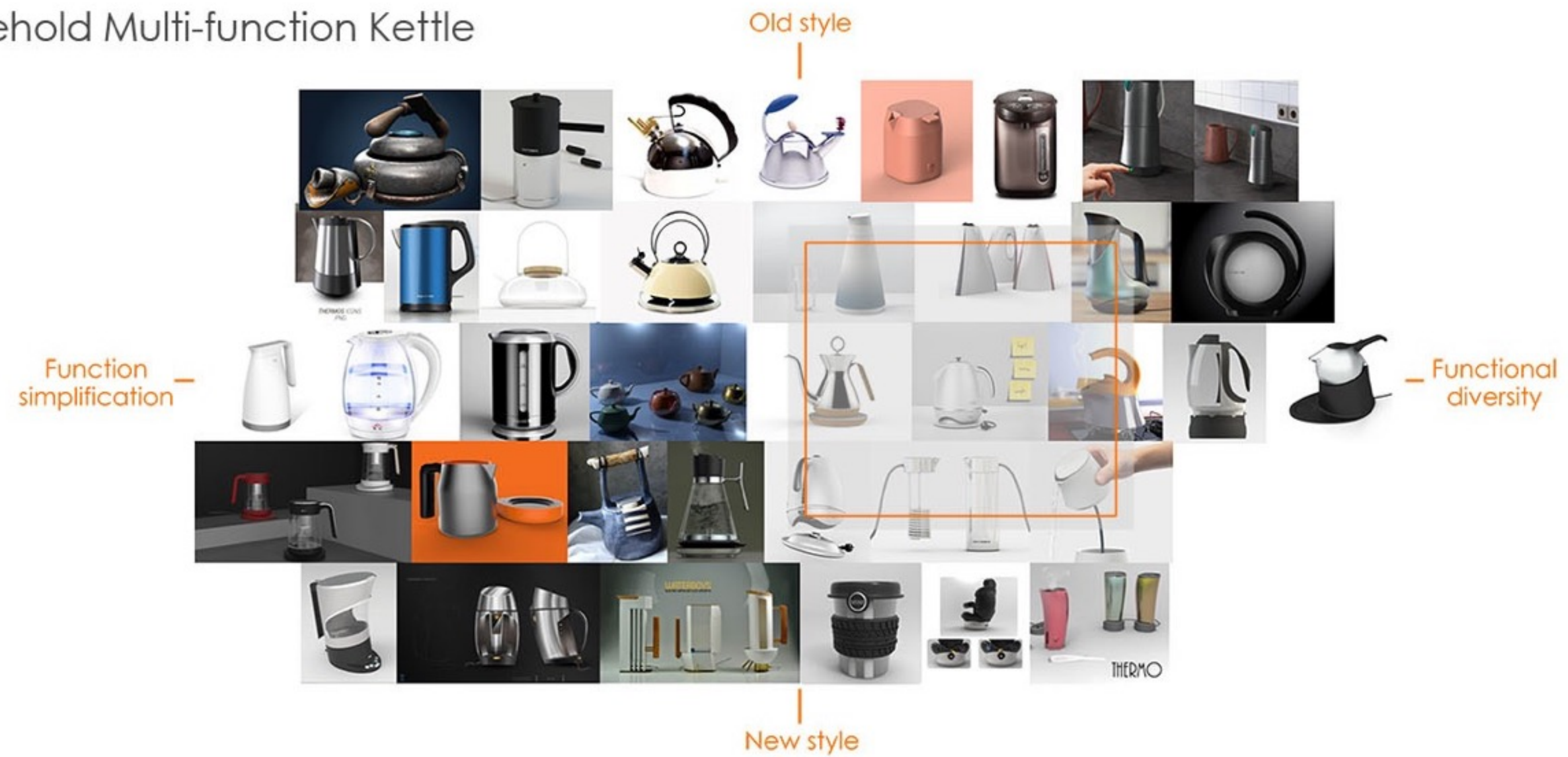




# Self introduction

Bio 18 years old  
Education high school education  
Interests Product design, Photography, Painting, Piano, French Horn,

## 01 Household Multi-function Kettle









## Investigate and Survey



A 45-year-old housewife has one child.  
There are two kettles and an insulated one at home.  
After the thermos is filled with water, it is difficult to carry and pour.



40 years old businessman.  
There is a multi-purpose tea-making appliance and a kettle at home.  
When the kitchen is in a hurry to use water, it takes too much weight to lift.



45 years old has two children  
Businessman + housewife  
Two huge electronic kettles and one fire kettle.  
Difficult to collect after using.



37,  
An electric kettle  
Let the glass cool and drink  
The kettle becomes heavy when you catch water.

## Investigate and Survey

plug-in  
Press then the lid open  
The connection control function with the mobile phone  
The base has a touch screen

### Key findings

When the water is boiled, it will be put back into the thermos.  
If you burn water, you can't drink it all at once. You may burn the water left over from the last time or pour out the water left over and then pour it into clean water  
  
Is it during boiling water?  
  
The kettle will be collected after finish using.  
  
The amount of water required is large, but the lift is heavy.  
  
Cooking in kitchen can make a wet grip on the kettle unstable.

### USER

For 35-45 year-old female, in home or rental housing

### Opportunity

Its thermostatic function  
Use with thermostatic kettle  
Automatic pipe pouring: eliminates the time to pour hot water into the thermos.

The size itself can be changed.  
Water changing function: connect the faucet to change water easily.

Light up when boiling water  
Sounds remind

To reduce the volume  
The shape definition

The material to reduce  
Definition of shape: the maximum volume of water  
The volume of a small  
Self-service water: connect the outlet of the pipe to automatically add water

The material itself.  
Definition of shape.

### TASK

During cooking, warm water need

### Seed ideas

The two become a combination: the kettle and the thermos are grouped together.

It can be connected with water pipe outlet, water storage and drainage, and water inlet.  
A retractable kettle can be stretched or compressed to adjust the amount of water.

Light up during hot water: light up indicates that the water is burning.  
The light flashes indicate that the water is cooked and the light is dimmed indicating that it is in the heat preservation stage.  
When the water is heated, there will be a sound: when the water is heated, there will be a whistle or an electronic sound.

The pot body is made of soft material and can be folded.  
Stretchable outlet: a pipe can be stretched out to connect to the outside.  
Round.  
The handle has a special material to absorb water.  
Special curve: suitable for the shape of hand grip comfort.

### ENVIRONMENT

Household

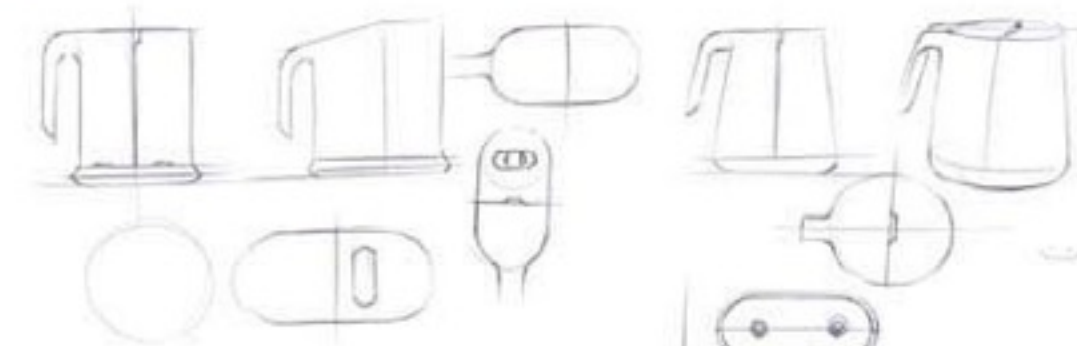
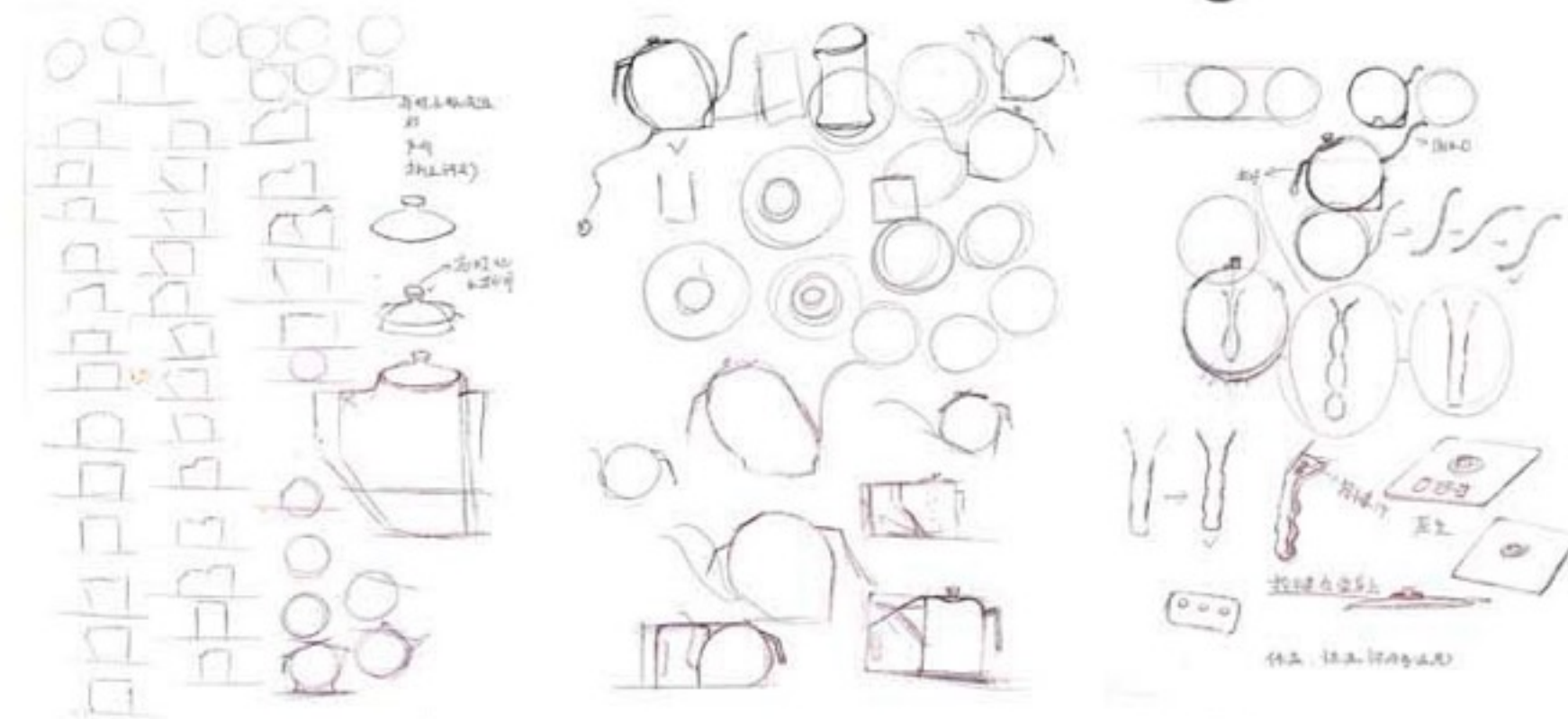


## Mood Board

Conclusion: the shape design of the pot body is more simple and functional. The soft color and Oriental pattern will be selected on the surface treatment of the pot body.



## Design Draft



Quick cooling button

Water transfer button from right side to left side of the kettle

Heating button

The bottom tray can be poured into the left pot through a tube from the right pot.



## Mood Board

Conclusion: the shape design of the pot body is more simple and functional. The soft color and Oriental pattern will be selected on the surface treatment of the pot body.



open&close lid button



Quick cooling button

Transfer button

Heating button



## 02 Travel Easy Holder



34,  
Once or twice a year  
Commonly is triangular wooden type  
"I have difficulty on lifting my luggage."  
It is difficult to place on and luggage rack is too high.



29,  
The employee has one child  
Once or twice a year  
Height of rack is 50-60cm.  
It's a bit heavy to lift the luggage. And it is necessary to put the luggage rack in the room.



28 years old  
housewife and studying for doctor's degree  
One or two trips a year are dominated by tourism  
"What I see is usually a combination with the table, but lower than the table generally do not put, luggage is very reload unstable luggage is basically playing open space is too small to choose not to put."



22,  
"I often live in a hotel and go to school. I have seen two kinds of luggage racks. When I go out, I will take a lots of luggages with me and feel laboring when I lift it up."

### Hotel Luggage Placing



#### Type of counter

Low space utilization  
Over height



#### Type of triangular wooden

Over height  
Unstable  
Can be removed  
Low space utilization



#### Type of hanger

Over height  
Does not correspond to  
baggage space  
requirement



#### Type of multi-function seat

High space utilization  
Over height

### Empathy template

Don't usually pay much attention to the luggage rack in your room.  
It was difficult to lift the luggage.  
There is not enough room at the hotel baggage counter.  
It is necessary to put hotel luggage covers in the room.  
Baggage placement interferes with the use of space.

Friends recommendations  
Looking online for highly rated hotel rooms.  
Web celebrity hotel rooms.  
Pictures and content displayed when booking a hotels.

Usually see is triangular wooden type and counter type.  
Luggage rack height is generally 50-60cm.  
Hotel luggage rack is generally customized.  
It's usually made of wood.

The triangular wooden type is unstable when loading luggage.  
Not usually put on the luggage rack.  
Not common to spread luggages out on the ground usually.  
Usually carry - on bags or hand luggage on the rack.

#### GAINS



Luggage rack in the hotel room should be placed in a position to make greater space utilization.  
The height of the rack is needed to make the process of carrying the luggage painless.  
The stability of the luggage rack is good.

#### PAINS



The luggage rack in the room is unstable.  
There is too little space available on the rack.  
The height of the luggage rack is over high.  
The action of carrying the luggage was laborious.  
The location of the suitcase.  
Using of hotel room space.





USER

Young female 20-35 year-old

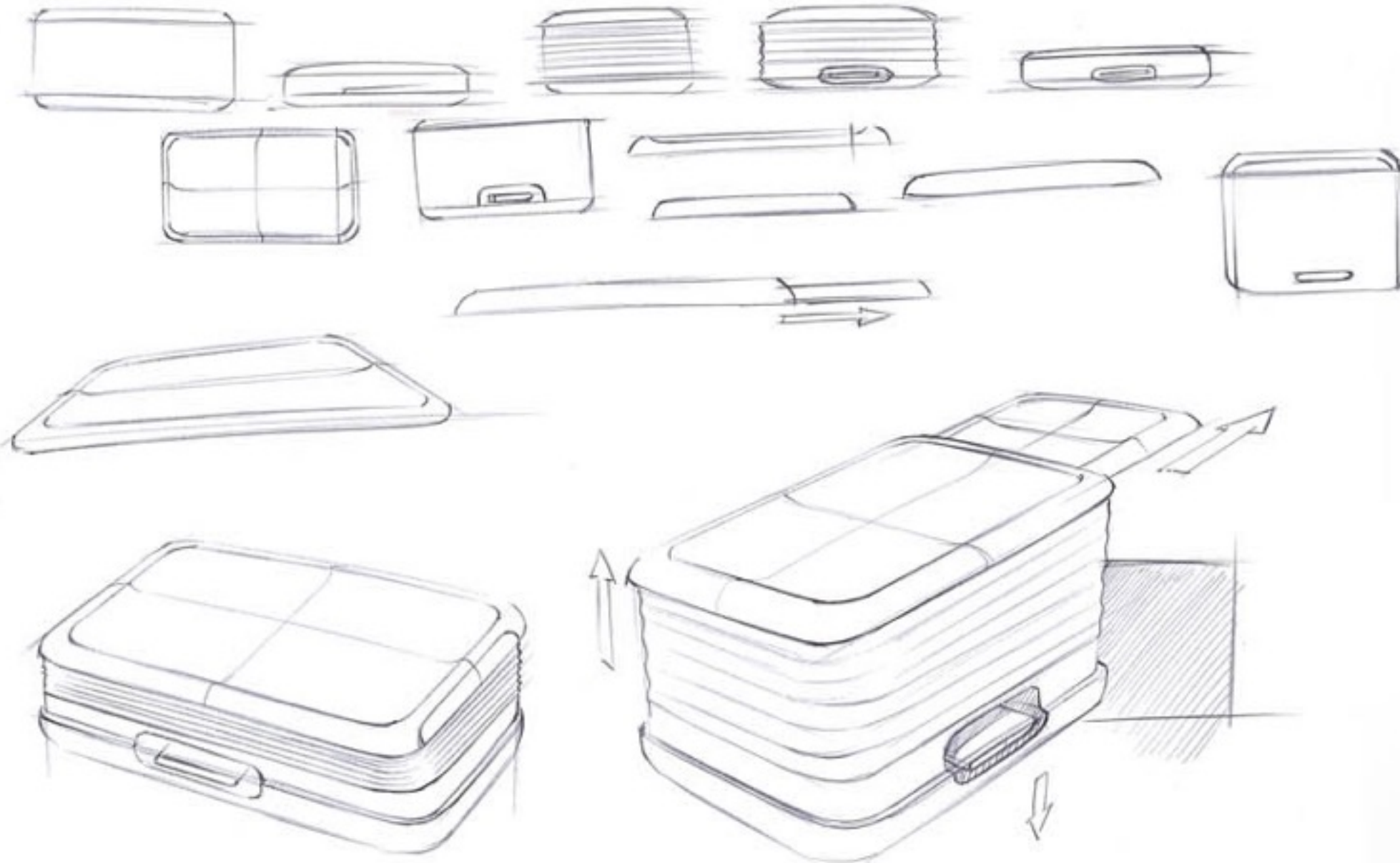
TASK

The girl carries the luggage on the hotel baggage holder

ENVIRONMENT

Hotel room

Design Draft



Luggage can be inflated up and adjusted to the suitable height with electrical assistance. It automatically goes up and down by the principal of pumping.



The extended board for larger area. Stepping on the little board for pumping.





### 03 Carry-on Cleaner



28 years old,  
Two cats are kept at home  
Does not carry lint roller when outside  
"Prefer the viscose type of lint roller which is more sticky and convenient to use"  
Cat hair in the house also sticks to itself with a hair spreader, the effect is good



29 years old  
Does not carry lint roller when outside  
Preferring to use the paper-tearing type of lint roller with high efficiency. "the glue type is more like the one-time viscosity will weaken, and then the glue type of washing is too complicated and needs to be left to dry", so it cannot be used continuously. It is a complicated process.




28,  
"Occasionally use a lint roller. Usually used in winter, use cloth surface type to stick carpet. Paper-tearing type of lint roller for clothes."  
None of the above is easy to use: tape can easily damage the carpet or the original material of clothes  
The effect of electrostatic action is not very effective, "The original wool of the sweater was glued off, and the smoothness of the material itself was damaged."  
"Sometimes using the normal tape because it is convenient and has a large area."




22 years old  
Used tear paper type and glue type  
It doesn't work because it's not sticky but "it's sticky enough to tear the sweater."  
Every time you start using the paper-tearing type, you will have the experience that you can't find the open end.

#### Lint Roller

Classification of materials




Glue type




Cloth surface type


Method of operation















Paper-tearing type



Forward & backward rolling



Left-right rolling

Advantages :  
Viscosity is weak  
Environmentally friendly  
Disadvantages :  
The viscosity may disappear over time.  
Roller cleaning process is complexity.

Advantages :  
Cleaning process is convenient.  
Cleaning area is big.  
Disadvantages :  
It accumulates after multiple USES.  
Brush cleaning process is complexity.

Advantages :  
One-single use is convenient.  
Large areas absorb dirt.  
Comfortable using experience.  
Disadvantages :  
Details difficult to clean.

Advantages :  
The rolling direction is suitable for large area adhesion.  
High comfort for long distance movement.  
Disadvantages :  
It is not flexible enough to use in clothes with small areas or multiple surfaces.

Advantages :  
Small area and multi - faceted clothes with high cleanliness.  
The use of close - range motion is comfortable.  
Disadvantages :  
For the dirty treatment of large area can be more laborious.

USER 20-30 fashion young people

TASK A carried-on lint roller and available anytime

ENVIRONMENT Outdoor, not in home

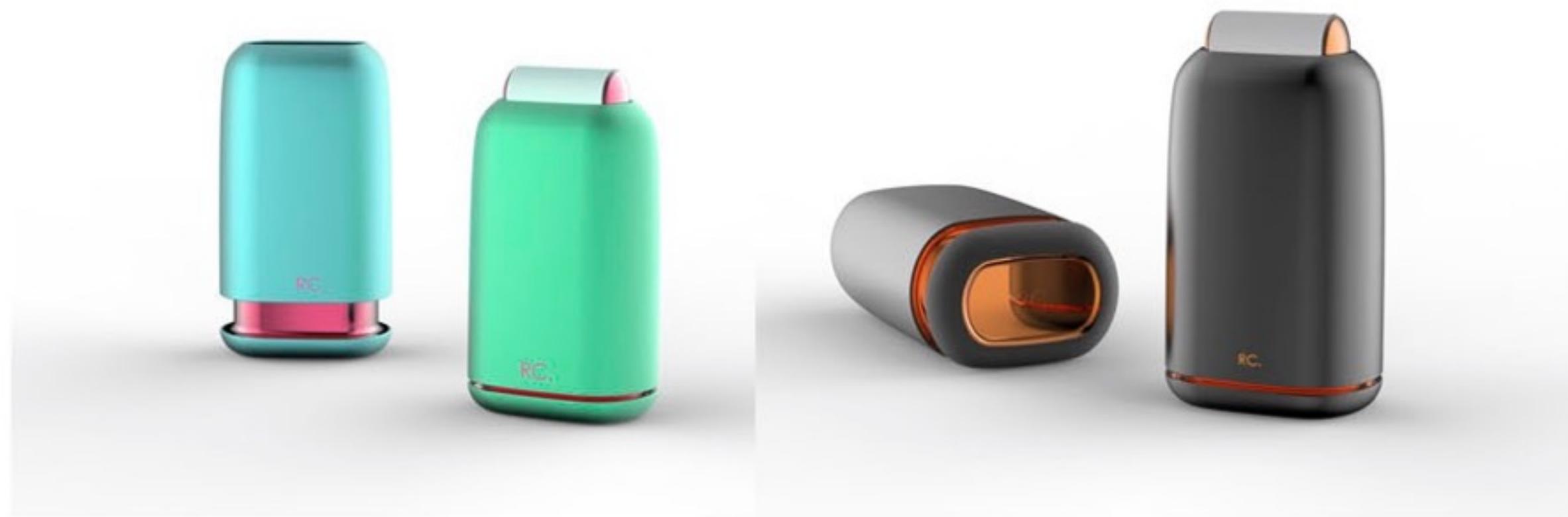
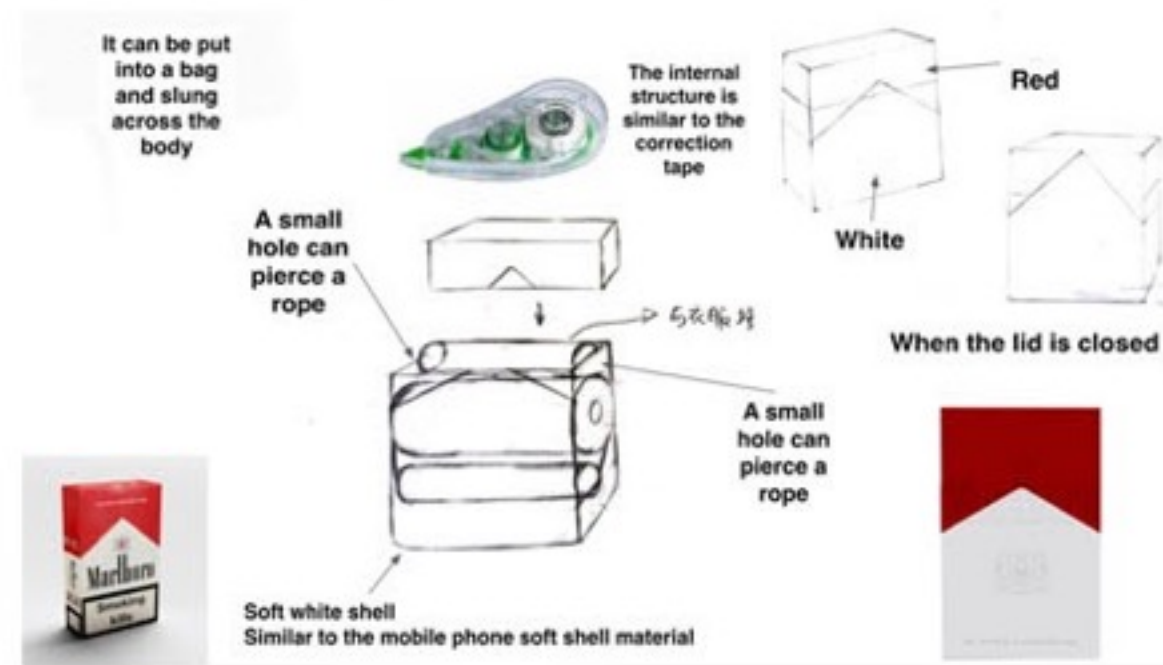
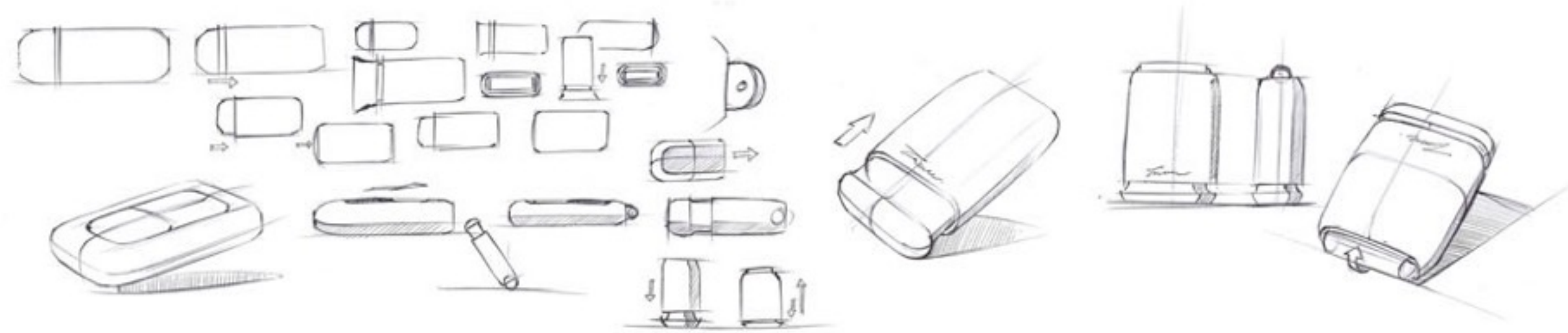
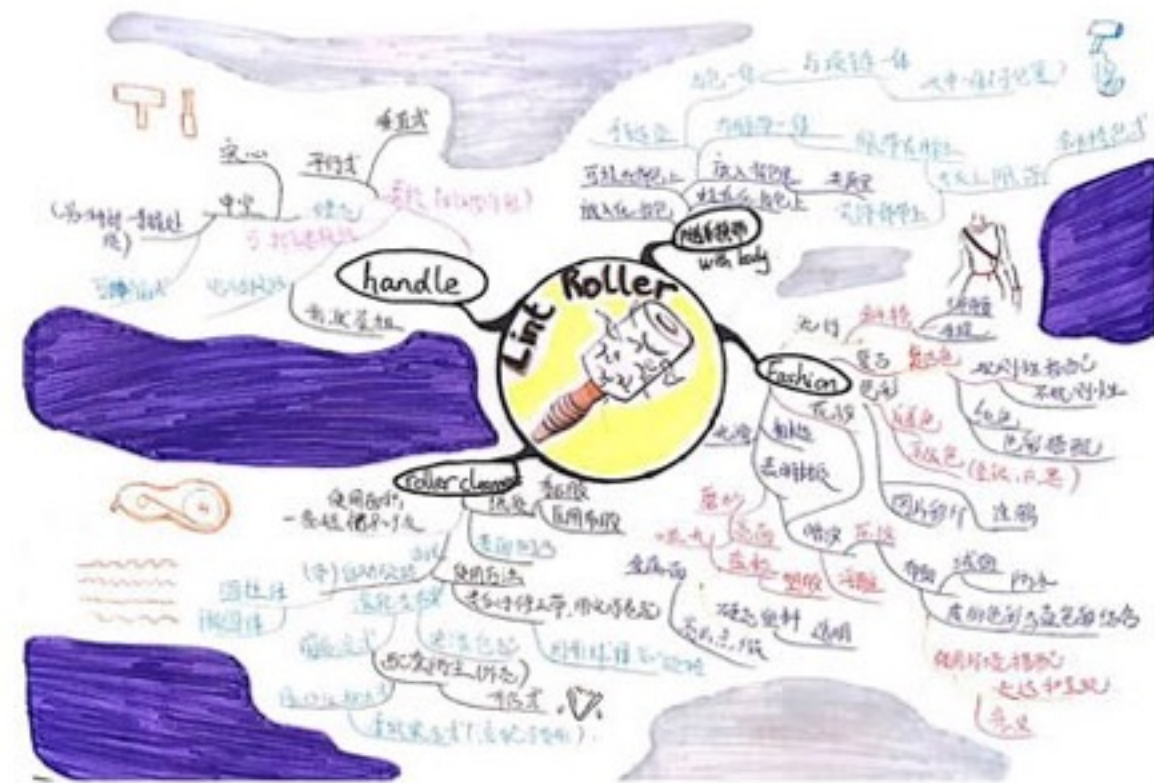


# Styling Mood Board





# Key findings





## UTE Specified

### USER

Character in the game

### TASK

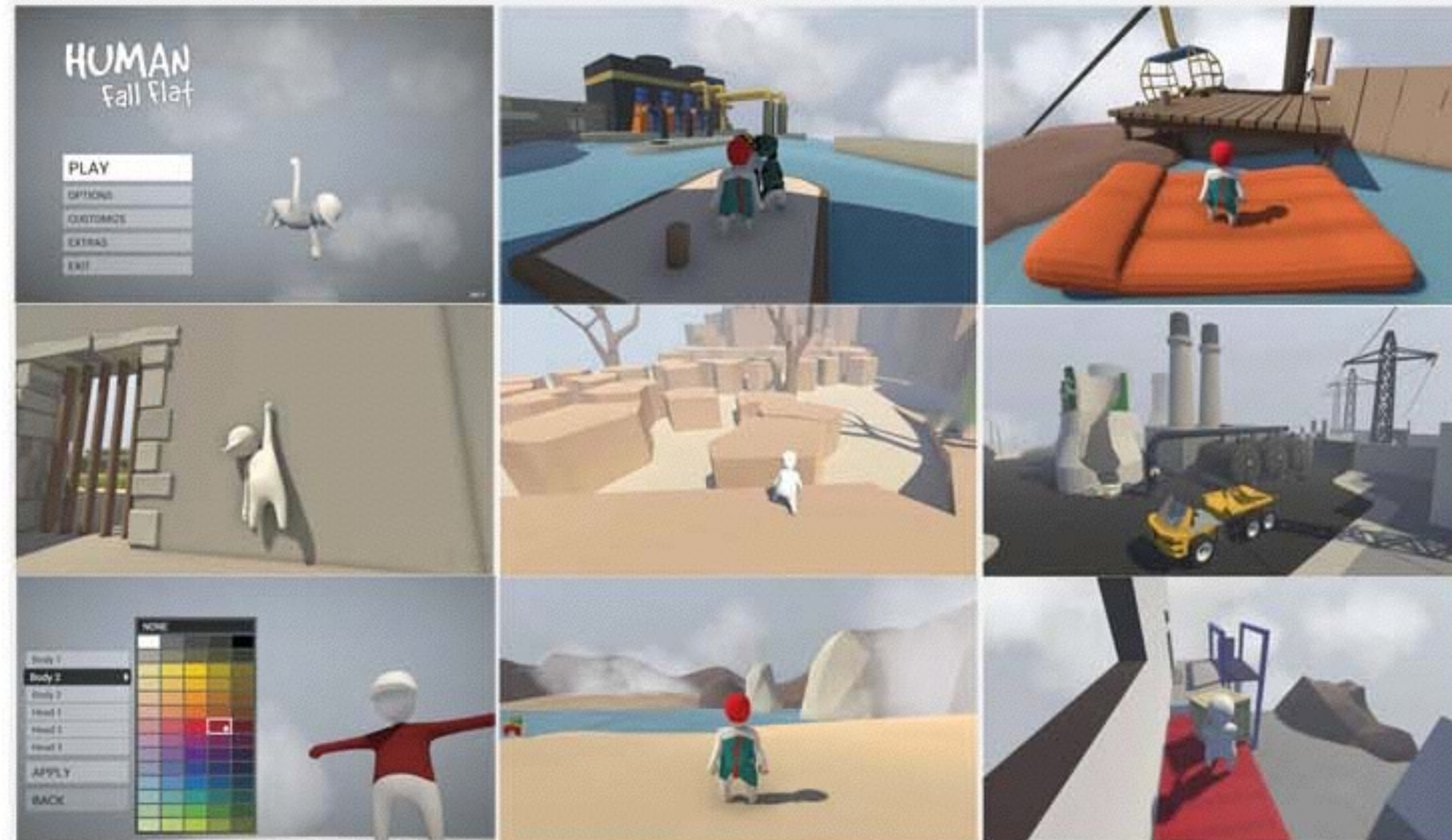
A multi functional carried bag for adventure in the game, communication equipment

### ENVIRONMENT

Any scenario in the game

## 04 Contacting Box Communication equipment

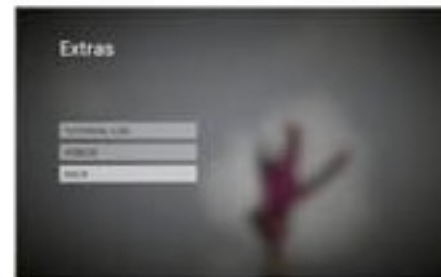
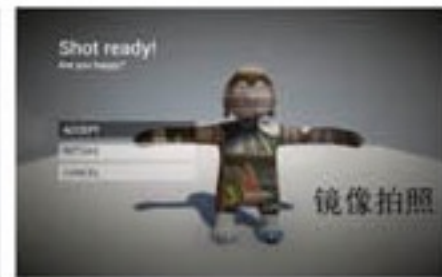
In Human Fall Flat, It's not like the player has to put in all sorts of mechanisms for the villain to trigger. Instead, it operates Bob, the protagonist in the dream, and use physical effects to solve various puzzles in the dream, such as swinging, prying open the iron fence and so on, and finally escapes from the dream.



Bob in the game has a soft body and appears in different scenes. In the game, players need to have different ideas to enter the next level through "a door", and they can choose to cooperate or single. Players can DIY the colors and patterns on their characters, but the hardest part is finding the correct exit.



# Mode & Setting

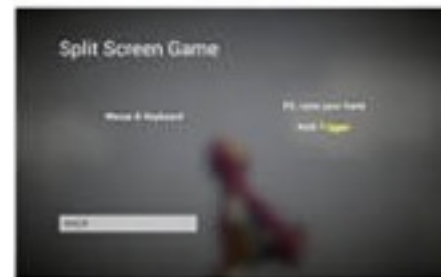


If you press "Y" on the keyboard, the character will lie down for relaxing as human casual time.

As you can see, on left hand of the character, there is a "yellow black and yellow" object. It is similar to a prompt button in the game.



When the character is handling the little magnet, there will be a new skill course showing as a huge screen from the projector. And the most key point that is the player always can see the back of the character not front. So the player perspective is the back.



You can also create rooms and invite unknown players to play together and you can set the number of players.



Character editing (different options) can change the character you want. There are two basic characters you can edit. When you open the page it shows the selected character.



The split screen situation USES a gamepad for two-player games Both online and friend modes are multiplayer games.



Language, communication modes, video screens, learning tutorials and game Settings.



# Product Thinking



a dimly environment such as the cave



Online or multiplayer games



Solutions can be displayed, and maps can be displayed to contact friends when they get lost



It can tell directions in dark places where without Internet



Use it when you have Internet and driving a tool vehicle



Flashlight: illumination, signal, projection  
Use it where without lights or when the Open the authority



Notepad: it can be displayed with text  
Keep a journal and can record routines and maps

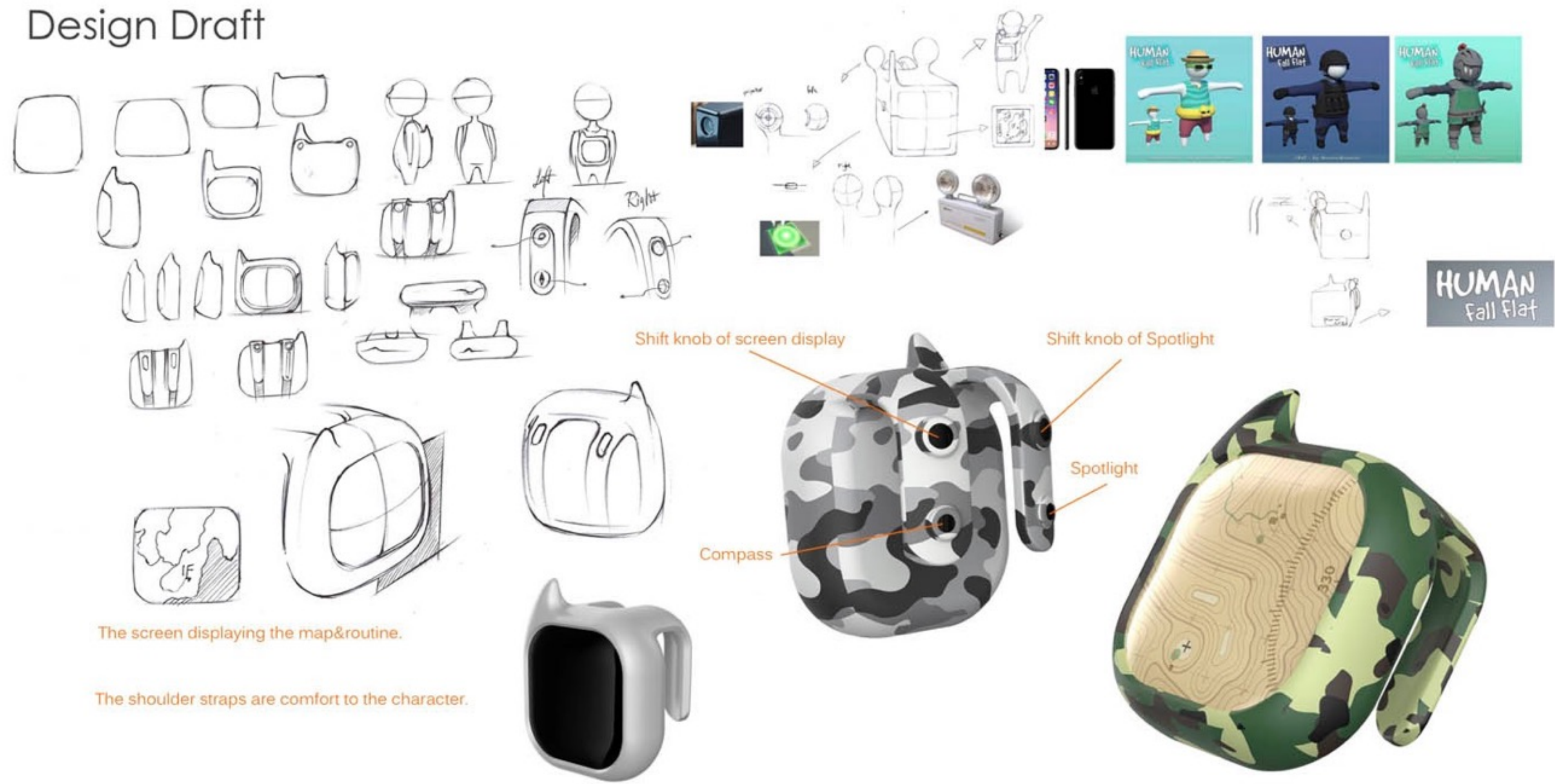


PLAY





# Design Draft



The screen displaying the map&routine.

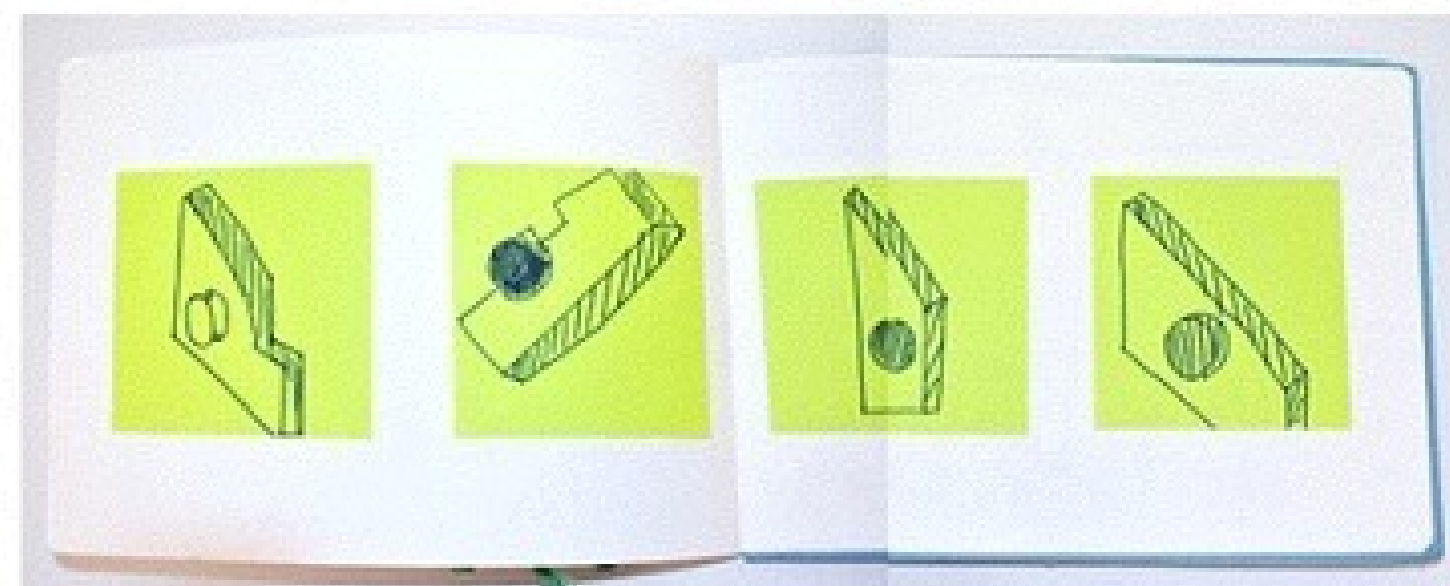
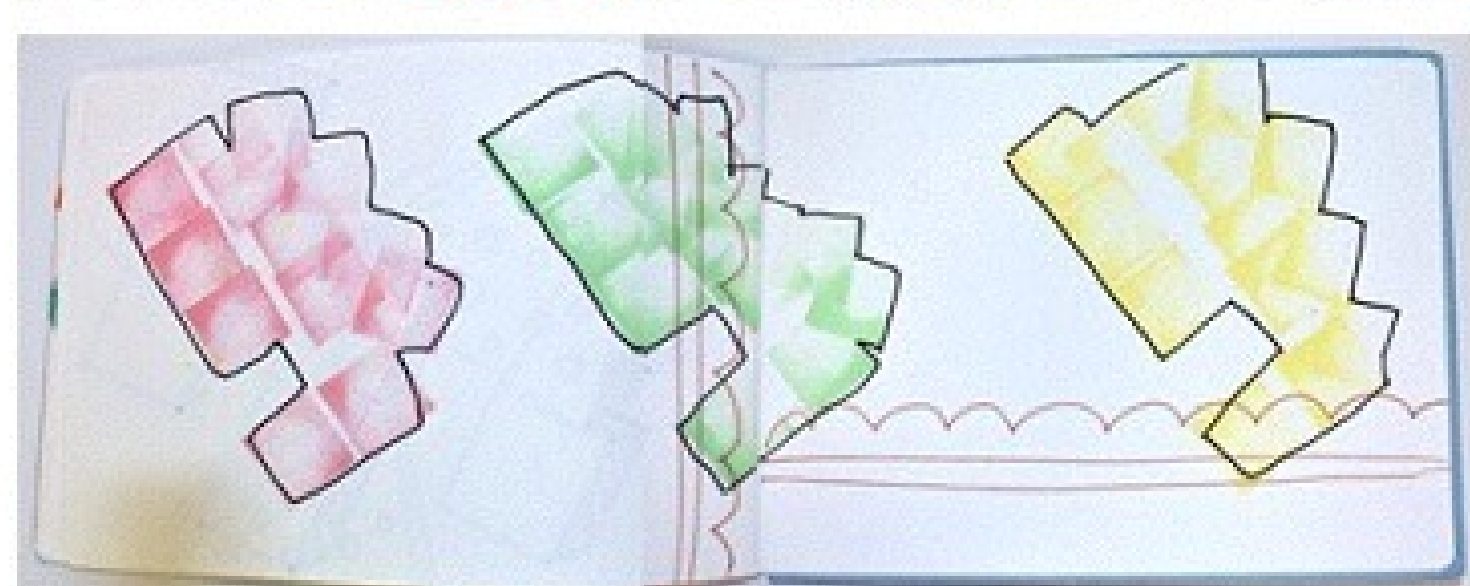
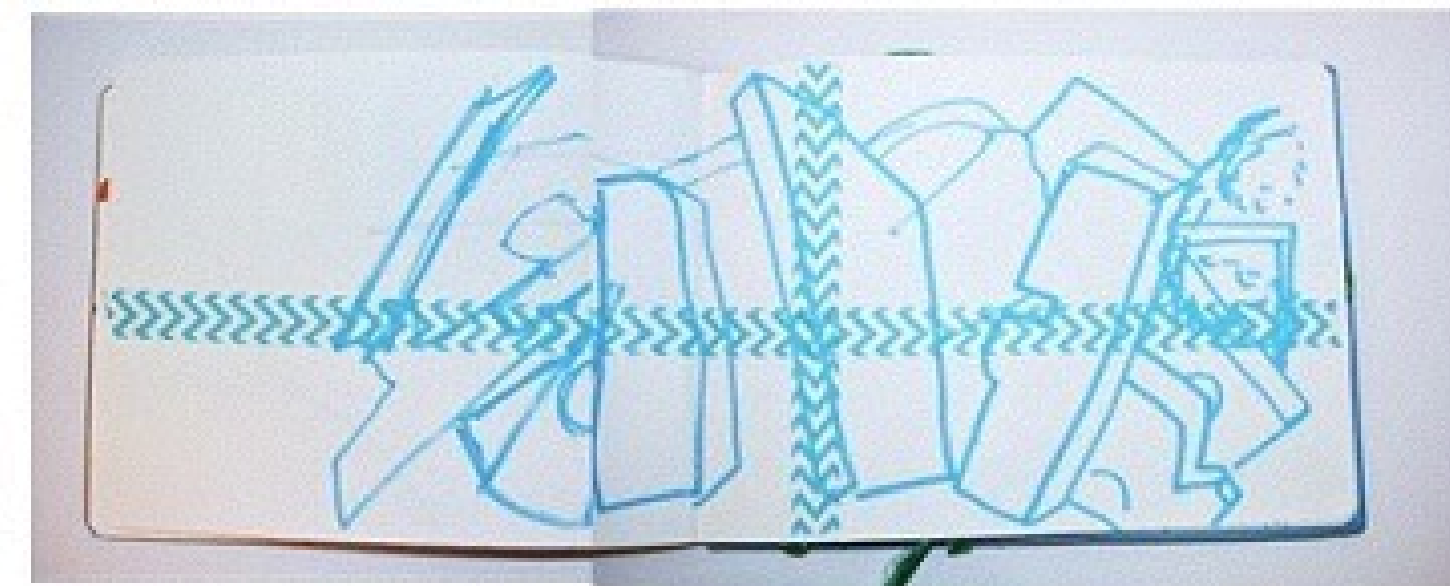
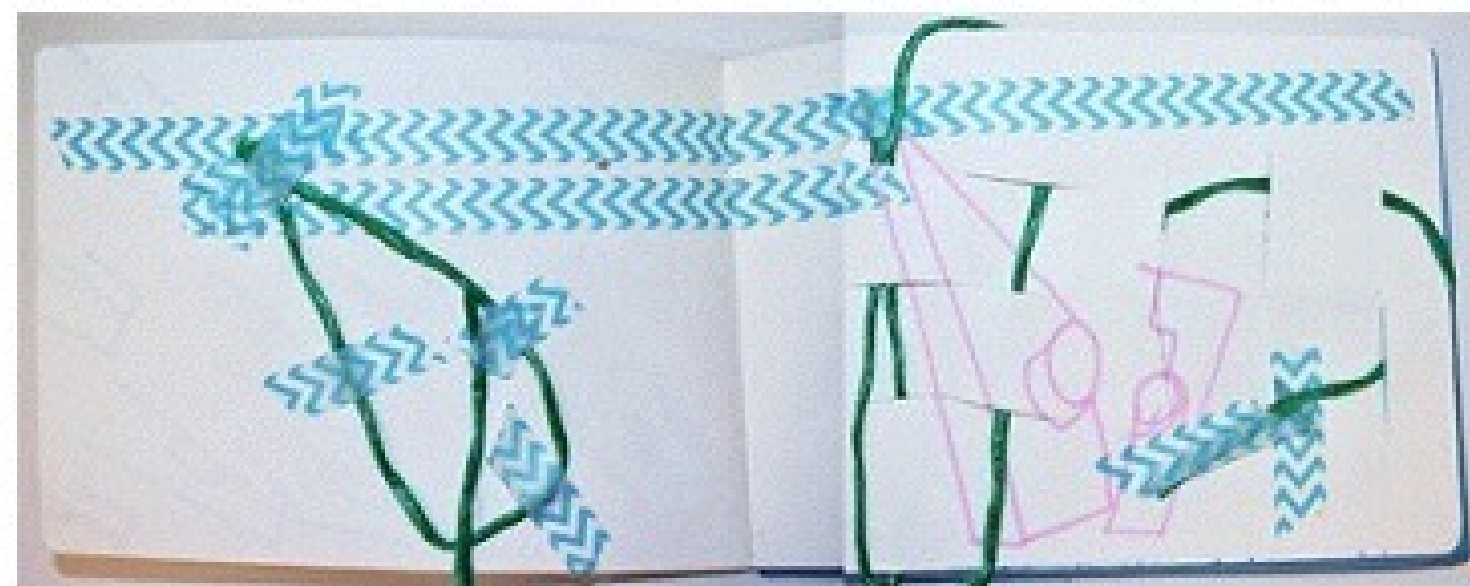
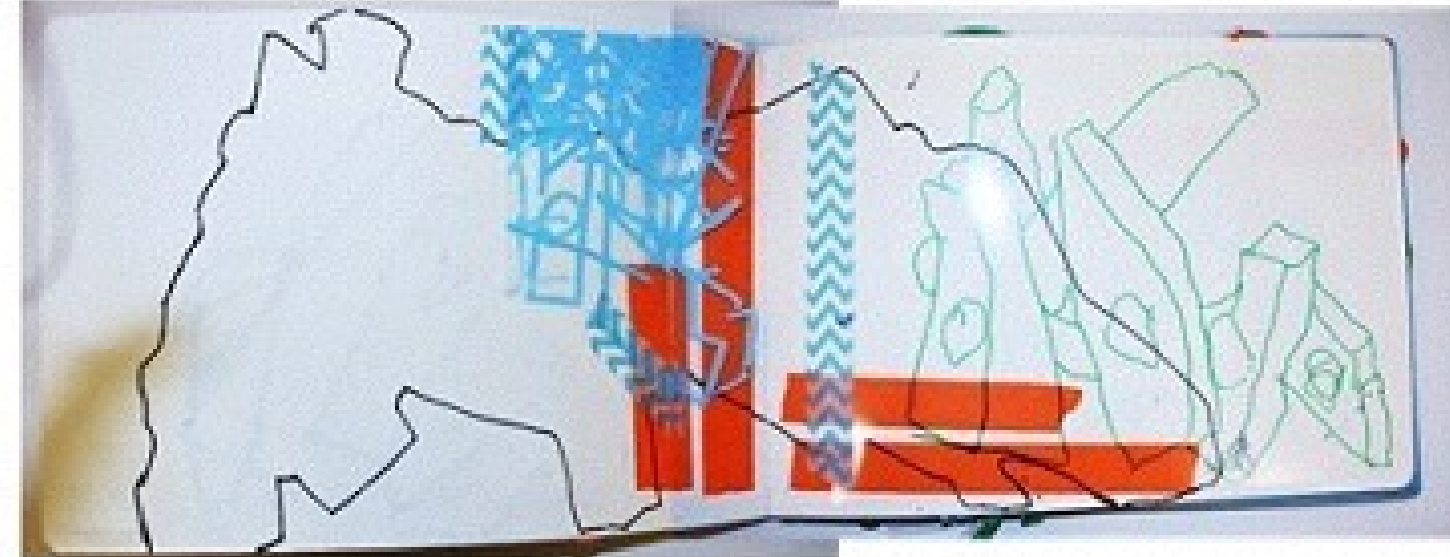
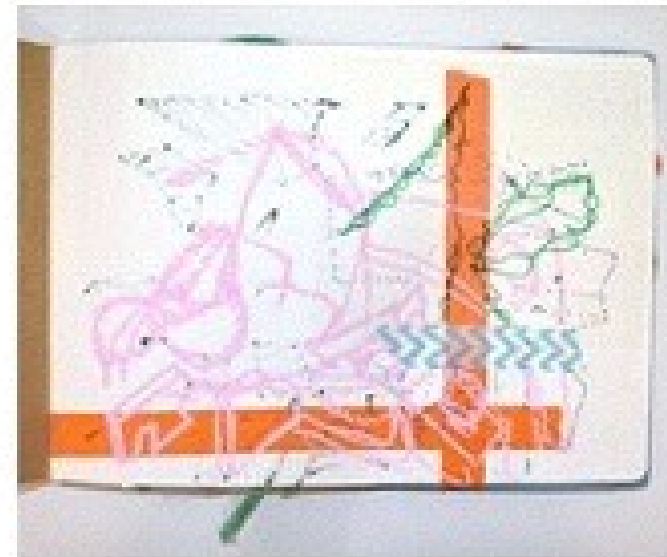
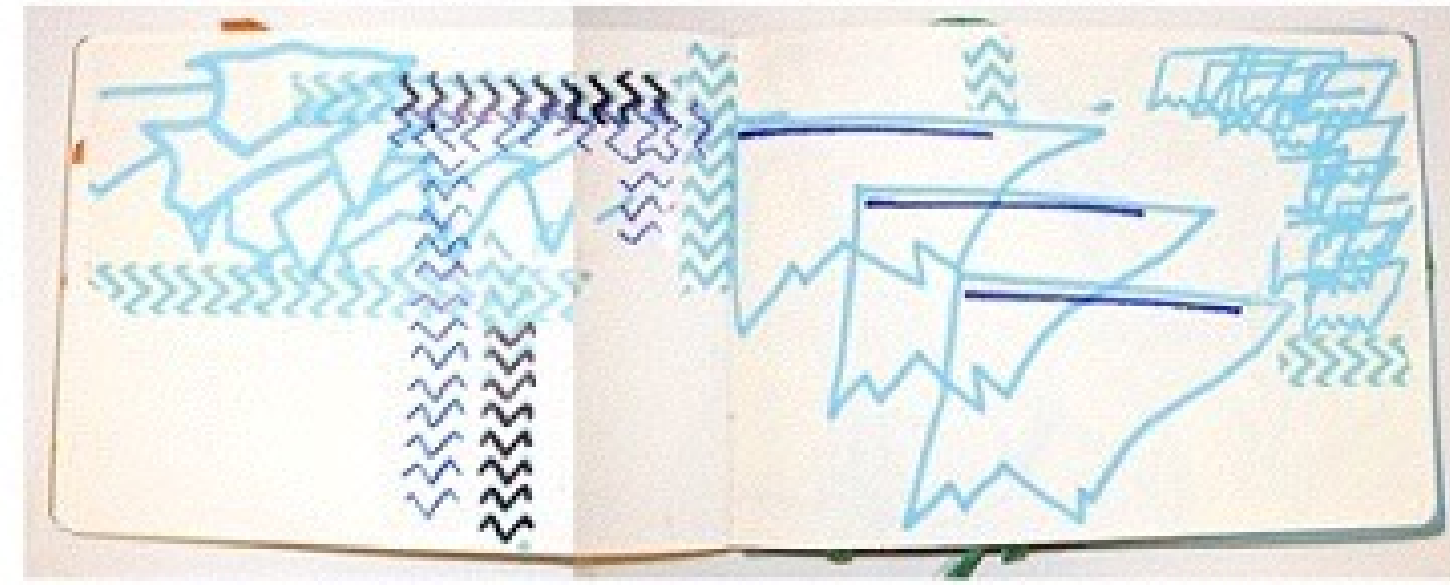
The shoulder straps are comfort to the character.



Metal workshop







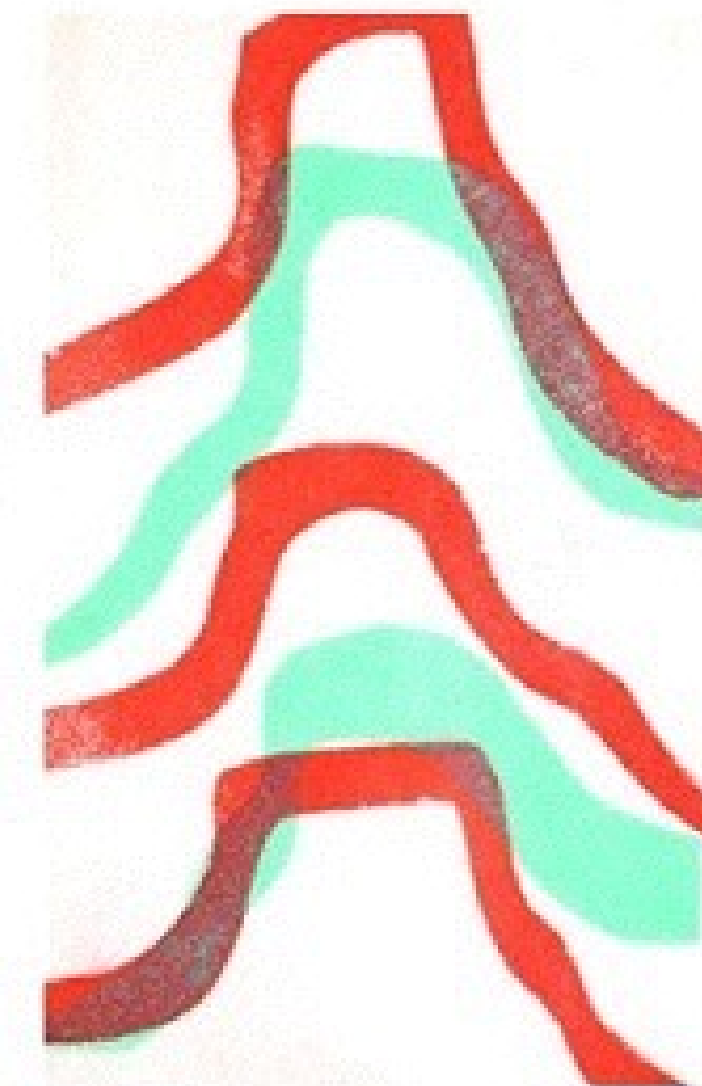
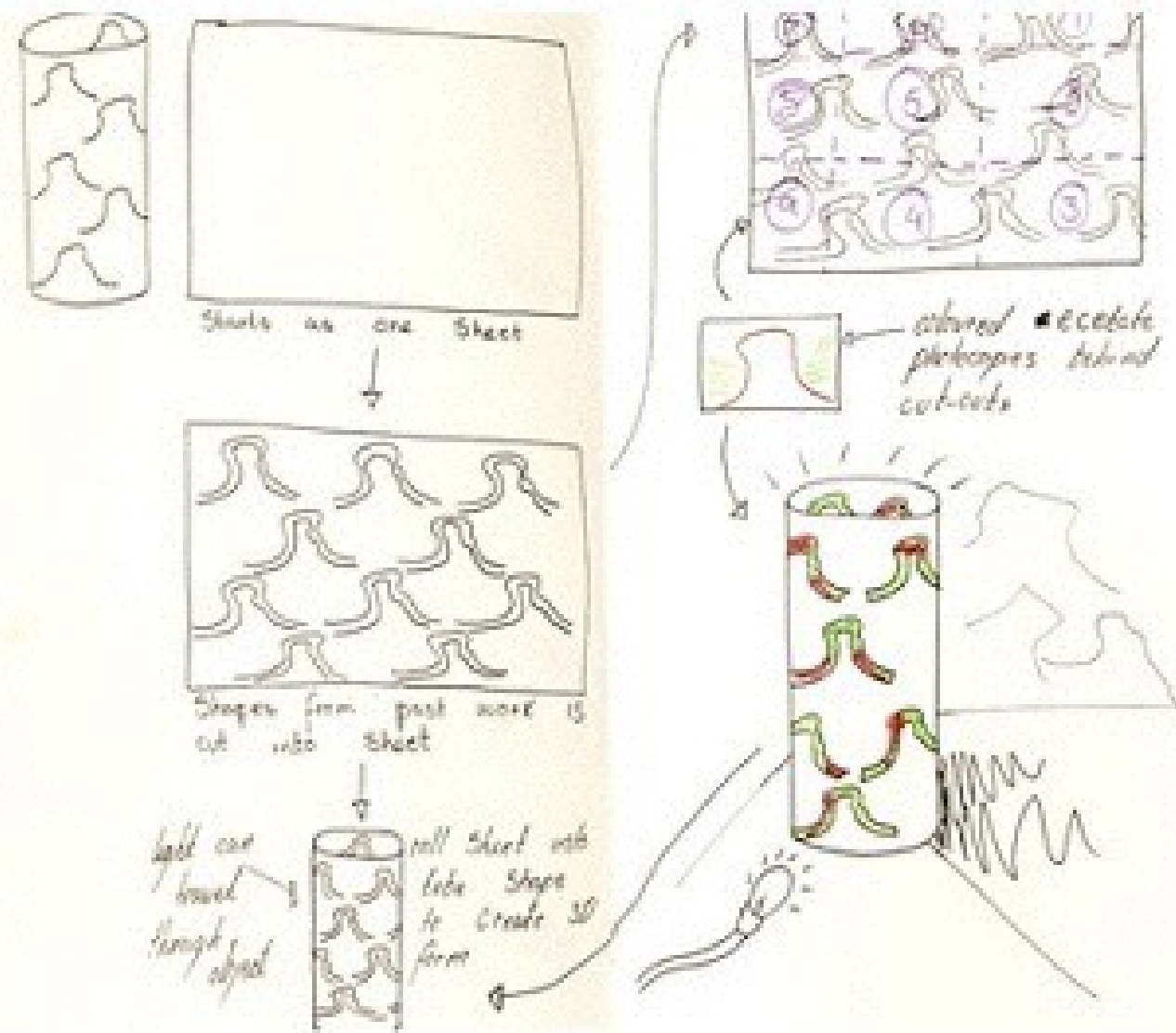
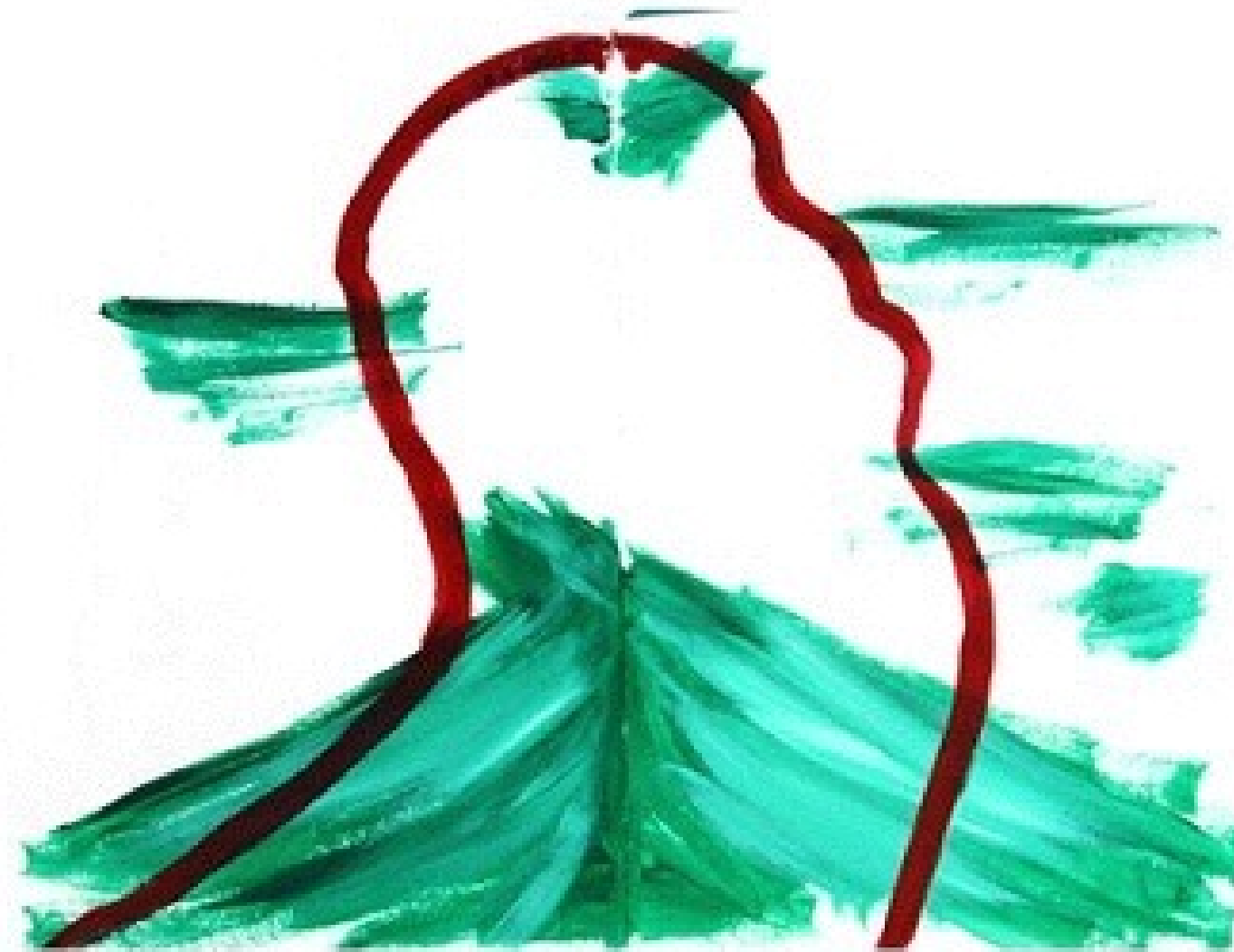
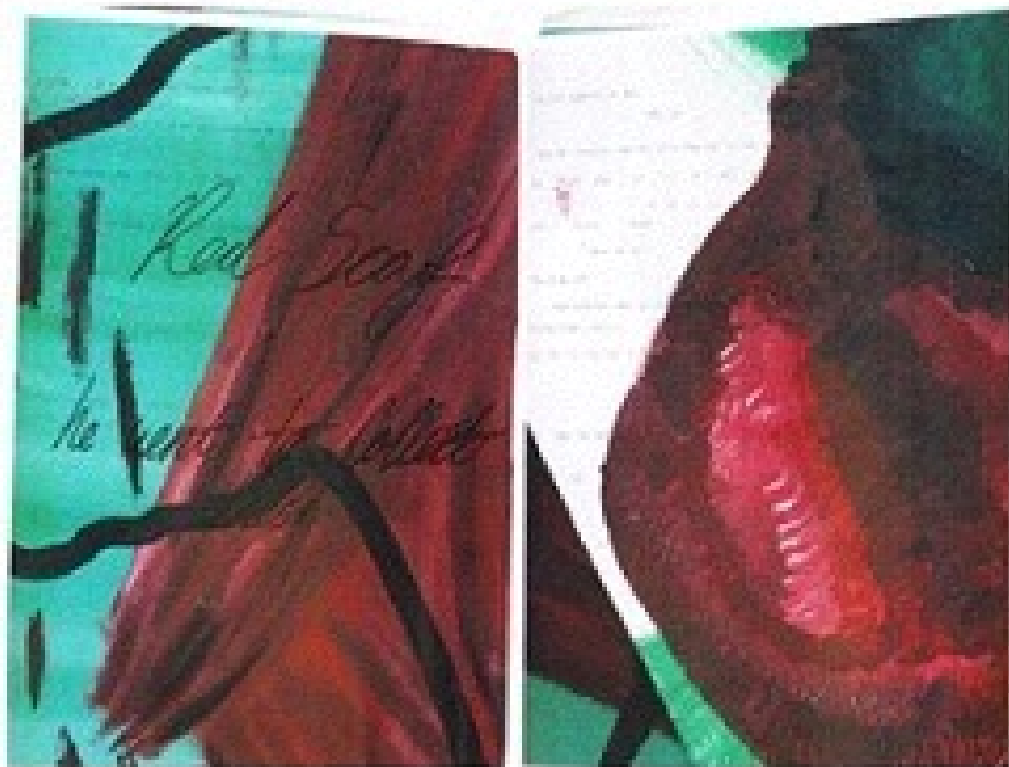






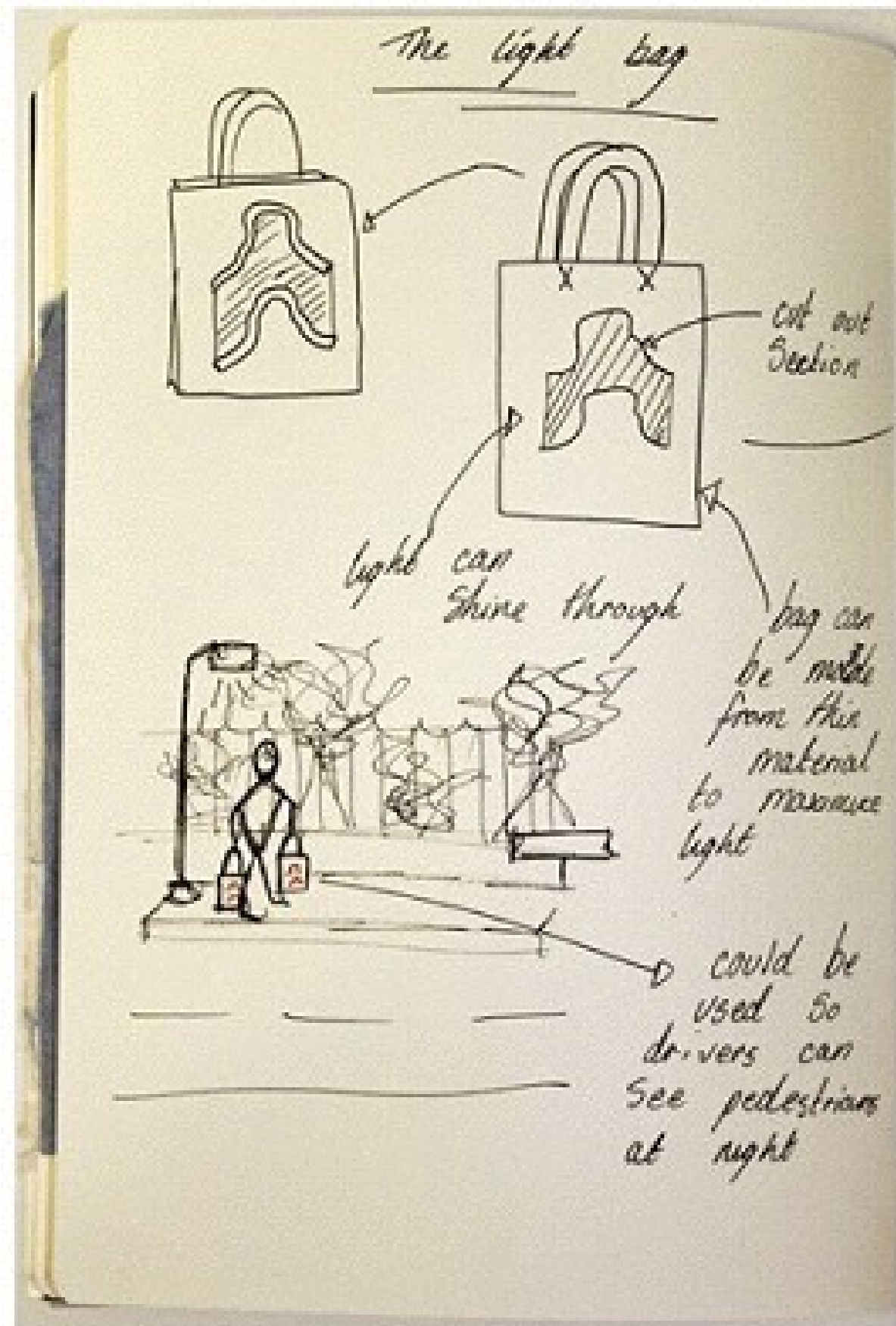
Acrylic on MDF boards





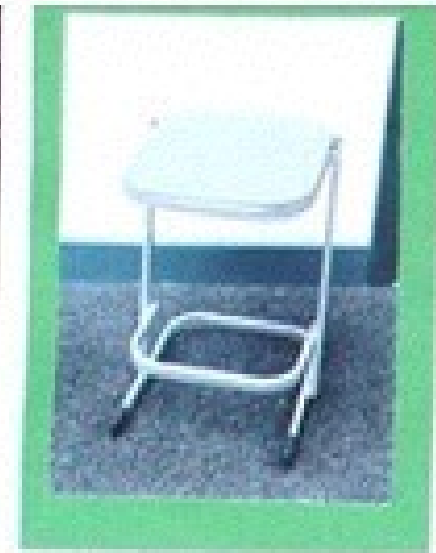
Development from initial MDF paintings.

## 'The Light Bag'

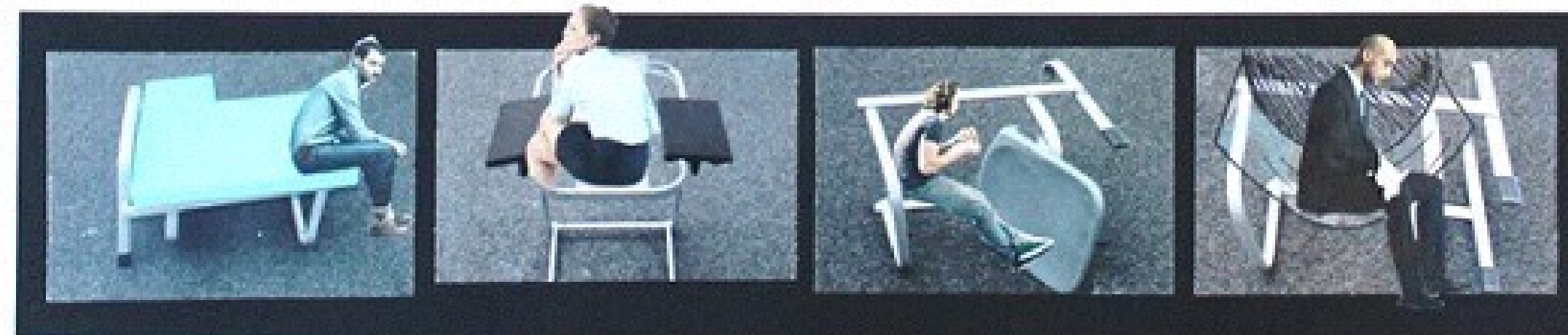
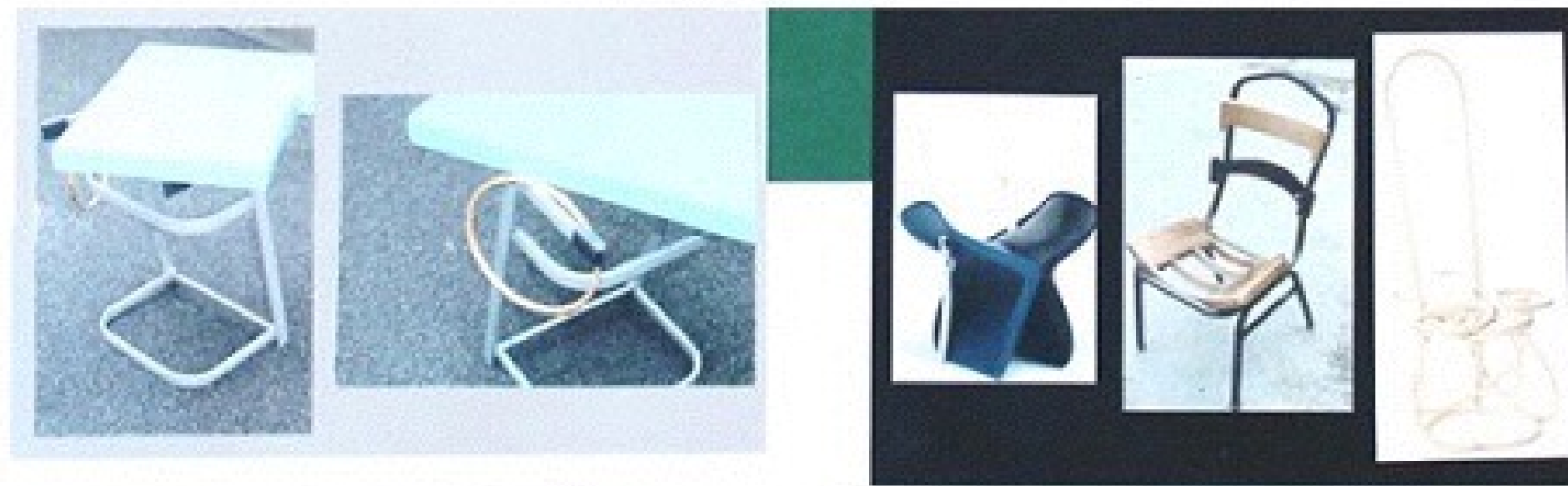


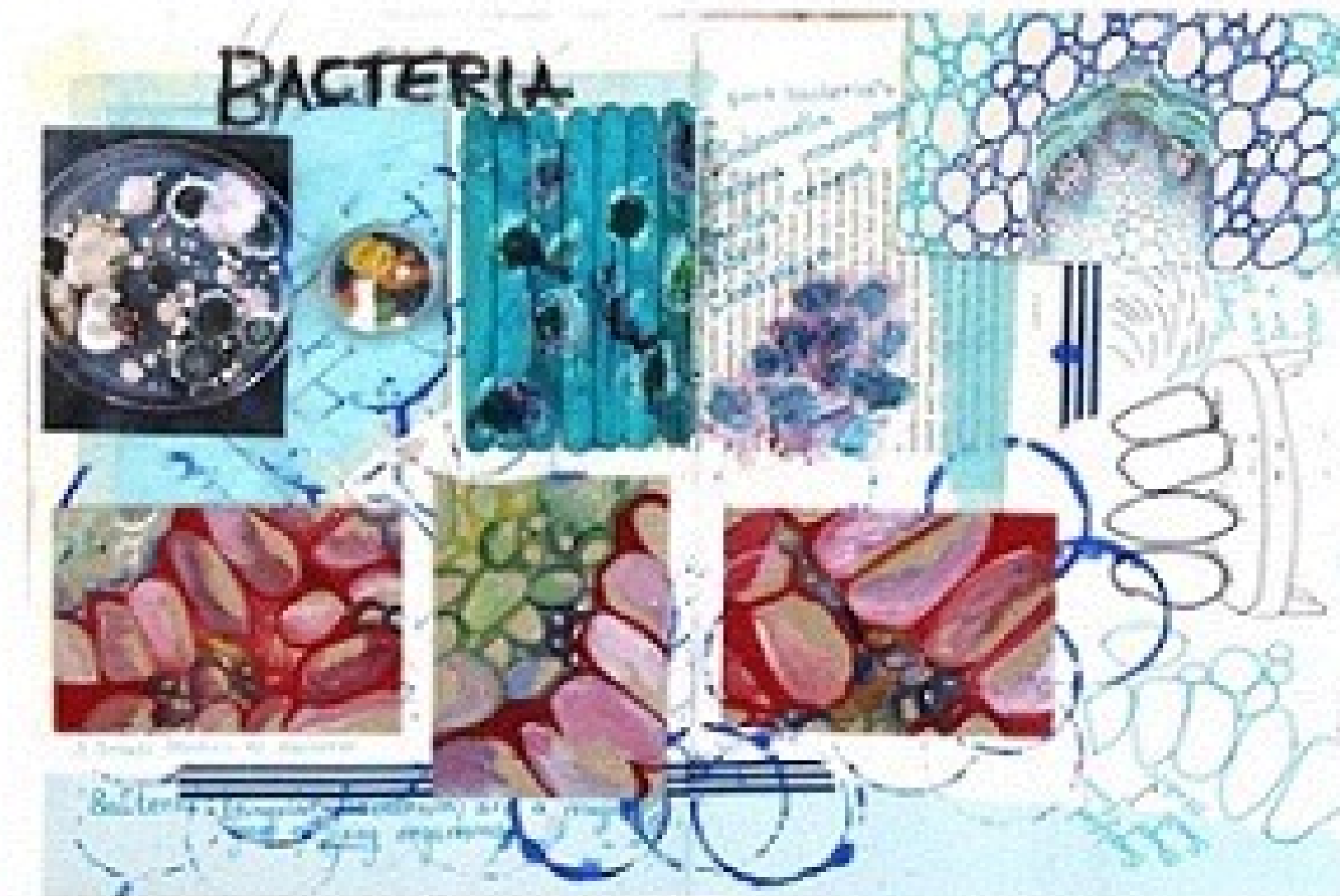
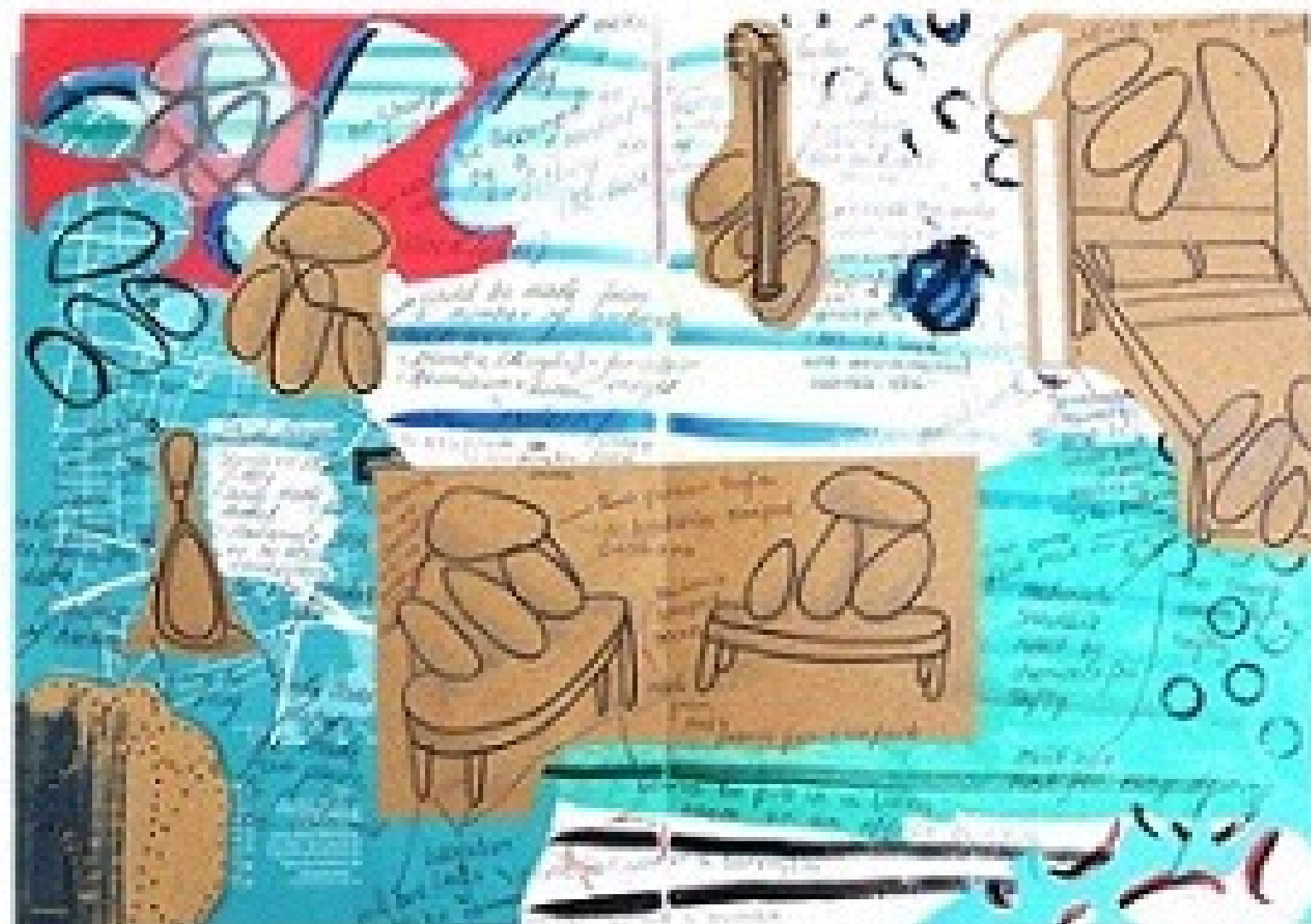
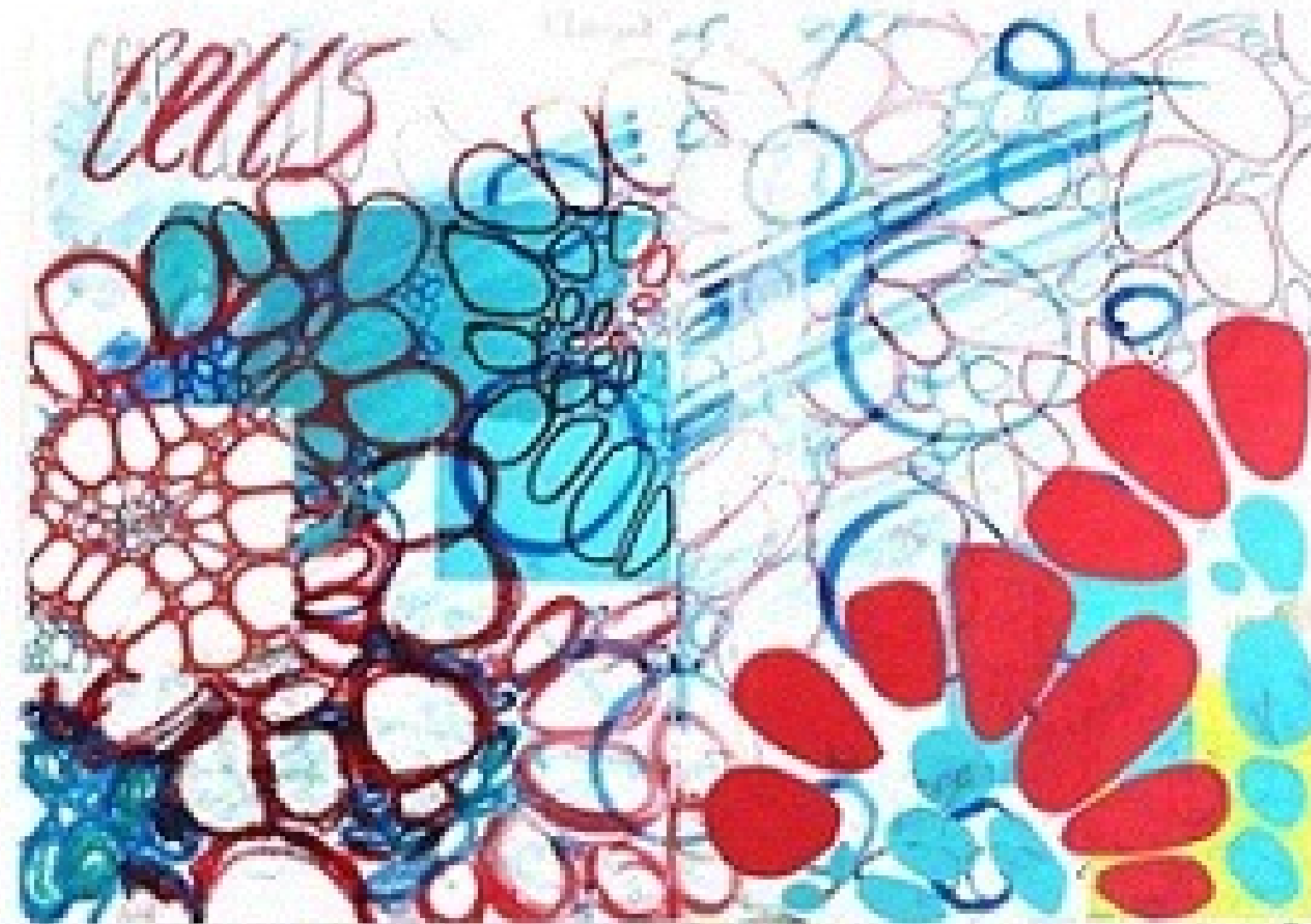
Idea for a bag which also acts as a way for drivers to see pedestrians at night in an attempt to decrease the amount of night time road accidents.



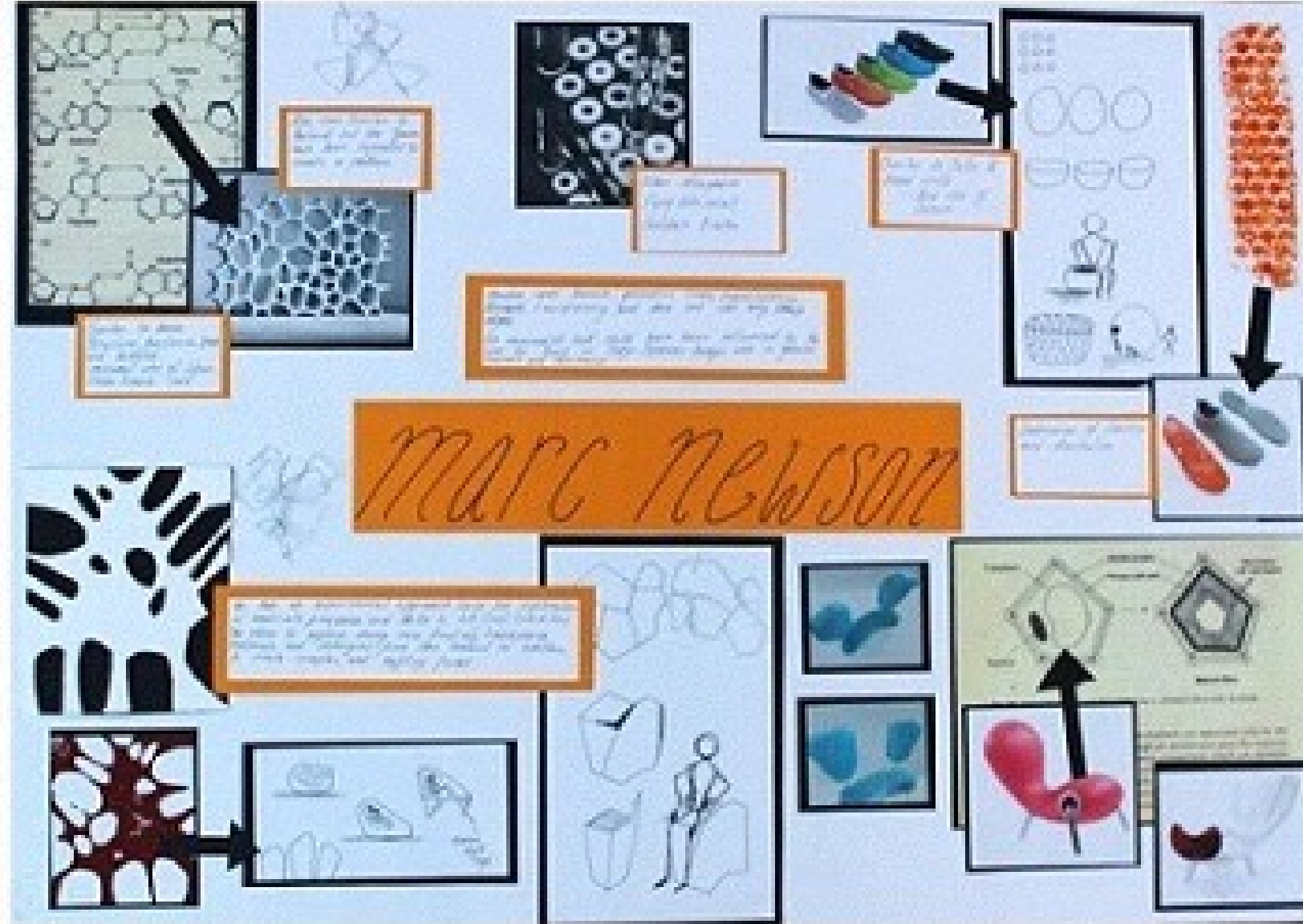


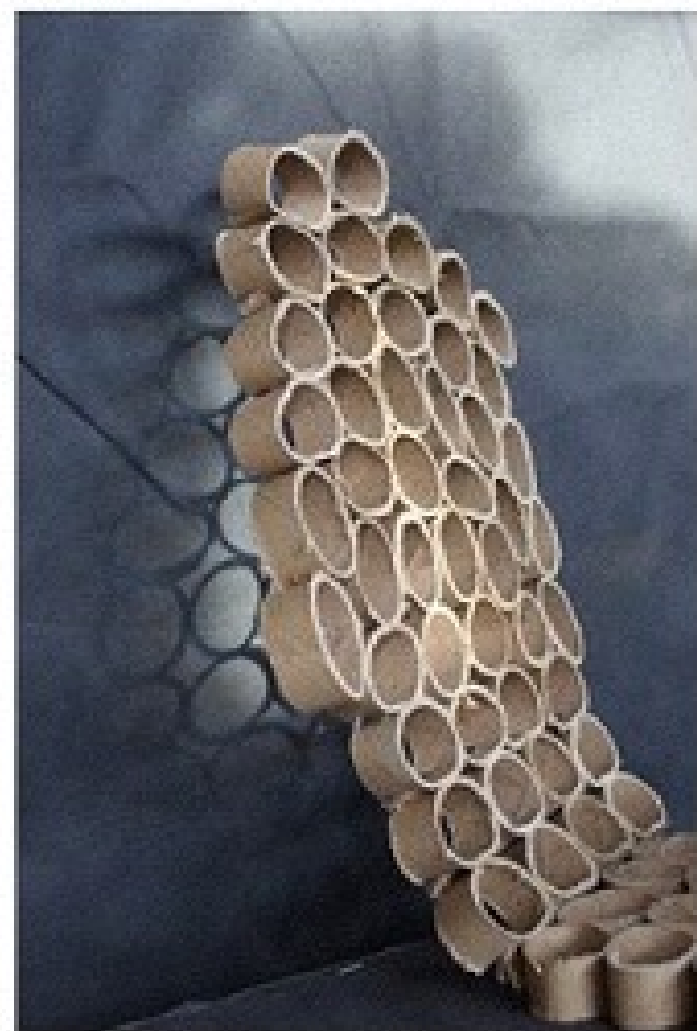
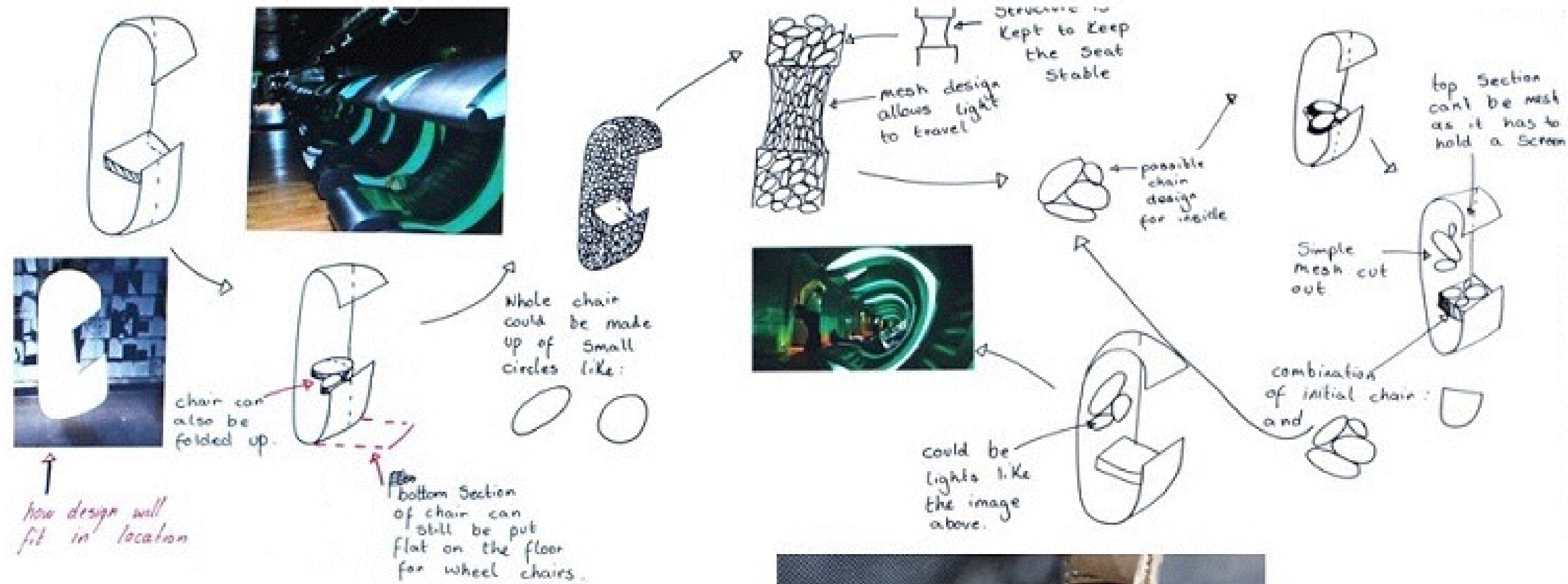
Exploration of the deconstruction of a basic chair.



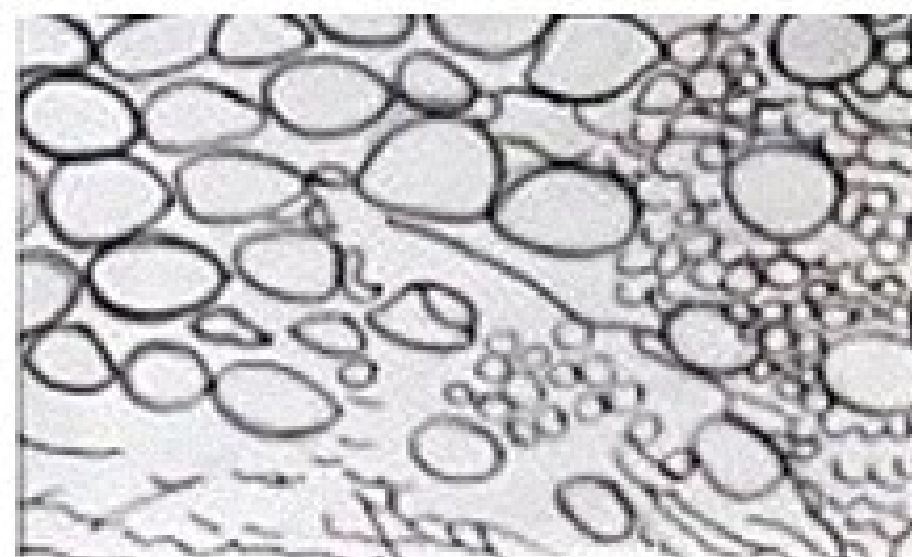
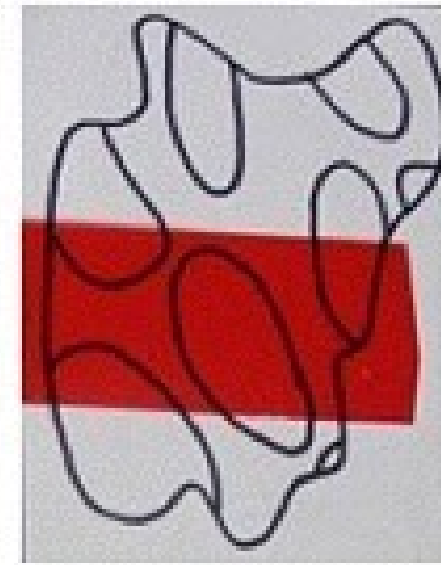
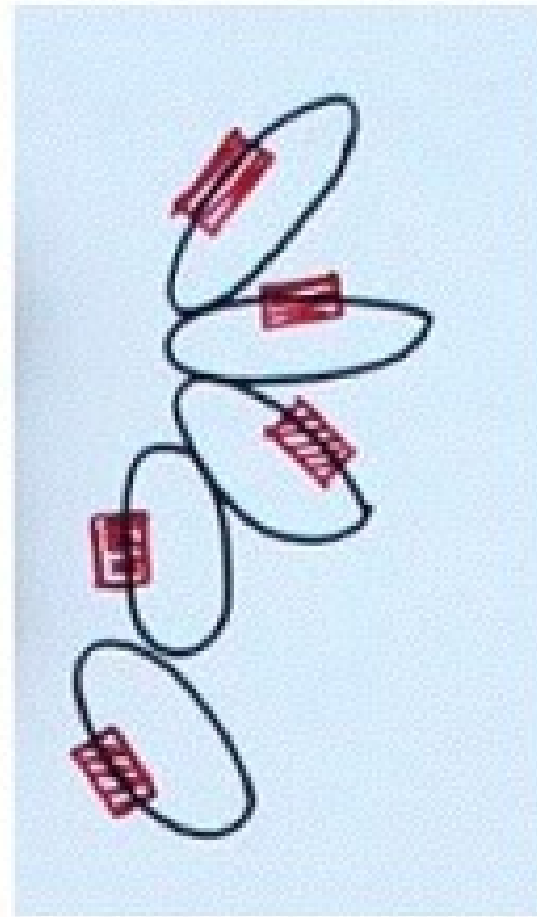


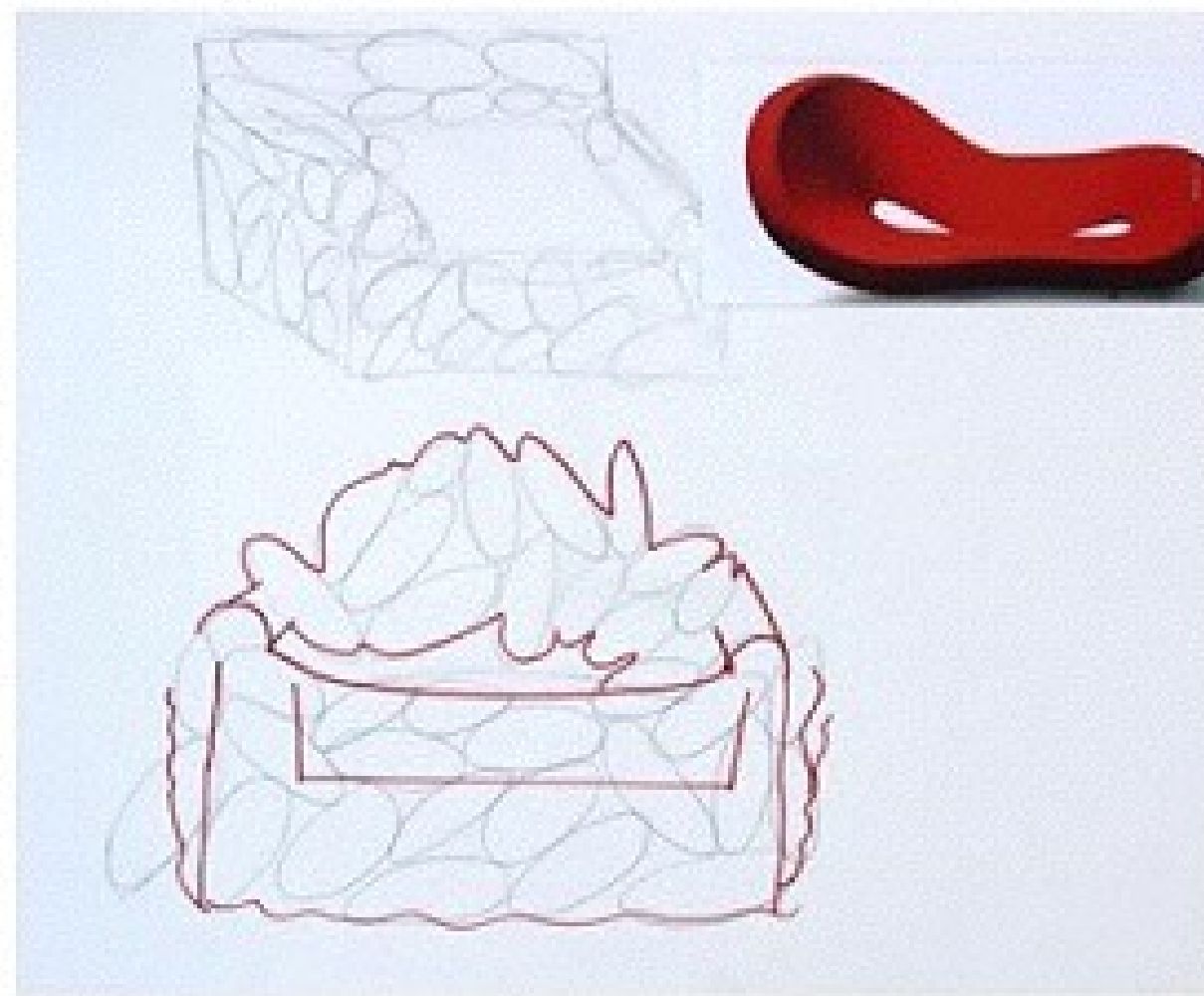




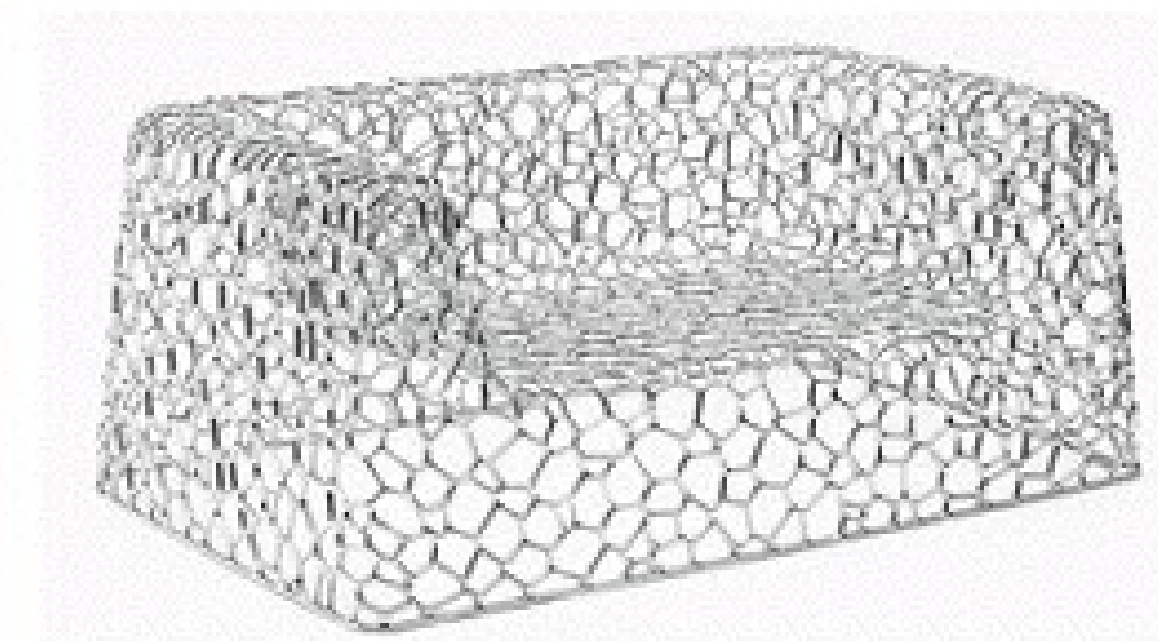
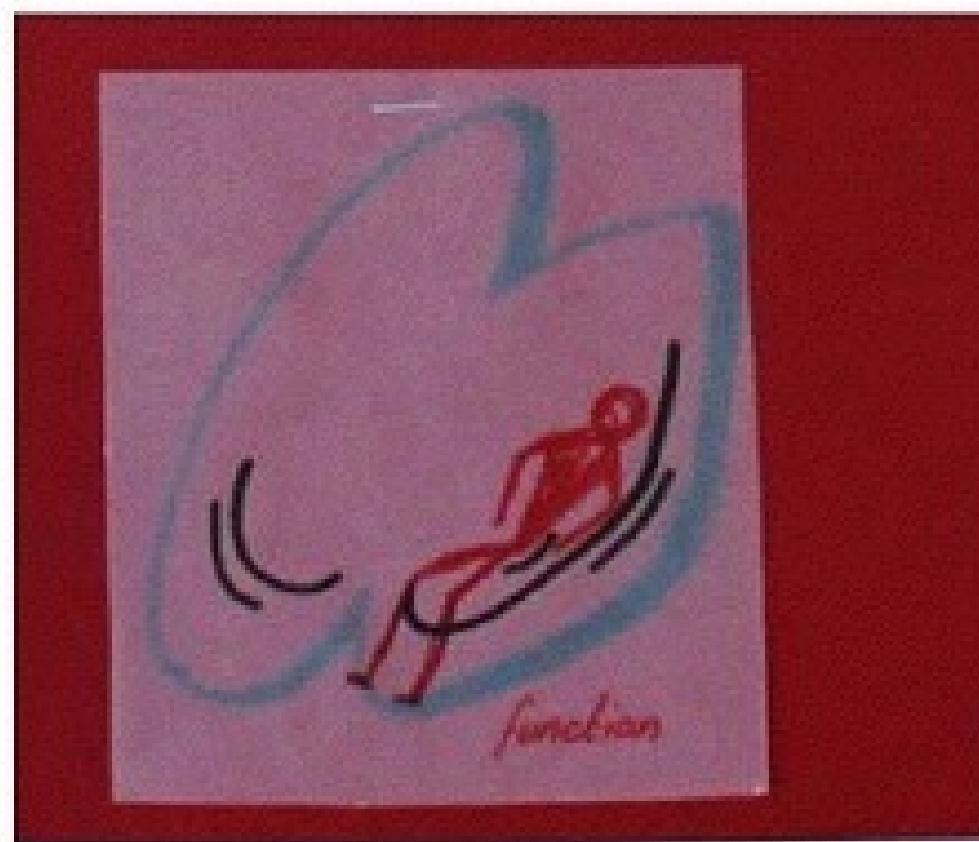
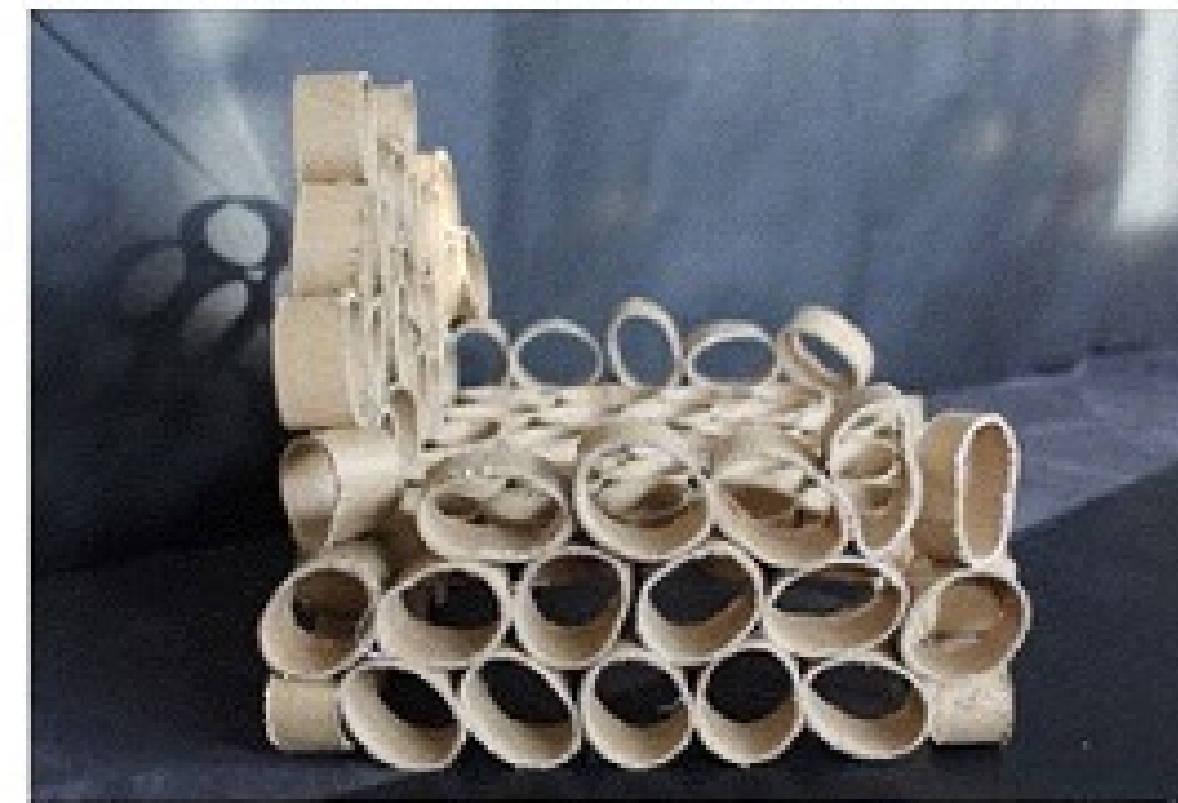




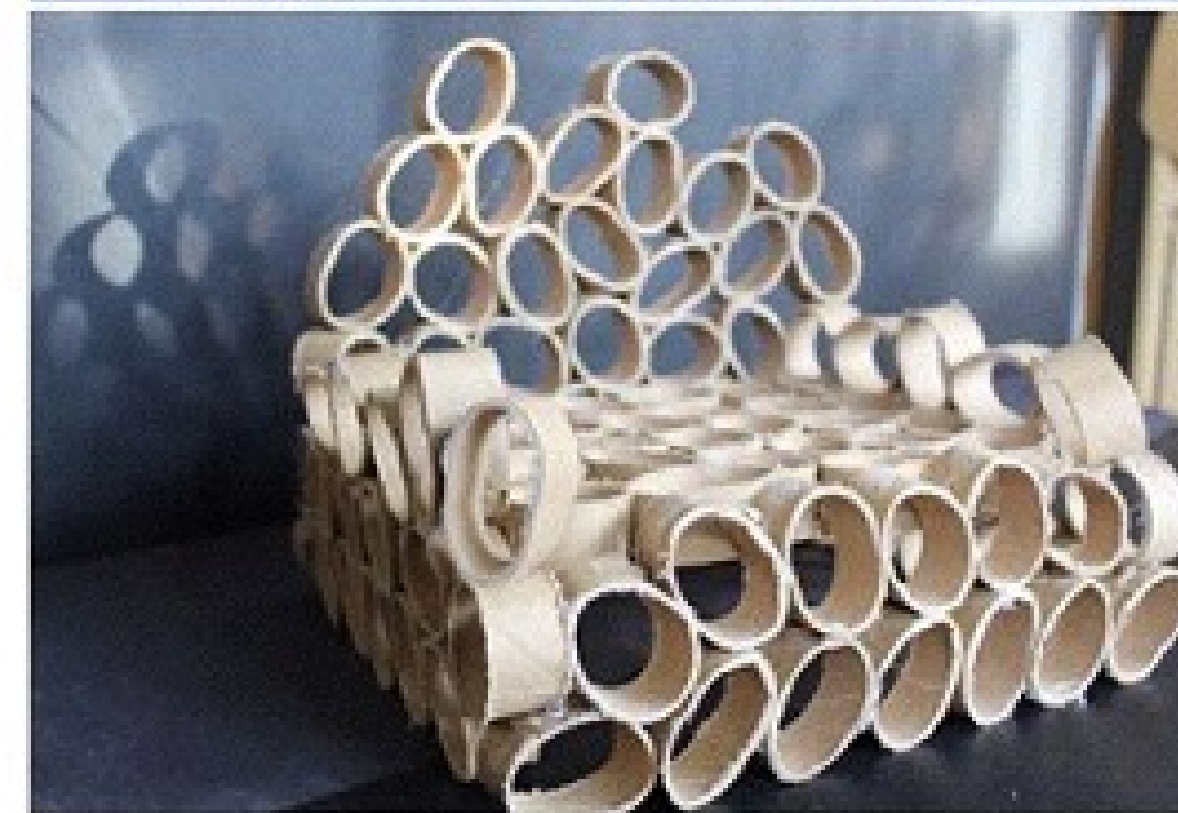
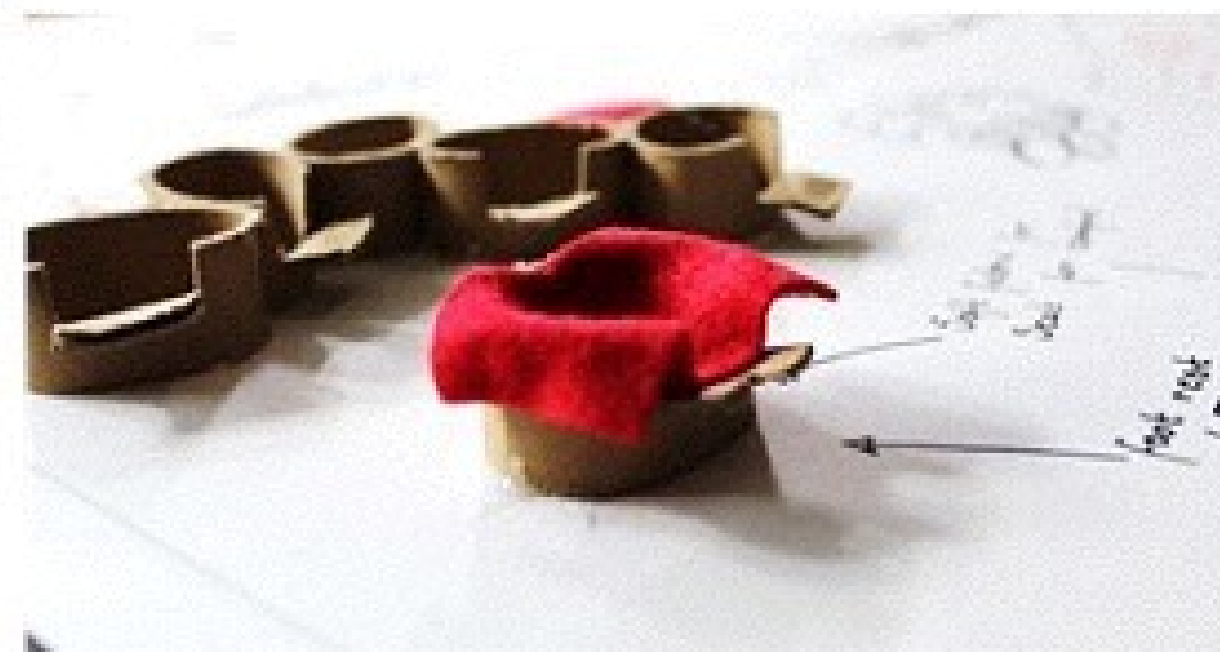
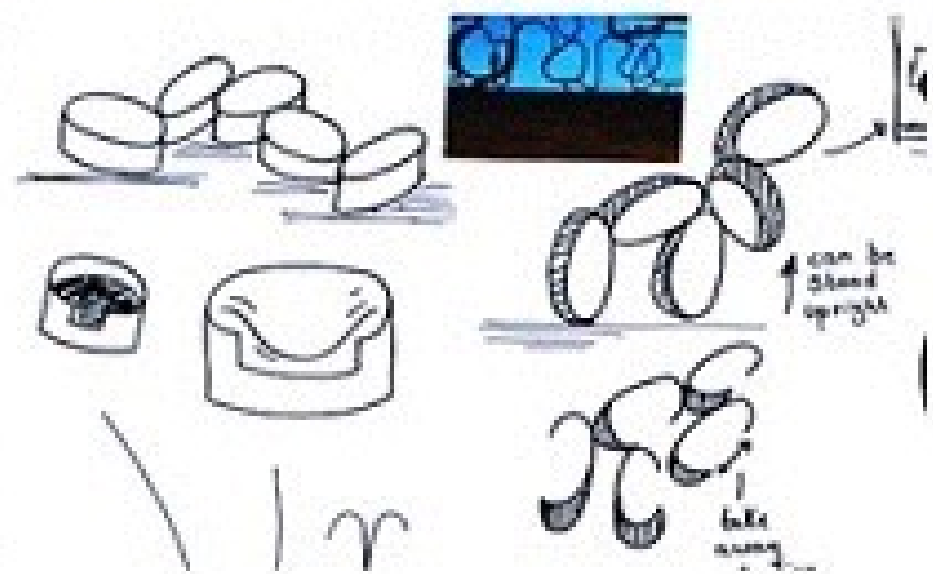




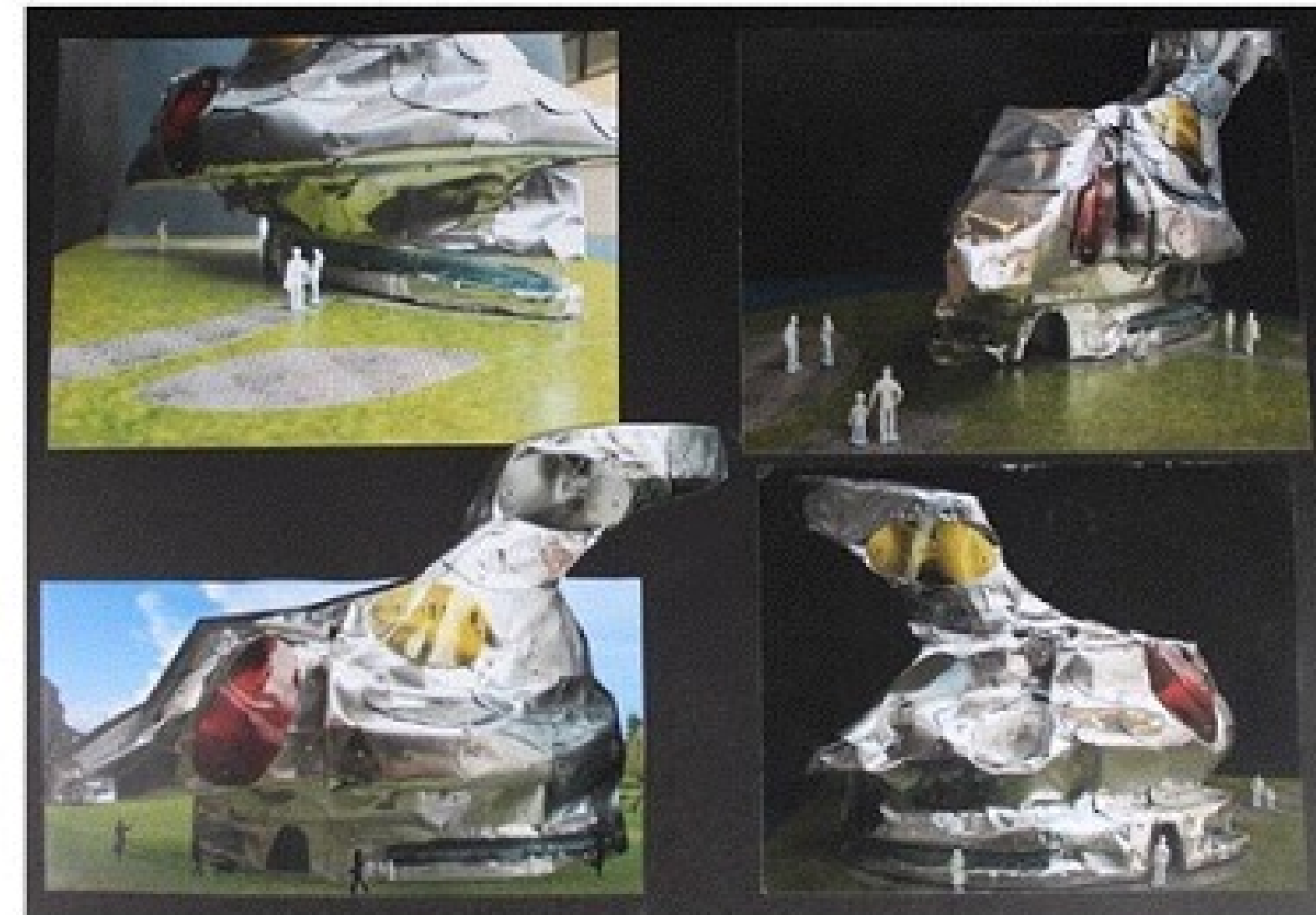
Prototype of initial idea for development.



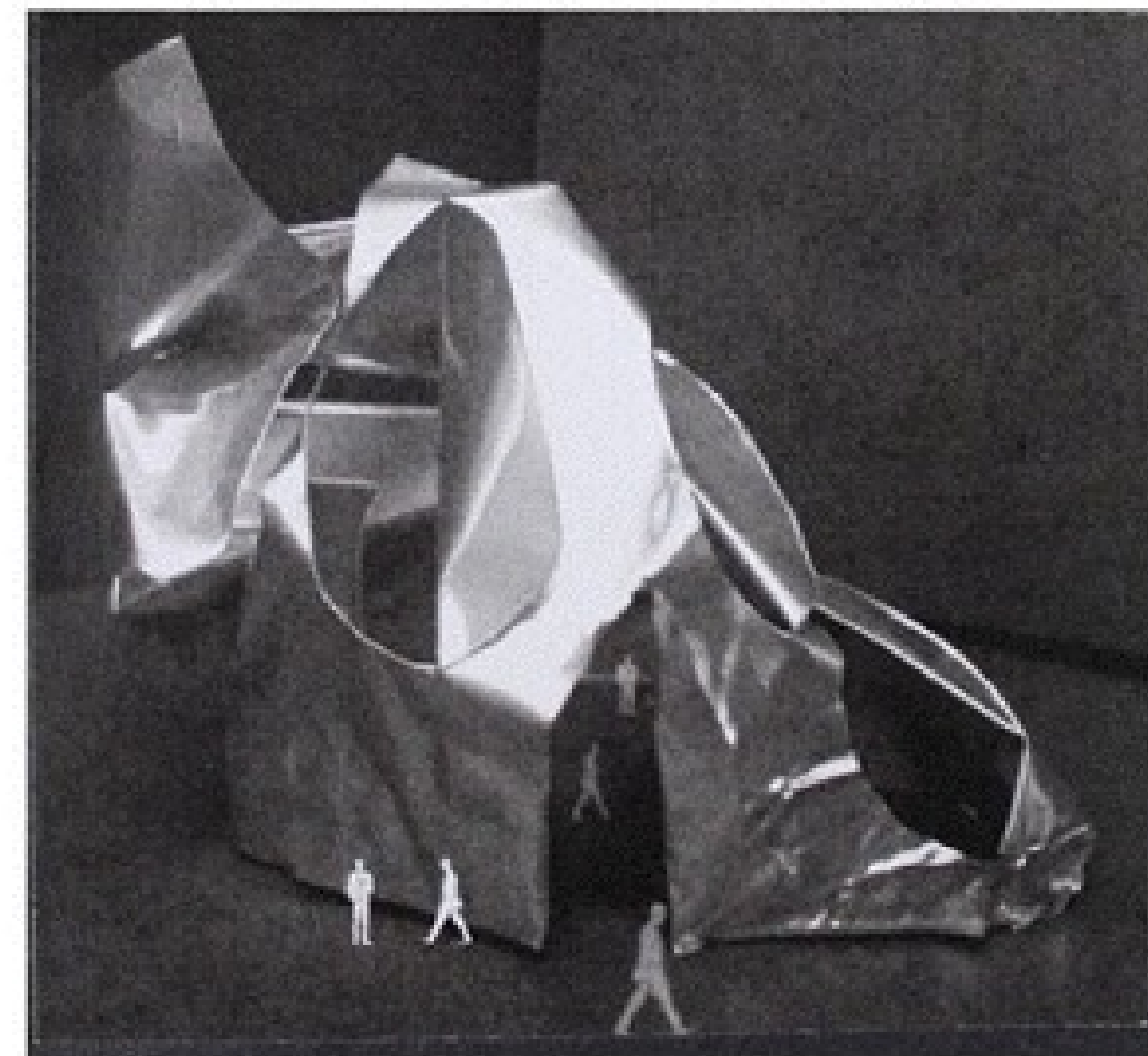
Designer reference: Marc Newson







Higher Architecture design project.



Darkroom Photography workshop





