

Now that you have some concept designs, you are going to choose 2 and develop them further. This process is used by designers for all products: from cars, to burgers, to video game characters.

Watch the clip to see how 1 video game character is developed into 3 further ideas.

<https://www.youtube.com/watch?v=iDT8ZxYBiDM>

# development drawings

B3

## Title - Development Drawings

**Sketches** – Draw a series of designs based on your two best designs to develop new inlay ideas. Experiment with different combinations of: Shape, line, size or proportion.

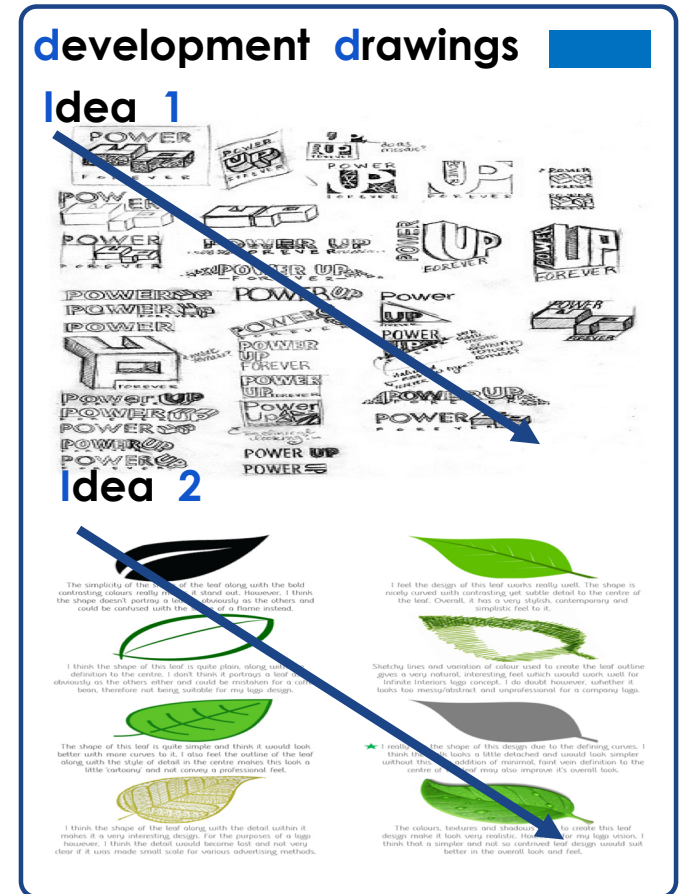
**Progression** - The goal is to improve your designs. Your new sketches should aim to make changes that enhance the design. Think about what you wrote in your SWOT analysis and use it to guide your development.

**Annotation** - use annotation notes to help explain your design changes and design thinking.

It is rare that your initial designs will be absolutely perfect, and usually, you would work with the client to make changes and improvements in order to fulfill all requirements

### Keys to success:

- Progression in each design showing changes/improvements on the originals



Suggested layout only