Get your Ducks in a

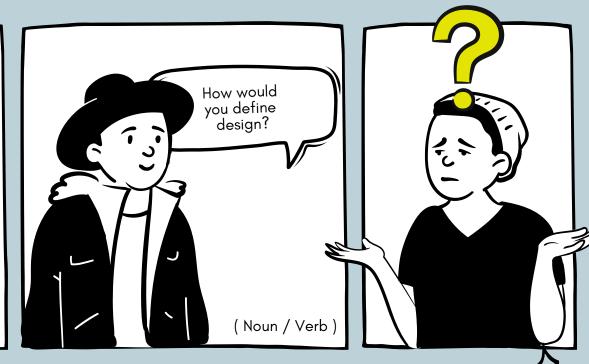
row

A SUMMARY OF ALL THINGS DESIGN

BY RENOOH S

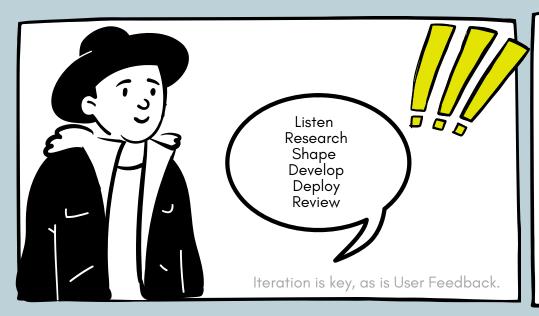


Have we discussed the term Design?









DESIGN PRINCIPLES

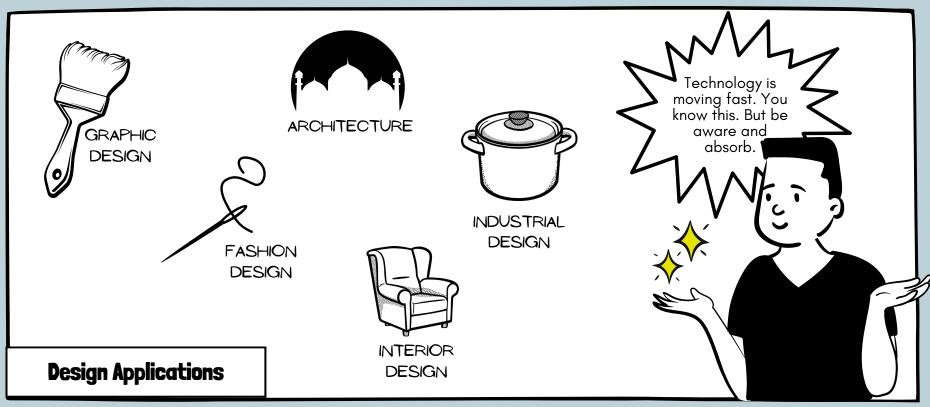
a set of rules designers can follow when creating a composition

(codependent)
Balance
Contrast
Emphasis
Movement
Proportion
scale
Repetition

DESIGN ELEMENTS

the building blocks, to create visual compositions.

Line
Shape
Form
Color
Value
Texture
Space



Refine. **Design.**



Circular Design

Design methodologies are structured approaches that guide the entire design process from conception to completion. They ensure designers follow a systematic path, fostering efficiency and better outcomes

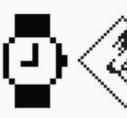
Design principles: your set of rules; reusable standards that u can set yourself.



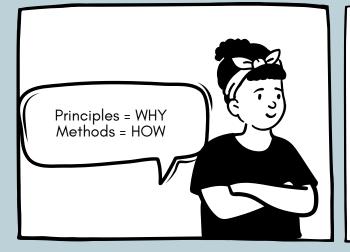
Define problem
Ideation n concept
Prototyping n testing
Iterative refinement
Comms n collaboration
Final deliverable











Waterfall → NASA UCD → CAST Agile → Spotify Design Thinking → Quirbnb

Lean → TOYOTA Sustainability → PATASONIA

Six Sigma → Systems Engg → CAST AGENCE



COLOR THEORY

COMPOSITION

GRID



Design for Print

RGB Vs. CMYK Resolution Layout & Bleed Materials Typography Proofing

CHALLENGES

IN

PRINT PRODUCTION

Color Discrepancy
File Format
Interaction of materials
post print processing
Longevity
durability

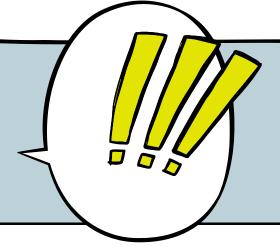
CHALLENGES IN PRODUCT MANUFACTURING

Material Constraints
Cost Implications
Technical Limitations
Scalability
Time
Quality Control

Design for Production

Design for production refers to the process of designing products with production, assembly and manufacturing in mind.



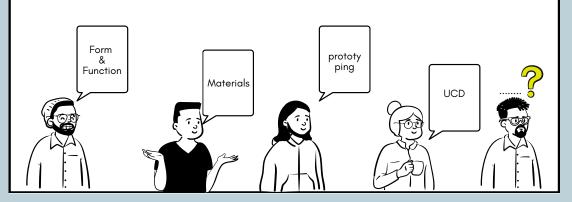


3D PRINTING

FEA

ADDITIVE MANUFACTURING

Product design for Manufacturing



Design for Digital Production

Companies with a cohesive digital design will have a competitive edge and build brand trust

DIGITAL ASSETS FILE FORMATS VERSION CONTROL



Visual Elements

Color Palette Typography Imagery Logo Usage Icons Symbols



Language Tone Grammar Writing Style Spelling Usage Formatting

Branding

Mission
Values
Target Audience
Personality
Analysis
Usage Examples



Augmented Reality

Motion & Animation

Metaverse

Biometric and Emotion Driven

Cross Reality (XR)

Haptic Driven

Artificial Intelligence



REFLECTIONS AND RESPONSES

"

Chindogu is such an interesting topic as it only solves the sole user's problem. I think they are almost "Naive inventions', because the user doesn't think about anything else but the problem and its solution! no marketing, no demographic to please and no TAM graphs! To some people it may seem 'Over-Engineered", but if the world had infinite resources...Chindogu would be so much fun.



Prime
Base
Molding
Polishing
Testing
Feedback
iteration



Because at the end of the day we will all seem a bit cynical talking about sustainability while doing the damage that we do... whether we are aware of it or not.



ELVIS PRINCIPLE, to me, makes a lot of sense i.e where the juxtaposition of the good, the, sexy and all the humble gel into the perfect idea for a product.



You have to learn to say no to everything that's not aligned with your essential priorities, and prioritize what's important over what's urgent



Externalizing information organizes the mind and allows it to be more creative

