

## Writing a Design brief

The starting point for any design is the design brief. The brief outlines what problem a design will solve. It should be referred to throughout the project to make sure what you are working on will solve this problem.

Your design brief should cover:

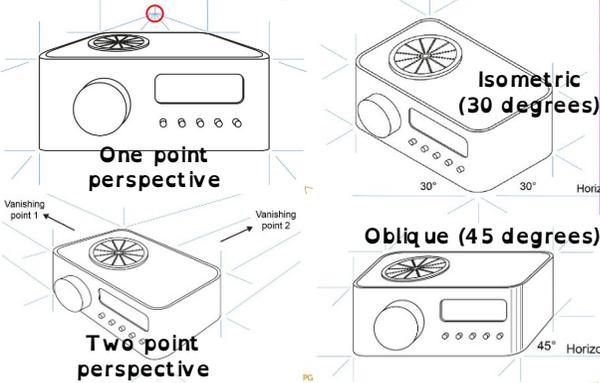
- ✓ The type of product you are aiming to make or the problems you are trying to solve
- ✓ The target market
- ✓ The purpose and specifics such as safety standards, styles, budgets

Do not:

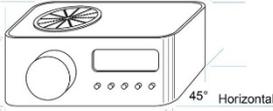
- ✗ Write about a final product in mind.
- ✗ Create an overambitious idea such as design an airport-this is too broad and would need a team of designers.
- ✗ Select inspiration that is too open ended such as the sea but choose specifics like shells, anemones etc.



## Drawing techniques

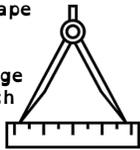


## Oblique (45 degrees)



## Marking out tools

- Engineers dividers
- Measuring tape
- Safety rule
- Try square
- Marking gauge
- Centre punch
- Micrometer
- Steel rule



Coloured background

Thick and thin line

## Wastage Processes

- Chisel
- Smoothing plane
- Rasp
- Surform
- Files
- Wet and dry paper
- Glass paper
- Wood turning

Manufactured boards

Polymers

**Thermoforming**  
 Polyethylene terephthalate (PET E)  
 High density Polyethylene (HDPE)  
 Polyvinyl Chloride (PVC)  
 Low density polyethylene (LDPE)  
 Polypropylene (PP)  
 High impact polystyrene (HIPS)  
 Acrylic (PMMA)  
 ABS  
 Nylon polyamide  
 Thermosetting  
 Epoxy resin (ER)  
 Melamine Formaldehyde (MF)  
 Urea formaldehyde (UF)  
 Polyester resin (PR)  
 Phenol formaldehyde (PF)

Biopolymers

All fully biodegradable  
 Polylactic acid (PLA)  
 Polymorph  
 PHB/Biopol™

Medium density fibreboard (MDF)

Plywood  
 Chipboard  
 Hardboard  
 OSB

Softwoods

Larch  
 Pine  
 Spruce  
**Hardwoods**  
 Ash  
 Beech  
 Mahogany  
 Oak  
 Balsa

Natural timber

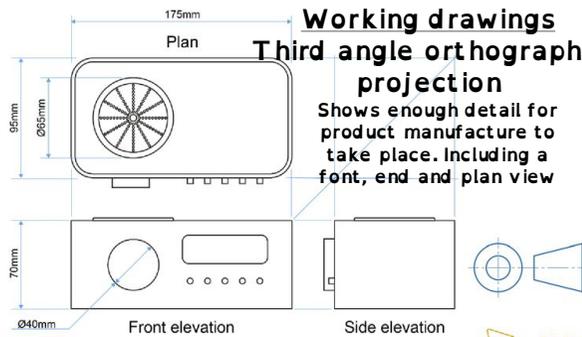
Papers & boards

**Papers** Bleed proof paper, cartridge paper, Grid paper, layout paper, tracing paper  
**Boards** Corrugated cardboard, Duplex board, foil lined board, foam core board, inkjet card, solid white board

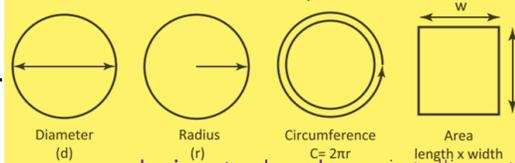
## Working drawings

### Third angle orthographic projection

Shows enough detail for product manufacture to take place. Including a front, end and plan view



Shapes



# Passive amplifier

CAD

CAM

Software: 2D Design, tinkercad, fusion 360, Autodesk inventor, solidworks

Advantages: Designs can be altered easily, can be faster to draw designs and complex shapes, designs are easily saved and shared, designs can be easily copied or repeated, can be worked on by lots of people at once, can be used to gain feedback, can be simulated, can be stress tested

Disadvantages: Complex to learn, software can be expensive, danger of hacking or corrupted files, need for RAM, memory and graphic capabilities, data can be lost in power cuts

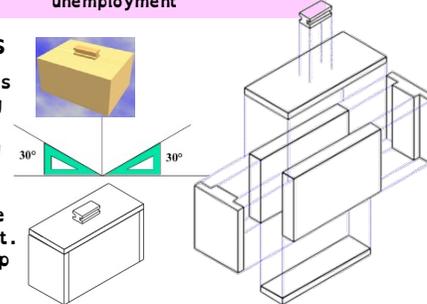
Machinery: Laser cutter, 3D printer, vinyl cutter, CNC milling machine

Advantages: Creates identical products, drawings can be easily repeated for new batches, enables high accuracy on a large scale, usually speeds up production when compared to traditional tools, machinery can run longer than people

Disadvantages: Software expensive and initial costs are high, Expensive to repair machinery, Users have to be trained which costs time and money, can lead to unemployment

## Exploded drawings

Shows how component parts fit together, often showing hidden parts. We start off drawing using 30 degrees. Draw an isometric version of your product. Redraw each piece as if it has been pulled apart. The pieces should all line up with their original place.



## Writing a Design Specification

A design specification is a list of criteria your product needs to address. A specification can only be written when some research has taken place. It can be used throughout the iterative design process to evaluate your success.

Your specification points should be:

- ✓ A technical point
- ✓ Be measurable in some way
- ✓ Well justified linking to the clients needs/wants



Areas you could include:

Function, safety, working environment, aesthetics, materials, sustainability, waste consideration, manufacture, proportion, scale, layout, size/dimensions, textures, social issues, economic considerations, packaging, labelling, cost, sensory considerations, finish, quality control, maintenance, ergonomics

THIS LIST IS NOT THE LIMIT!