Design development….in terms of thinking, questioning + writing design judgements…for DVC

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| **concept initiation**  This is when you come up with a range of different ideas for a given brief **in creative ways** using various sources of inspiration. |  | **idea development**  This involves the **exploring** and **refining** of ideas and that will eventually lead to the **final outcome**.  **Research** is used to inform **decision** making and design **thinking**. |  |

*At any stage of the design process it is important to use drawing to communicate your design ideas.*

*In addition, annotation helps* *further explain the thinking behind your drawn ideas. Concise annotation is the ultimate goal.*

*You can question yourself about your design ideas and improve your design annotation by using some of the following prompts….*

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| --- | --- |
| What to question when developing an idea….ask yourself...  ”***what would happen if*…*?”*** | What to annotate your drawings with….  Use these sentence starters…. |
| …I **change** the **proportions** of this?  ...the combination of **colours** or **materials** was **different**?  …the **rhythm** within the design was **modified**?  …the **pattern** within the design became less regular/more regular?  …I **experiment** with how to achieve **balance** in a number of **different** ways?  …I **explore** more than one way to approach the specification of…..  …the number of …was **reduced or increased**?  …the way different elements are **arranged** is **changed**?  …the main feature of the design was more **harmonious** (or more in **contrast**) with …  …this design was **shown** in **more detail**?  …I **tried new ways** of making this design idea more **user-friendly**?  …I **assess the pros and con**s of a range of ideas for a particular part of the design?  …I intentionally **replace** a detail with another new idea to **enhance**….  …I **edit the idea** into its key parts in order **to seek** more **efficient** layouts?  …I **strive** to **re-think** this idea in an **innovative** way? | By **comparing** these two ways of….  I have **tested** which idea is **most effective** in terms of…  This idea is **more interesting** than the previous because…  I **trialled** a range of ways of **addressing** the specification…  These drawings show how I am attempting to **resolve** the issue of…  I have **refined** this idea by….the result of this is…  My overall idea has been **modified** **to improve**…I did this by…  I have **researched** how other designers have **solved** a similar problem to mine and…  I have **show**n how this design would be **reliable** for a number of users/situations…  The **style** of this design is **clearer/more obvious** now because…  I **attempted** to make the **movement** more **dynamic**, rather than so **static** by…  I **considered** the **strength** and **durability** of the design idea in these ways…  I **challenged myself** to ensure **safety** and **stability** by…  I **altered** this aspect of the design to make it more **fit for purpose** by…  I **reflected** on this **research** which will **enrich** my design by…. |

**DESIGN VOCABULARY**

**Colour key:**

**aesthetic elements to consider functional elements to consider development approaches aims for your design development**

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| --- | --- | --- | --- |
| Proportion  Colour  Materials  Rhythm  Pattern  Balance  Arrangement  Harmony  Contrast  Style  Movement (dynamic/static)  Emphasis  Unity | User-friendly  Efficient  Reliable  Strong/strength  Durable  Safe  Stable  Fit for purpose  Ergonomics  Material characteristics  Open plan  Circulation  Revealed structure  Concealed structure | Change/ Modify/ Alter  Experiment  Explore  Reduce/Increase  Try new ways  Assess the pros and cons  Replace  Edit the idea/ Refine  Re-think  Compare  Test/Trial  Resolve  Consider  Challenge myself  Reflect | More detail  Innovative  Enhanced  Most/more effective  More interesting  Improved  Clearer  More obvious  Enriched  Better |

**Adjectives to describe buildings**

Smooth Rough Sharp ColourfulSophisticatedVibrantSleekLayeredMouldedOrganicCorrugatedEngravedExposedModernSolidCompactNaturalDurableCurved SymmetricalStructuredRepeatedSerratedEmbossedFlowingStrong SustainablePortableContrastingHarmoniousStyleShapeFormRhythmBalanceProportionStabilityReliabilityUser friendlyPattern SimplicityTemporaryNaturalBlandBlingX-factorAuthenticDynamicLushHeavenlySimpleReflectiveCoolSpaciousOpenGloomySlickSharpModernBrightMinimalistSterileContrast

**Materials used in buildings**

Wood Brick Limestone Granite Marble Iron Corrugated iron Copper Tin Glass Concrete Tiles Plastic Stone Ice Fibreglass Mud Metal Carpet Straw Iron Steel Copper Aluminium Plastics Insulation Gibboard Rubber Lino Carbon Paper cloth Plaster Clay Ceramics Cardboard Plywood Lego Varnish

**Parts of buildings**

Cavity sliding door Wall cladding Skylight Window Door Stairs Walls Roof Light Pillars Columns Deck Hand-railing Chimney Veranda Framing Gutter Fencing Retaining wall Piles Floorboards Balustrade Spa Bath Bar Pool Fireplace Mezzanine Wooden shelves

Glazed walkway Floor

**Key ideas about buildings**

Size limitations View Roof form Doors vs. no doors Placement of windows Indoor/outdoor Connection Efficient use of space

Privacy vs. openness Modular Natural lighting Artificial lighting

Sun shading Open plan living Free plan Floor structure thickness

Room Layout Location Layering Blends-in Clashes with surroundings Spacious Low maintenance Flexible use of space