102 of sketching and shading
Boston Children’s Museum!
Warm up!
lines, circles, and ellipses
Advanced Warm up!
Cube on a Cube
Circles on Cubes

minor axis
Putting it Together
How to Marker

Keep a wet edge

Keep marker moving

Overlap strokes

Constant speed

Alternative techniques
Shading and Lighting

Choose a light direction

1-2-3 method

10%, 30%, 50% gray

Start with lightest
Let’s Practice!
Shading and Lighting
Let’s Practice!
Shadows
Shadows
Spheres!
Let’s Practice!
Putting it Together
Putting it Together
Putting it Together
Lab this Week

Bring top 3 new ideas to lab

Audio Chromatic

- Swipe over colors to create music
- Change Pitch, Loudness, Echo
- Swipe Fast or Slow for different effects
Lab this Week

Bring top 3 new ideas to lab

3 sketches in your notebook, 3 refined sketches on 8.5 x 11” paper

Reminder:
Your team’s final toy will come from one of the ideas generated so far.

Research from toy category
Selecting 3 Ideas in Lab

Possible criteria

Play value
Play testability
Safety
PDL resources
Budget ($700)

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<th>Spin time</th>
<th>Cost</th>
<th>Ergonomics</th>
<th>Coolness</th>
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Semester workflow

Three ideas presentation
March 7
3 ideas per team

Sketch model review
March 21-23
1 concept per team

Mockup Review
April 18

Final PLAYsentations
May 15
1 final prototype
Wednesday
Posters & Graphic Design!
102 of sketching and shading