102 of sketching and shading
Boston Children’s Museum!
101.5 of sketching
Warm up!
lines, circles, and ellipses
Advanced Warm up!
Advanced Warm Up!

on an index card!
Cylinder on a Block
Cube on a Cube
Circles on Cubes

minor axis
The Cylinder

ellipse minor axis inline with cylinder center axis
Putting it Together
Putting it Together
Products of Basic Shapes
Using a 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!
Spheres!
Let’s Practice!
Shadows
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)

<table>
<thead>
<tr>
<th>Feature</th>
<th>Idea 1</th>
<th>Idea 2</th>
<th>Idea 3</th>
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</thead>
<tbody>
<tr>
<td>spin time</td>
<td>s</td>
<td>-</td>
<td>s</td>
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<tr>
<td>cost</td>
<td>s</td>
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<td>ergonomics</td>
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<td>coolness</td>
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Semester workflow

Three ideas presentation
March 6
3 ideas per team

Sketch model review
March 20-22
1 concept per team

Mockup Review
April 17

Final PLAYsentations
May 14
1 final prototype
Wednesday

Posters & Graphic Design!
102 of sketching and shading
Markering practice!
Let’s Practice!
Let’s Practice!
Let’s Practice!
Let’s Practice!
Let’s Practice!
Let’s Practice!
Putting it Together

LIGHT

10

10

100

30

50

30

50

30

50

30

50

GRADIENT

GRADIENT

GRADIENT