

STORYBOARD SHOWCASE

shade and tone
2.744 Product Design

but first...

Storyboard reviews

rationale: value of open discussion

trends: understandable content
innovative

level of detail: the experience

reviews online: forms and java script



overview

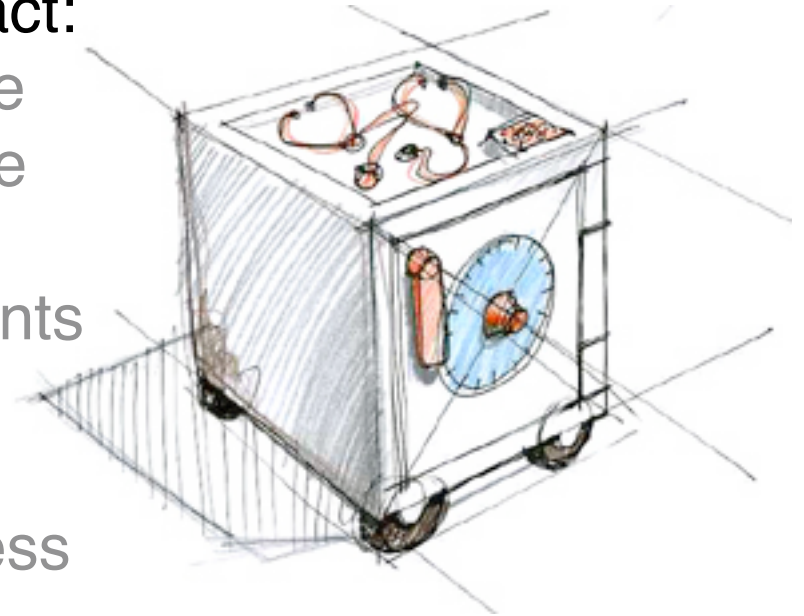
Concept sketches

team storyboard(s): consider reviews and other work

submit 3 variations for an artifact:

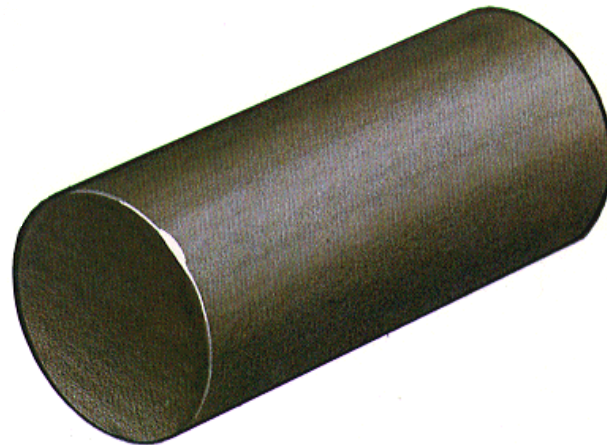
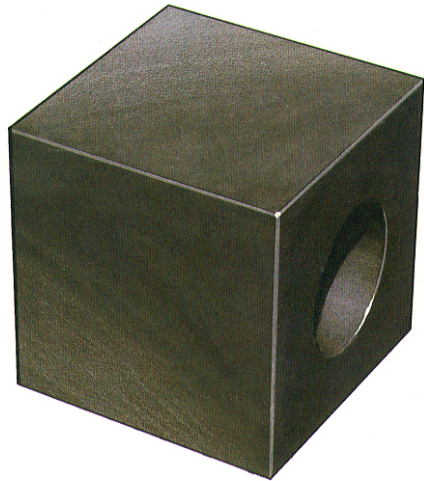
experience
human use
function
requirements
testing

see website: submission process



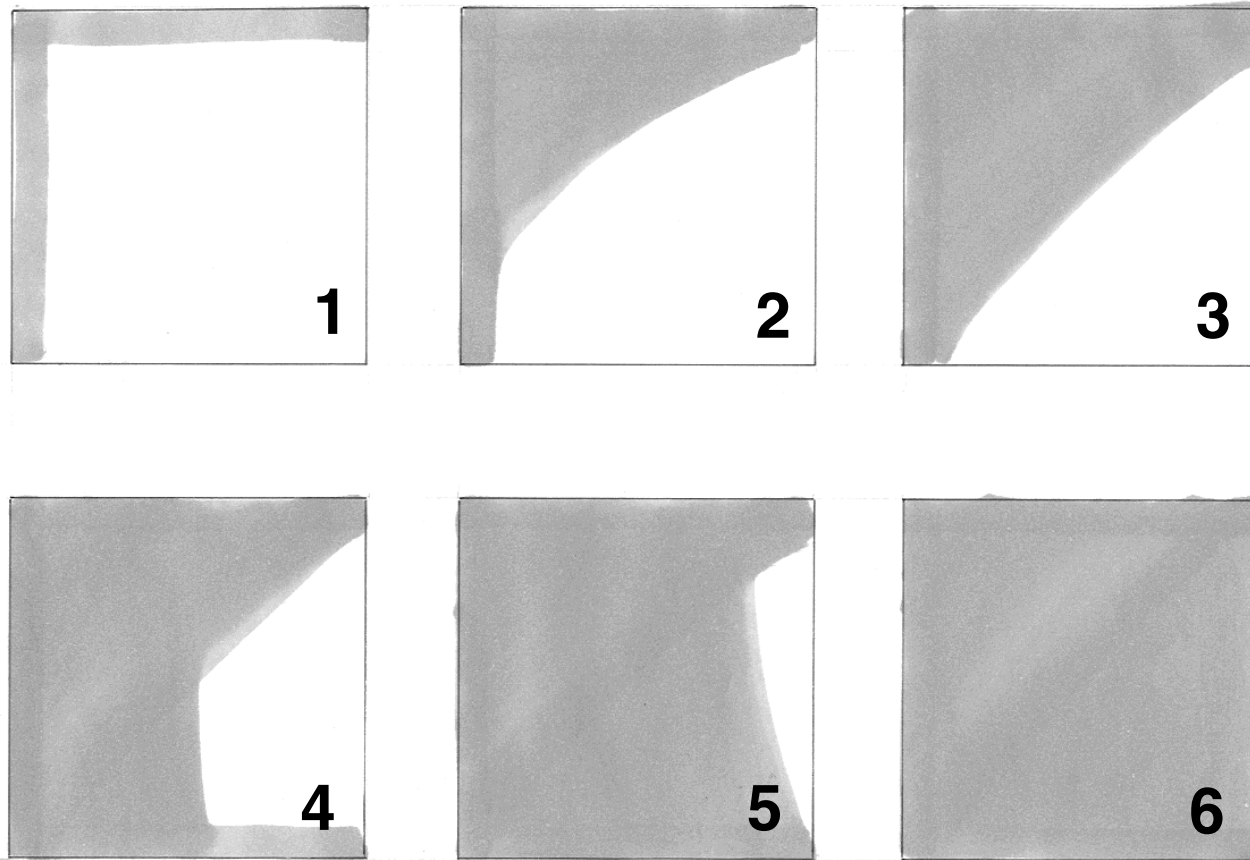
marker technique

Shade and tone



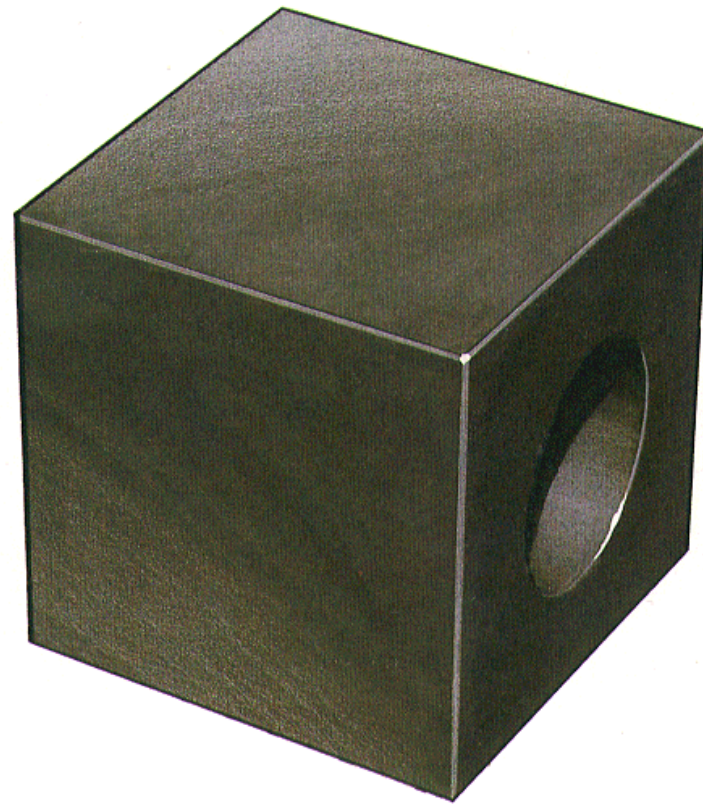
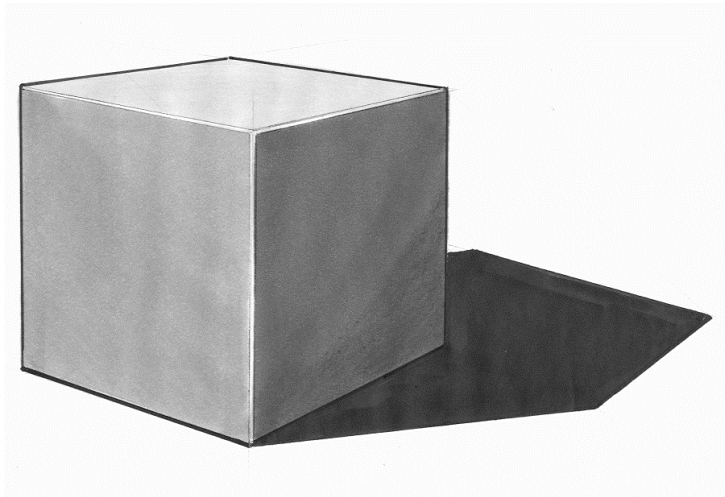
marker technique

Filling an area



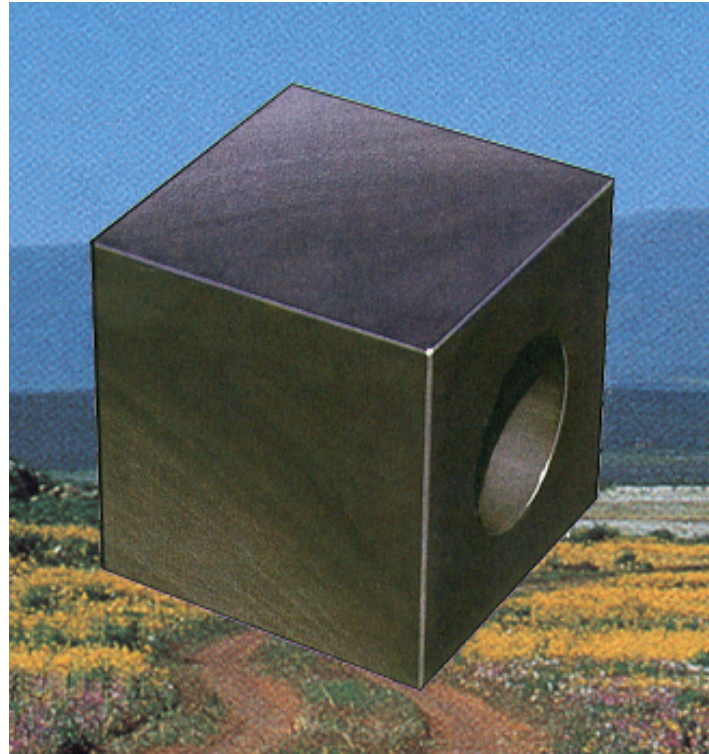
marker technique

Cubes, cool and warm



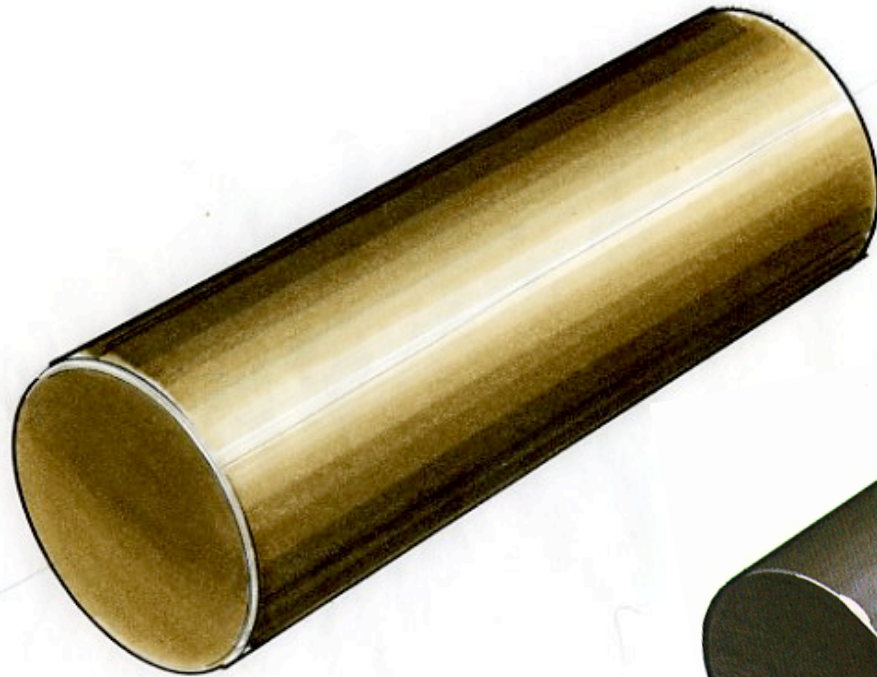
marker technique

Earth and sky



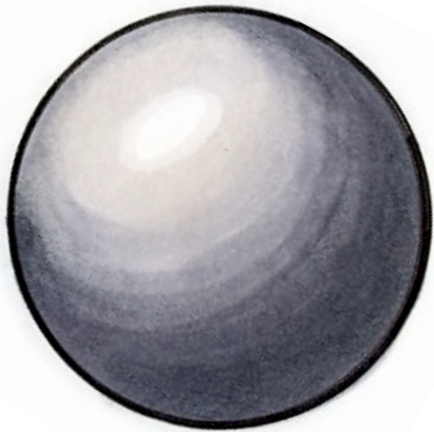
marker technique

The cylinder



marker technique

The sphere



What's next?

Due Thursday, March 13

human-use critiques

Due Thursday, March 20

Concept sketches

2.744 Product Design

What's next?

Tuesday

guest lecture, IC3D

Thursday

human use analyses

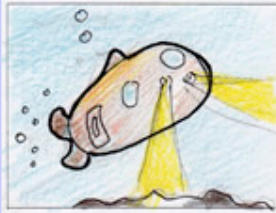







2.744 Product Design

goals

Storyboard showcase

hear author's viewpoint
more discussion

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1. Exploring the ocean  Trying to find the treasure hidden by Captain Nemo...	2. A monster approaching!  Look out of the window to find a giant sea monster (like an octopus). It prevents you and anybody from reaching the Captain Nemo's treasure.	3. Attack of the Monster  Jolt! and the Monster grabs the submarine. We have to swing the submarine and shake off this monster! Continue to the sub-story1 Challenge.	4. The Monster s  The Monster n and haunts the Monster keeps submarine. Jol
3-1. The Monster holds submarine  The sticky sucker of the Monster.	3-2. Challenge!  Use the steering wheel to shake off the Monster!	3-3.  Swing the submarine right and left	3-4. 
6-1.	6-2.	6-3.	6-4.