it's a wrap
2.744 Product design
but first!
human use analysis showcase

Georgette Tso
coming due!

Tuesday, March 6

concept sketches

Tuesday, March 20
feedback
on feedback!

...COMING NEXT WEEK!
storyboard feedback

general comments from the client!

“5 Wits team loved reviewing the concepts from the class”
storyboard feedback
as we move into more detail

Each room should stand alone. Designs/concepts that require the guest to traverse multiple doors/spaces/rooms (which is like 5 Wits) will not work well for Open World.
storyboard feedback
as we move into more detail

Automatic reset is essential. A game cannot rely on staff resetting things or on the memory/obedience of the guests to “put things back.” The reset needs to be foolproof, because guests will do every crazy thing you can imagine – and many, many things you can’t imagine.
Several of the room designs involved picking up small objects to use elsewhere in the room. Guests will walk out with objects in their pockets (it only takes 1-in-1,000 guests to mess things up), small objects should be entirely avoided. That goes for both game elements and props.
Design for extreme durability, it is difficult to imagine how abusive a small sub-set of guests are – you should be engineering for those extreme cases.

If it *can* be broken, they will break it, elements and set dressing must be built so it is not possible for a human to break it.
Several storyboards strung 3-4 games together in one room. While this works in the long rooms at 5 Wits, the Open World concept is generally looking for one awesome, clever challenge/objective per room.
storyboard feedback
as we move into more detail

Each room design is limited to one, relatively small (100-250 square foot), INTERIOR box.

We will typically stay away from: “You are in the forest” “You are up on a roof” “You are on the surface of the moon” “You are inside a human body” because these are all space and budget intensive to execute convincingly. Better themes lend themselves to the small, enclosed, rectilinear environment: inside an ancient temple, an art museum, a futuristic spaceship, etc.
storyboard feedback
as we move into more detail

The victory condition for each game needs to be sensed somehow – consider how win/loss will be robustly detected, with no human in the loop.
and now
warm up!
marker paper

tips!
marker technique
cubes
marker technique
the cylinder
marker technique

the sphere
letting the paper do the work
rendering
canson rendering
canson rendering

not this!
canson drawing exercise

marker/pencil on Canson (10 min)
what’s next?

Tuesday

sketch models!