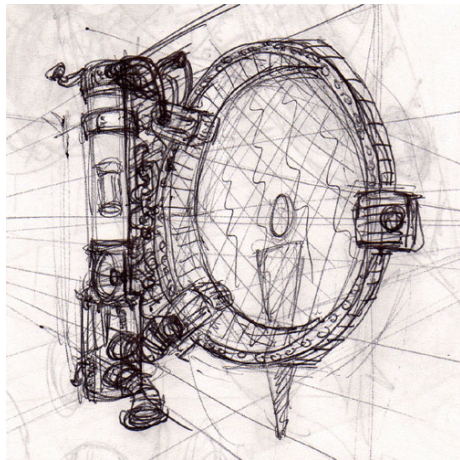


# sketch to sketch model



2.744 product design

# what's next?

sketch models presentations

*Thursday, April 12*



*Tuesday, April 10*

sketch model submission



*Thursday, April 12, 9 PM*

sketch model critique

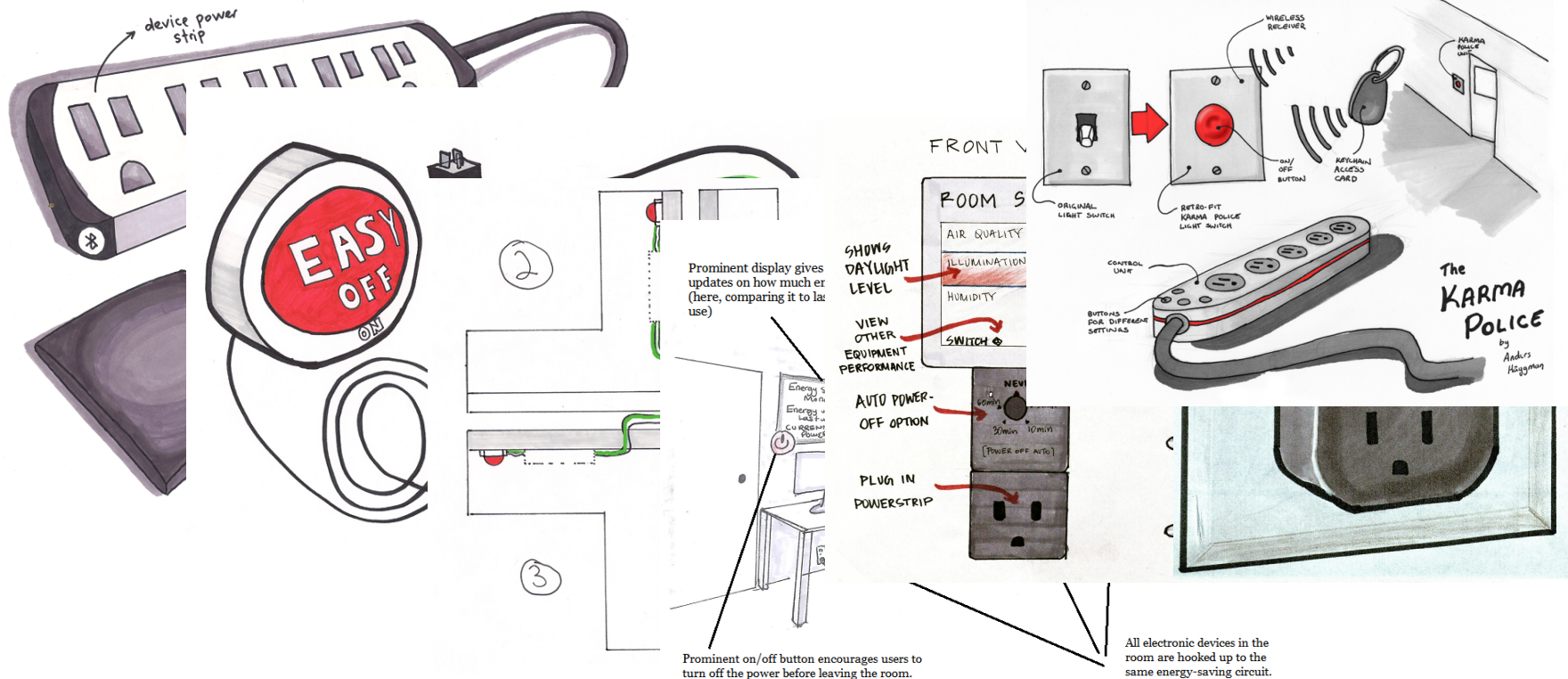


*Thursday, April 19, 5 PM*

# concept sketches

take a look

staples positive about many concepts



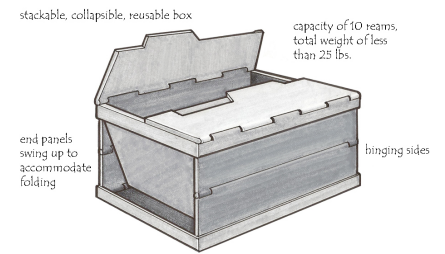
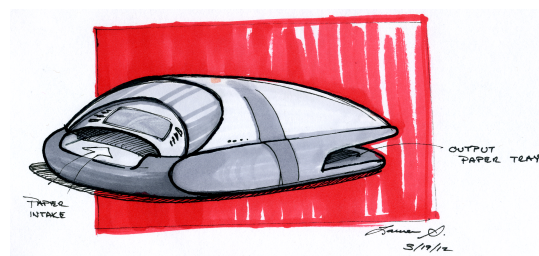
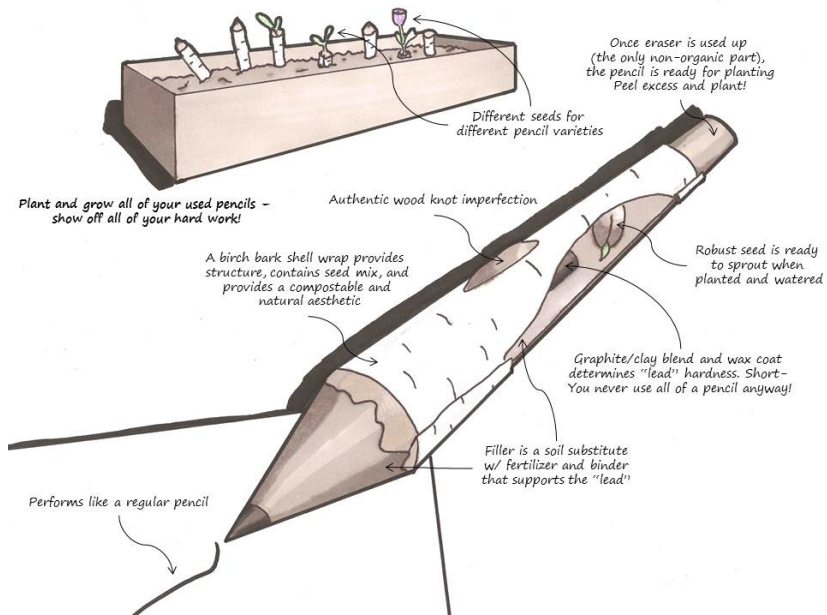
# concept sketches

## feedback

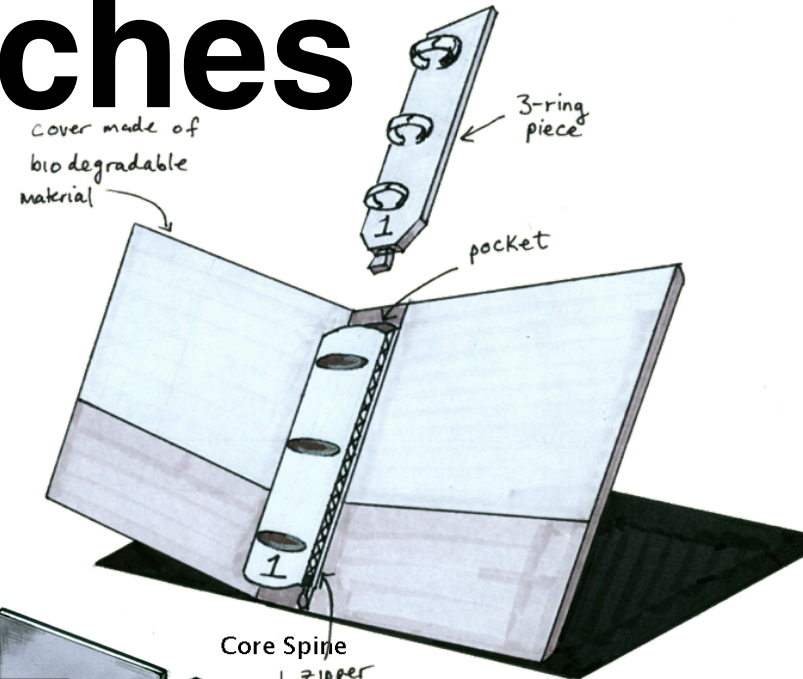
concept sketches should explore embodiment directions (beyond the storyboard)

the storyboard is focused on the experience  
concept sketches are about “the thing”

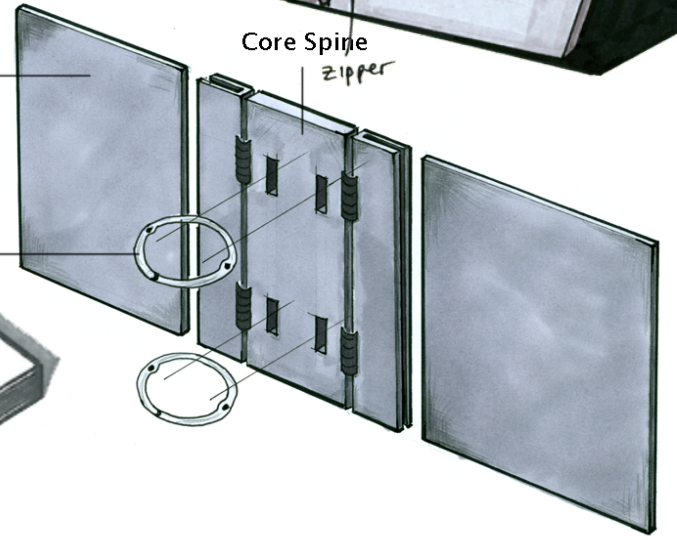
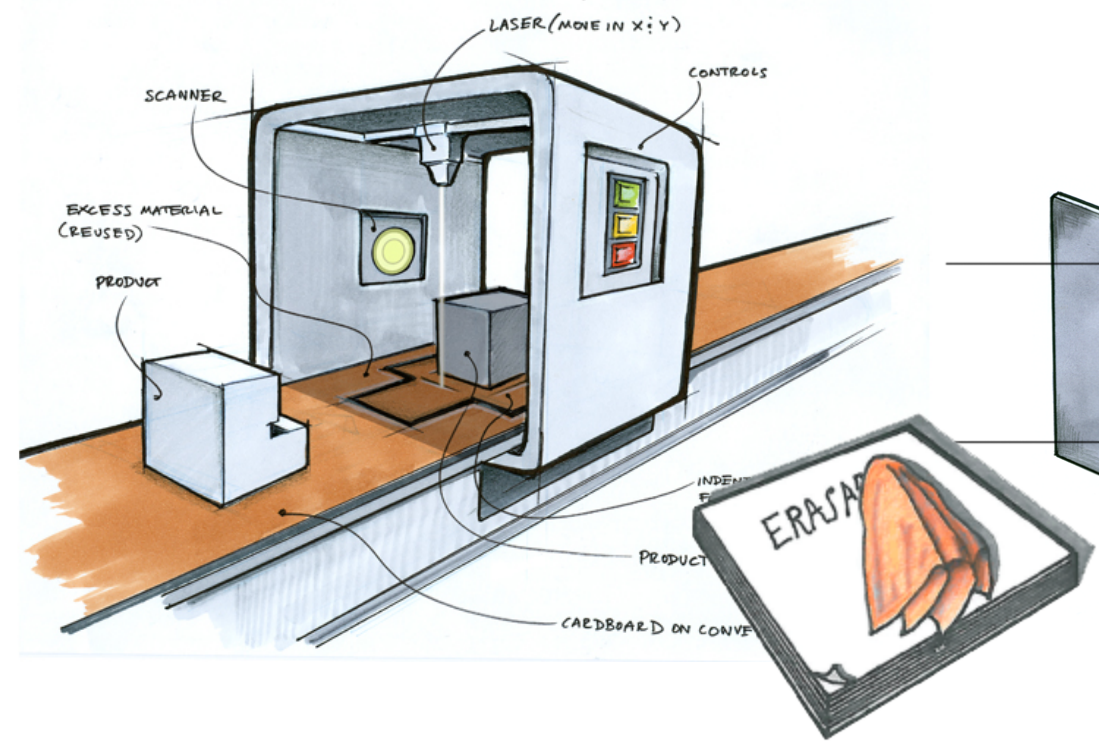
concept sketches should be understandable without the storyboard



# sketches



## effective sketching, improvement



# today illustrator

## Jordan Nollman

sprout studio, clio designs

