2 pt PERSPECTIVE

2.744 Product Design
what’s next?

human-use analysis

Tuesday, Feb. 4

Thursday, March 3

user experience design/storyboard

Thursday, Feb. 18

Tuesday, March 1

Please don’t be late!

index.html must be at top level, not in folder.
http://web.mit.edu/2.744/www/Results/studentSubmissions/storyboardDesign/yourUserName

why?
what’s next?

storyboard critique
- Tuesday, March 1
- Sunday, March 6

human use critique
- Thursday, March 3
- Tuesday, March 11

concept sketches
- Tuesday, March 1
- Tuesday, March 15
portfolios

online! click
1 point perspective exercise

roman aqua duct
learning the rules

types of perspective

2 point
learning the rules

2 point perspective
fleshing out ideas fast! 3x faster

2 point perspective
and now

Warm up!
2 point perspective
the basic cube
2 point perspective
another viewpoint

a refrigerator?
2 point perspective

cubes in space
2 point perspective

cube on cube
2 point perspective

circles on cube
2 point perspective

the basic cylinder
2 point perspective

cylinders in space
2 point perspective

the basic sphere
2 point perspective
something mysterious!
collections of simple shapes
complex forms
collections of simple shapes
complex forms

underlay?
collections of simple shapes
complex forms
collections of simple shapes

complex forms

basic shapes
proportions
details
collections of simple shapes

complex forms
what’s next?

shade and tone

class Thursday