



UNIVERSITY
OF
JOHANNESBURG

DRAWING 1

Industrial Design

Perspective

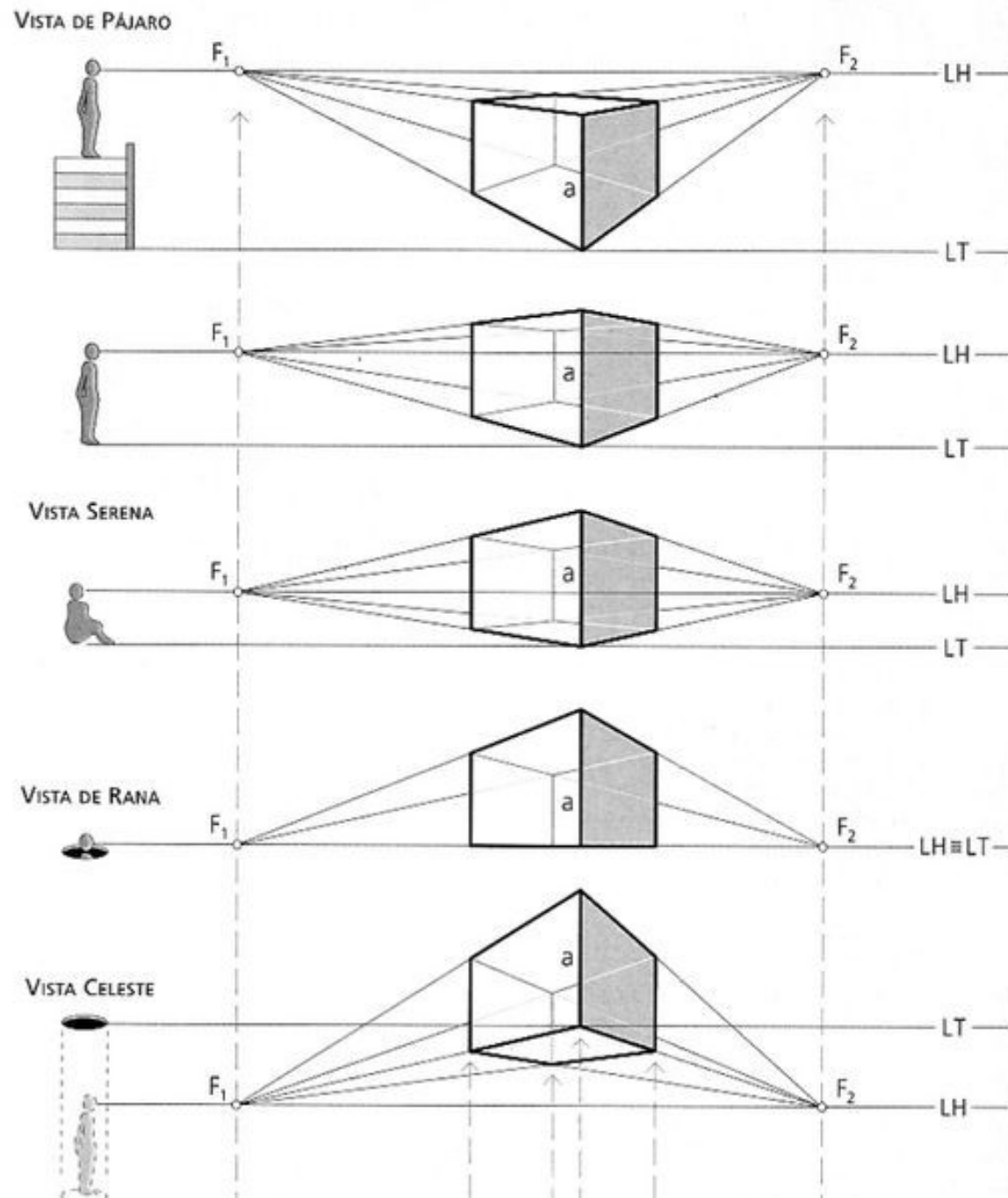
Proportions

Accuracy

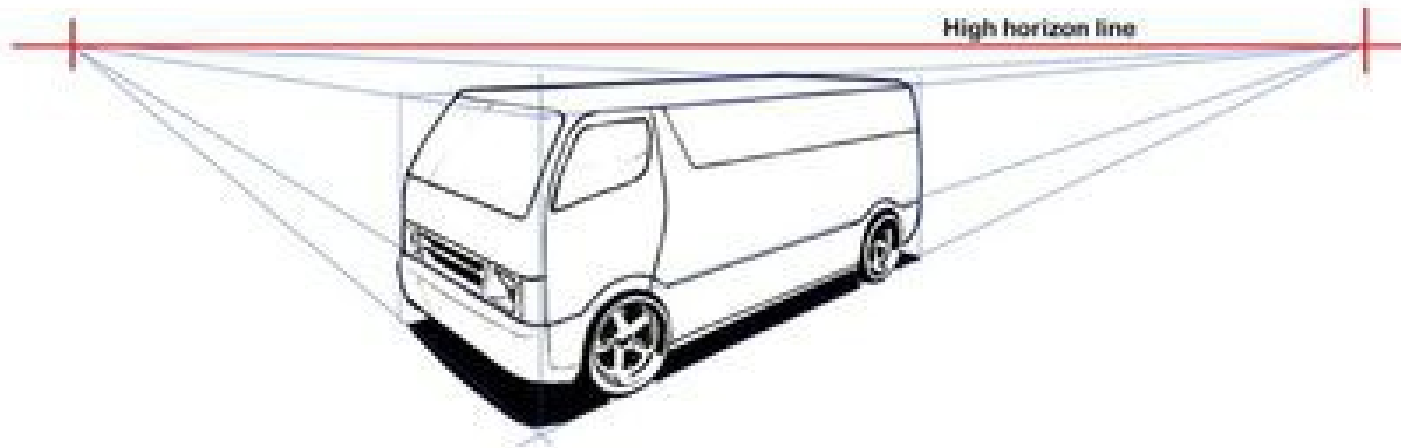
Page layout



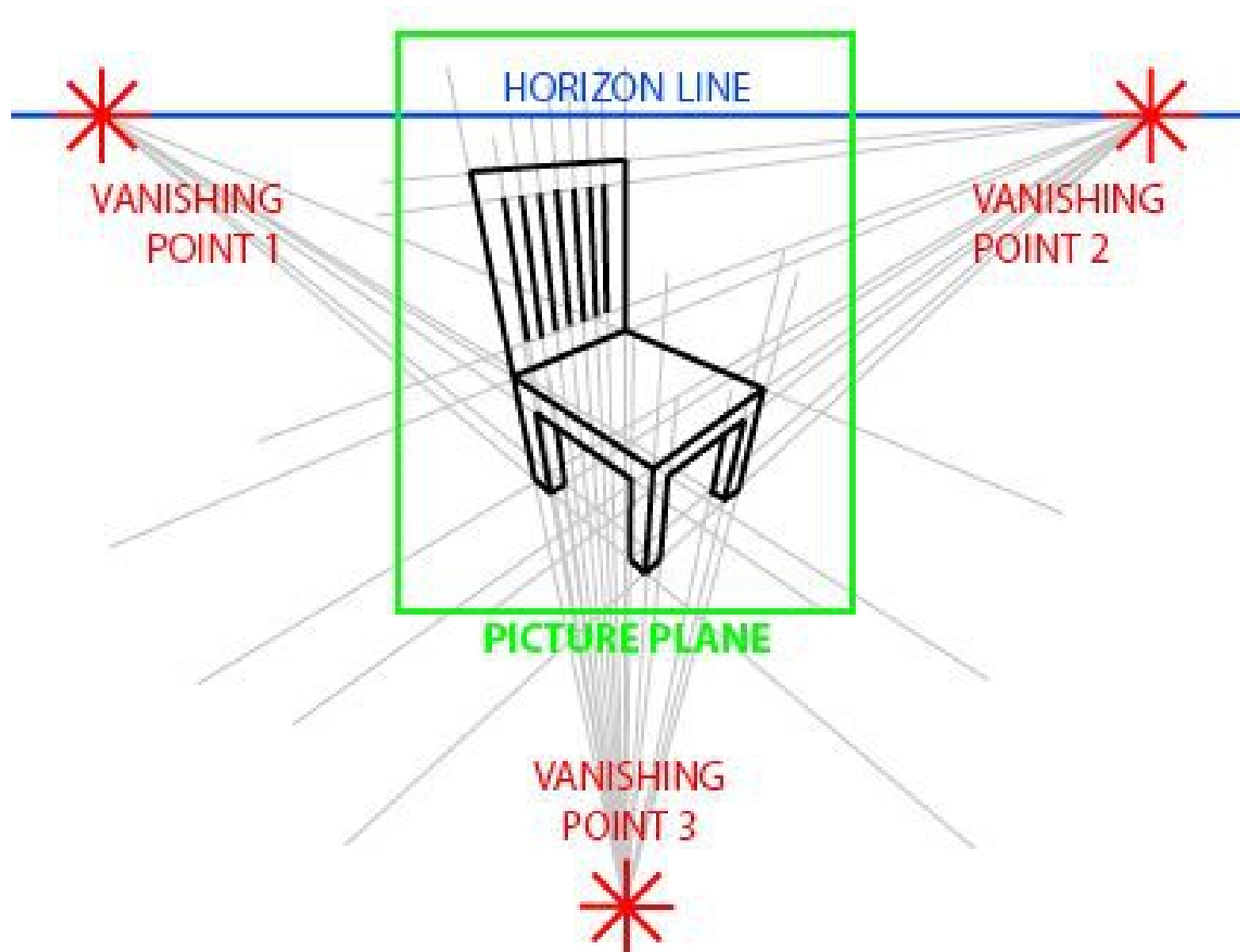
Perspective: Point of view



Perspective: Point of view



Perspective: Three points

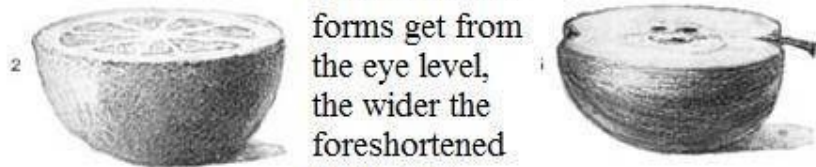


Perspective: Ellipses

Above Eye Level

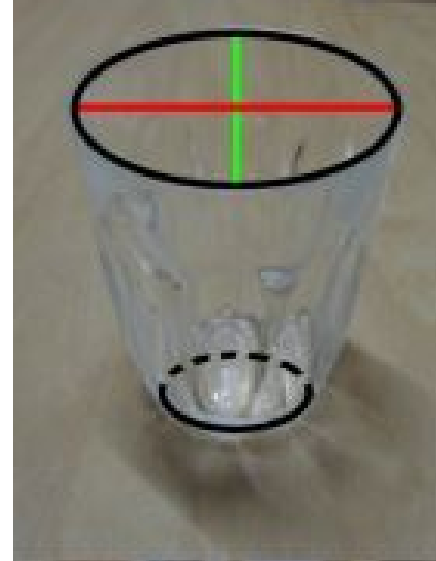
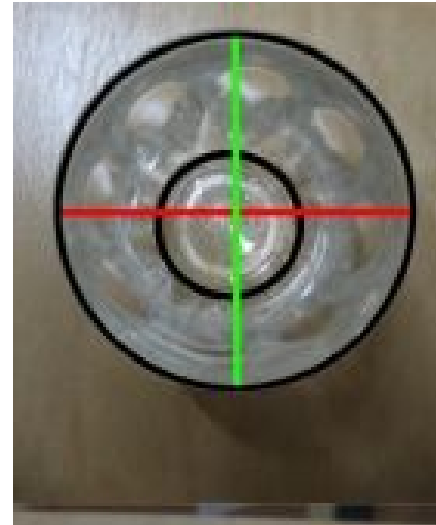


Eye Level

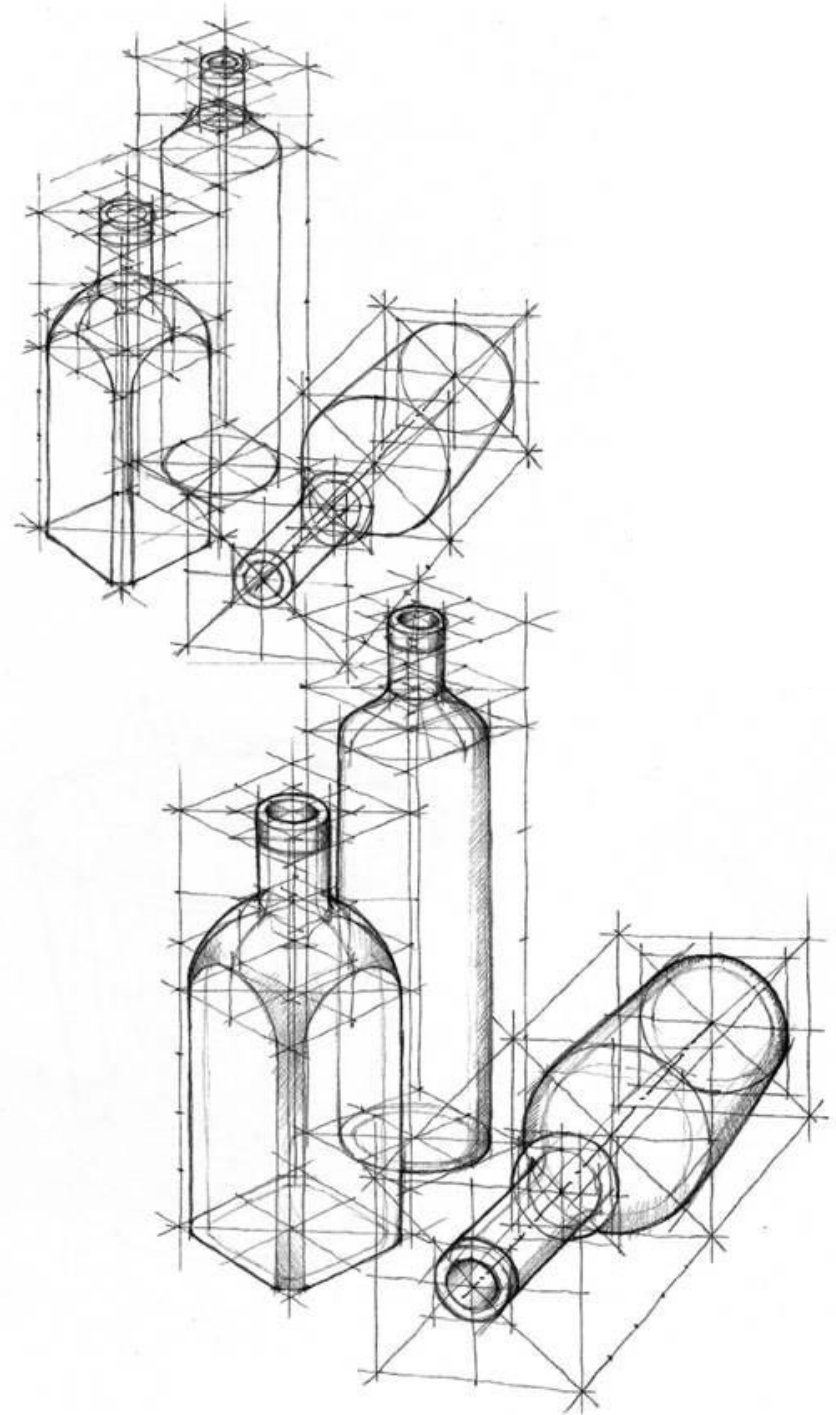
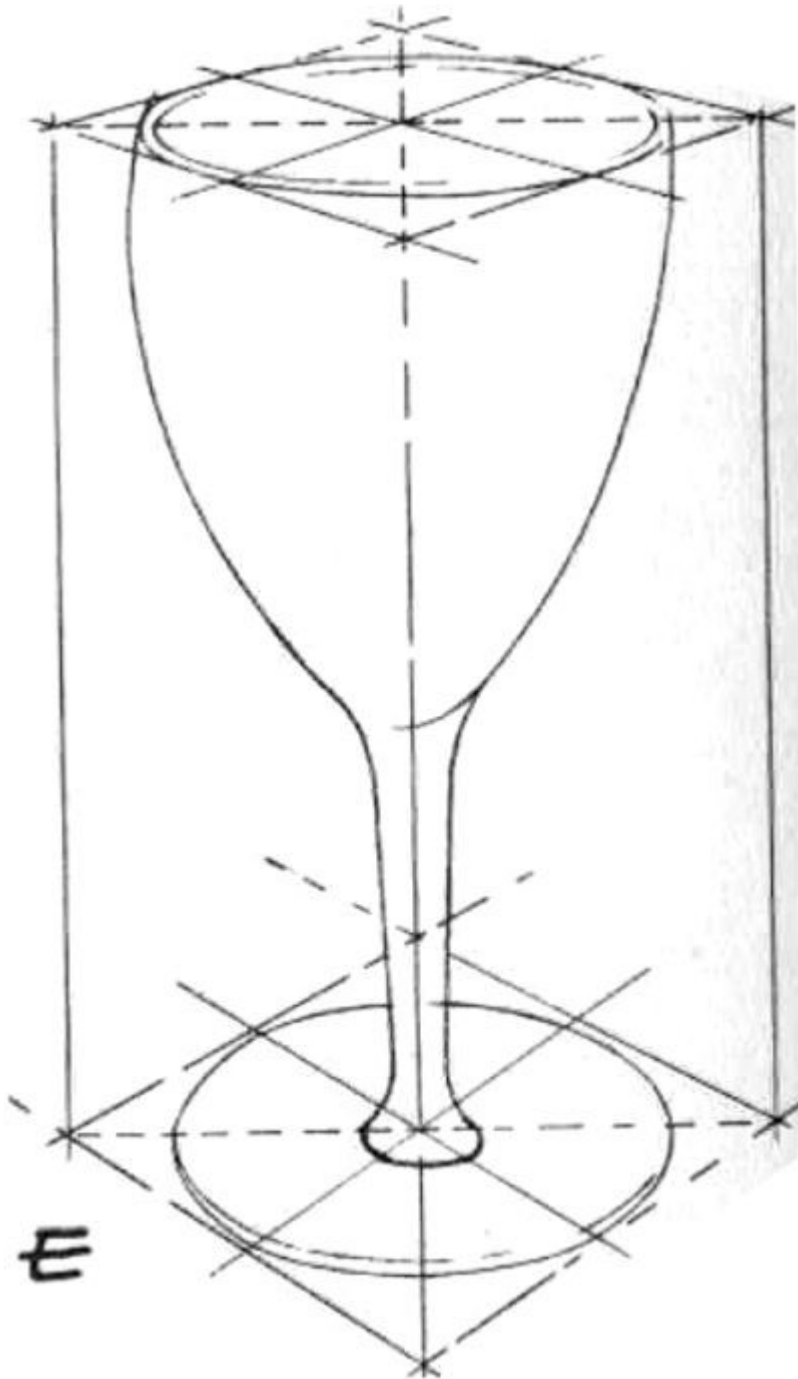


The further the forms get from the eye level, the wider the foreshortened circle gets...

Below Eye Level



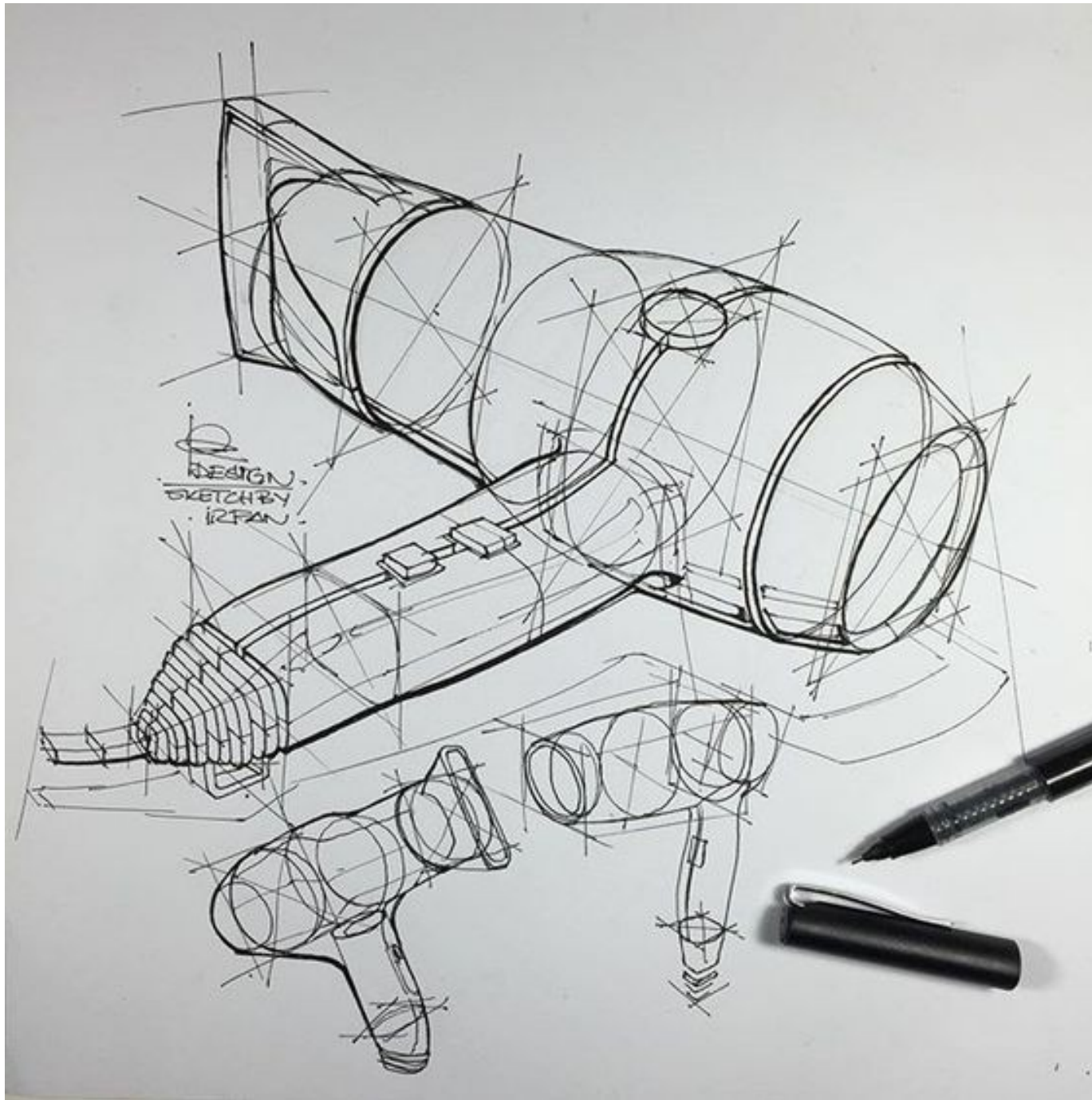
Perspective: Ellipses



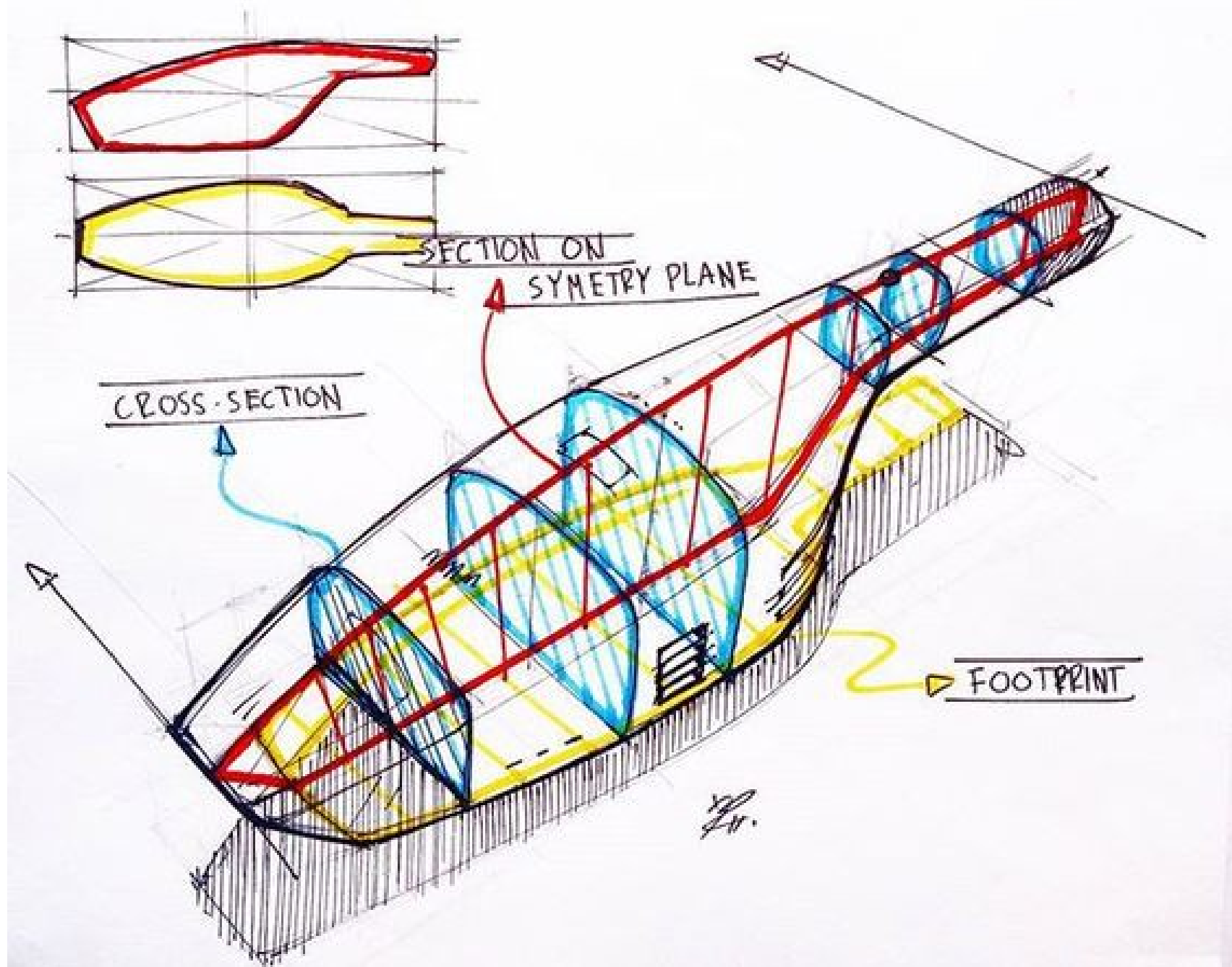
Perspective: Ellipses



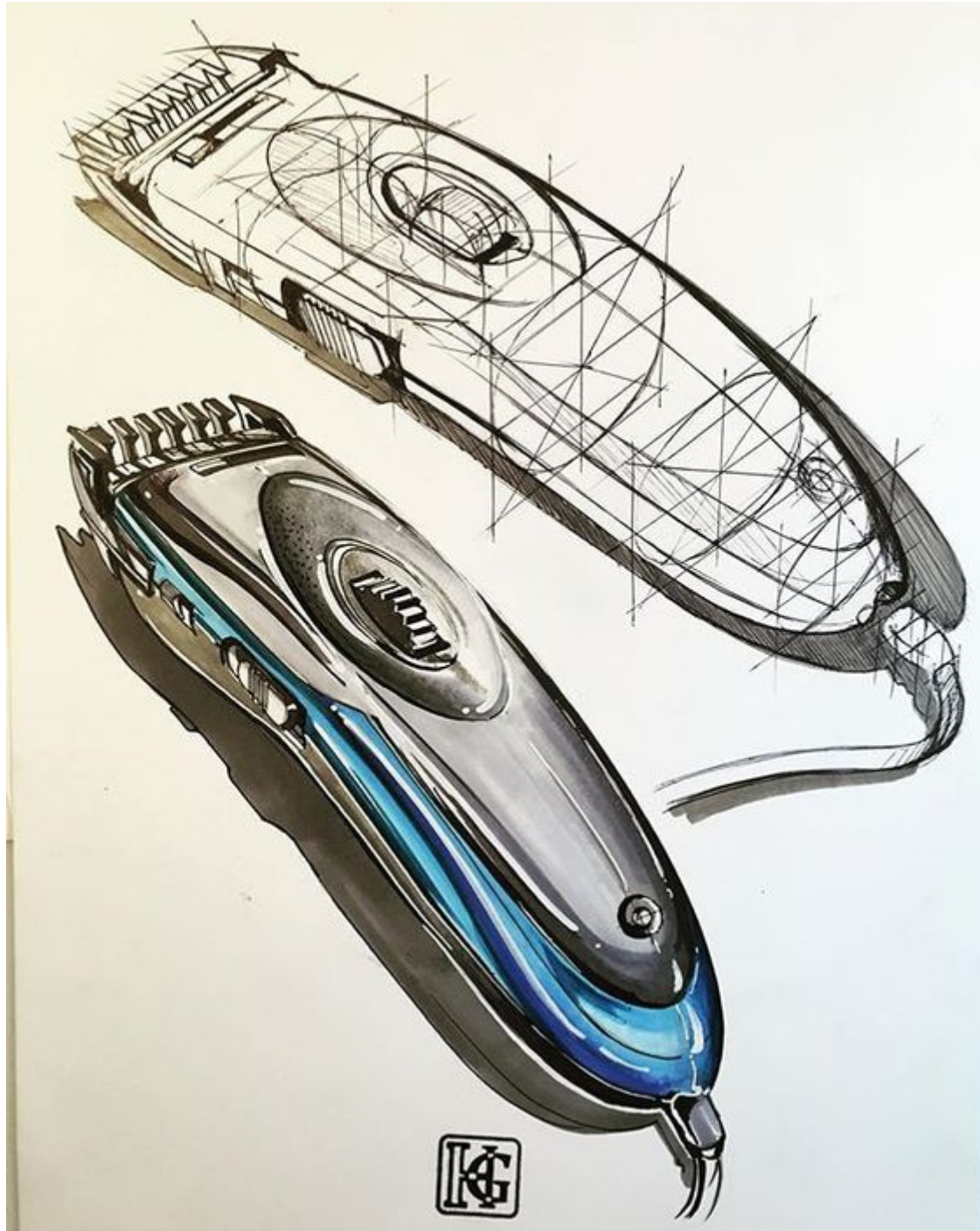
Perspective: Ellipses



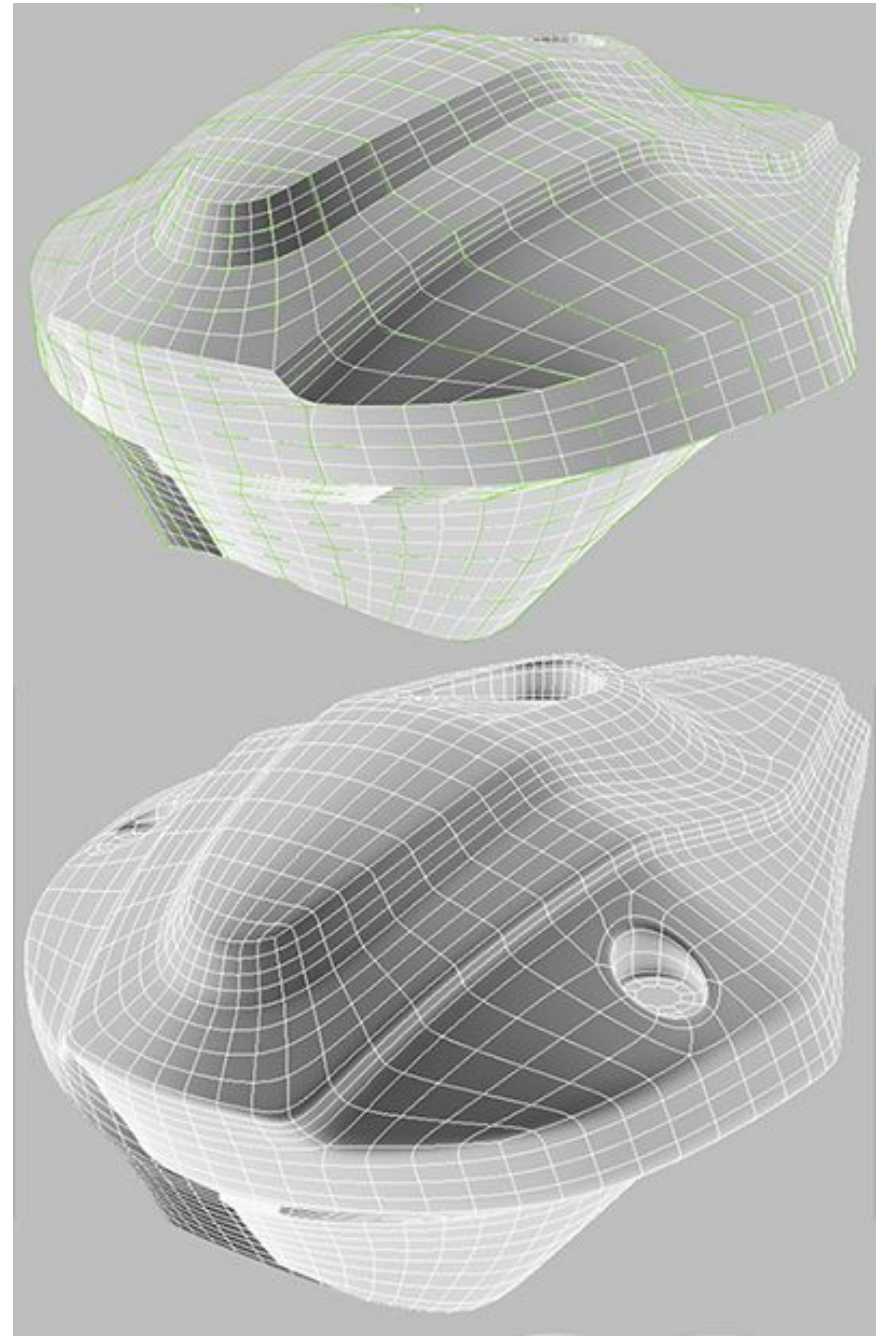
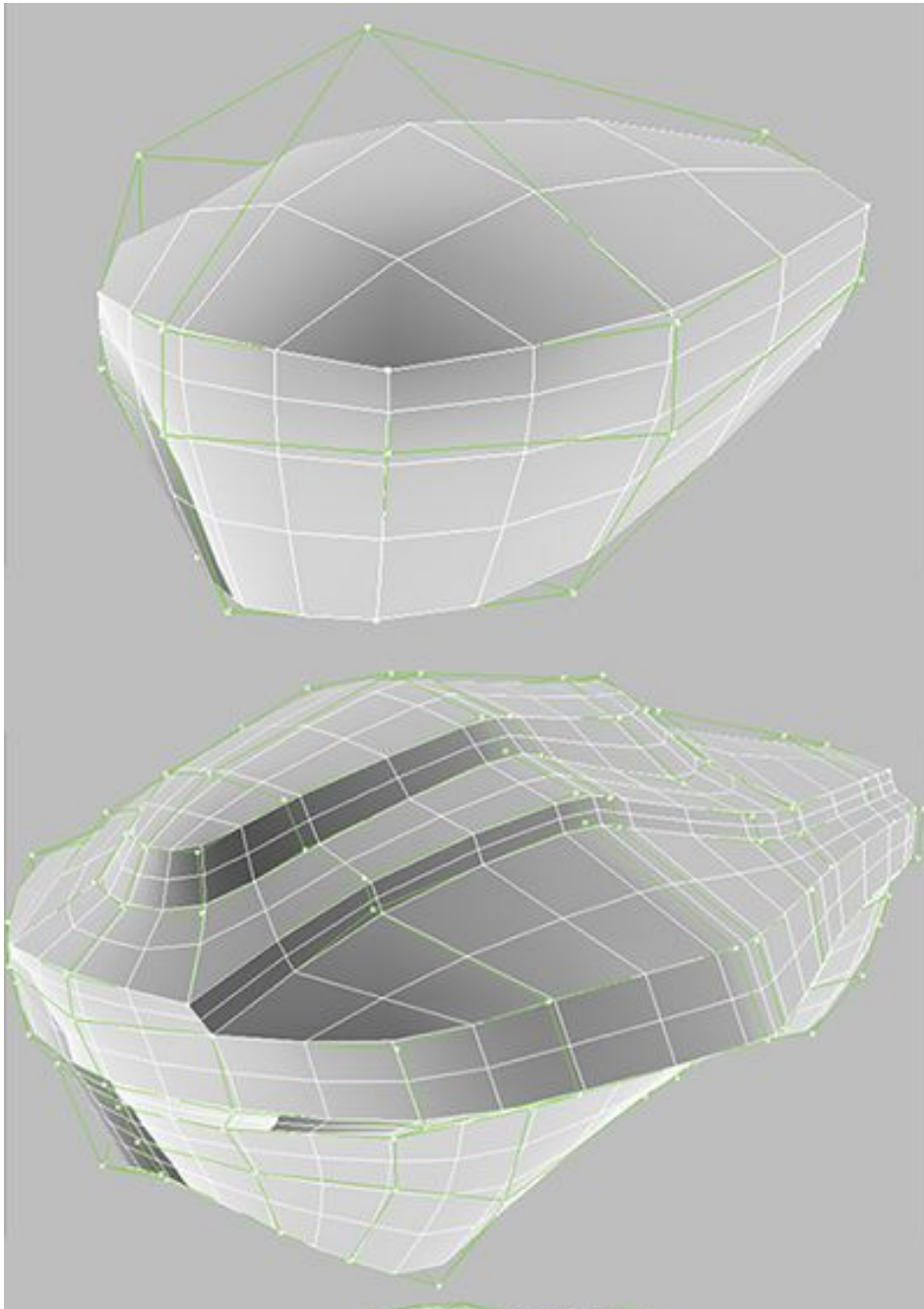
Perspective: Construction lines



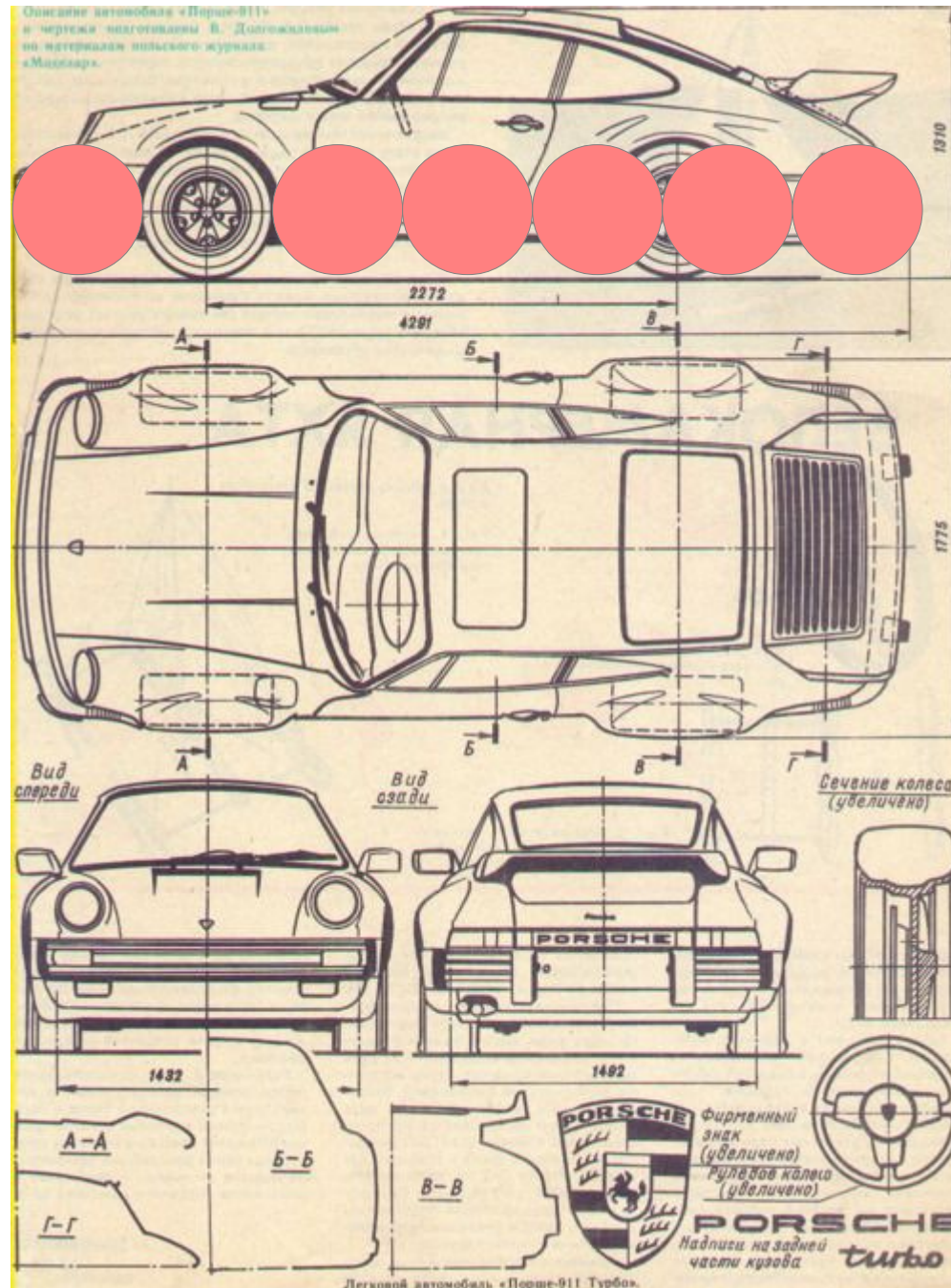
Perspective: Construction lines



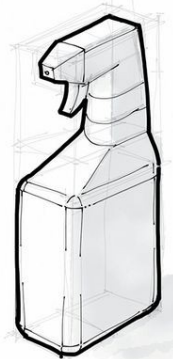
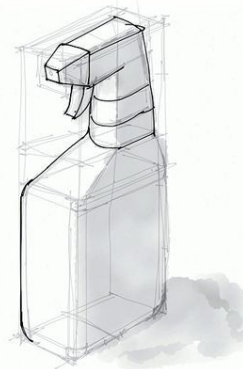
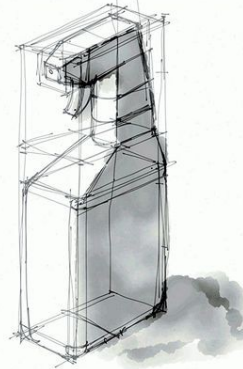
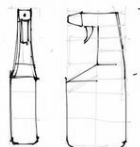
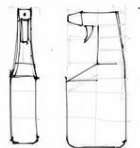
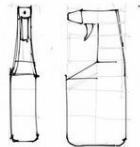
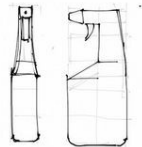
Perspective: Contour lines



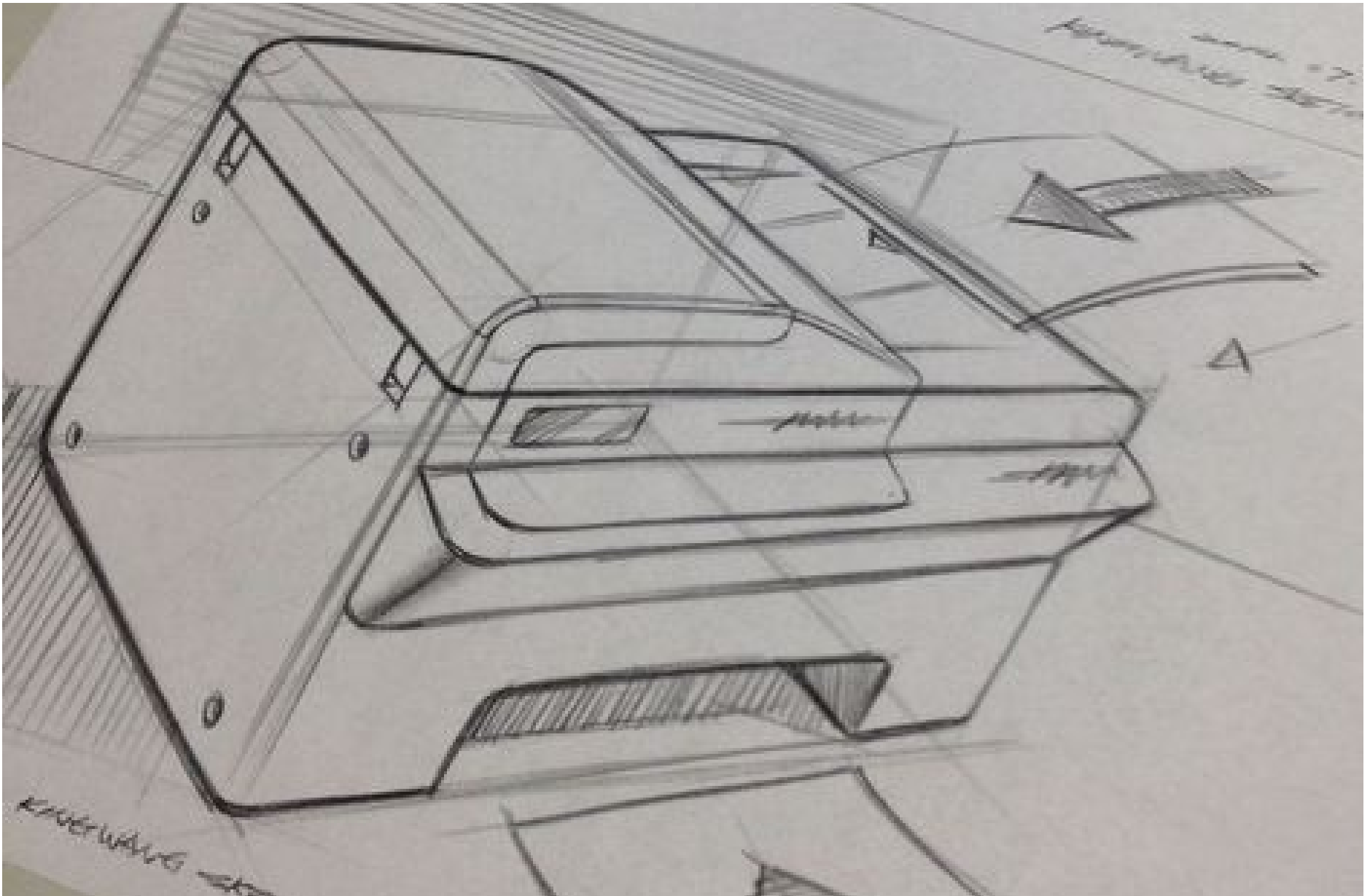
Proportions



Proportions



Accuracy



Page layout / Composition

The arrangement of the visual elements in an space

Color

Shape

Line

Contrast

Proportions

Rythm

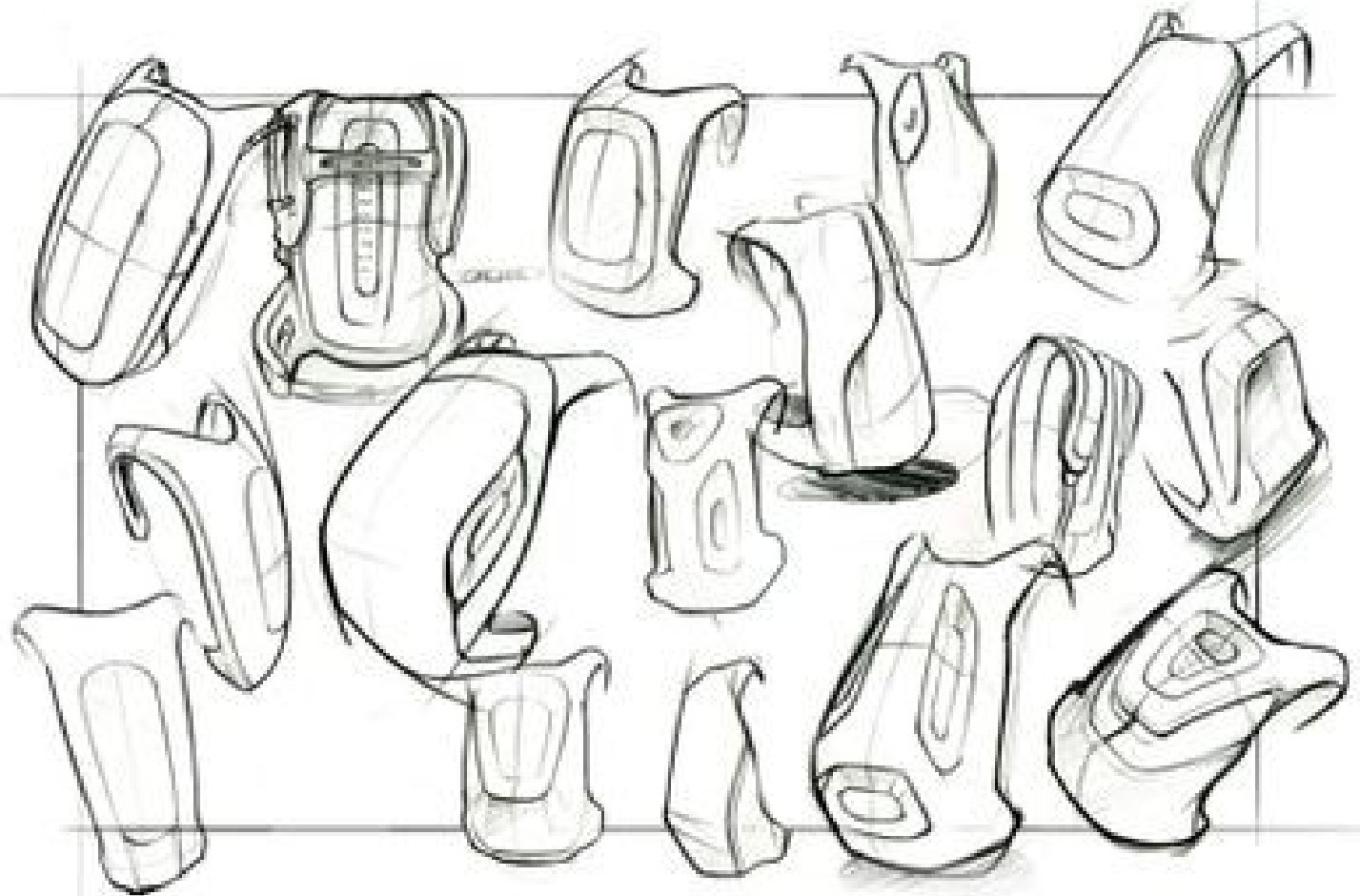


Page layout / Composition

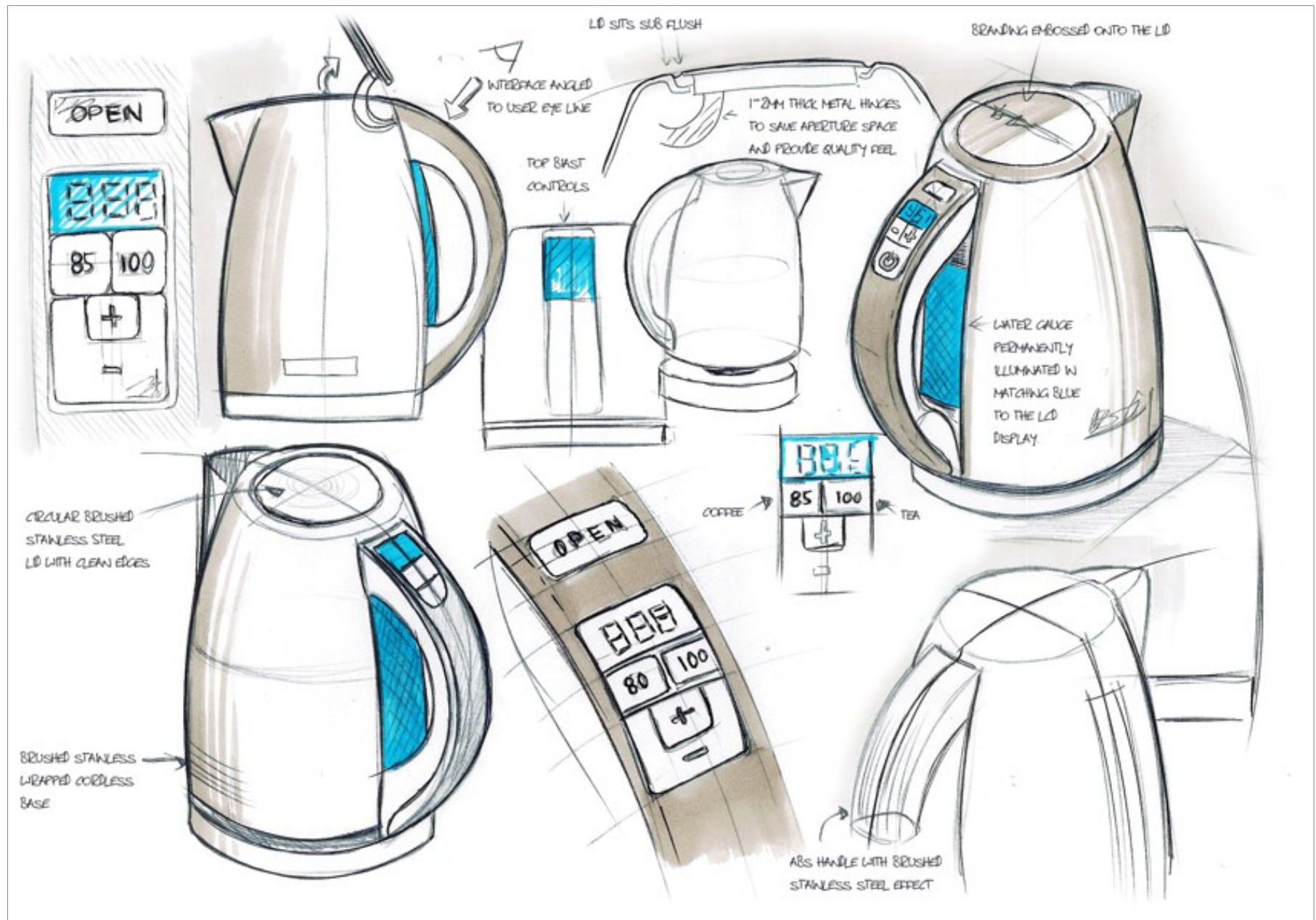
poc

The purpose of this project was to integrate a brand's design language into your design and to render your product in a sketch-render fashion.

POC specializes in helmets, armor, and other outdoor gear. Their design language is clean but eye-catching. I chose to develop a backpack that would fit in well with their product line. It features a water reservoir to stay hydrated, and the user has the ability to strap their helmet to the back for convenient storage.



Page layout / Composition



Page layout / Composition

