

Planning deliverable 3

Using your Unit 4 project proposal as a starting point plan your first deliverable using the below tasks and prompts.

Task 1 – define the deliverable. Task 2 – identifying research

OUTCOME – What is it? How does it relate to your project proposal?

a series of cubes that contain textures, sounds (speaker) & visual things (multisensorial cube).

AUDIENCE – Who is it for?

Every one

CONTEXT – Where would it be seen?

In public spaces, busy places so people can interact with it

AIM – What message or idea should deliverable 2 communicate?

Let people think about a place with these cubes.
Then see how different answers can be between people.

Identify and list at least 3 research references that will help you develop your deliverable.

* Workflow

Collect 10 images visual references for this deliverable. Consider material, type, colour, form. Add these images to Workflow remember to include references.

List any technical processes that might be used in the development of this deliverable.

Will you need to learn any new processes to produce your idea?

Task 3 – deliverable 3 schedule

Identify key tasks you will need to complete to produce your outcome. Plan this activity on the timetable below. Consider research, technical processes, experimentation, feedback and production.

Day	Tasks
Mon 14	think about next deliverable and visualize it
Tues 15	Make research & sketches
Wed 16	Start getting necessary materials
Thur 17	Start building/making project
Fri 18	BANK Holiday
Weekend	
Mon 21	BANK holiday
Tues 22	Continue making
Wed 23	Add more research
Thur 24	Finish project / get feedback
Fri 25	Finish details

Task 4 – collecting feedback

In groups of four, take turns explaining your idea to the group. Collect feedback and record it below.

Reflect on the feedback you received. Did it highlight anything you hadn't considered?



Task 5 – deliverable 3

Refer to task 1 and complete the sentence below to define your deliverable:

Using your completed sentence as a guide, create a sketch of your deliverable. Label important elements if useful.

I am designing (outcome) for (audience).
It will be seen or experienced in (context).
This deliverable aims to (aim).

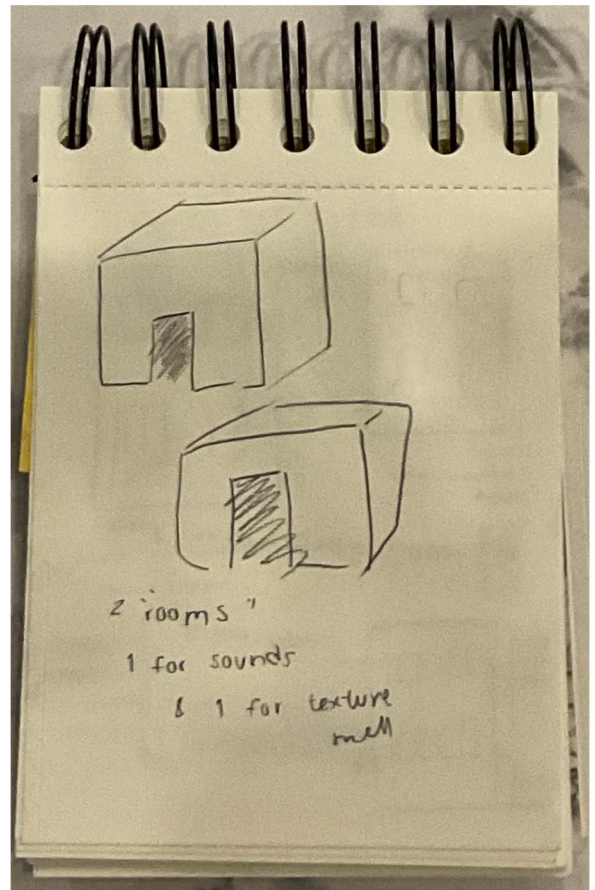
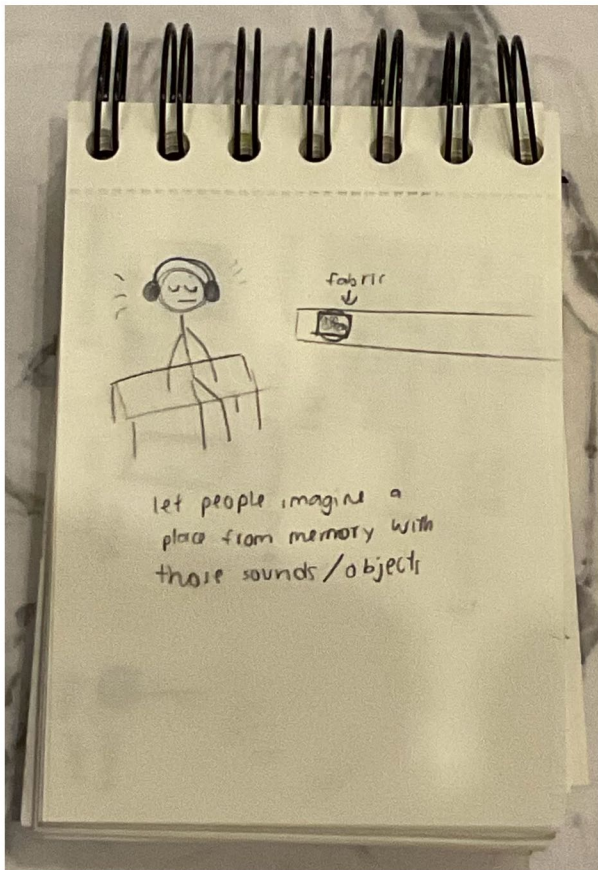
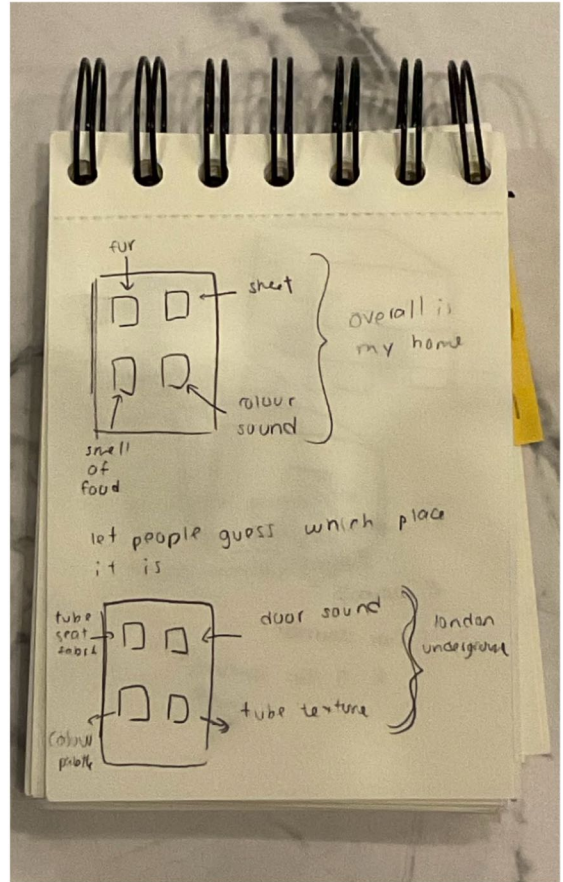
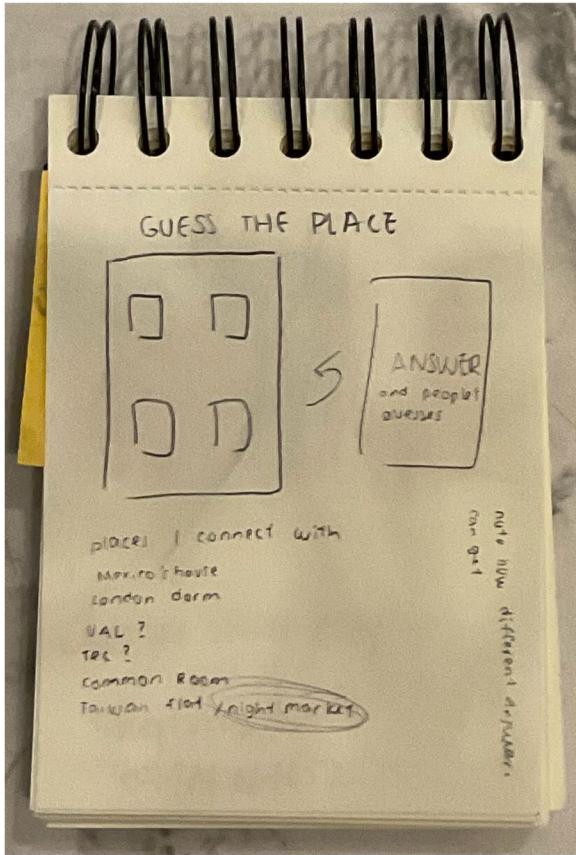
I'm designing multisensorial cubes
for everyone interested in participating.
It will be seen or experienced in busy places.
This deliverable aims to let people think about/
be reminded of places



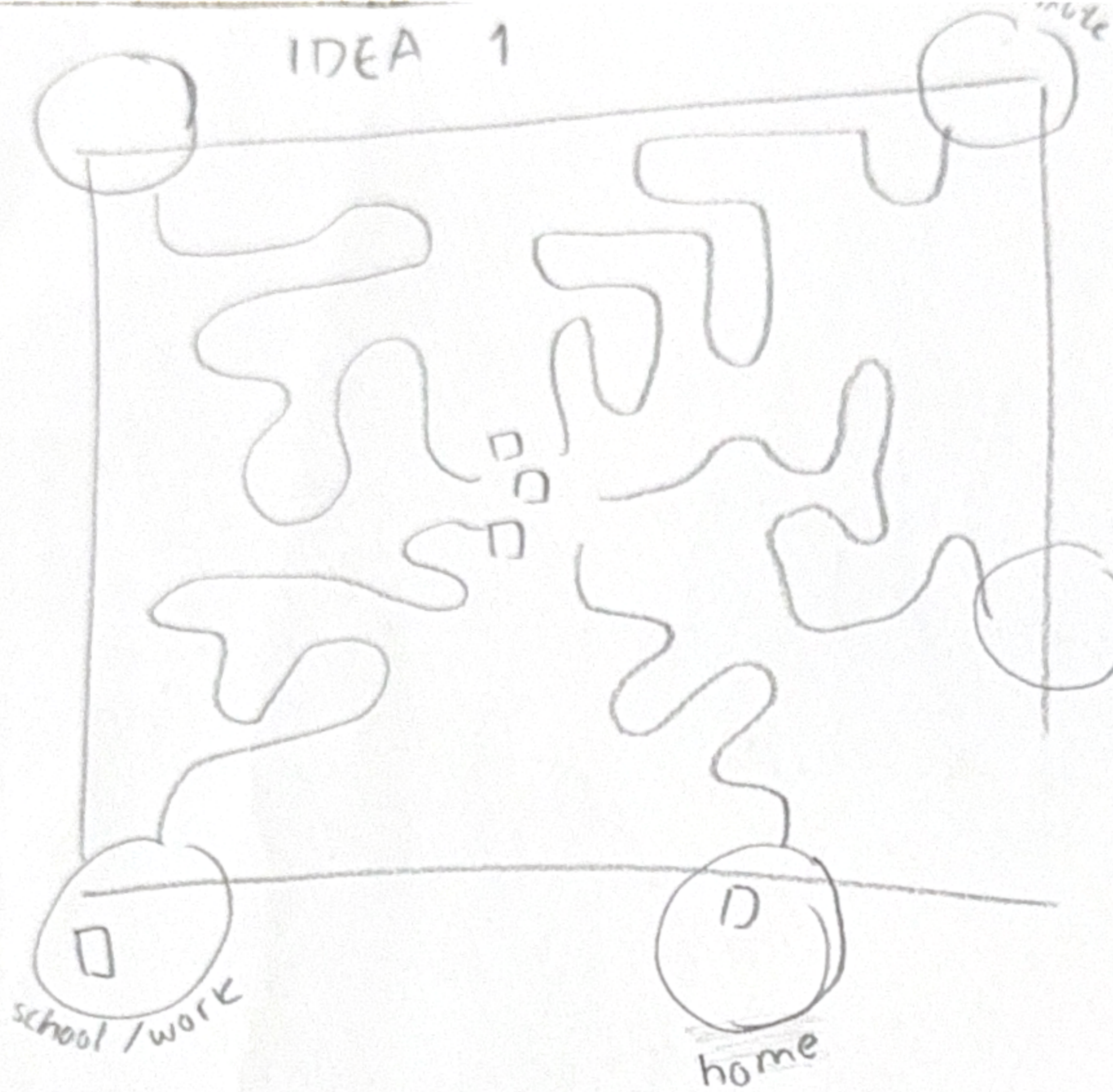
* more examples in another page

Sketching out ideas that come to mind.

main concept → Key elements that represent a specific place.



IDEA 1

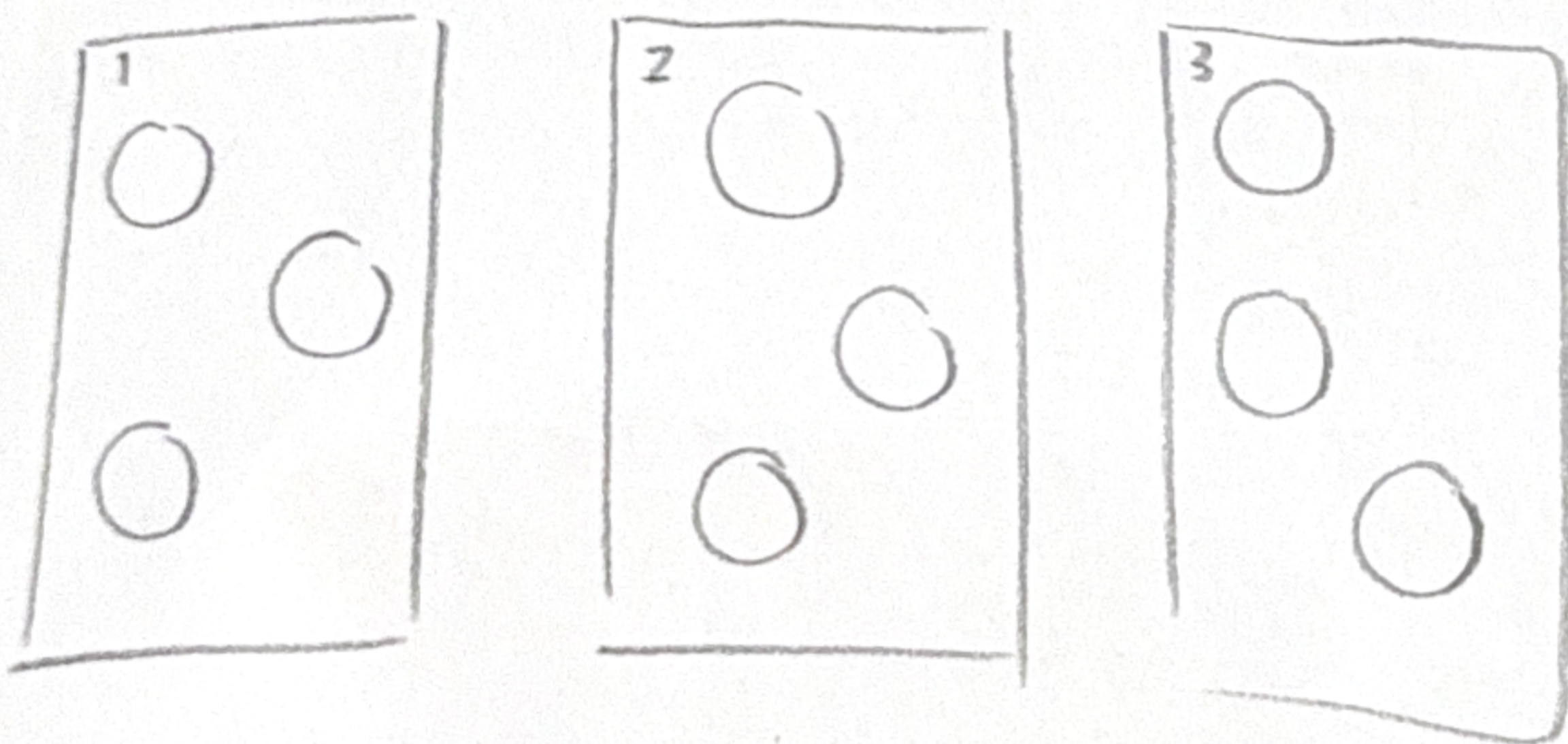


"create your own place?"
OR
group the elements that remind u of each place

□ → scents
sounds
textures

○ → places

IDEA 2



→ "sheets"

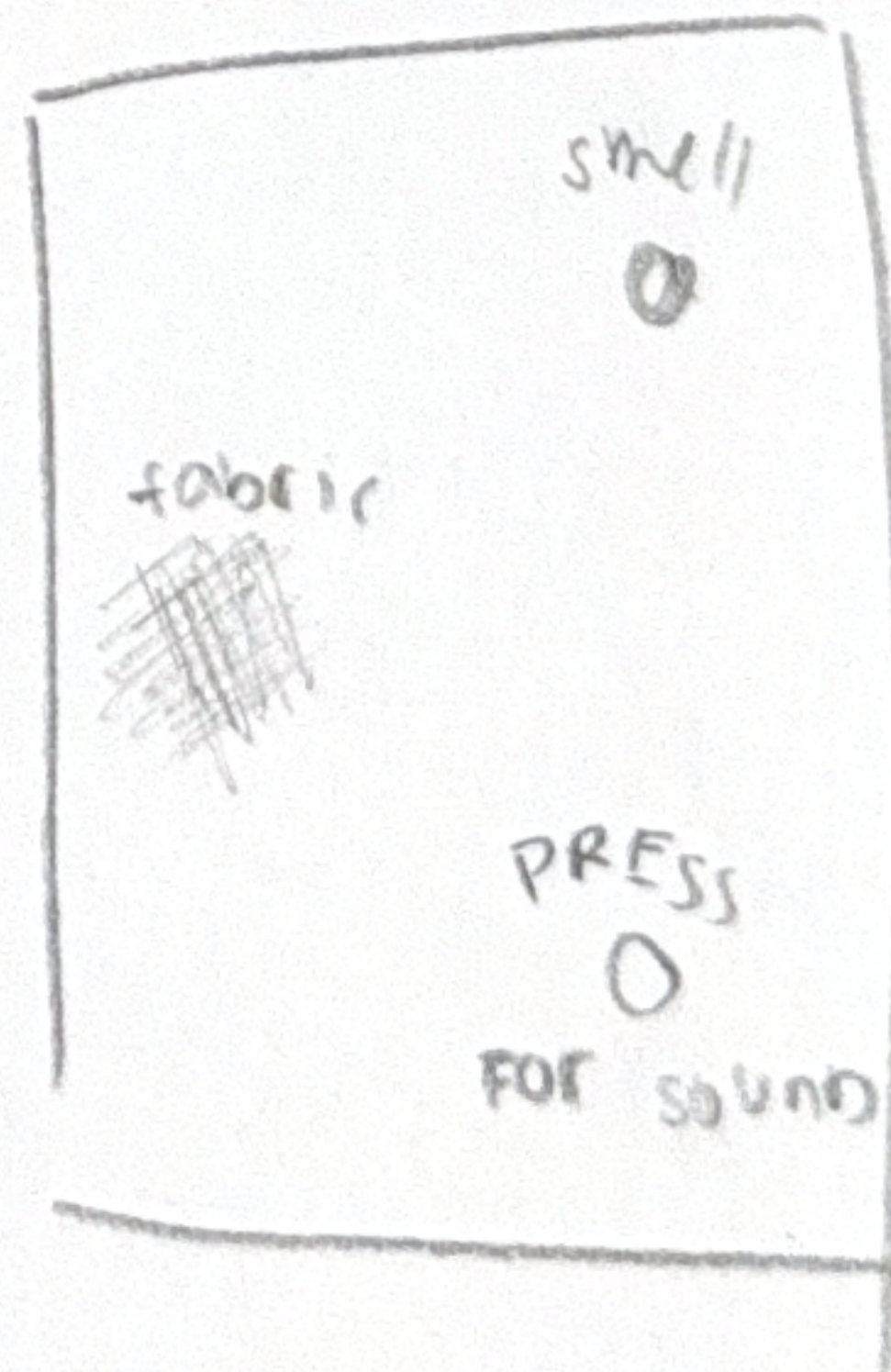
with

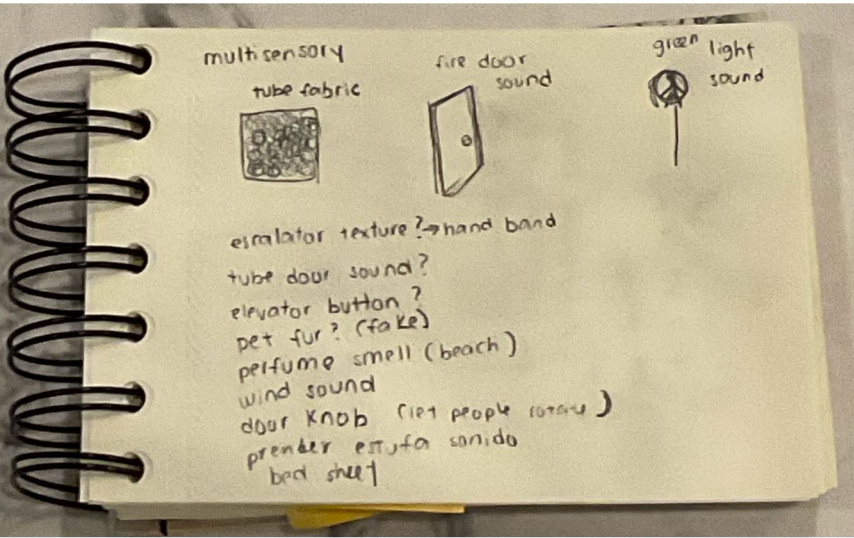
○ → contain textures, smells, so

let people imagine a place with
and then write it down at the
back

ANSWERS
GUESSES
GUESSES

→ you can see what others answered
& how different people relate sensations with places

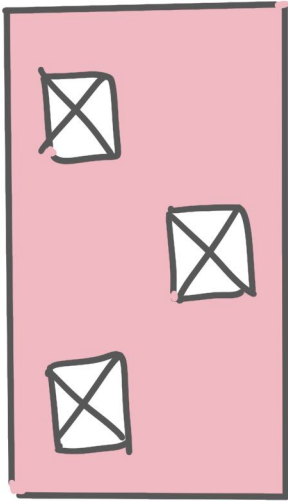




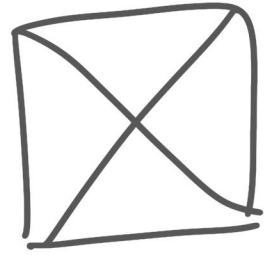
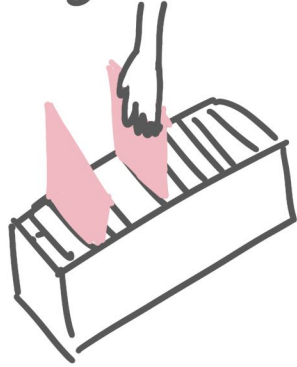
★ idea I liked the most
 → putting together different textures, smells, sounds that are characteristic of a place without revealing it.

some textures / sensations of places that I've connected with
 looking for what makes them distinctive?





I like the idea of putting snippets of these textures in a sheet / cardboard for people to grab.



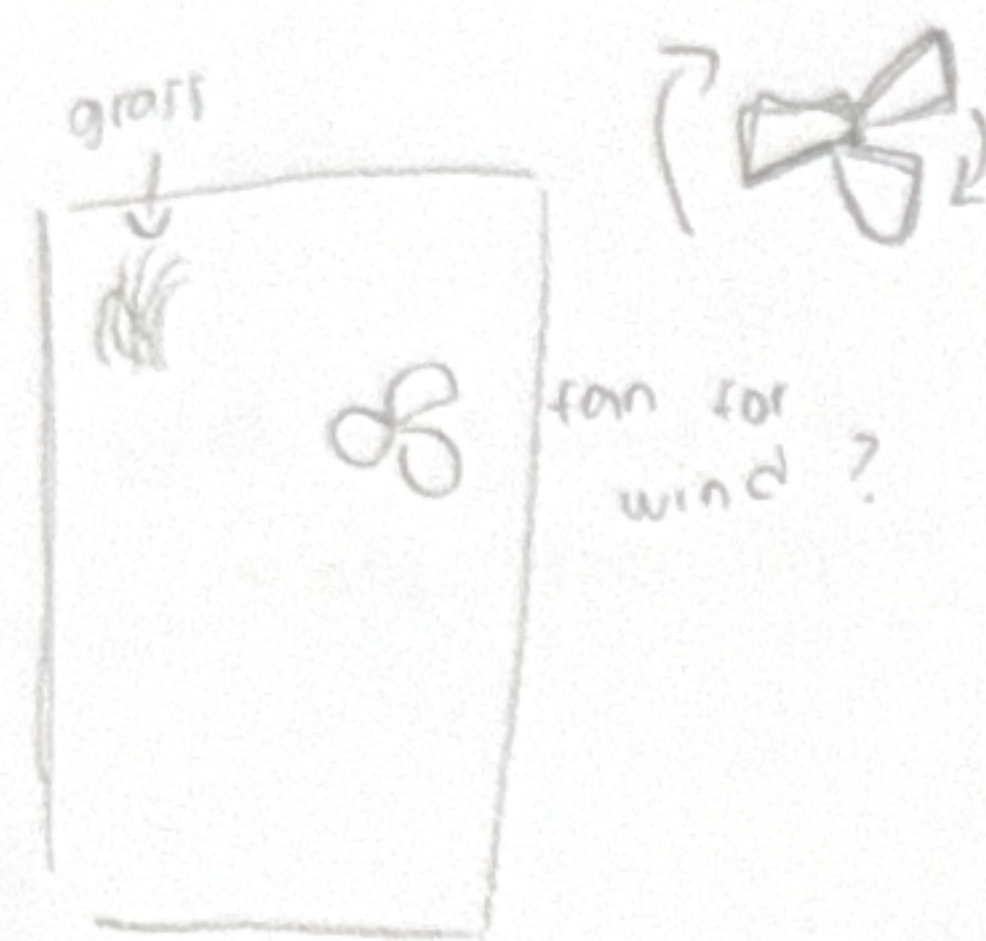
These would have fabric, object, sound, etc.

however, I thought putting them up that way would look boring, so I started to think what shape could be more interesting?

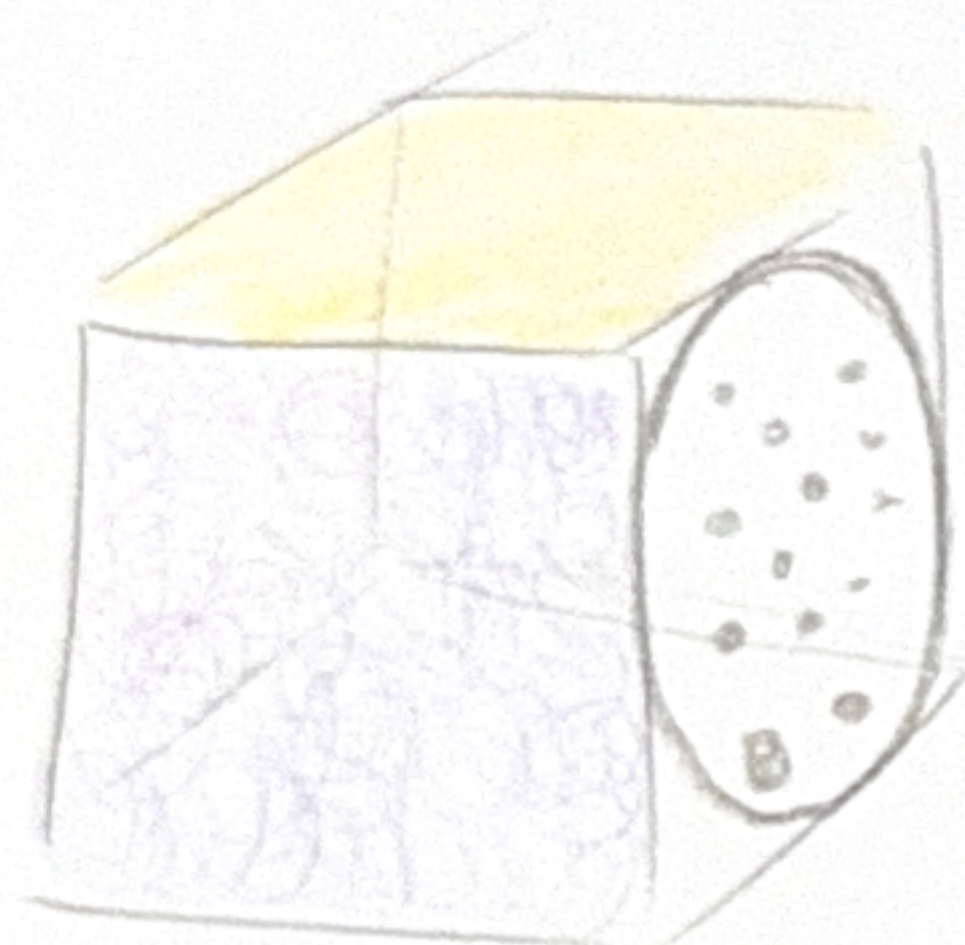


a cube !!

These type of children's toys inspired me to use a cube as a base
I could put each "texture" in each side



cube, each side has 1 element



● bed sheets → texture

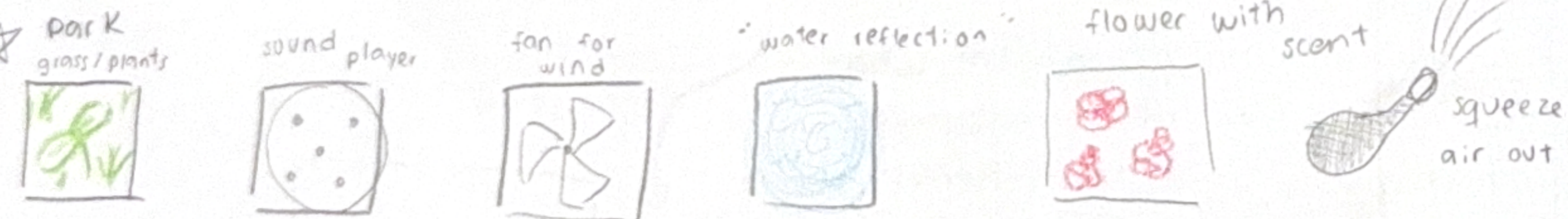
⊙ sound display → sound
"speaker"

● candle → smell

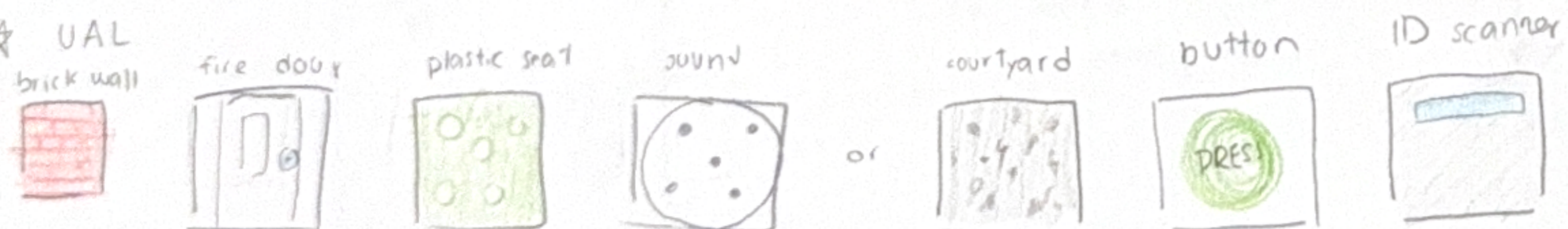
★ Commute



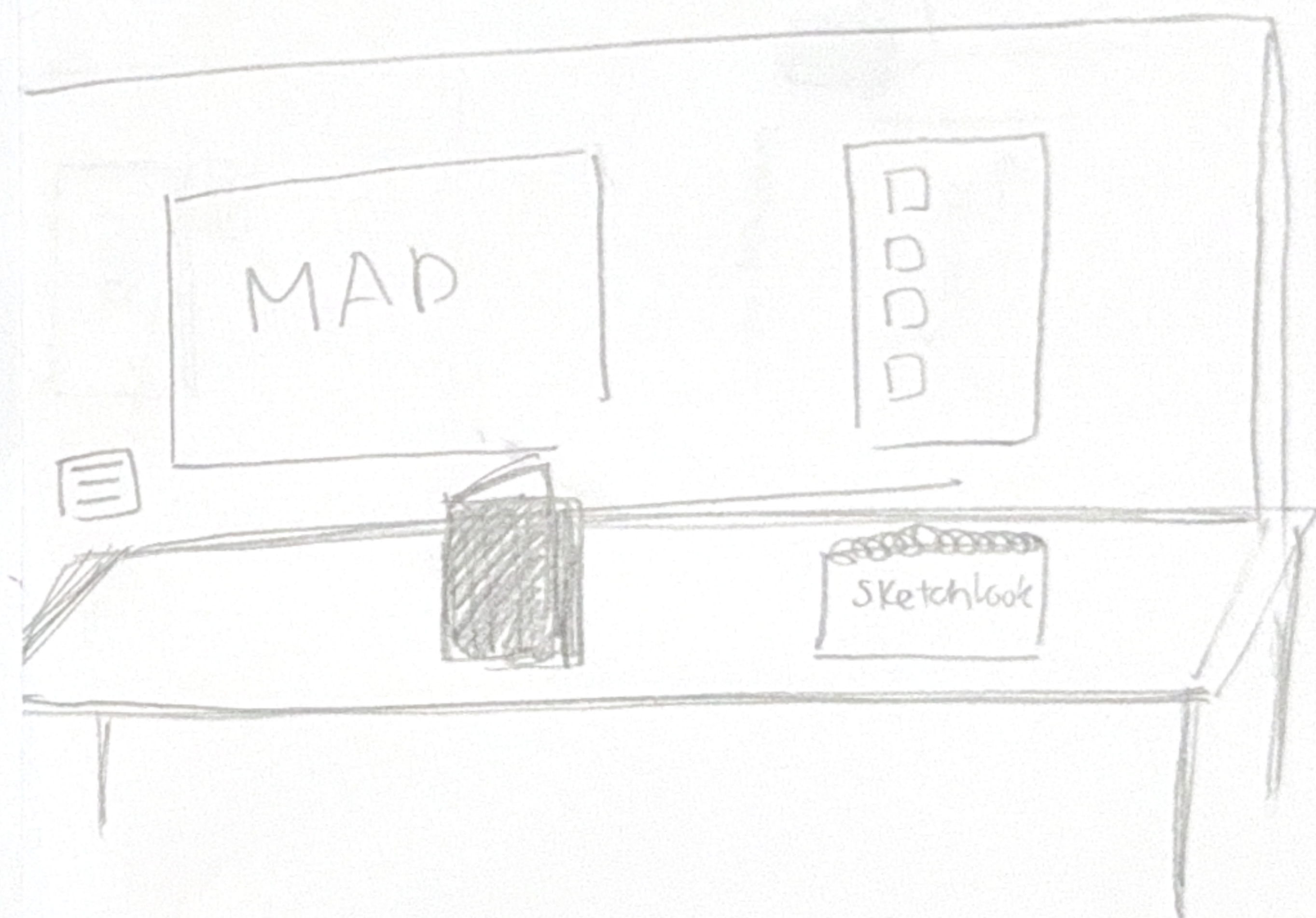
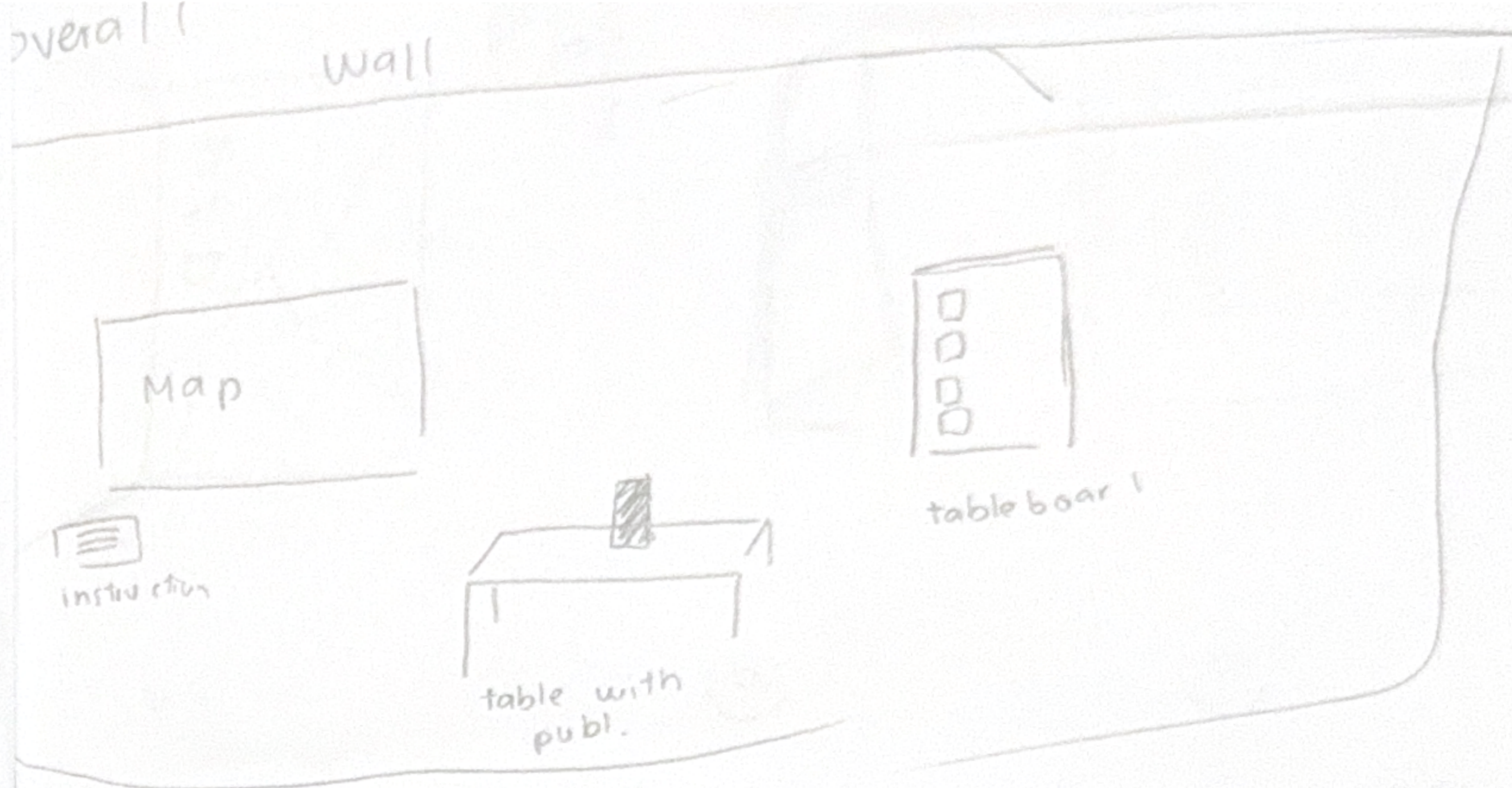
★ Park



★ UAL



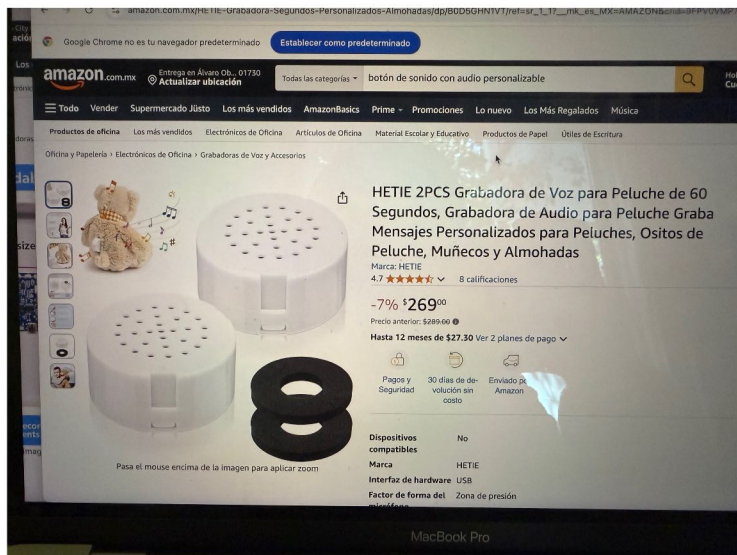
★ Home



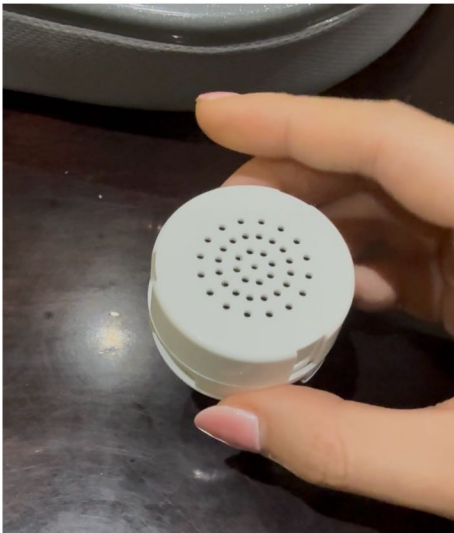
ntence

Y project is about how we connect with places

found this sound player for toys in Amazon.



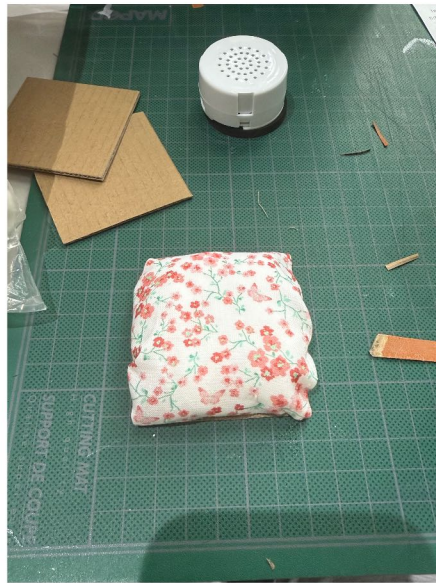
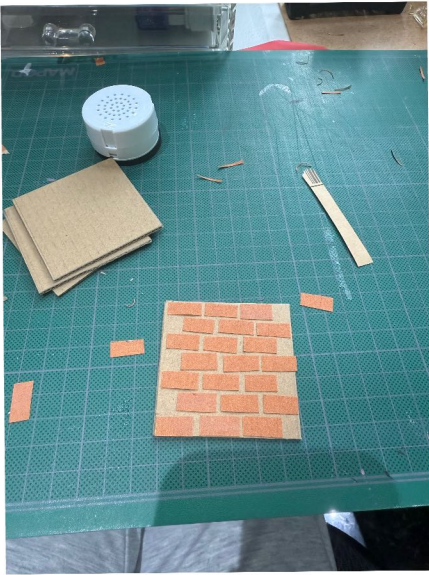
I bought it to try it out and it was perfect!



Now I measured the "speaker" and built my cube in a similar size



using sandpaper to recreate brick wall



fabric + cotton to recreate pillow.

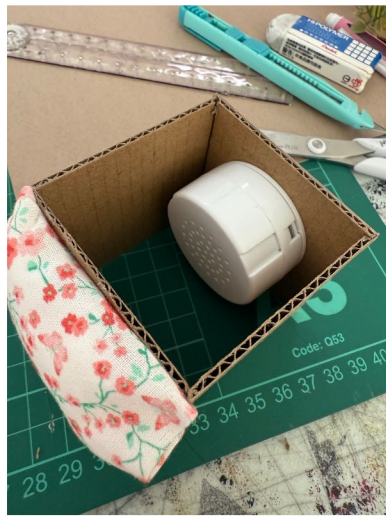


fake plants + recreate park

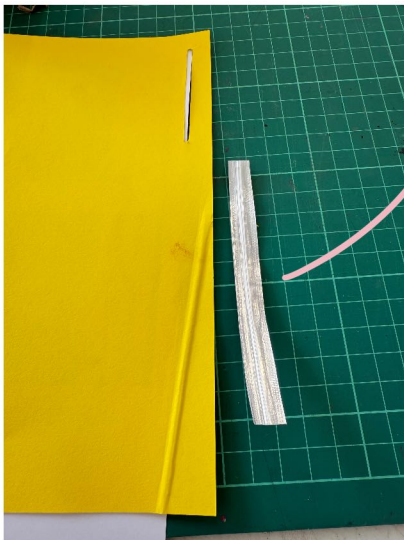
velvet fabric to recreate "tube seats"



pasting in "speaker"



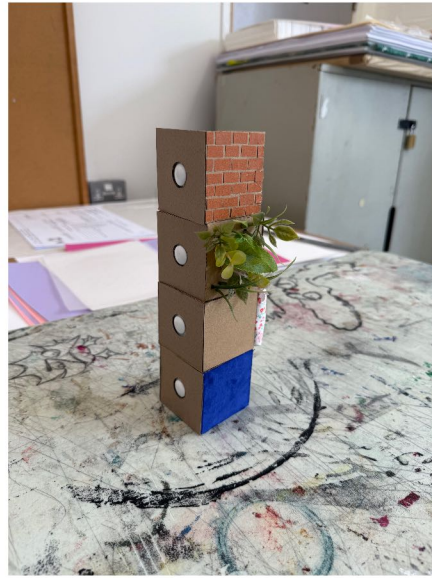
using this "bag sealer" to make texture.
used it on a yellow paper but recreate
the underground



but didn't like how it
looked "fake"



} preferred to print a picture
and made the texture.



Trying out different layouts for exhibition



black vinyl sticker

bronze vinyl

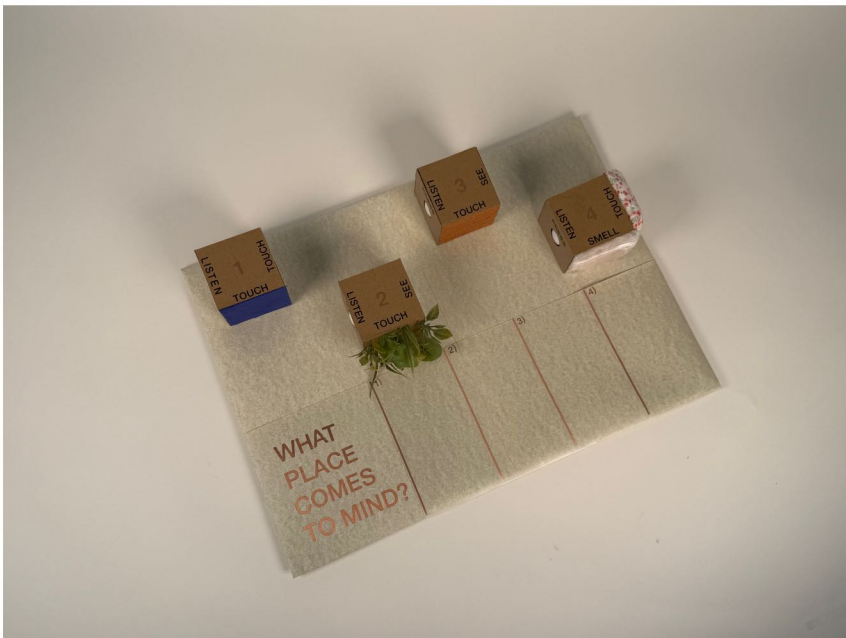
★ black looks more noticeable

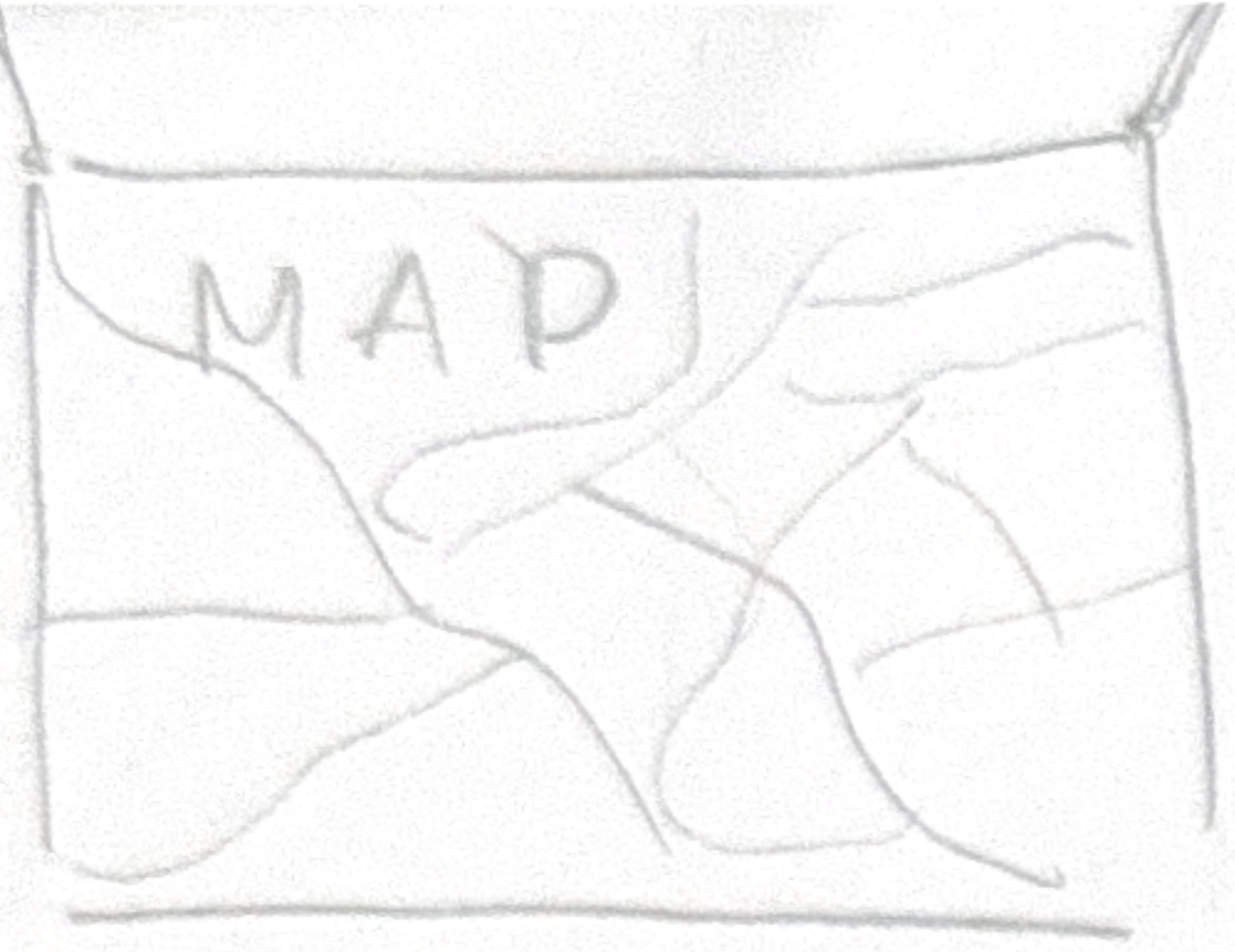




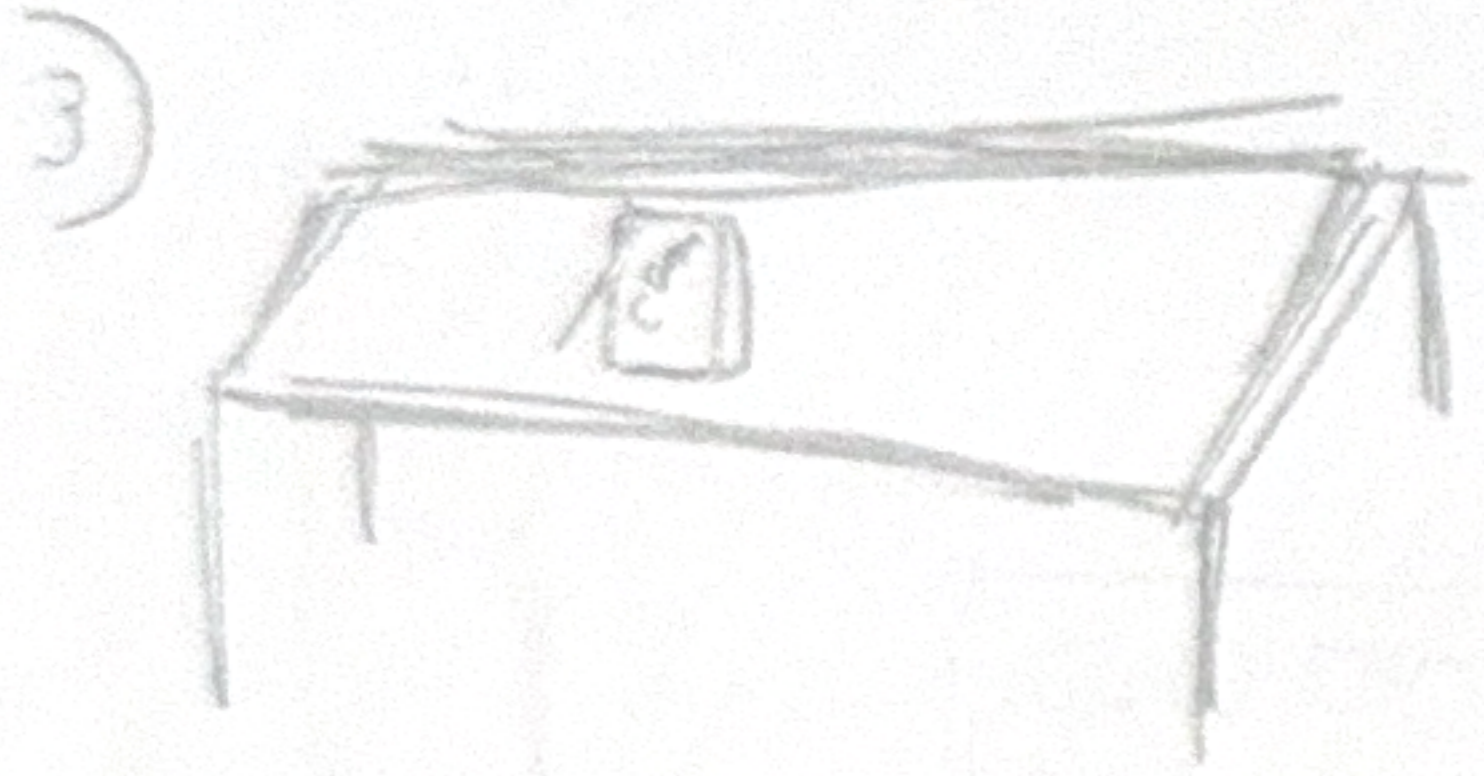
using transfer paper so it's easier to stick instead of letter by letter

* Final product

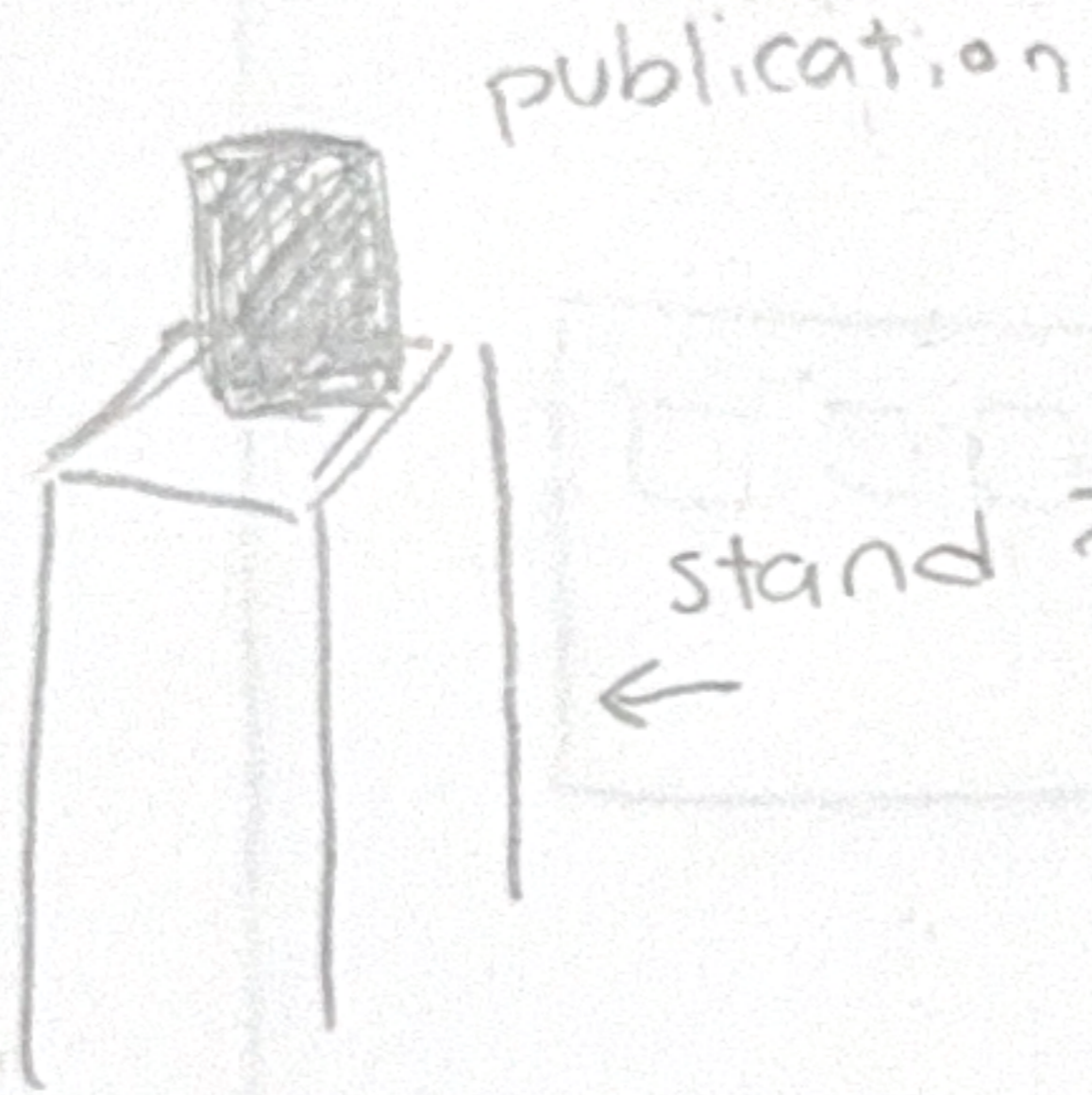




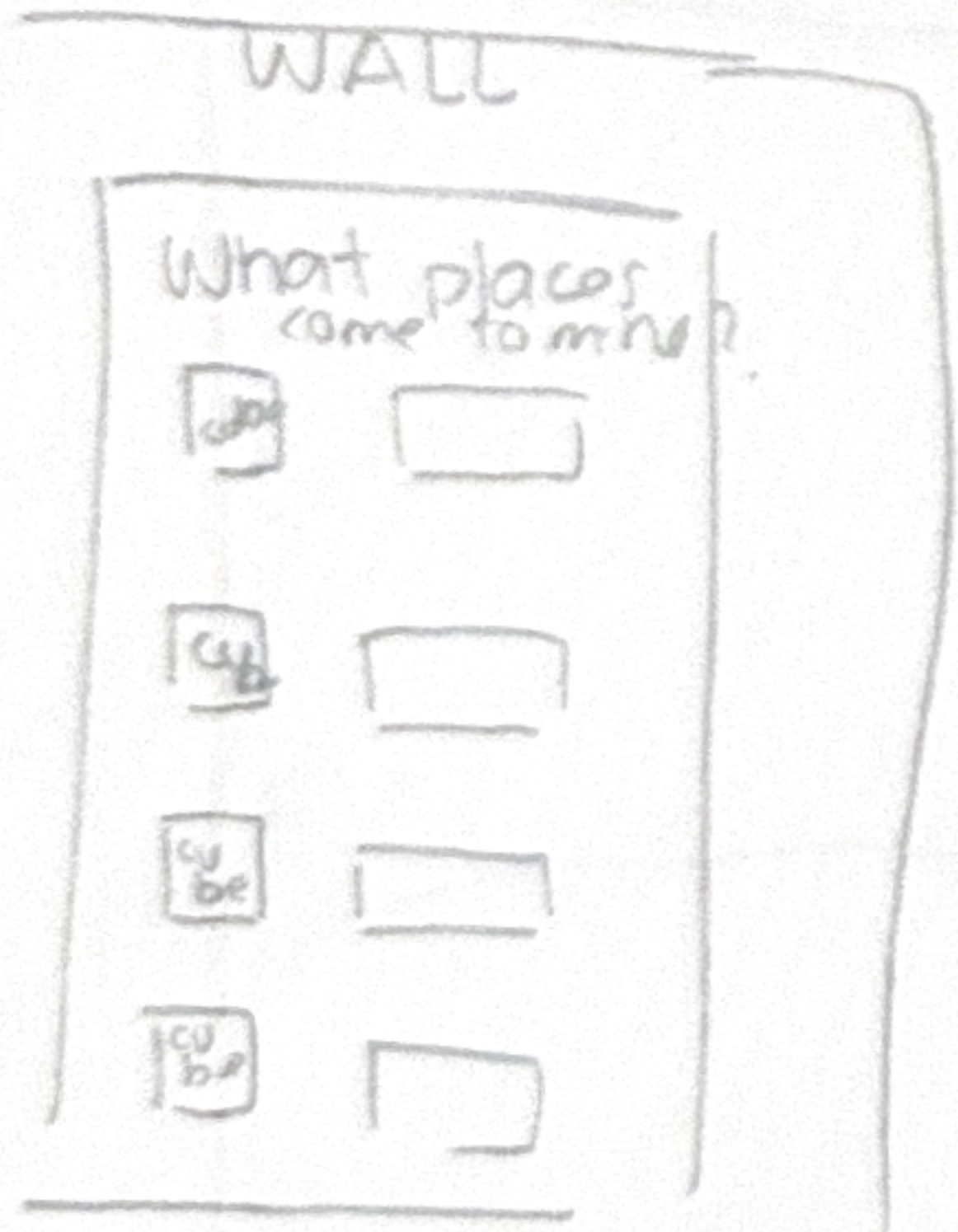
instructions



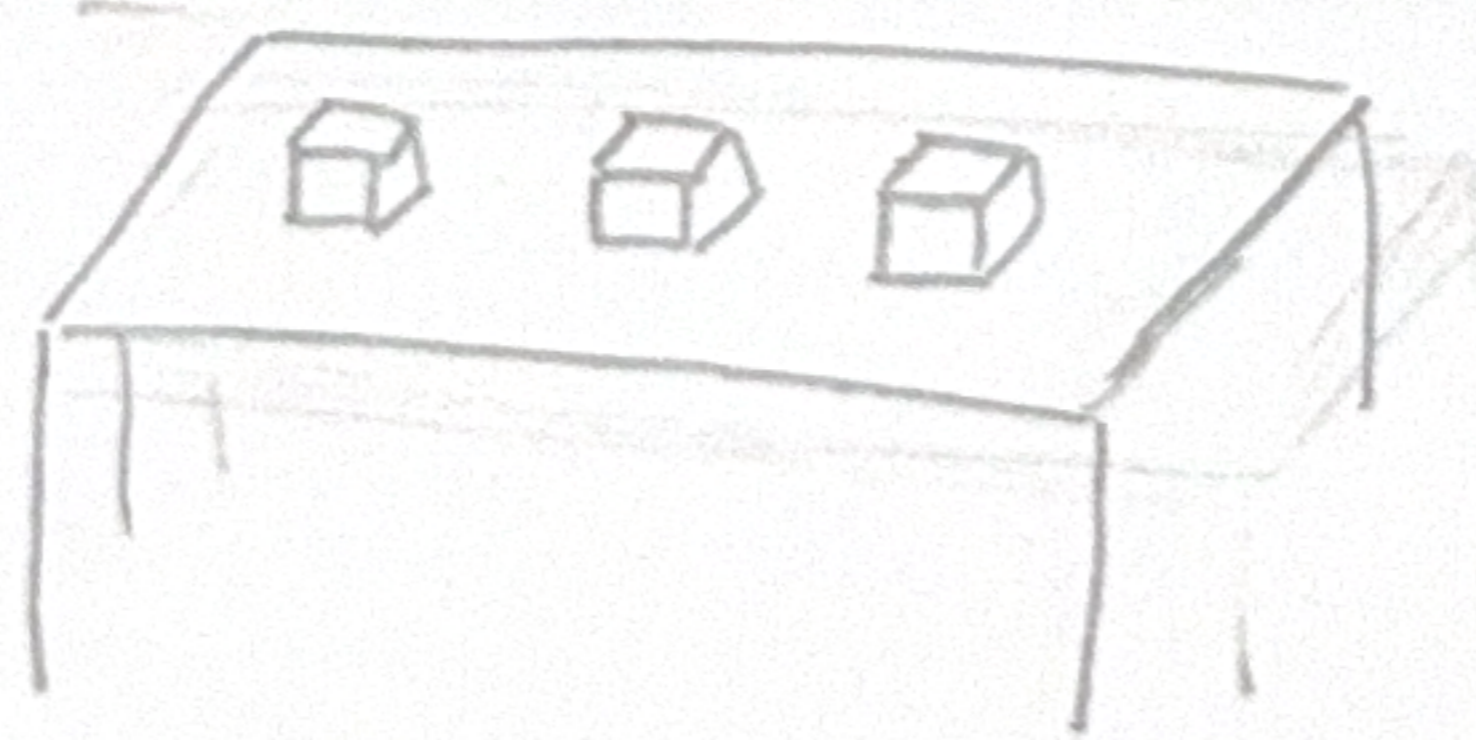
4)



5)



6)



cubes in table