





DESIGN RESEARCH

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DESIGN RESEARCH SCHEME
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DESAIN PRODUK / FDIK



DESIGN RESEARCH SCHEME

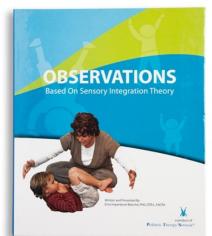
Direction	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Product Observation														
Shadowing														
Behavioral Mapping														
Consumer Journey														
Camera Journal														
User Interviews														
Unfocus Group														
Design Brief														
Design Specs														
Design Concept														
Designing														
Concept Generate														
Sketching														
Refinement Design														
2D Digital														
3D Modelling														
Mock-up / Prototype														
Ergonomic Feasibility														
Engineering														
Bread Boarding														
Feasibility Analysis														
Colors & Materials														
Vendor Sourcing														

DIRECTION Design Research

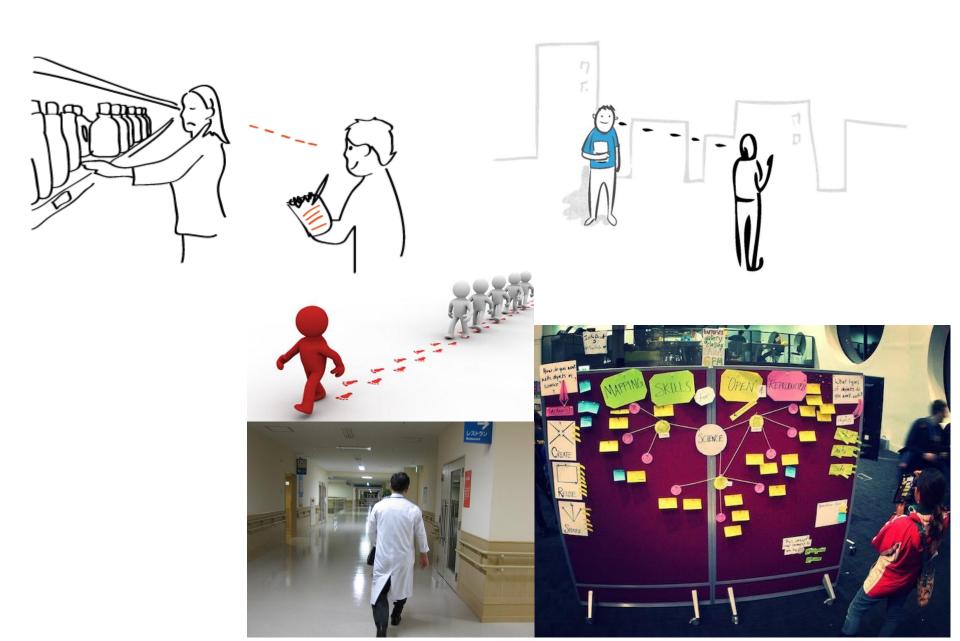
Product Observation







Shadowing



Behavior Mapping

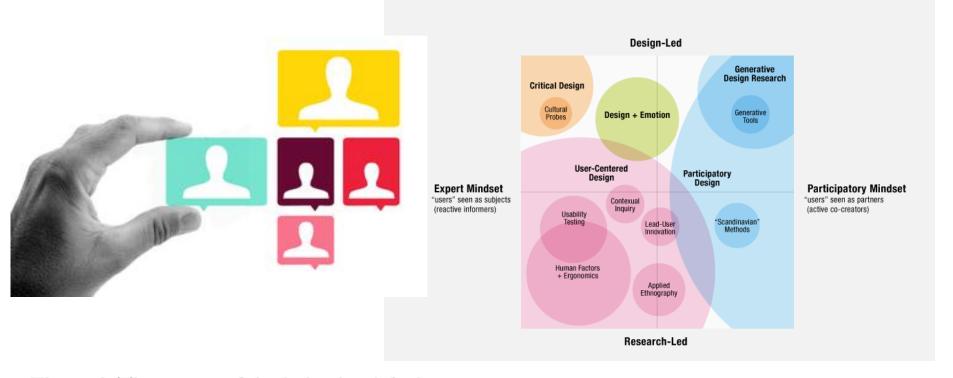
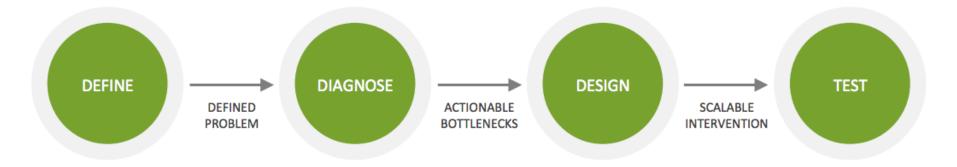
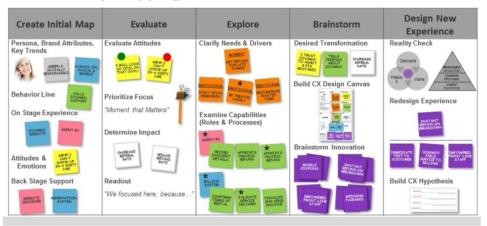


Figure 1: The stages of the behavioral design process



Consumer Journey

CX Journey Mapping Process

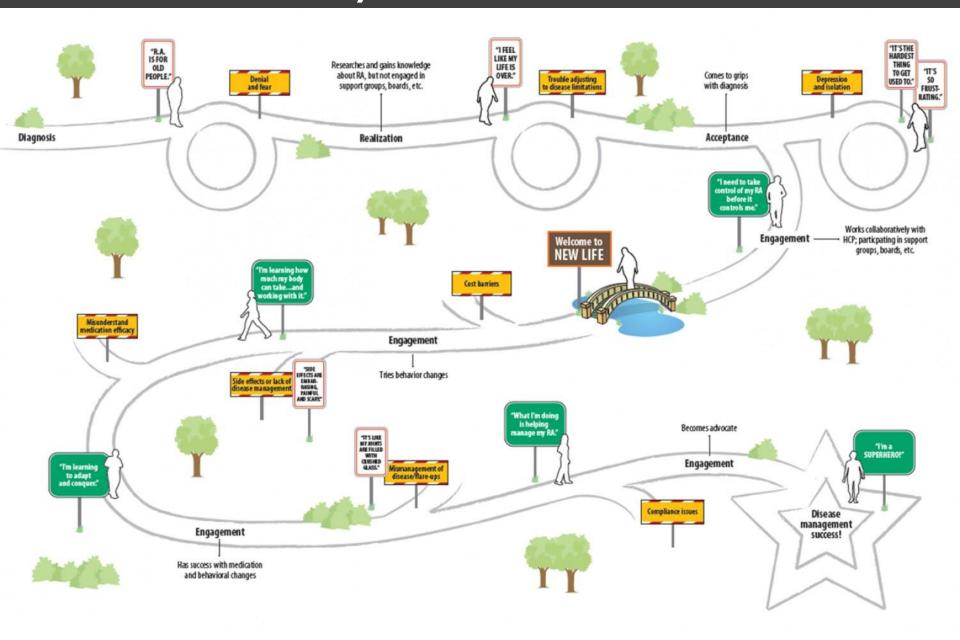




the Legal User Journey



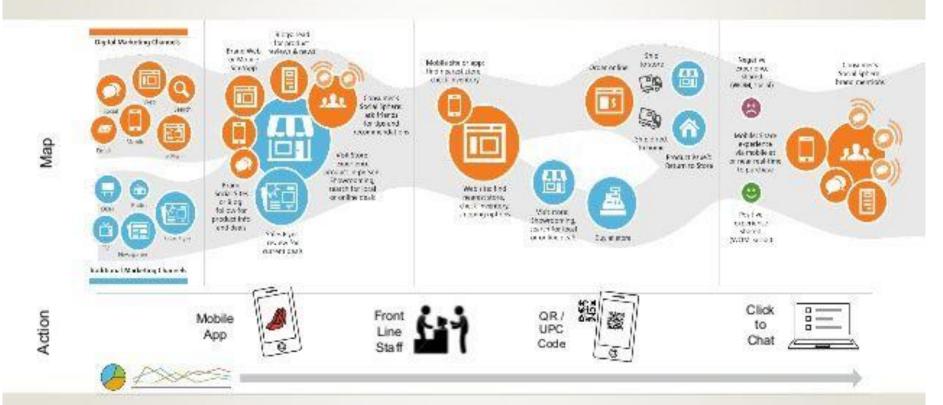
Consumer Journey



Consumer Journey

What is a Customer Journey Map?

A visualization of a customers' objectives, needs, feelings and barriers throughout the path-topurchase for a product, service or brand.



Camera Journal







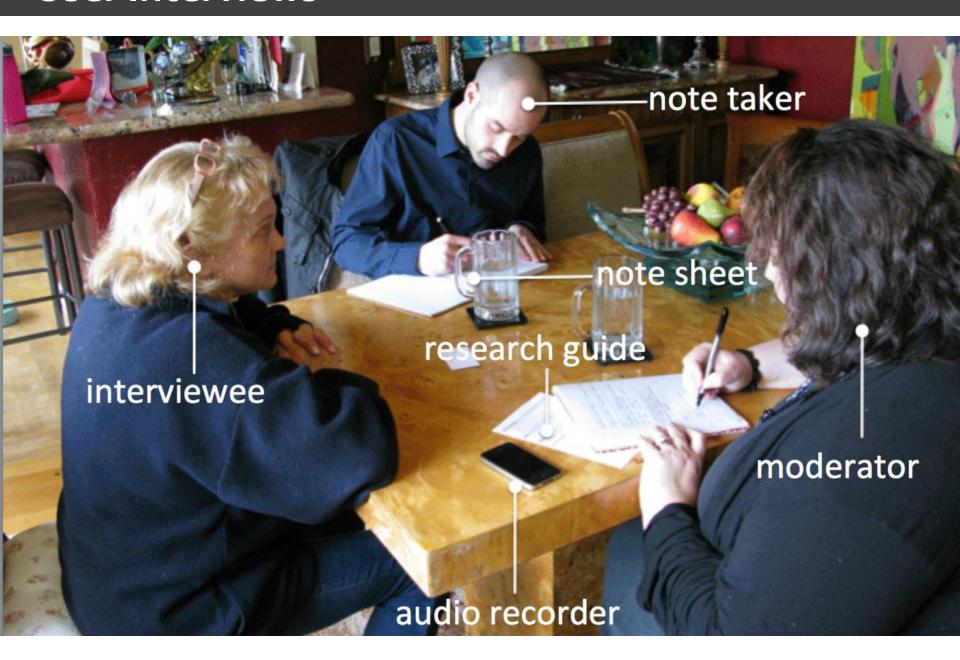




User Interviews



User Interviews

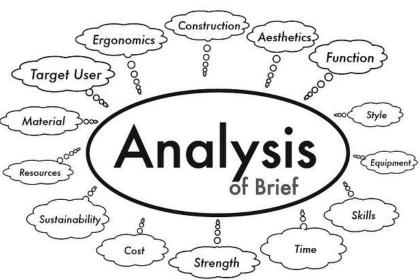


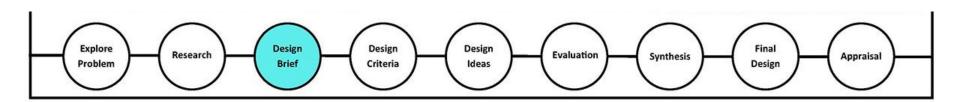
Unfocus Group



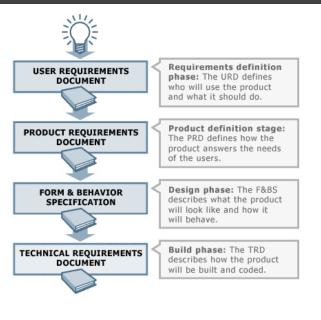
Design Brief

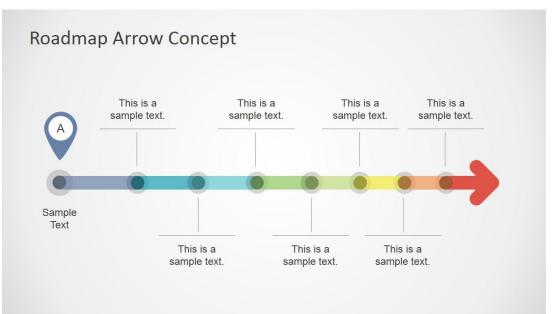


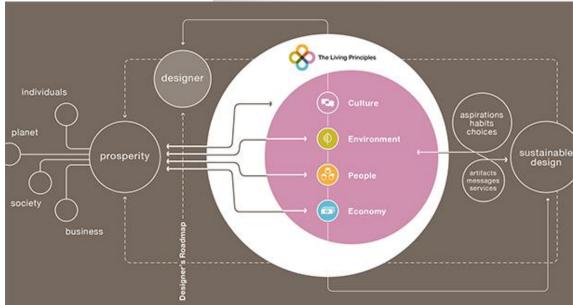




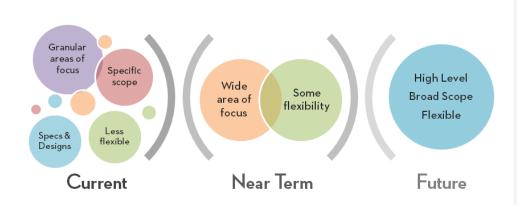
Design Specs

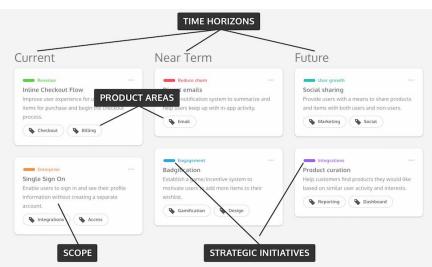




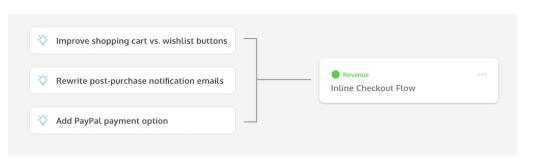


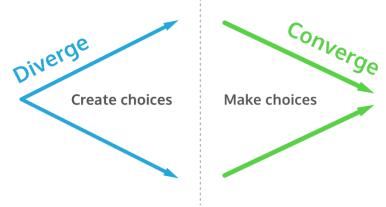
Design Specs





Convergent/Divergent thinking

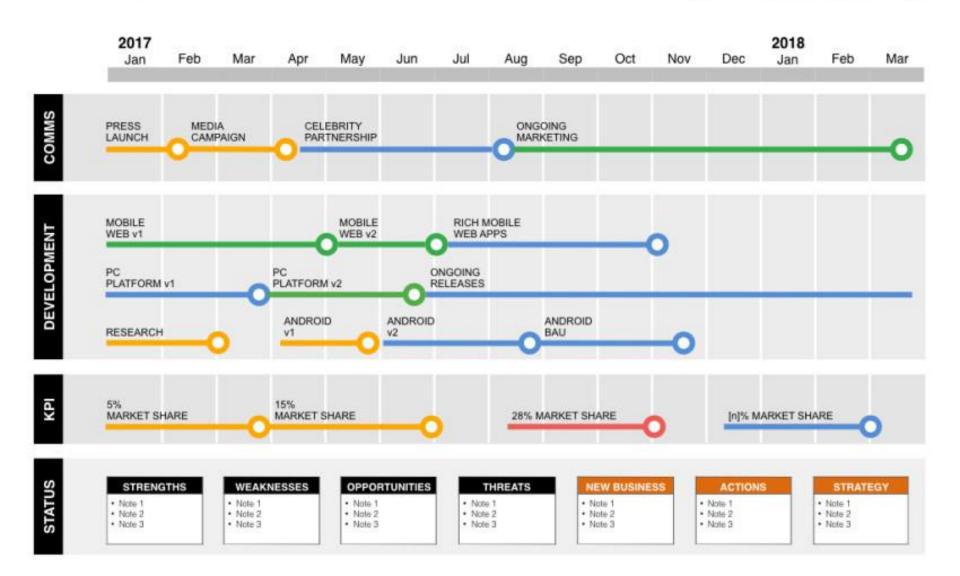




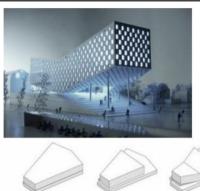
Product Roadmap Plan

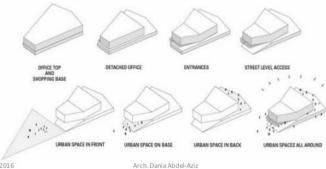
Showing project risk and SWOT Status Update





Design Concept

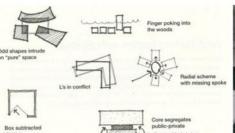




How can I express a concept?

2. Parti: a type of diagram that serves as a general idea to figure out a building's program or layout. They are usually in the form of quick sketches or even 3D models.







CONCEPT

DIGITAL FABRICATION

LIGHTAND MALLEABLE MATERIAL THAT IS SHAPED TO ALLOW STRENGTH, RELYING ON GEOMETRY IT CAN BE RAPIDLY PRODUCED THROUGH HIGH-POWERED LASER CUTTER

THERE WILL BE LITTLE NEED FOR FORMWORK OR MOULD

THE STRUCTURE WOULD SAVE MATERIALS DUE TO USING THIN SHEETS





















STRUCTURE

ROLLED STRUCTURE

OVERLAPPING MATERIAL BASED ON GEOMETRY CAN GIVE STRONG COMPRESSION STRUCUTURES ROLLED TECHNIQUE WILL NOT CAUSE CREASES OR DAMAGE TO THE MATERAL

IT ALLOWS FOR MULTIPLE TIMES OF DISMANTLING ANS ASSEMBLY

STRESSES

THE COMPONENTS TOGETHER SHOULD STRIVE TO WITHSTAND COMPRESSIVE AND TENSILE FORCES

SITE ANALYSIS

EXISTING TREES

SEEKED TO CREATE A FOCAL POINT WITH A TREE

THE PATHWAYS

CREATES SHORTCUTS OR INTERLOOPING PATHS

ROAD AND NOISE

BLOCK OUT THE NOISE FROM ROAD

DECOUR COT 1

TOWARDS THE INNER TREES







CONCEPT 2D INTO 3D STRUCTURE

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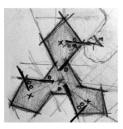


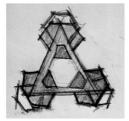






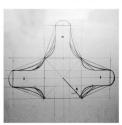














STRUCTURE

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VIEWS

TOWARDS THE INNER TREES





Design Concept























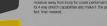


















Design Concept



