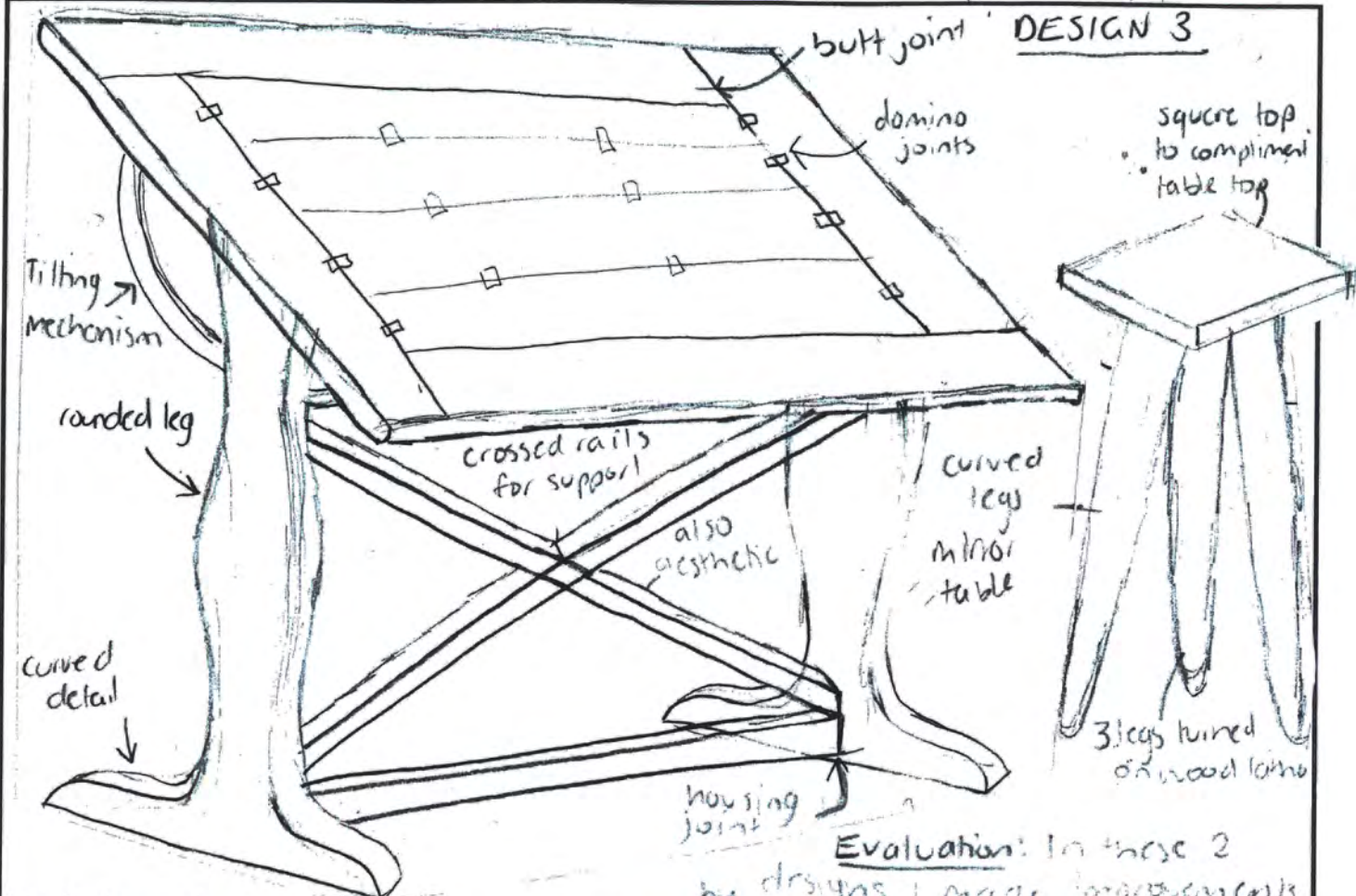


Conclusion: this sketch was selected due to its inclusion of many of the positive aspects that I liked from the previous initial designs. it incorporates the curved aspects of the legs and feet which I like. It has the tilting mechanisms that enables it to manoeuvre to different angles to work on and rough overall measurements which will be developed further to adhere to ergonomic specifications. It also includes the parquetry design as the main feature for the table top which allows for me to contrast a wide range of timber species thus adding aesthetic appeal. The design of the stool compliments the angles in the parquetry design and the curves evident throughout the table design.

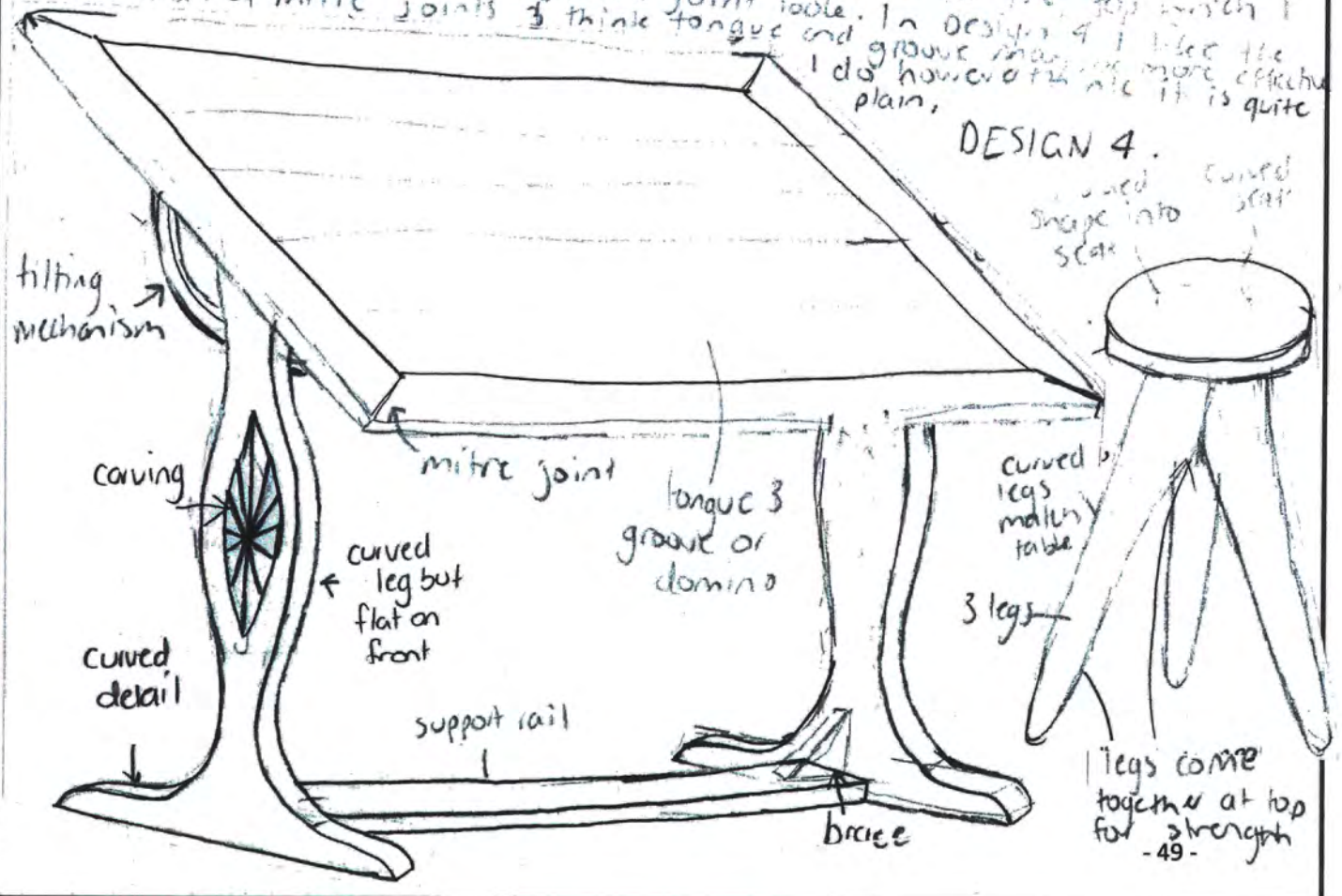
DESIGN 3



Evaluation: In these 2

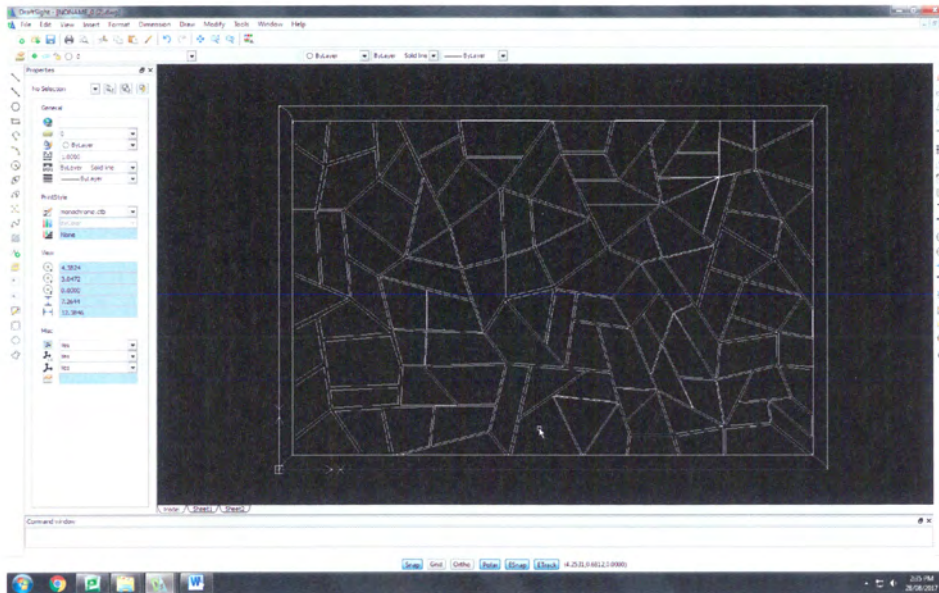
by designs I made improvements believe adding curves which I like however I dislike the domino joint table. In Design 4 I like the addition of mitre joints I think tongue and groove more effective I do however think it is quite plain.

DESIGN 4

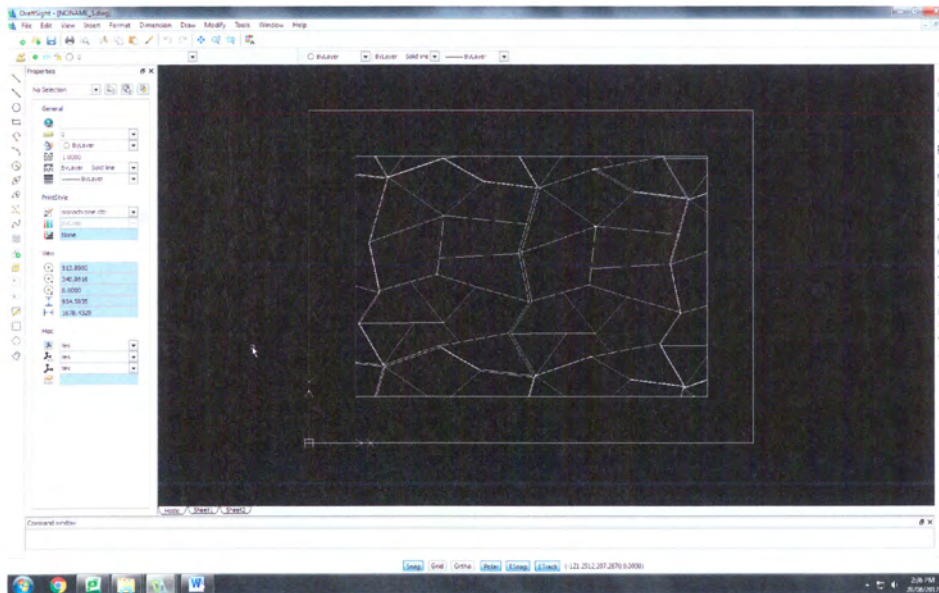


c) Further Development [of the initial concept]

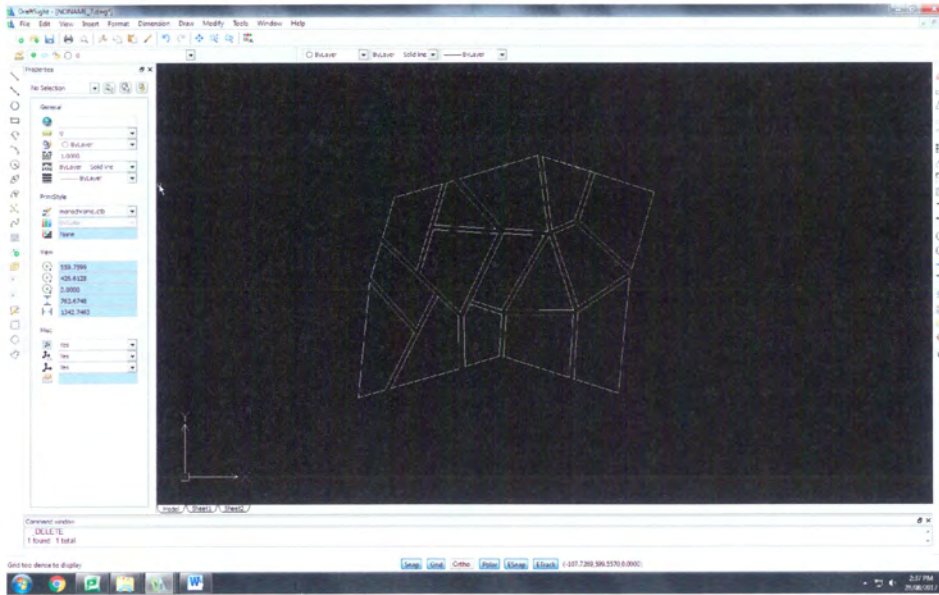
Design 1 of parquetry for table top- on DraftSight



Design 2 of parquetry for table top- on DraftSight



Design 3 of parquetry for table top- on DraftSight





Evaluation: after some more research, I decided to form a repetitive pattern based around one interlocking tiled shape. This enabled me to design a smaller number of tiles which are repeated various times throughout the overall design, therefore allowing a quicker production time when making the parquetry table top. This idea was inspired by stencil patterns used for concrete stencilling shown on the right. The second of these images I found to be much more aesthetically pleasing so decided to develop this further and use it for my final design.



Evaluation: I am extremely proud of my design development and very much enjoyed sketching my ideas and clarifying them to eventually end up with my final design.

d) prototyping/ modelling/ testing for joints/ finishes/ fittings/ materials/ processes/ overall design/ etc.]

1		2	
Early sketch of leg design		Early prototype drawing of assembled components using CAD	