

Redefine the Function of Drawing in Design Development

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Abstract

Owing to the advance of the systematic approach and information processing technology, industrial designers can now observe that the speed of design development has been quickened and the mechanical feasibility of design has been enhanced. The introduction of the rapid prototyping method is a typical example.

But, designers are still seeking the creative-emotional touch of the human mind whenever they are involved in the development of the physical shape of a product.

Mostly by hand and partly by mechanical-electronic tools, designers use sketches, drawing and other visualization skills to project their concepts and vision. The function of drawing in modern design education and design process could be divided into several areas of activity; idea development, structural analysis, form study, modelling, presentation and so on. For the vast usage of drawing and visualization, it is important to identify the philosophy of drawing and to formulate its function as a design activity.

Nowadays, computers give wide possibilities for designers to simulate specified images by manipulating the input data of texts or verbal language. It has become another area of challenge for the hand-drawing designer. The proposed research would find the origin of design drawing, the advantage of visual presentation of designers in the industrial society and the role of drawing and its limitations, and then try to find the potential of drawing and visualization in terms of digital technology and computer visualization.

Keywords

drawing, design process, graphic thinking

Research on " dynamic icon " as an element of the interface

The possibility of the emotion and condition expression by the animation

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Abstract

In this research, the element "animation" verifies what role is played in an interface design, and has explored the possibility. By the past research, the possibility of the animation expression has been verified by development of an interface of the remote control robot. At present, I am research for not only physical movement but also animation element's possibility. As for the purpose of new research, it is the examination of the animation element which is necessary for the emotion and conditions expression, for development of "The communication tool which can transmit emotion and conditions". First, a tool for the pilot experiment which has eight animation elements (parameter) was made. 13 testees were asked for the expression of 10 emotion/conditions by using this tool, and samples were collected, and analyzed. From this analytic result, the validity of the tool which expresses an emotion and conditions with the animation could be confirmed because a tendency could be explained by "the shaft of the emotion/conditions" and "the shaft of positive/negative". Then, from the result of this pilot experiment, the experiment tool with six animation elements was completed, and the plan of this experiment was formed. This paper is describing the result of a pilot experiment, and the plan of main experiment.

Keywords

animation, interface, transmit emotion and conditions