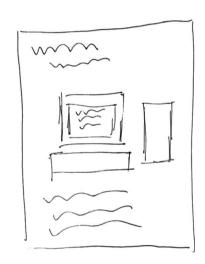
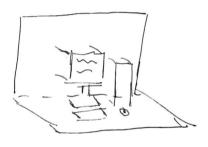
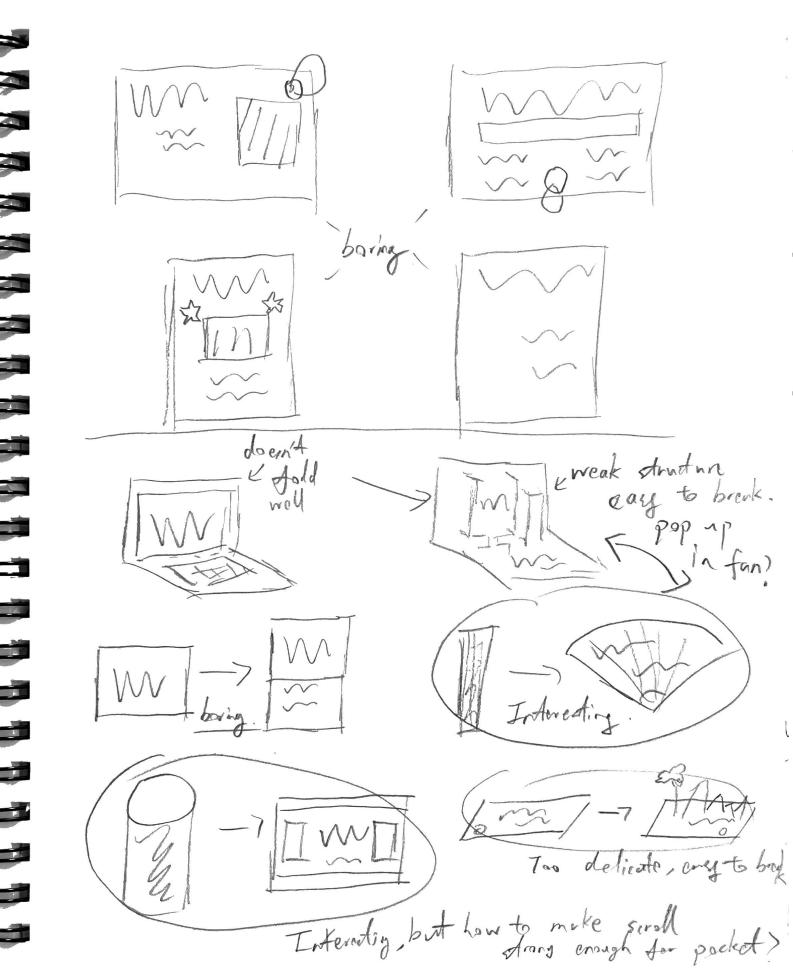


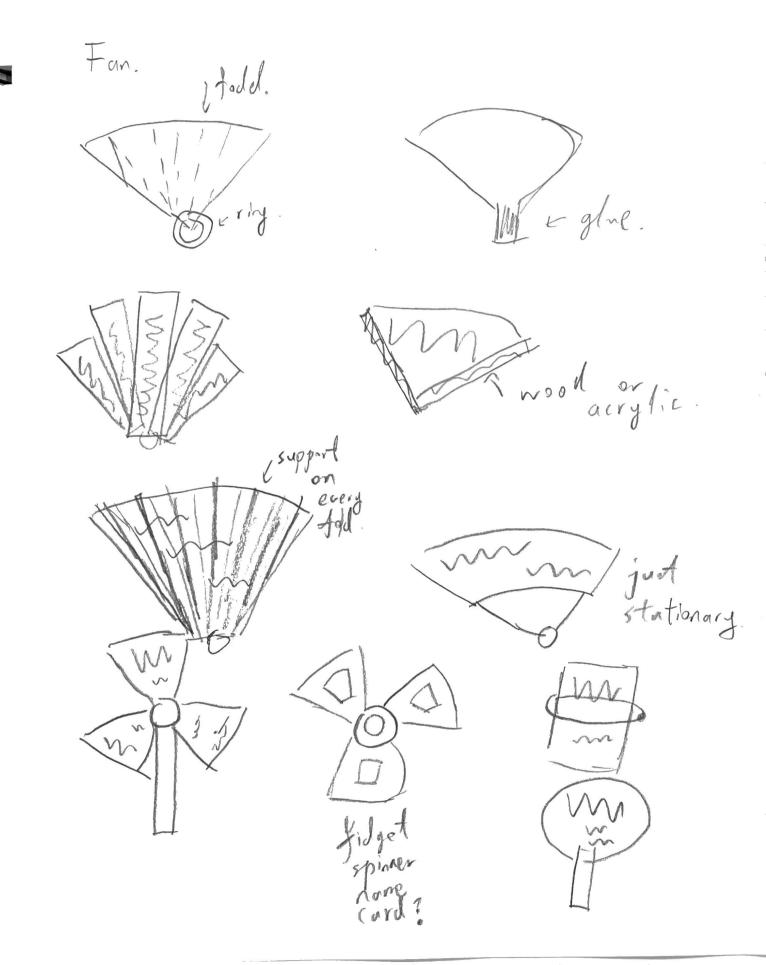
Pop mp?





Vse Fill for characters. Change Fort. Maybe add hinks & QR rodes? Make Stand out sore-. Maybe double sided. · Different layers of 129-195. Inserts? Add Fons. Avoid - Studinary laids.





The Losyn funnel approach specifies a pattern during design where the designer constantly comes up with new ideas, eliminates some, and repeat this process. In my business card project, there is a similar pottern where I had different basic designs at first, eliminated some designs while exploring the others, and finally lunded on the last design. During the process, I used the 10 and 10 method which showinged the design Annel by making to busic designs at first, choosing the one or 4-0 that I likely and making 10 more designs based on the few I choose. The difference between this project and a true design funnel, I thinks is the span of the design life cycle. /In my initial design (the gap-up PG) I liked the pop-np mechanism, but disliked the empty boles proceed. Therefore in my final design I added a back- place of different color to help create contract as well as reinforce the strudural integrity. I also charged the fort, and used more icons and pois drawings inded of concrete shapes to make the card more vivid. A major concept that I discurded was the PC-pop-up. I thought I it seemed too bulky and heavy, fund the way it took up space made the card very brittle . I' substitutely it for a more interesting stickman fighting scene. Another major change is that I made the shape of the rard a fun-like shape in the final version. I. feel like having both Smoothed invest & straight lines make the (u-d look better.