**Coursework 1 Design Document**

Introduction

In this design document, we will be detailing all the research and design choices that was made to create our models and model showcase for our design challenges.

Design Challenge 1

Design Challenge 1 Specification:

In the design challenge specification, it says “You have been chosen to exhibit in the 100th anniversary of the virtual door expose! We need you to design and build a door to showcase for the event. I know it is short notice, but we need your best work. If it was possible to interact with the door and was accompanied by some sounds that really bring out the door’s personality, I think you could win!”

For this specification, I have decided to take my approach on this Challenge is by creating a door from the past.

User Story Map:

After brainstorming some potential ideas, I decided to come up with the idea of making a castle door for this challenge. First things first, I decided to expand these ideas with a user story map (shown below).



This story map helped me narrow down the specifics of what I want my door to be for my challenge.

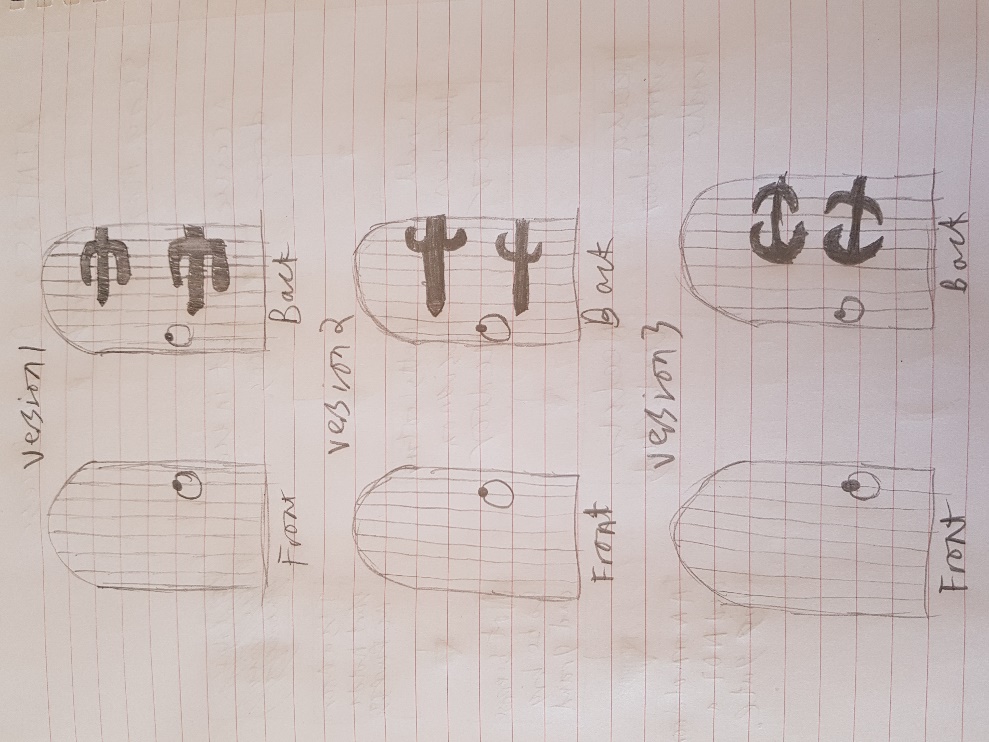
Moodboard:

Next, I decided to look for some ideas for the visuals of my door. Using the expanded ideas from the User Story Map, I came up with this moodboard showcasing the visual ideas for my door.



After evaluating the different types of castle doors, I finally came up with the idea to make 1 small wooden door with a simple door handle and a not too complex design for the hinge.

I also decided to draw out some sketches to see what kind of hinge design I wanted.

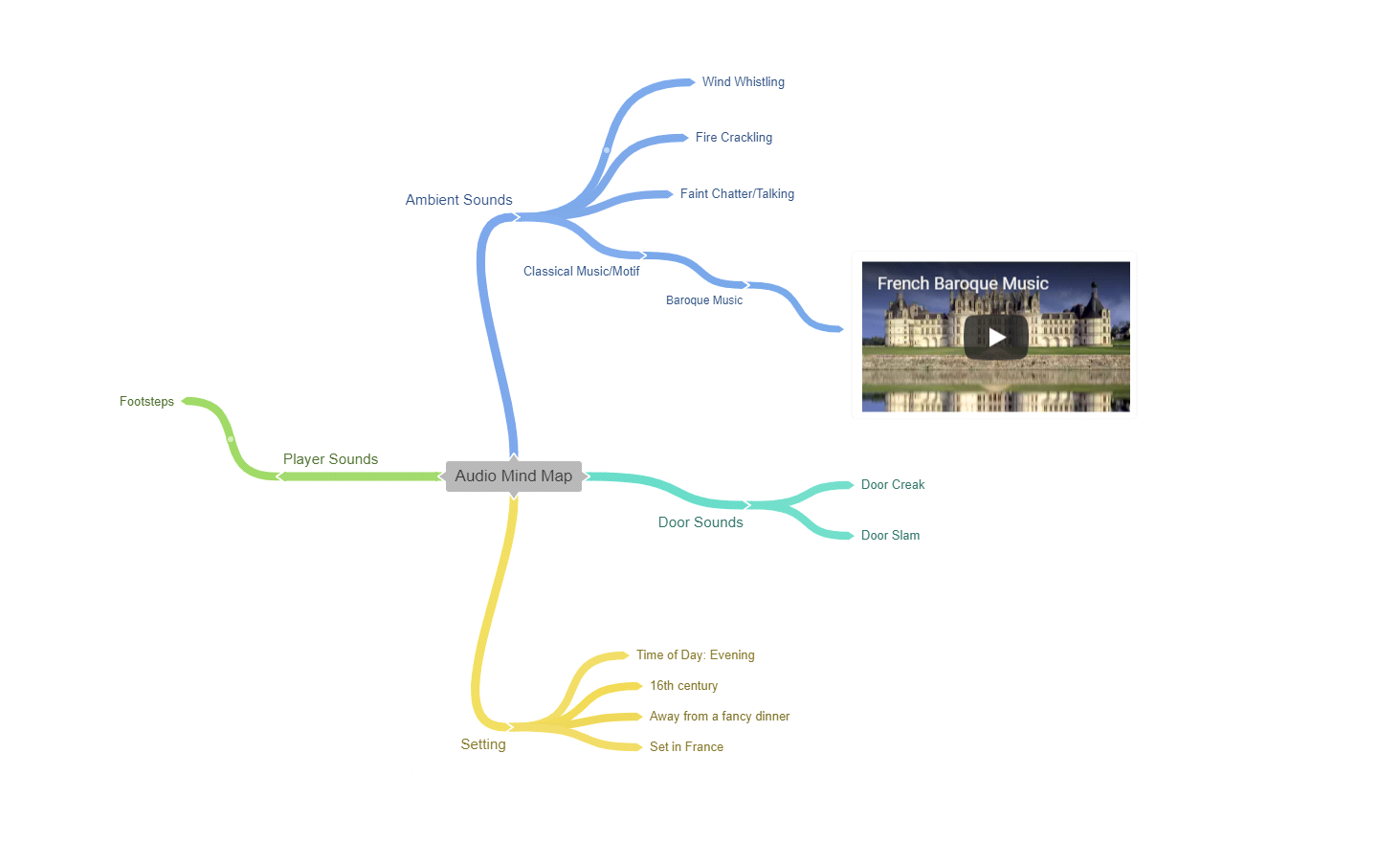


The final version of the door was using the basis of the Version 2 door but without the curves and added a bit more structure to the back of the door so that you can clearly see how sturdy the door is.

However, after some planning and changes I ended up realizing that a curved door would take more time that I don’t have so I decided to change the door from a curved door to a regular door.

Audio Mind Map:

I also decided to create an audio mind map to pinpoint what sounds and what kind of atmosphere I want for my scene.

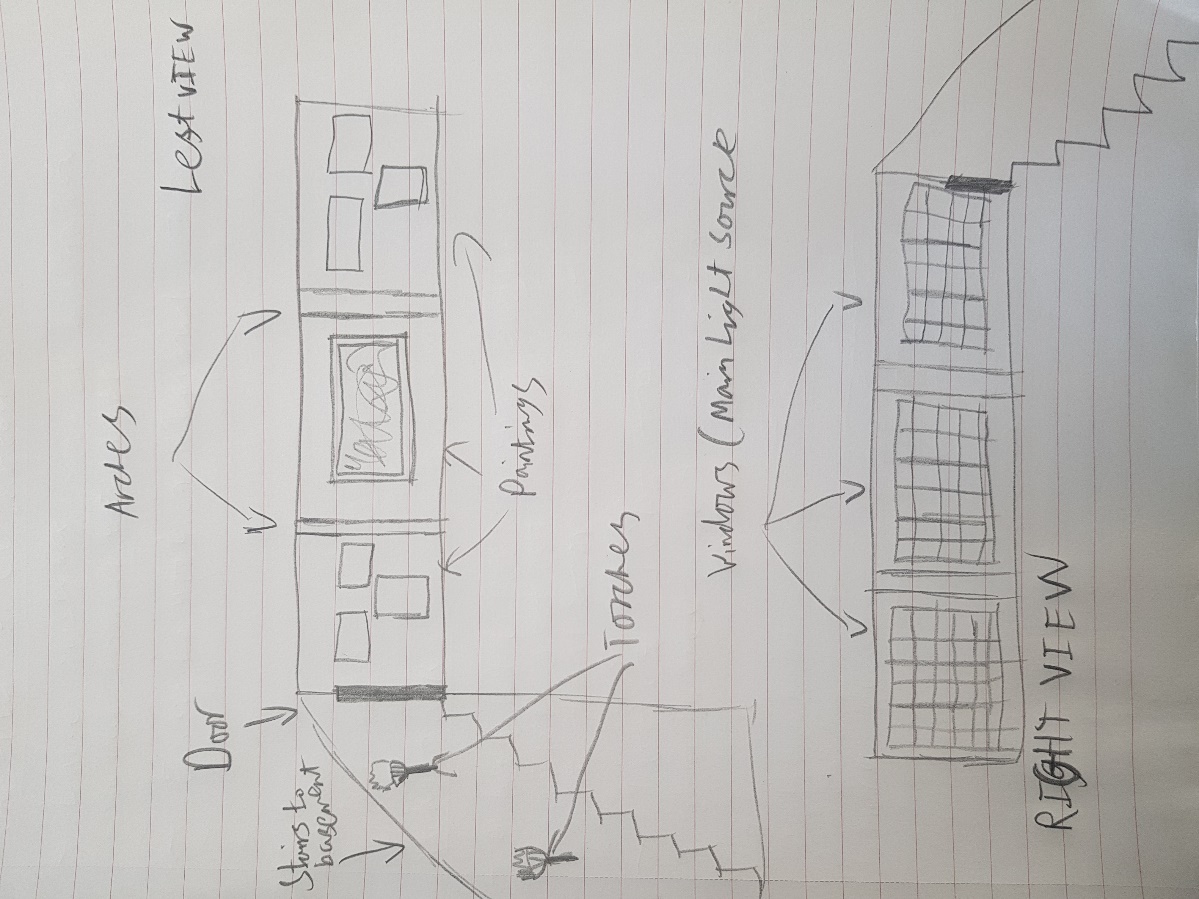


In this mind map, I fully decided on the setting and the time of the setting. I also considered what is happening during the scene as well which involves a dinner far away with classical baroque music playing as well.

Thematic Moodboard:

I also decided to create a moodboard of the themes and look of the setting that the door is based in. Using the moodboard, I decided to create a hallway with the door on the opposite end and when you open it, it’ll lead you into a dark stairway lit by torches.

I also decided to sketch what the hallway would look like and what extra touches of detail would be included as well.



Design Challenge 2

Design Challenge 2 Specification:

For this Design Challenge, I was tasked with interviewing a fellow student

References Design Challenge 1

Door Moodboard:

<https://static.artfire.com/uploads/mfs/items/97/7e/large/977e7ba0eac4b7403d7b87d48a41b2af516b50b2aa76a750d5bd6e295f90085d.jpg>

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<http://everywear.me/wp-content/uploads/2018/01/castle-door-castle-doors-by-castle-doors-and-windows.jpg>

<https://vignette.wikia.nocookie.net/planet-coaster/images/2/23/Planet_Coaster_-_Gothic_Castle_Door.png/revision/latest?cb=20171014191906>

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<https://www.stgeorges-windsor.org/wp-content/uploads/2017/08/Gilebertus450.jpg>

<https://storage.needpix.com/rsynced_images/castle-475413_1280.jpg>

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Thematic Moodboard:

<https://res.cloudinary.com/prestige-property-group/image/upload/q_auto,f_auto/resources/nw/images/hero/fr-chateau3.jpg>

<https://thumbs.dreamstime.com/z/castle-corridor-27352423.jpg>

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