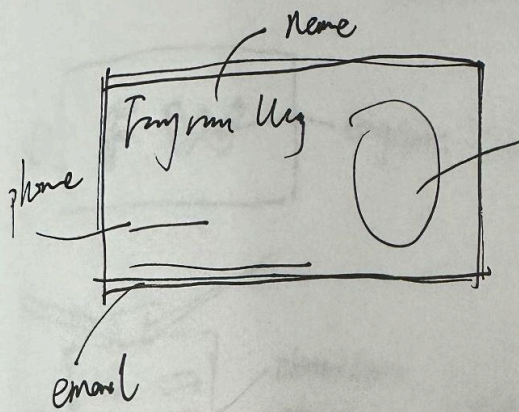


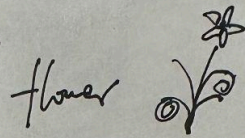
<https://github.com/WongFR/CS584fengranwang>



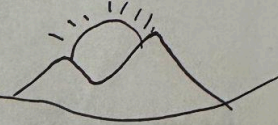
First Card's Design Process



?



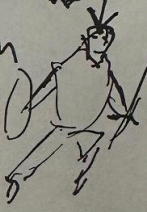
hiking



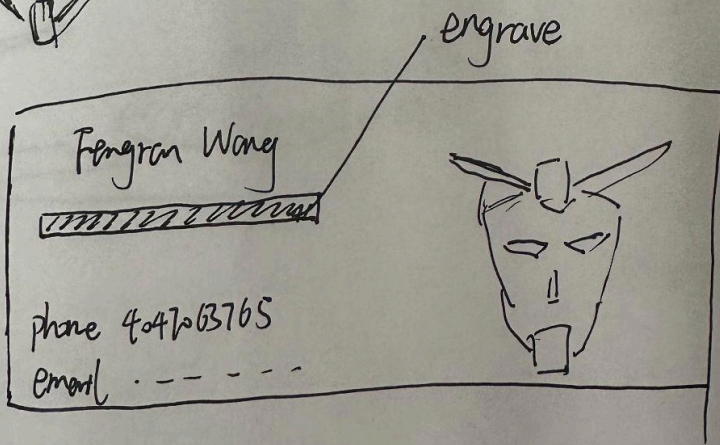
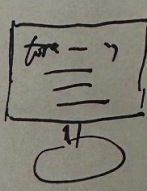
Army



Gundam

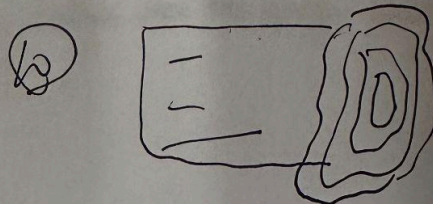
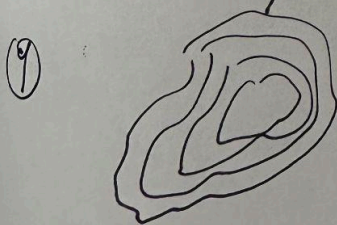
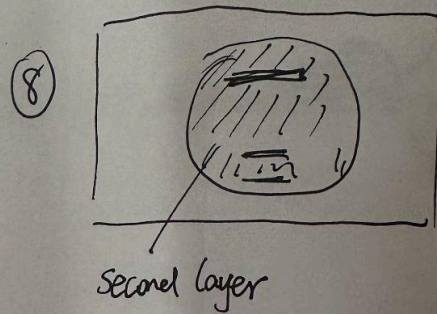
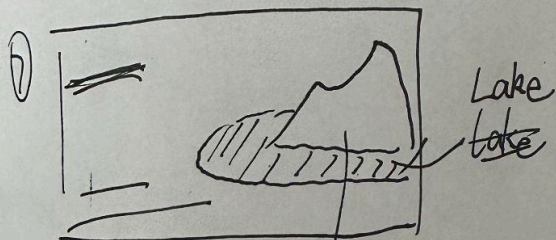
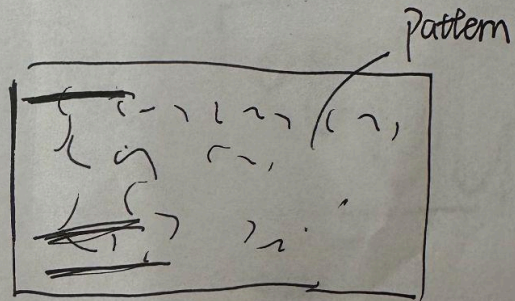
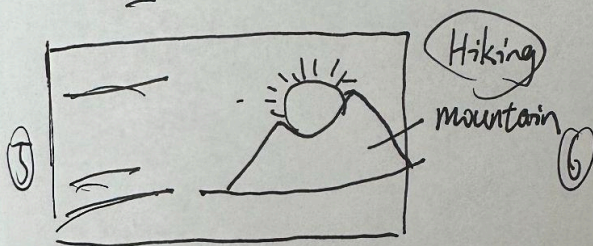
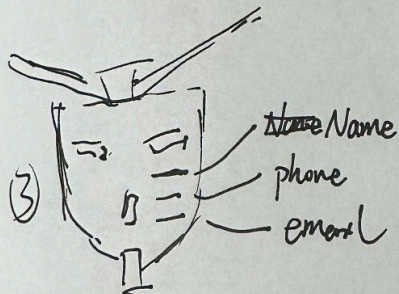
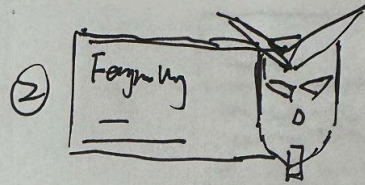
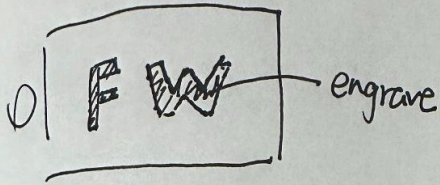


Caching



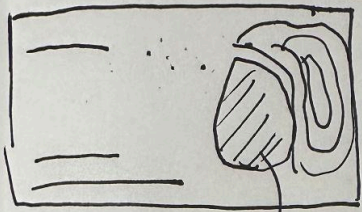
2th Card's Design Process

1/0 & 1/0

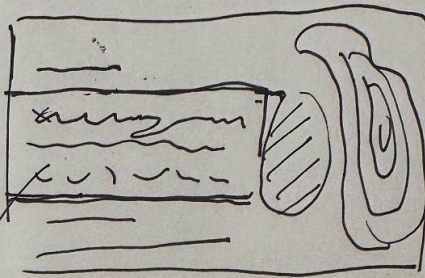
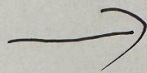


Use ⑤⑥⑦⑧

Hikny



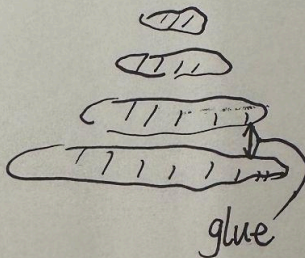
Second Layer, blue



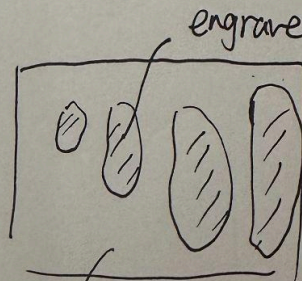
Pattern



3D!!!

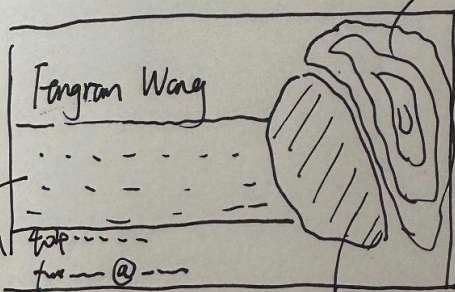


glue



engrave

green

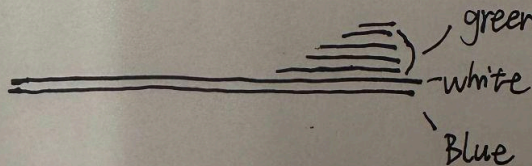


Green

Pattern

400p
for @

Blue



green

white

Blue

Upon reviewing my design process, I believe that the design funnel approach partially aligns.

Upon reviewing my design process, I believe that the design funnel approach partially aligns with my workflow, but it does not fully capture it. Similar to the funnel approach, I began with broad exploration, generating several initial ideas and brainstorming concepts. I chose several ideas (mountain, lake, double layers), and developed them to my final design. However, I didn't limited my mind within the sketch designs before. Instead, during the iteration of design, 3D came into my mind and I added it into my design. That's what I think it's different from the design funnel approach.