FORM FOLLOWS FUNCTION

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how do I interact with the project?

FORM FOLLOWS MATERIAL

FORM FOLLOWS MATERIAL OF MATERIAL FOLLOWS FORM

1. SKETCH YOUR THOUGHTS

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even if you are not sure... cannot sketch...
or despite any other limitation...

2. THINK OF THE MODELLING STEPS

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- STARTS WITH A SKETCH WITH THE CORRECT PROPORTIONS AND DIMENSIONS
- FOLLOWED BY FUNCTIONS (EXTRUDE, REVOLVE, SWEER.)
- REPEAT UNTIL THE OBJECT IS MODELLED UP

3. DEFINING THE PROPORTIONS

- Coming BACK TO THE INTERACTION / USAGE
- DEPENDING ON THE COMPONENTS TO INTEGRATE

4. START MODELLING

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- FIRST A DRAFT BUT ACCURATE MODEL

4. START MODELLING

- FIRST A DRAFT BUT ACCURATE MODEL
- FOR A FIRST DRAFT MOCK-UP

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-TO HAVE A BASE YOU CAN WORK IN AND FINE TUNE

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TO JUST UNDERSTAND YOUR SKETCHES BETTER