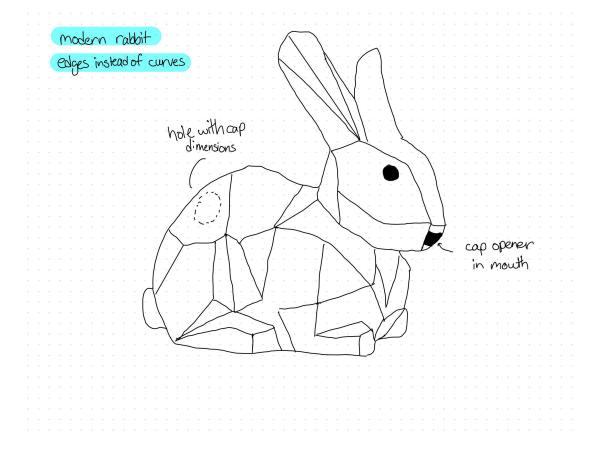
Bottle Opener

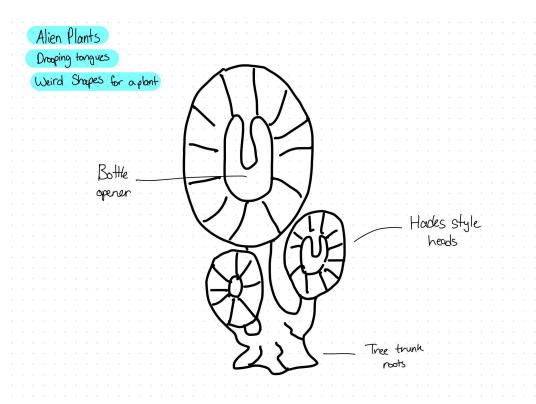
Oh, I found it on the ground

Omar Elsewify
November 4th 2020

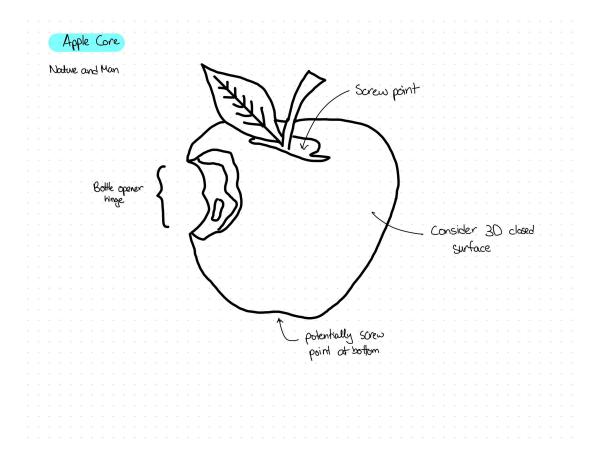
Final Design Choices



Bunny rabbit with leverage point opener in the mouth and screw opener in the rear side



Alien Plants with bottle opener in the largest head



Apple core opener with stem or bottom being screw opener points and the bite being a leverage point

Process Story

Day 1 Thinking Outside

Wednesday 16:18 -17:10

- Previously I was not a fan of sitting outside to design because I don't enjoy being affected by the elements
- Thinking outside leads me to more natural shapes and designs
- I found things that otherwise would never have crossed my mind





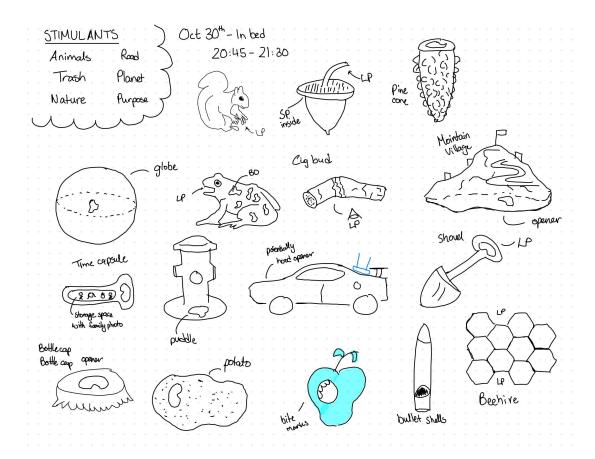


Drawings from the outdoor thinking session

Day 2 In bed designing

Thursday 20:45 - 21:30

- Wrote down a list of stimulant words
 to help me redirect me to new ideas
- Tried to iterate the designs created the day before

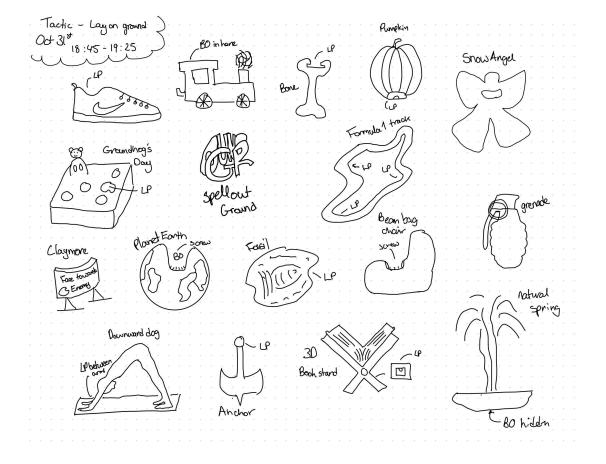


Day 2 designs created on Thursday night design session

Day 3 Laying in the ground

Friday 18:45 - 19:25

- Lied on carpet of my apartment, in an attempt to see more things hidden in the floor
- Didn't like it so I got up and sat at my desk to continue

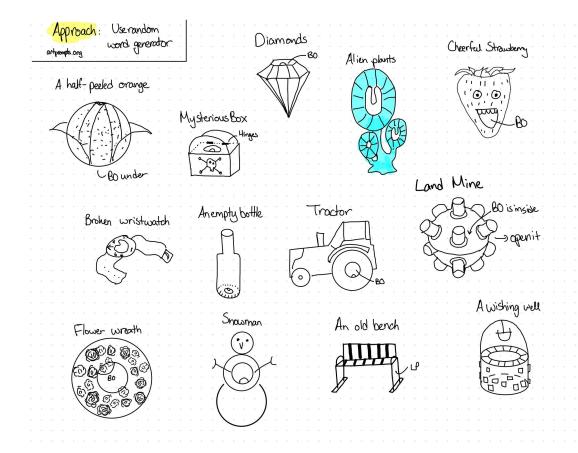


Drawings and concepts created after laying on the ground for a few minutes

Day 4 Random Generator

Sunday Night at my desk

- Used artprompts.org to generaterandom prompts about objects
- This worked really well, I came up
 with some outside the box ideas that
 otherwise wouldn't have crossed my
 mind
- I like how it forced me into new ideas

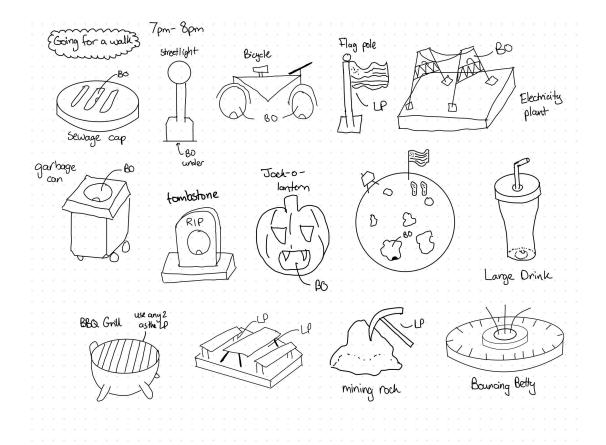


Day 4 designs created using random prompts from an online site

Day 5 Post Walk Clarity

Monday Night 19:00 - 20:00

- Designing concepts after going for a walk to pick up dinner
- Tried to look for outstanding things on the ground which I did not expect
- I also looked at man made things vs
 natural objects



Concepts that I came up with after going for a walk around campus