

CREATIVE INTENSIVE

Omar Elsewify

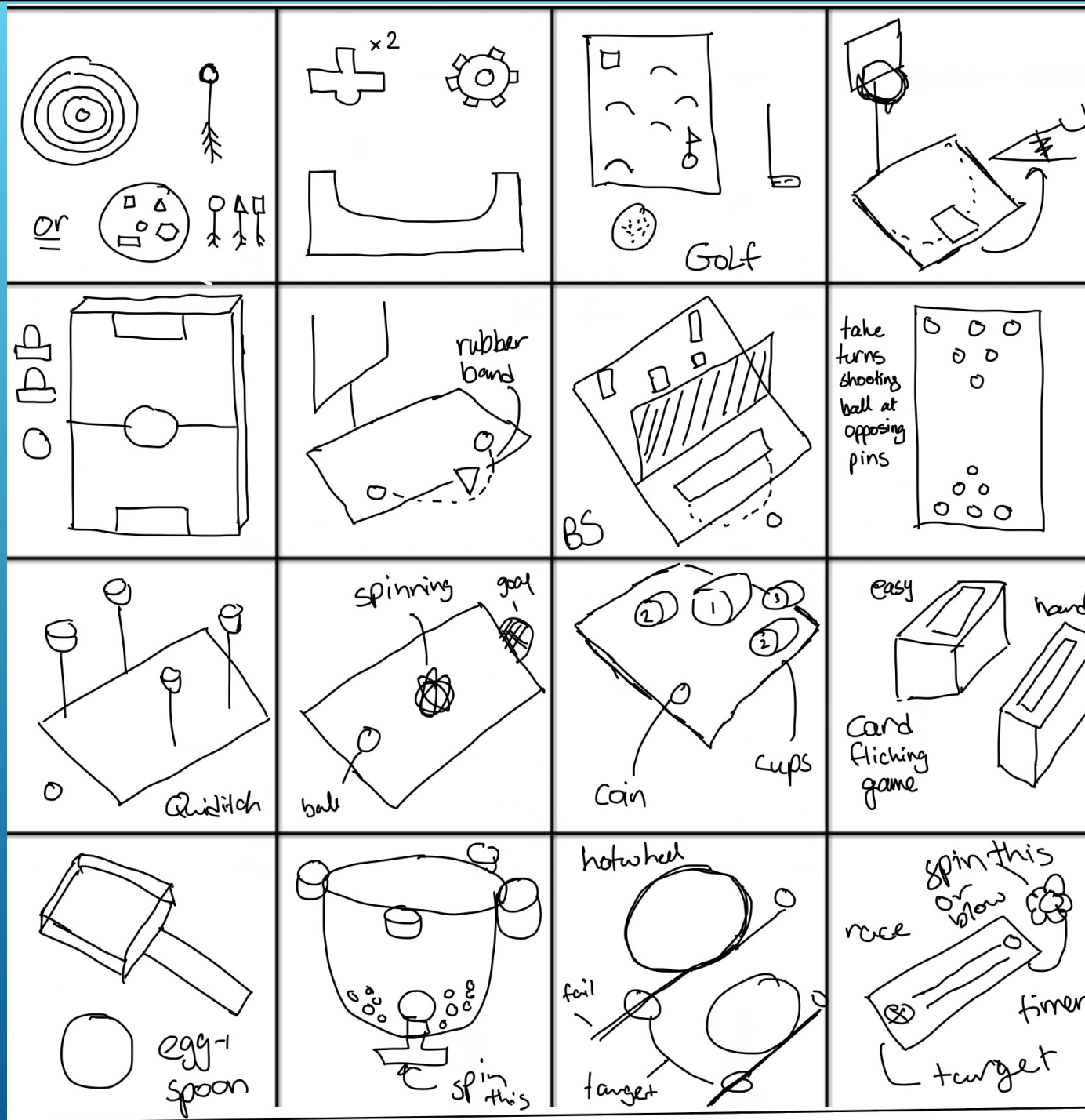
October 20 2020



What worked

- Lots of ideas
- Went with what I like

DAY 1

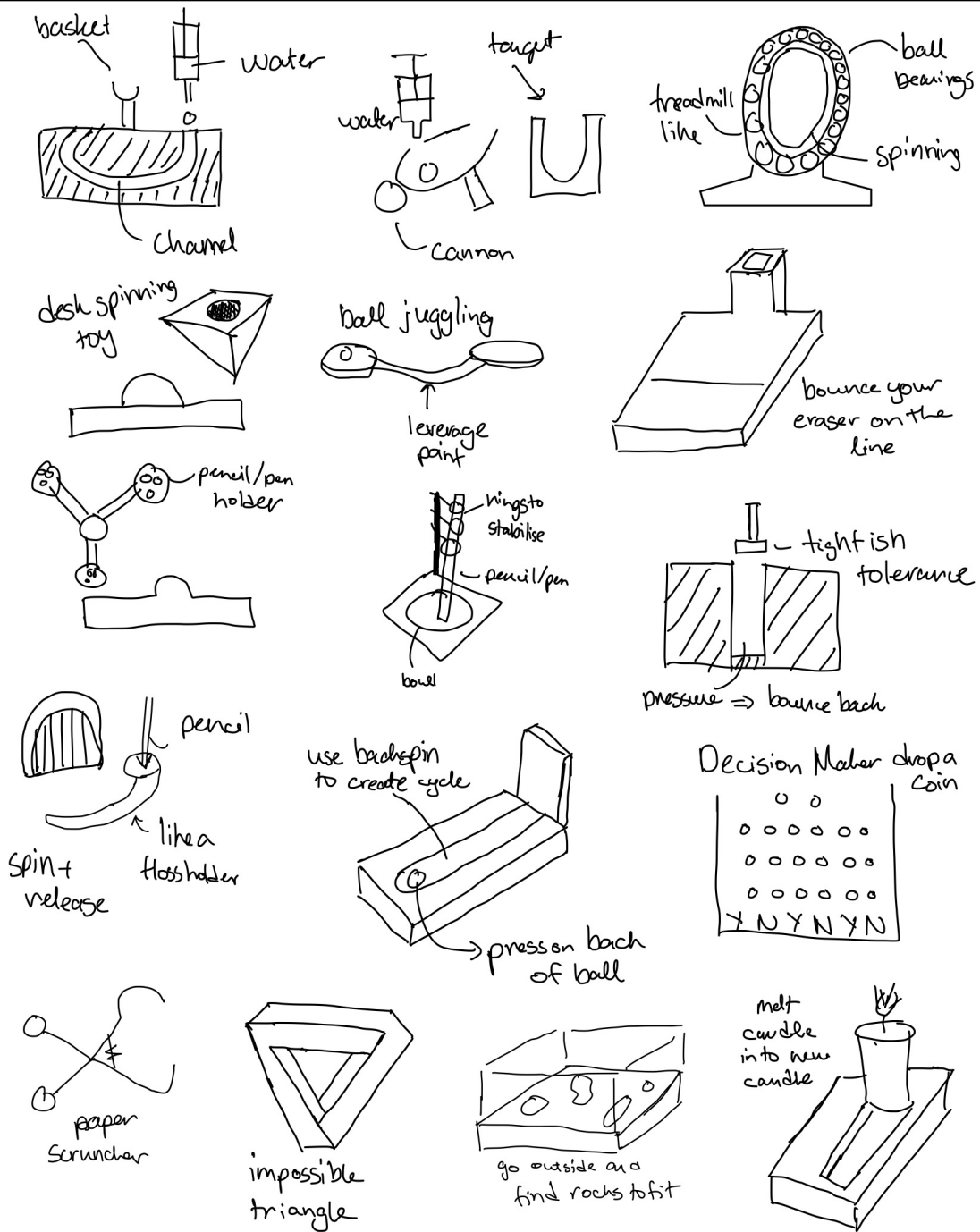


- Using a grid is very limiting

Sat at desk

Influenced my designs significantly

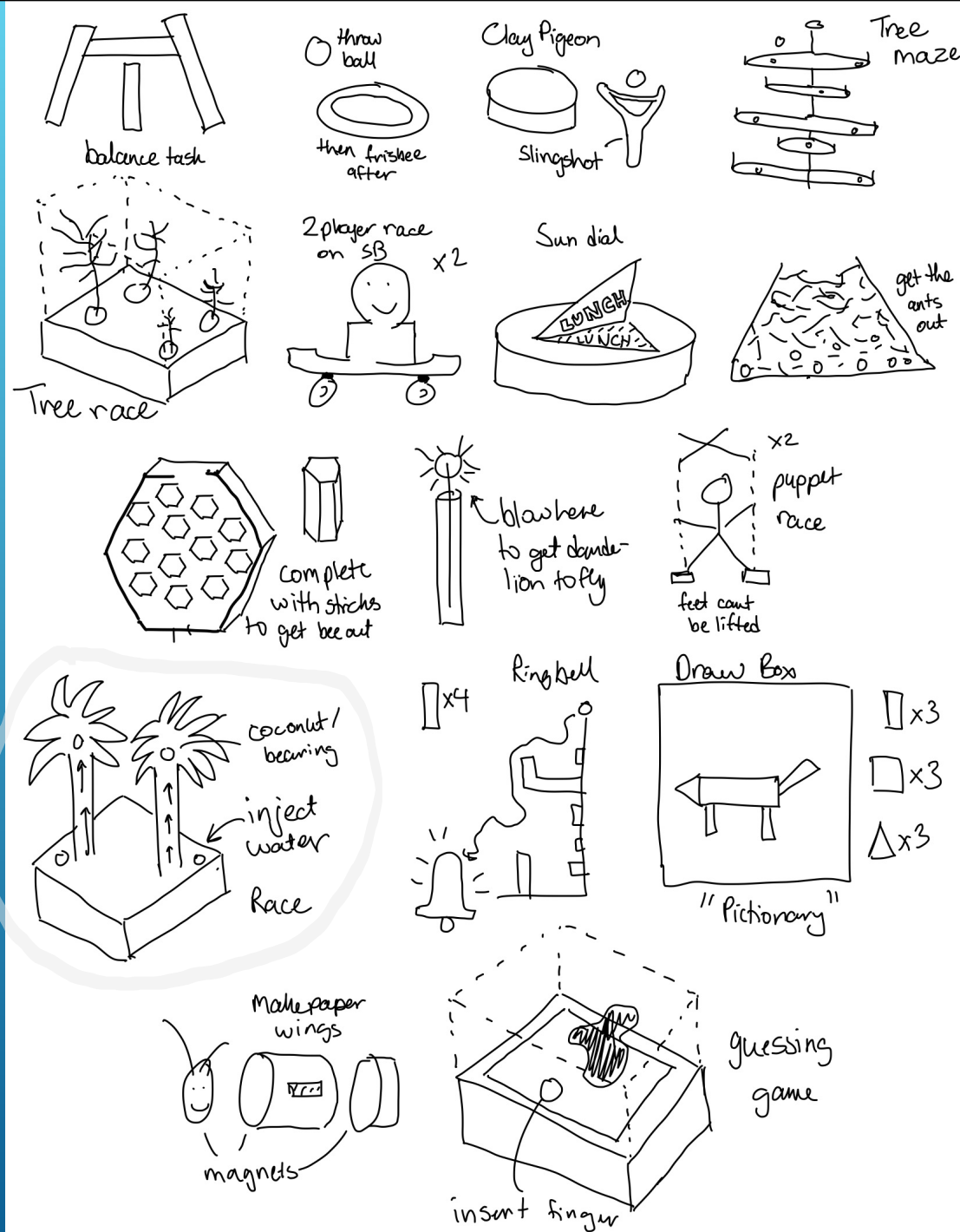
DAY 2



Mostly fidget toys

Sat outside
got out of comfort
zone

DAY 3

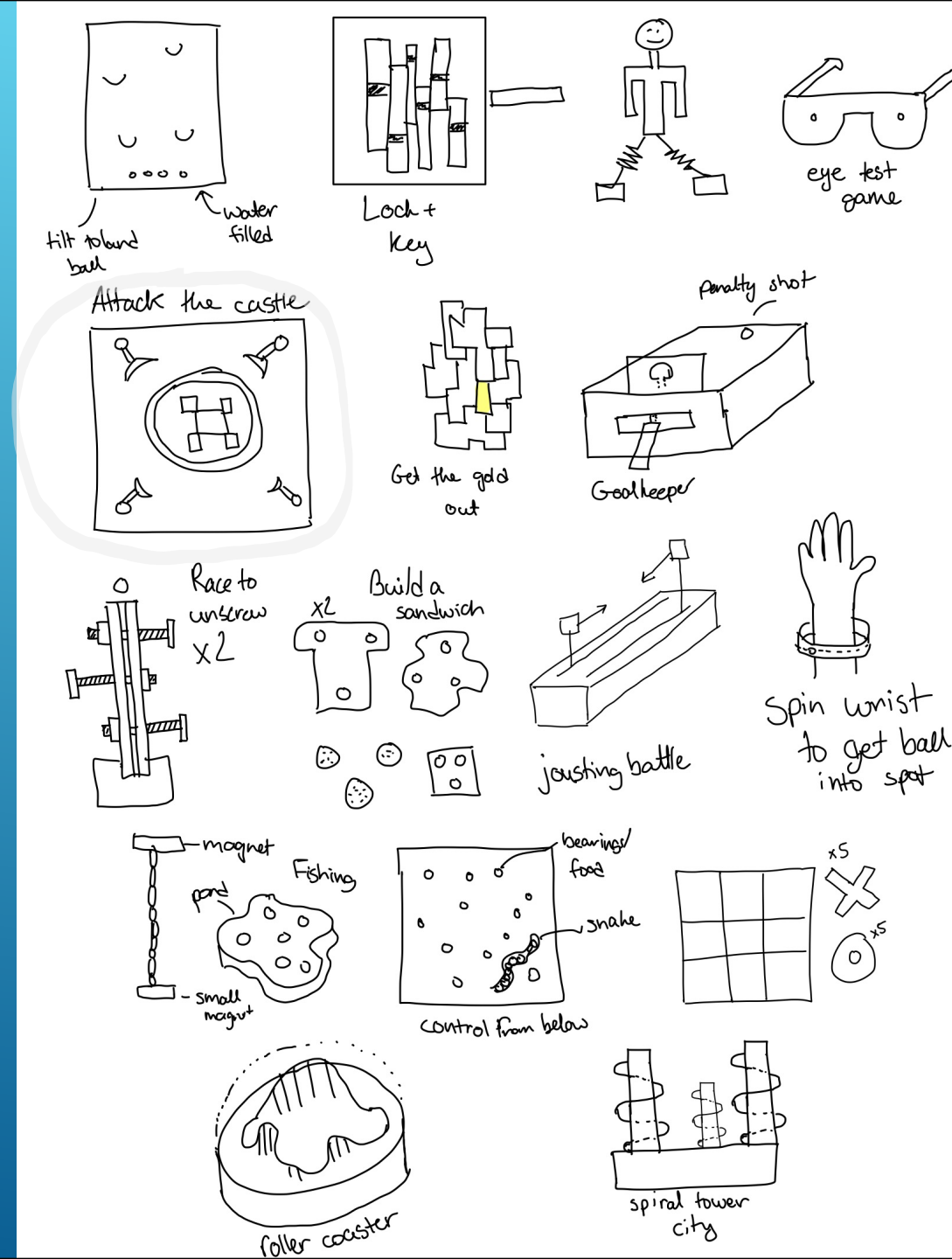


Designs are
much more
natural shapes

Lied in my bed
Watched Netflix

Tried to create
more strategic
based games/toys

DAY 4

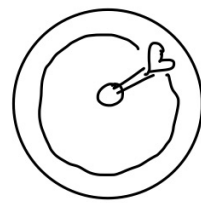


much more
random designs

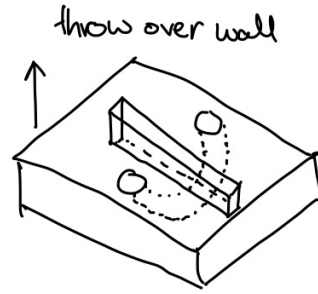
Final Day

Surprisingly easier
to come up
with ideas

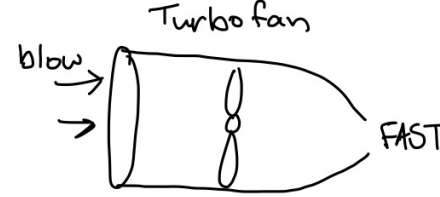
DAY 5



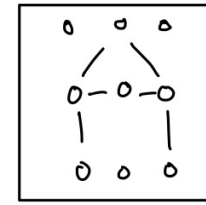
spin the bottle



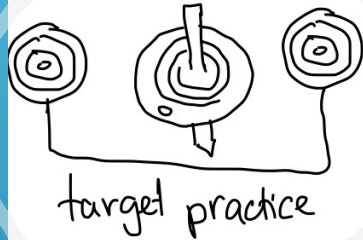
throw over wall



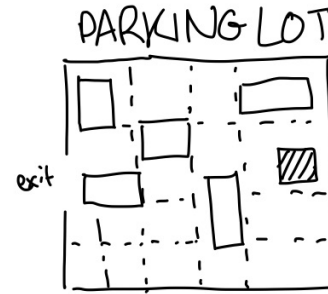
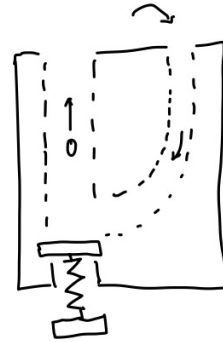
Turbo fan



elevator numbers



target practice



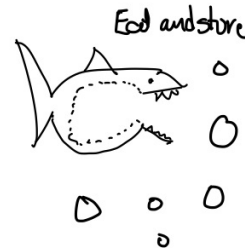
PARKING LOT



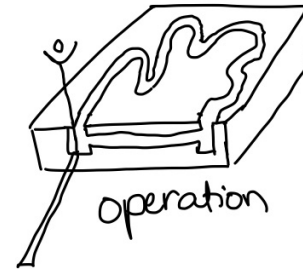
Pinball



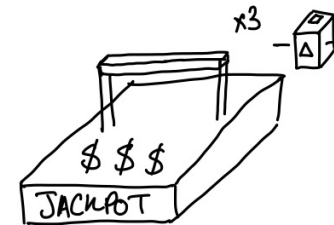
to set goal post
x2



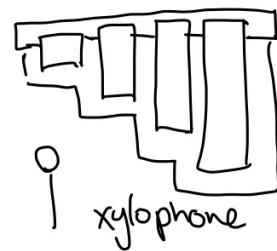
Eat and store



operation

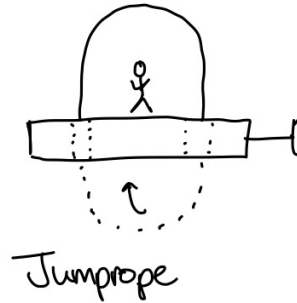
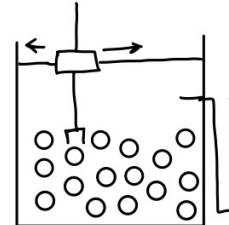


x3

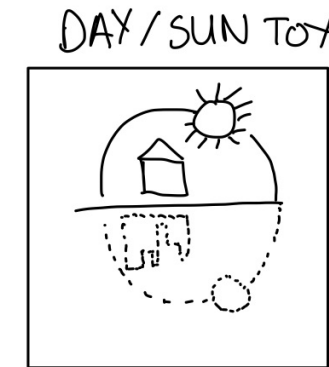


xylophone

arcade game



Jump rope

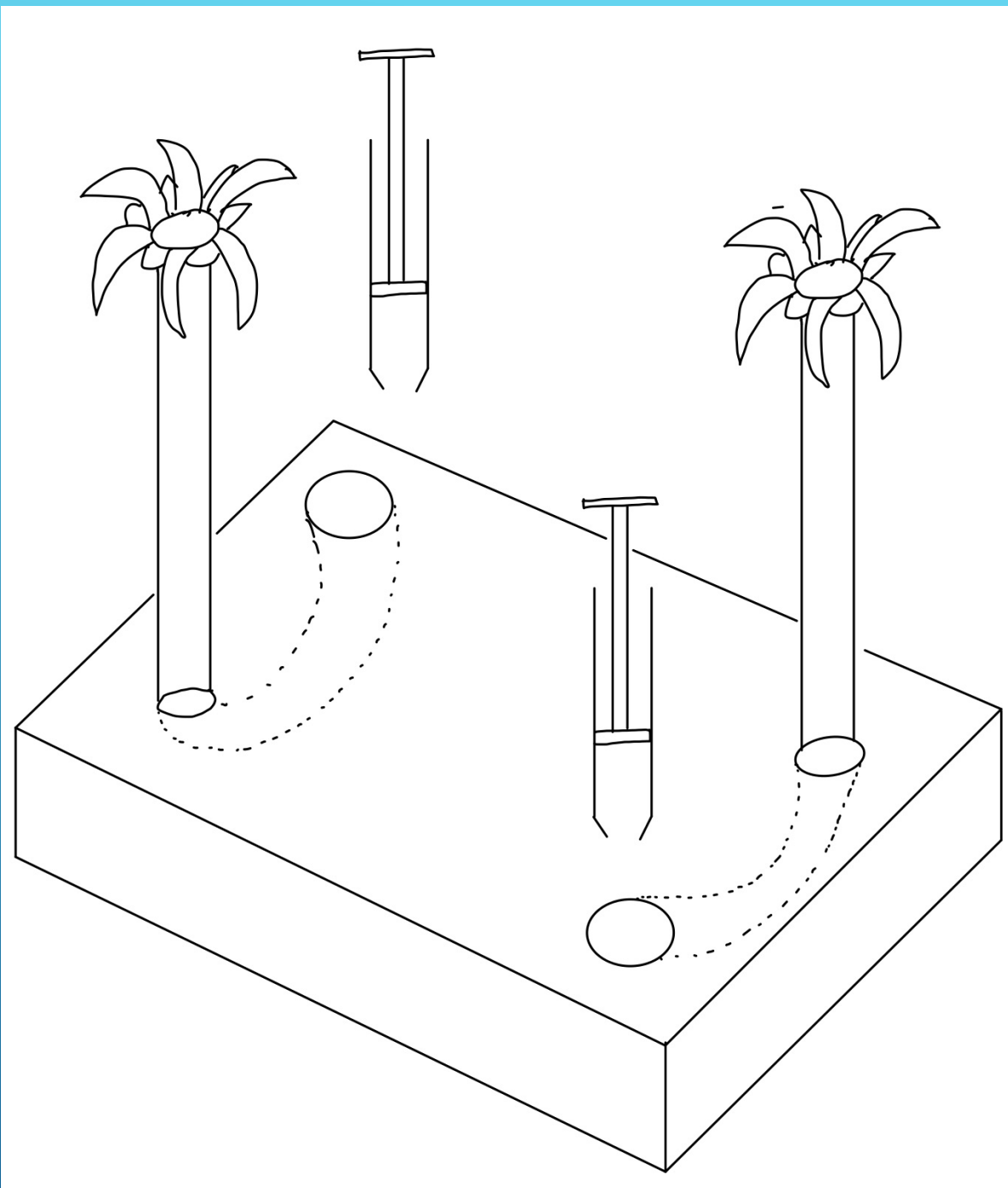


DAY / SUN TOY

Final brain
dump of
ideas

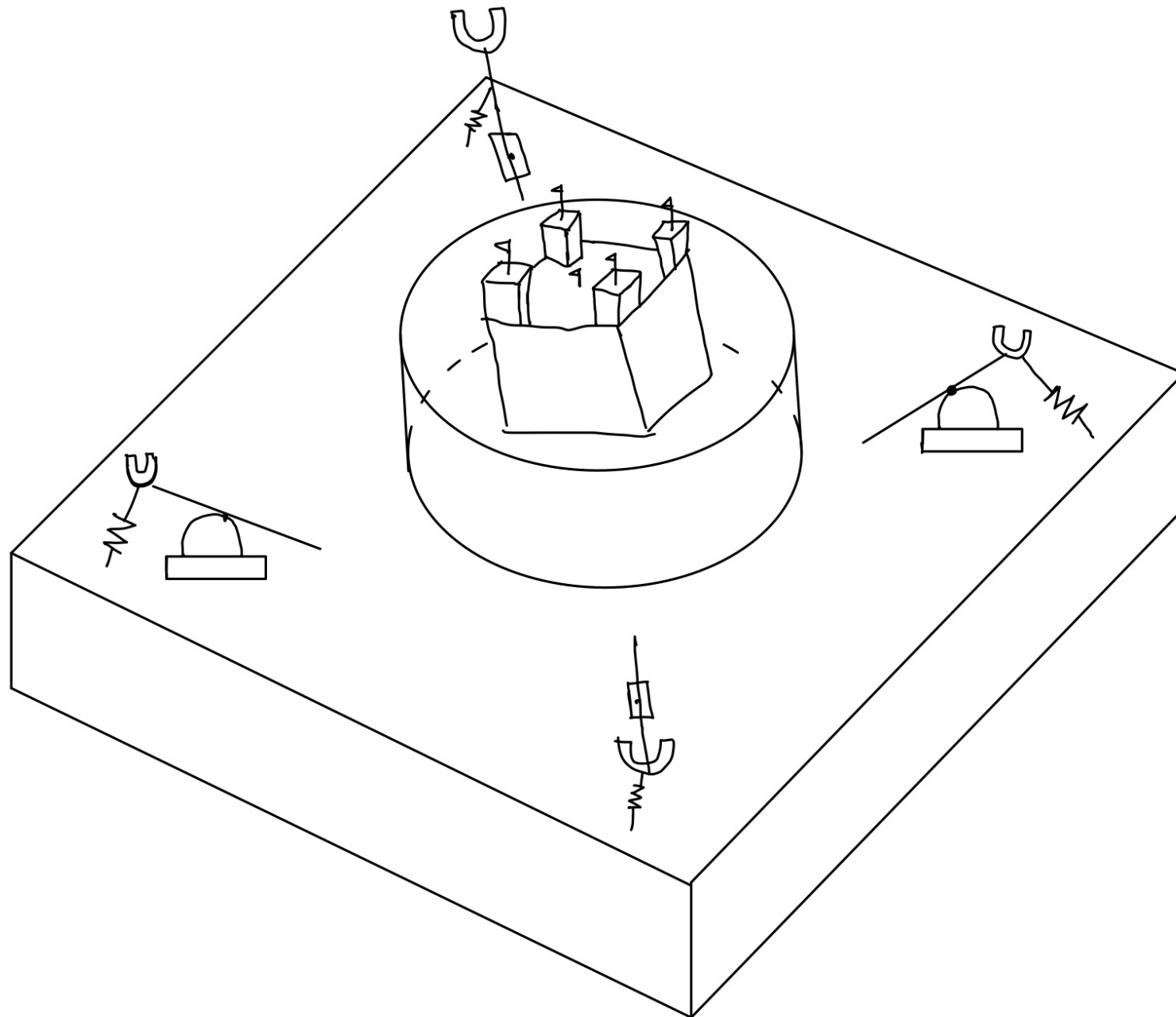


FAVORITE #1





FAVORITE #2





FAVORITE #3

