



*"There are three answers to a design result - yes, no, and NOTHING!"*

*"Wow" is something to strive for.*

*Milton Glaser*

# Design for Manufacture

*Teacher: Mariya Li*



*[Map of Kazakhstan - detailed illustration of the vector]*

## What is the idea of such a project in general?

The main goal is to reveal all the beauty of Kazakhstan not only to the world, but also to the people of Kazakhstan, because we live in such a beautiful country

- We want to distribute our own souvenirs in the form of Kazakhstan map, which shows the most important sights and features of areas and cities for foreigners and for those citizens of Kazakhstan who have not seen all these wonderful places in Kazakhstan
- The second advantage is that these souvenirs will be sold in large and small copies and will cost good and acceptable for citizens of Kazakhstan and for foreigners.

## About us

My motherland is wide,

Lots of forests, fields and rivers!

I don't know another country like it,  
Where people can breathe so freely.

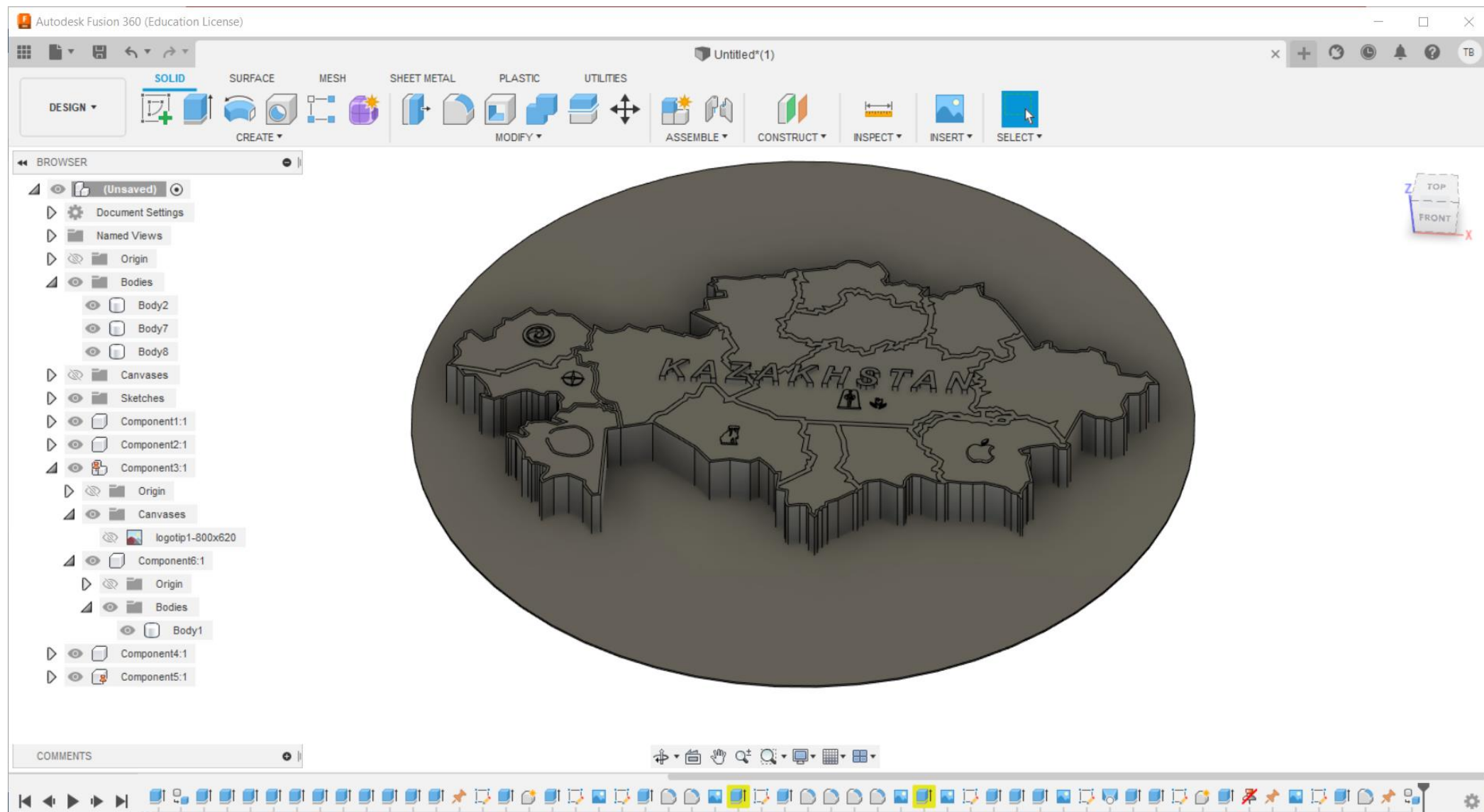
## Contact

Phone: [+7 (775) 976-41-65]

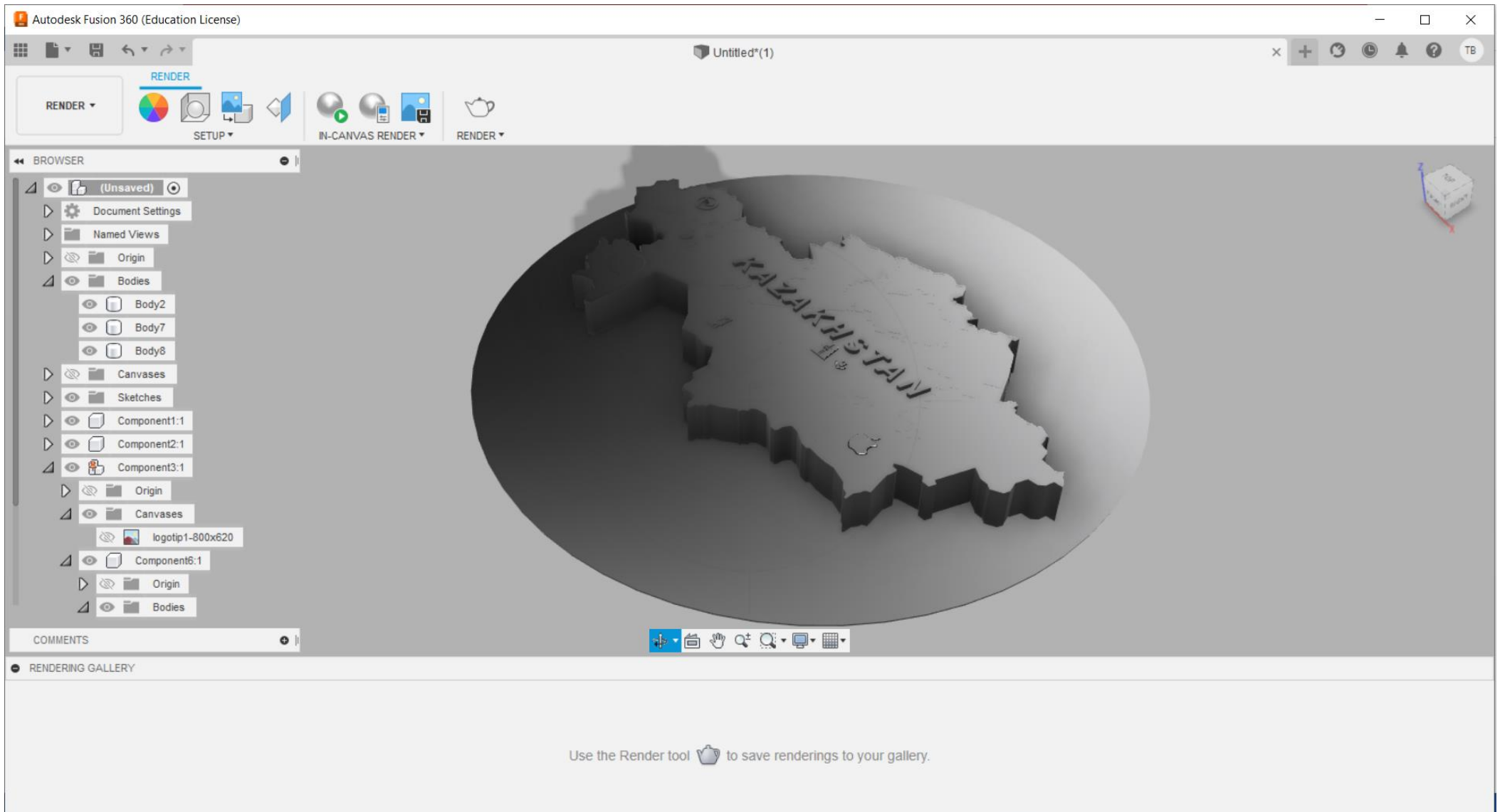
Email: [190103383@stu.sdu.edu.kz]



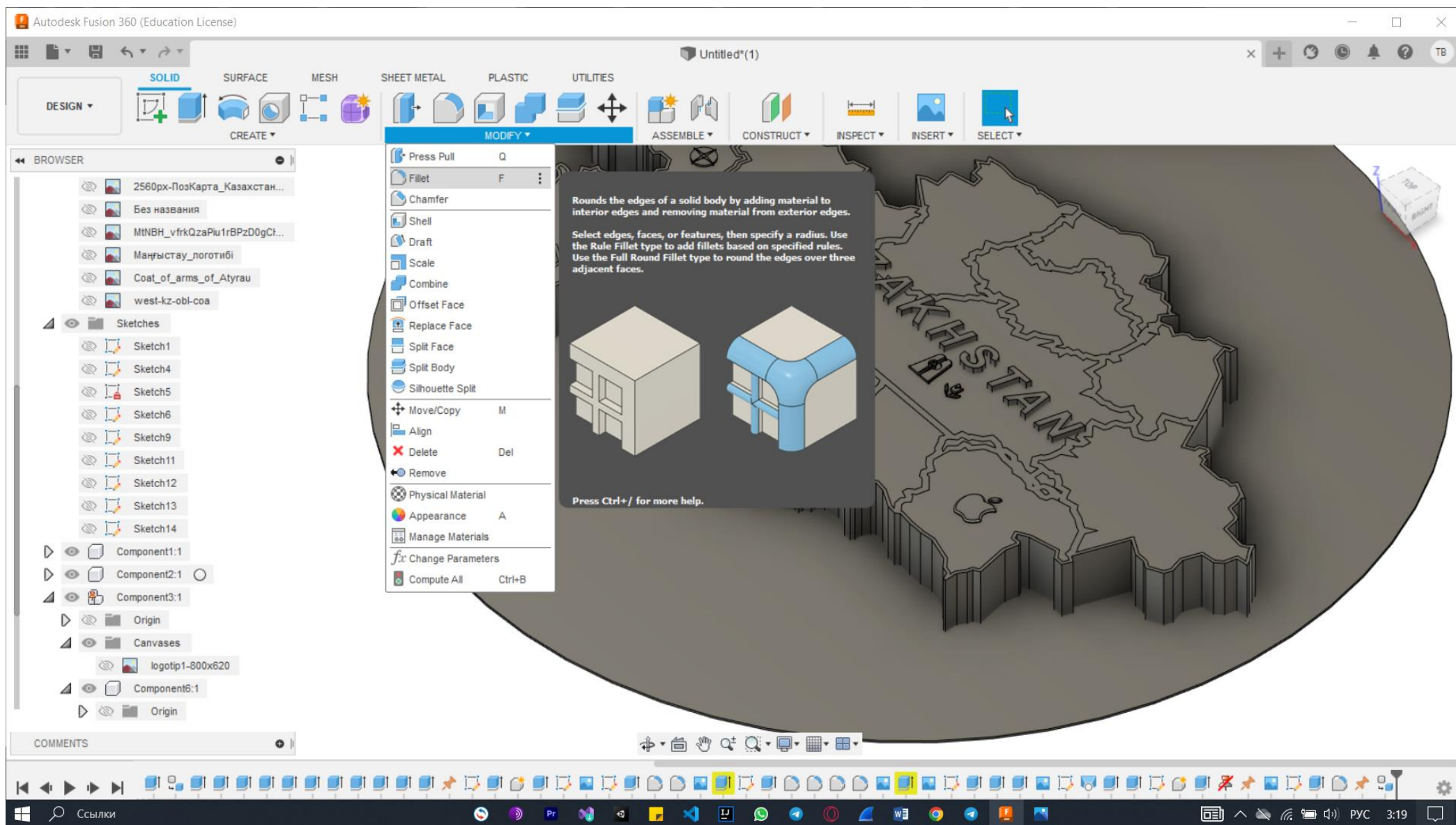
It took our ancestors many centuries to inhabit, master, protect it from enemies and pass it on as a legacy to us who live today. How much labor, sweat and blood, joy and suffering fell on the share of past generations. The poetic heritage of our people contains many enchanting pictures of the beauty of the native land, its boundless expanses, the snow-white mountains, the azure shores of lakes...



# RENDER

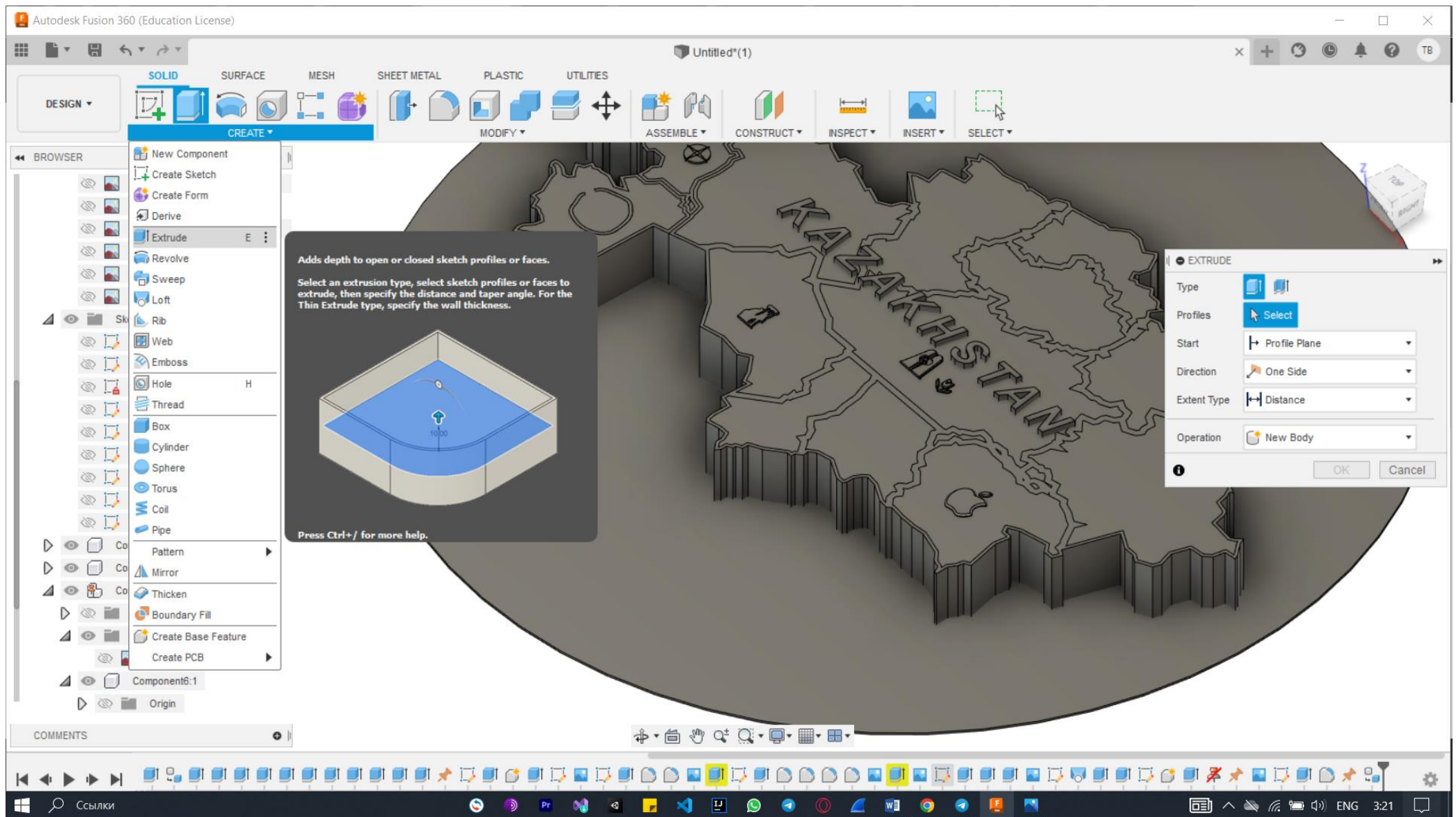


# What was used in this project

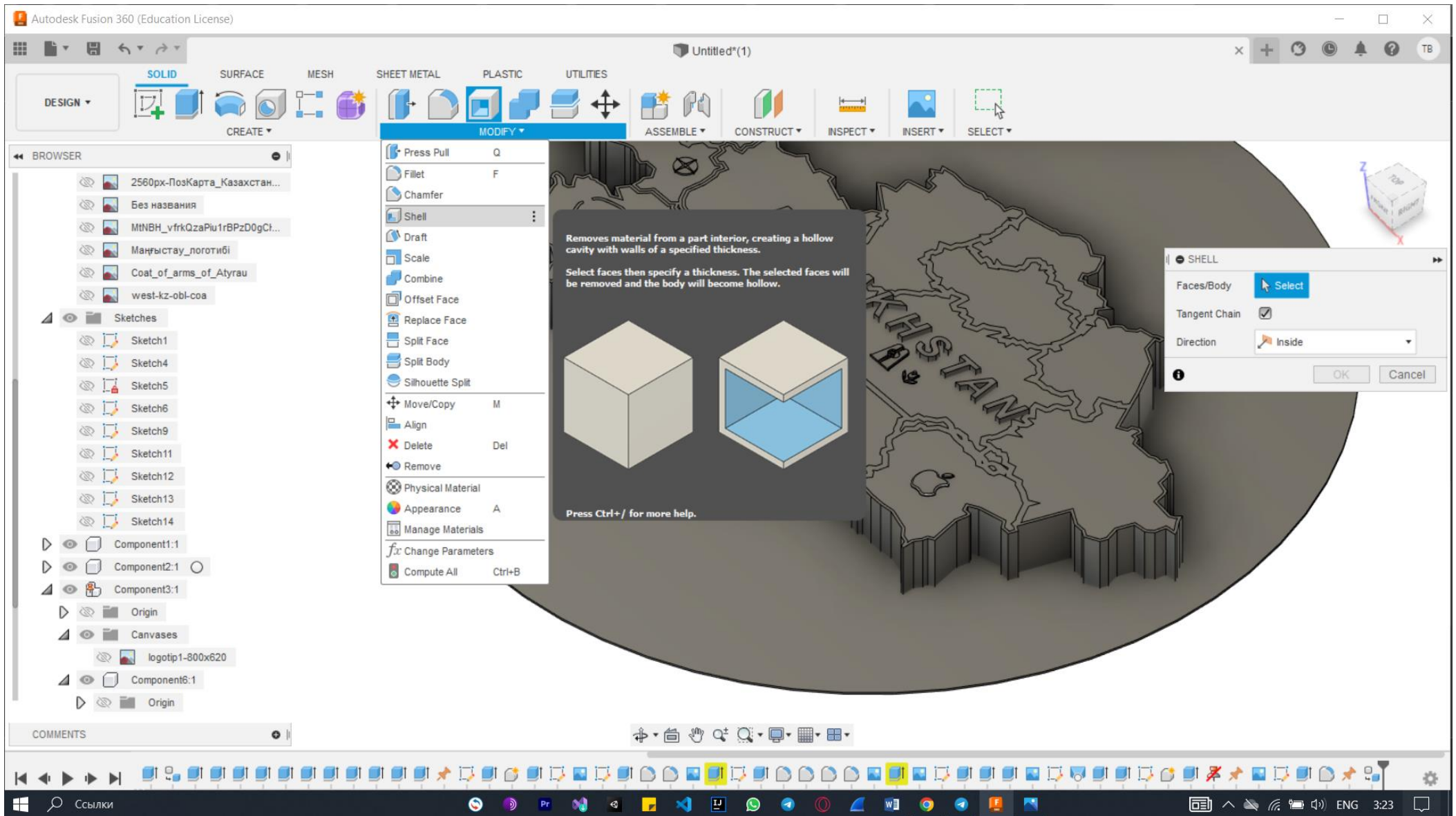


*Fillet*

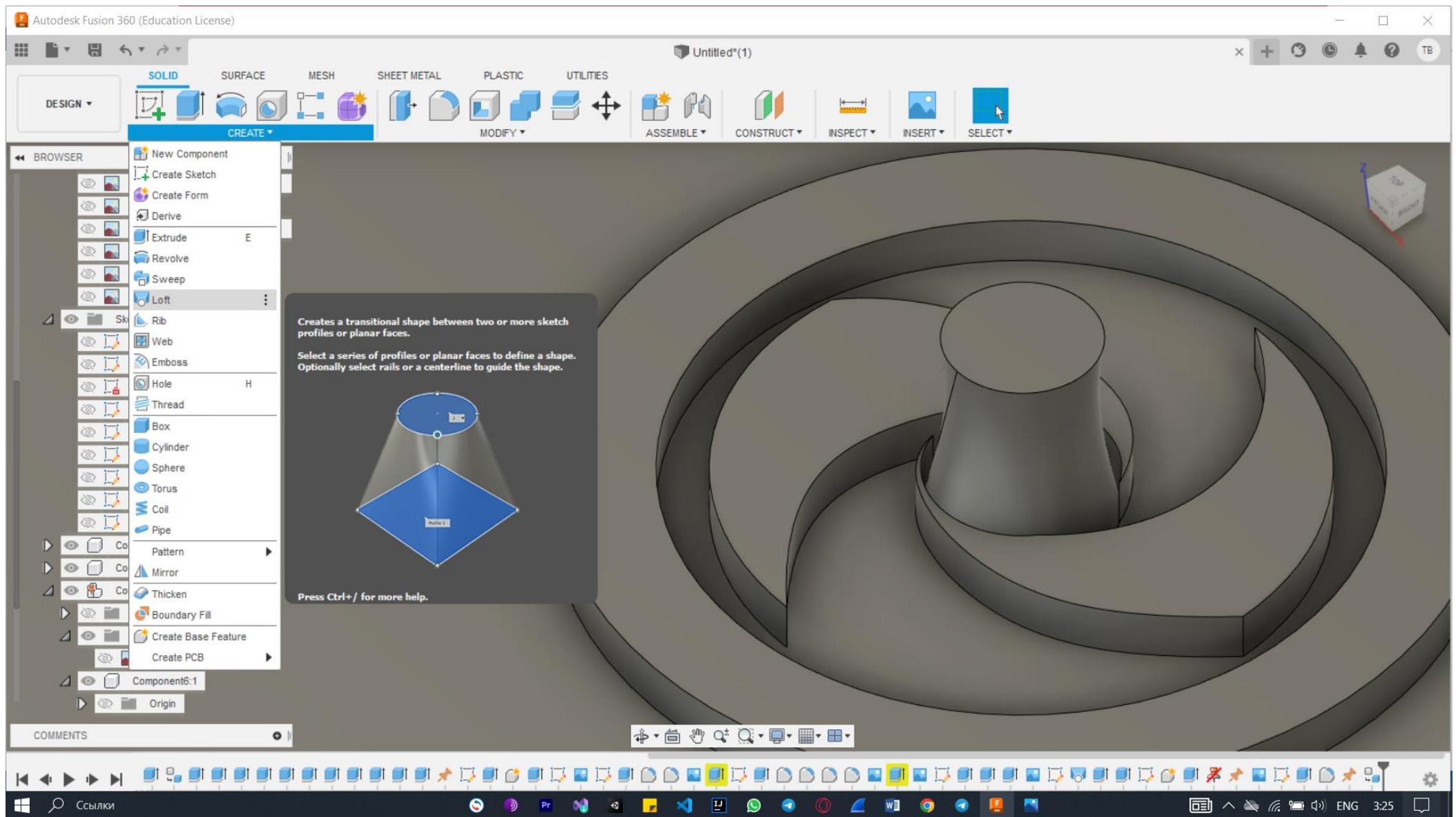




*Extrude*

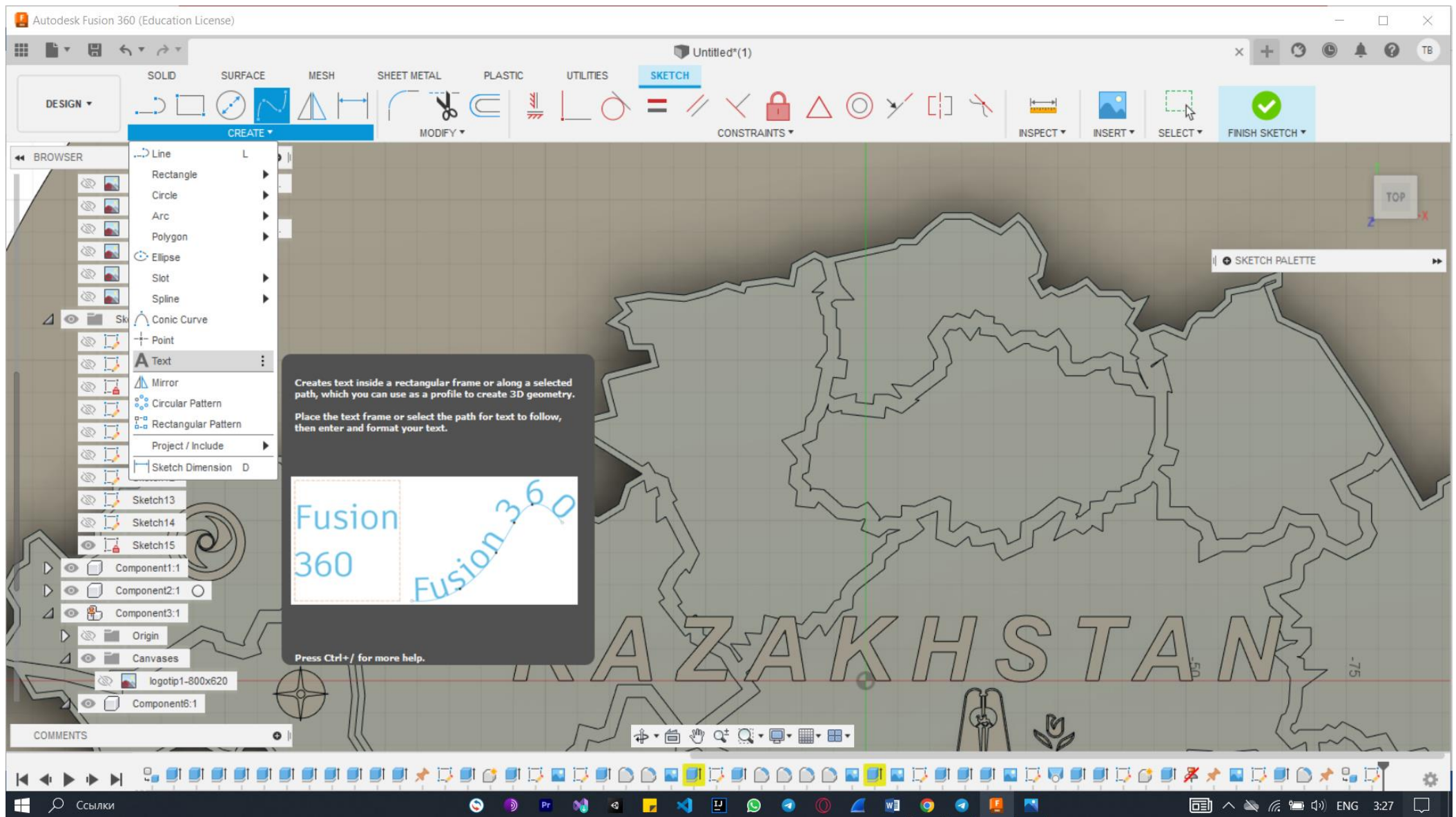


*Shell*

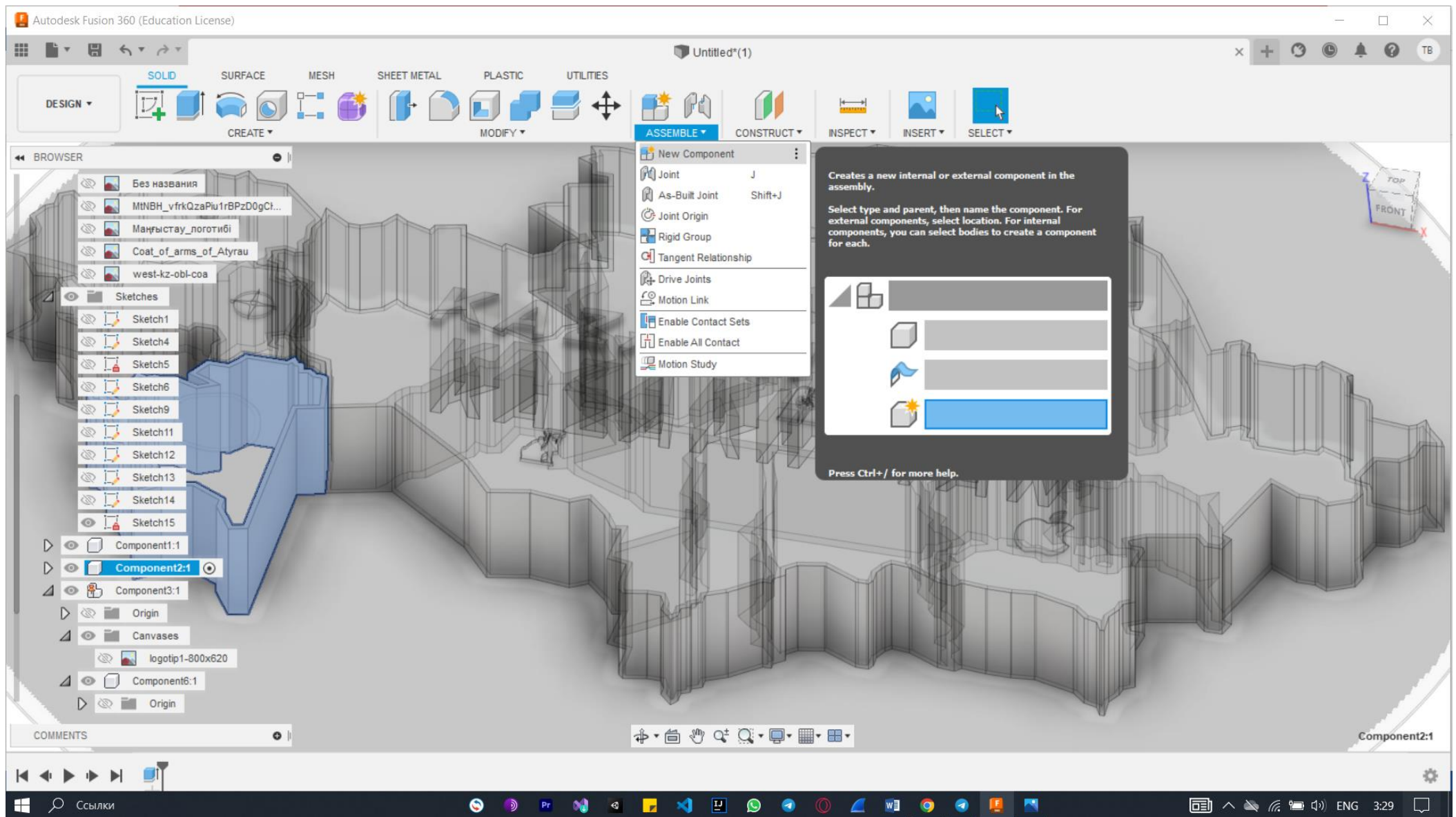


*Loft*

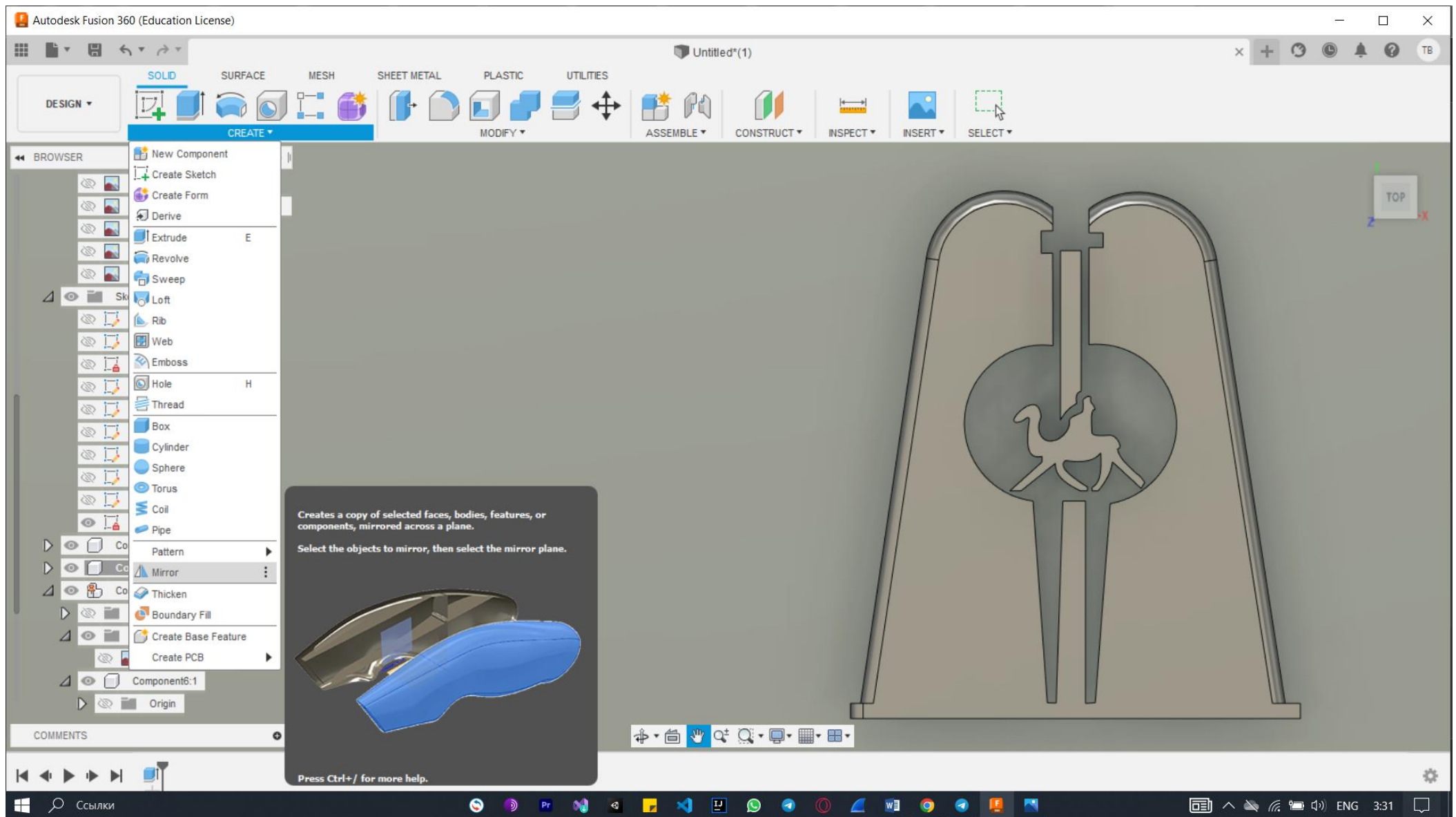




TEXT



*Component*



*Mirror*

*At the end*

*Tried to use everything that we learned in the lessons and saw on the internet and still there are a lot of things that i did not shoot on the screen, but basically this is part of what we used in the project and even more to try in the future to implement much larger projects*