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Thinking Sketch

A reflection tool for drawing pictures on computer

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Abstract

Artists, such as Pablo Picasso, Piet Mondrian, etc. seem to understand that the activity on creating new style is more important than just creating objects with a certain established design taste. Such an attitude is meaningful, because both creator and people apt to get used to the trend of current taste and lose interest in it. On the other hand, it is difficult for us to educate students to be aware of the importance of keep finding new styles, because we need a lot of training time for difficult techniques for creating artworks.

We developed a drawing software "ThinkingSketch" to cover the weakness of beginners in techniques. This software enables user to create artworks with same design taste. Basic concept of the software is "trace and copy". Using this tool, user makes graphic templates by tracing scanned artworks. Then, combine and transform the design templates to make a new original artworks. After defining the basic primitives, layouting rules and color mapping parameters, this software will generate pictures with randomly generated parameters. Through the definition of the rules for picture generation, user will have experience of self-reflection. We found that this drawing method can be a good experience for beginners to understand what artistic taste is.

Keywords

Drawing, Interaction, Reflection, Design Tool, Artwork Creation

B-03

A framework for product adaptation:

understanding issues related to designing for ethnic groups and cultures

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Abstract

There is very little design information available to industrial designers who are designing or adapting products to other cultures and ethnic groups. The objective of this research is to identify relevant areas and issues related to designing or adapting products for other groups. The methods used to identify the relevant adaptation and design areas involve research into human factor and design classification structures, product adaptation and ethnoconsumer theories, and case studies of products that have been adapted for other markets. From this research a number of areas were identified and a framework was developed to help designers understand product adaptation issues for different cultures and ethnic groups.

The framework identifies three main areas. The first area, human physical characteristics, involves identifying design issues related to ethnicity. The second area, cultural characteristic, involves identifying design issues related to cultural specificity.

The final area, environmental characteristics, involves addressing design issues related to the product-use environment. Within the human physical, cultural, and environmental characteristics are other areas that can be used by the designer to help identify relevant product adaptation issues.

Keywords

product adaptation, cultures, ethnic groups