

Product Design-2

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Jr. M.Des

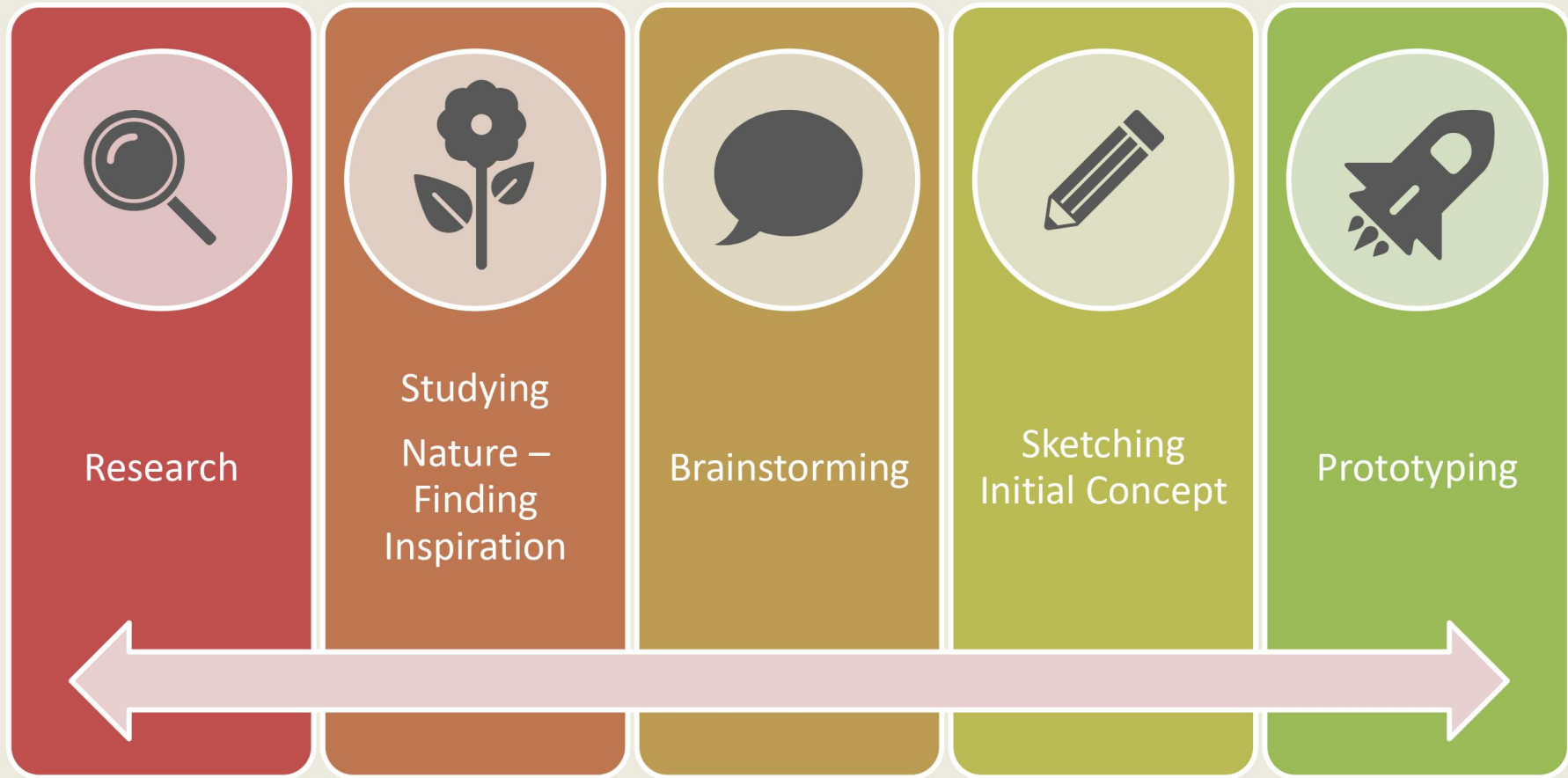
Guided by : Prof. Bhatpat





Design Statement

*“To Design a **wooden toy** for kids of age **9 – 15 months**”*



Design Process



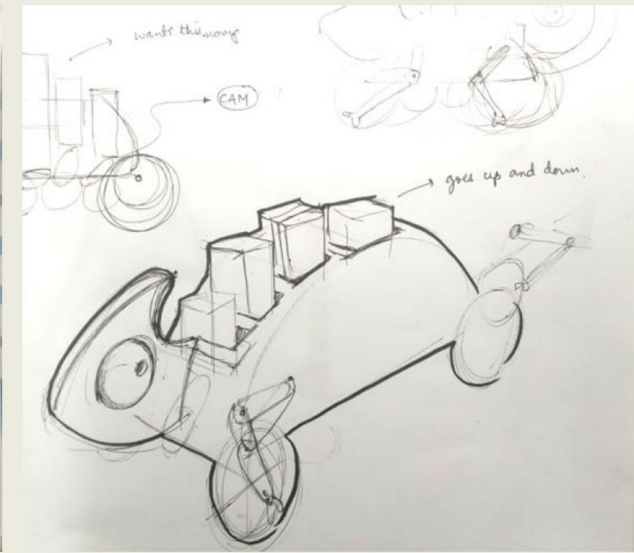
Design Brief

*To design a **push toy** using biomimicry for kids of age 9-15 months, which facilitate and **colour and pattern recognition** through **multi axis motion** and **visual and tactical feedbacks** as a tool.*

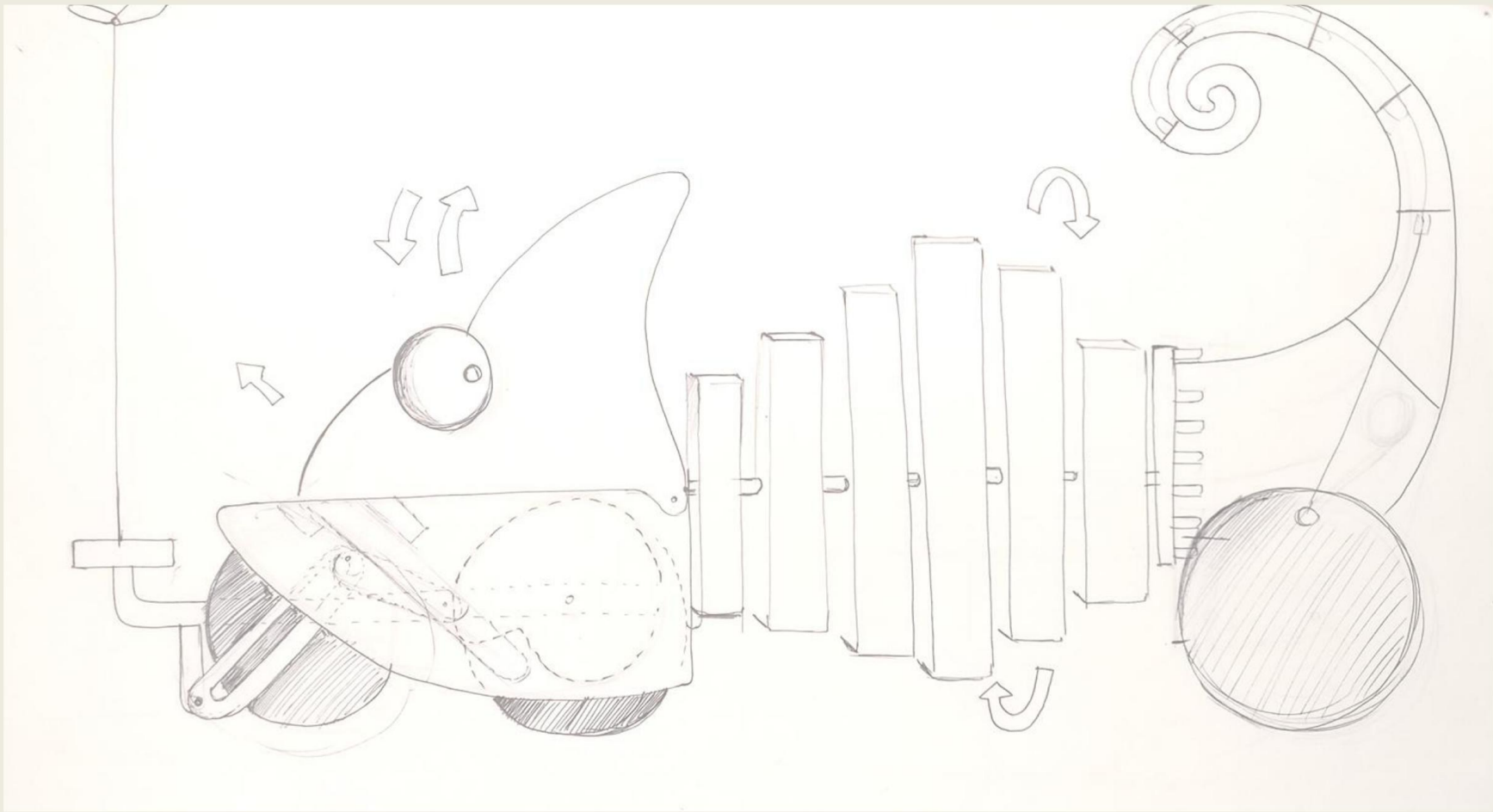
*The toy should **evoke an element of surprise**.*

*I would like to take inspiration from the attributes of a **chameleon or a humming bird**.*

The toy must be safe in terms of forms, material and size of the pieces. It should hold the interest of the child for a longer time.. It should with stand wear and tear .

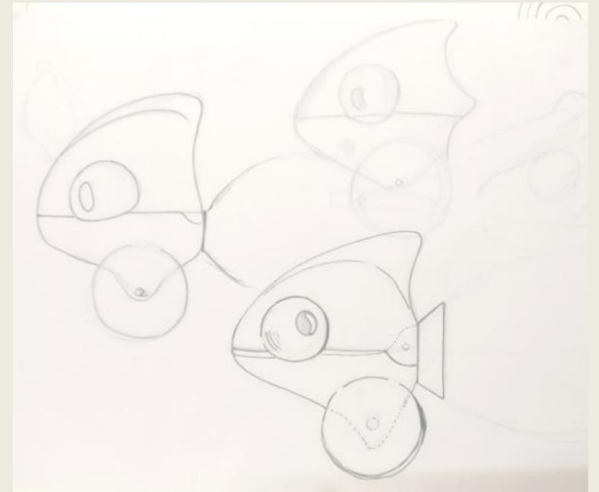
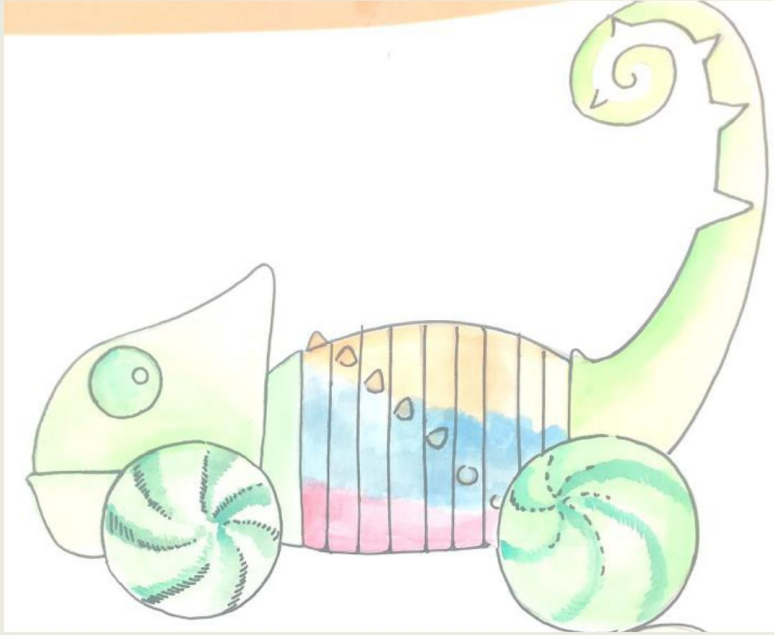


Chameleon
Color Changing Disks



Chameleon

Final Concepts



Form and Color Variation

