



PRODUCT DESIGN INTENSIVE

2023

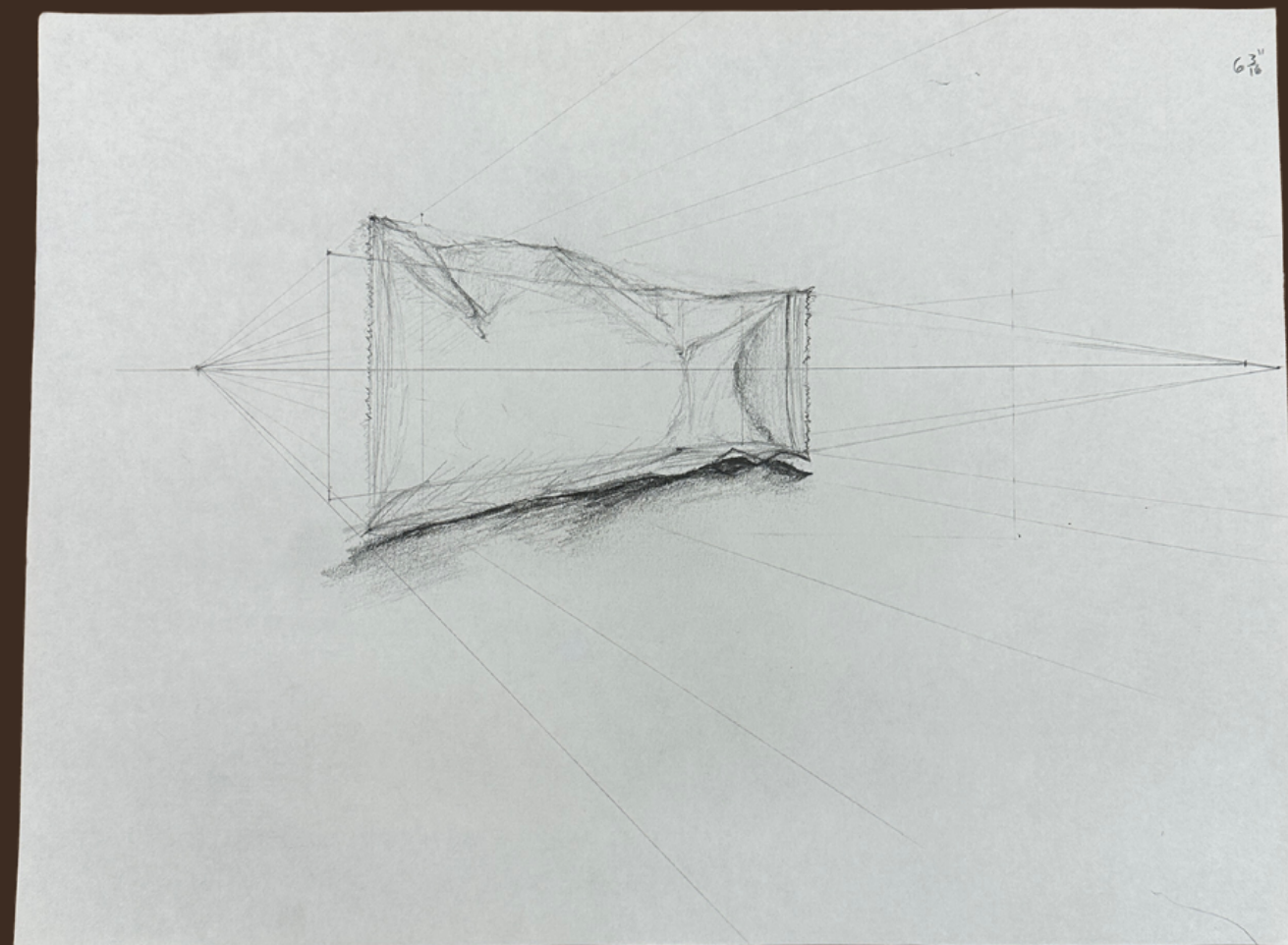
# BODEGA OBJECT

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ANNELISE CORNET



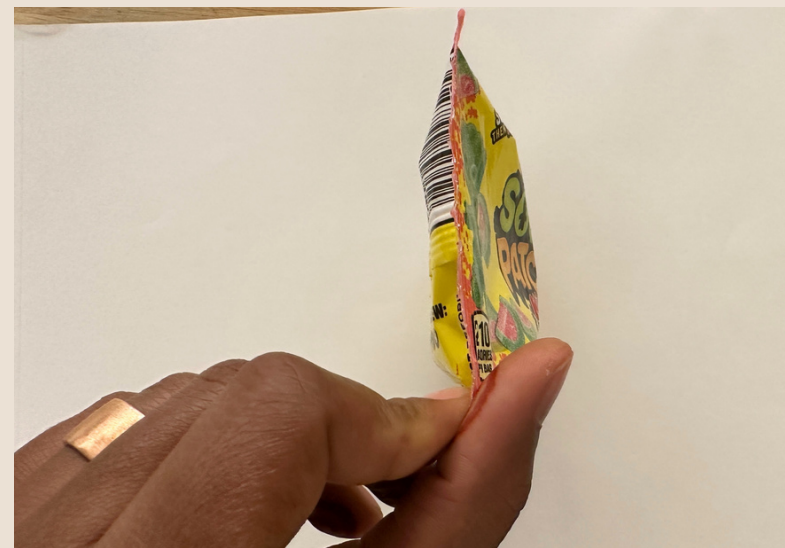
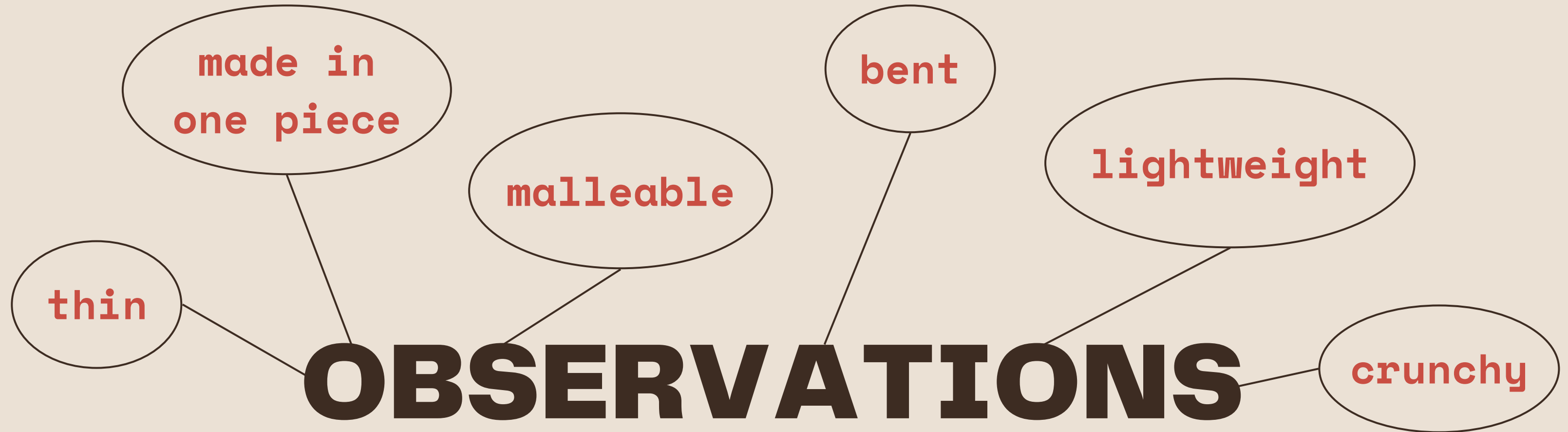
# SKETCHES



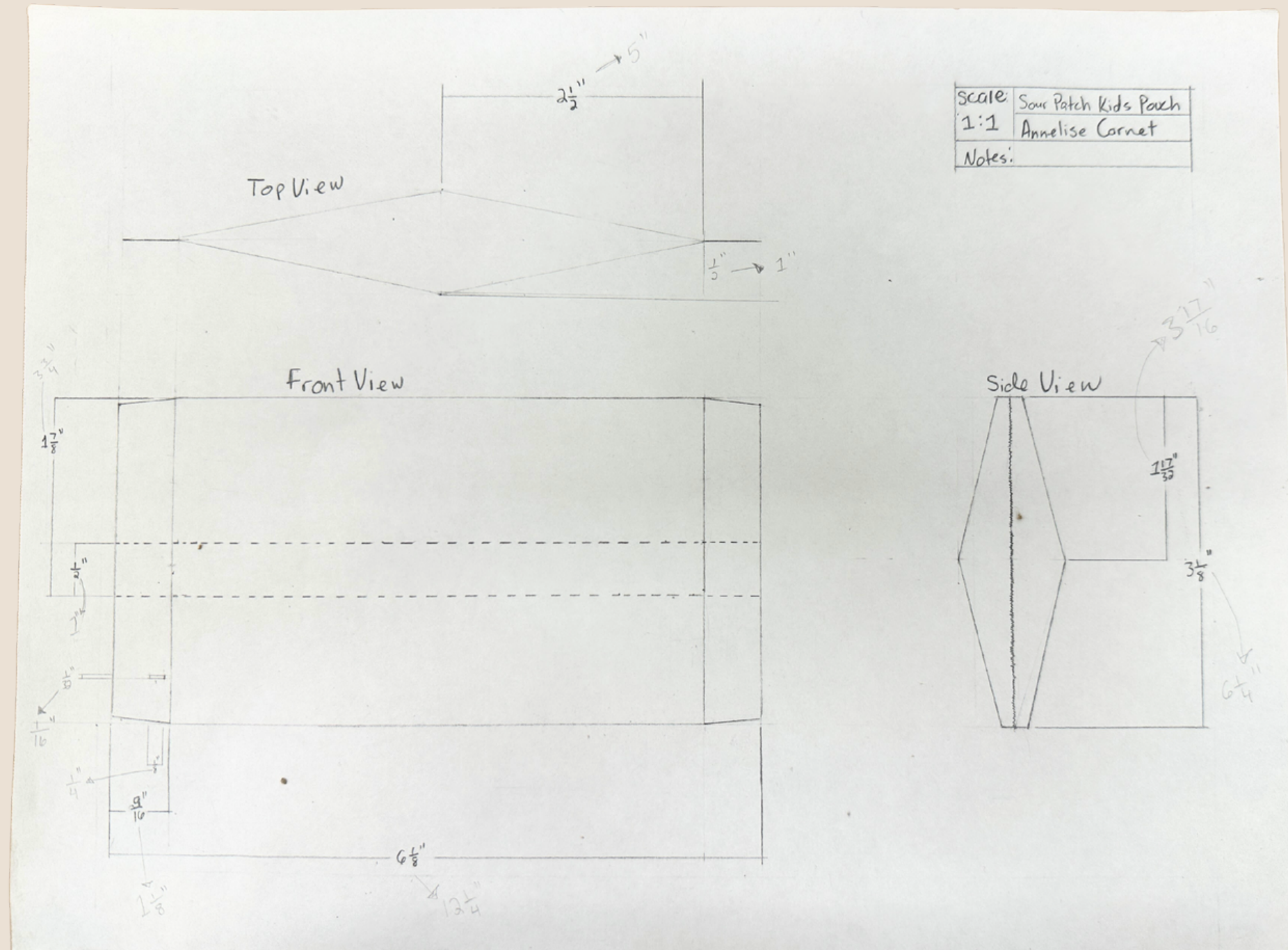
Perspective Drawing

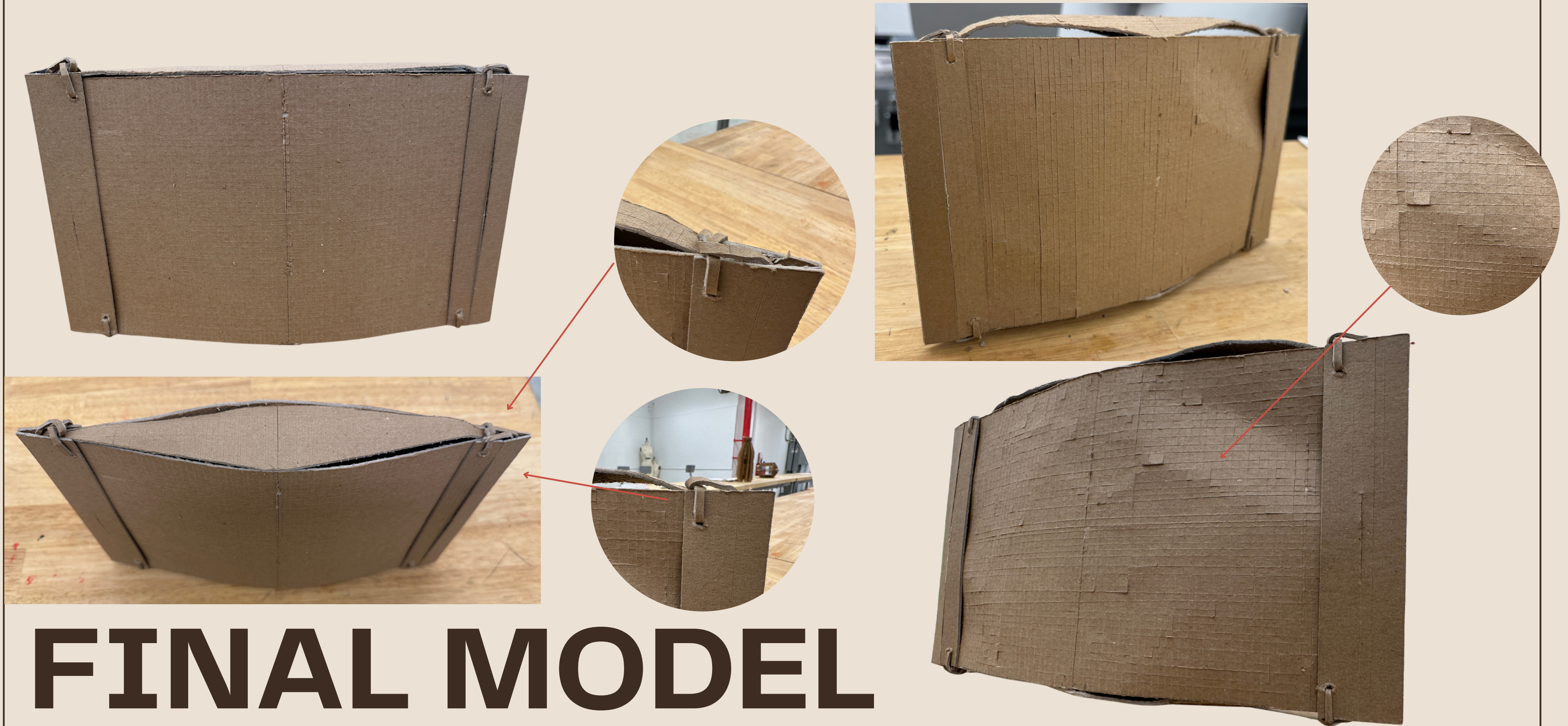


Rough Sketch



# ORTHOGRAPHIC DRAWING





# FINAL MODEL

# PROCESS

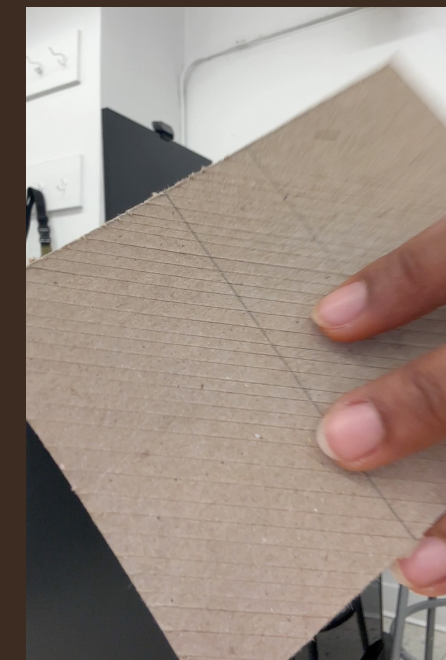
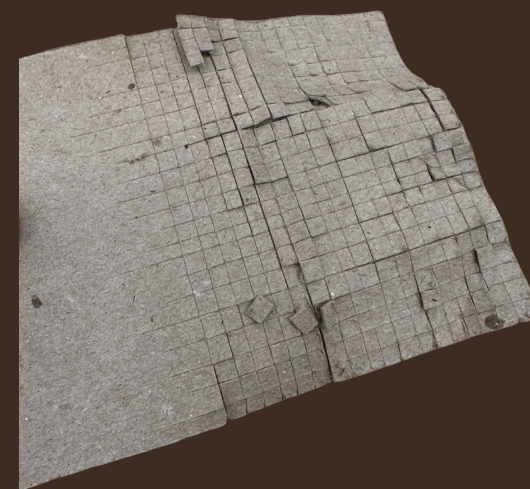
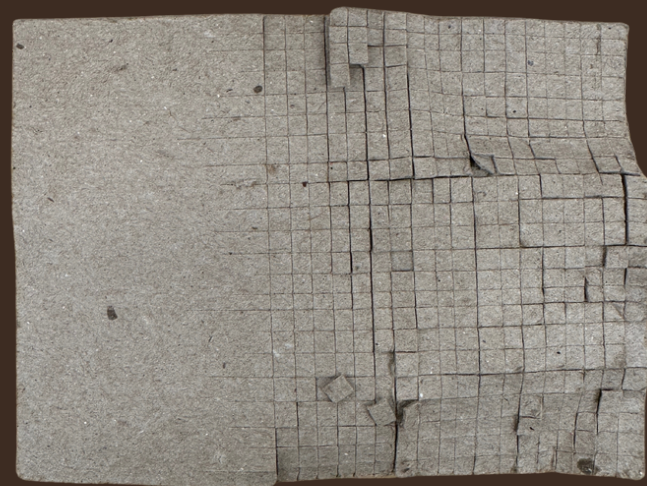
## JOINT TESTING

I was inspired by wooden joints that I saw at the Noguchi Museum and attempted to create them using chipboard

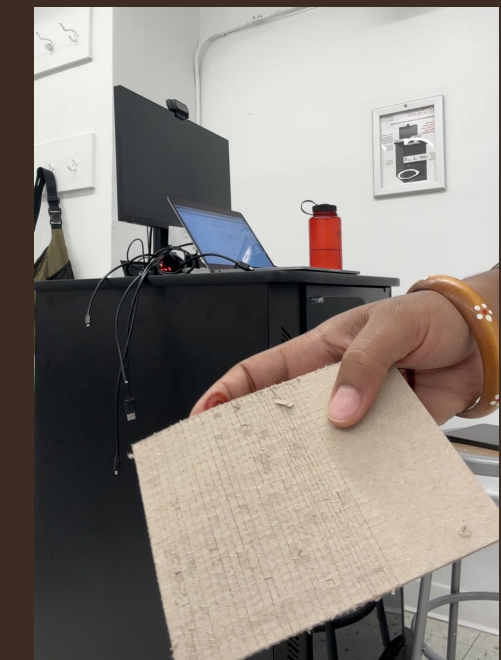


## MATERIAL TESTING

One of my main goals was to capture the crunchy texture of the candy bag, so I decided to test different scoring techniques



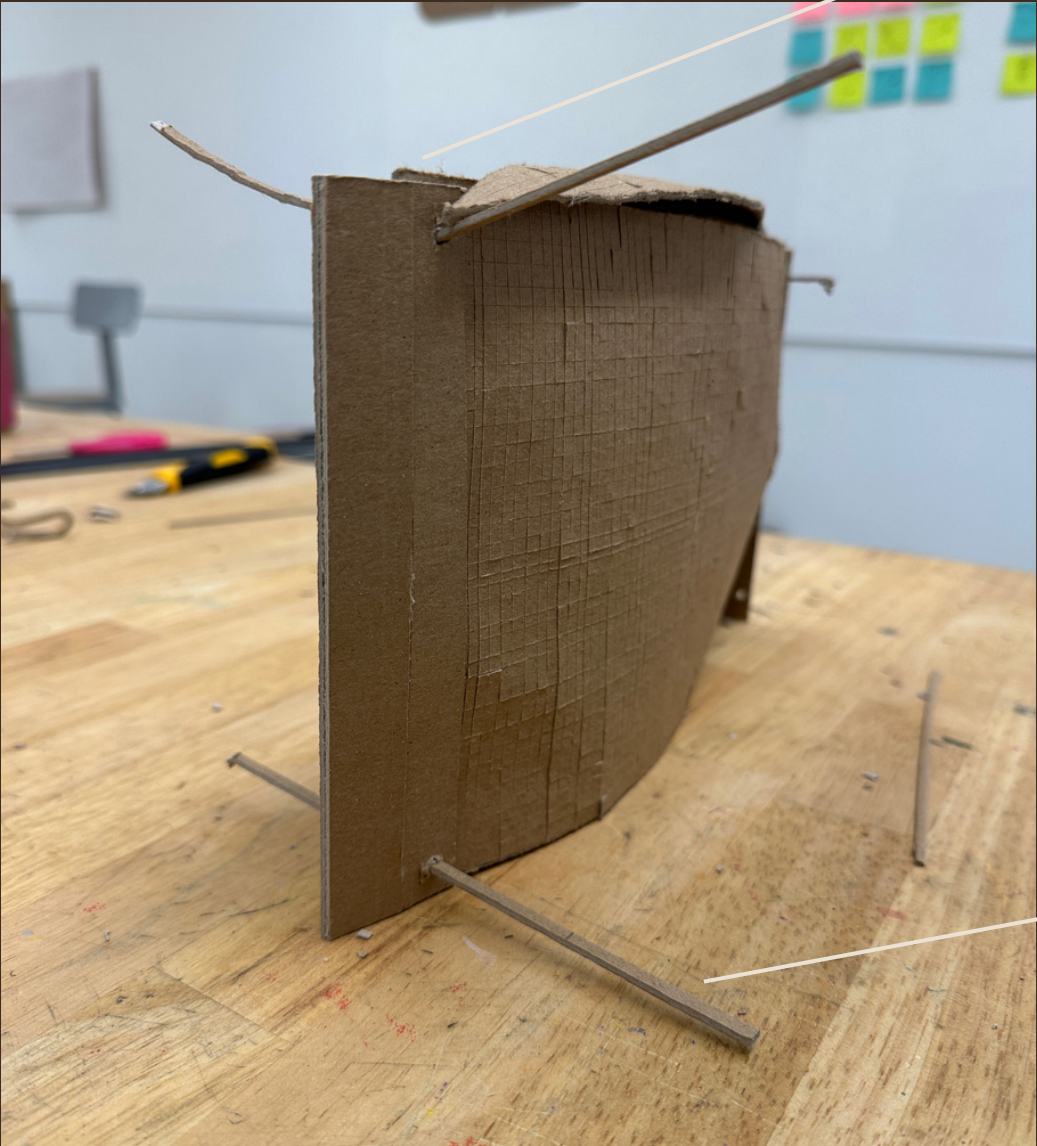
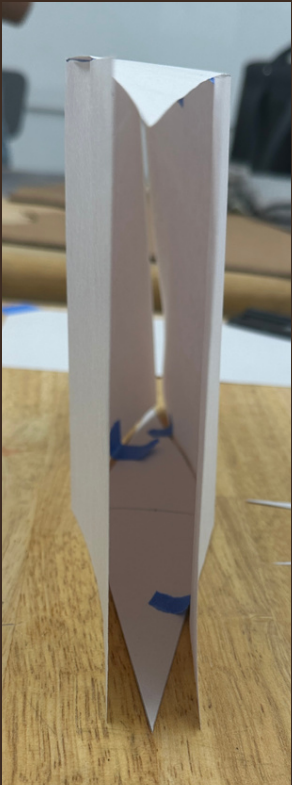
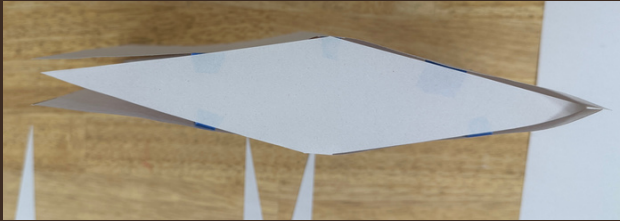
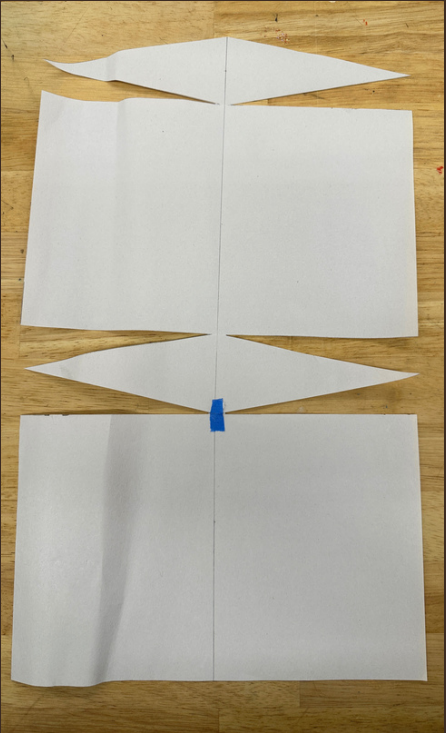
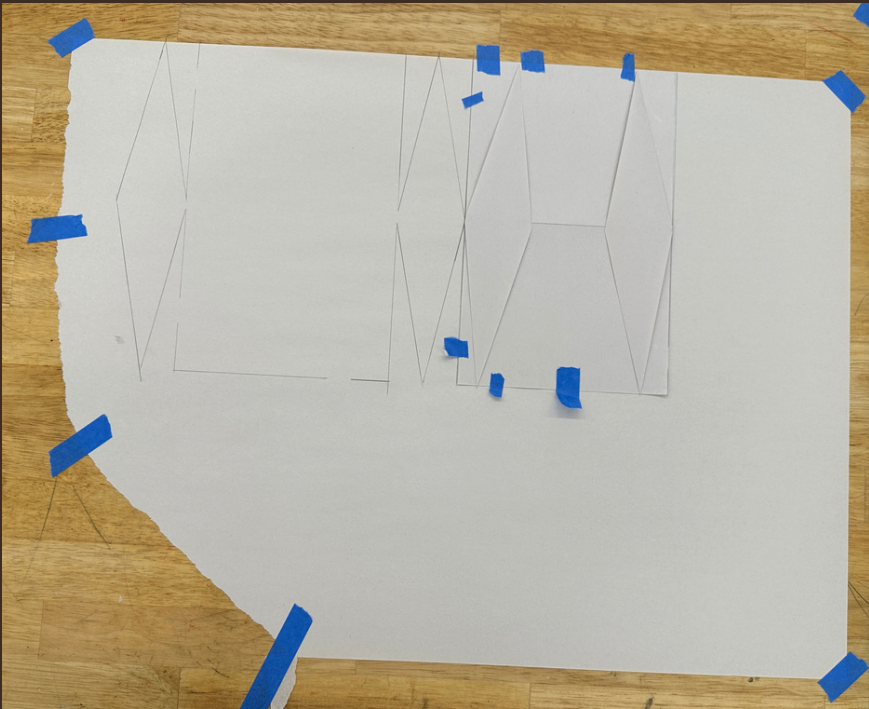
scored diagonally on one side, scored horizontally and vertically on other side



scored diagonally both ways one side, scored horizontally and vertically on other side

**PATTERN MAKING AND TESTING**

I used paper pattern so that I could test the model design. From this point, I started to make my final model out of chipboard



# PROCESS