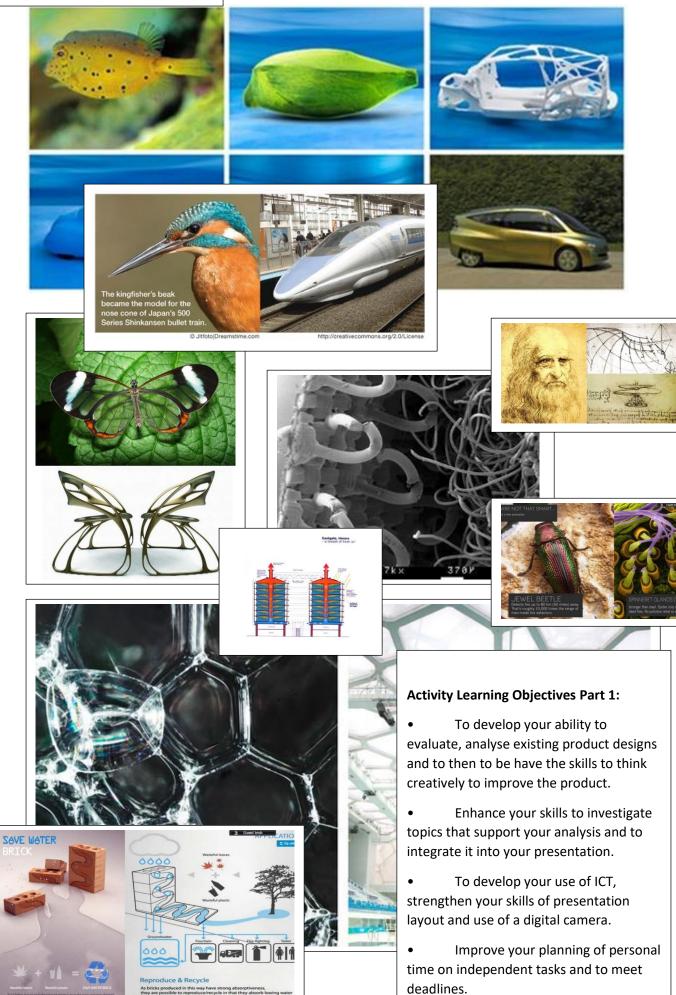
Biomimicry Inspiration Page – Nature Shaping Designs.



Year 12 Biomimicry Induction Design Challenge.

Look at natural systems and shapes, and design a product idea based upon this starting point. The design could be for clothing, architecture, furiture, packaging, an electronic item or food. Your work will be displayed on the wall so it needs to communicate all your ideas through the presentation.

The 4 x A3 presentation must:

- Explain and show the natural starting inspiration and what qualities it has that are so desirable.
- Present your innovative design idea inspired by your investigations. (One or several images can be used to communicate.)
- Use detailed bullet pointed statements explaining the idea.
- Include a logo and brand name for the new product.
- Have real impact as a presentation.
- Page 1 should show the evolution of your ideas from source materials and present a diverse range of sketched and/or modelled solutions.
- Page 2 should show the final design through several presentation views/models and/or photos. This page must be a highly finished presentation page

You can use any presentation techniques you wish. For example you might want to model and show the design in use with photos. Alternatively you might want to use computer aided design images or hand sketching.









- Develop an understanding of how designs and systems can be inspired by nature.
- Improve presentation skills.
- Refine ability to present and persuade people to respond to design presentations.
- To develop the ability to summarize a products key features and the thinking behind them.

