

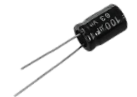




KEYWORDS AND TERMS

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|--------------------|--|
| SUSTAINABLE DESIGN | Designing to have minimal impact on the environment, with consideration for materials used, manufacturing processes and product life cycle |
| REUSE | Can products be designed to be reused rather than thrown away, creating waste |
| REFUSE | Designers and consumers must make the right choices, to try and have the least amount of negative impact on the planet |
| REDUCE | Consumers need to look to reduce the amount of products we buy. Designers must look to reduce materials in products |
| REPAIR | Designers have a responsibility to design products that can be repaired easily |
| RETHINK | Designers must rethink how products function to help the environment, e.g. Electric cars. |
| RECYCLE | Products are converted back to their basic materials and made into new products |

TOOLS AND EQUIPMENT

| | | |
|------------------------|--|---|
| RESISTOR |  | A fixed value component that reduces the amount of electricity able to pass through part of the circuit |
| CERAMIC DISC CAPACITOR |  | A component that can store and electrical charge and distributed immediately. |
| ELECTROLYTIC CAPACITOR |  | A component that can store and electrical charge and distributed immediately. |
| INTERGRATED CIRCUIT |  | The key part of the circuit. A component that contains complex, microscopic circuits that reduces the size of the circuit board by miniaturising a large amount of the components and connections required. |
| SPEAKER/AMPLIFIER |  | A device that converts electrical energy into movement, which is given out as sound |

PRODUCT DESIGNER PROFILE

Name: Jonathan Ive

Born in 1967 in **England**

Gained a **Degree in Industrial Design**

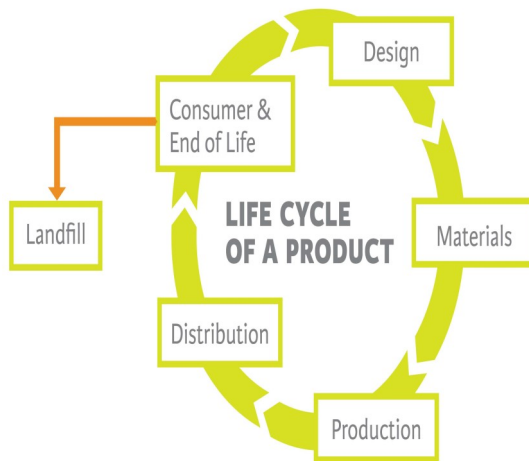
Current role: Head of Product Design at Apple

Most famous products: iPhone, iPad, iMac, iWatch, iPod

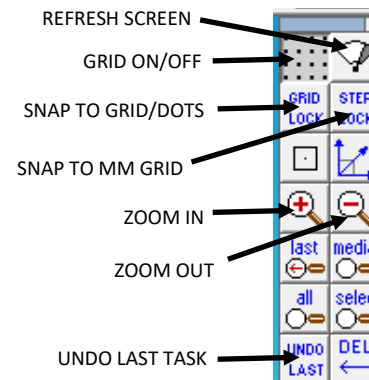
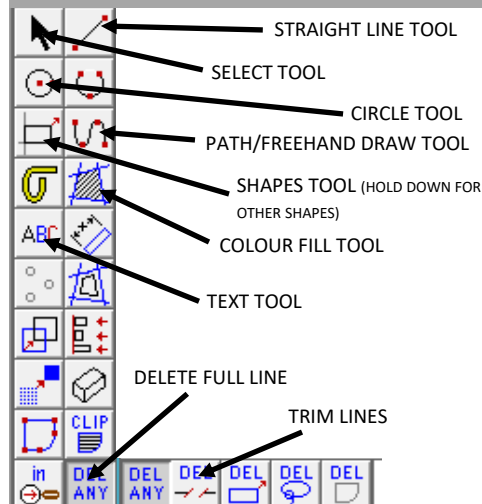
Design Philosophy: Whenever he starts working on a project, he imagines what the product might do for people. After he's established the product's utility, he then begins to consider what it will actually look like.

Quotes: "There's no learning without trying lots of ideas and failing lots of times."

"Different' and 'new' is relatively easy. Doing something that's genuinely better is very hard."



2D DESIGN ESSENTIALS



LINE COLOUR AND THICKNESS FOR LASER CUTTER

