3D Modeling: *Design Critique*   Name(s): _____

How do designers review each others work? Design critique! Design critique - is a fundamental part of the design process.

Here are a couple guidelines for critiquing others work:
- A critique should generate thoughtful consideration and information that the designer reviews, and then incorporates, into the next phase of work on the project.
- The words you choose mean a lot. Replace words that judge with words that invite. Instead of starting a sentence with, "He/she/you should…," try, "I would try this…. "

Please answer following questions based on the spec sheet that your group received.

1. Does the perspective view have the most _visual pull_ of all the elements of the design presentation?

2. Does the *top view* align with the *front view*?

3. Does the *side view* align with the *front view*?

4. Does the perspective view show the entire product?

5. Are all profile views proportional to one another?

6. Are the dimensions clearly visible and neatly arranged by the profile views?

7. Are the dimension units consistent?

8. How can you re-arrange profile composition to make the presentation board neat?
9. Is there ample white space (ie. Is the design free of clutter)?

Based on your answers to the questions above, write a brief (30 – 60 second) critique that your group will present to the class on this presentation.