

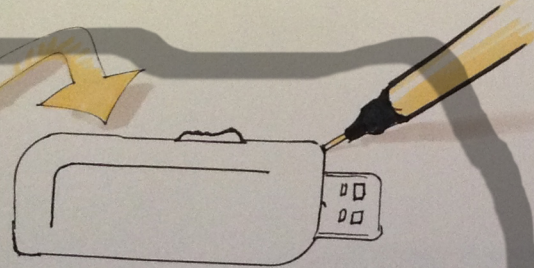
i DO NOT!

HAVE THE SKILLS, KNOWLEDGE OR SPECIFICATION REQUIRED TO DESIGN A — FLASH DRIVE MEMORY STICK USB STICK

SO

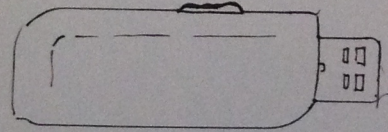
HERE WE WILL ANALYSE SOME REAL LIFE MEMORY STICKS FOCUSING ON THE EXTERNAL VISIBLE SURFACES.

1

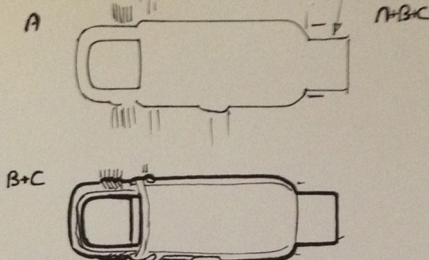
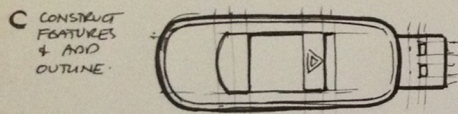
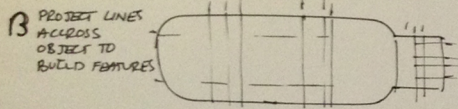
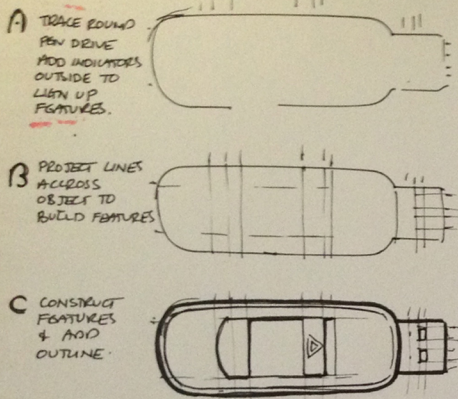


SIMPLY PLACING THE DEVICE ON YOUR PAPER & DRAWING AROUND IT WILL GIVE YOU A QUICK (FAIRLY ACCURATE BUT SLIGHTLY OVERSIZED) FULL SIZE REPRESENTATION. IT IS POSSIBLE TO USE SMALL SKETCHES BUT IT'S EASIER TO WORK ON LARGER THAN FULL SIZE.

SEE SECTION 2 FOR MORE DETAILED ANALYSIS & INDICATIONS OF DIFFERENT SURFACE DETAILS

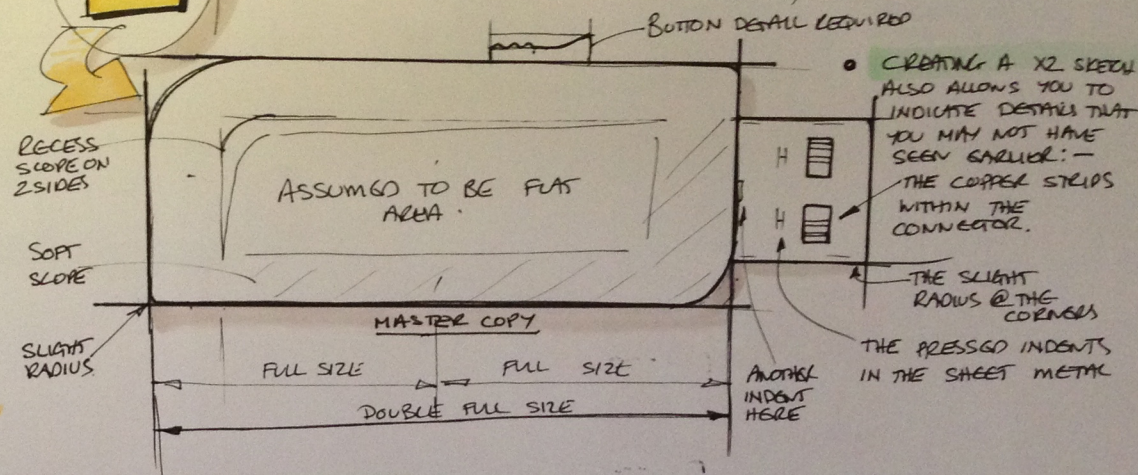


1 HOW TO DO



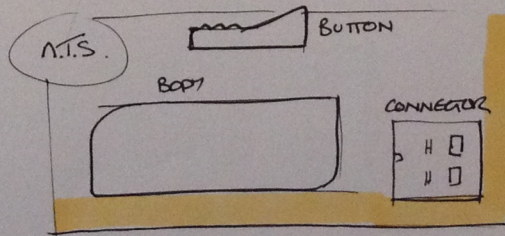
2

SKETCHING A PRODUCT LIKE THIS TWICE FULL SIZE IS SIMPLE (PLACE THE REAL PRODUCT ON THE PAGE AS SHOWN BELOW, REGARD FOR HEIGHT & DETAILS)



ONCE A MASTER COPY HAS BEEN MADE THERE ARE AT LEAST TWO WAYS TO PROGRESS.

- 1 IT IS POSSIBLE TO WORK DIRECTLY ON TOP OF THIS MASTER COPY FOR ALL PARTS - THIS REQUIRES SKILL TO STAY "WITHIN THE LINES"
- 2 IF WE MAKE SEVERAL COPIES IT IS THEN POSSIBLE TO REMOVE EACH PART SEPARATELY & CUT THEM OUT TO ASSEMBLE THE FINAL IMAGE - THIS METHOD ALLOWS FOR GREATER FREEDOM - STRIKE THROUGH - TECHNIQUE WORKS BEST



- 2 PLASTIC, METAL, WITH FLAT, RADIUSSED, SLOPING & INDENTED FEATURES
- FLAT COLOUR, TONAL SCALE, HIGHLIGHT, REFLECTION & TEXT (NOT SHOWN)



HOW TO DO 2

THIS technique is best demonstrated LIVE, so you can SEE it here on youtube

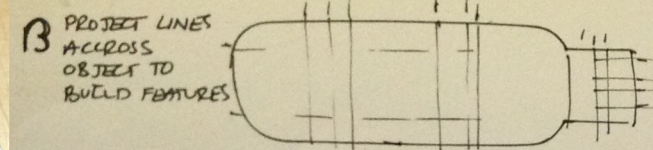
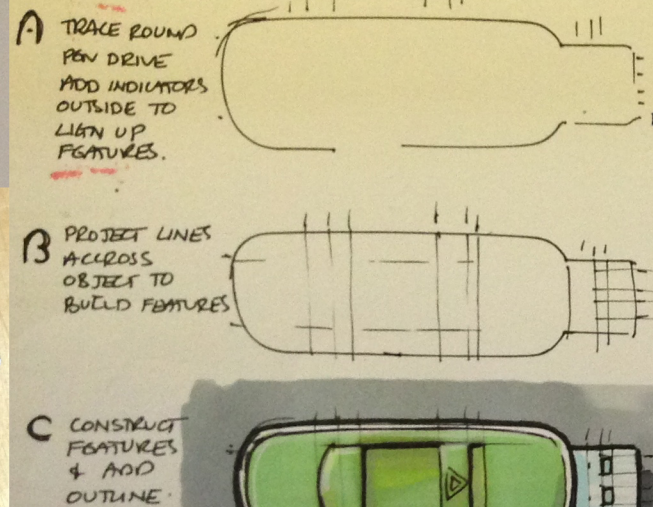
https://youtu.be/vCL_3c_Lhlo



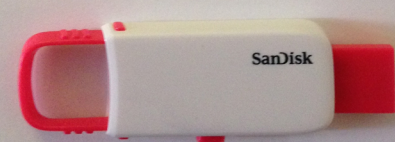
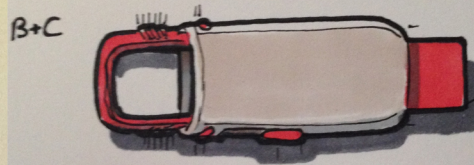
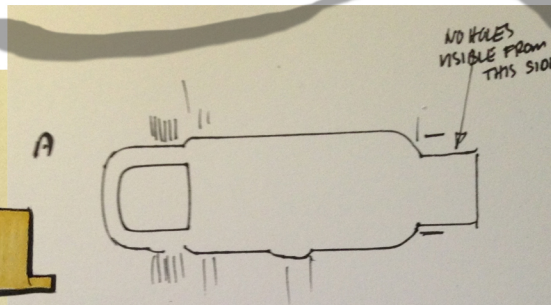
this page can be downloaded from;
<http://www.getagrip.graphics/downloads.html>



RENDERING FOR REAL



1



pen drives