



PD4063 DIGITAL MODELLING & PROTOTYPING

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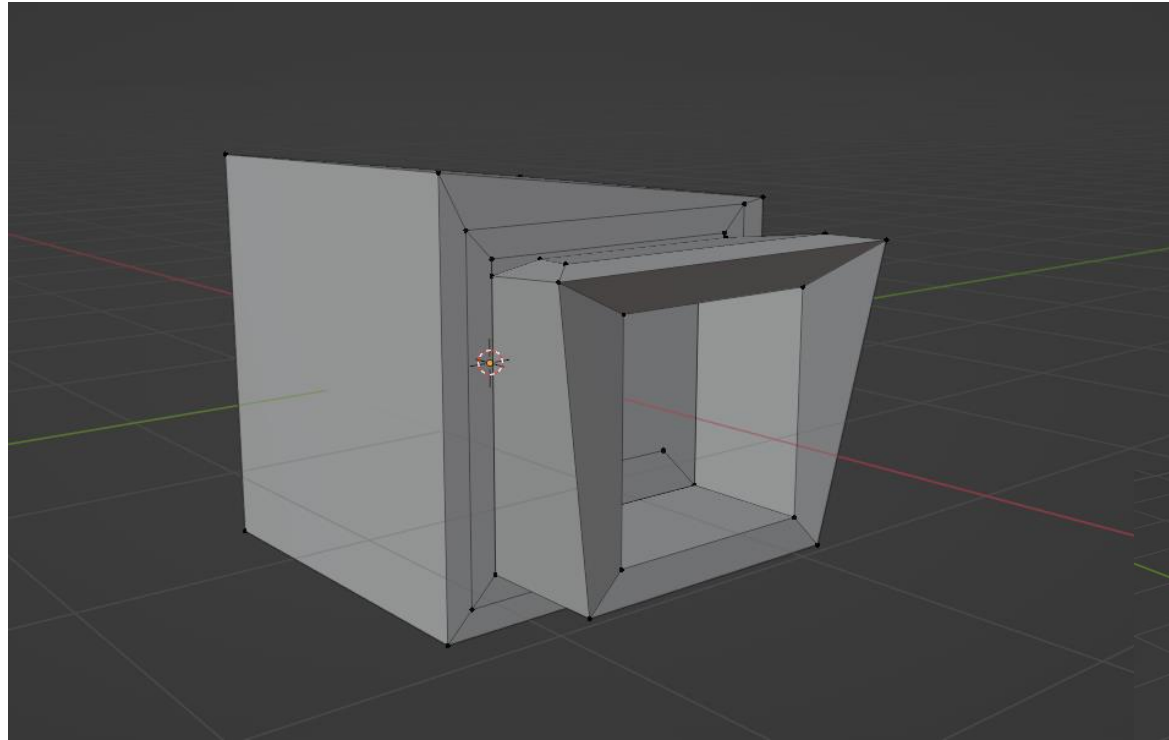
Reflection *50*



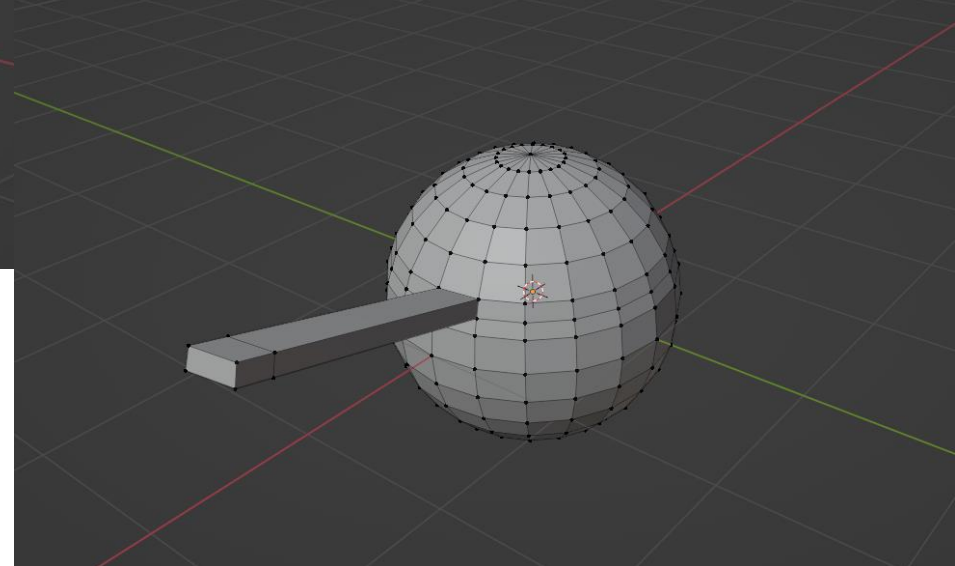
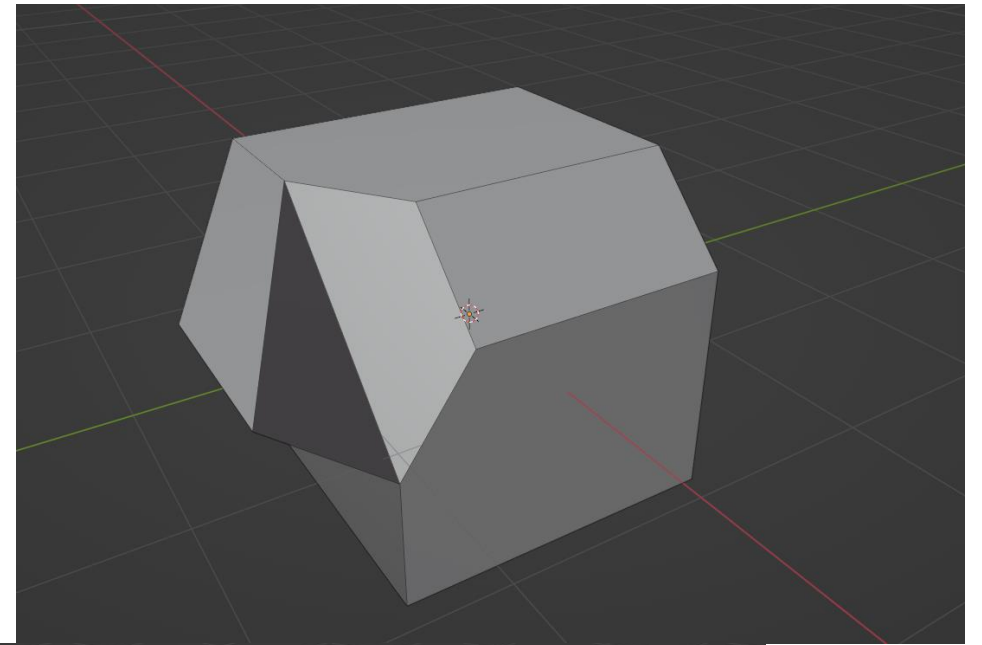


In-Class Blender Prototyping

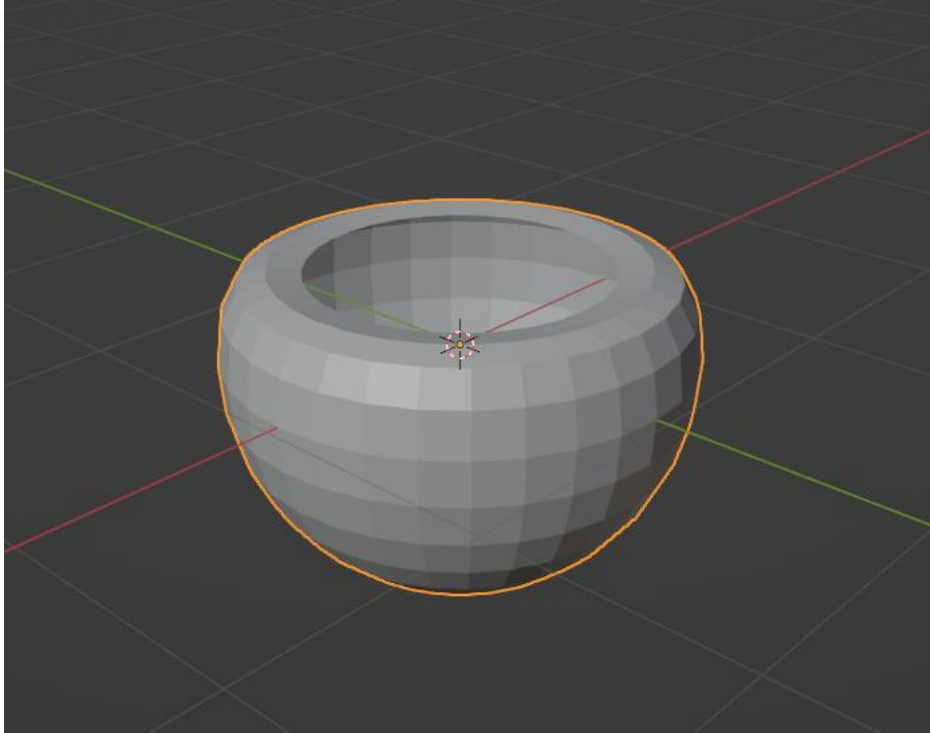
Task 1 – Bowl Model



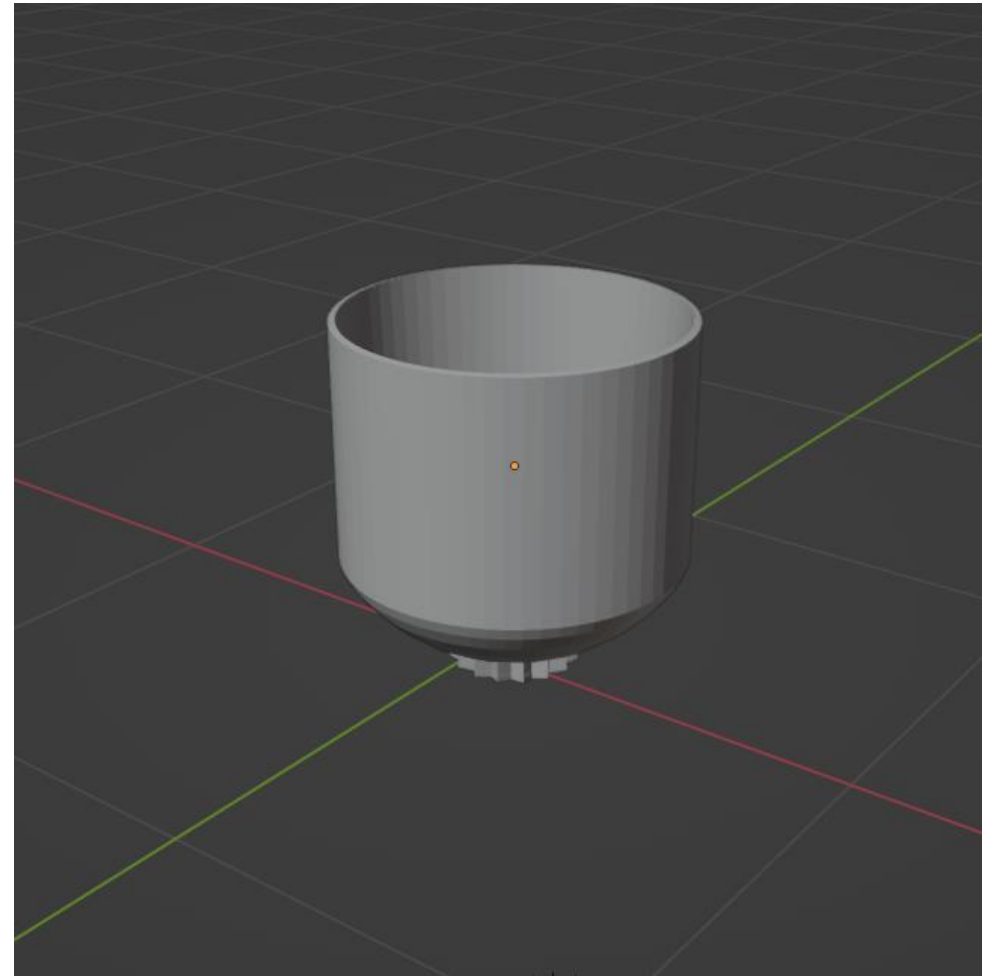
Introduction to Blender commands and hotkeys...



Task 1 – Bowl Model

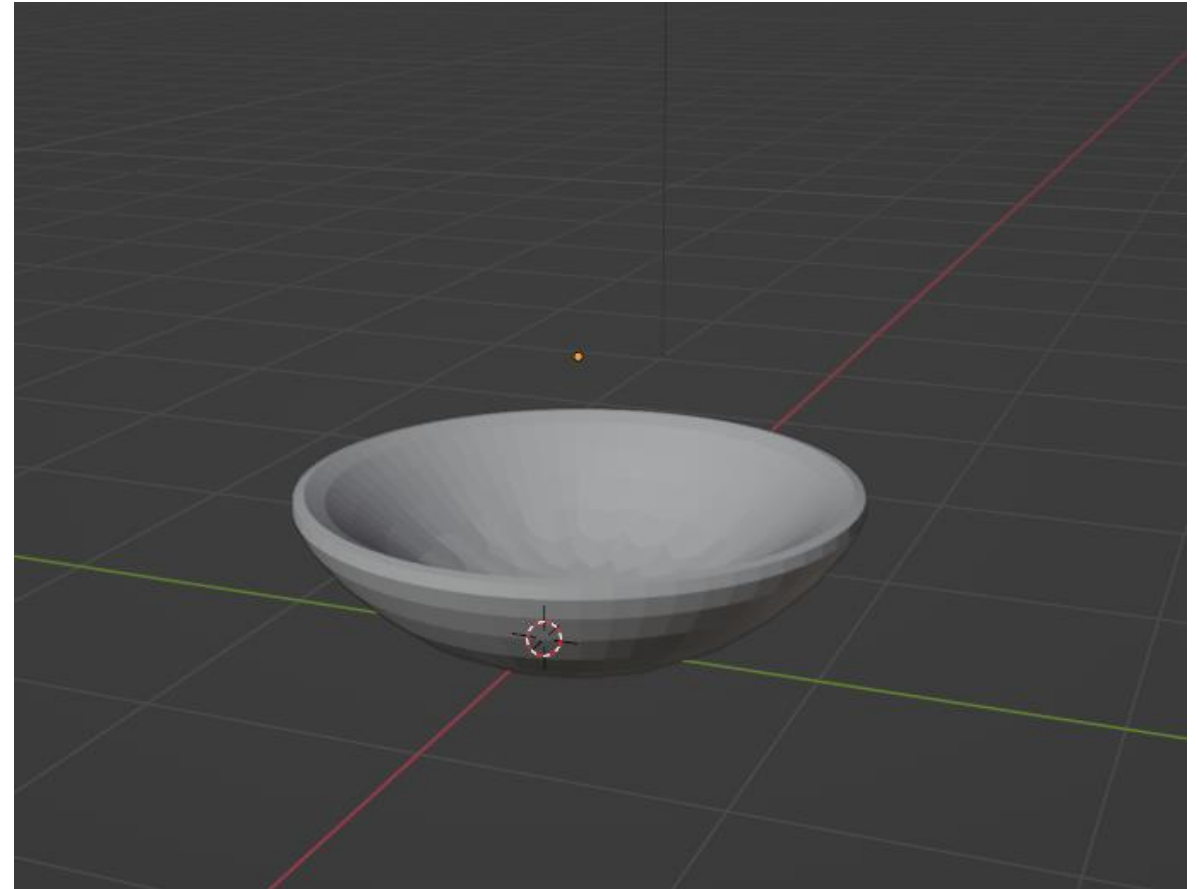
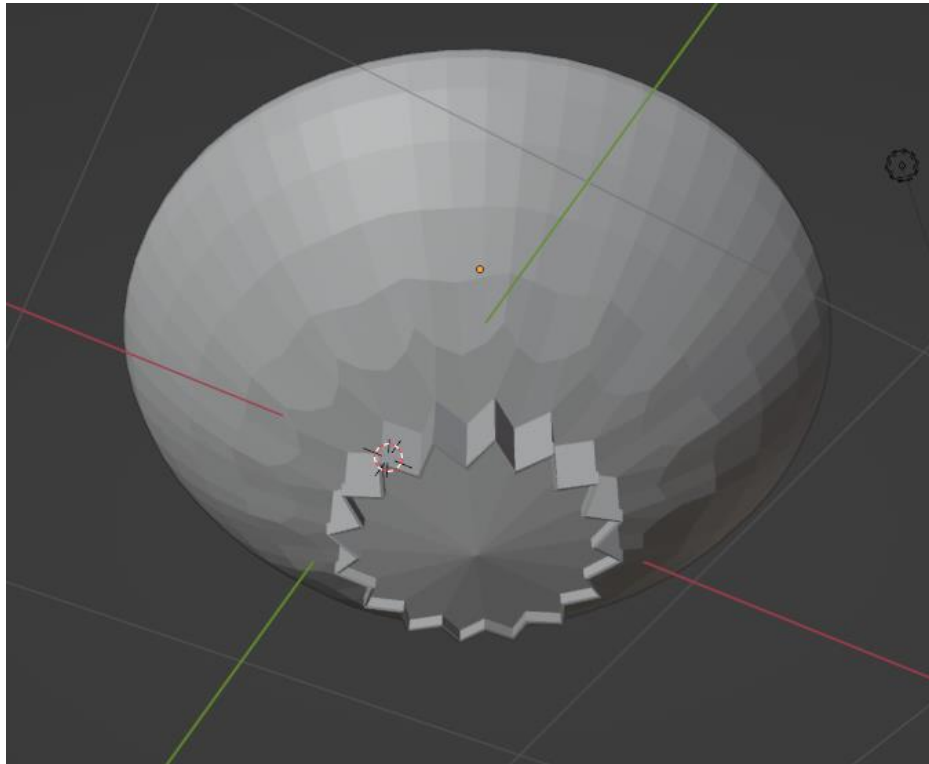


Cut the top off the sphere, solidified it....

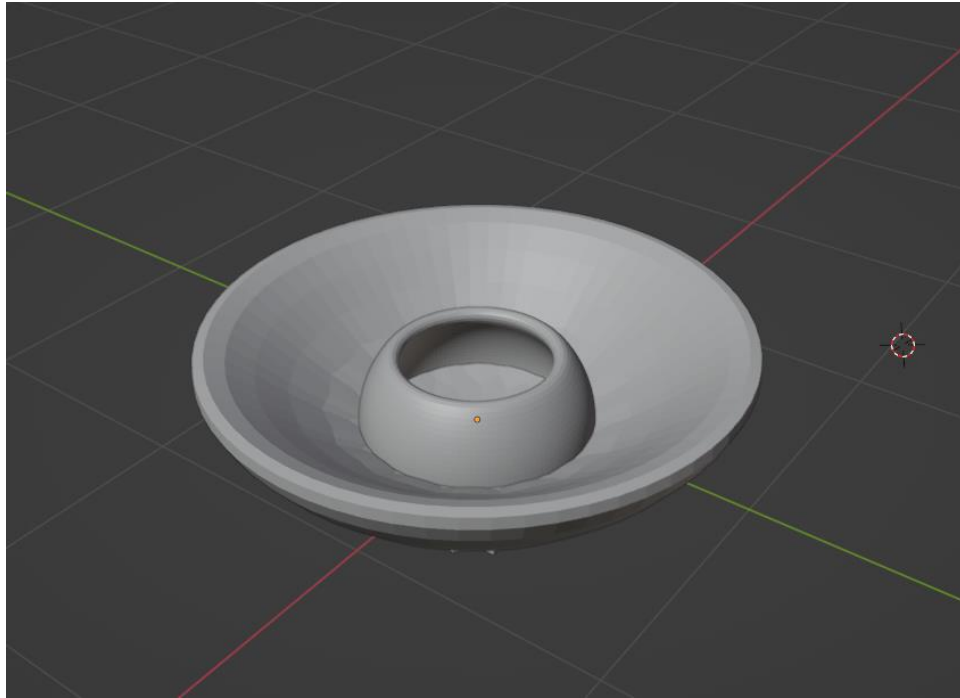


Task 1 – Bowl Model

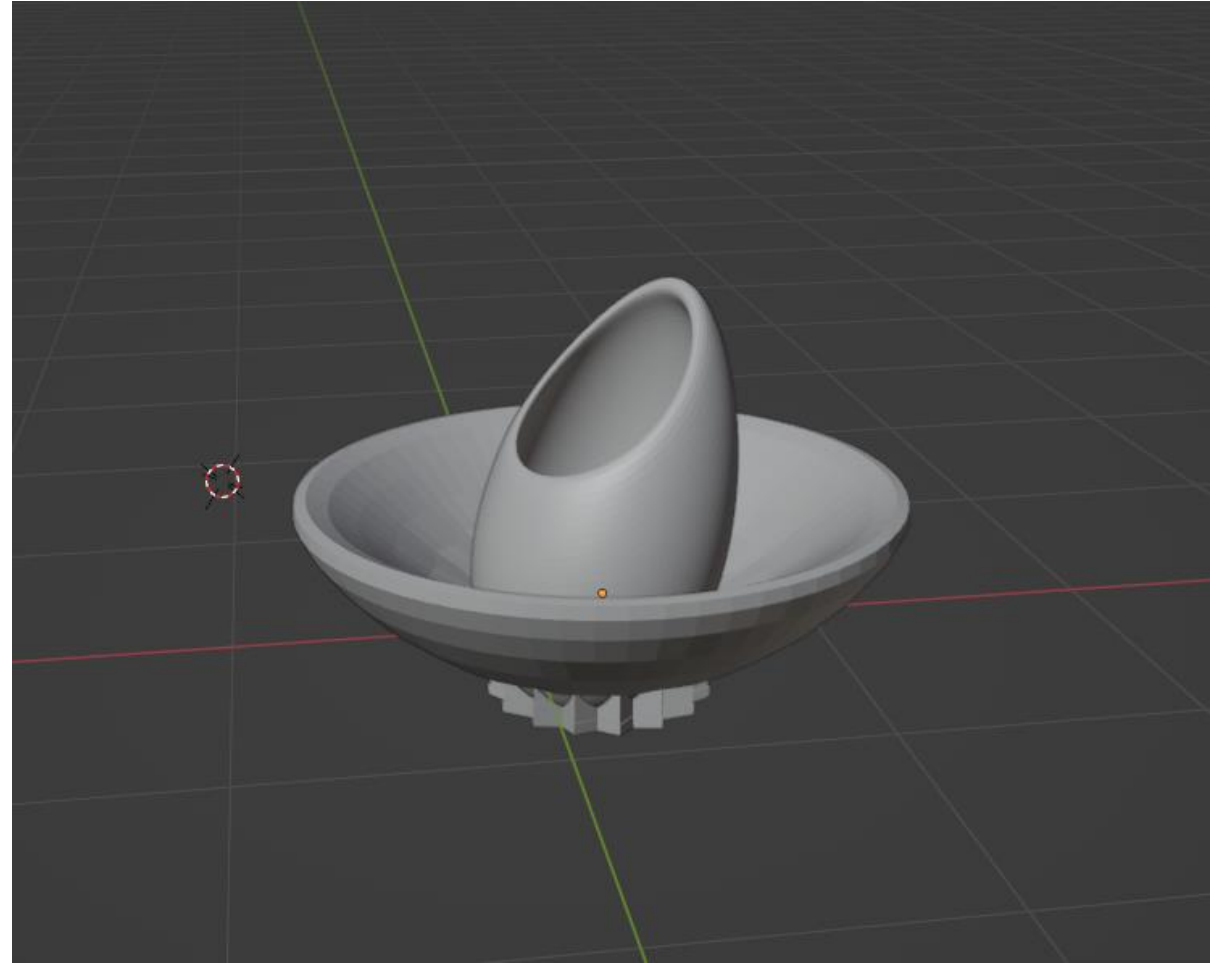
Subdivided, added a design at the bottom through extruding....



Task 1 – Bowl Model

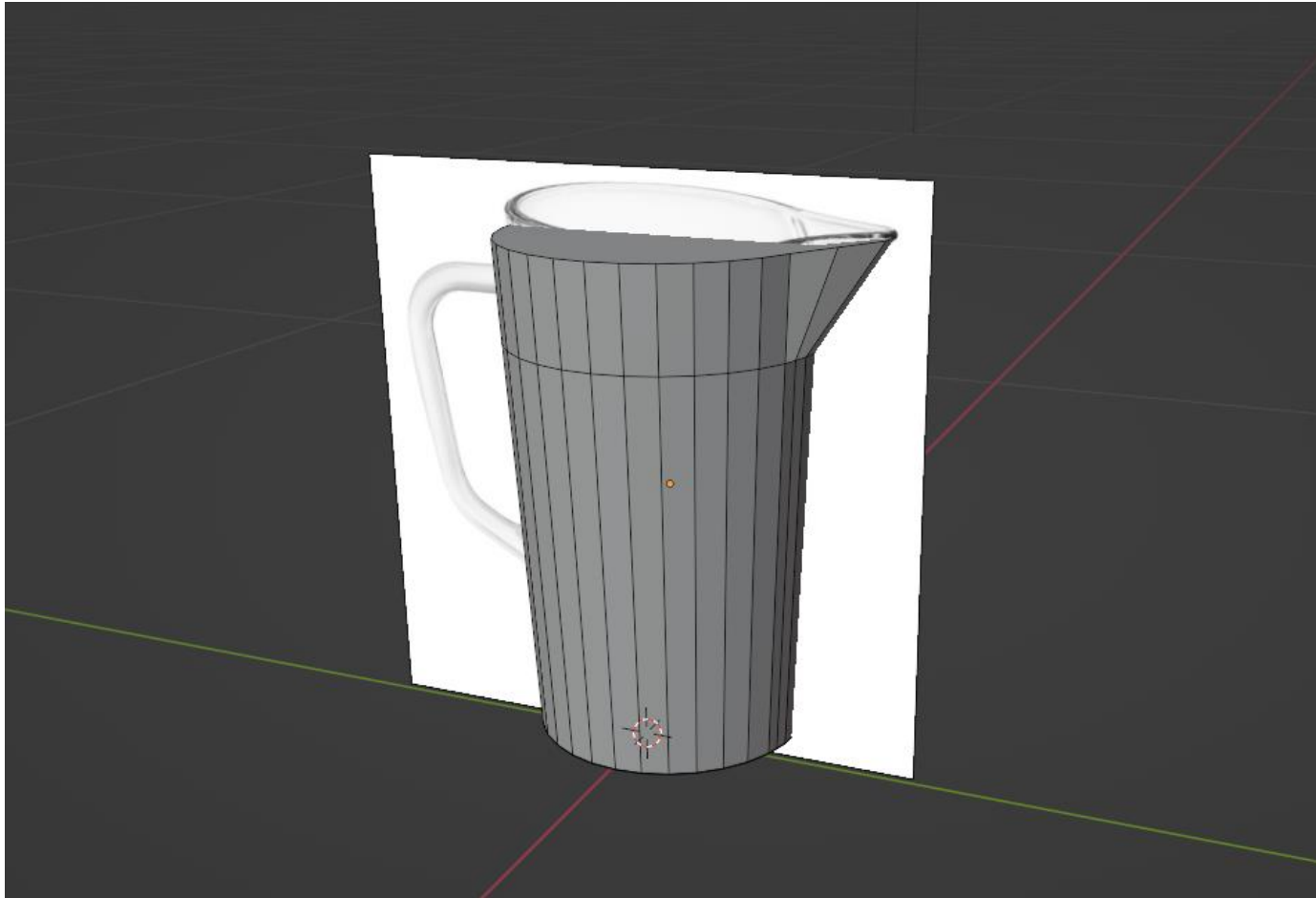


Added another shape which was subdivided, played around with the size and angle...

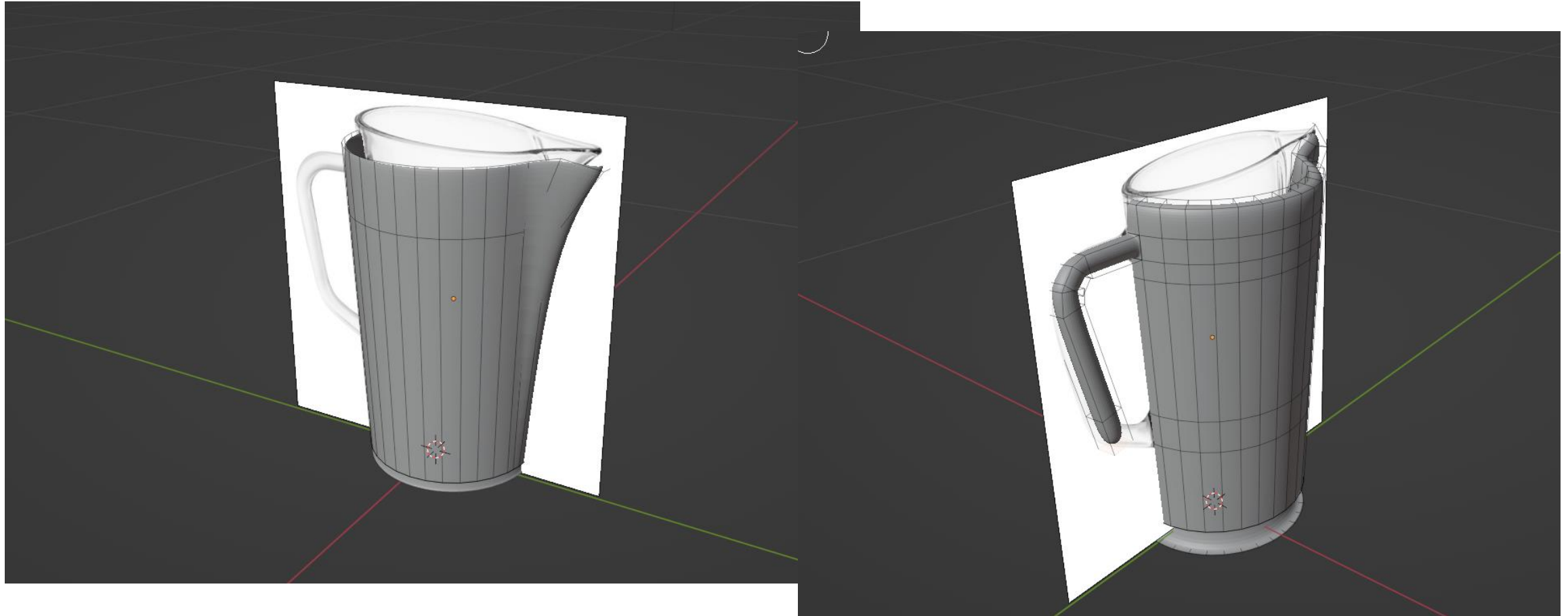


Task 2 – Jug Model

Given an image from google, made a basic shape around it...



Task 2 – Jug Model

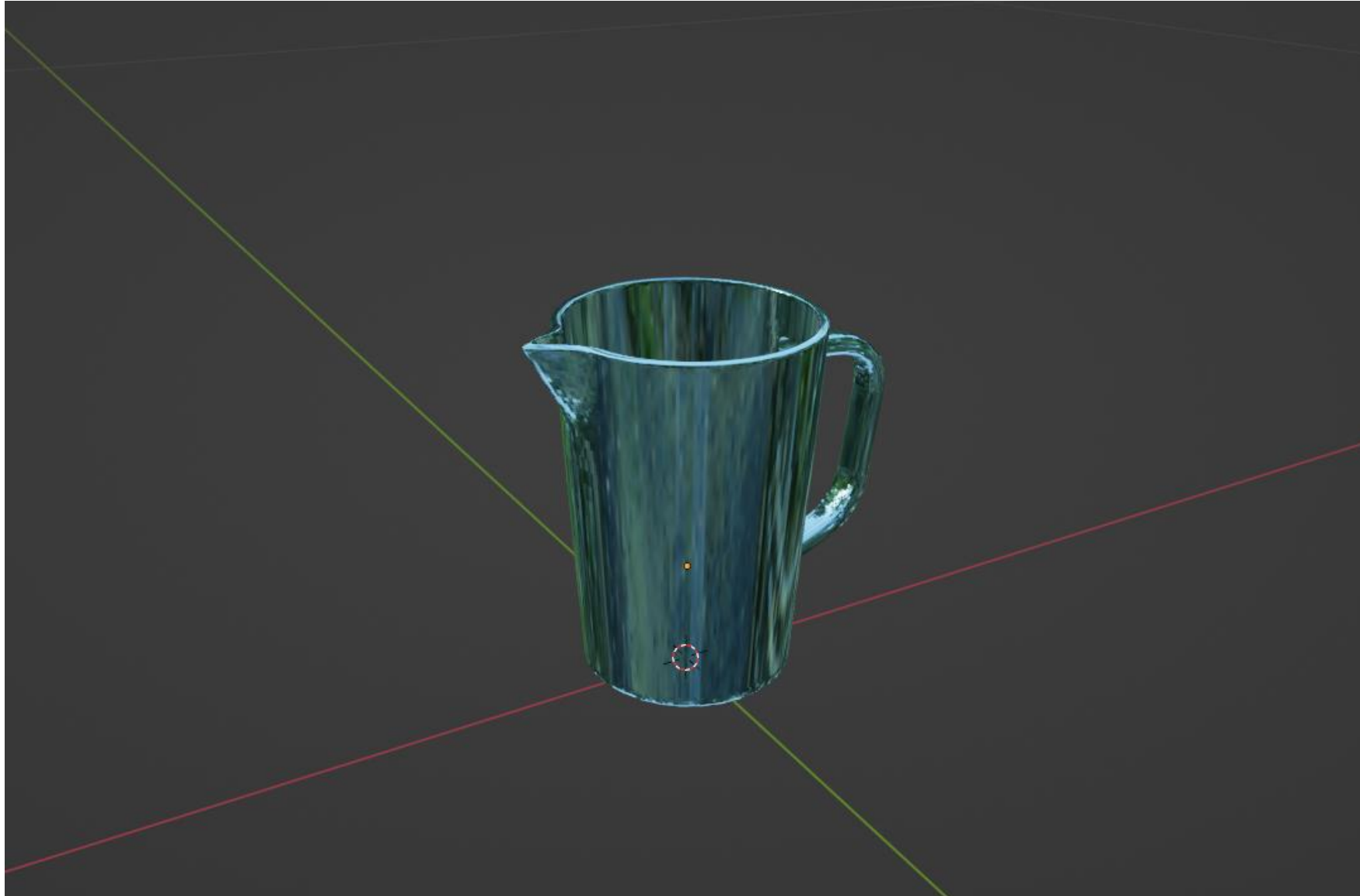


Solidified and subdivided it, made it fit to the picture, began extruding and rotating the handle, then merged faces...



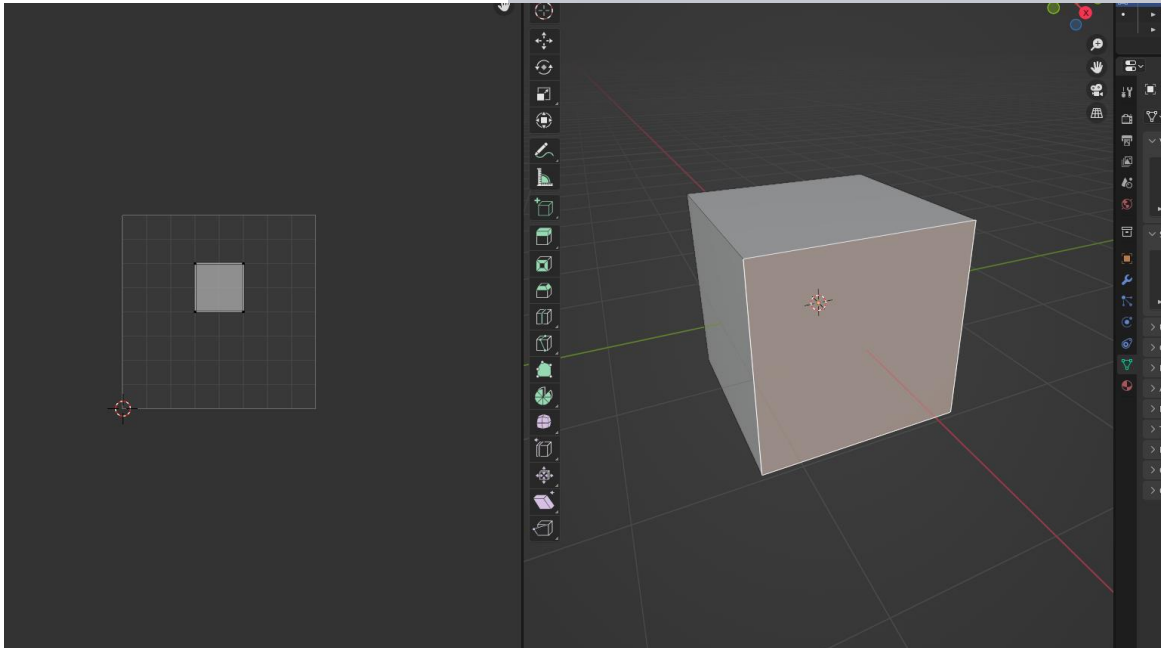
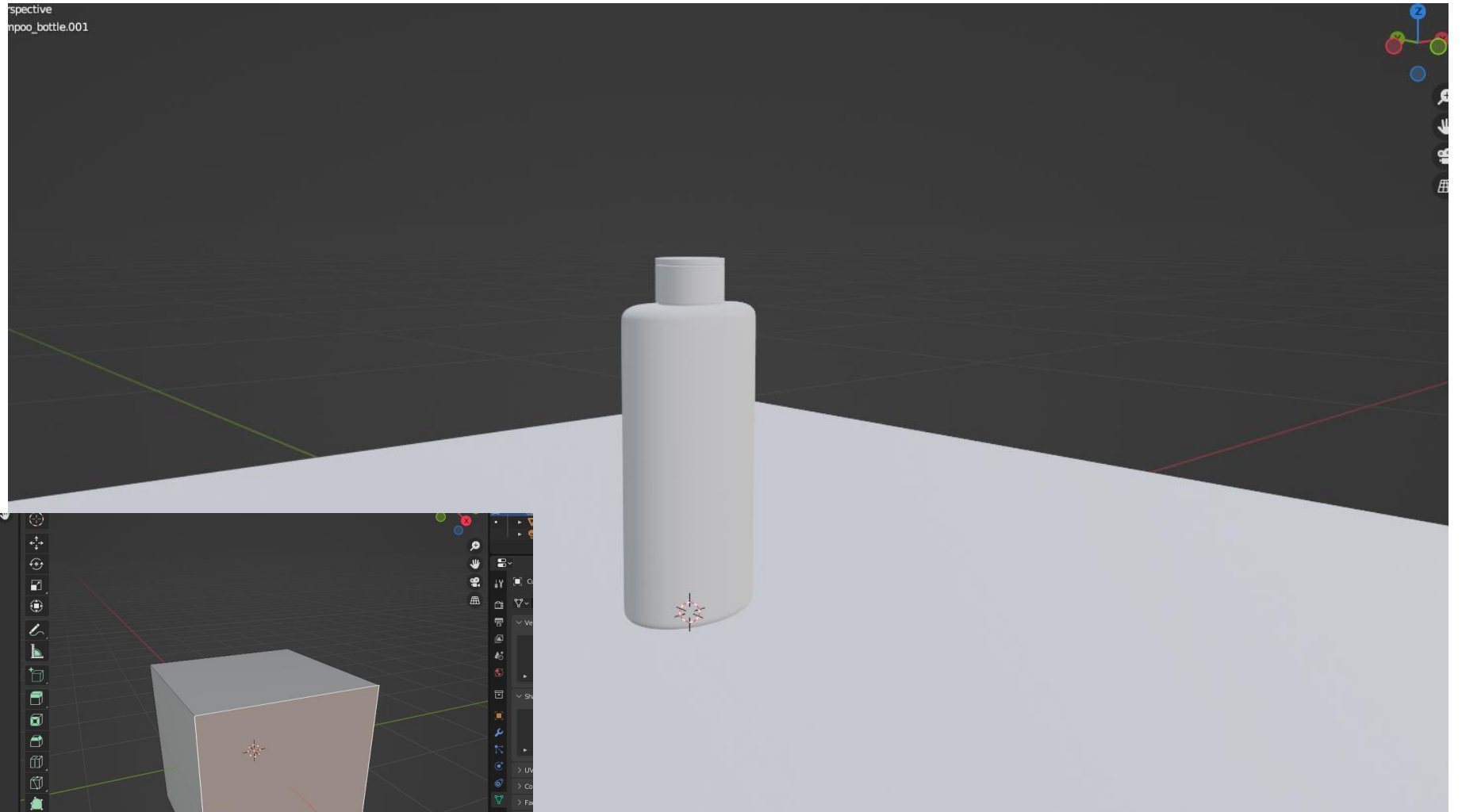
Task 2 – Jug Model

Added a material and rendered.



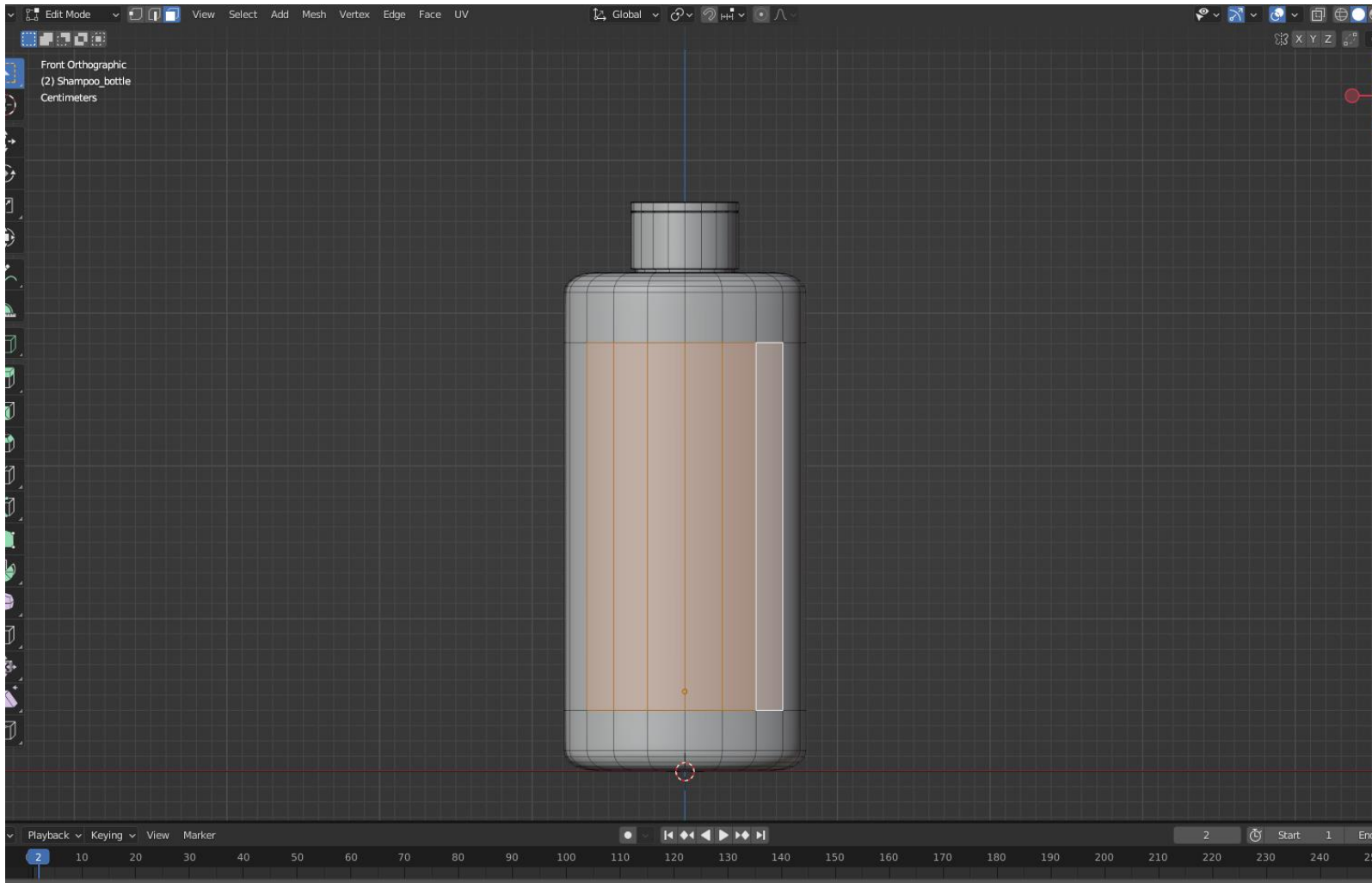
Task 3 – UV Mapping

Provided with a
model and
Was introduced to
UV mapping.

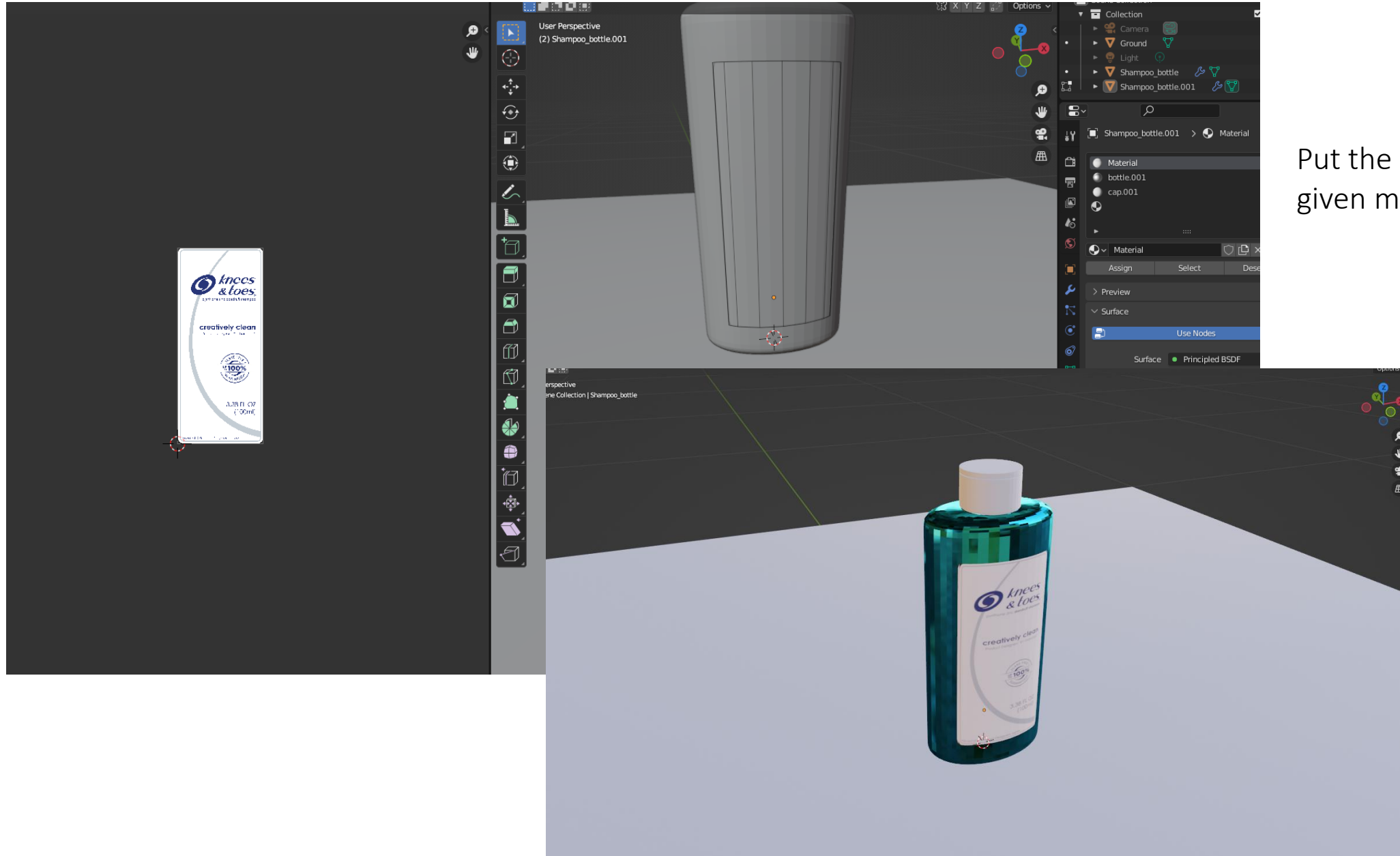


Task 3 – UV Mapping

Introduction to using faces and got given an image.



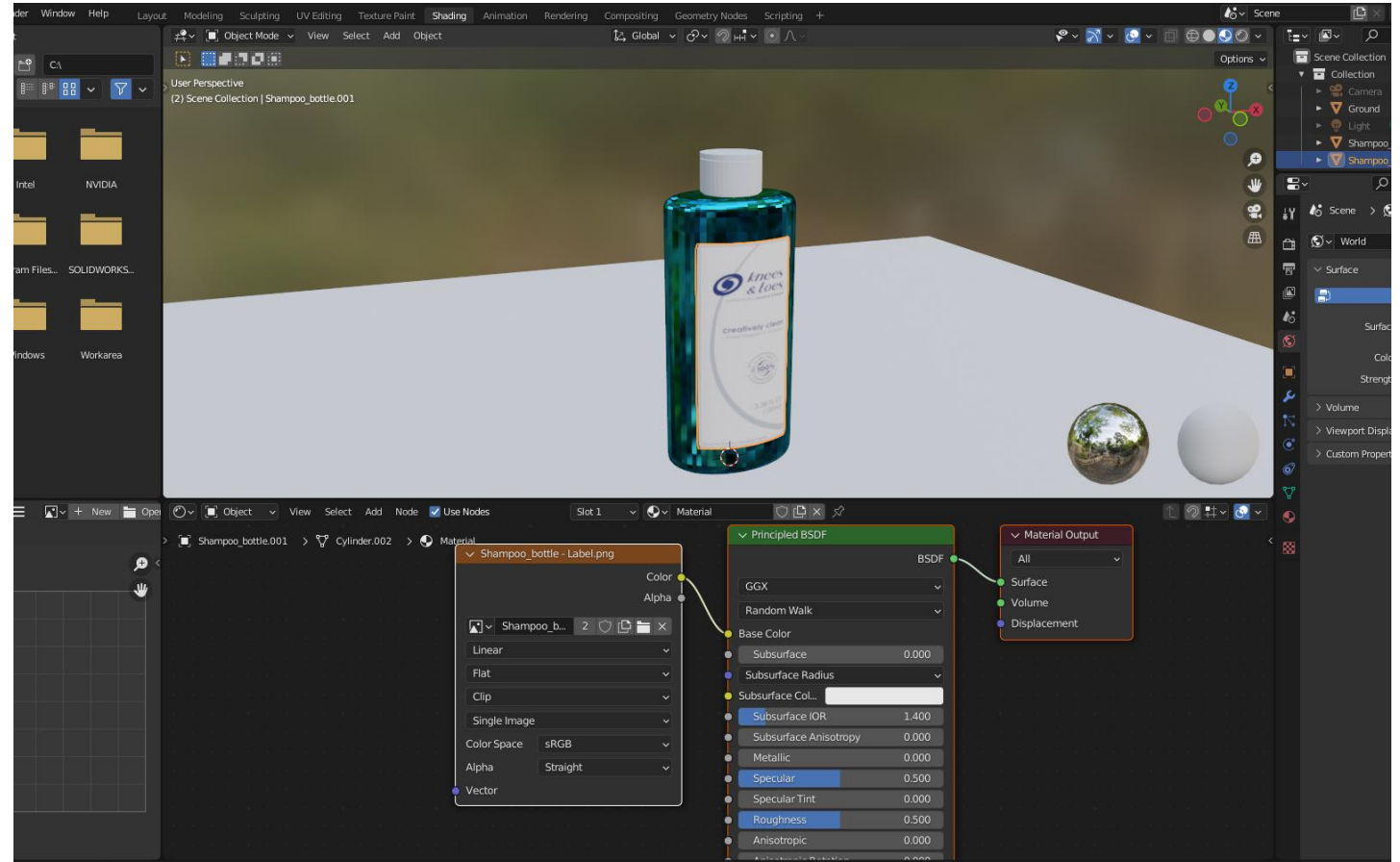
Task 3 – UV Mapping



Put the label on and the given materials...



Task 3 – UV Mapping

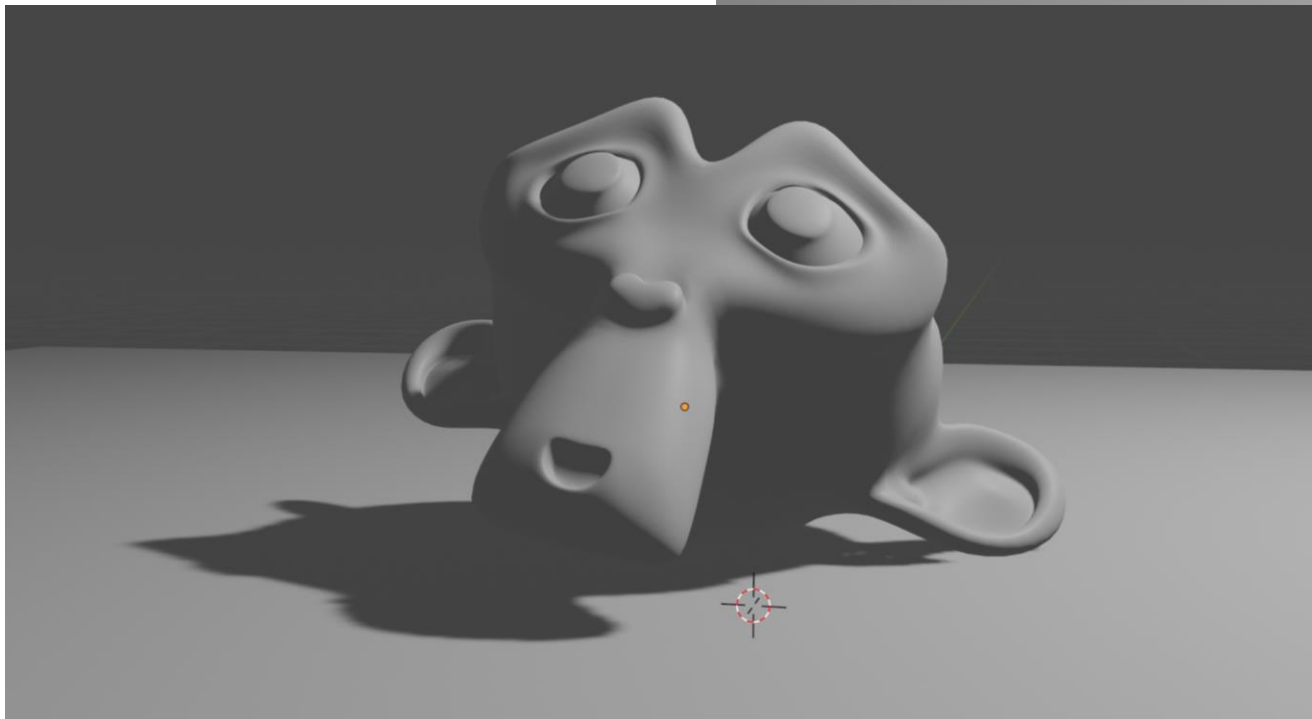
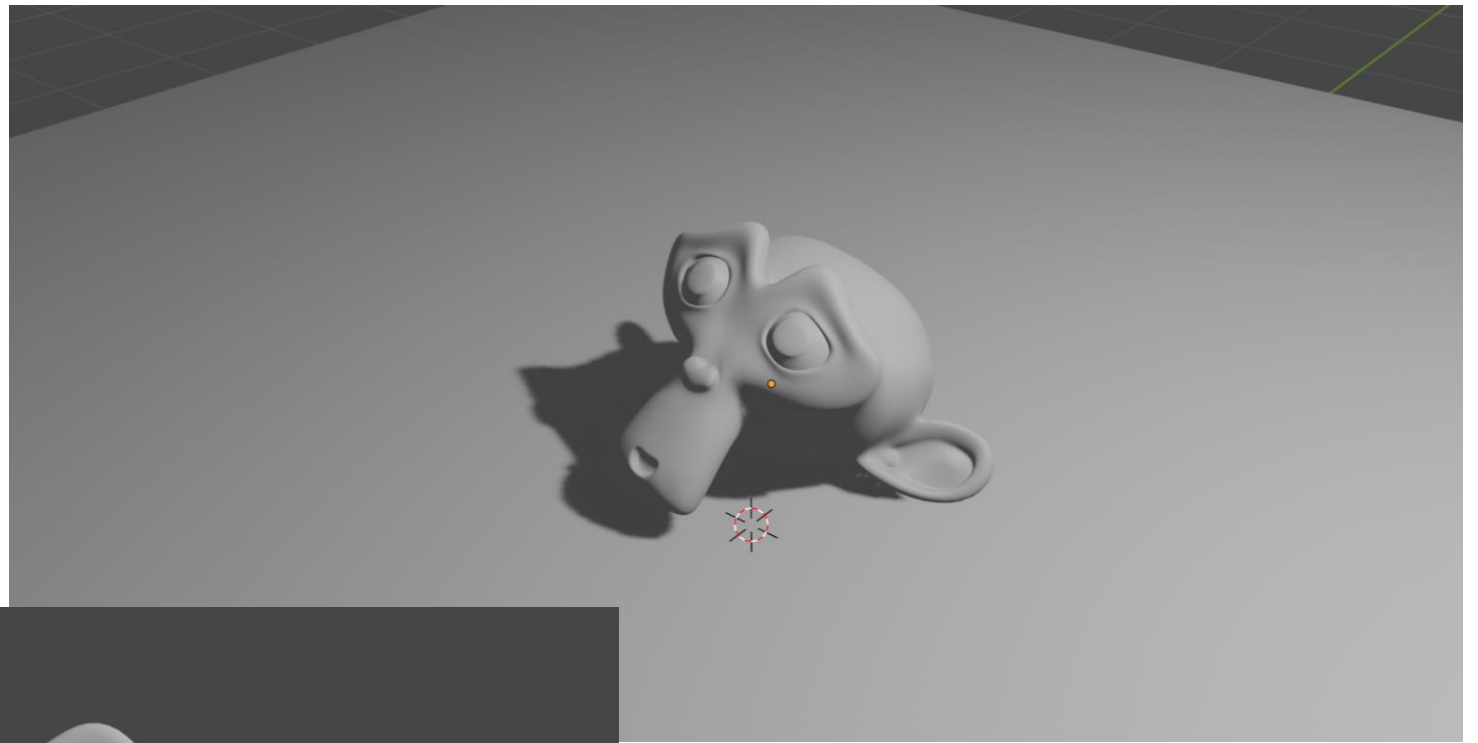


Using nodes to get rid of side of table and rendering...

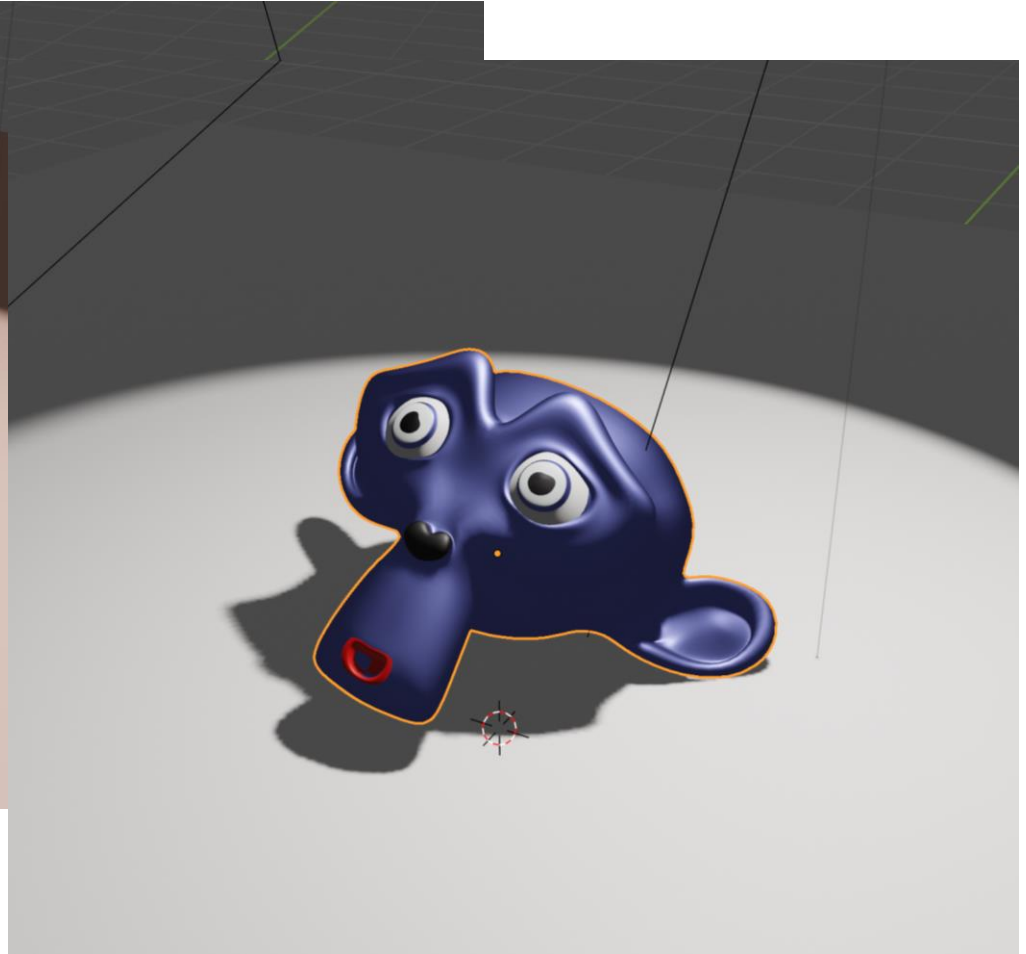
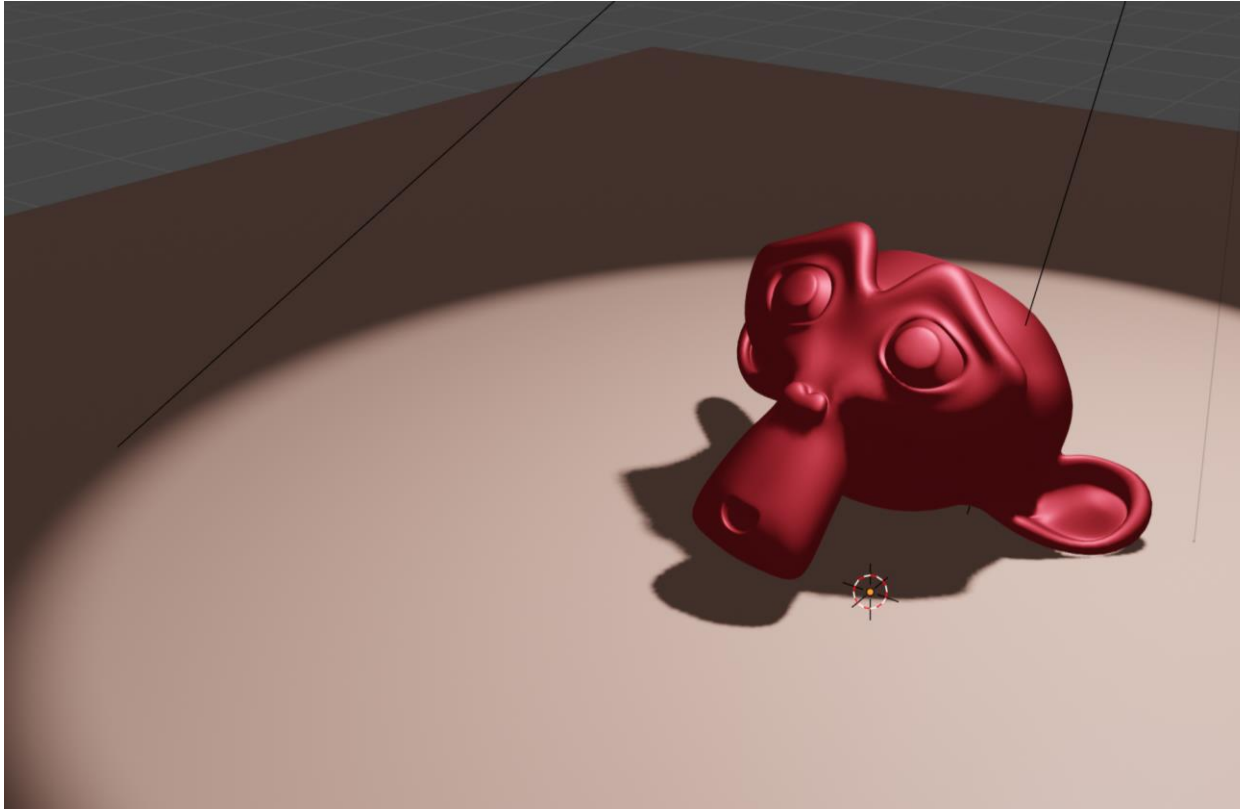


Task 4 – Rendering Project

Putting in monkey head and introduction to light and scenery.



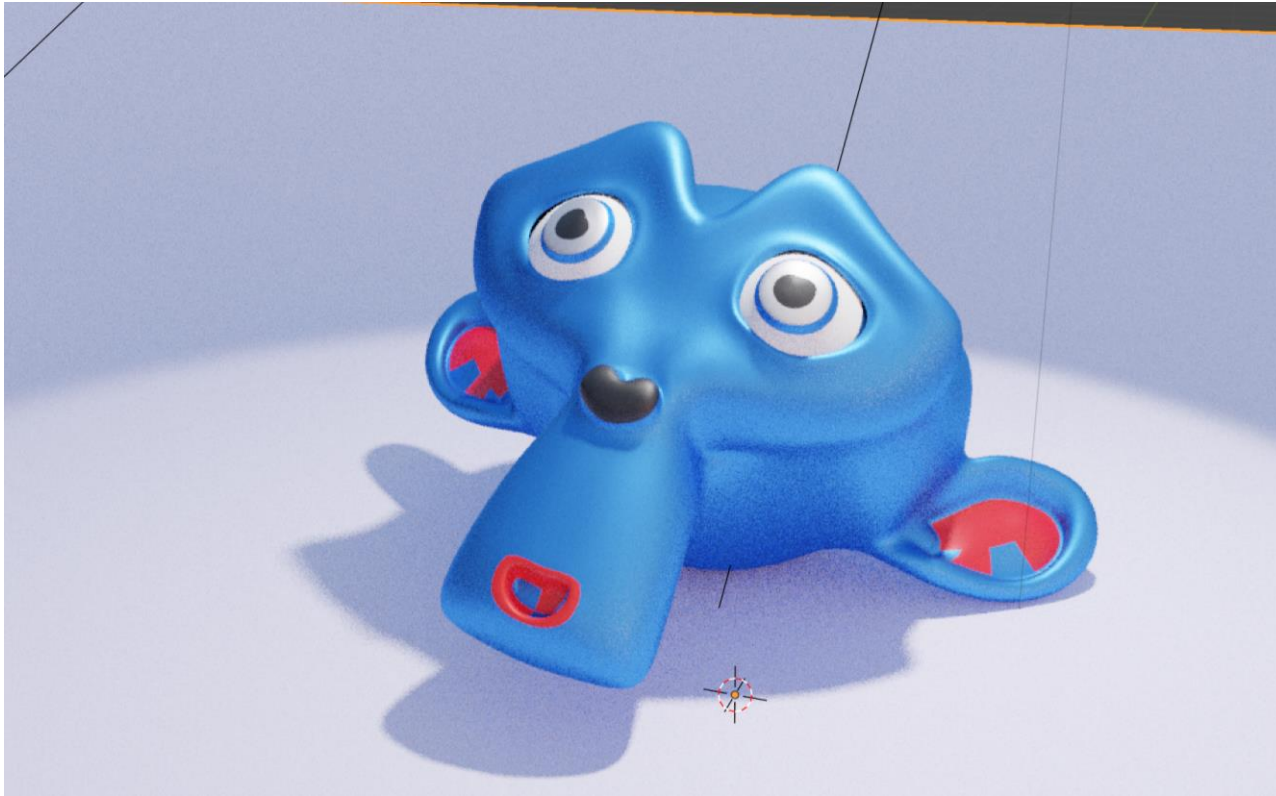
Task 4 – Rendering Project



Using different types of materials and lighting techniques.



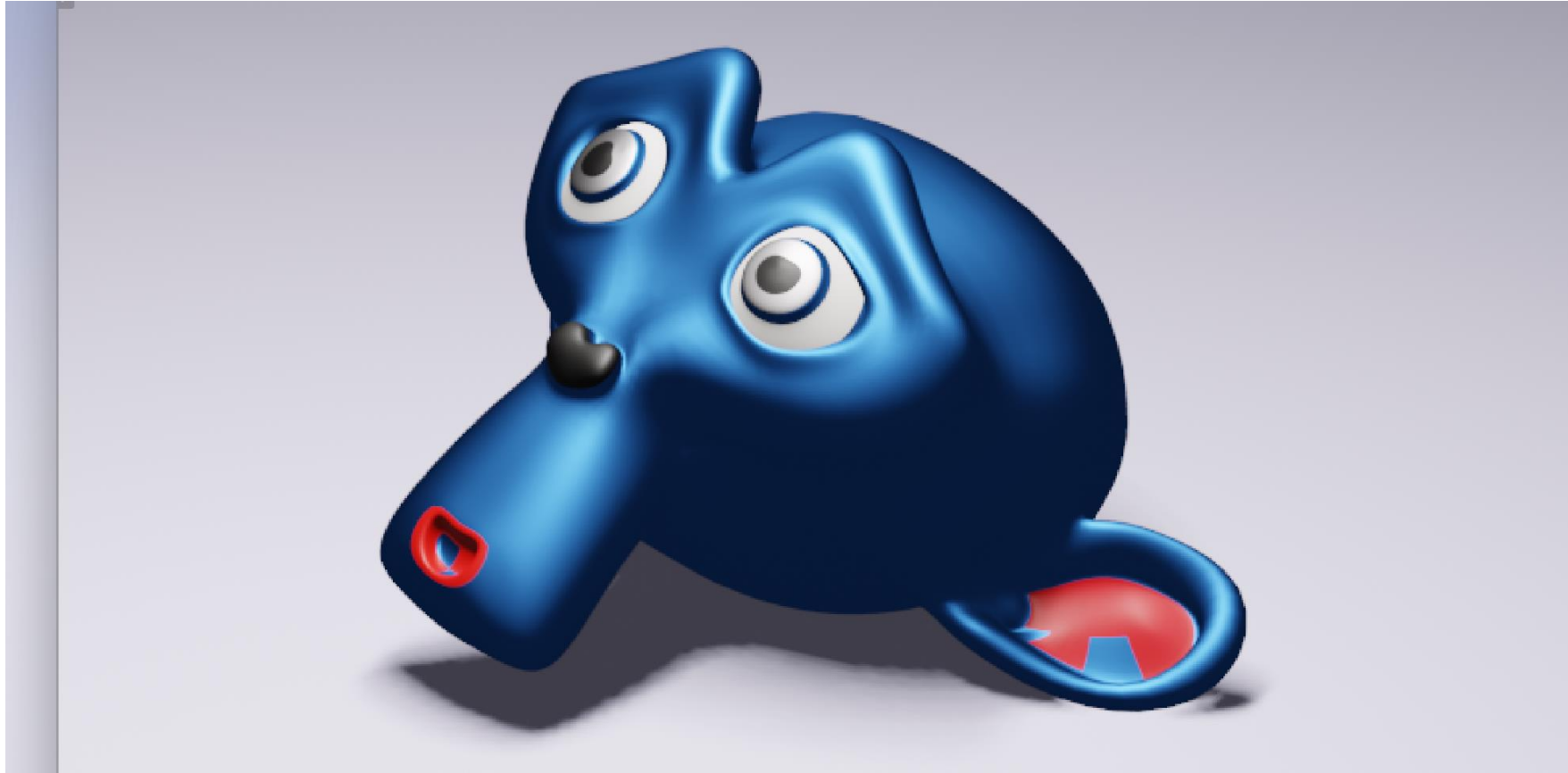
Task 4 – Rendering Project



Fully rendered monkey...



Task 4 – Rendering Project





Aesthetic Analysis

Background Information

Timberland is an American outdoor footwear producer and retailer, In addition to selling clothing and accessories, the business also sells leather goods, watches, and glasses.

Timberland was formerly known as The Abington Shoe Company, based in Massachusetts. Nathan Swartz, a shoemaker and salesperson, purchased it in the middle of the 1950s and went on to make it a family enterprise.

The Swartz family later invented an injection molding method for the shoes in 1965, enabling a stitch-free, nearly waterproof union of the sole and top.

In 1973, that boot made its debut as the Timberland boot. The color and design spread so widely that it was trademarked as "The Original Yellow Boot".

Timberlands (nicknamed "Timbs") had become part of hip-unofficial hop's dress code by the early 1990s, matching tough, utilitarian gear and hard rock lyricism.



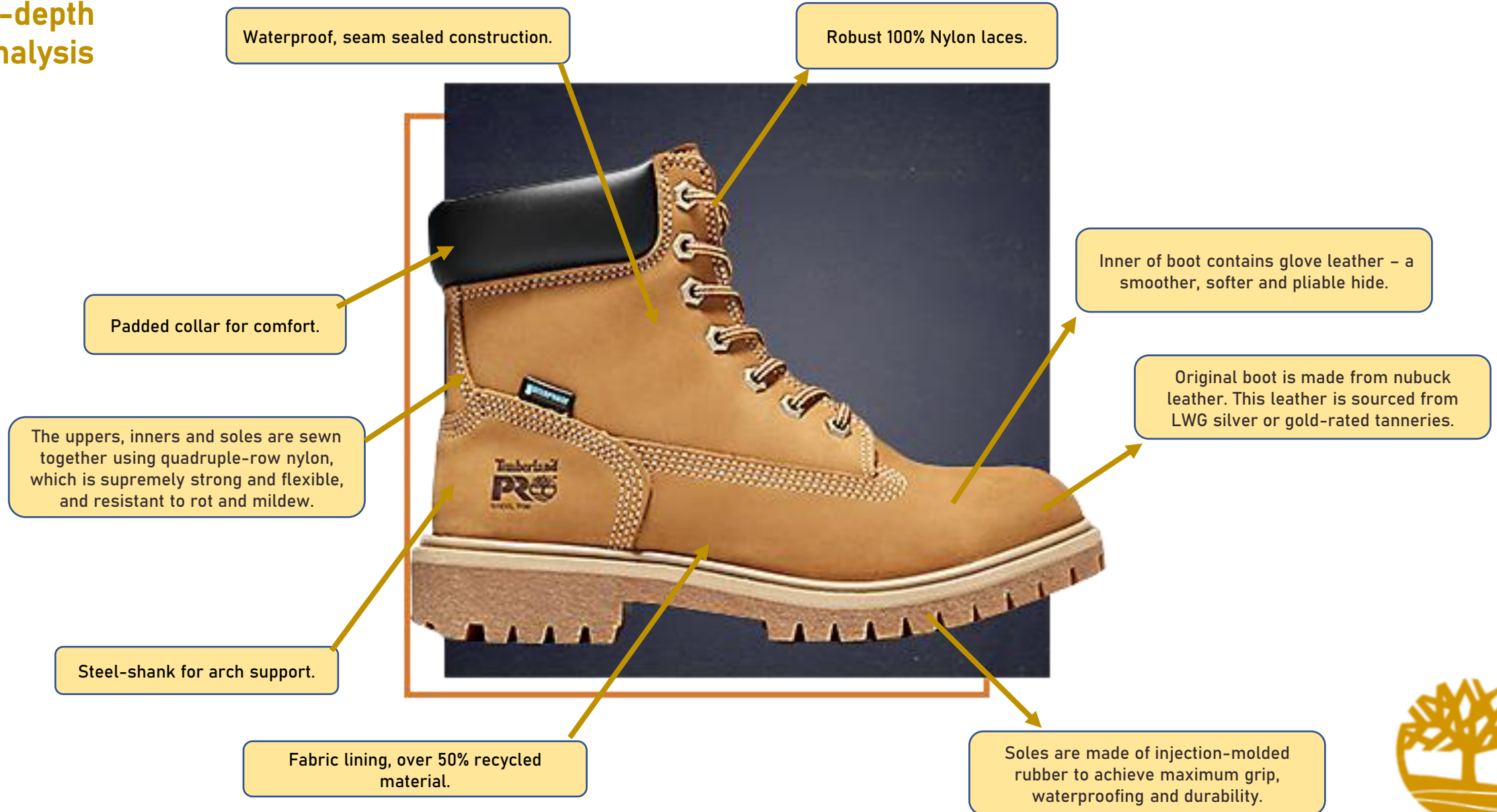
Mood board



TIMBERLAND
LIMITED RELEASES



In-depth Analysis



performance
 well-crafted color
 durable leather sustainable
 recycled strong resilient comfortable
 waterproof design breathable
 green sturdy
 insulated
 simple rugged
 classy

Conclusive Opinion

With my research analysis I conclude that the design and aesthetic of the Timberland branded shoe is very unique. In my design criteria on this page I've listed my favourite observations that I would like to incorporate into the design. I've looked into the aesthetics of the 'yellow boot' with my mood board and feature assessment. I also wanted to learn a bit of the timberland's history for a further insight. I'm comfortable with continuing onto the next part of the project.

Design Criteria

➤ Main Aspects

- Nun buck leather feel/case
- Yellow coloured
- Sustainable backstory/other materials
- Present tight features (waterproof)

➤ Second Aspects

- Stitches/Stiches design
- 'Padded collar'
- Height
- Incorporate nylon laces.

Design criteria put into perspective...

Create a product with Timberland's **nun buck/yellow leather** is a must (or a way to represent it). The product should display Timberland's image of '**premium quality**'. Other small details should include the **stitching**, representing the tight waterproof yet comfortable shoe. The **height** should be put into consideration, as specifically the 6-inch shoe has become a global icon. Another important consideration in my mind would be the slight backstory of the product, made from **sustainable** materials.





Concept Generation

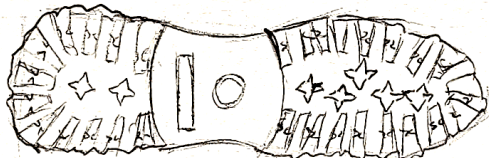
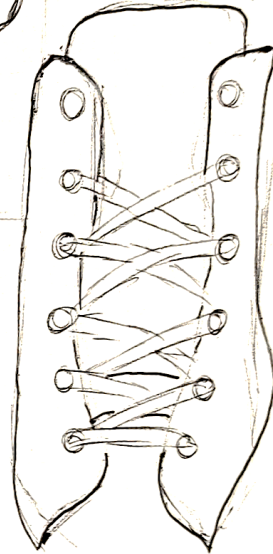
TIMBERLAND



→ TIMBERLAND SIGNATURE LOGO

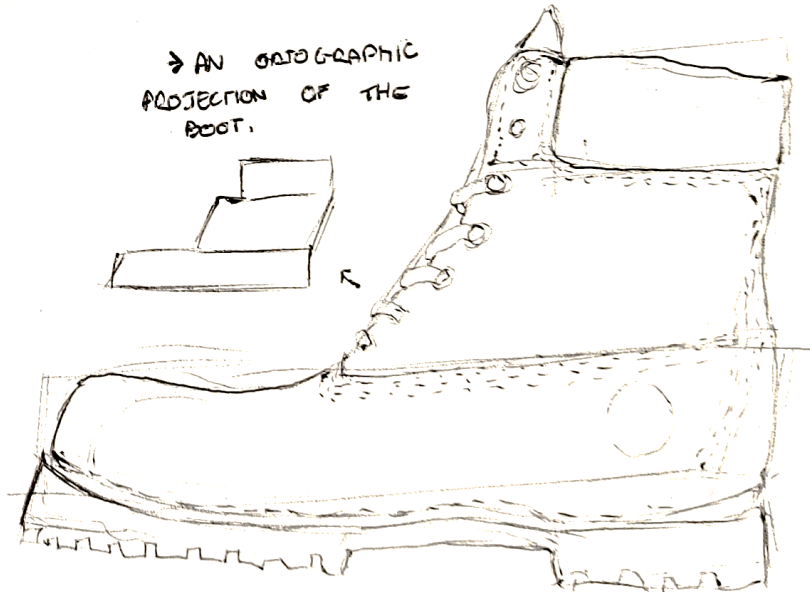


→ LACE PATTERN, WITH SHAPE OF RINGS.



→ SOLE OF EACH SHOE

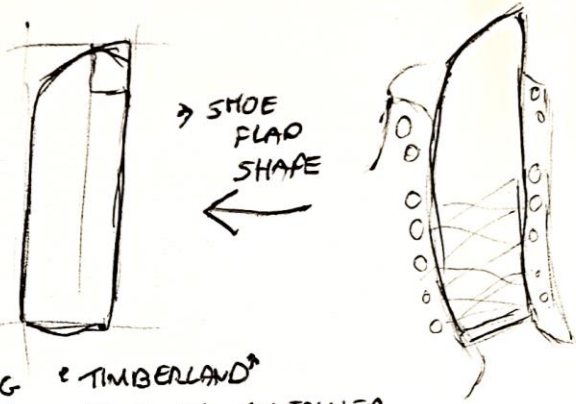
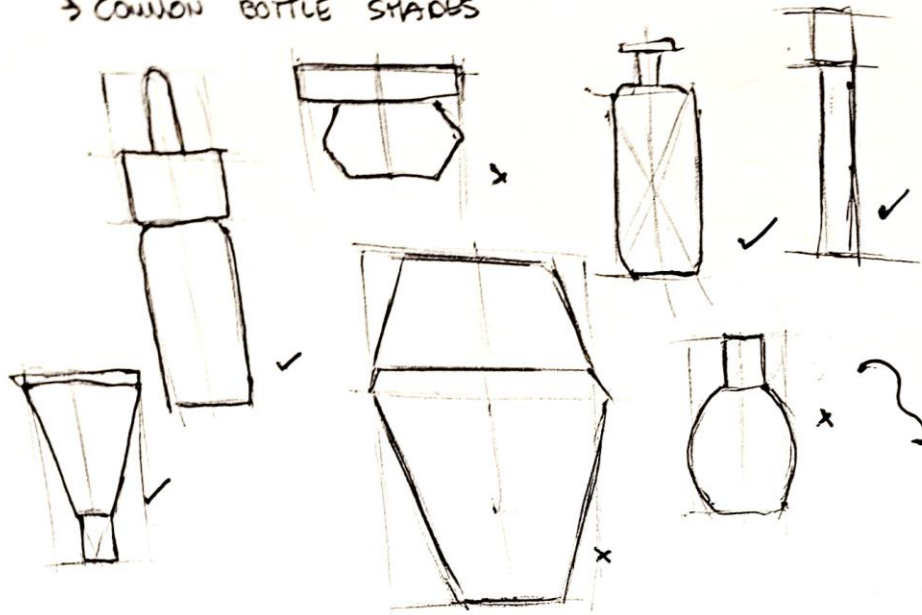
→ AN ORTHOGONAL PROJECTION OF THE BOOT.



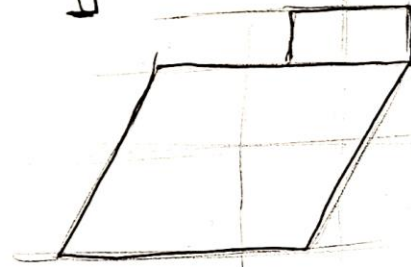
→ STITCH PATTERN (LAYER OF 4) (EVENLY SPACED)



→ COMMON BOTTLE SHADES



→ EXPLORING 'TIMBERLAND' SHAPE IN CONTAINER DESIGN

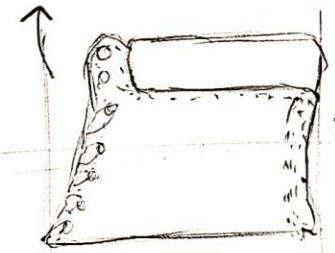


→ SOLE SHAPE

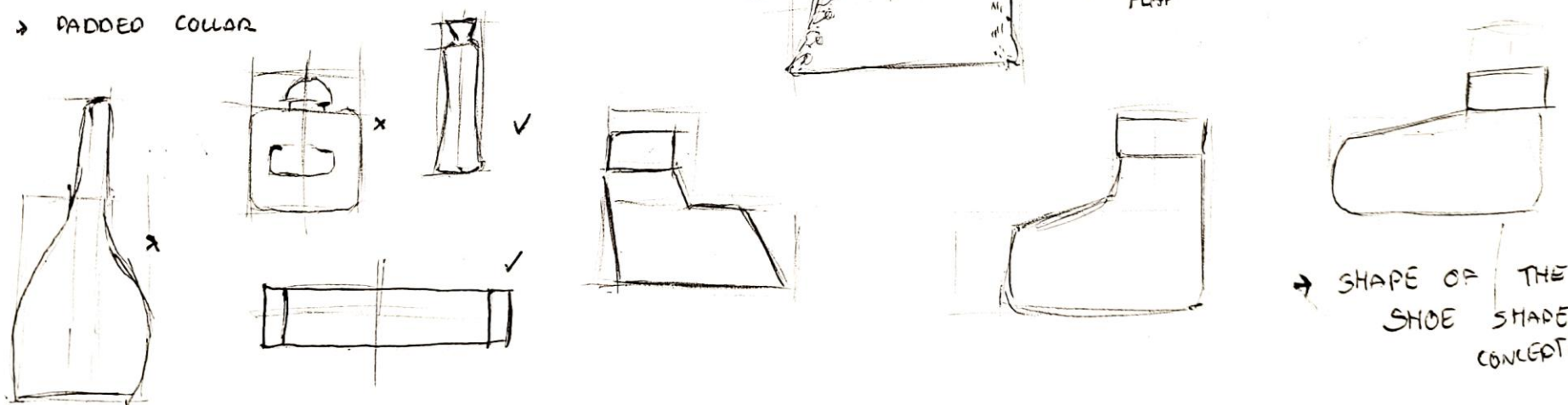


DESIGN CRITERIA FEATURES

- REPRESENTS MUN BUCK LEATHER
- STITCHING → NYLON LACE PATTERN
- HAVE HEIGHT
- PADDED COLLAR



→ TOP OF BOOT FLAP

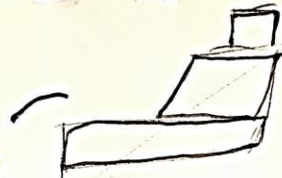


→ SHAPE OF THE SHOE SHAPE CONCEPTS

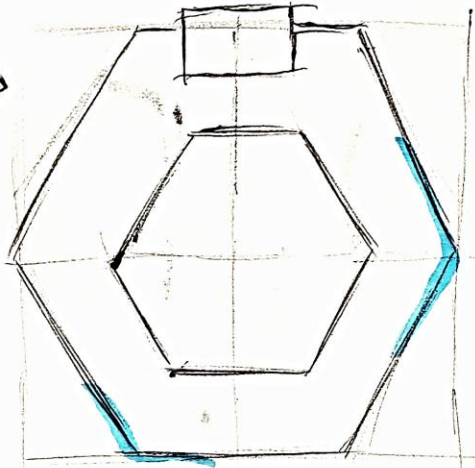
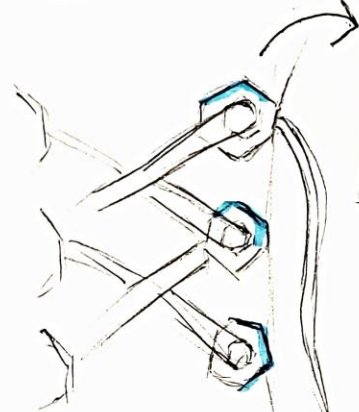
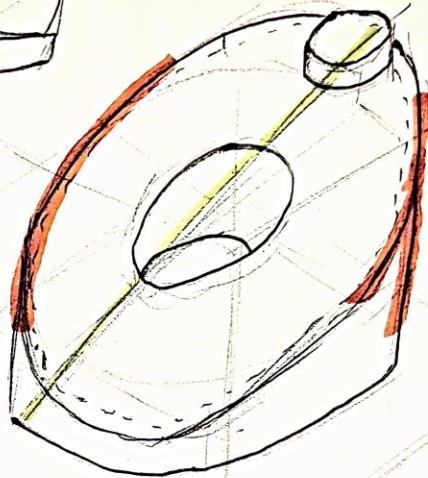




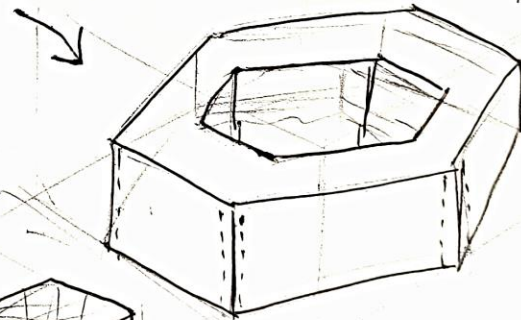
→ LACE SHAPE
↑ HEIGHT...



→ HAS STITCHING, CURVED FORM OF BOOT

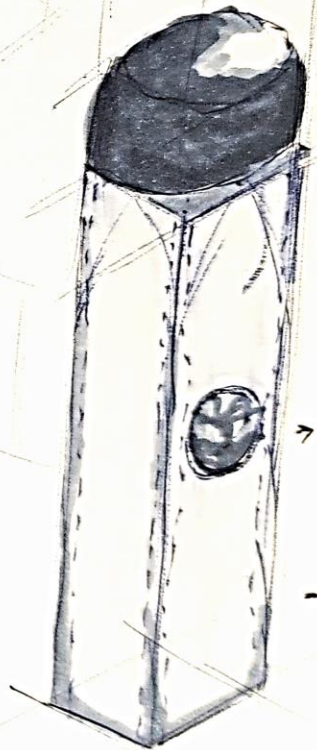
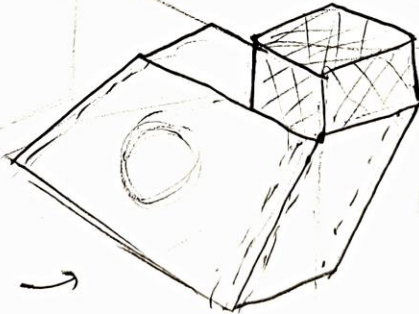
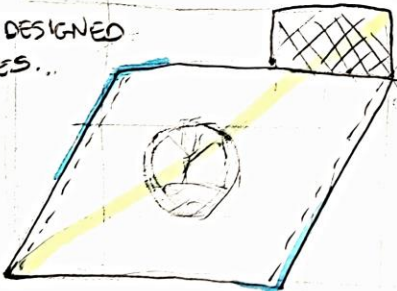


→ HEXAGONAL 'EYES' ON SHOE AS A BOTTLE



x TOO FLAT

→ BOTTLE REDESIGNED WITH STITCHES... + LOGO



→ 'PADDED, COLLAR, CHUNKY' ✓

→ HEIGHT ✓

→ STITCHING ON SIDE ✓

→ LOGO?

- TOO PLAIN



CONCEPT 1

→ SIMPLE
→ HEIGHT

STITCHES

SOLE?

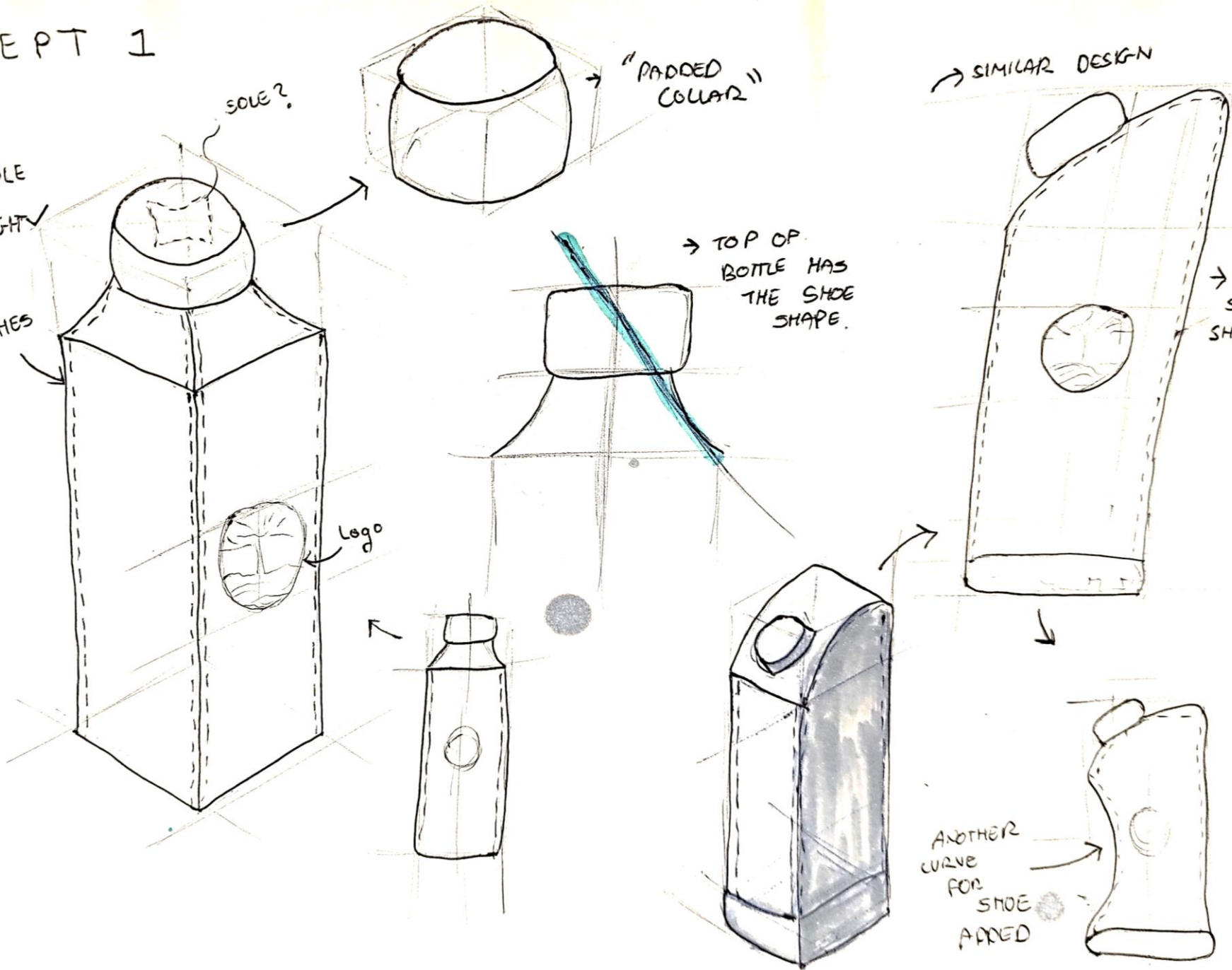
"PADDED COLLAR"

→ TOP OF BOTTLE HAS THE SHOE SHAPE.

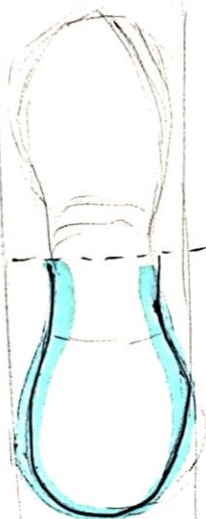
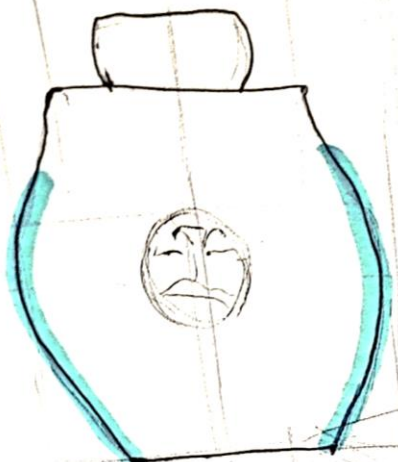
→ SIMILAR DESIGN

→ SHOE SOLE SHAPE

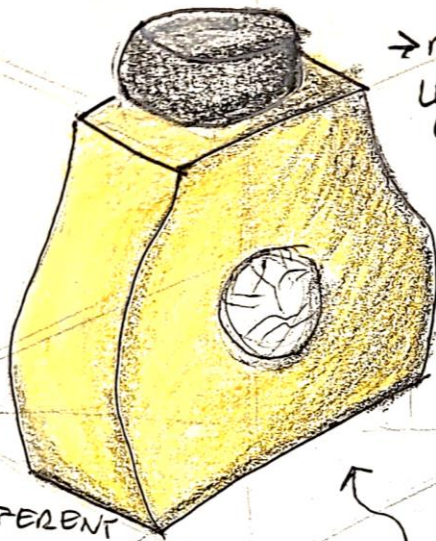
ANOTHER CURVE FOR SHOE ADDED



CONCEPT 2



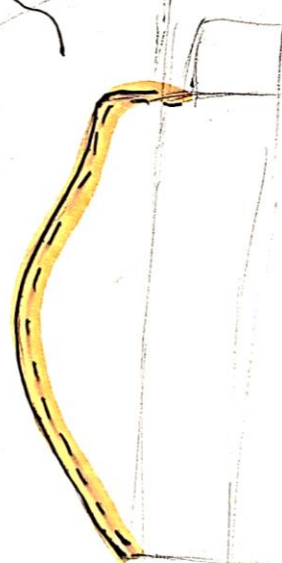
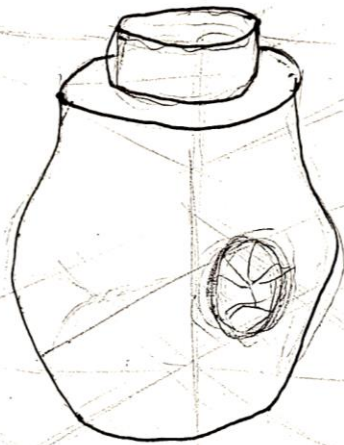
→ SOLE OF THE SHOE SHAPE



→ NON BLK LEATHER COLOR

→ ELONGATED DESIGN

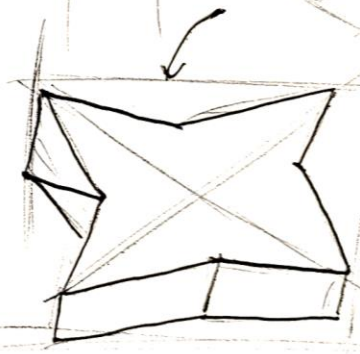
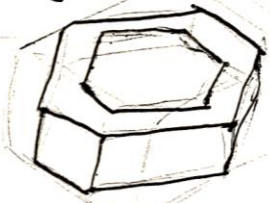
→ 2 DIFFERENT THREE-DIMENSIONAL CONCEPTS



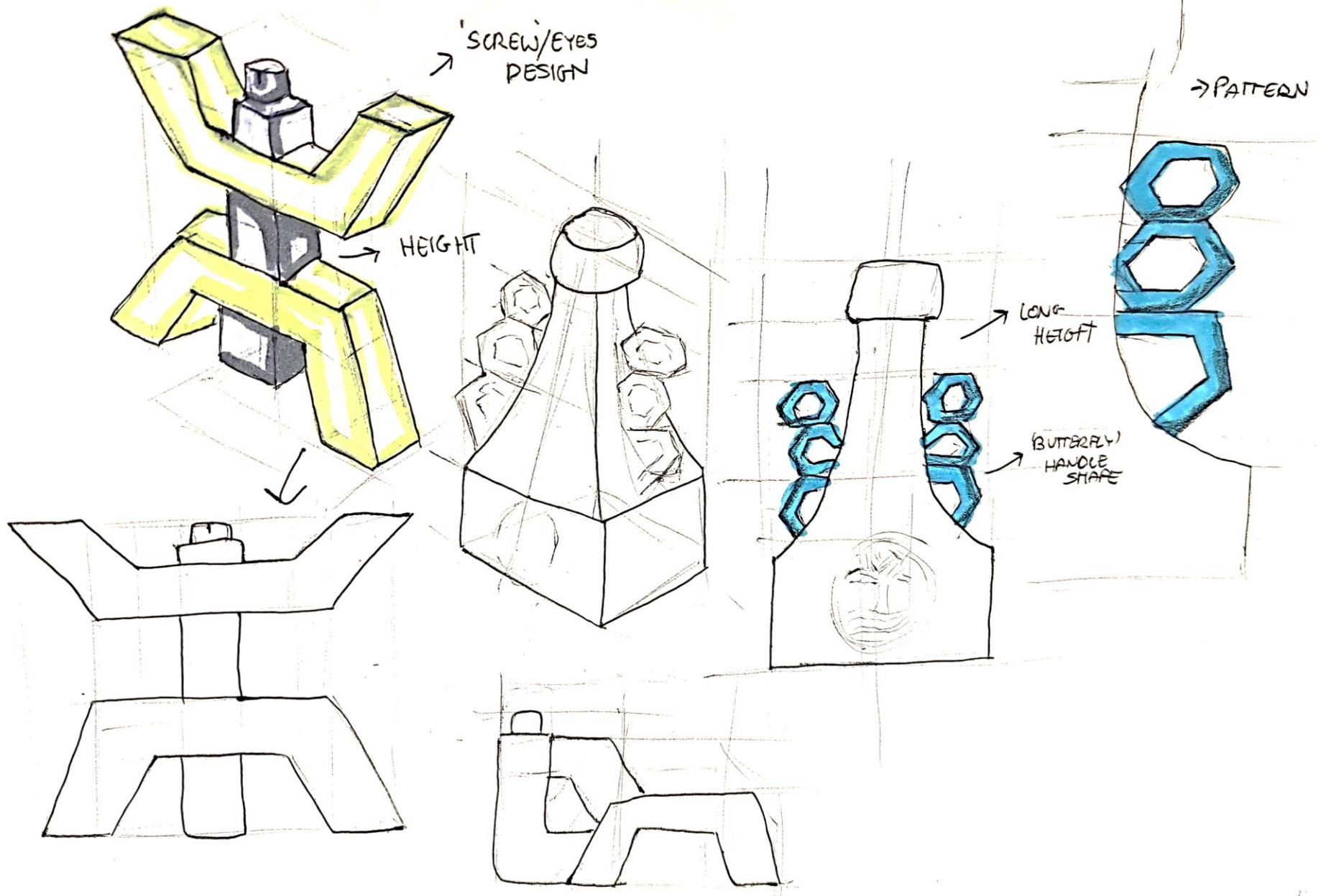
→ POTENTIAL STITCHING?



→ DIFFERENT CAP SHAPE?



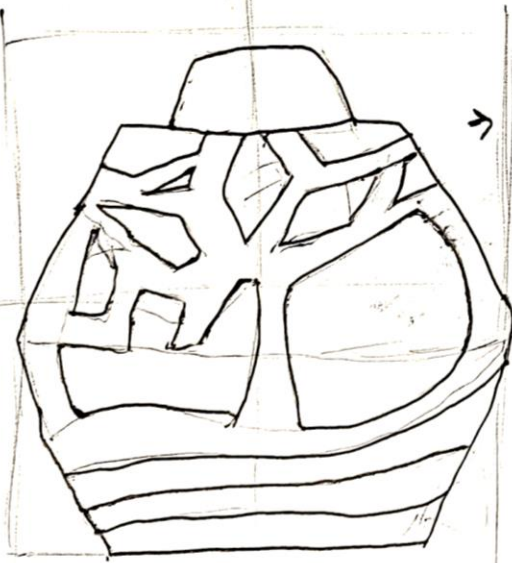
CONCEPT 3



CONCEPT 4.



→ ELONGATED FOR HEIGHT.



→ TIMBERLAND LOGO ON BOTTLE '3D'



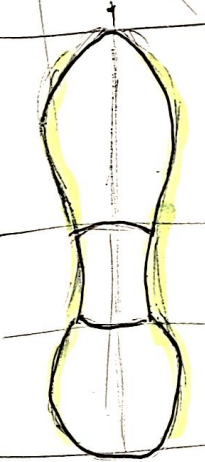
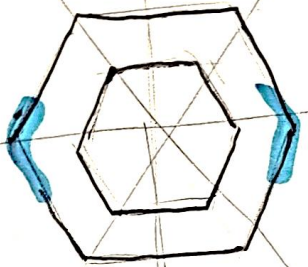
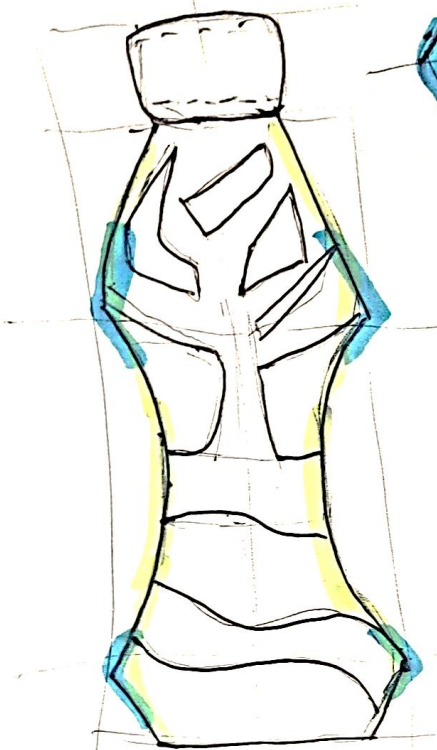
'3D'



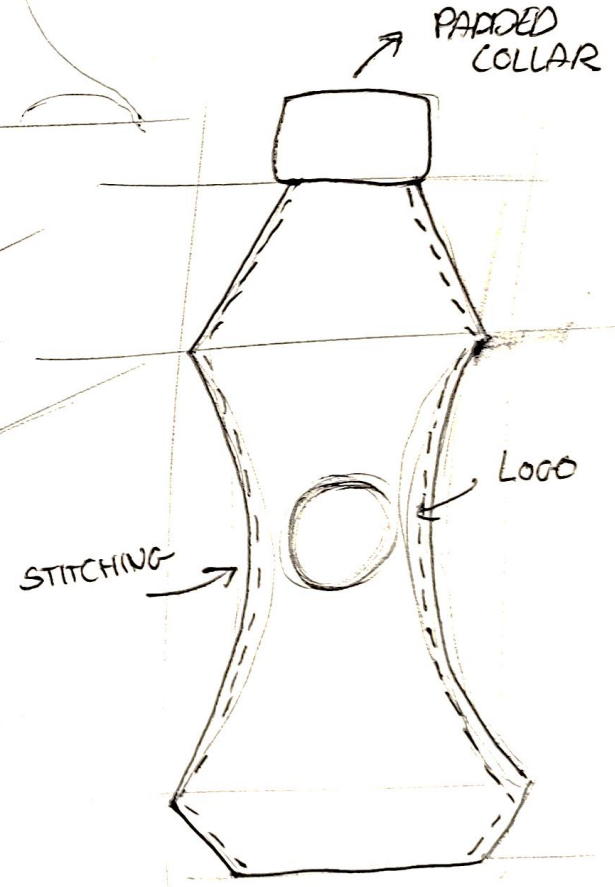
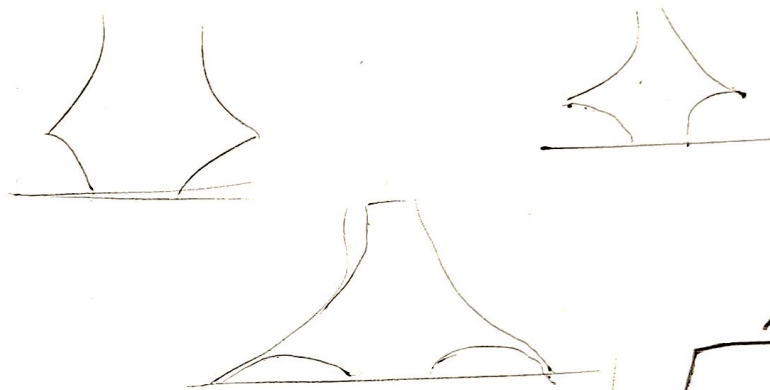
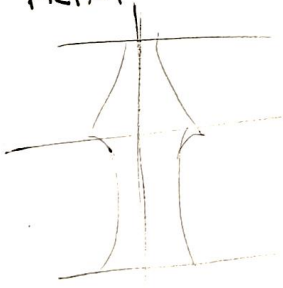
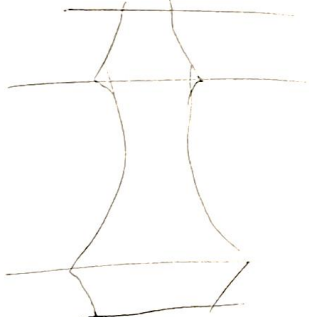
→ rendered chromatic look

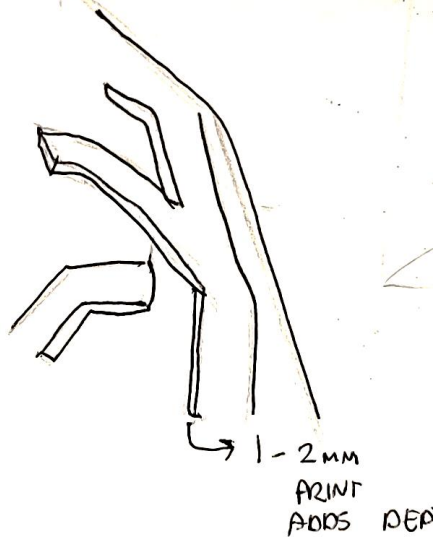
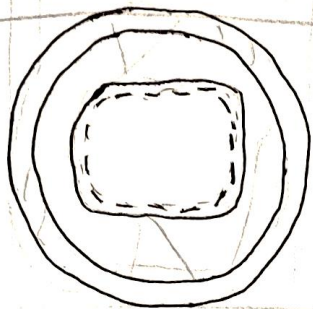
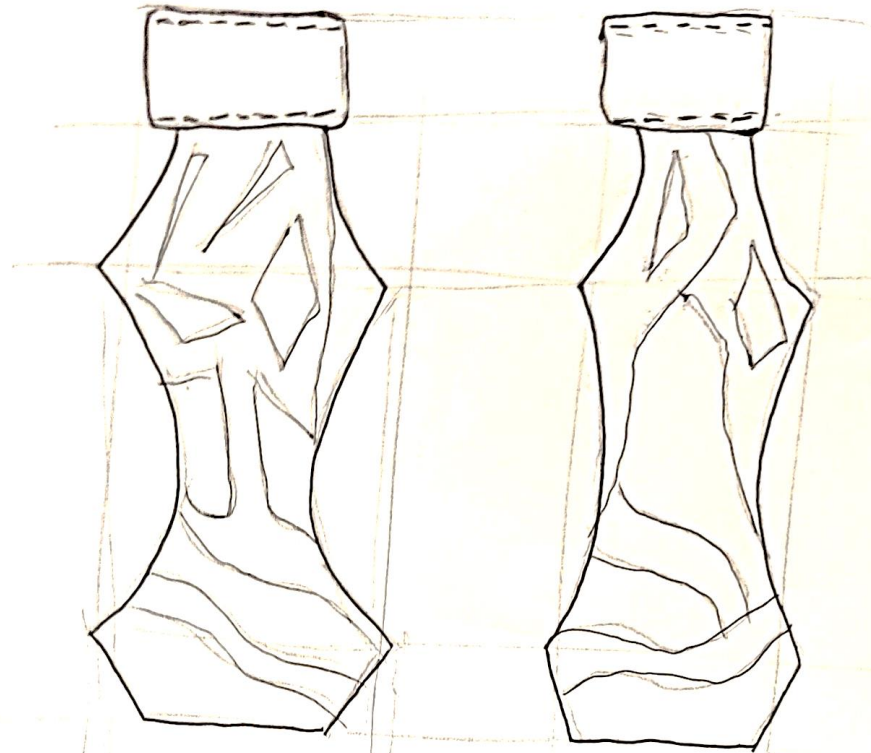


CONCEPT 5
(4 CONTINUED...)

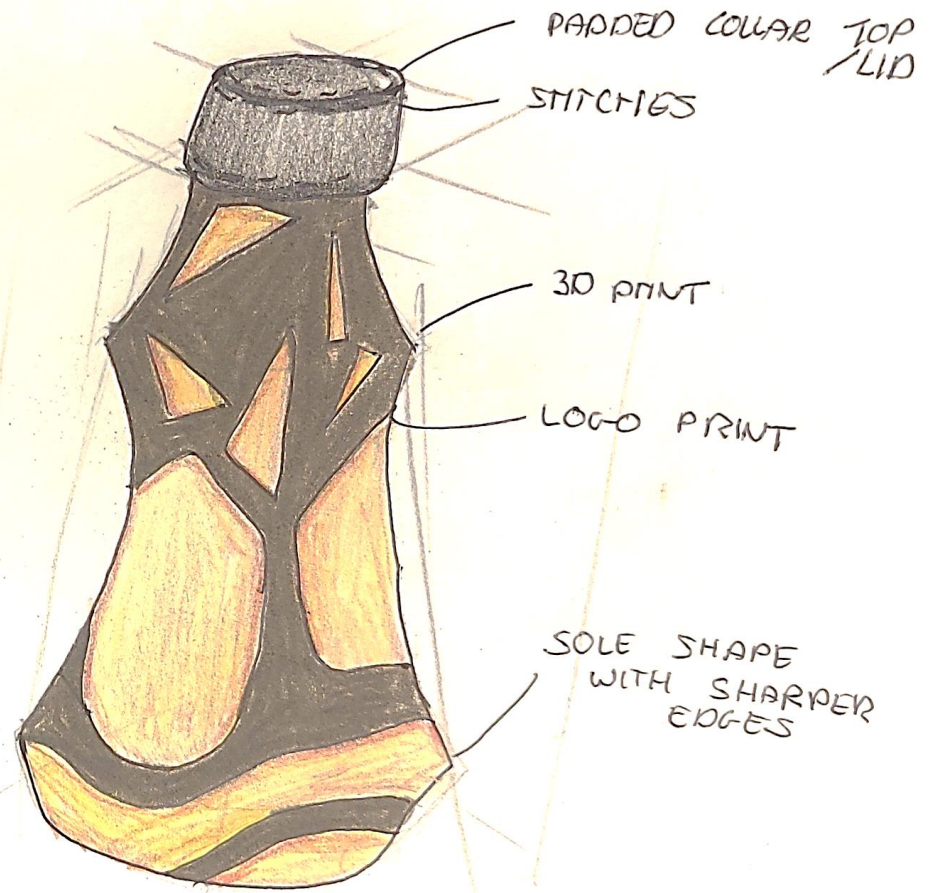


↳ SIMILAR DESIGN
TO 4, 3D
PRINT





DEPTH



PADDED COLLAR TOP / LID

STITCHES

3D PRINT

LOGO PRINT

SOLE SHAPE WITH SHARPER EDGES



NUN BUCH LEATHER



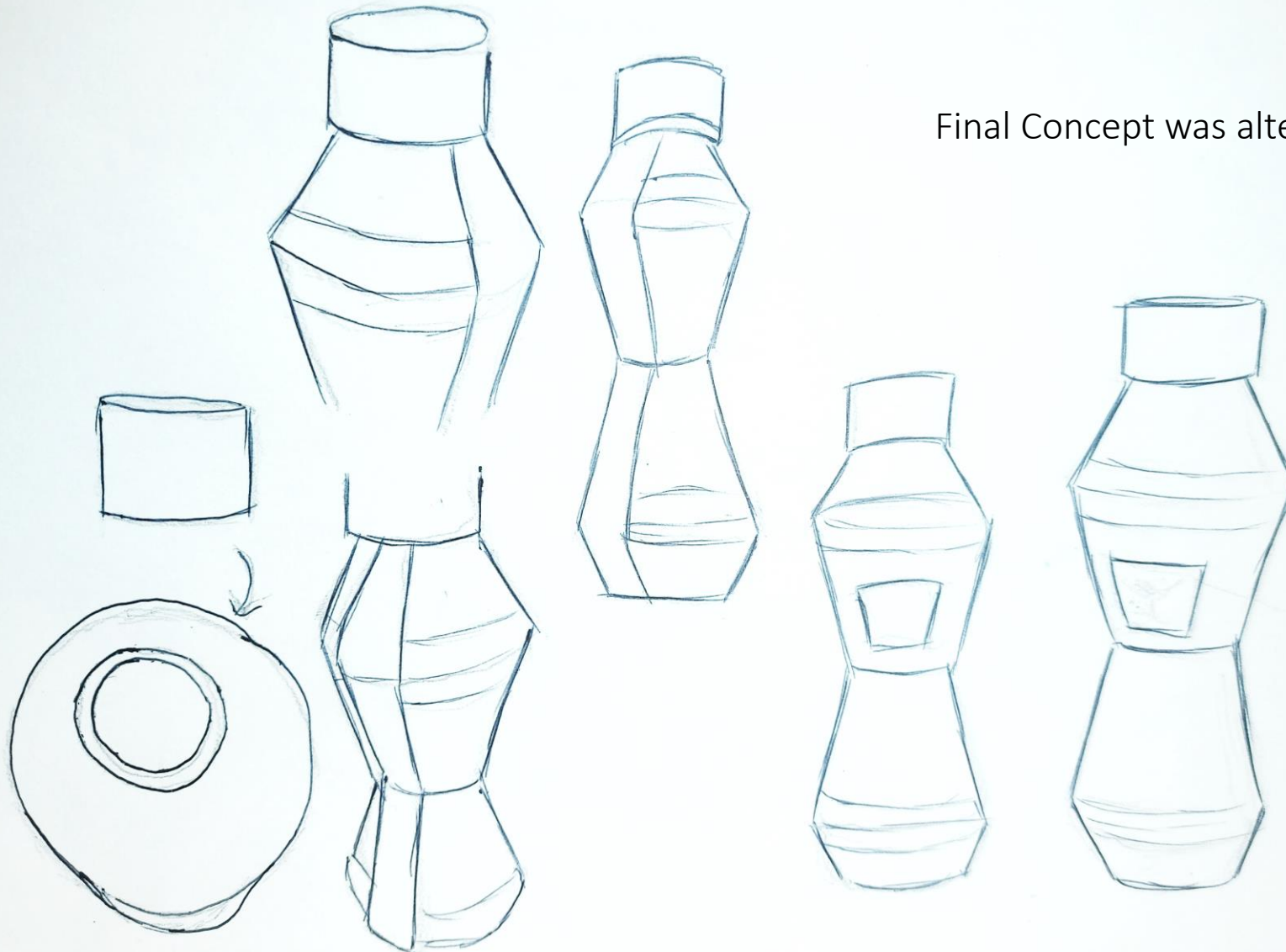
PATTERN 'NATURE' COLOR



COLLAR / CAP COLOR



TIMBERLAND - FINAL CONCEPT

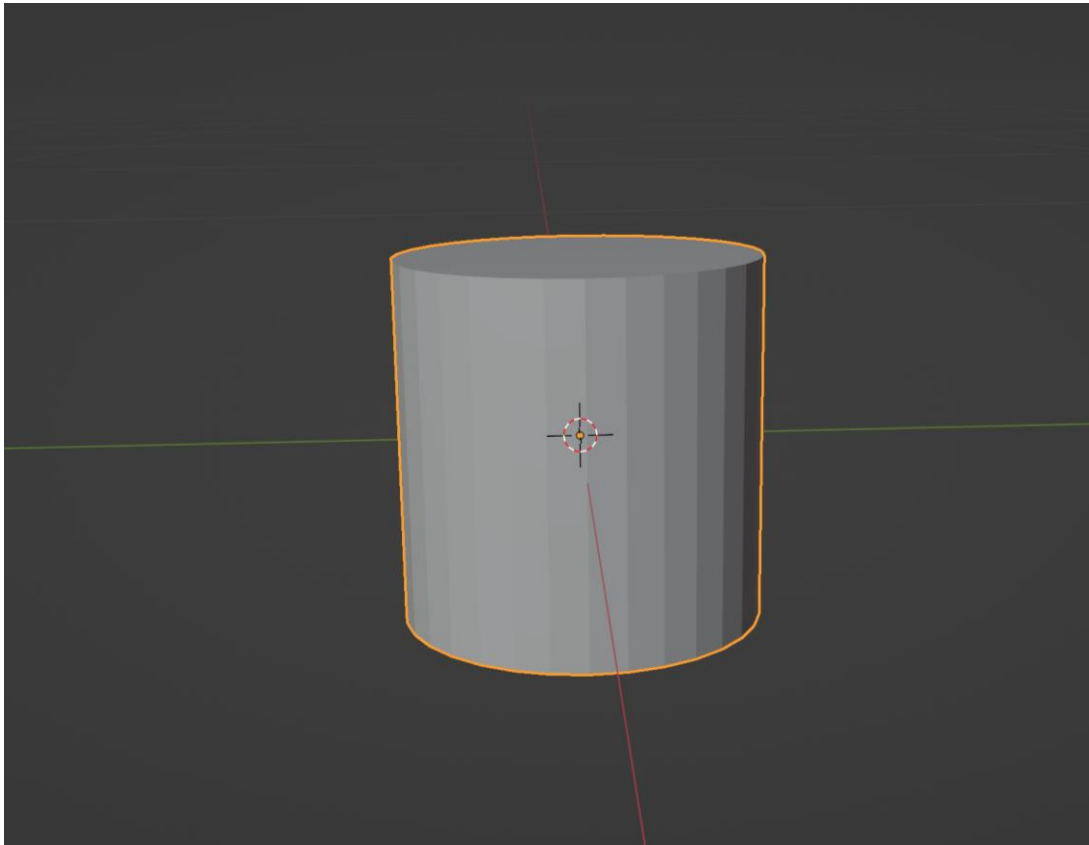


Final Concept was altered slightly...

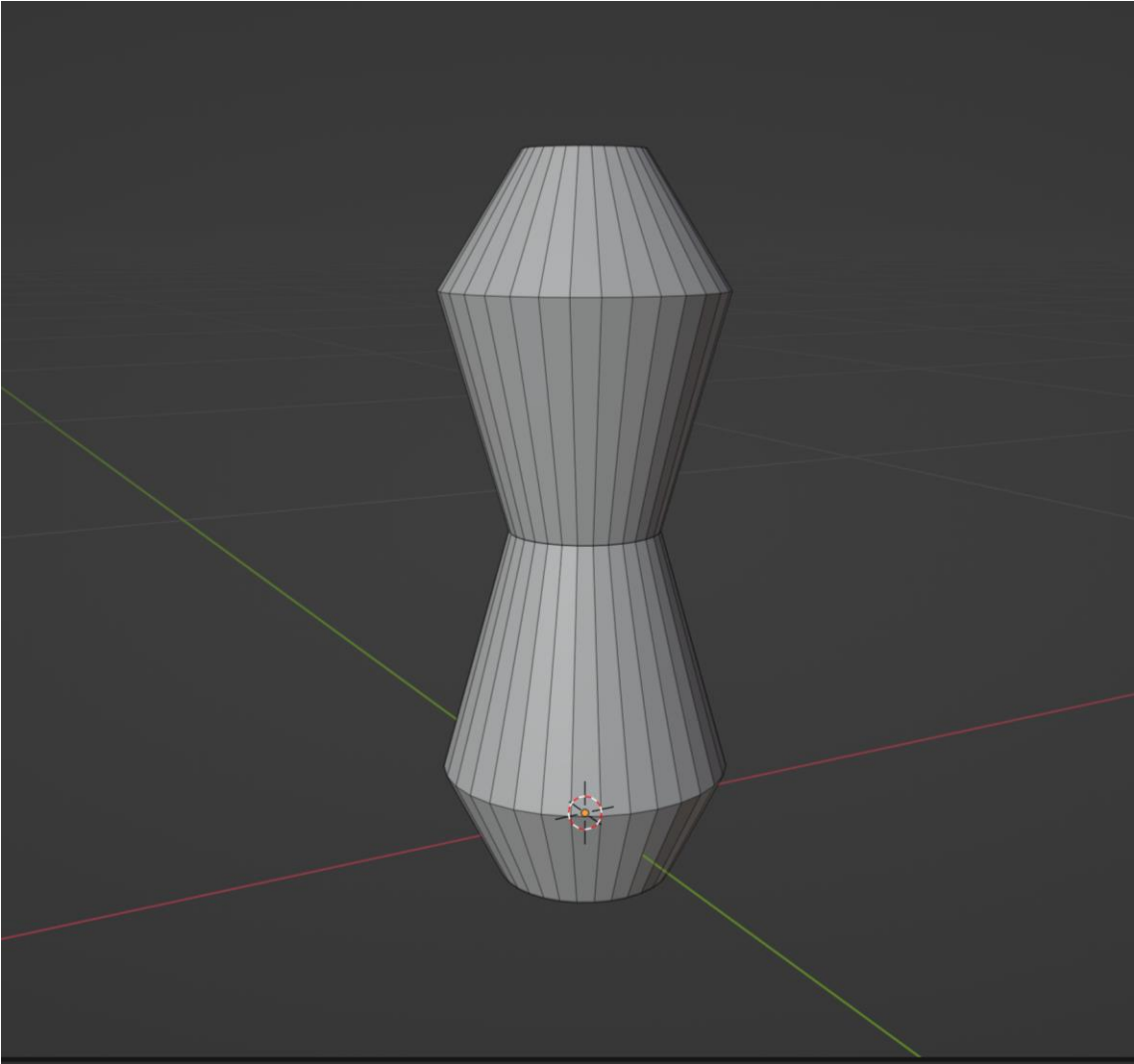


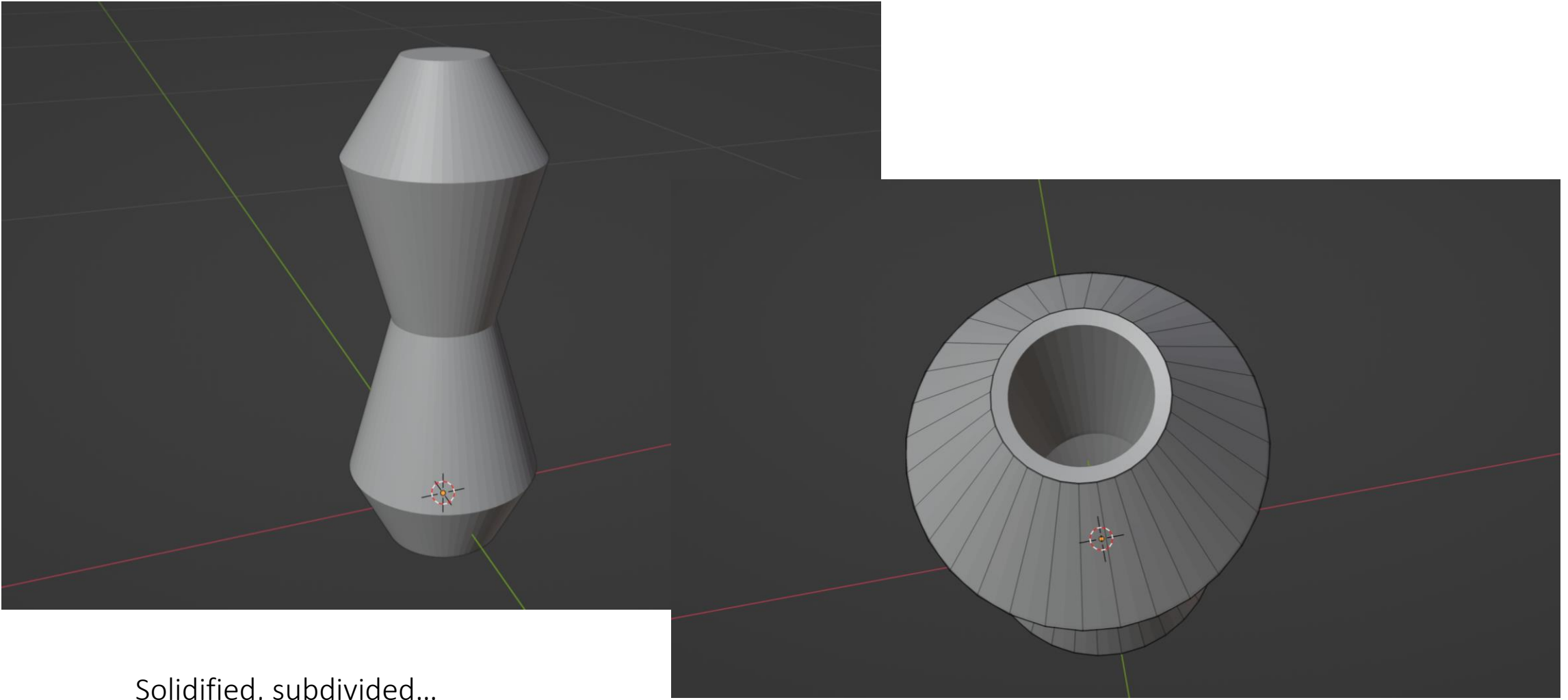


Concept Development



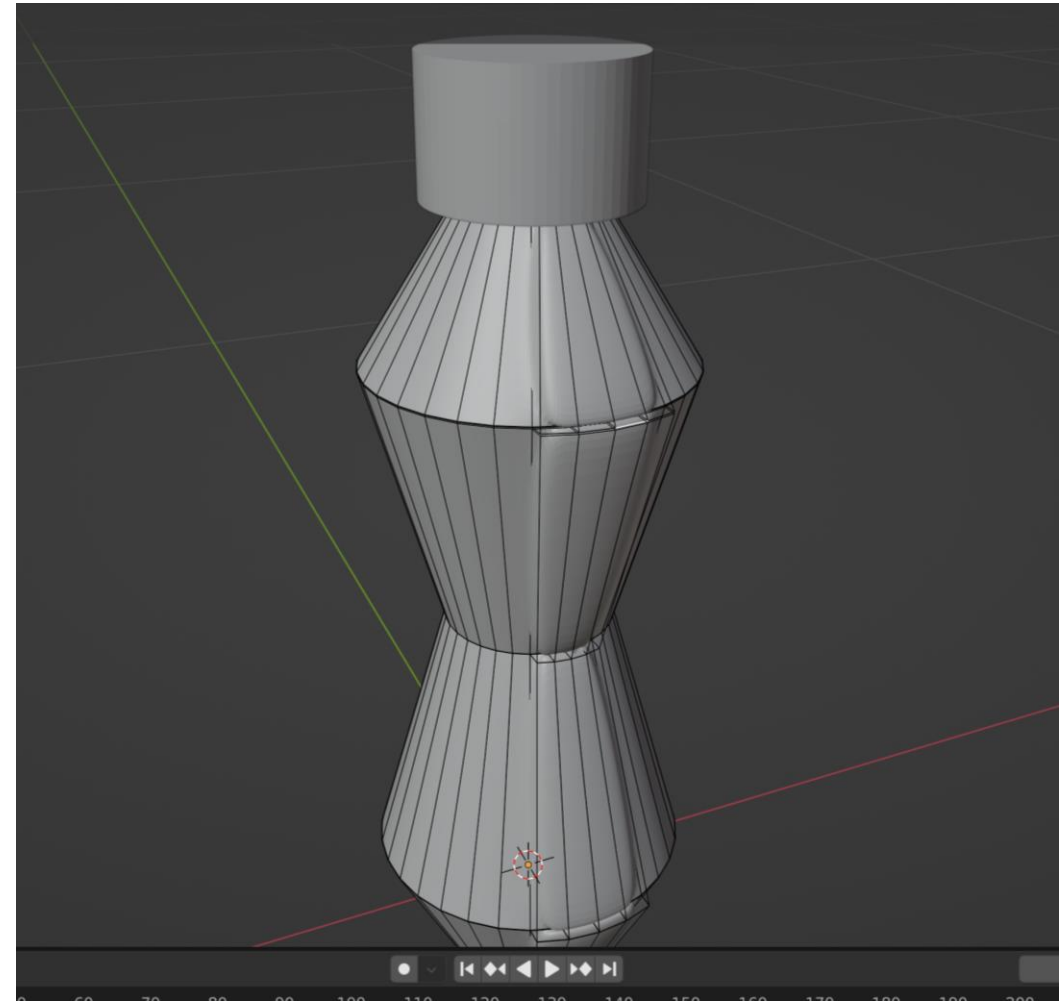
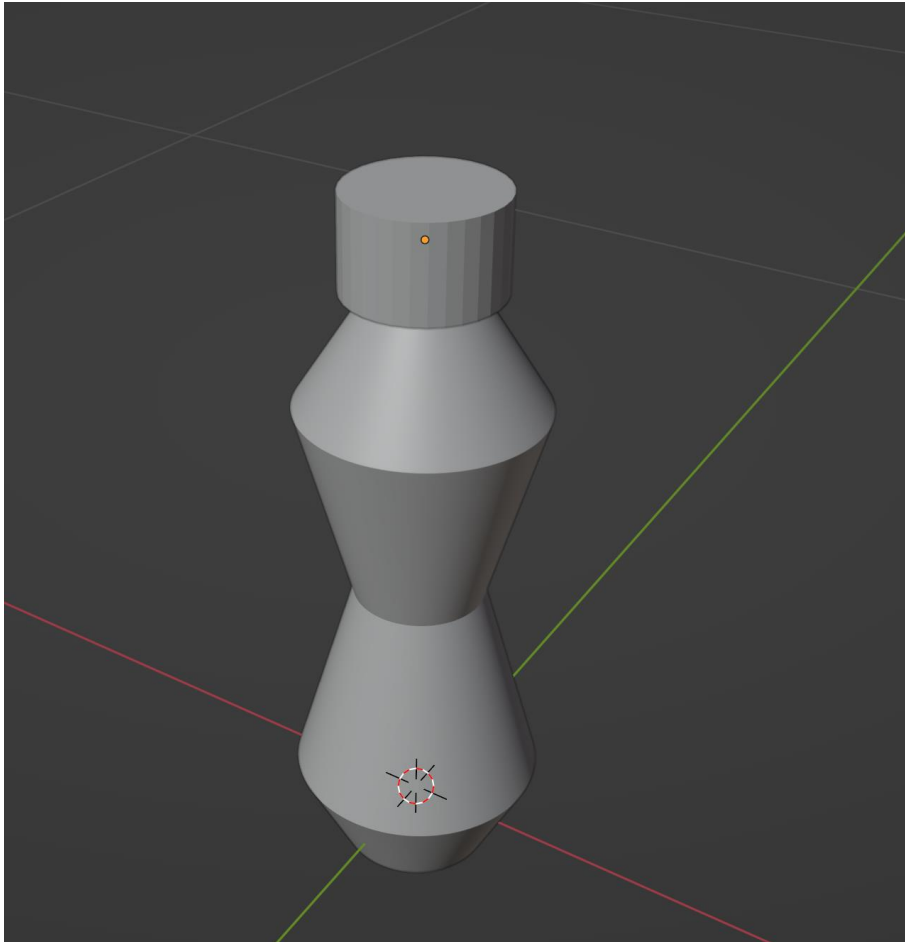
Started with a cylinder...





Solidified, subdivided...

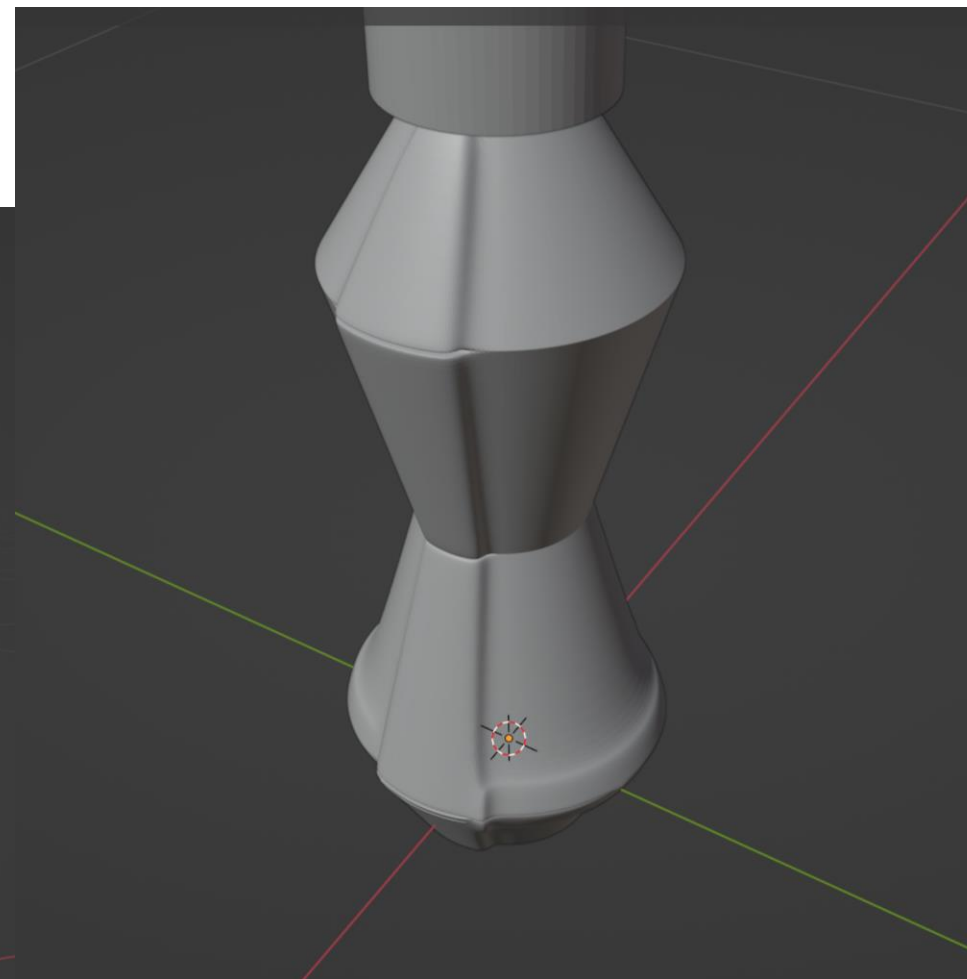
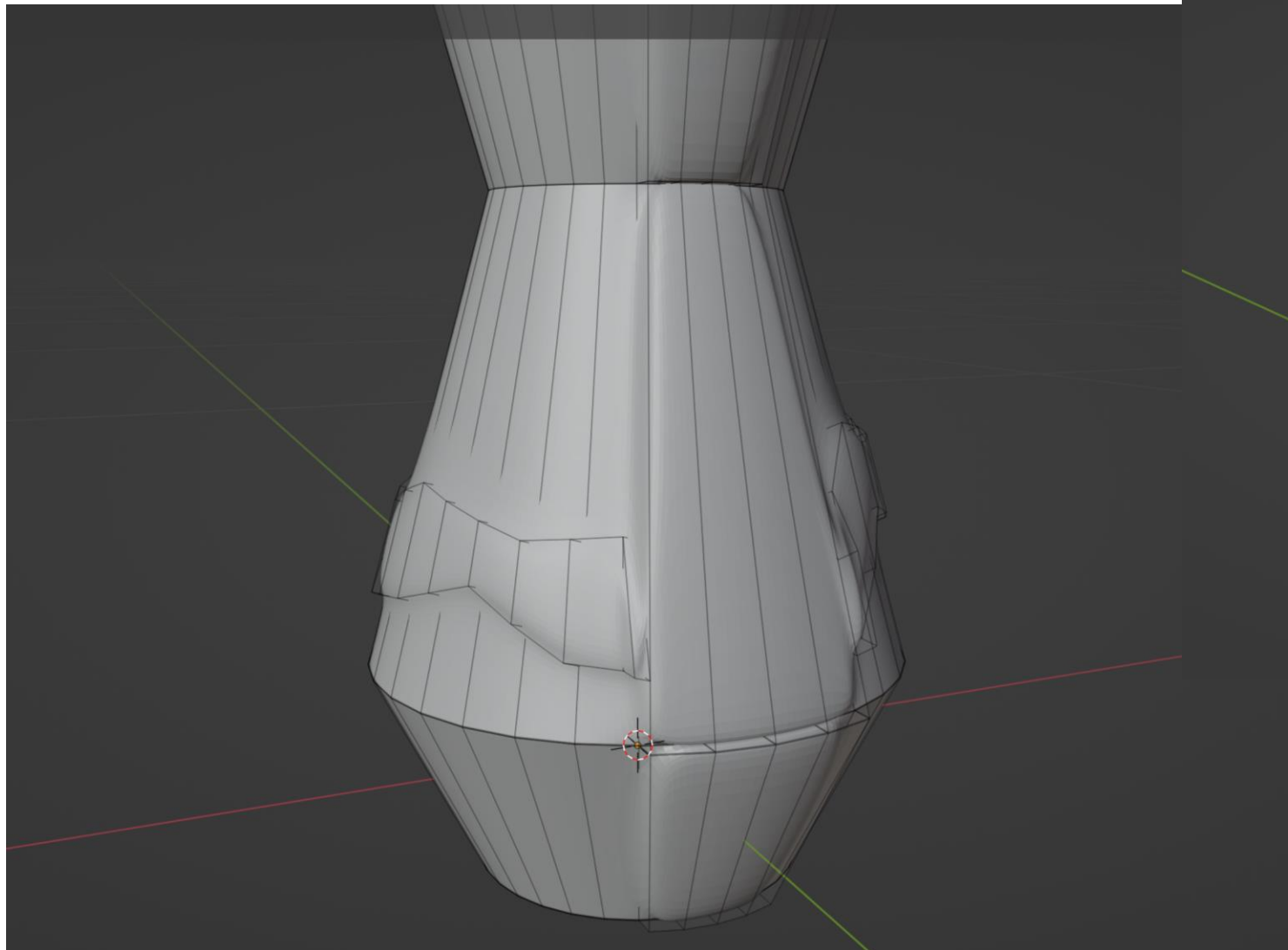




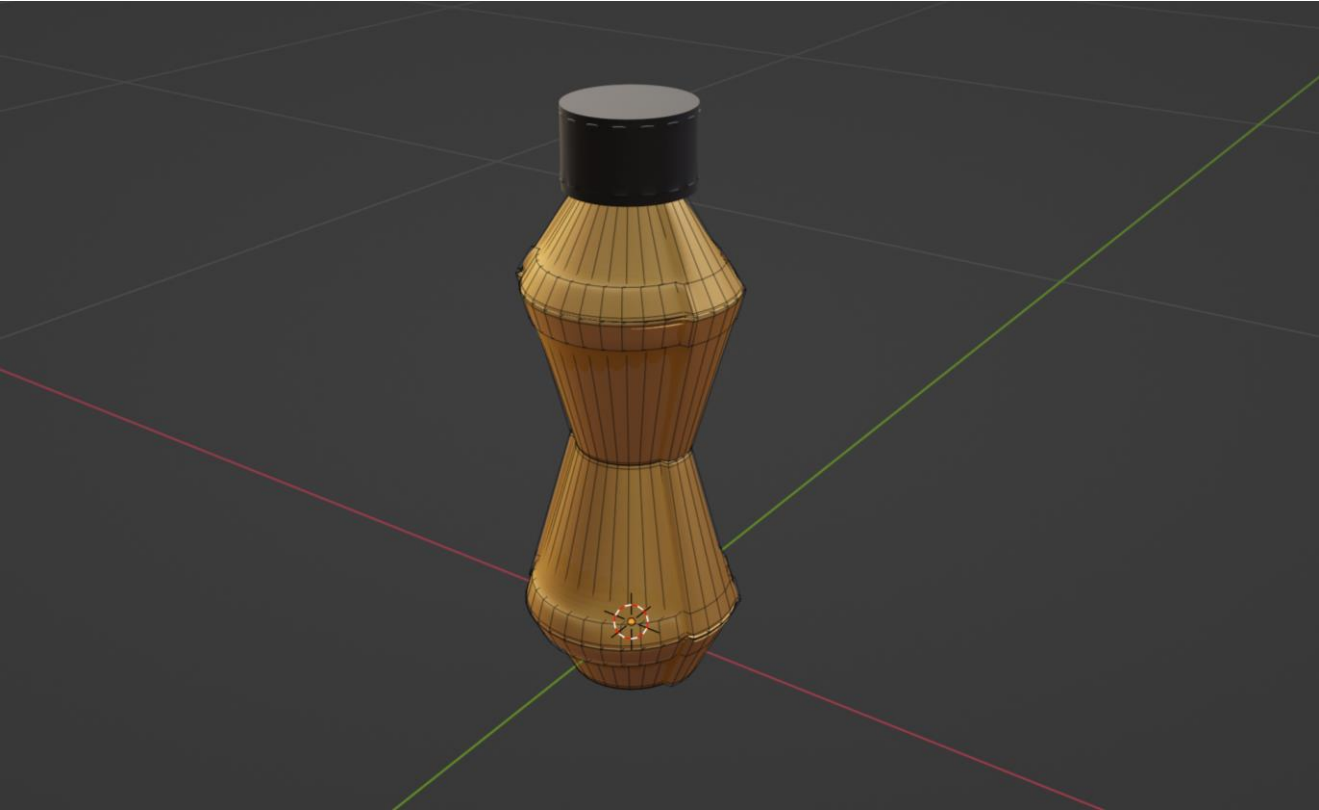
Made another cylinder for cap and linked them...

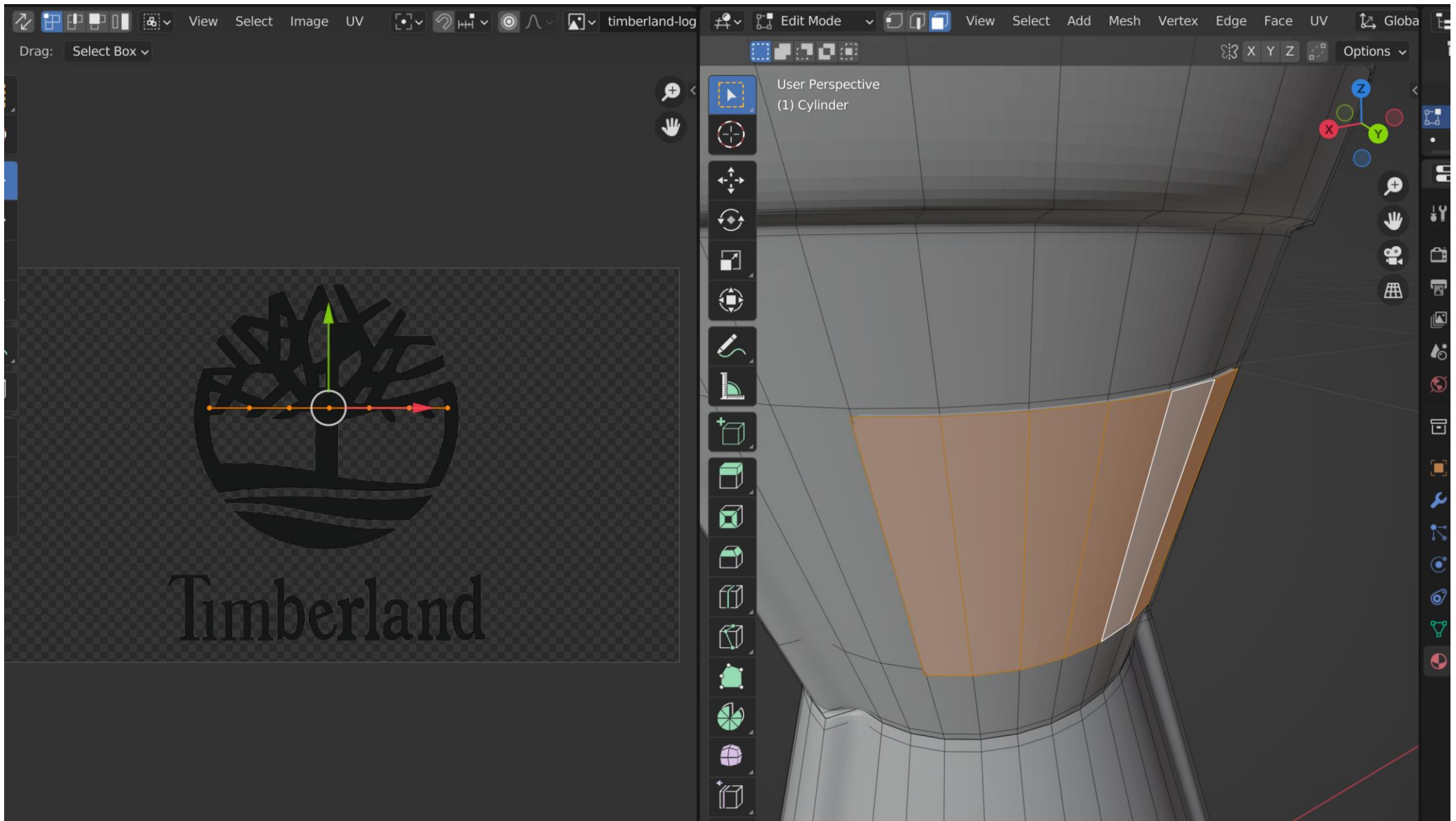


The original concept was too difficult to model for me in blender, therefore I altered the edges to still give the bottle the same depth and features instead.



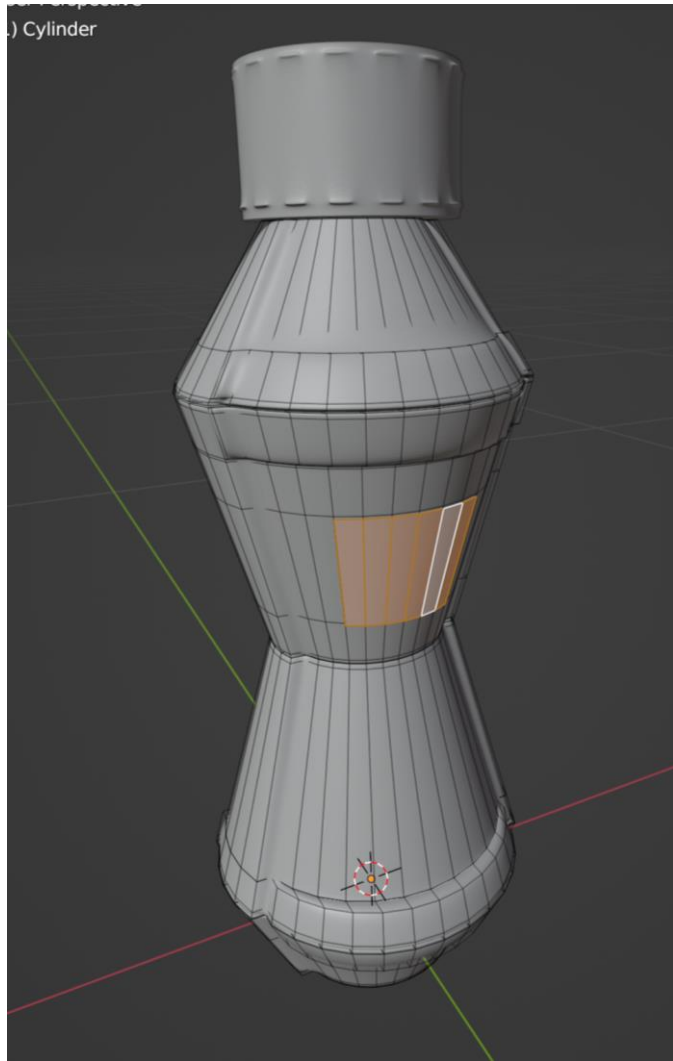
Deciding on the colour pallet of the bottle, sticking to the chosen final concept. Stitching was also added to the cap.



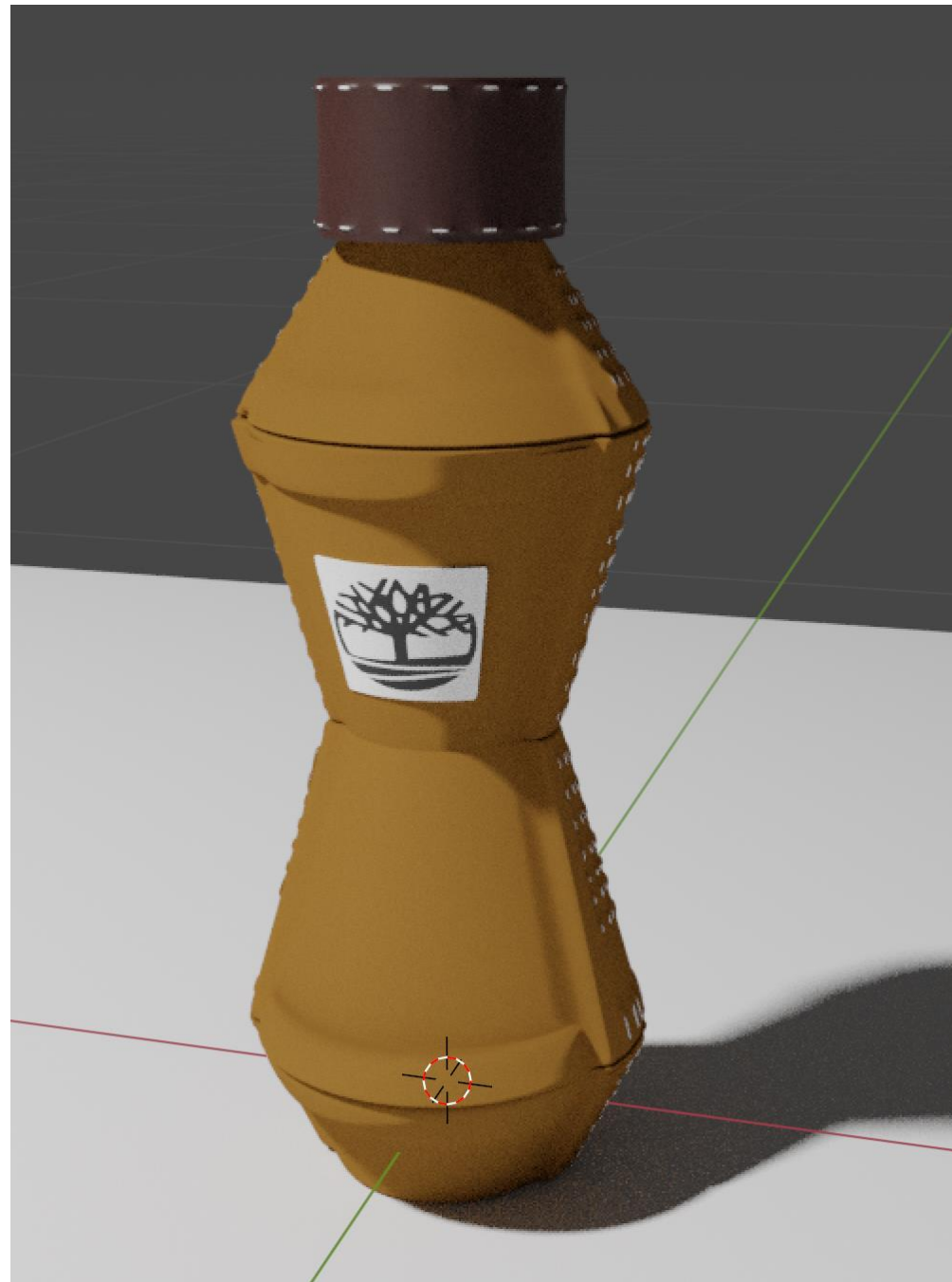


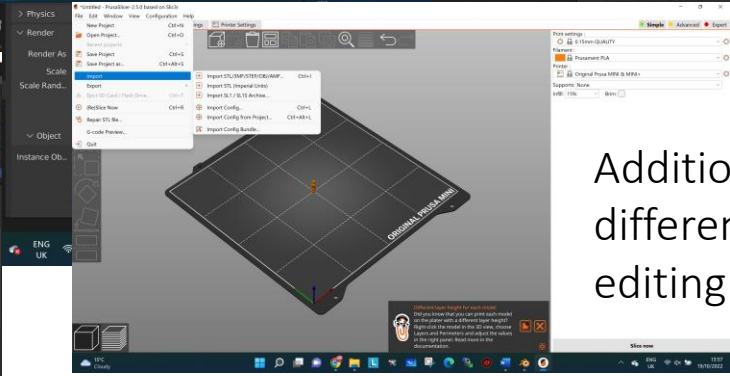
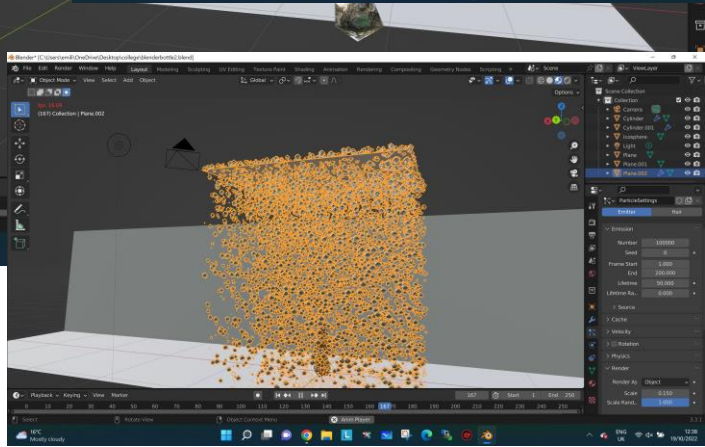
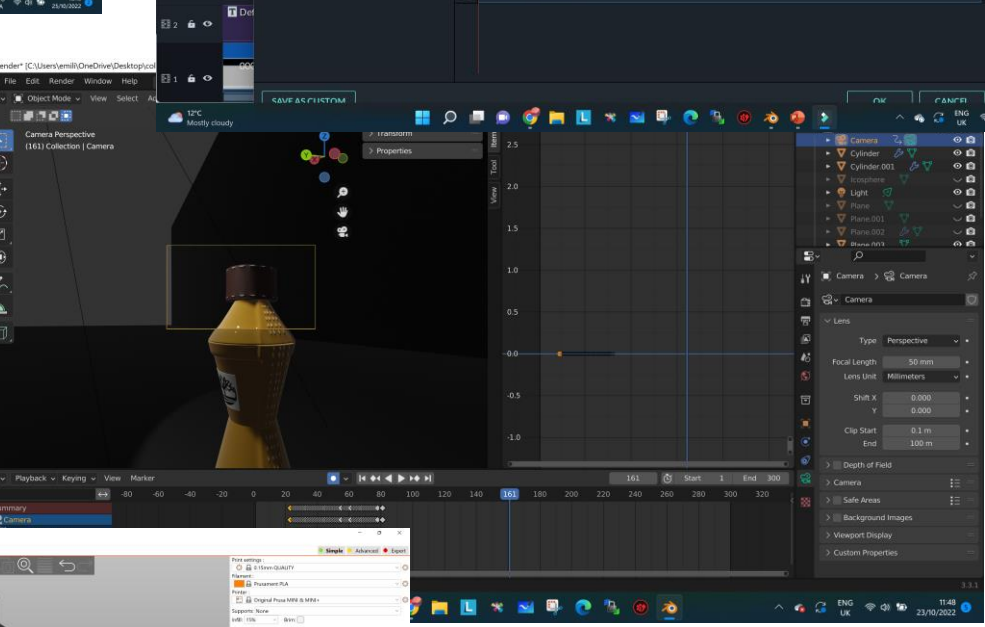
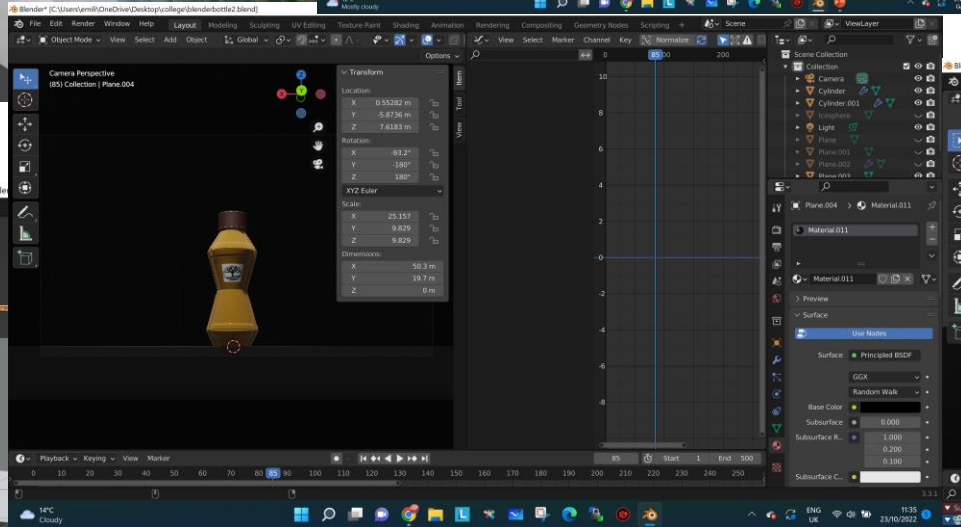
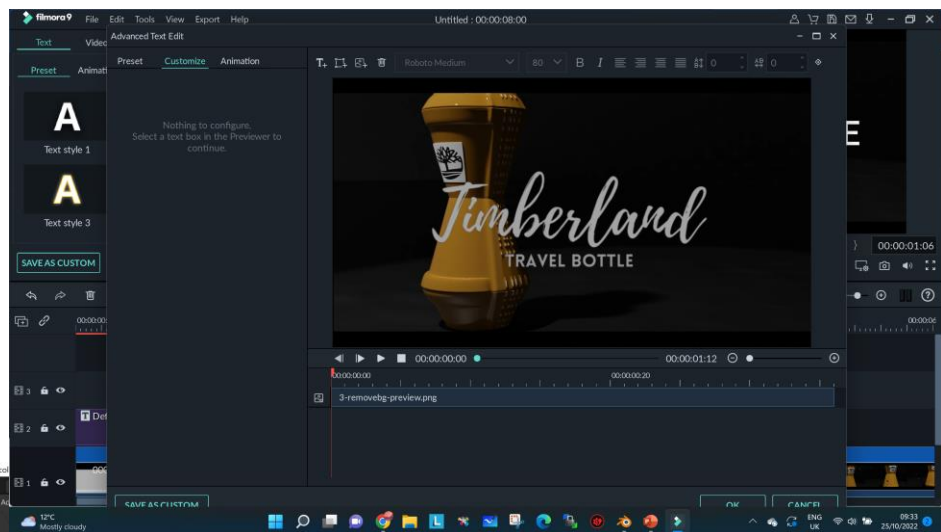
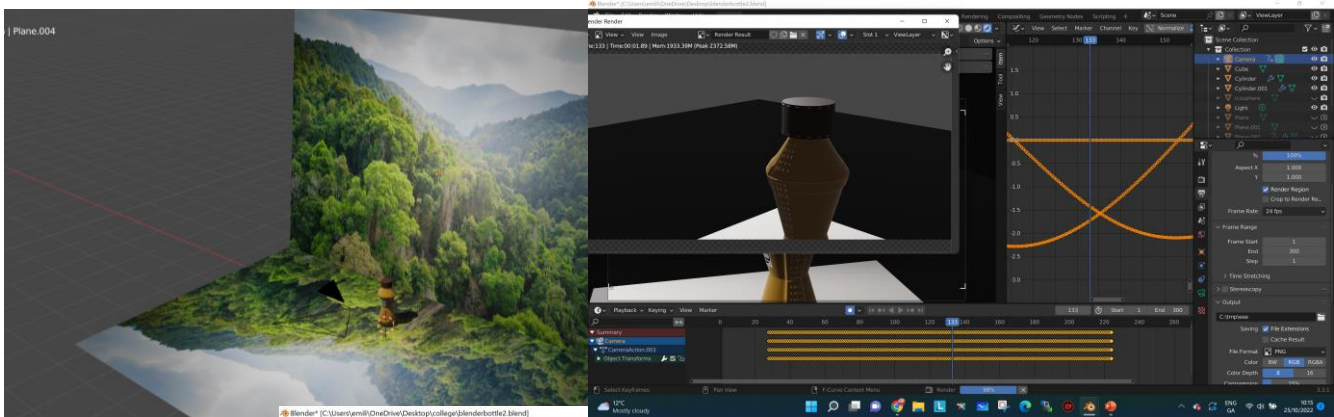
Still incorporated the Timberland logo as a sticker on the bottle instead.





Added 4 rows of stitching to the side representing the timberland shoe, the stitching is white to show more depth.





Additional content I made for the bottle, different backdrops, animations, video editing etc.





Light experimentation, the rain adding depth and making the scene more interesting.





Different backdrops and settings...
Showing multiple bottles together....





Final Concept



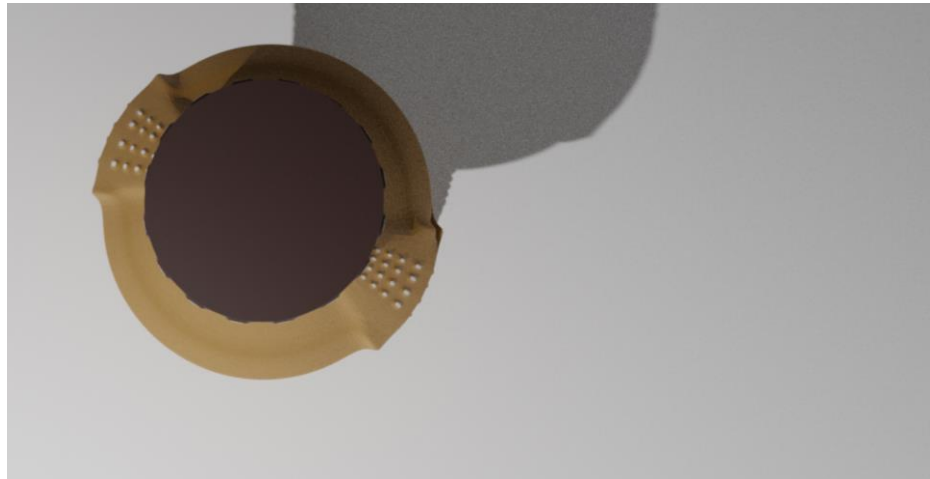
Timberland

TRAVEL BOTTLE





Elevation, plan and end view.





blender bottle - 21307067

Unlisted

YouTube Link to a 'promo' video.

https://youtu.be/LXfKgN_10j0



Reflection

I found this project and module fun and engaging throughout the course of the 8 weeks. I liked the aspect of being able to choose our own company and not be restricted to what we have to design and model, I feel that this mirrors what its like working in industry for that company and it's aesthetic. I love sketching so I enjoyed Week 2 when we had to sketch our sample ideas, and I feel like the introduction to Blender by doing various mini projects was really helpful. This is why by the end when I have already designed my bottle I was motivated to do more by making my sample video and introducing myself to animation through various YouTube tutorials as well. I especially enjoyed the rendering aspect of this project and seeing the process of my bottle becoming realistic. In conclusion I truly liked this project and the module itself and I feel like it gave me a new set of skills which I want to keep improving and developing by using Blender.



<https://www.mrporter.com/en-us/journal/fashion/how-the-timberland-boot-became-a-cultural-icon-693644>

<https://www.timberland.ie/customer-care/product-faqs/what-are-timberland-boots-made-of.html#:~:text=Most%20of%20our%20uppers%20are,which%20follow%20environmental%20best%20practices.>

<https://www.timberland.com/about-us/our-story.html>

