



12DVC - UNIT ONE

DESIGNER LAMP



PART TWO:

Design a **Lamp which
reflects your chosen
Design Era**

What is a lamp?

It's a light source. The components of a lamp usually include an on/off switch, base or stand, power source, bulb(s). Extra features could include a dimmer, LED colour selector, style changer (etc: flashing, constant, alternating)



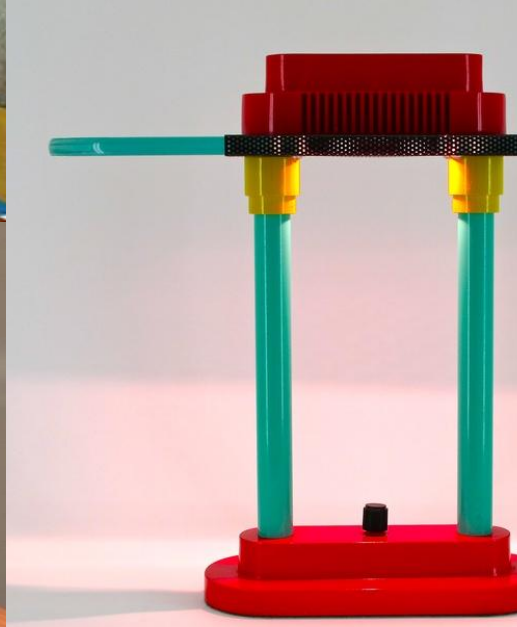
Lights:



12DVC
UNIT ONE

DESIGNER LAMP

Lights:



Design Process Steps

1. Initial Research:

Chosen DESIGN MOVEMENT or ERA exploration

2. Initial Ideas - integration of chosen style

Generate some initial design ideas for your 'Designer Lamp, these ideas should be inspired by existing characteristics and themes identified in your research about your chosen design movement/era. It is very important to think about how you can interpret and embed the characteristics your chosen design movement/era into your own designs.



Design Process Steps

3. Idea Development

Refine and review your initial ideas towards a preferred idea.

Explain your choices.

Explore, refine and review your selected idea (or combination of ideas), with further research into lighting.

Developing your ideas should be informed by the design principles and any influences (cultural, historical, societal, and technological) that are associated with your chosen design movement or era.

This includes thinking about elements of design such as shape, form, rhythm, balance, proportion, colour and contrast, durability, stability, flexibility/rigidity.

You need to also think about the influence of environment (end use/ user, such as conditions of use, ergonomics, user friendliness, fit for purpose, safety etc) on your design.

4. Final Design presentation and Evaluation

