



PDP

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VISION

Sustainability is quickly becoming a vital consideration within design. A countless number products are discarded and wasted all the time; a phenomenon I wish to reduce. I believe that the design community might be able to achieve this by shifting the focus of design from a sort of “create more and discard the old” mindset to more of a “maintain and improve what already exists” mindset. I also believe that we might be able to subtly change the way the general public approaches older products of theirs – hopefully creating less wasteful habits. I believe that re-using, recycling and repurposing old, perhaps obsolete products to be a vital part of the future of design. Naturally, this includes keeping a product’s purpose close to the original, or re-thinking it entirely.



To put it simply, I find a lot of how the public uses modern products to be quite wasteful. Many people replace their telephone yearly. Many others discard I believe that a designer should focus on quality and timelessness. Any product, created for any purpose should be designed with quality in mind. A product with quality is one that will last longer and be better appreciated by its user. With sustainability becoming a more and more weighted consideration within the design community, I believe that designing timeless quality products to be invaluable. A quality product requires less maintenance, doesn’t need replaced (as often) and as such will promote less wasteful habits.

Professional Identity

I have a background that allows me to see problems and opportunities from a broader perspective. Having lived across Europe and having attended various international schools. I have had the privilege to interact with and explore many different cultures. In doing so, I have learned to put myself into another person's shoes.

This skill makes me a natural decision maker within a group, as I can understand how people might react to a given product or system. I am also usually a maker in a group as I tend to find myself prototyping and experimenting with ideas whenever the opportunity arises. Making has long-since been a hobby of mine – with the building blocks evolving as the years progress.

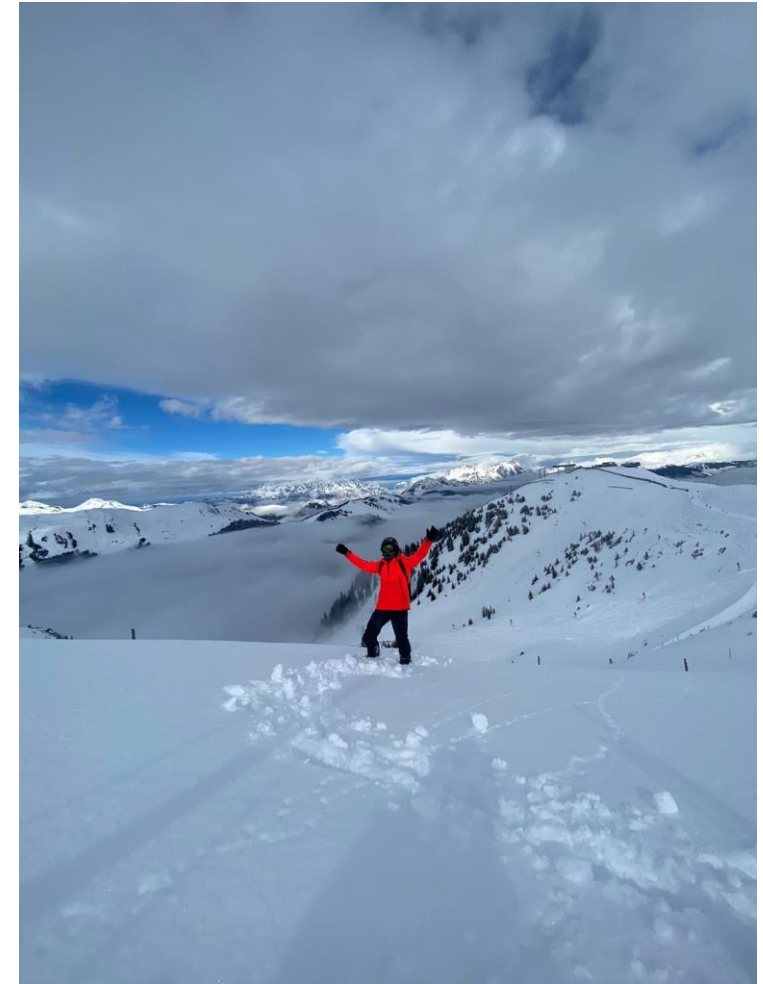
I have various competencies with respect to making and communicating ideas. Sketching has been a skill of mine that I have cultivated since I was young. Woodworking and modelling with card and foam are two skills that I acquired in my high school years. In my high school years, I also gained a foundational knowledge of 3D modelling (Fusion 360) and working with other design software. Most recently, I began to use Figma: mostly a website designing platform.

I have worked on many projects. The most notable include a rugby tee considering different kicking styles, a desktop organiser with various electronic features, a keyboard-based game for the visually impaired, and most recently, a van and shelving system eliminating a major bottleneck in the package delivery system: loading the delivery vans.

This last project has been extremely exciting for me, as I have a great interest in the automotive industry. I have grown up around automobiles and many of my inspirations come from the automotive industry. People like Christian von Koenigsegg, Michael Mauer, and Horacio Pagani who have seized an opportunity that they were presented with – and upturned the automotive world as we know it.

I gain much of my attitude and personality from sports that I do. I have played rugby from a young age. In rugby, you must be confident in your abilities, lest you receive an injury because you didn't commit. You also tend to bigger challenges no different from small ones – "The bigger they are, the harder they fall".

Such is the designer that I strive to be. I want to be a designer who finds opportunities others might fail to see, who tackles the issue no one is willing to tackle, and who upturns an industry, maybe even the world as we know it. It may be ambitious, but I believe that with enough hard work and a little bit of ingenuity, it's a height that I can achieve.



Planned development

In the coming time, I wish to use structured courses to deepen my understanding of various expertise areas. In Q1, Engineering design and the elective exploratory sketching will let me learn more about the intricacies of Technology and Realisation and Creativity and Aesthetics. Then in Q2, Design <> Research and Introduction to Business design will help me create a broader understanding of how Design and designers work in a workspace and while interacting with businesses and people.

Project 2 will give me the opportunity to pursue and practice skills that I am interested in learning, such as graphic design and 3D modelling, as well as to demonstrate my strengths, such as physical modelling, research, and ideation.

I am not quite sure what courses exactly I want to enroll into in the 3rd and 4th quartiles of the coming academic year, but I plan to reflect on areas I have made the most or the least growth in, and enroll in courses appropriately based on the results of that reflection.

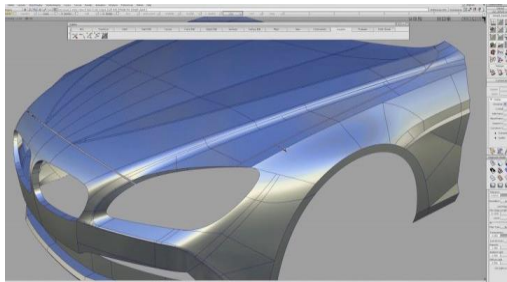
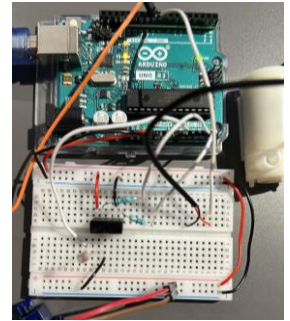


Goals

I want to, by the beginning of the following academic year (2023-2024), be able to quickly (within 10 mins) sketch a car of any type (coupe, SUV, estate, sedan, etc.) from any angle. This will improve my overall sketching skills and will also progress me towards working in the automotive industry.

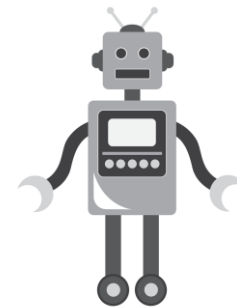


After the summer, within my design squad, I want to try to code and wire my own systems, instead of relying on others for help with that. I would like to have at least one mini-project of my own complete before the end of 2023. This will allow me to progress in the math, data and computing expertise area as well as the technology and realisation expertise area.



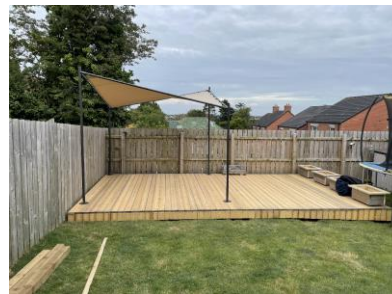
Over the course of the summer, I will watch and follow along the 3D Design Academy's Alias Basics course on YouTube and model a car of my own by the start of the next academic year. This skill can also be applied in other sectors aside from vehicles.

<https://www.youtube.com/playlist?list=PL12ddb8APmbNj9BAIZebS4eKzIQnVbdBC>



By the end of 2023, I want to have implemented 3d printing and modelling concretely into my design process. As such, I want to have completed at least 8 3D-printed prototypes or models by the end of 2023. This will allow me to progress in the technology and realisation expertise area.

During the summer, I will build a bench out of scrap material and wood for a friend's garden. This will allow me to progress in the direction of my vision. I have built things like this before but it also an opportunity to refine my woodworking skills.



I want to be able to comfortably and respectfully incorporate user testing into a future project of mine. I will use project 2 to do this. This will allow me to advance my professional skills as well as the Business and entrepreneurship and User and Society expertise areas.

