Design Tips
Beyond just fan-art and renders of life things.

Making things from scratch could be one of the more serious things to do.
Since it does take, actual effort in the creative, practical, and having
parameters/restrictions to make it work.

Design is a visual representation of an idea whether it's functional or
metaphorical.
It can be appealing, interesting, or revolting, but good design tends to have either
form and function always in mind.

How complex the design will be is up to the discretion of the the designer.

As starters, if one have simply have to have an idea, and combine it with another idea
to start off a design.

Since in this world, many "single ideas" are already there. But it takes some thought
to combine the ideas to make them something else.

For example, many planes of the world are based on creatures of flight,
weather flies, avian, to anything that glides.

It's natural for humans to use that shape and certain details found in them to use as a
base for their aeroplanes.

It's just the human idea of using combustion to propel them forward was another idea
implemented since not many creatures of earth use that type of propulsion.

Add things like cargo holding, and advanced navigation in mind, these modern
airplanes are based on nature's evolution of million years and just a few decades of
mankind's innovation of developing technology around it.

However, that example above is just an elaborate one.

A more simple one would be

Take x2 more unrelated ideas and combine them in a way that makes them look a
certain way.

**A creative's job in design is to make
two unrelated or more ideas and make them work out.**

But then again.
It doesn't always have to look "cool nor interesting". But should convey a message of what it's about.

Even goofy designs can be meaningful, interesting, "kool", distinct, but it has to be not boring and convey something.

In the digital world of Hawken and Soulsborne, there are plenty of just goofy and insane ideas that should not fly in our reality but it works in the respective world they come from.

Despite the "goofy" look and ideas, they tend to make sense and work out in the function, world building, and more importantly lore.

Figure 1: Noob Tube, Microwave, TV head, the unit have many nicknames, but in some ways have become iconic enough for Hawken to be recognized for the style they try to make it.

In regards to "goofy" it's a bit of subjective term, since on paper the idea of a TV with limbs and guns in a more literal fashion might not be worth drawing but on the renders of a game, it somehow still works out.

Much like how a pug's face is,
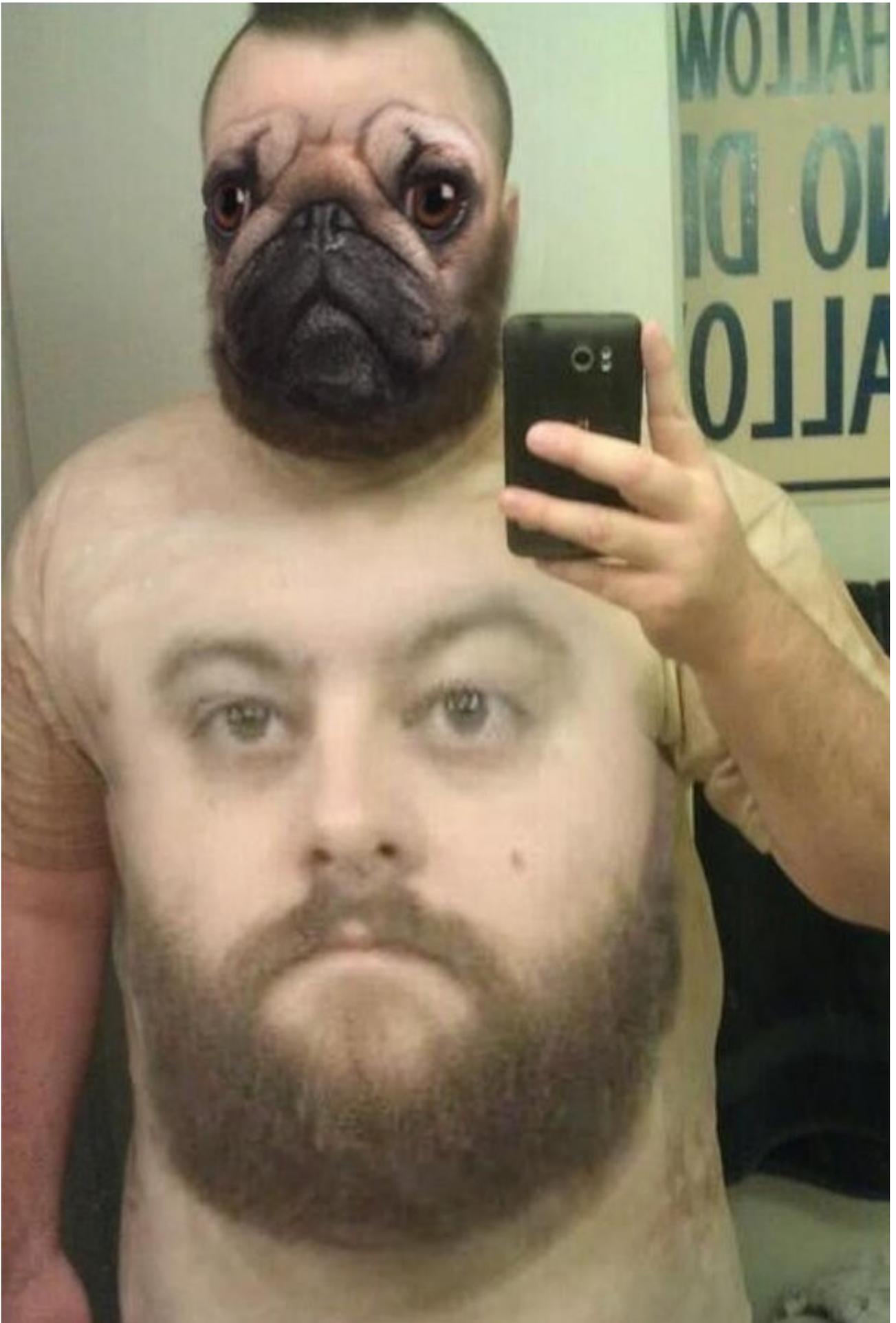
Figure 2: most of the time....

Darksouls and the other related games in general have a bunch of cool looking characters and creature designs but, due to the context of the game, even the goofy and ungodly looking things tends to have a reason for them being there.
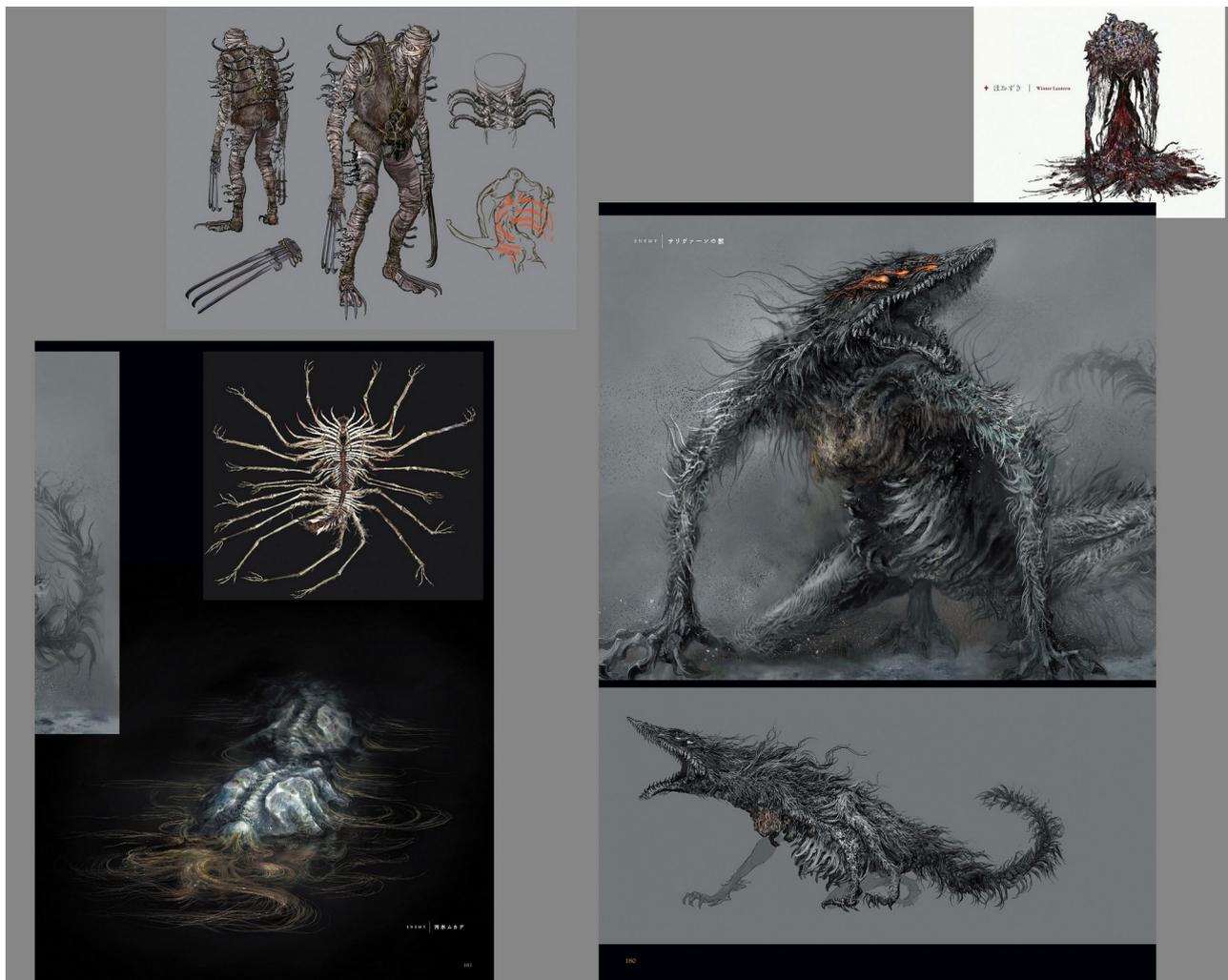

*Figure 3: *like, Soulsborne have no shortage of horrors to unleash on players. Pick your nightmares literally….*

Some of the more "ungodly" enemies found in the game is about well..the warping of humanity's quest for immortality, but as seen, these half human and monster hybrids tends to be disproportionate, unelegant, off-putting on purpose to give a statement about the underlying themes.

A more technical idea of how design should be implemented would fall into the realm of product designers.

Many people already know what a.
toaster
microwave
shaver etc are.

But if your break those products down to their simple components or ideas, they are actual comprised of other things obviously.

Motors, Blades, Cables, Plastic shells, etc.

if reassembled but with different proportions, and functions in mind, the design might be the same.

Or, it could be farther removed from what it was made from before.

But most likely they have been improved, simplified.

This is just one of the fundamentals of design.

Form and Function is always at play when making a tangible product, since it has to function in the role it was intended, and the form should reflect that, the creative aspect comes when features or there lack of makes the product look appealing to the customers and clients, while still performing it's duties appropriately.
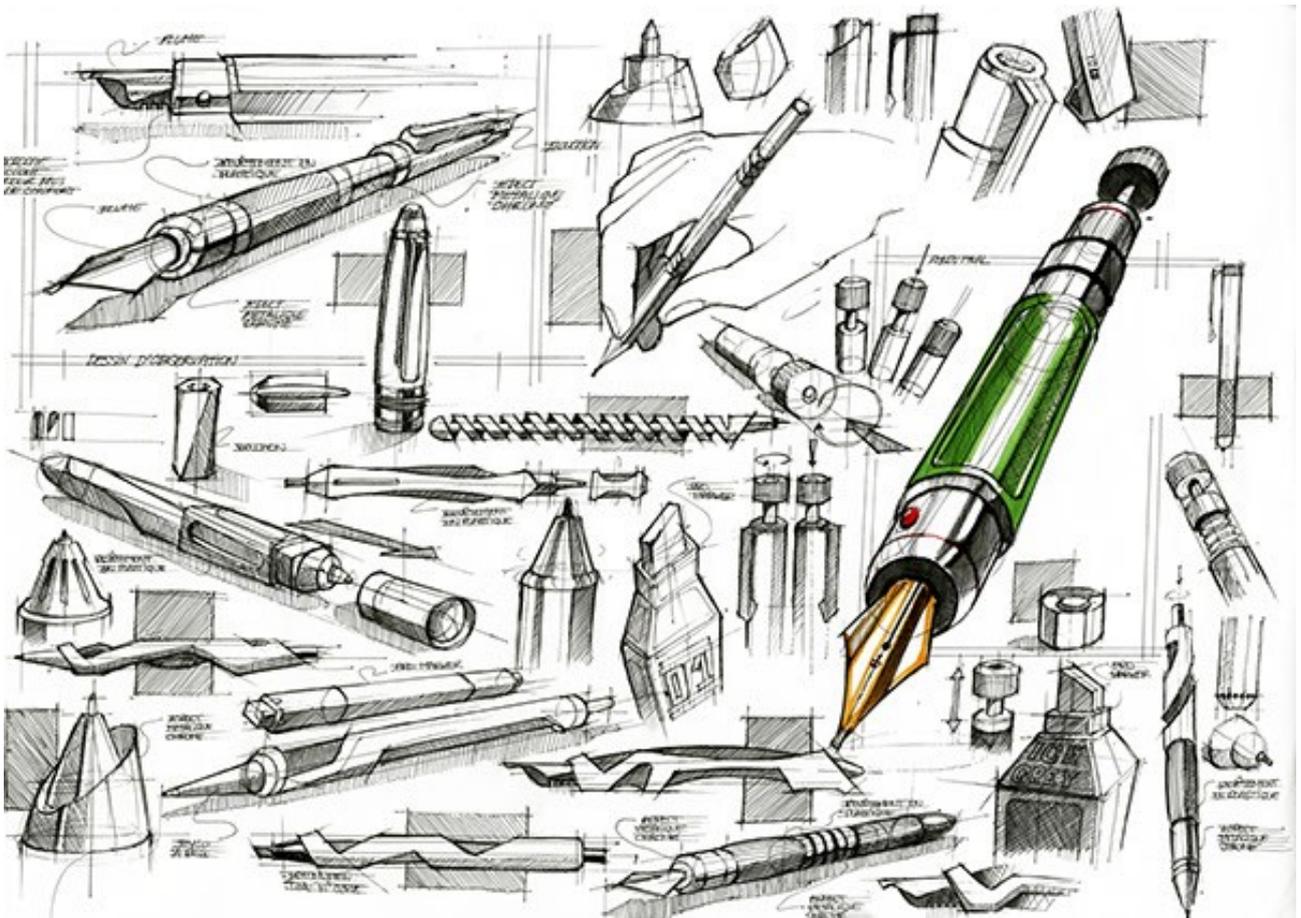
Figure 4: a writing instrument-it's quite common in today's world still despite the more paperless society that many have faith in. But for the time being, this haptic feedback instrument still is relevant enough that many types of it exists today.

Some terms to always consider when designing.

Function-how things works

Form-how things look

Intent-it's sole or multi purpose

Setting-where it's used

Process-how many reiterations