

Discourse on the PhD thesis

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IMID seminar

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Basic info

- Title: **Brand identity in design of industrial product**
- Mentor: **Doc. Ing. arch Jan Rajlich**
- Study of NAREX brand identity and its reflection in design of industrial products

Typical product communicating brand identity – Coca Cola bottle [1]



Definition of problem and preliminary objective

- Brand identity is a key marketing strategy – product design is important element
- Design and brand identity through shape grammar method
- Objective methods of comparing design

- Study of innovation process on NAREX product throughout its history, with use of shape grammar and objective methods for analysis of shape
- Defining a shape grammar of NAREX brand identity
- Simulation of new product design including brand identity

Current state of art – general knowledge

■ Brand identity

- Set of associations with the brand, which the company tries to define and maintain
- Definition of actual company or product
- Must be clearly defined
- Product communicates with customer through direct, undirect, qualitative messages



*Nokia -
Historical evolution
of products [2]*

Current state of art – general knowledge

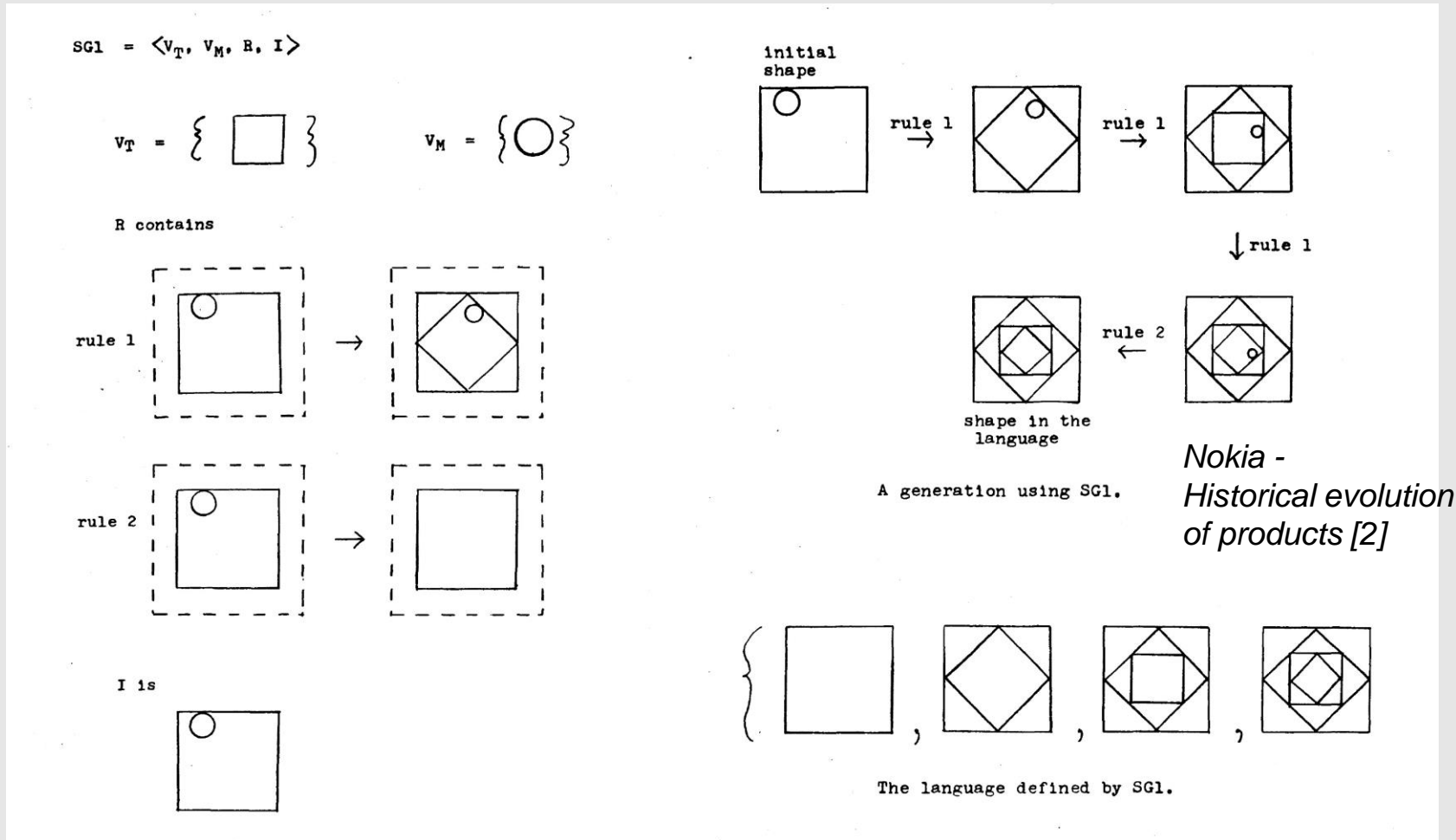
■ Shape grammar

- Defined by **Stiny** and **Gips**, studied by **Knight**
- Generative specification method used to generate and study art, sculpture

- Contains 4 elements
 - Set of general shapes
 - Set of markers
 - Set of rules
 - Set of initial shapes

- Potentially creates infinite number of solutions from finite number of shapes
- May have qualitative element – colour
- Always combination of known elements

Current state of art – general knowledge

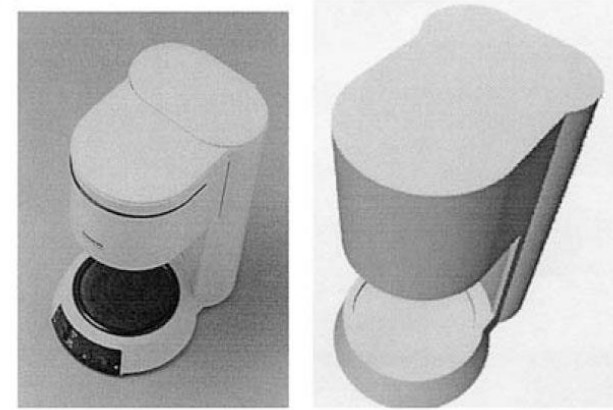


STINY - Basic shape grammar [3]

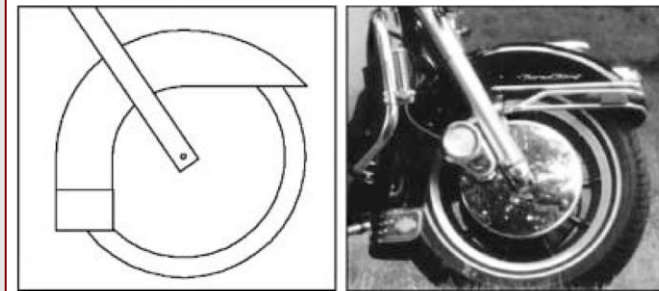
Current state of art design research with SG

- Studied to define design language of product family
- Finding solutions to engineering problems – construction
- **Capturing brand identity**
 - Using 2D image representations
 - Generating designs corresponding to brand identity
- **Innovation of product**
 - Typical shapes of brand in SG
 - Generating designs which are innovative by parametrization of known shapes

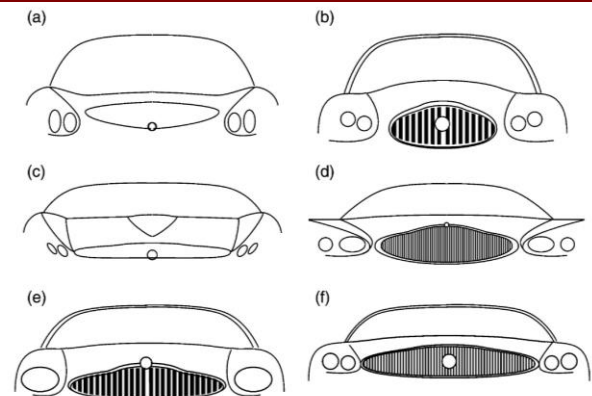
[4]



[5]



[6]



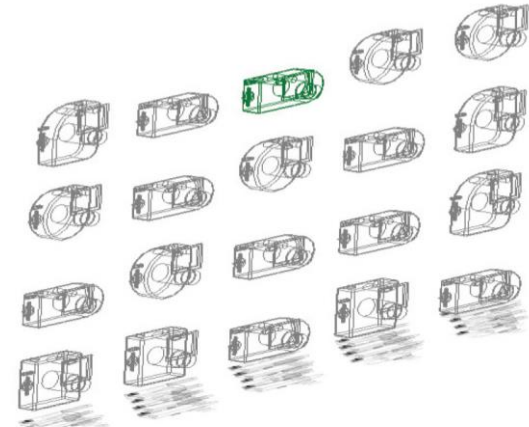
Current state of art – SG interpreters

- Computer support makes shape grammar useful
- Optimization needed – generating undesirable designs
- Sketching tool
- Most helpful in early phase of design

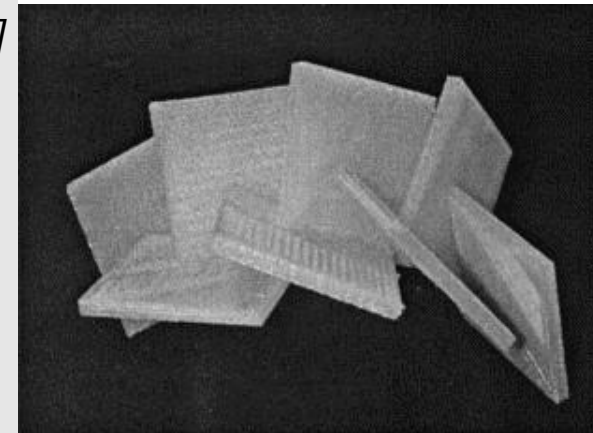
■ Current trends

- use of genetic algorithms for optimization of generated design
- study of phenomena in design, rules of SG

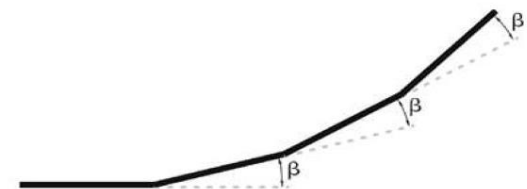
[7]



[8]

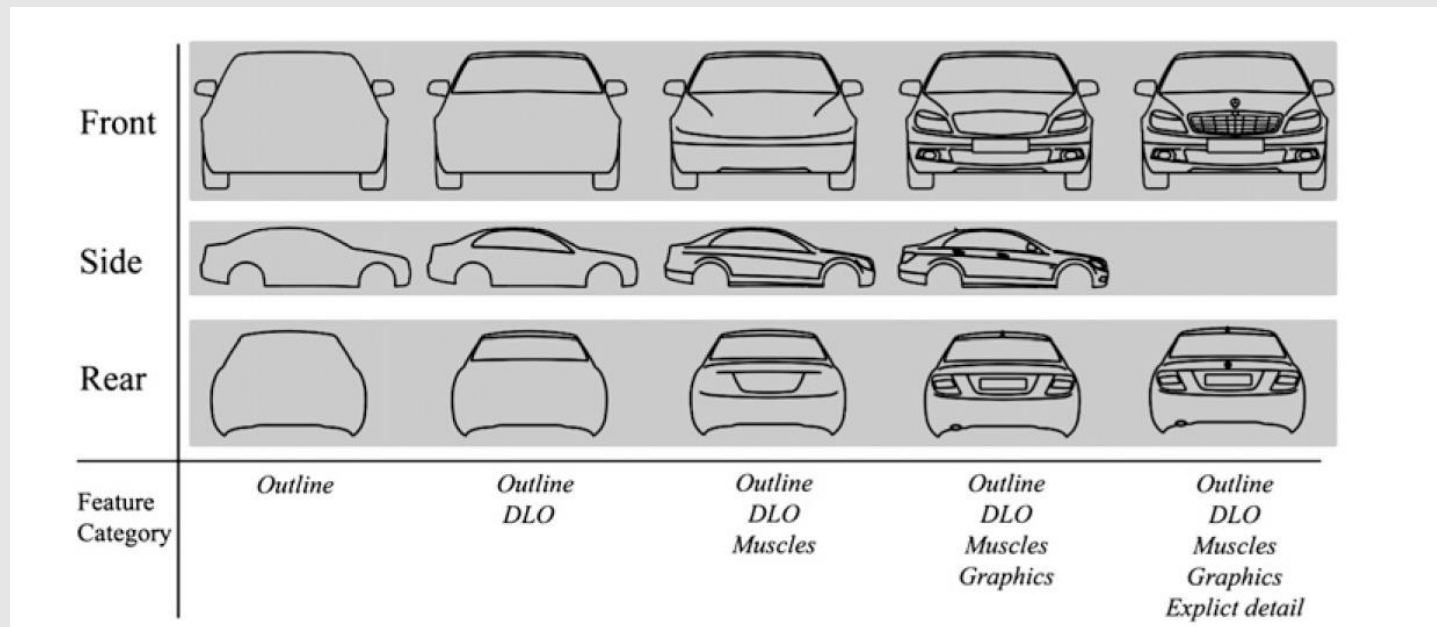


[9]



Current state of art – product analysis

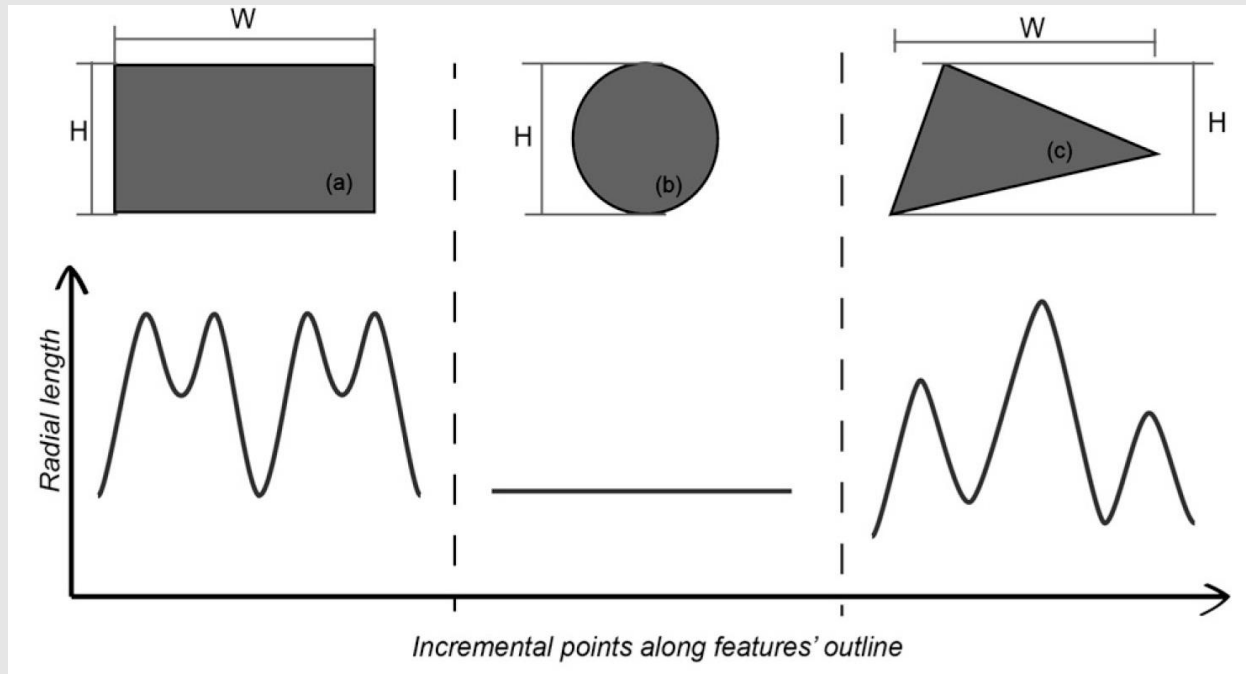
- Visual decomposition
 - Choosing between different level of image representation
 - Finding aesthetic elements important to brand recognition



Visual decomposition of vehicles [10]

Current state of art – product analysis

- Method for finding similarities
 - Objective method for finding similar design elements
 - Position, orientation, shape



Analysis of basic shapes[11]

Interpretation of gained knowledge

- Brand identity arises with visual communication of the brand (product design)
- Most research of product innovation uses shape grammar
 - Uses only combination of existing elements
 - Shape grammar based on past products bears brand identity
 - Finding possibilities we may have missed
 - Finding large number of possible solutions to one problem
 - Use of 2D pictures is enough to recognize brand
 - Rules of shape grammar and their relationship to brand identity were not studied
 - SG does not implement the ordinary innovation process
 - Necessity to optimize results when computer support is used
- Objective methods may be used to find similar elements of design

Definition of objectives

- Description of brand identity transition throughout the innovation of product
- Reaching objective include necessary milestones
 - Analysis of NAREX products and finding their key design elements
 - Creating shape grammar for NAREX brand
 - Definition of methodics of innovation of product with brand identity
 - Simulation of early phase of design of new industrial product



Impact drill – NAREX Česká Lípa

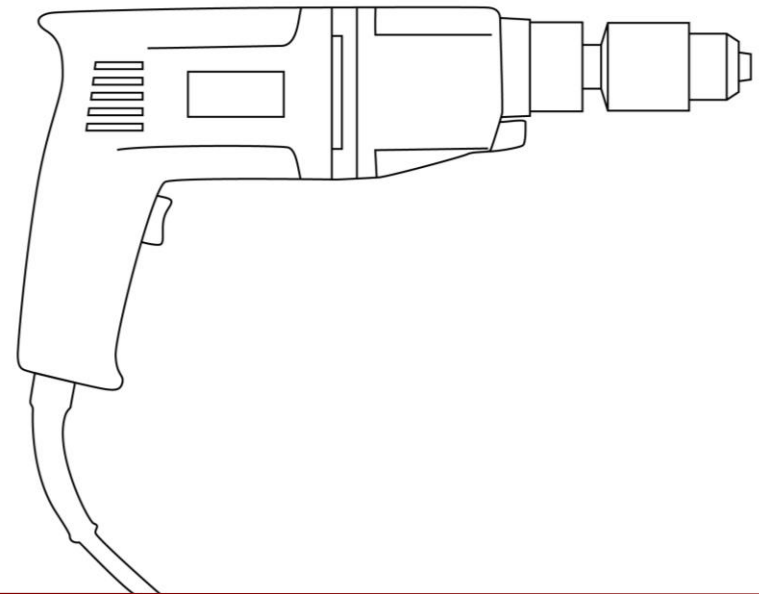
Solution

- Collecting and analysing data
 - Photographies from company, archives, collectors
 - If available scanning of 3D data
 - Preparation of data for analysis
 - Analysis of design between product family and between product throughout history
 - Finding key elements to maintain in shape grammar
- Shape grammar
 - Using CAD (Rhinoceros with Grasshopper module)
 - Optional development of own interpreter
 - Verification of SG correctness

Solution

■ Methodics

- Creating design of new product with shape grammar
- Study of processes during the designing
- Finding criteria for design of product with NAREX brand identity



Current state of PhD thesis

■ Done

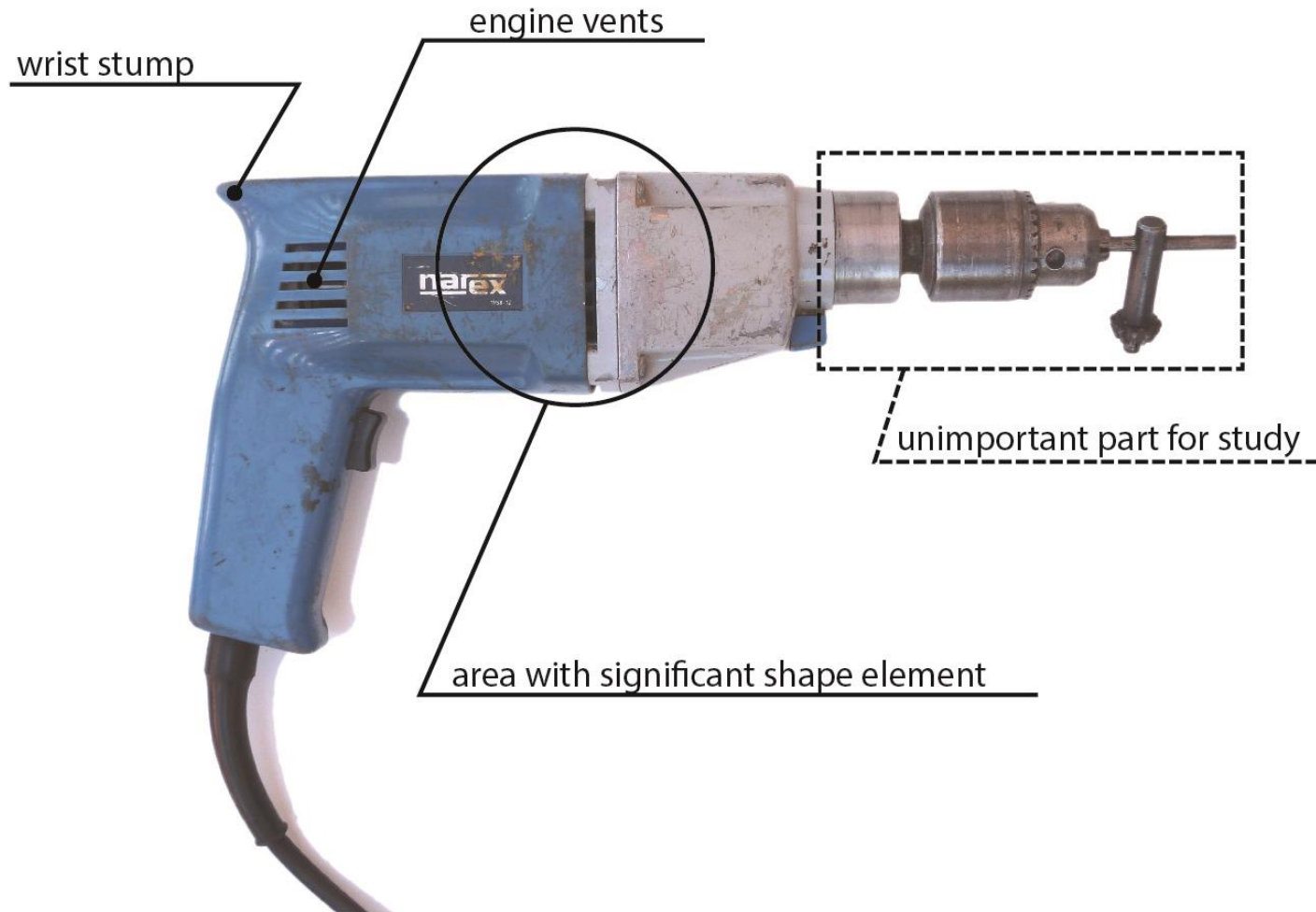
- Current state of art (continuously updated)
- Collected methods for research
- Collaboration with company

■ In process

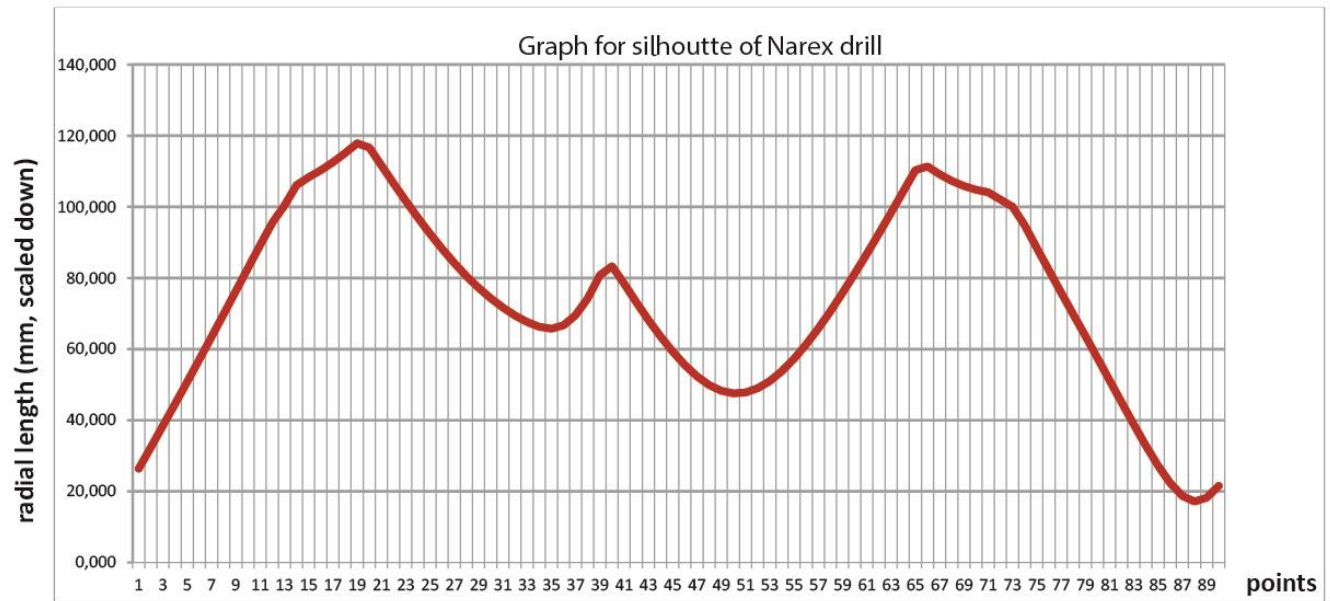
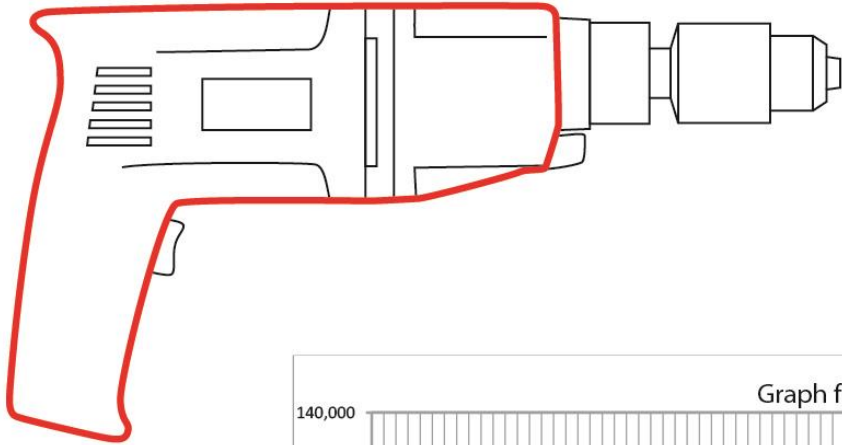
- Collecting research data
- Choosing representation of product
- Data first analysis



Current state of PhD thesis



Current state of PhD thesis



Current state of PhD thesis

■ Future

- Finding key design elements
- Shape grammar
- Study of innovation processes
- Publishing

Conclusion

- The discourse summarizes knowledge about brand identity, and research about its transition during design of an industrial product
- Disadvantage of Shape grammar is restriction to use of existing data, therefore it is helpful to study methods designer uses in reality throughout the innovation of product
- Study of brand identity of Czech company may be useful in further research of Czech design
- For reaching objective it is necessary to collect enough data about NAREX products



Thank you for your attention

M. Ondra

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