Space and materiality Kimberly Tate Jon Ferry Take something apart

Taking some apart

Object Story:

I was walking down the street and a local Gamestop caught my attention. I scoured the store for around 10 minutes before finally resting my eyes on the object, which was resting on a bottom shelf collecting dust. When looking at the piece it reminded me of my art teacher's brother, as he was the one that created and designed the first toy and has a patent on the item. The toy also reminded me of my childhood so I was quick to pick it up. I wanted to learn why and how it worked, how it was put together and what made it tick. This is because I am going into product design so it's very important for me to understand the way that products function.

Embodied Learning:

It was important for me to see how the product was designed. The screw that held the piece in place was a triangle and not a regular bit. As a result, the product was incredibly difficult to open and practically had to be sawed apart. This is because it was a kid's toy and it could be very dangerous for a child to get their hands on the small metal ball. Therefore, a lot of precautions were put in place to make sure the product cannot be taken apart easily. This is very important for me to see because it help me understand why things are created the way they are, which is a skill that will help me in the future during my career.

Below has the deconstructed views and the 6 profile shots and the process































