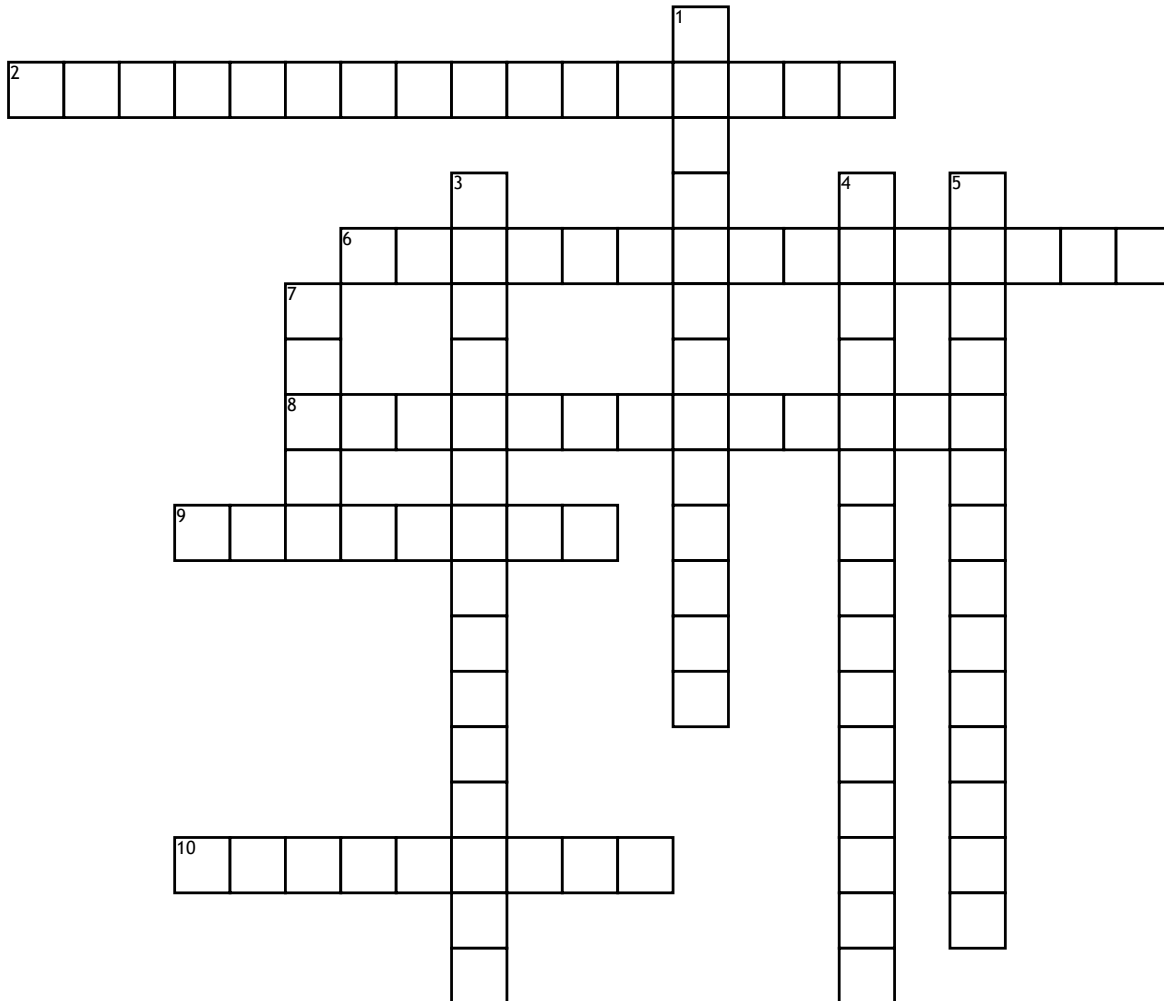


Name: _____

Date: _____

DM Vocab 1.1 and 1.2



Across

2. Having the dimensions of height, width, and depth.
6. A preliminary visual of an idea for a design. Most thumbnail sketches are not full size and have little detail. Their purpose is to help quickly explore possible alternative designs.
8. A systematic problem-solving strategy that designers follow to come up with a solution to a problem.
9. The answer to a problem or opportunity.
10. A working model used to test a design concept by making observations and necessary adjustments.

Down

1. Working together on a common purpose.

3. A sketch, typically including the top, front, and right primary views of an object that are drawn using orthographic projections. An isometric sketch of the object is often included.

4. A sketch in which an object's parallel edges are drawn with parallel lines, typically at 30-degree angles to the horizontal baseline. There are no vanishing points, and three sides of the object can be seen simultaneously.

5. A tool for comparing design solutions against one another, using specific criteria that are based on project requirements.

7. An accurate representation of an object or phenomenon. Models can be visual, physical, mathematical, or computational and are often used in the development of scientific theories or the engineering of artifacts.