



Trubridge and Design Technology



In this resource you will:

- Learn about an amazing New Zealand designer, David Trubridge who has work throughout the world including Rotorua
- Look more closely at some of his designs. What do you notice and wonder?
- Investigate a Māori treasure from the Rotorua Museum collection. Be a detective to find similarities and differences to an object Trubridge has made
- Accept the design challenge brief: to choose an object from nature and let it inspire you to design a new object of your own

Who is David Trubridge?

- David Trubridge is a New Zealand designer
- Amazing Fact: For 10 years David Trubridge sailed through the Pacific Ocean and the Caribbean on the 'Hornpipe' (his boat) with his wife and young boys



Images source: www.davidtrubridge.com

Where in Rotorua can you find David Trubridge's designs?

- You can find his finished designs at the Redwoods Treewalk, the restaurant at Skyline and in the Rotorua Library, Te Aka Mauri

ACTIVITY:

Write down which of these places have you been to?

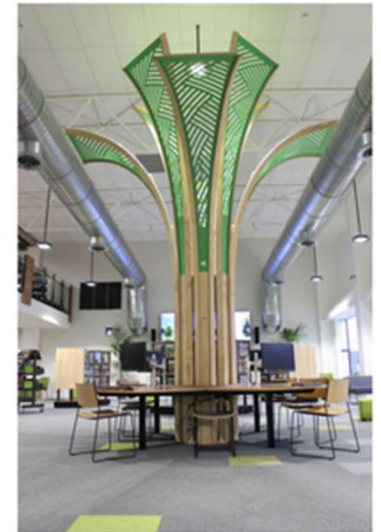
What do you remember about it?



Image source: <https://maverickdigital.nz/our-work/redwoods-treewalk/>



Image sources: skyline.co.nz



What Is Design (Whakaahua)?



Image source: <https://hazelwoodchildren.com/>



Image source: www.torpedo7.co.nz

- Design is solving problems to make something useful
- It involves trying different ideas, making changes and talking about ideas with others
- Think about lots of things you use everyday :
your bed, your toothbrush, your shoes and your pen
these all had to be designed.

ACTIVITY:

Look around you. What else has been designed? What is one of the best designs you can see? Why do you like it?



Here Are Some Designs By David Trubridge



ACTIVITY:

Which of these Trubridge designs do you like the best and why?

What do you notice about the design?

What do you wonder about the design?



Images source: www.davidtrubridge.com except top right image: <https://inhabitat.com/david-trubridge-lights-up-a-magical-redwood-tree-walk-in-new-zealand/>

Where Does Trubridge Get His Ideas From?



Image source: <https://charleslakamp.com/kina/>



Image source: <https://teara.govt.nz/en/photograph/13757/nikau-kete>

- Trubridge spends lots of time outside looking at things in **nature**
- He stops and notices patterns and thinks about shapes and structures
- Trubridge is also fascinated by **things made by people a long time ago**
- He asks himself... how was this object used? What materials is it made from?

Let's Notice Like David Trubridge Does

Have a close look at this Te Arawa
object from long ago.



A hinaki from the Rotorua Museum collection

Hinaki – eel trap, date unknown. Maker unknown. Courtesy of Rotorua Museum Te Whare Taonga o Te Arawa (X-312)

ACTIVITY:

- How do you think this object was used? [Clue early Māori had to catch food. Ask yourself what food might this object catch?]
- What materials is it made out of? [plastic, string, wool...]
- Look at the different parts of this object why are they needed?
- Why did the designer make sure there are holes in this object?

How Does Trubridge Develop His Ideas?

- He spends lots of time looking very carefully at objects
- He makes sketches and writes notes
- He makes mini models called maquettes
- His ideas are improved by talking with others. He listens to their comments and makes changes.



Images source: www.davidtrubridge.com

Here Is A Design By David Trubridge

He was inspired by looking carefully at a hinaki (an early Māori eel trap).



Image source: www.davidtrubridge.com

ACTIVITY:

- What is Trubridge's design used for? [Clue this object uses electricity to work]
- What materials is it made out of? [plastic, string, wool...]

Find three similarities between the hinaki and Trubridge's design and three differences.



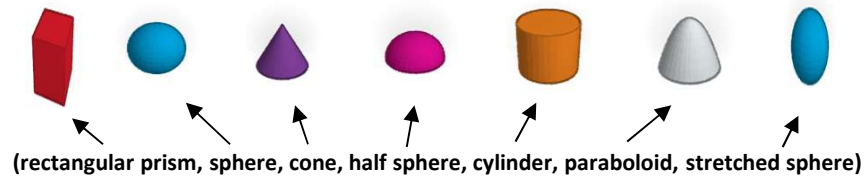
A hinaki from the Rotorua Museum collection

Your Challenge

- Find an object from nature it can be anything you like [a snail shell, a leaf, a pinecone, a seedpod]

- Look carefully at its shape
- Look at the lines and patterns

What **3D shape** does the object make you think of?



- Your job is to use your object from nature to brainstorm, sketch and design something new like a fun new toy or gadget
- Present your new design (you could draw the finished design and even make a model of it and make it). Think about the materials it would be made out of.

A Design Example (What yours might look like)

- I found a pinecone



- I looked carefully at its shape which is like a stretched sphere



- It has curved lines and straight lines. Little semi circle shapes repeat to make a pattern

- I did lots of brainstorming for design ideas



a lamp

a rocket toy

a multi cellphone charging unit

a bookshelf that rotates

a cats play tower

a shoe rack

Play ground equipment spiral steps to huge inner slide

multi-direction torch

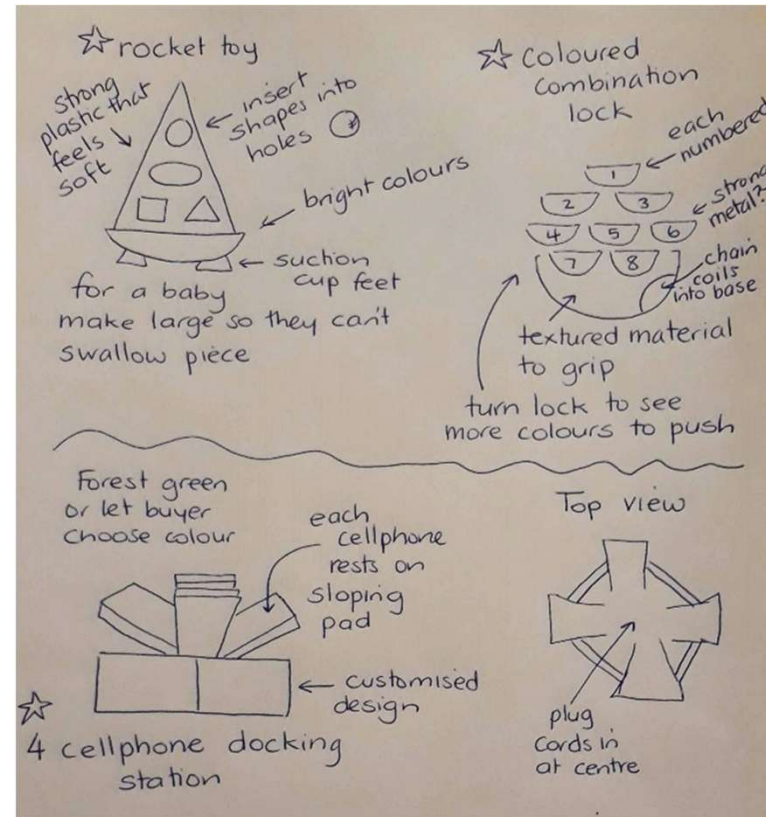
an easter egg pattern

a tree house

a combination lock

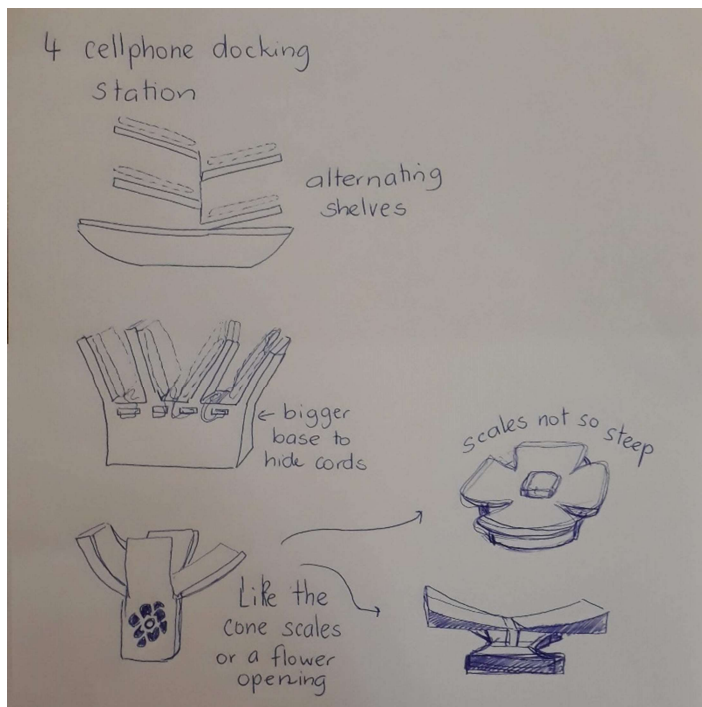
A Design Example Continued

- Here are just some of my sketches
- I looked at all my sketches and ideas. I choose one to experiment with further.



A Design Example Continued

- More idea experimentation

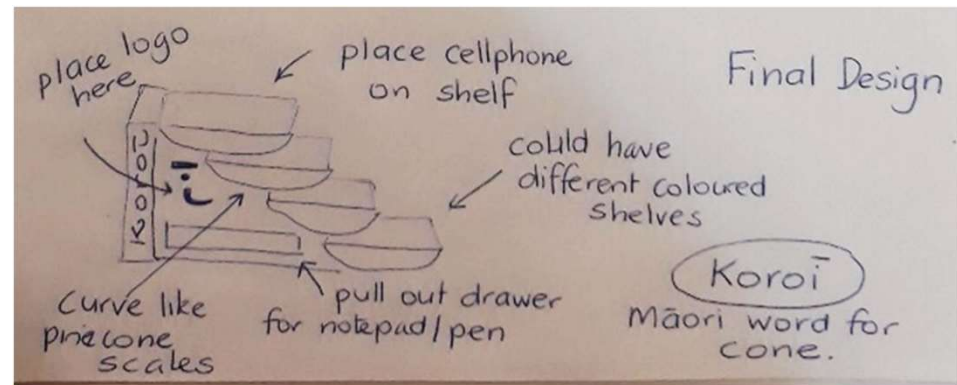


and a final design



Koroī

4 cellphone docking station

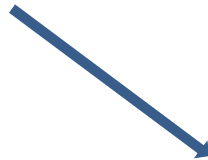


My Design *ACTIVITY: Design inspired by nature*

Print or write out the next three pages and enjoy being a designer!

- The object from nature I found is:
- The 3d shape it makes me think of is:
- The lines and patterns are:
- Here are some of my written brainstorming ideas for what I would make:

- Here are just some of my sketches
- I looked at all my sketches and ideas. I choose one to experiment with further.



- More idea experimentation

and a final design



Extension Activity:

- Make a model (this is called a maquette) of your design out of cardboard [you will need cardboard, scissors, glue-gun and glue-sticks]
- Work on your final design further. Trial different colours and logos and think carefully about which materials it would be best to be made out of
- Present your final design to others and get their comments make further improvements to your design
- Visit the Pataka website (<https://pataka.org.nz/learn/>) to learn more about David Trubridge and to try some more design challenges

This resource concept and design:

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