Experiment
Try & Test

DATE / /

HOW TO USE THIS PAGE

Make quick variations rather than one precious solution.

Change something each time. Follow accidents, opposites and ideas that feel strange.

WAYS TO EXPERIMENT

- Reverse
- Combine two ideas
- Make it bigger / smaller
- Remove
- Change material
- Work from memory

At A4, use quick thumbnails, small samples or brief notes.

30 IDEA / VARIATION 1

Sketch, paste or note a different possibility.

31 IDEA / VARIATION 2

Sketch, paste or note a different possibility.

32 IDEA / VARIATION 3

Sketch, paste or note a different possibility.

33 IDEA / VARIATION 4

Sketch, paste or note a different possibility.

34 IDEA / VARIATION 5

Sketch, paste or note a different possibility.

35 IDEA / VARIATION 6

Sketch, paste or note a different possibility.

WHAT DID I LEARN BY TESTING?

Which experiments surprised me — and why?