Provides Building Blocks for Future

VRC High School Poster Challenge

overdrive
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Team OVERDRIVE
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Team Members

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VEX ROBOTICS COMPETITION

REC FOUNDATION

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How we desined the Poster

Introduction

In order to design the Poster we followed the similar steps to design process
- Like Identify the goal
- Brainstorming and Research
- Design
- Collect Feedback
- Improve

Identify the Goal

The goal is to design a poster that can be used to promote Vex robotics. We decided to add the aspects that we love and also the things that robotics taught us. As part of that we made the list of the requirements that the poster should have
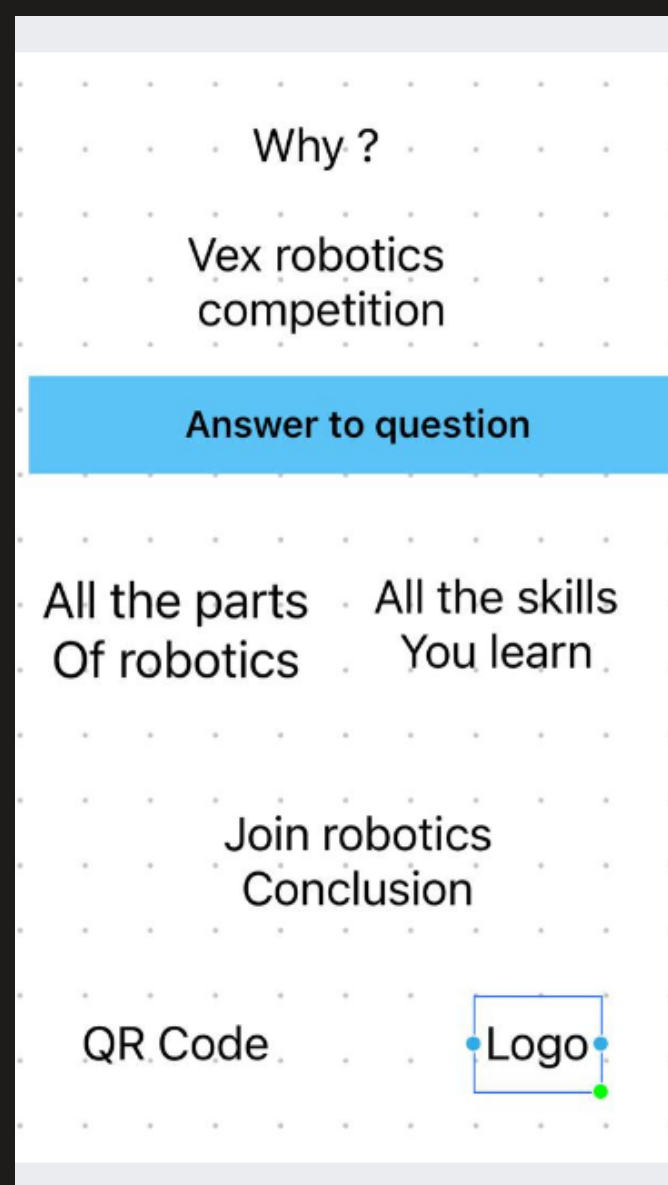- Opening statement or question
- Different asects of robotics
- Skills that robotics taught us
- Conclusion

 So we made a note of all aspects in the competition and the skills we achieved. The list was big and so we deiced to add only the most impactful parts to not make it over whelming
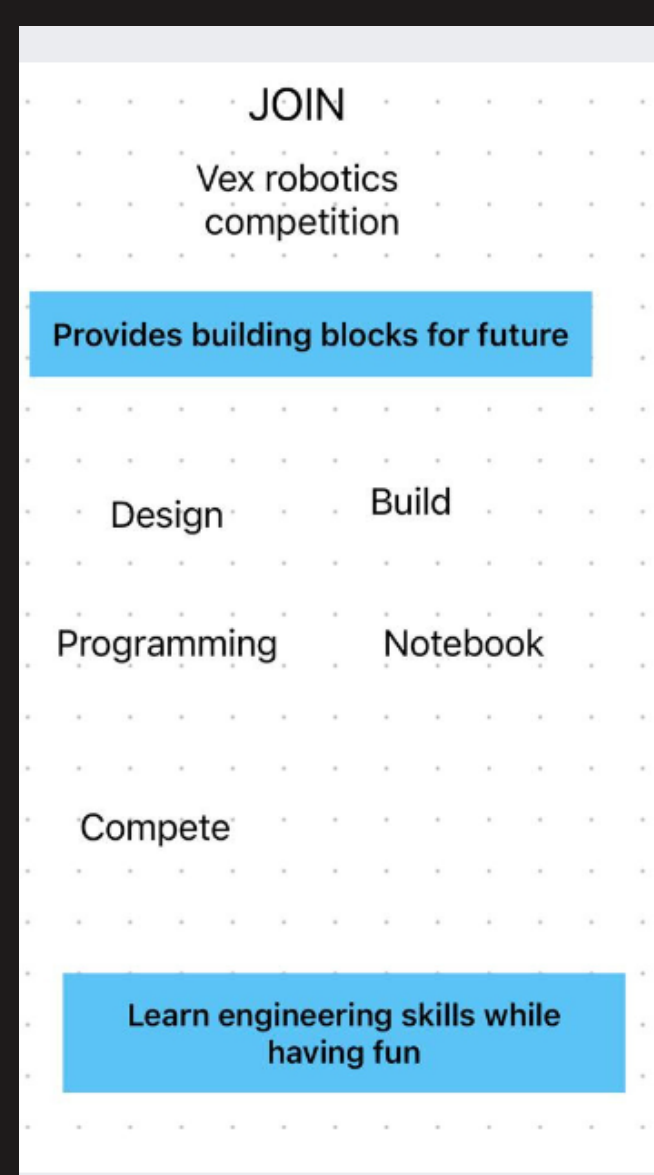
BrainStorming/Research

We did some brainstorming and also looked into previous years winners and saw that most of them are simple designs. We decided to use Canva as the design tool. we downloaded some of the pictures of the dome from the vex words photography site in case we decide to use them. We collected all the pictures we had from last year worlds and also some from the Camp we run
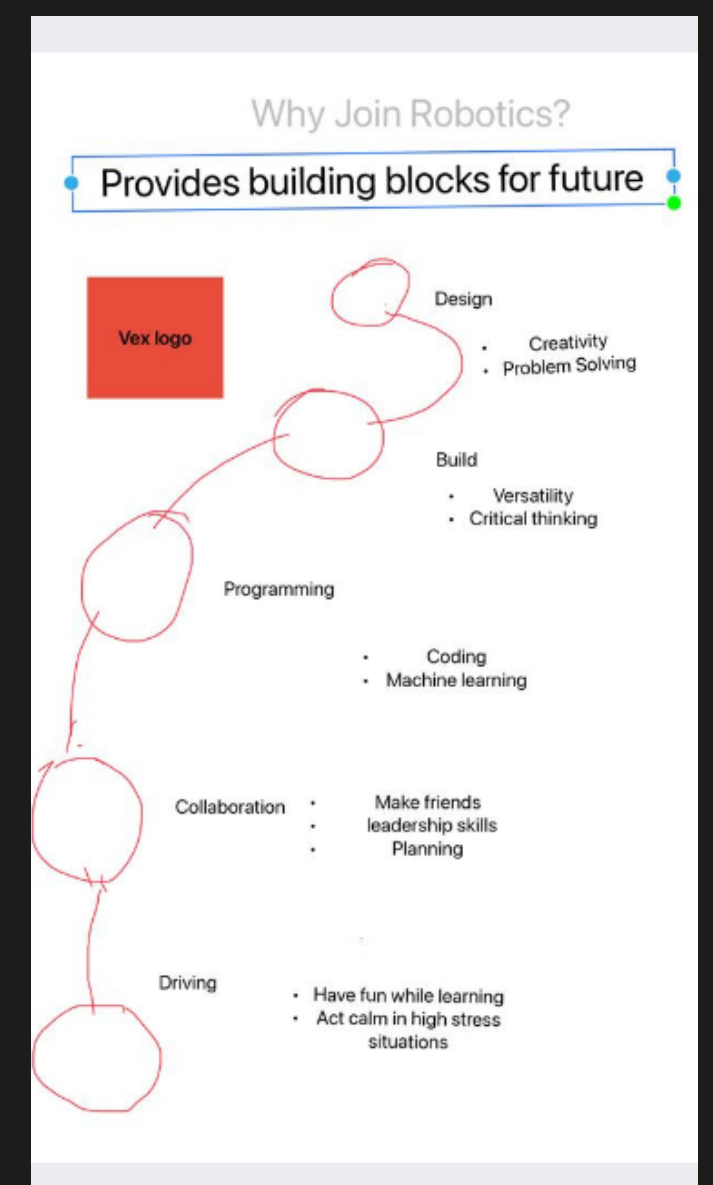
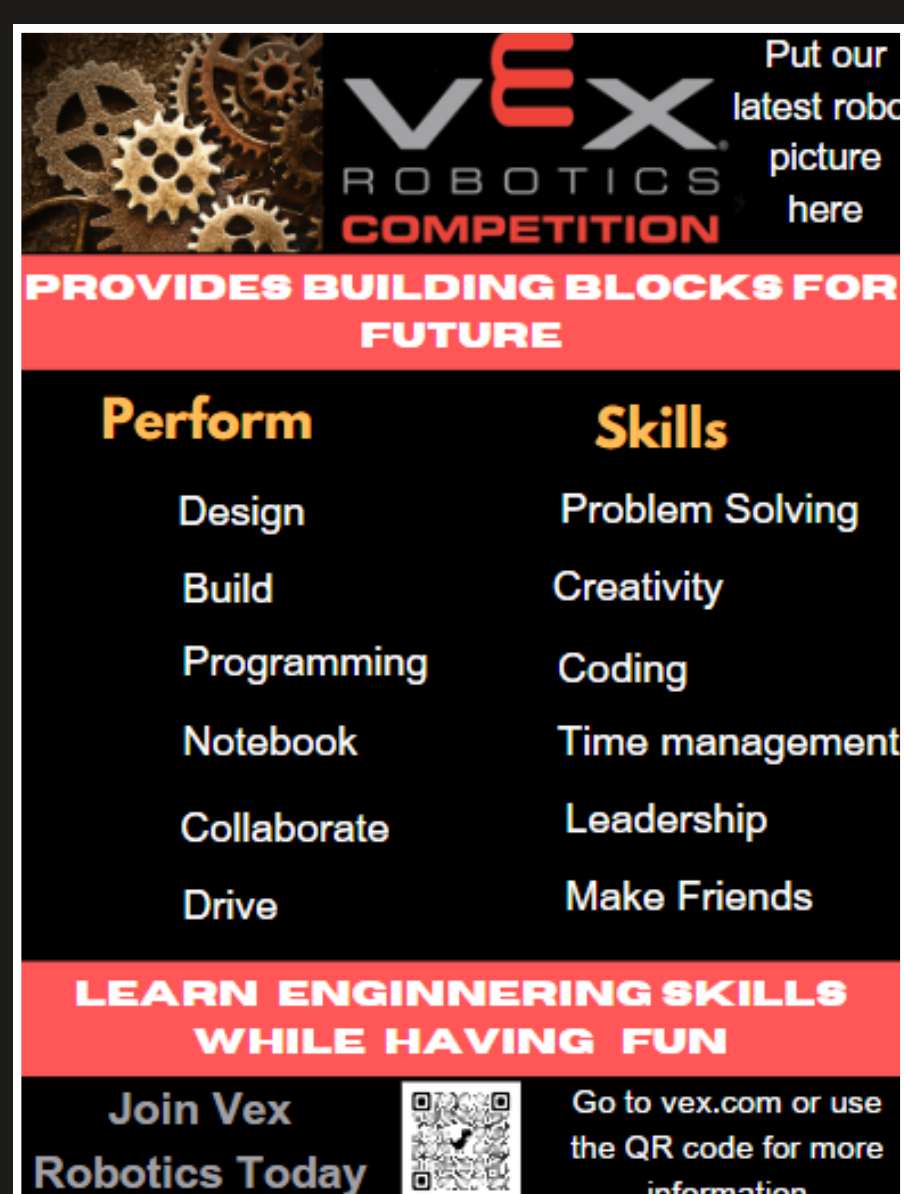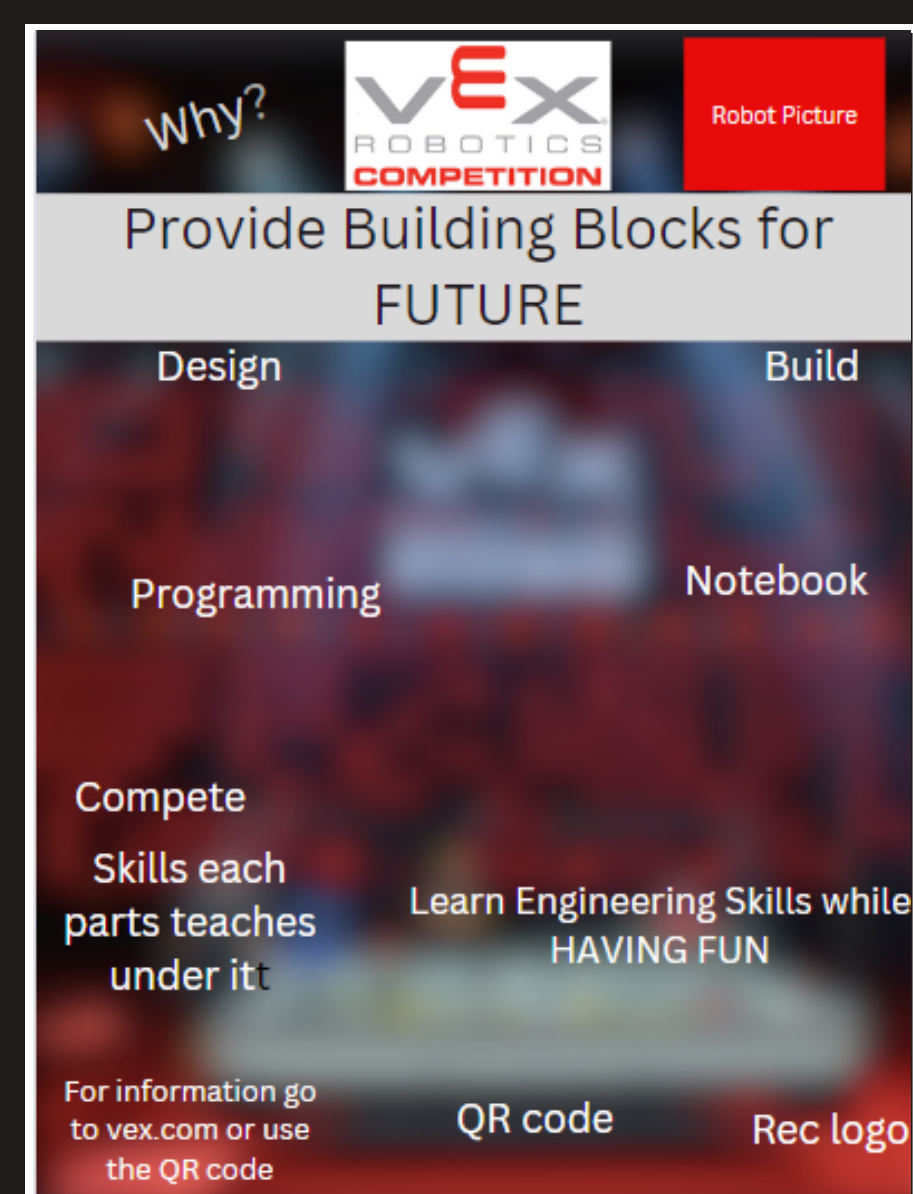**Idea 1** t

Idea 2 t

Idea 3

We used the app "Freeform" to draw out the above options we had in mind. We are not sure how they will look for the poster so we decided to design a prototypes based on the above ideas and then decide on which idea we want to work on further.

Design

We designed a basic prototype for all the above ideas before we decide on the final option . Below are all the 3 prototypes we designed .
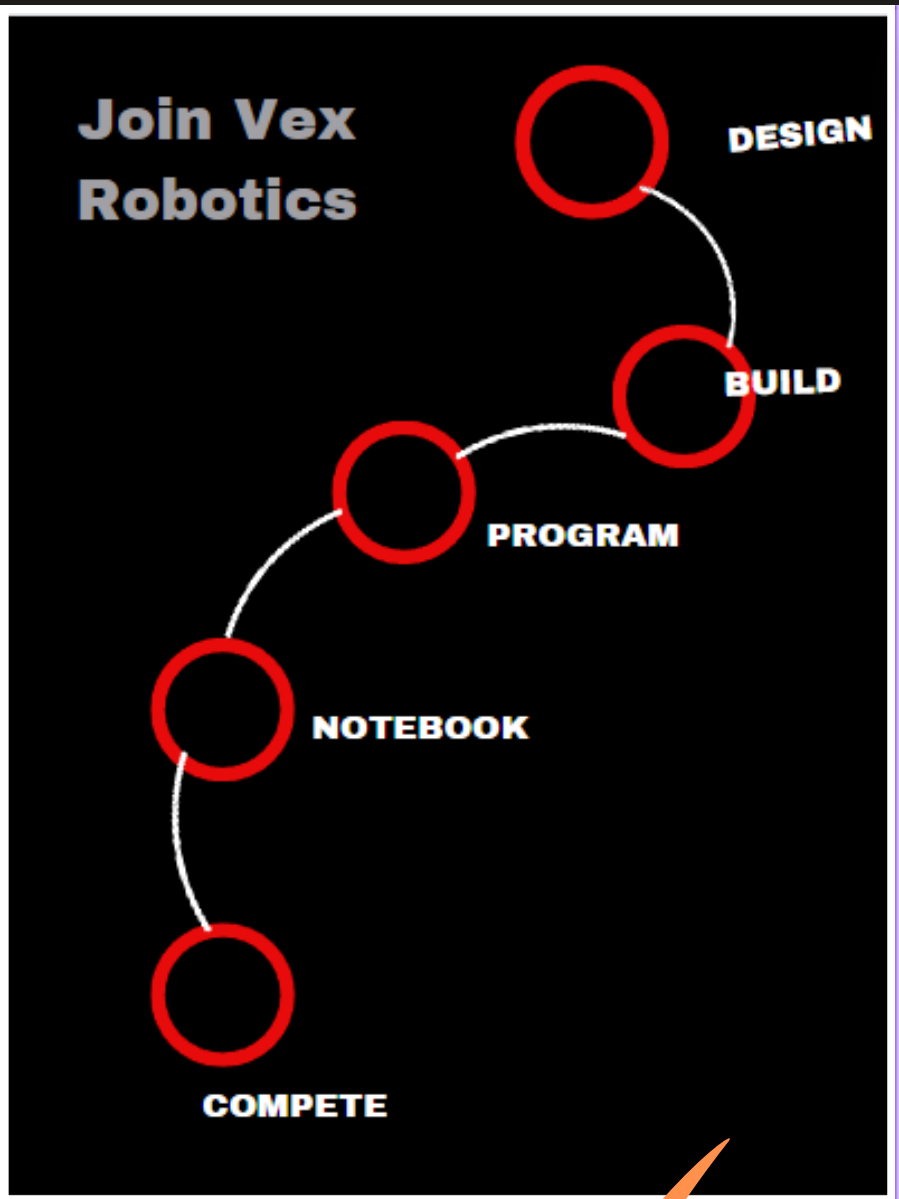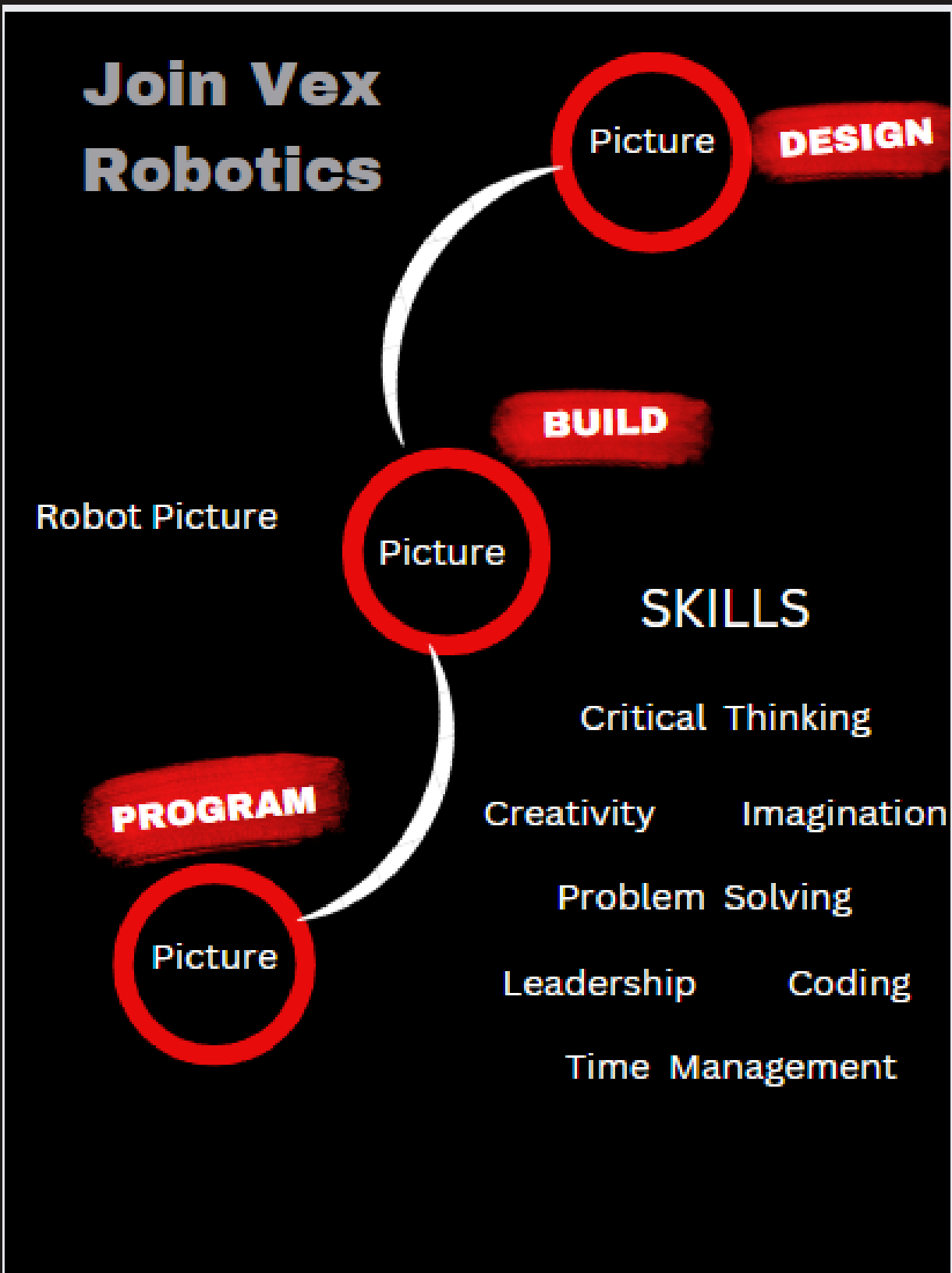

Prototype 1

Prototype 2

Prototype 3

We discussed the pro's and con's of each design and all of liked the prototype 3 the most so we decided to use that as the starting point and add on to it.

Once we started to add the skills details we felt that the slide is getting too congested so we removed the bottom 2 aspects and only kept design, build, program parts of the prototype 3.

Test & Improve

Stage 1

Stage 2

Changes

- Kept only 3 aspects instead of 5 and added the skills we gain by doing robotics. We did not like how all of them are lumped in one place so decided to divide the skills up and them next to the corresponding aspect
- For the next big change, we did not think that having pure black is not going tp work and wanted to check if the gradient version and tried different colors from the color palatte and added pictures.
- We decided to add the worlds picture as the backgrund but due to the lighting some of the text was not appearing so we blurred the picture and used it.

Final Changes

For the Final Poster we used the worlds some picture as background and we used paint brush graphics as the next layer to make sure we can see the text. we changed the REC logo and also tried out different text and decided with Public Sans with BOLD for most of the text. We made the picture a little transperant which removed the glare and made it look better.

Final Poster