

Developing a trumpet configuration applying a methodology from Design-by-drawing and Craft evolution

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Abstract

This text addresses design methodology applied to the production of a musical instrument profiting from a regional network of companies.

The described design strategy is based on Design-by-Drawing and Craft Evolution methods.

This approach allows working with entirely different production subjects, ranging from the artisanal to the industrial.

While the use of Design Drawing method, more specifically virtual simulation programs, allows verifying products even when their components are not all available, a prototyping process more closely connected to the Craft Evolution method allows verifying the complete product, considering productive differences between components and the craftsman experience.

The alternative application of Design-by-Drawing and Craft Evolution methods may correspond to finding the optimal balance to control the complexities of networked projects, benefiting from rich diversity and promoting the dialogue among the intervening parties, and among the parties constituting the project.

Keywords: Design-by-drawing, Craft evolution, Brass instruments, Virtual simulation, Prototyping, Productive networking.