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Andrew Hart DESIGN



A touch of the unexpected. . .

Creative flair, fastidious attention to technical detail, thoughtful problem solving - if this is the mixture you've been looking for, then come and talk to us at Andrew Hart Design.

We set up the company in 1990.

Since then we've developed toys, games and general products for an interesting range of clients; undertaking concept visuals, product development, sculpting and modelmaking - individually or as a package.

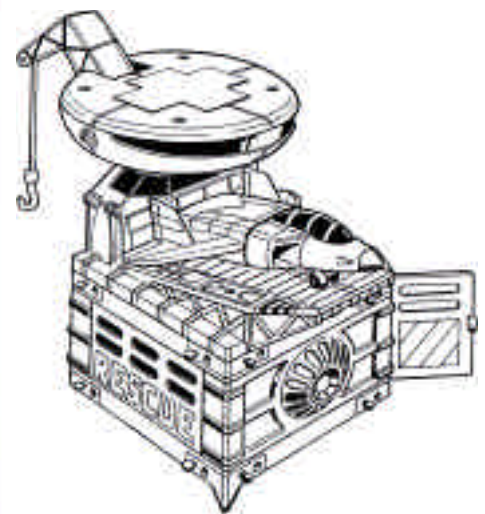
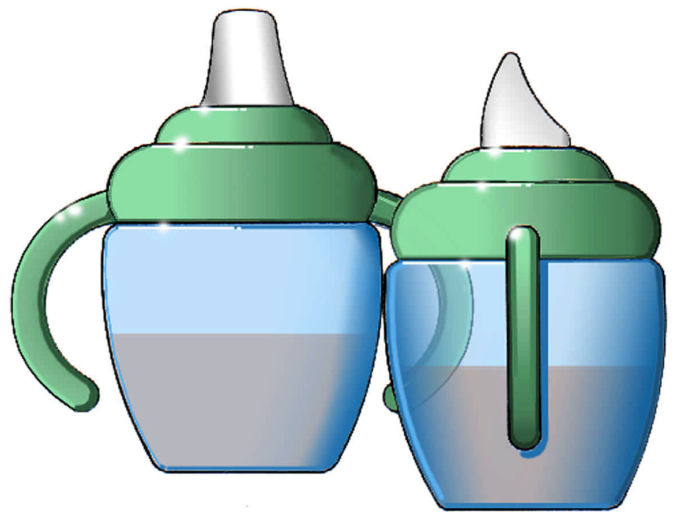
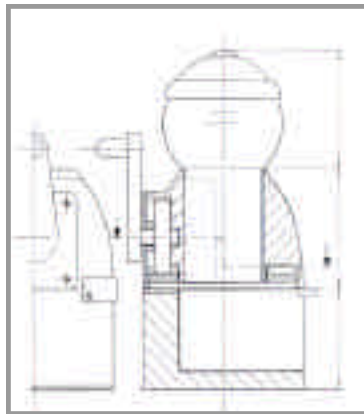
We thrive on challenges, work fast and pride ourselves on delivering value for money. Above all, we strive for that touch of the unexpected which transforms a promising idea into a great product.

Clients include. . . Bluebird Toys

- Dorel ● H2 Yacht Design ● Hasbro
- Humbrol ● Jones Knowles Ritchie
- Jumbo ● JW Spear ● London R & D
- Matchbox Toys ● Mattel ● Mothercare
- Quest ● Really Useful Games Company
- Tate and Lyle ● Terence Disdale Design
- Waddingtons Games
- Wisdom Toothbrushes

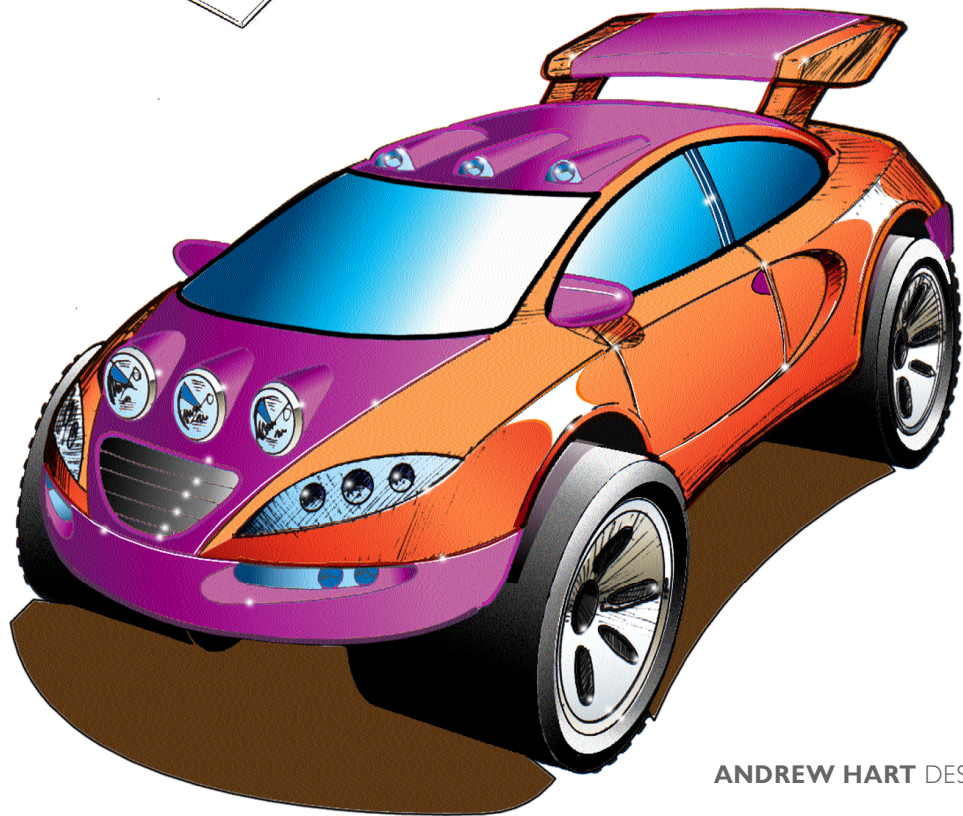
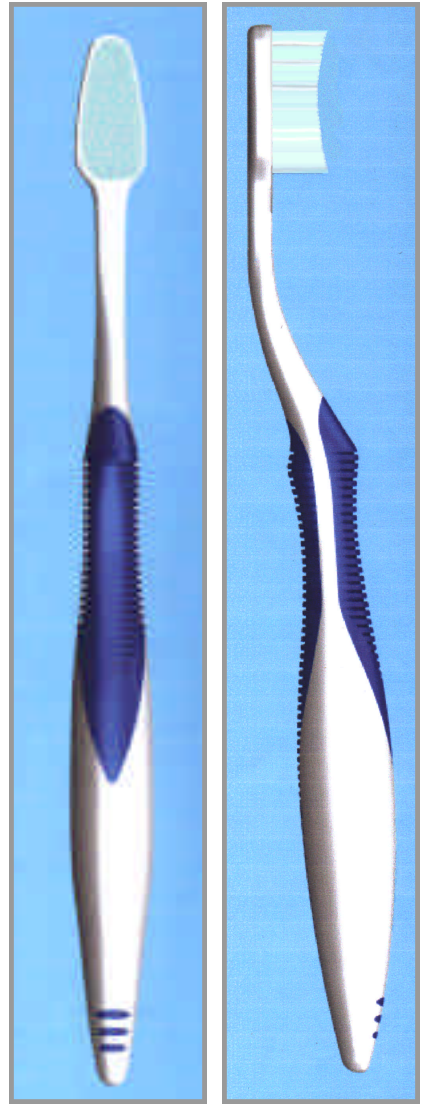
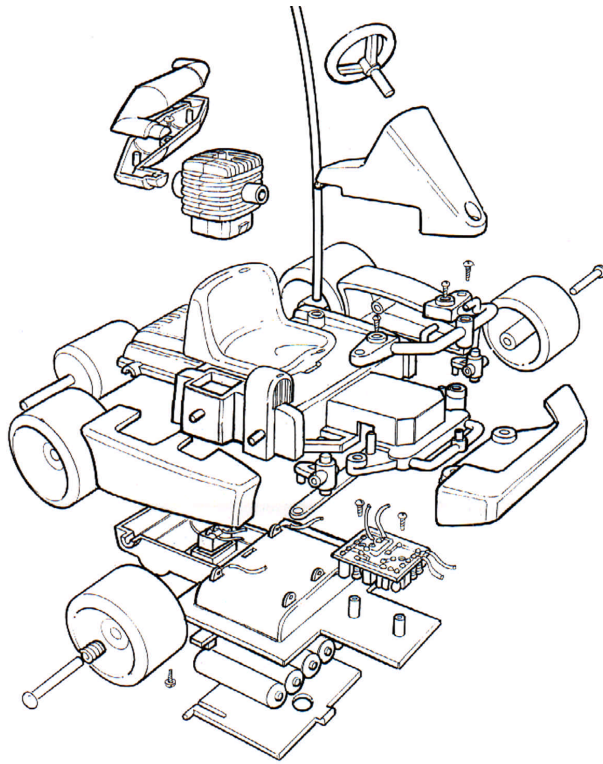
Design

All our staff are design graduates. For product innovation and creative problem solving we offer concept sketches, finished visuals or try-out models - depending on the brief.



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Design



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Modelmaking

From sketches, technical drawings or discussed ideas, we can produce aesthetic block models, mechanism test-rigs and fully finished prototypes in a variety of materials.



ANDREW HART DESIGN

Modelmaking



Modelmaking



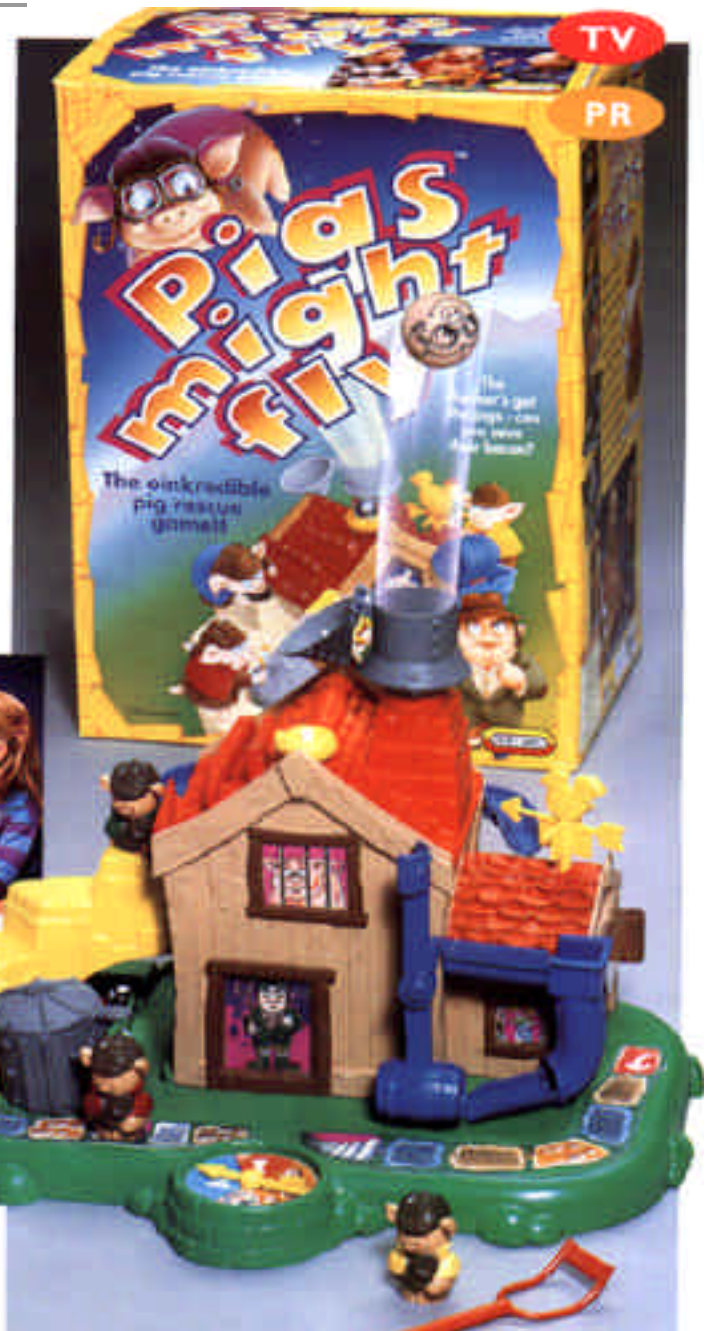
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PRODUCT Development

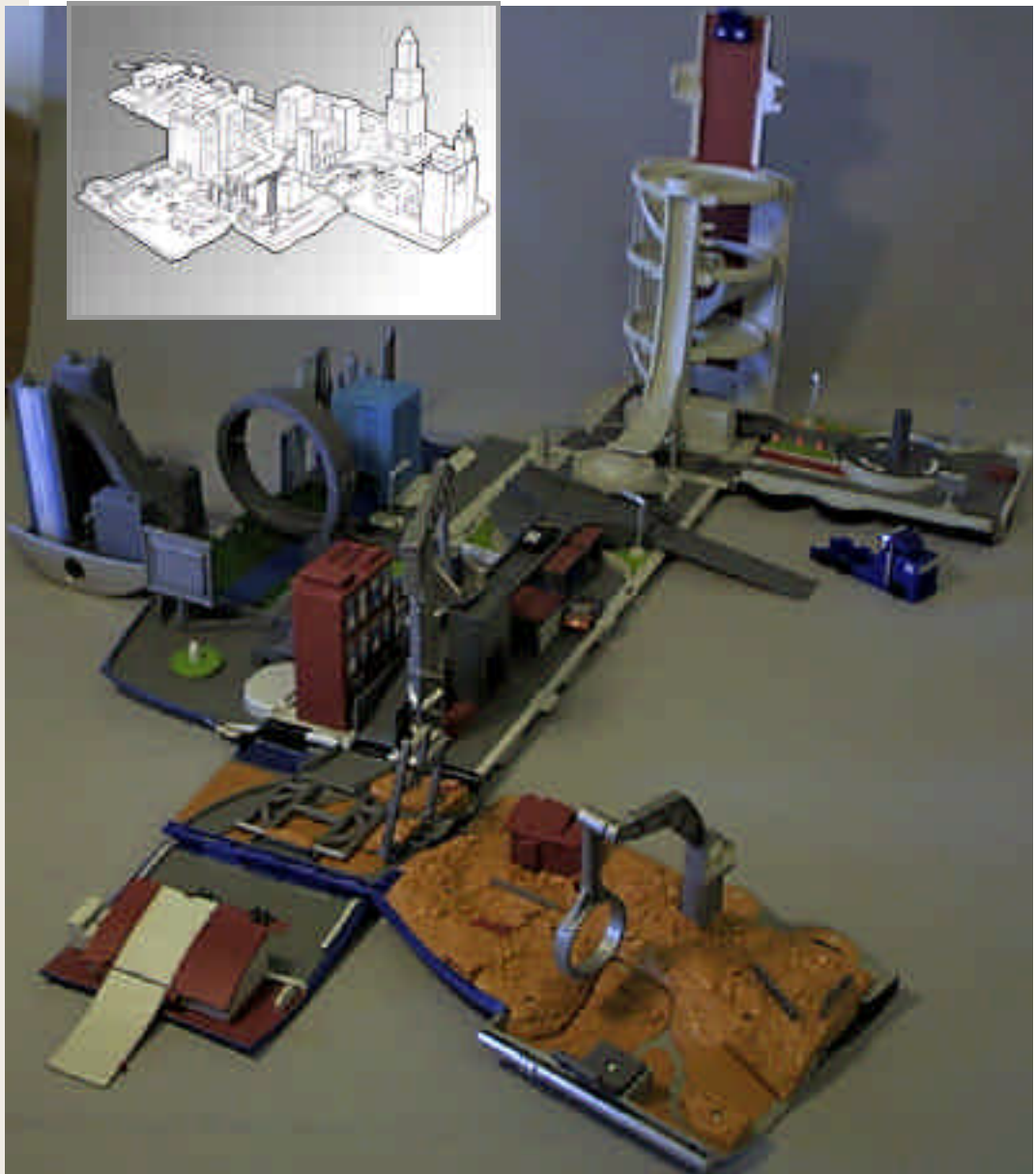
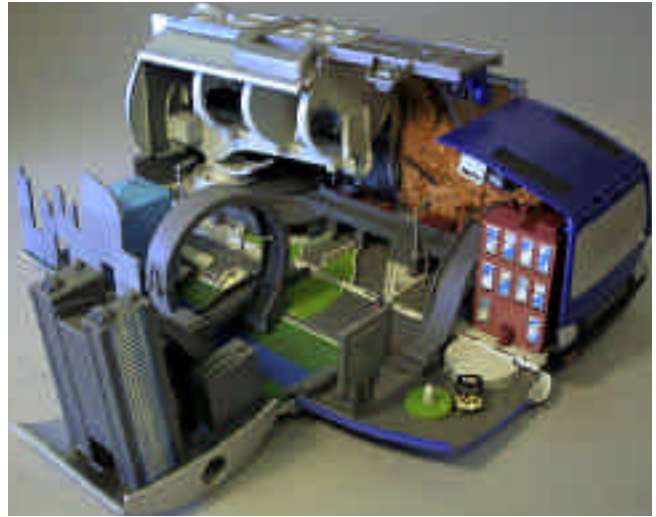
From inception to finished model we work closely with the client resolving aesthetic and functional problems through detailed drawings, soft and hard models - underpinning the creative concept with our technical expertise - mechanisms, mouldings, assembly



PR
a poor little
but nobody
out of the
country
I from the
me and
I made the
children
my way
surreal
But the
right time
to
gent



PRODUCT
Development



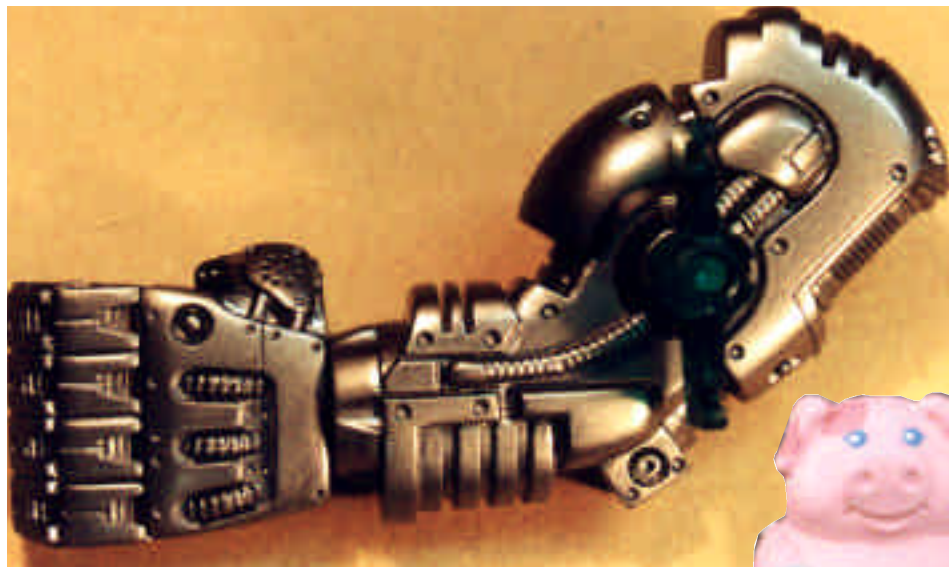
We can sculpt characters and objects in modelling clay, foams or hard materials. These can be reproduced as wall thickness resin casts which assemble, look and work like the finished product.

Sculpting



Sculpting

We can sculpt characters and objects in modelling clay, foams or hard materials. These can be reproduced as wall thickness resin casts which assemble, look and work like the finished product.



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