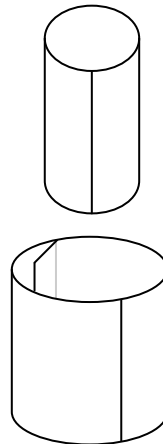


This diagram will help you to visualize and solve the problems that occur when you design and/or built a guitar.

There are many factors involved when it comes to guitar design. I have tried to boil them down to twelve elements or concepts, in four domains ('Feel', 'Mechanics', 'Mojo' and 'Value'). Every domain is a synthesis of the six elements that border it. The arrows show the ways in which the elements influence each other.

You will notice that the elements 'weight', 'materials' and 'appearance' are on both sides of the diagram. This is not a mistake, but this was the only way to connect them all. In order to use the full potential of this diagram you should cut it out and glue it to a cylinder. It becomes clearer if you glue together two or three diagrams.



For example: when you change the material of your guitar body for something heavier it will influence the weight and ergonomics of the instruments. You can decrease the weight by changing the shape of the guitar. This will also alter the general appearance of the instrument.

A well designed guitar is a perfect synthesis of all of these elements. It is up to you as maker/designer to get to know them, their underlying aspects and relations.

This diagram was first published in, and a part of, "Making Masonite Guitars" by Jan van Cappelle © 2012-2015

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