



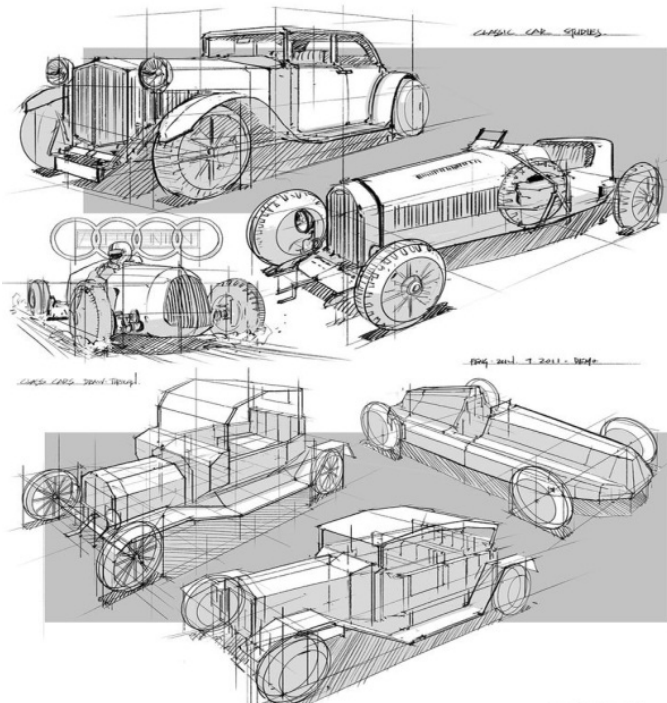
Design out the box

Name / Enw: _____

Form / Dosbarth: _____

Design Task / Task Dylunio:

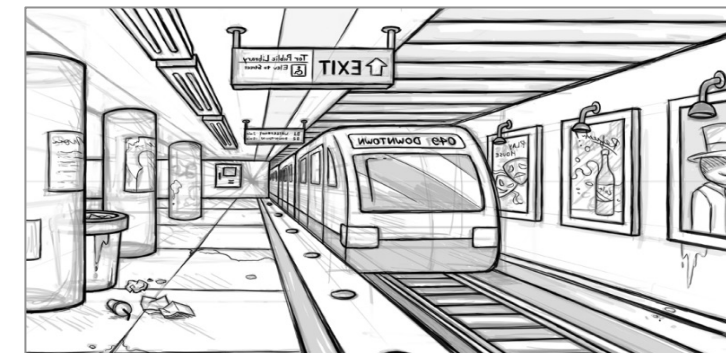
You will learn how to present designs using the following drawing techniques, sketching, crating, perspective drawings, isometric drawings and rendering techniques. You will use these techniques to complete a design brief using the skills that you have learnt.



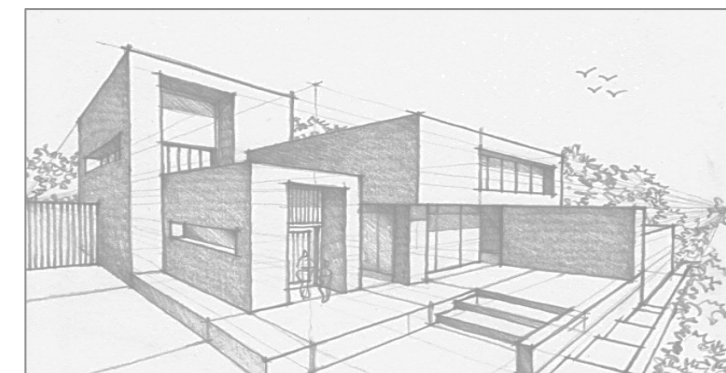
Learning Objectives / Nodau Dysgu:

- You will learn how the crating technique can help when developing 3 dimensional images
- You will learn to draw in a variety of techniques such as isometric, one point and two point perspective
- You will learn how to enhance the presentation of your work with thick and thin lines
- You will learn how to add colour to a three dimensional drawing to give a sense of realism.
- You will develop a range of CAD 3D modelling skills
- You will design a detailed realistic model to convey your ideas to the client.

Drawing Technique	Interim Level	Level Awarded
One point perspective train		
One point perspective NYC		
One point perspective crating		
One point perspective phone/ camera		



Drawing Technique	Interim Level	Level Awarded
Two point perspective NYC		
Two point perspective House		
Two point perspective luxury House		
Two point Crating		
Two point perspective phone/ camera		

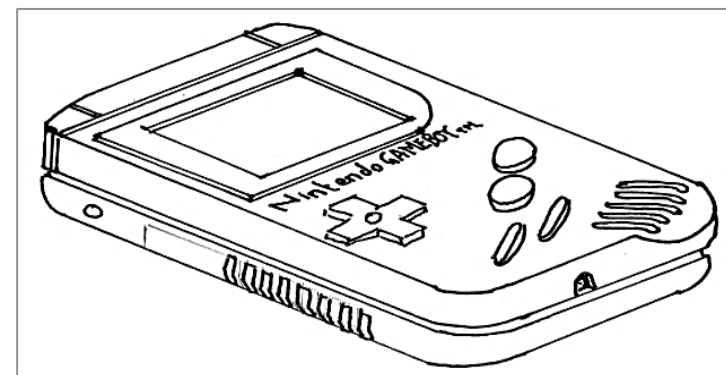


Presentation

You are expected to **carry your folder in the A3 wallet provided. IT SHOULD NOT BE FOLDED** A pen should be used for all writing and a pencil should be used for design work. Designs are expected to be coloured in.

TARGET	
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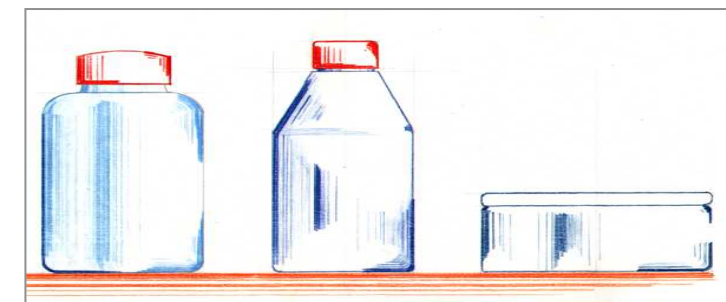
Drawing Technique	Interim Level	Level Awarded
Isometric crating		
Isometric phone		
Isometric camera		
Isometric kitchen		

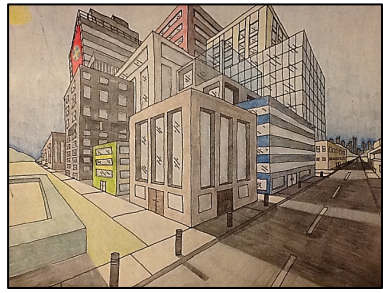
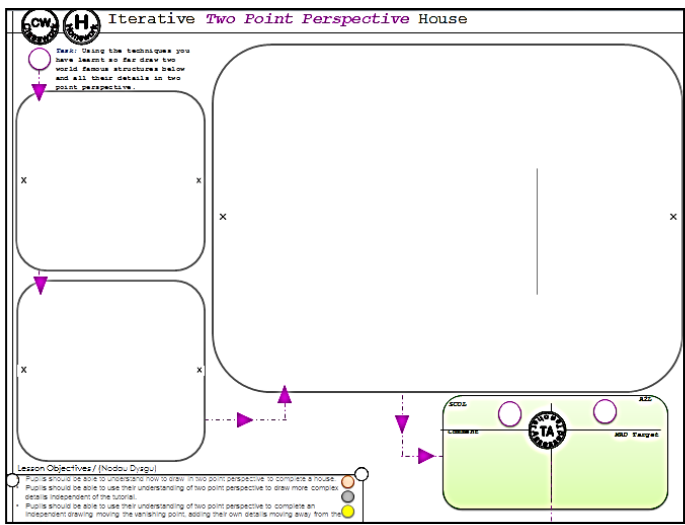

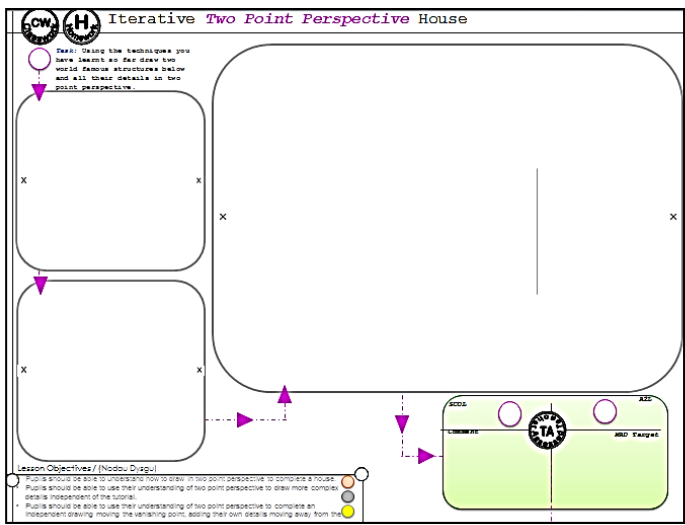
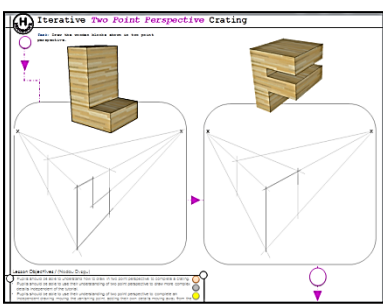
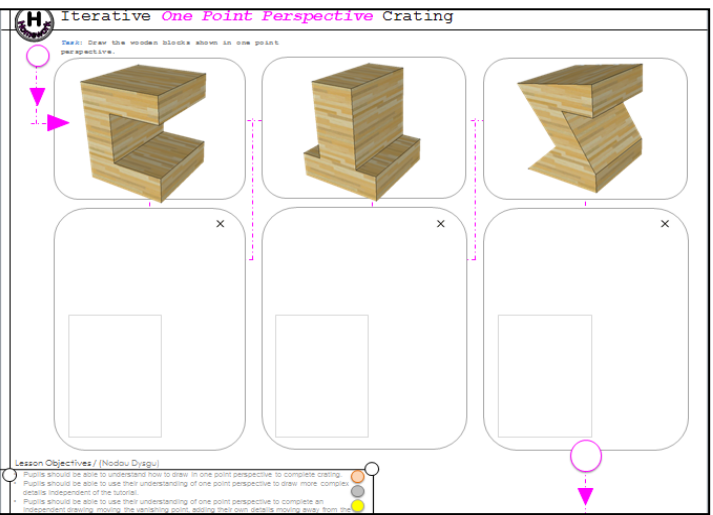
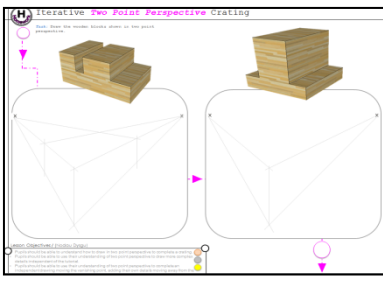
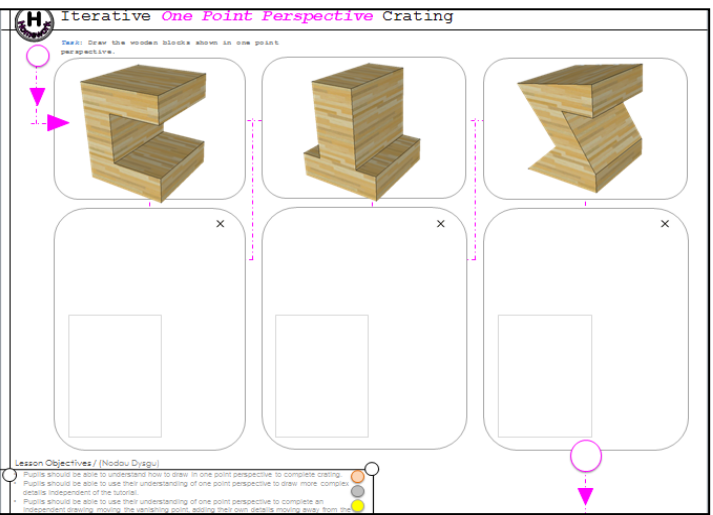
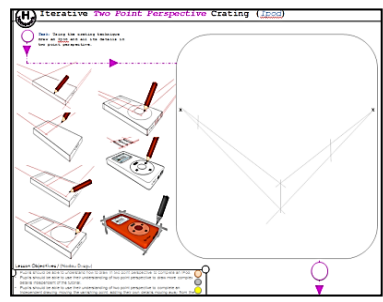
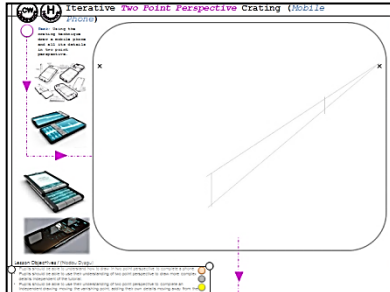


Presentation

You are expected to **carry your folder in the A3 wallet provided. IT SHOULD NOT BE FOLDED** A pen should be used for all writing and a pencil should be used for design work. Designs are expected to be coloured in.

Drawing Technique	Interim Level	Level Awarded
Textures		
Renders		
Thick/thin line		



Learning outcomes and success criteria:		Assessment	Homework
<p>Week 5: Students should complete the <i>two point perspective</i> drawing of NYC. They will then be able to use these skills to draw a two point perspective buildings, shops and add their own details following the rules and techniques that they have learnt.</p> <p>Discussion to take place on what happens if the vanishing points are move up or down with a demonstration. Students can use the departmental website and the graphics tutorials to assist. The link is shown: http://www.designoutthebox.com/graphicshome.html</p>		 <p>Parallel projection, mathematical shapes, vertical, horizontal, two point perspective, rendering, graphics, vanishing point, horizon,</p>	<p>Homework: Students should complete the two point perspective drawing of a house and all its details using the skills that they have learnt.</p> 
<p style="writing-mode: vertical-rl; transform: rotate(180deg);">Assessment Week</p>	<p>Week 5: Students should complete the <i>two point perspective</i> drawing of a luxury house. In the case of this drawing the students can research two point perspective house drawings and these drawing should give students an opportunity to explore their own design ideas and show the skills that they have learnt. <i>Students can use the departmental website and the graphics tutorials to assist. The link is shown:</i> http://www.designoutthebox.com/graphicshome.html</p>	<p>MAD TIME</p> <p>Showing Characteristics of Grade</p> 	
	<p>Week 6: Demonstration on how to apply the <i>crating technique</i> and how to lay out a <i>two point perspective</i> drawing. Emphasise the need for very light pencil lines as a lot will be erased. They can darken the main lines in later.</p> <p>Students then draw a crate for the given wooden shapes. The crate should be drawn out a using a ruler and very light pencil lines. They then complete the shape inside the crate using skills learnt.</p>	 <p>Parallel projection, mathematical shapes, vertical, horizontal, two point perspective, rendering, graphics, vanishing point, horizon, crating, layout, freehand</p>	<p>Homework: Students should complete the two point perspective drawings of the shapes using the crating skills that they have learnt.</p> 
<p>Week 6: Demonstration on how to apply the <i>crating technique</i> and how to lay out a <i>two point perspective</i> drawing. Emphasise the need for very light pencil lines as a lot will be erased. They can darken the main lines in later.</p> <p>Students then draw a crate for the given wooden shapes. The crate should be drawn out a using a ruler and very light pencil lines. They then complete the shape inside the crate using skills learnt.</p>	 <p>Parallel projection, mathematical shapes, vertical, horizontal, two point perspective, rendering, graphics, vanishing point, horizon, crating, layout, freehand</p>		
<p>Week 7: Students draw a <i>two point perspective</i> crate for a MP3 music player and add details. The crate should be drawn out a using a ruler and very light pencil lines. They can darken the main lines in later. Students can then complete the shape inside the crate freehand to give a more organic feel.</p> <p>Students can complete their own details or practice moving the vanishing points.</p> <p>http://www.designoutthebox.com/graphicshome.html</p>	 <p>Parallel projection, mathematical shapes, vertical, horizontal, two point perspective, rendering, graphics, vanishing point, horizon, crating, layout, freehand</p>	<p>Homework: Students should complete the two point perspective drawing of a mobile phone using the crating skills that they have learnt.</p> 	

Learning outcomes and success criteria:

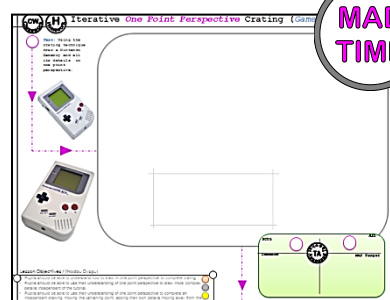
Assessment

Homework

Assessment
Week

Week 7: Students draw a crate for a Nintendo Gameboy and add details *two point perspective*. The crate should be drawn out a using a ruler and very light pencil lines. They can darken the main lines in later. Students can then complete the shape inside the crate freehand to give a more organic feel.

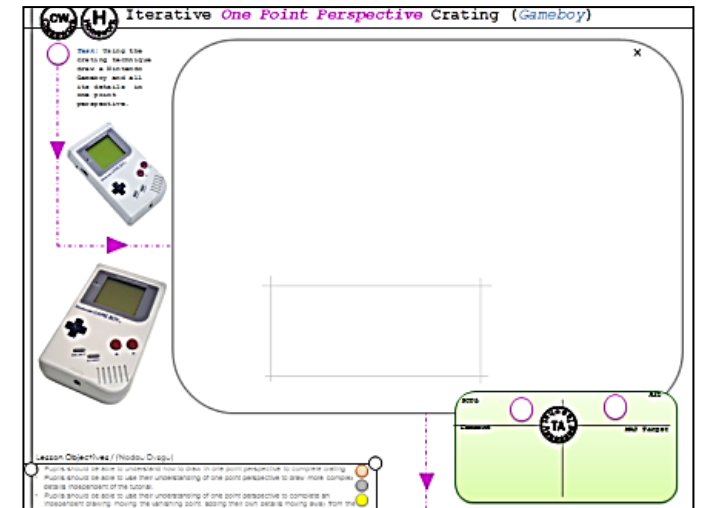
Students should map out the details such as buttons first using the crating technique and then freehand.



MAD
TIME

Parallel projection, mathematical shapes, vertical, horizontal, two point perspective, rendering, graphics, vanishing point, horizon, crating, layout, freehand

Homework: Students should complete the two point perspective drawing for a Nintendo Gameboy and add details using the crating skills that they have learnt.

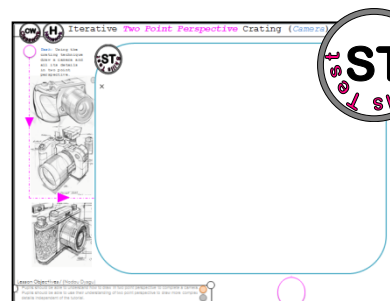


HALF TERM

Skills Test

Week 8: Students should complete the *two point perspective* drawing of a camera and all its details using the *crating technique* that they have learnt. Details could include finger grips, screen, camera lens, flash, menu buttons etc. *Students can use the departmental website and the graphics tutorials to assist. The link is shown below.*

<http://www.designoutthebox.com/graphicshome.html>



Skills Test

Parallel projection, mathematical shapes, vertical, horizontal, two point perspective, rendering, graphics, vanishing point, horizon, crating, layout, freehand

Week 9:

CATCH UP SESSIONS FOR MISSING OR INCOMPLETE WORK

TWO POINT PERSPECTIVE SUBMISSION

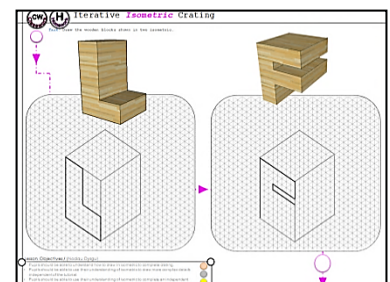
Showing Characteristics of Grade



Two point perspective catch up.

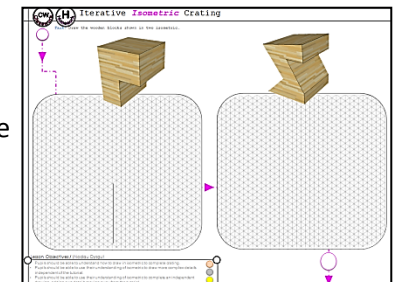
Week 10: Demonstration on how to apply the *isometric crating technique* and how to lay out a 3D drawing. Emphasise the need for very light pencil lines as a lot will be erased. They can darken the main lines in later.

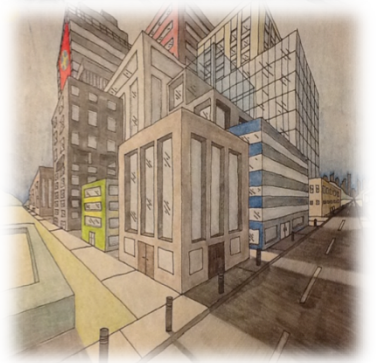
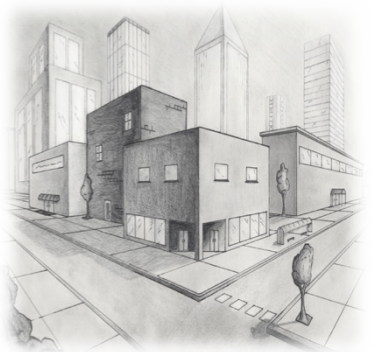
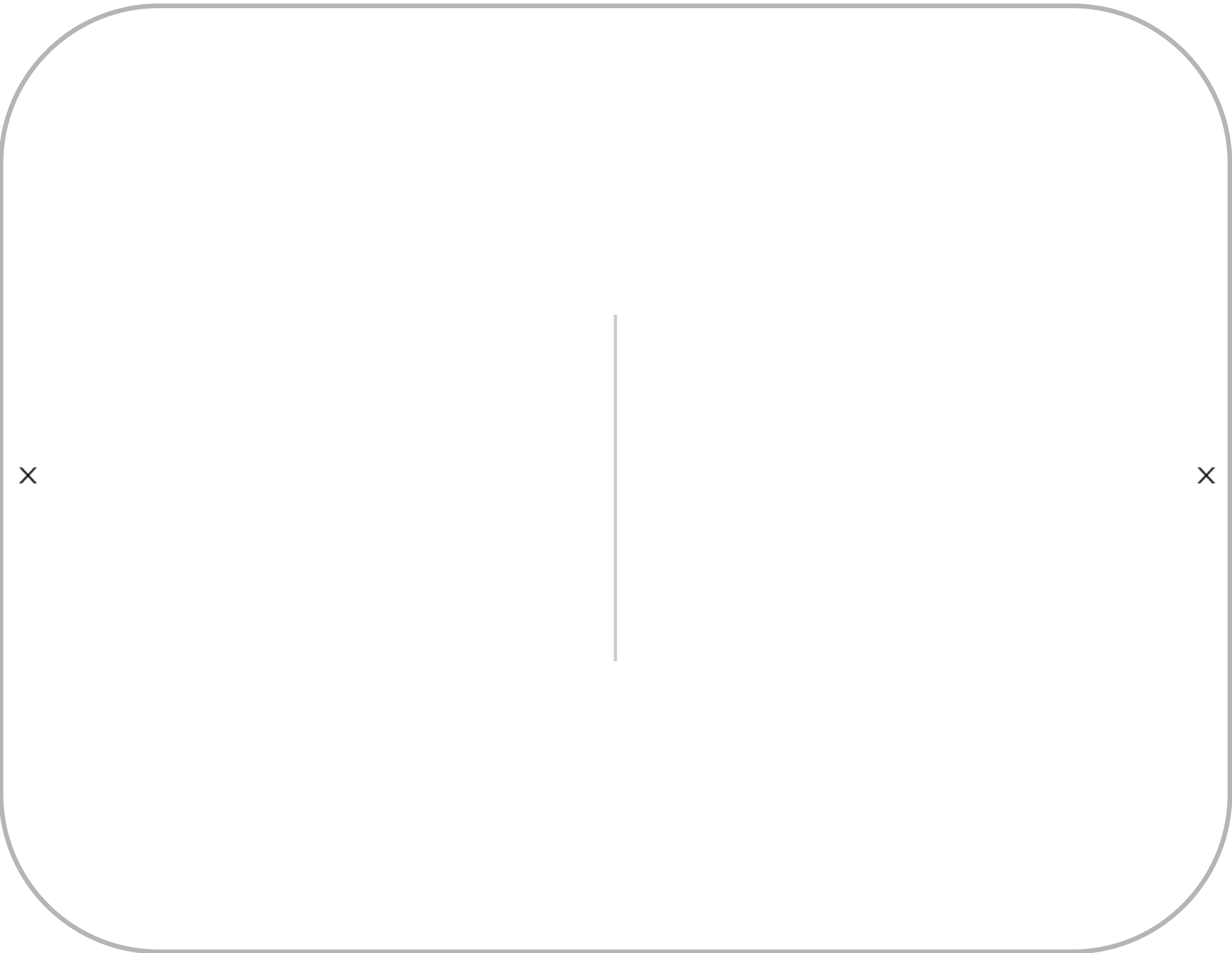
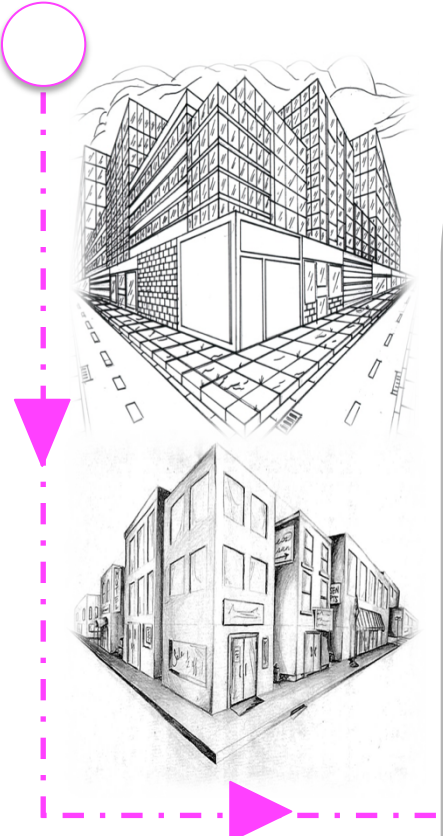
Students then draw a crate for the given wooden shapes in *isometric*. The crate should be drawn out a using a ruler and very light pencil lines. They then complete the shape inside the crate using skills learnt



Use of 30/60 degree set squares, 30 degree angle drawings (*Isometric*), parallel projection, mathematical shapes, vertical, horizontal, two point perspective, rendering, graphics, vanishing point, horizon, crating, layout, freehand

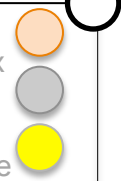
Homework: Students should complete the isometric drawings of the shapes using the crating skills that they have learnt.



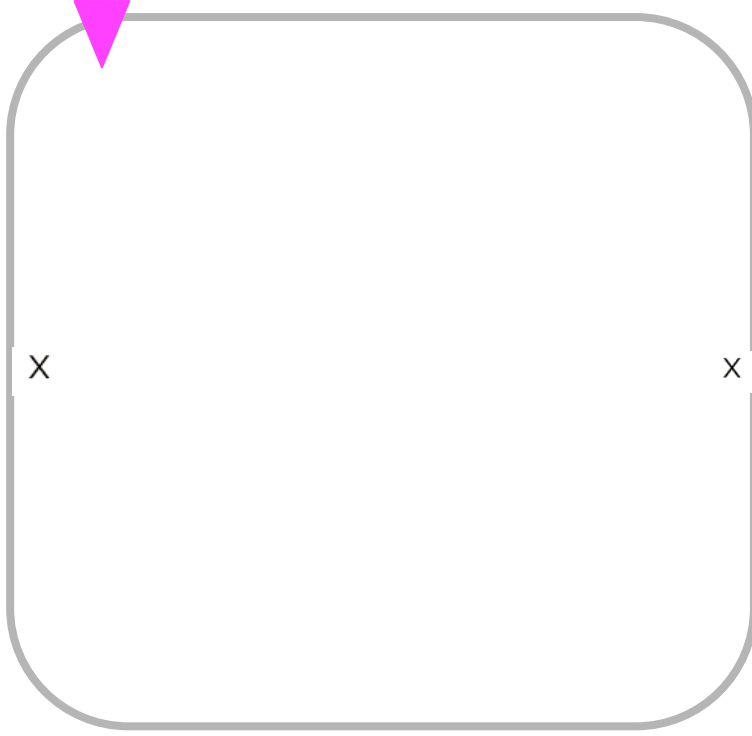
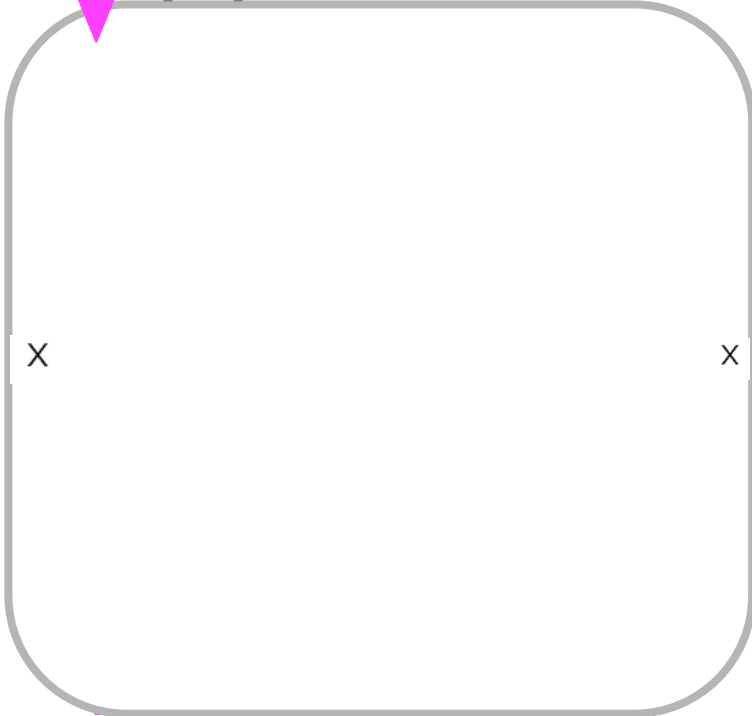



Lesson Objectives / (Nodau Dysgu)

- Pupils should be able to understand how to draw in two point perspective to complete NYC.
- Pupils should be able to use their understanding of two point perspective to draw more complex details independent of the tutorial.
- Pupils should be able to use their understanding of two point perspective to complete an independent drawing moving the vanishing point, adding their own details moving away from the



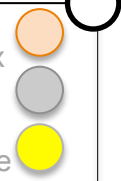
Task: Using the techniques you have learnt so far draw two world famous structures below and all their details in two point perspective.



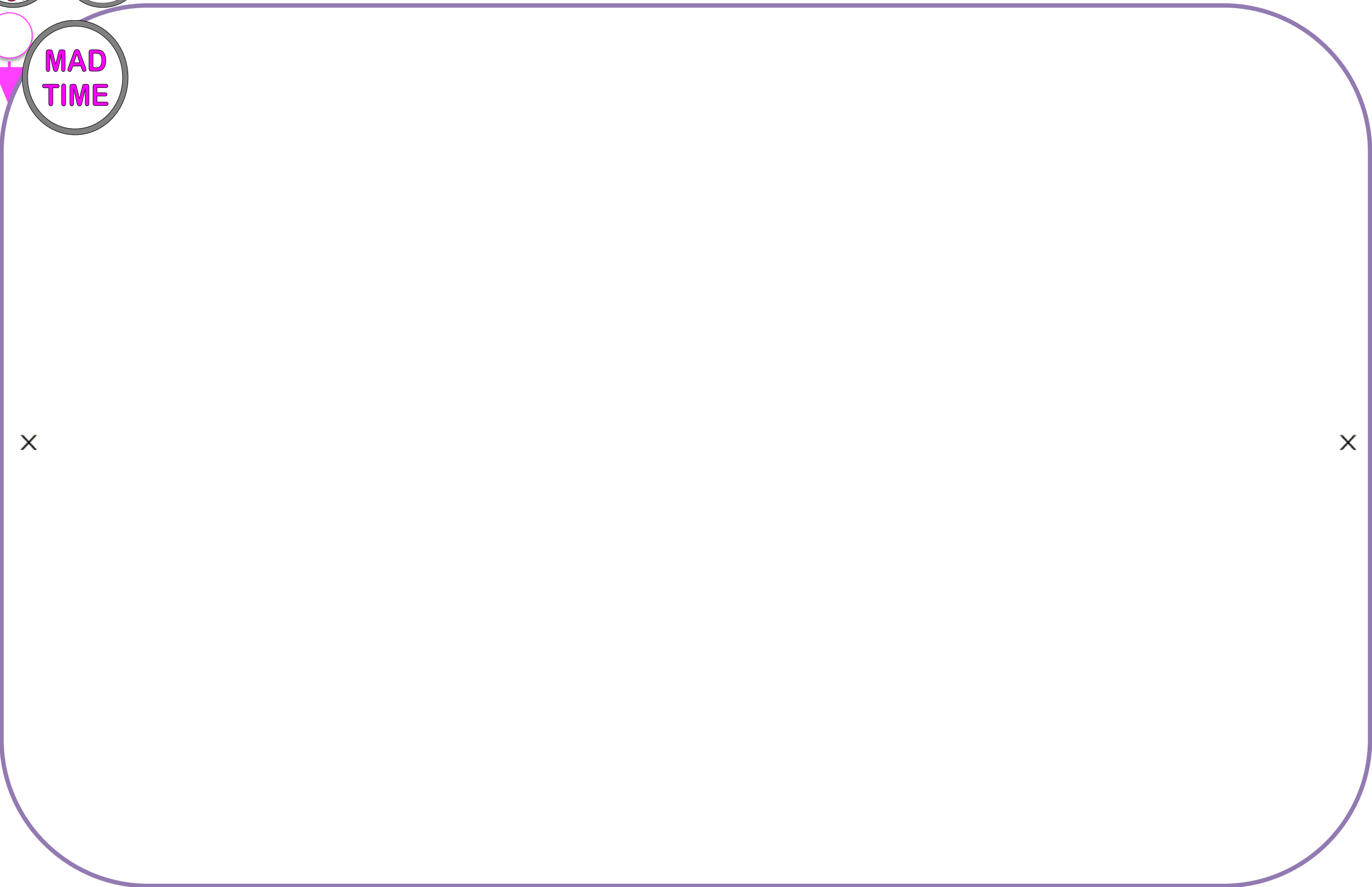
<i>SCOL</i>	<input type="text"/>	<i>A2L</i>
<i>Comment</i>		<i>MAD Target</i>

Lesson Objectives / (Nodau Dysgu)

- Pupils should be able to understand how to draw in two point perspective to complete a house.
- Pupils should be able to use their understanding of two point perspective to draw more complex details independent of the tutorial.
- Pupils should be able to use their understanding of two point perspective to complete an independent drawing moving the vanishing point, adding their own details moving away from the tutorial.

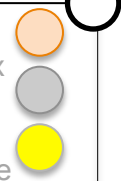


MAD TIME

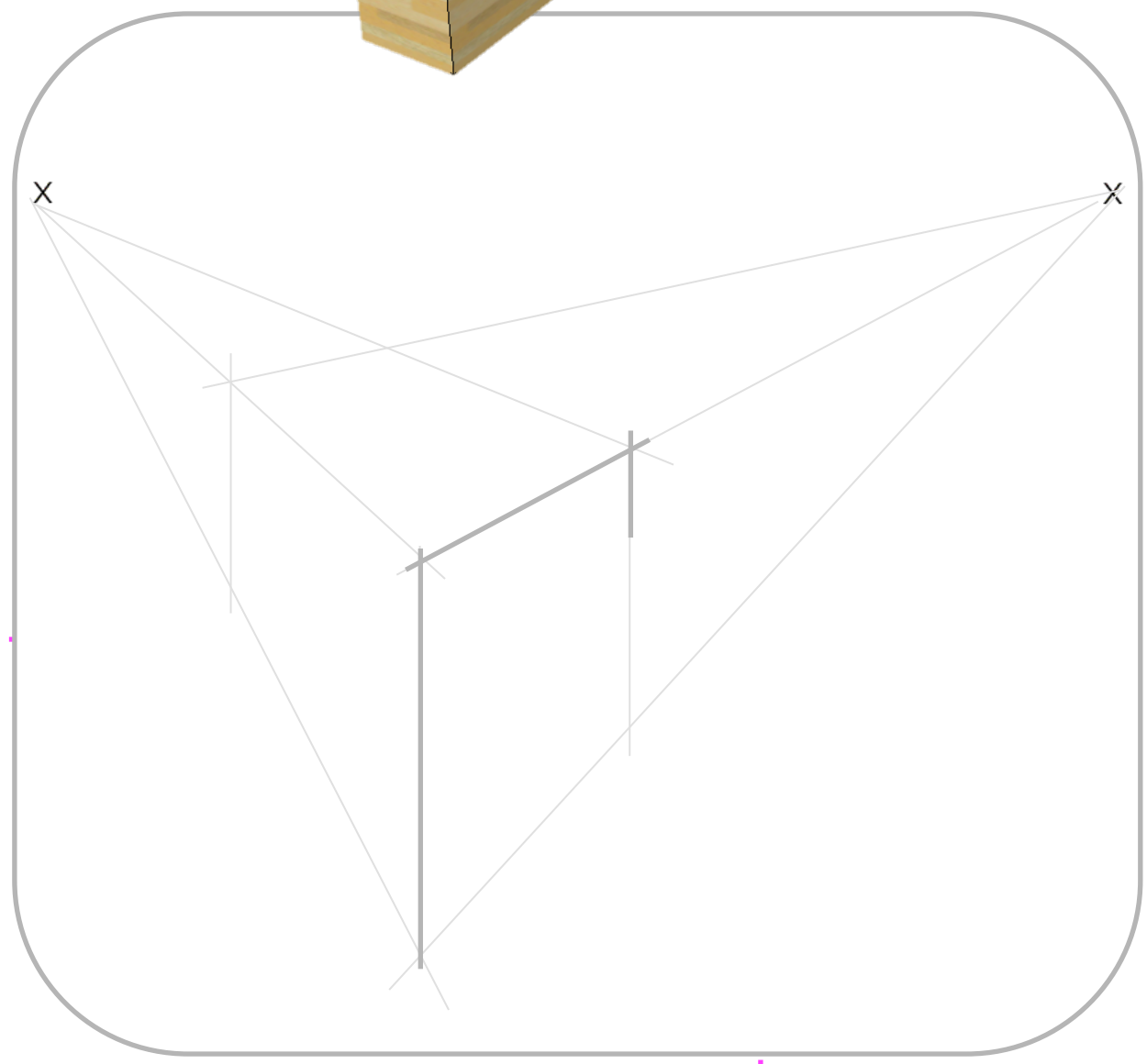
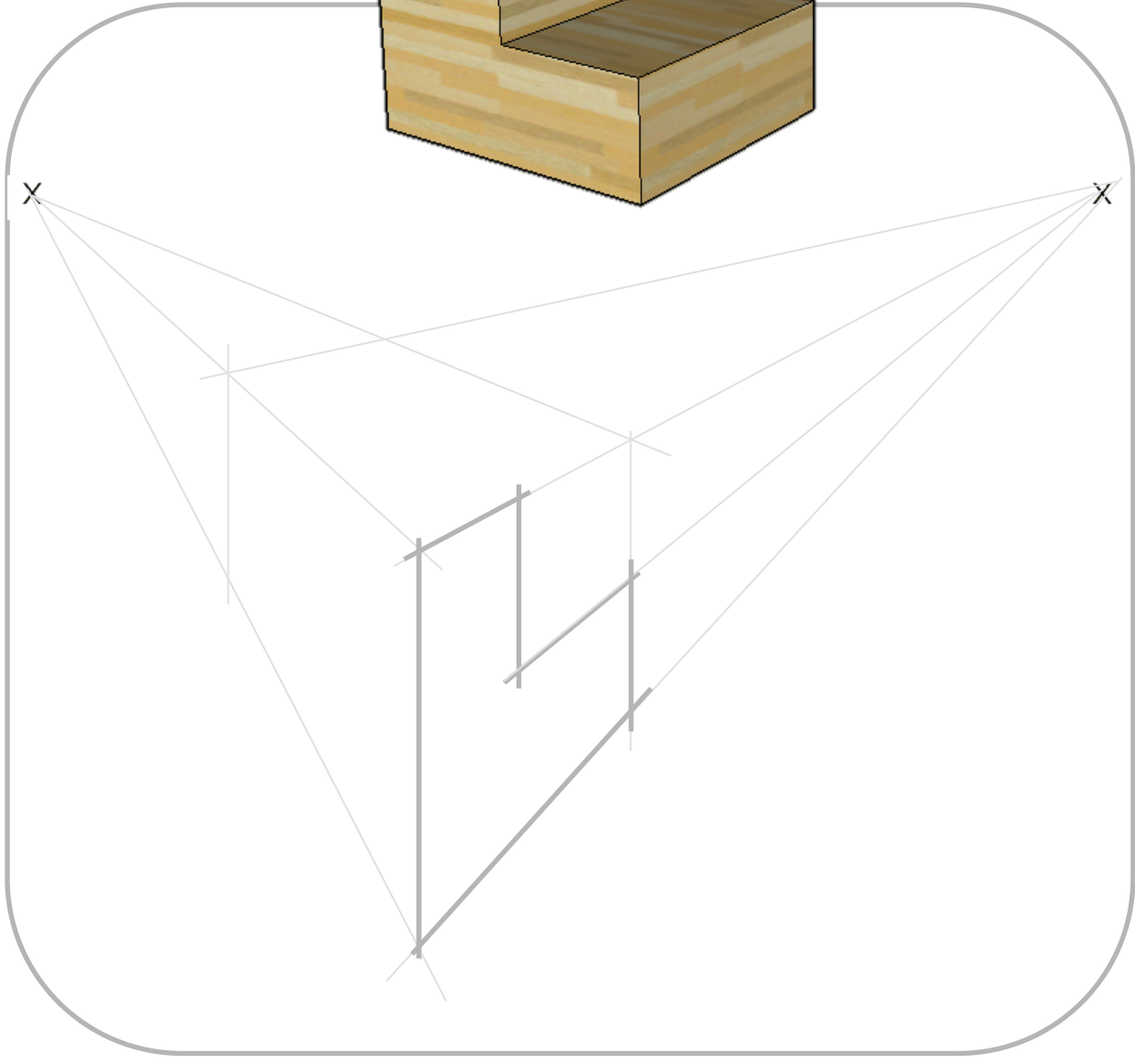
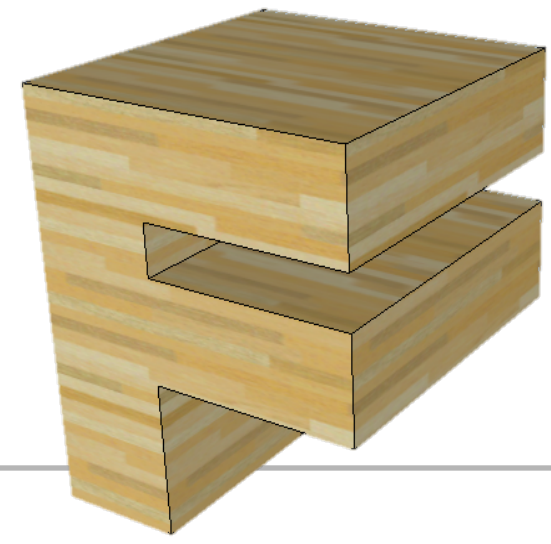
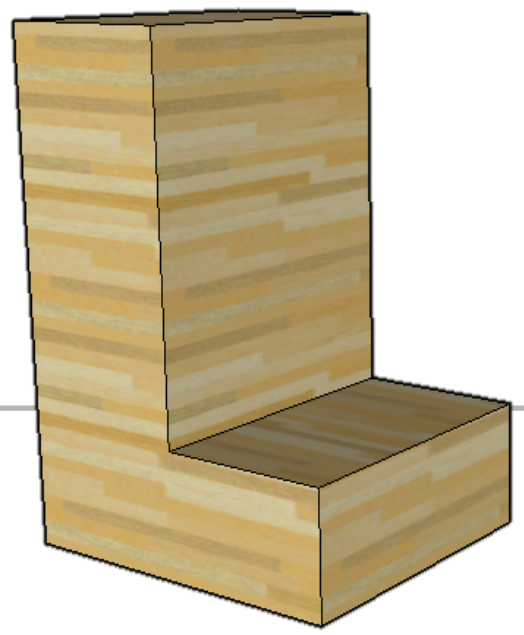


Lesson Objectives / (Nodau Dysgu)

- Pupils should be able to understand how to draw in two point perspective to complete a house.
- Pupils should be able to use their understanding of two point perspective to draw more complex details independent of the tutorial.
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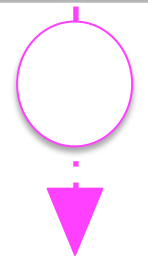
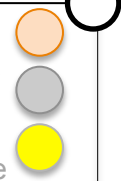


Task: Draw the wooden blocks shown in two point perspective.



Lesson Objectives / (Nodau Dysgu)

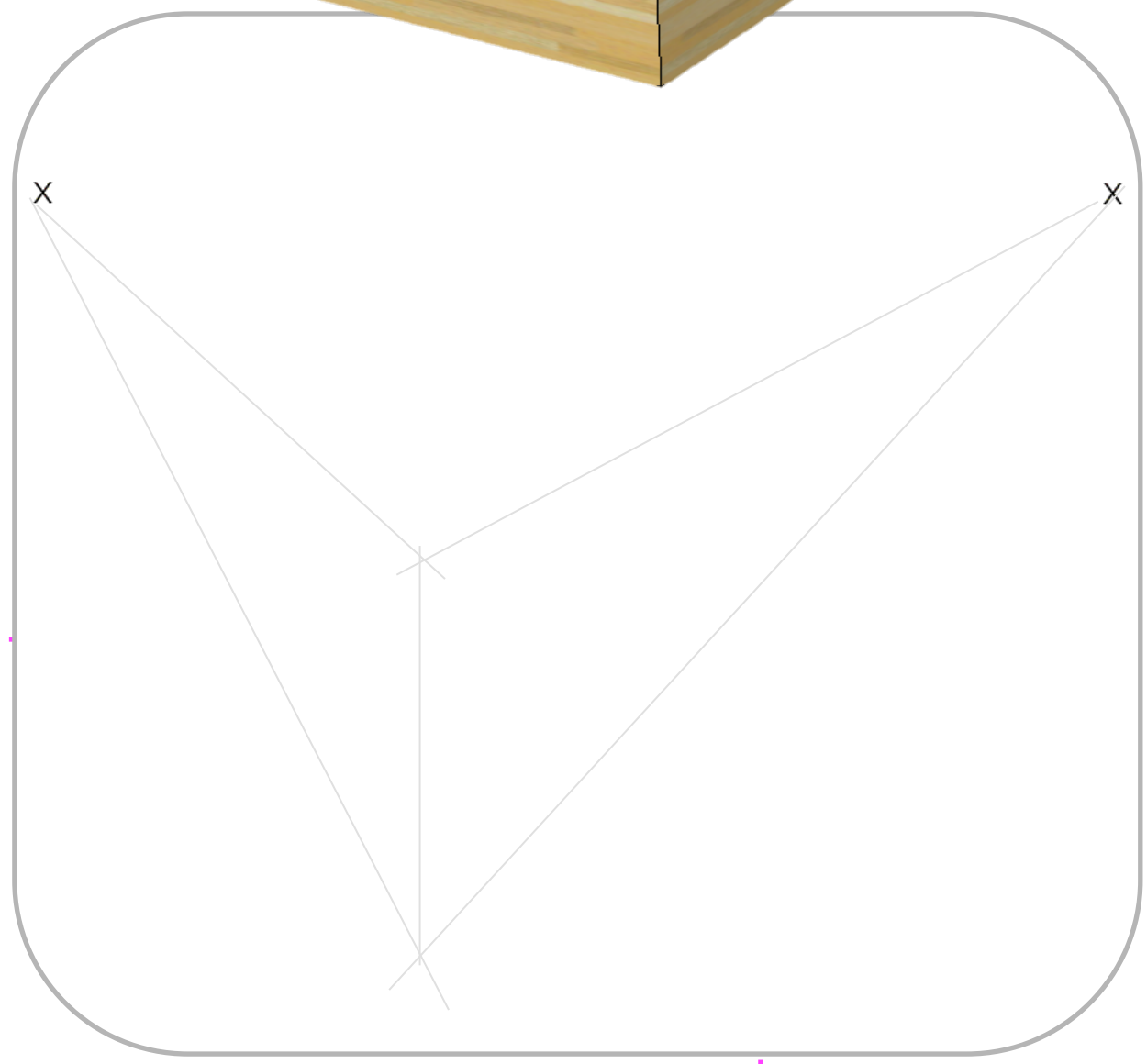
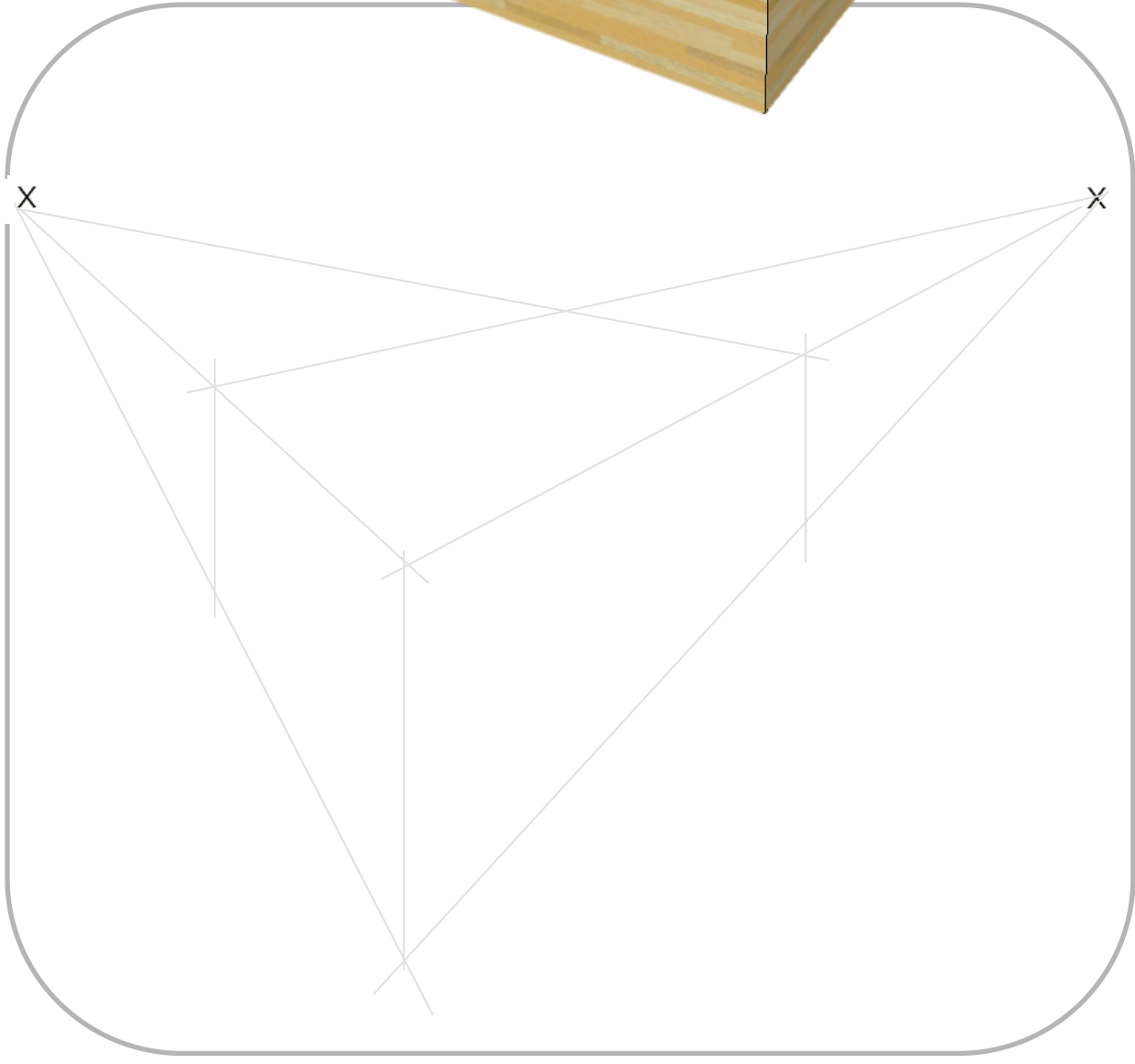
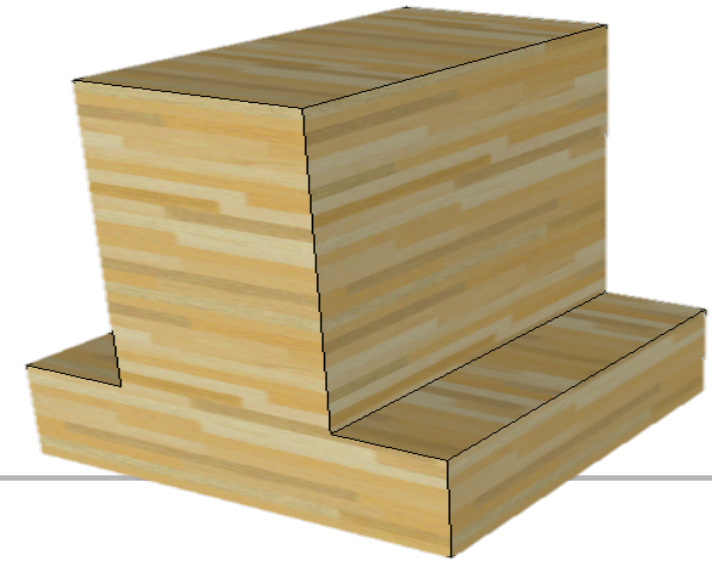
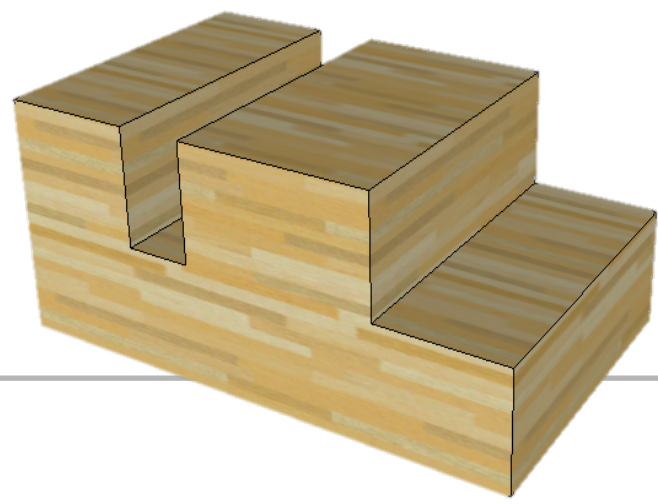
- Pupils should be able to understand how to draw in two point perspective to complete a crating.
- Pupils should be able to use their understanding of two point perspective to draw more complex details independent of the tutorial.
- Pupils should be able to use their understanding of two point perspective to complete an independent drawing moving the vanishing point, adding their own details moving away from the





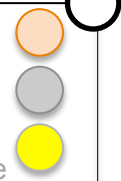
Iterative *Two Point Perspective* Crating

Task: Draw the wooden blocks shown in two point perspective.

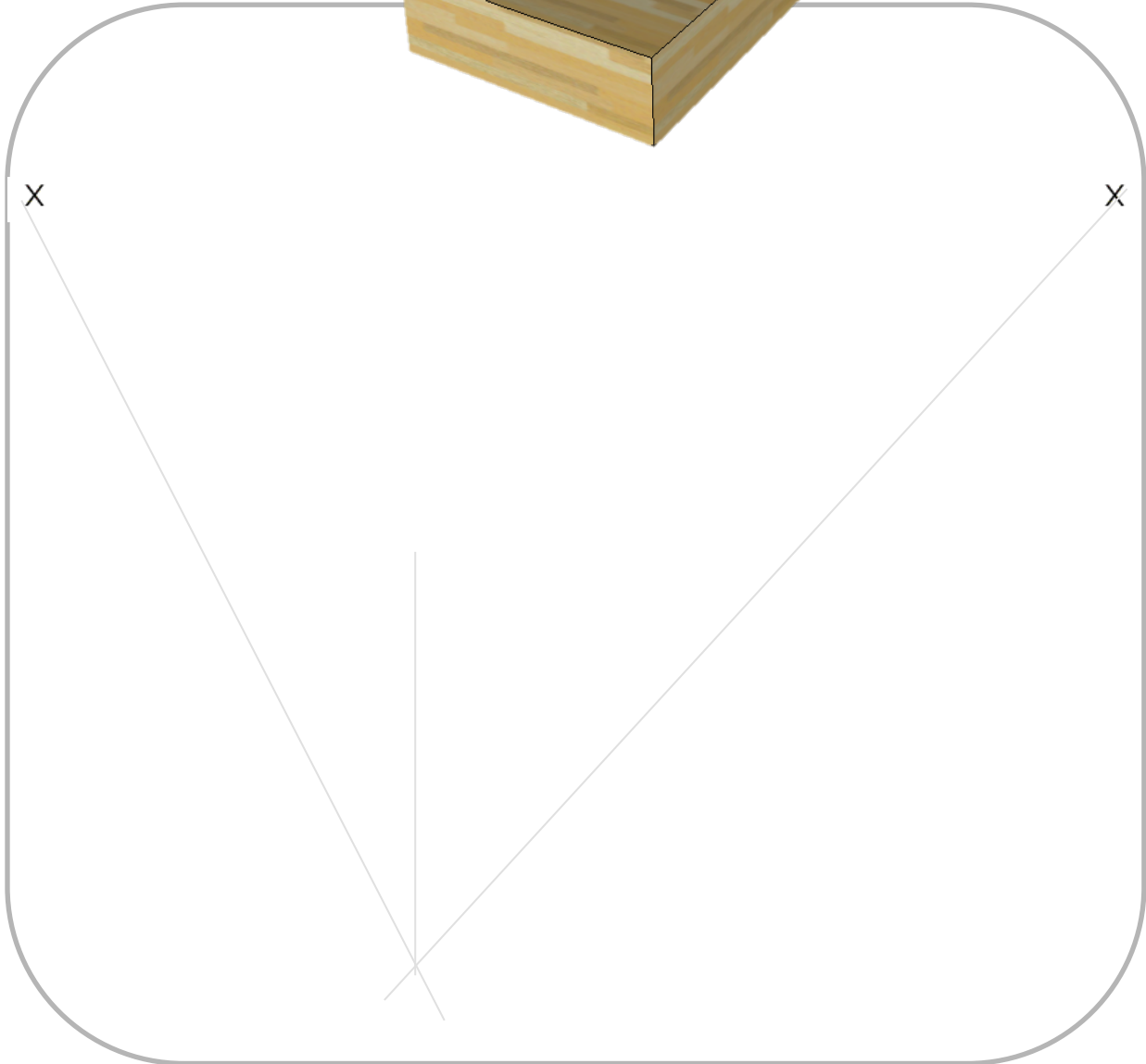
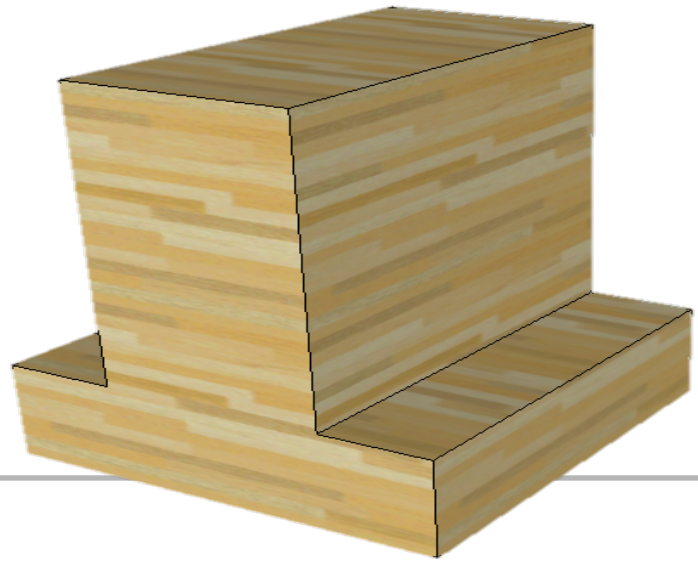
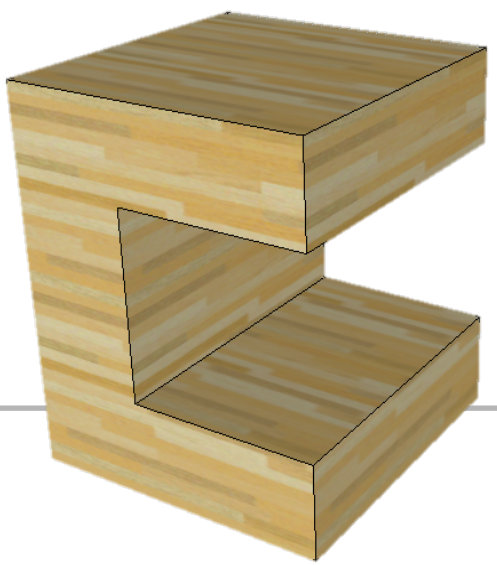


Lesson Objectives / (Nodau Dysgu)

- Pupils should be able to understand how to draw in two point perspective to complete a crating.
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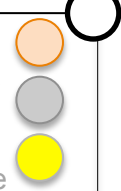


Task: Draw the wooden blocks shown in two point perspective.

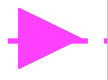
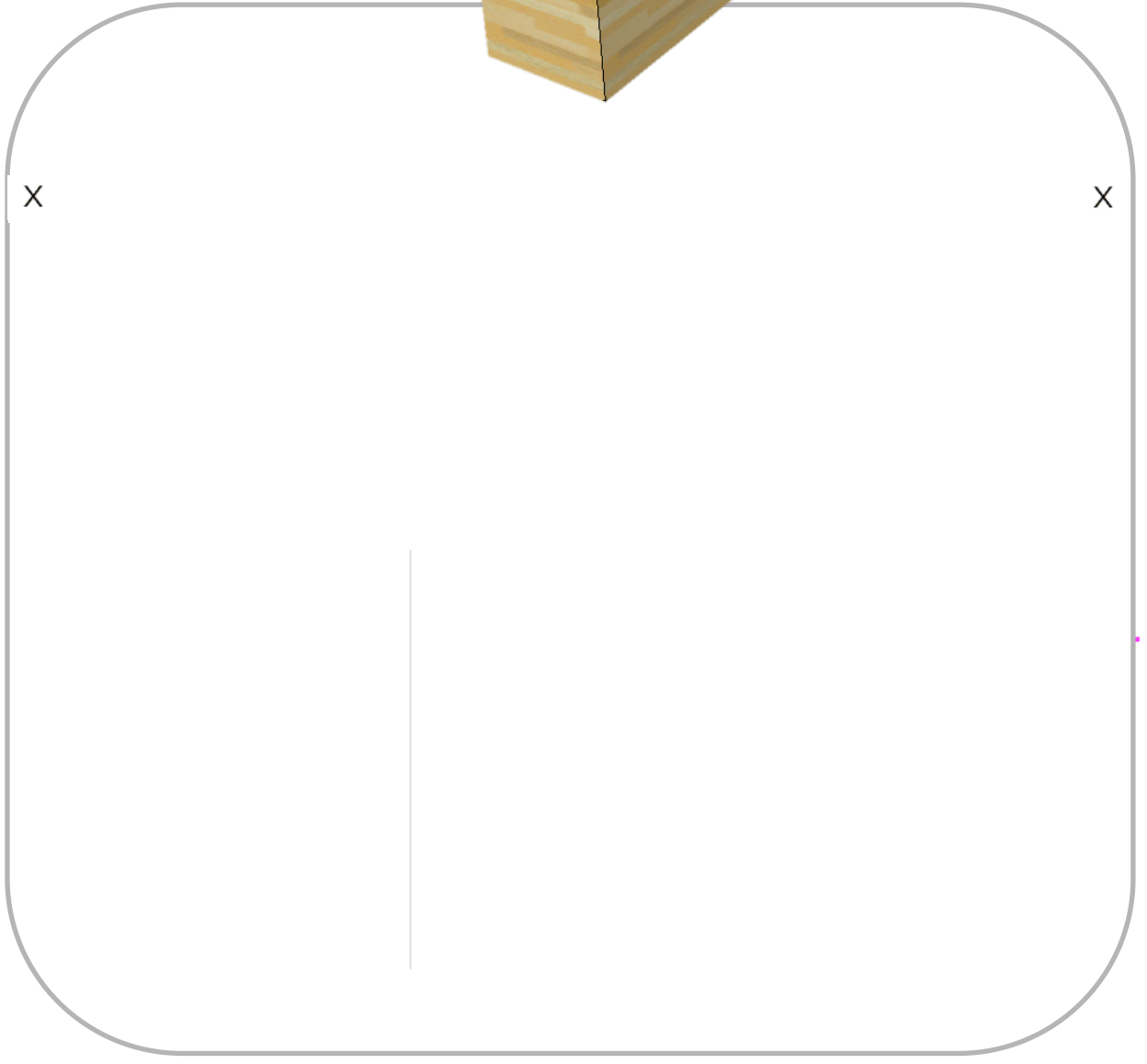
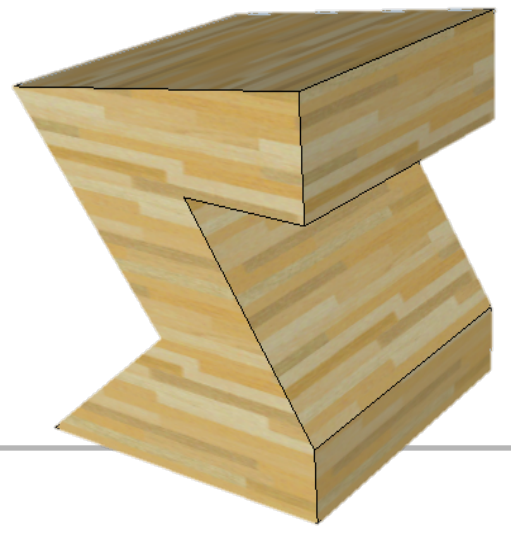
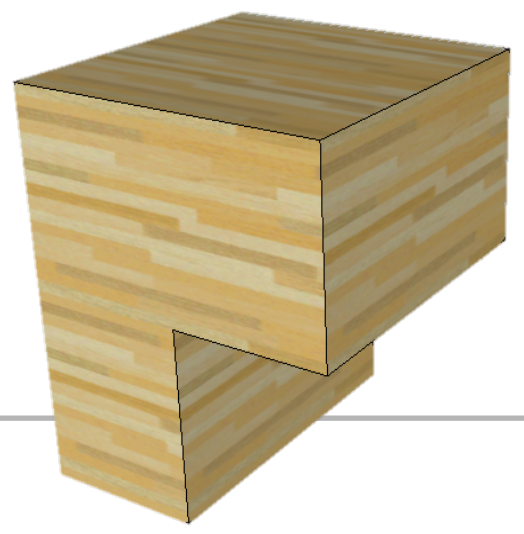


Lesson Objectives / (Nodau Dysgu)

- Pupils should be able to understand how to draw in two point perspective to complete a crating.
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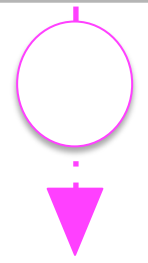
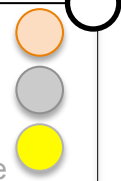


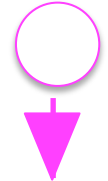
Task: Draw the wooden blocks shown in two point perspective.



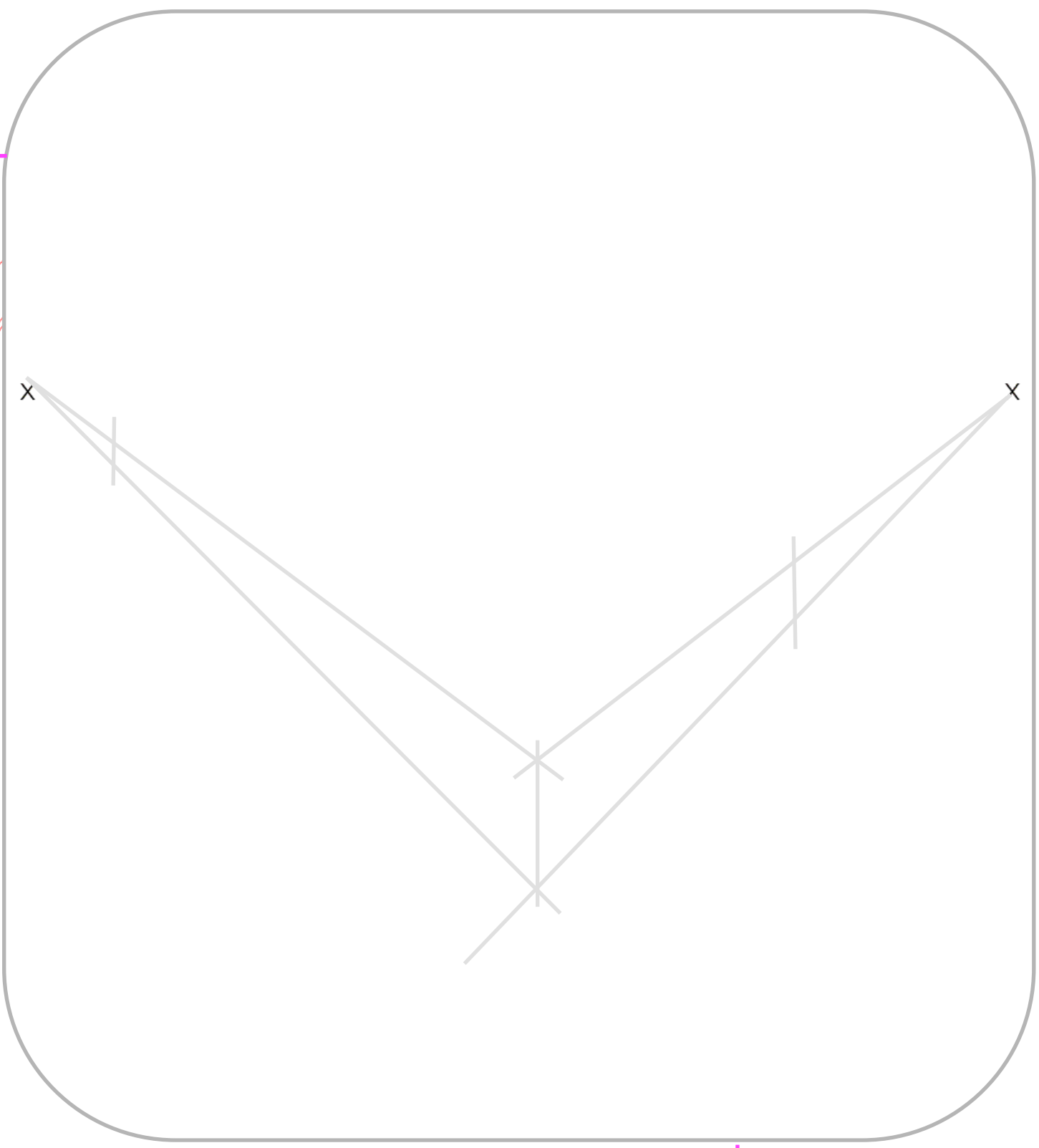
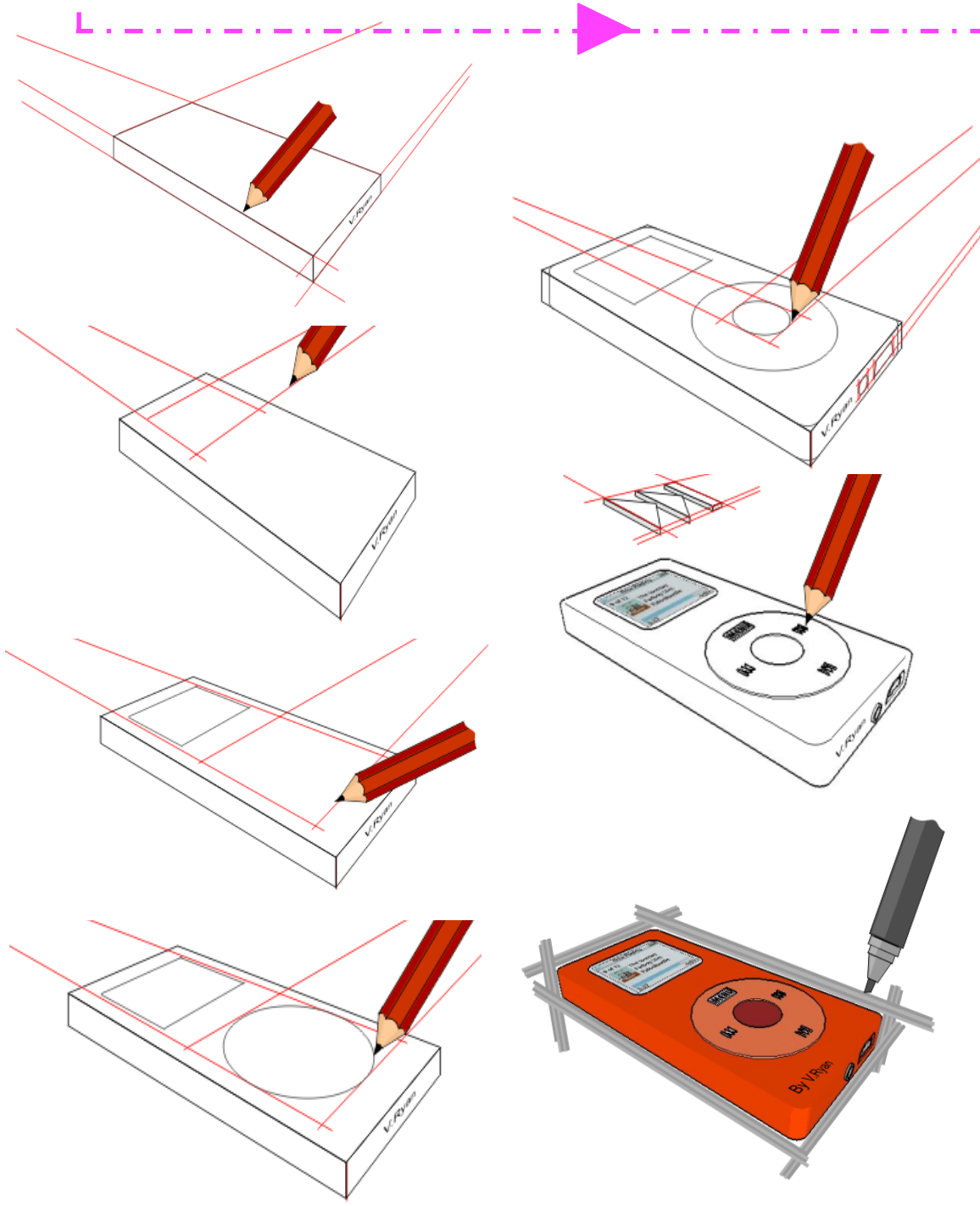
Lesson Objectives / (Nodau Dysgu)

- Pupils should be able to understand how to draw in two point perspective to complete a crating.
- Pupils should be able to use their understanding of two point perspective to draw more complex details independent of the tutorial.
- Pupils should be able to use their understanding of two point perspective to complete an independent drawing moving the vanishing point, adding their own details moving away from the





Task: Using the crating technique draw an Ipod and all its details in two point perspective.

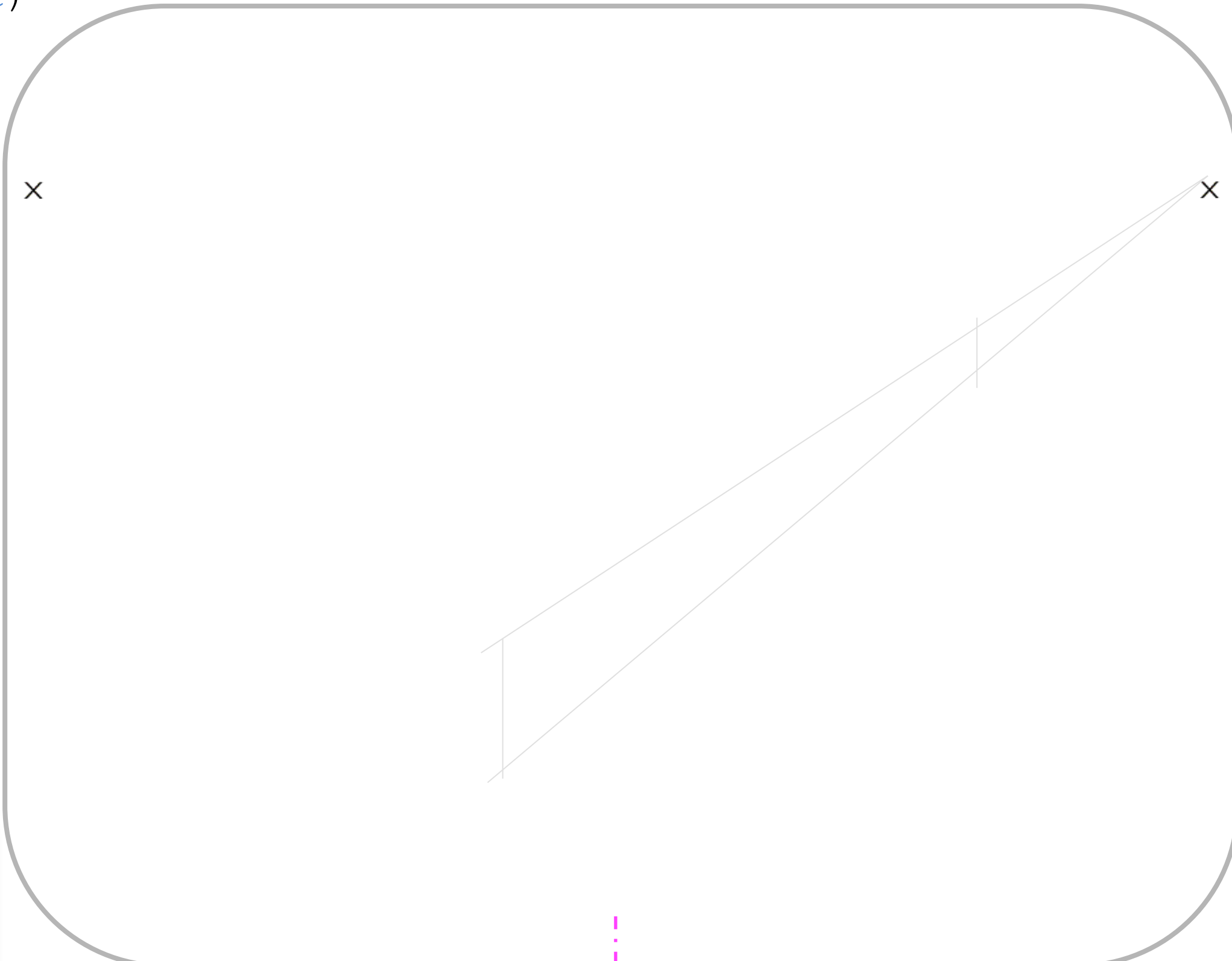
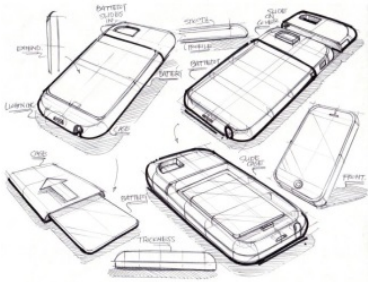


Lesson Objectives / (Nodau Dysgu)

- Pupils should be able to understand how to draw in two point perspective to complete an IPod.
- Pupils should be able to use their understanding of two point perspective to draw more complex details independent of the tutorial.
- Pupils should be able to use their understanding of two point perspective to complete an independent drawing moving the vanishing point, adding their own details moving away from the



Task: Using the crating technique draw a mobile phone and all its details in two point perspective.



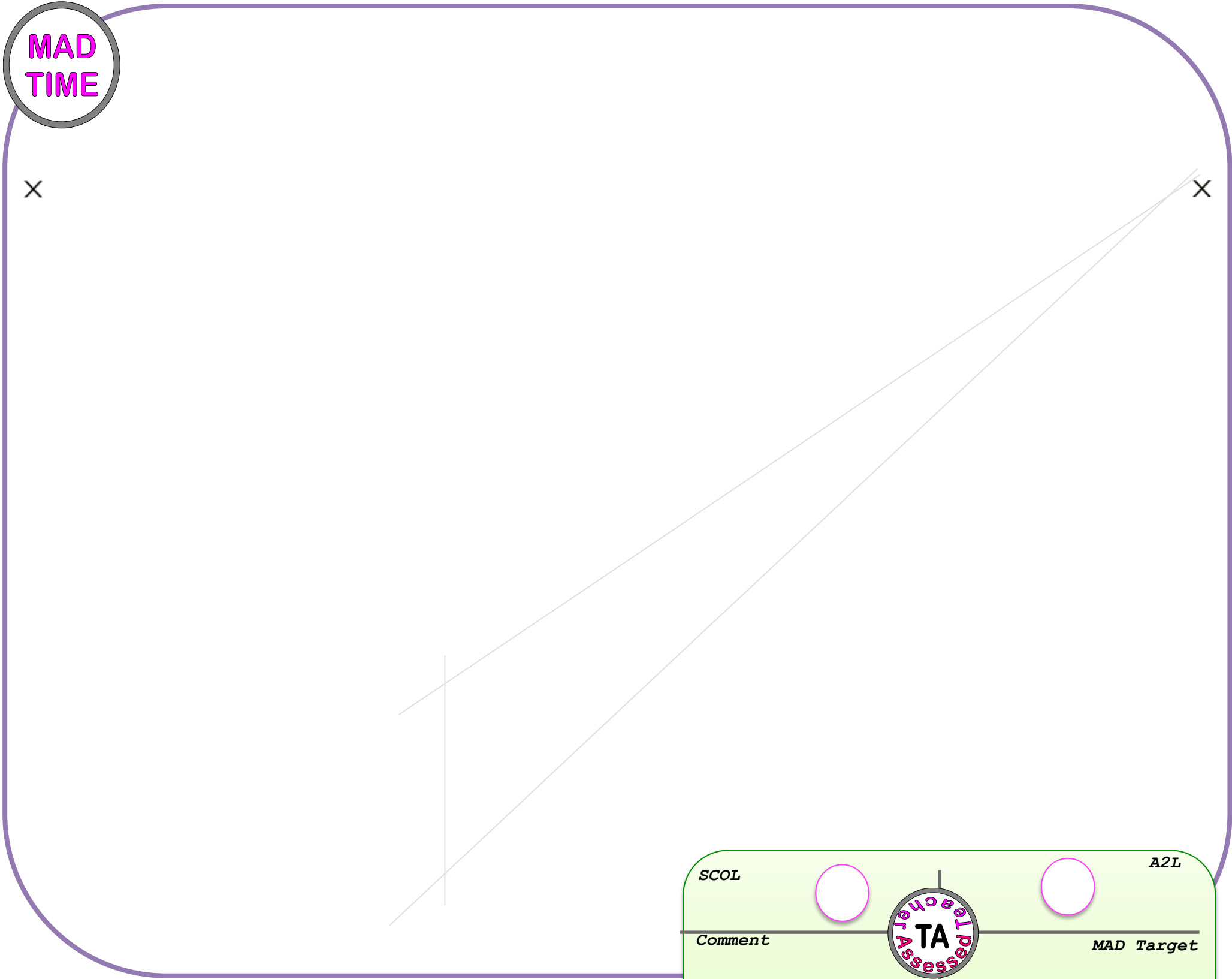
Lesson Objectives / (Nodau Dysgu)

- Pupils should be able to understand how to draw in two point perspective to complete a phone.
- Pupils should be able to use their understanding of two point perspective to draw more complex details independent of the tutorial.
- Pupils should be able to use their understanding of two point perspective to complete an independent drawing moving the vanishing point, adding their own details moving away from the tutorial.



MAD
TIME

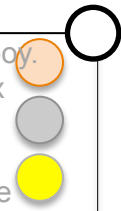
Task: Using the crating technique draw a Nintendo Gameboy and all its details in two point perspective.



SCOL		A2L
Comment	TA Teacher Assessed	MAD Target

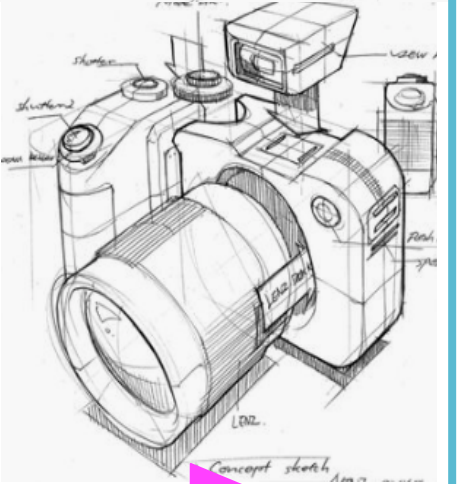
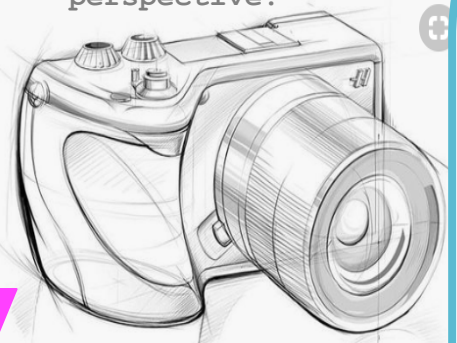
Lesson Objectives / (Nodau Dysgu)

- Pupils should be able to understand how to draw in two point perspective to complete a Gameboy.
- Pupils should be able to use their understanding of two point perspective to draw more complex details independent of the tutorial.
- Pupils should be able to use their understanding of two point perspective to complete an independent drawing moving the vanishing point, adding their own details moving away from the tutorial.



ST
Skills
Test

Task: Using the crating technique draw a camera and all its details in two point perspective.



Lesson Objectives / (Nodau Dysgu)

- Pupils should be able to understand how to draw in two point perspective to complete a camera.
- Pupils should be able to use their understanding of two point perspective to draw more complex details independent of the tutorial.
- Pupils should be able to use their understanding of two point perspective to complete an independent drawing moving the vanishing point, adding their own details moving away from the tutorial.

