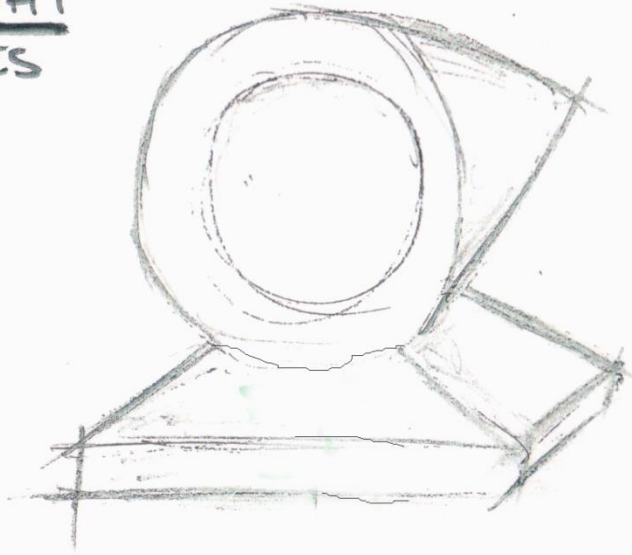
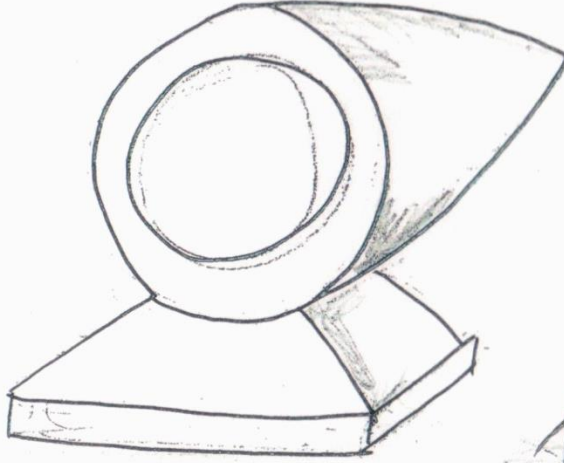


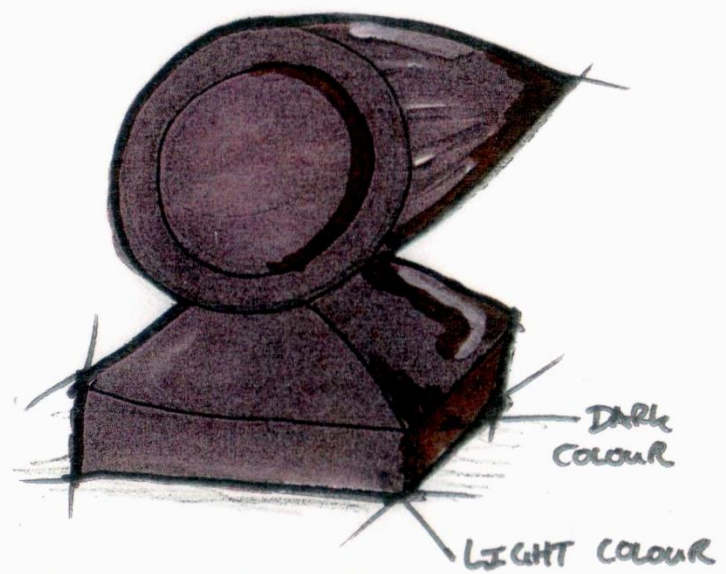
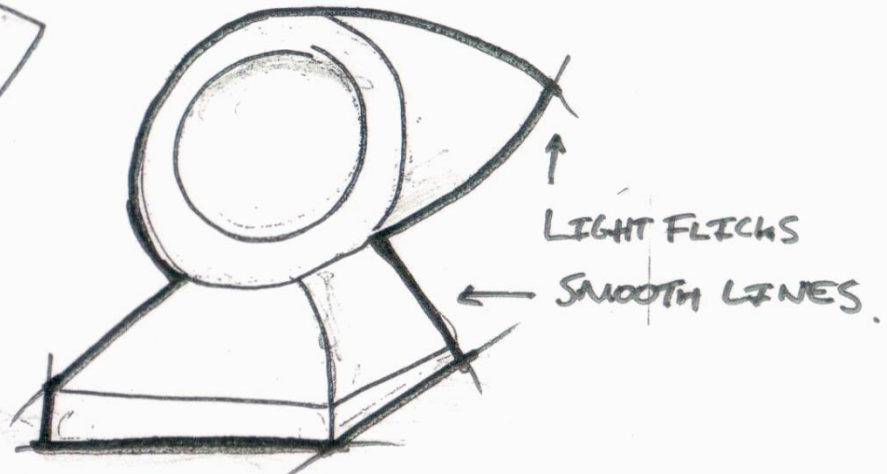
① QUICK LIGHT PENCIL LINES



② GO OVER LINES IN FINE LINER



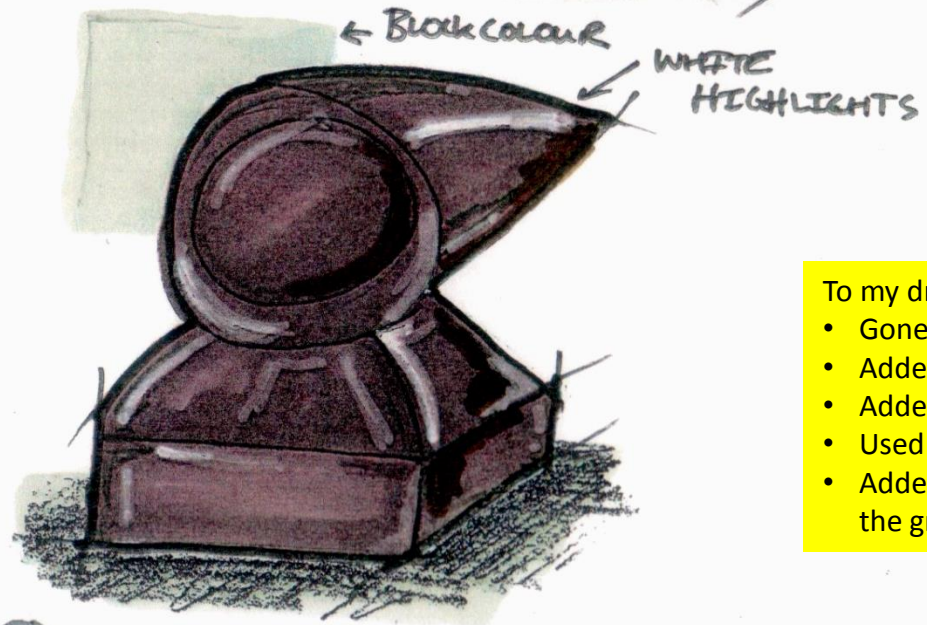
③ MAKE OUTLINE THICKER



④ USE MARKER PENS
1 DARK, 1 LIGHT AND
RENDER.



⑤ ADD-BLOCK COLOUR
- SHADOWS - PENCIL & LIGHT GREY/BROWN MARKER
- WHITE HIGHLIGHTS.



- To my drawings: Have I:
- Gone over in fine liner?
 - Added Bold outlines?
 - Added Block Colouring?
 - Used the White Highlighter Pen?
 - Added Pencil shadow including the ground?



Have I got clear **Links**: Research pictures on Sketch Pages?
 Research pictures Clay Pages?
 Sketches on Clay Pages?
 Clay Pictures on CAD Pages?
 Sketches on CAD Pages?
 Research Pictures on CAD Pages?

Say how and why you COULD use these designs – what quality's do they have.

Say what the research is. Include a brief bit of information about it 'George Nelson was an American industrial designer of American Modernism. While Director of Design for the Herman Miller furniture company he designed 20th century modernist furniture.'

The title should show - What is this page?
 What is the point of it?

Annotation Sentence Starters:
 I could use this part of the design - Because...
 I have changed this section - But...
 I would need to consider Process! So...

TRX7892

Could I use a similar colour scheme to the product above?

Could I have multiple lights in different parts of my project?

Could I have propeller-like objects at the top of my product?

Maybe I could give my product a nice texture like this.

Sci-Fi Inspired Furniture Research

- Taking certain aspects and using them for my product.
- Searching for something that I would like as my Final product.

Annotation & Titles & Links A01/A03 – Use these to explain your thought process

Product



Put a box round designs that are the most relevant

Materials & Processes

Laser cutter



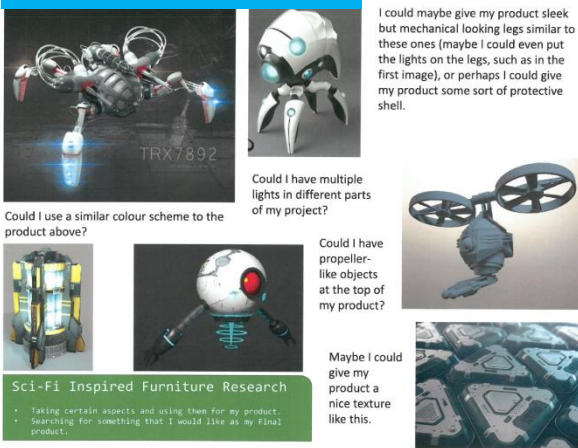
3D printer



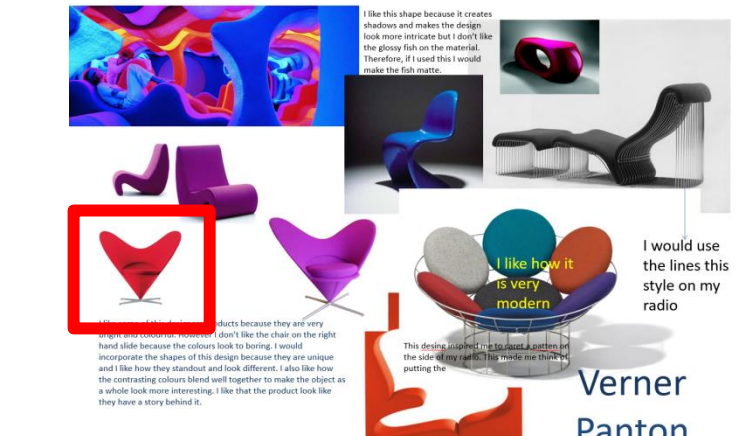
Material research

I decided to use the material of acrylic and PLA plastic as they are the most appropriate and available with school facilities.

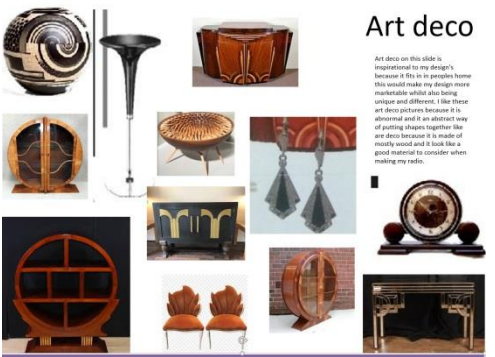
Other linked Research



Product Designers



Design Movements



- Research should include:
1. **Product you are making** e.g. Radio or Lamp
 2. **Product Designers** e.g. Philippe Starck, Ron Arad, Charles & Ray Eames, James Dyson, Jonathan Ive, Verner Panton, Ross Lovegrove, Braun.
 3. **Design Movements** e.g. Memphis, Art Deco & Bauhaus.
 4. **Materials & Processes** Research (Exam)
 5. Any other linked research e.g. Sci-Fi

Research should be linked to through out the project e.g. Research images on Initial idea pages. If you don't use research then it is a pointless exercise!

Use research at different stages - Some could be used for initial ideas while other sections could be used later in the development stage

Research A01 – This is your starting point. These designs will inspire your own ideas but need to link to those ideas

Initial Design Pages:

1. Ensure images of research on these pages.
2. You will have more sketch pages than Clay or Card.
3. Ensure you say what you tried and why.
4. Make it clear that you are Experimenting (A02)
5. Link sketches with clay and card and vice versa



I like how the stick insect matches with the leaf because the leaf and the insect match together so it basically camouflaged its self to the leaf and it looks smart



I like the dark colour of this it looks unique how dark it looks and I would like to try something like that for my lamp

Research



The shape of this insect is perfect for a lamp and I would take bits to use for my lamp and I really like the colour so I would definitely like to use for my design



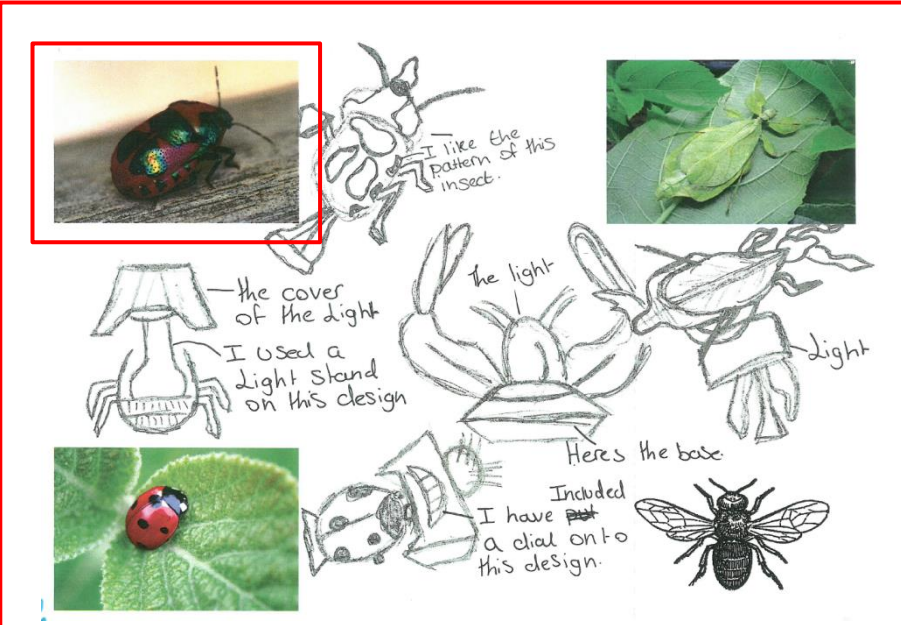
The shape of this insect is very nice the wings stand out in the picture ad they are big and brightly coloured and I would like to use it for my design



The colour and shape is outstanding and the legs looks nice a long and I would use it for my design

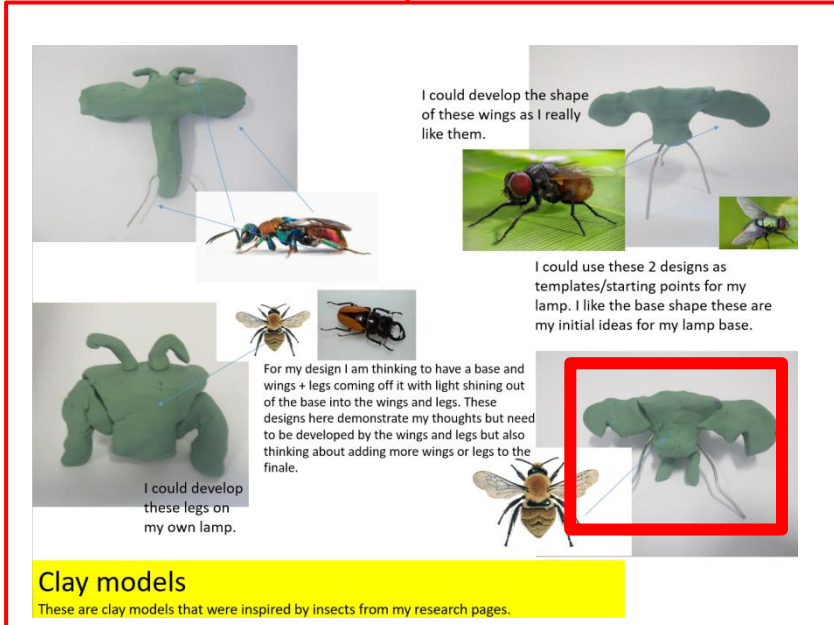
RESEARCH These are research inspired by insects

Copy & Paste research images onto fresh pages, print out and sketch on these. This will save you having to cut and stick images by hand.



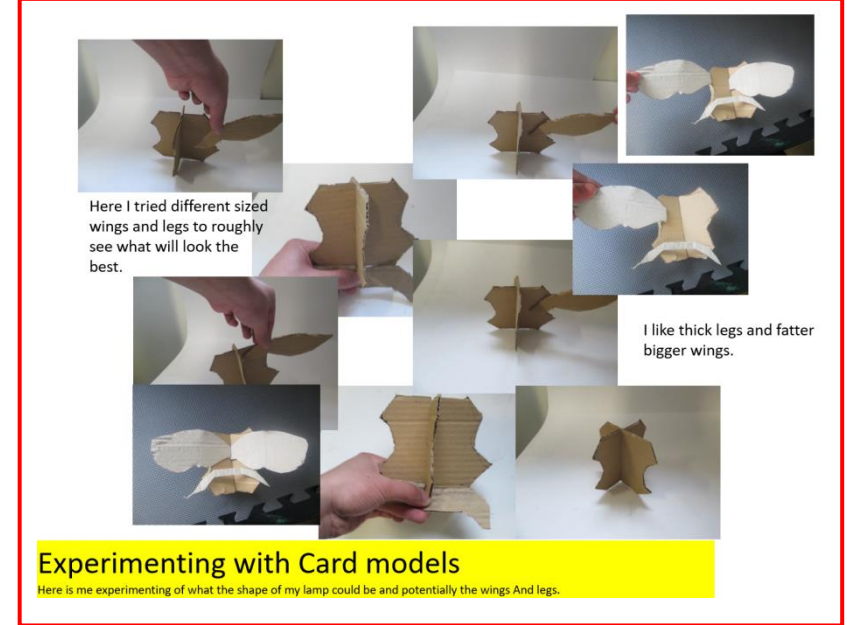
Initial Design Ideas

You will need a page which specifically looks at **features** of you design e.g. Dials, Feet, Grills, Buttons etc



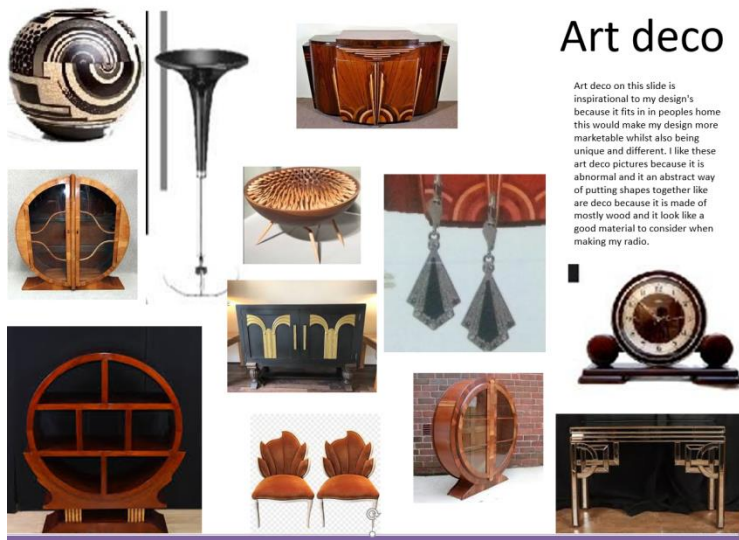
Initial Clay Designs

This is an Art & Design Course – Presentation is Important!



Initial Card Designs

Initial Ideas A02/A03 – Use Research to inspire ideas Sketched, Clay Modelled & Card Modelled



Art deco

Art deco on this slide is inspirational to my design's because it fits in in peoples home this would make my design more marketable whilst also being unique and different. I like these art deco pictures because it is abnormal and it an abstract way of putting shapes together like are deco because it is made of mostly wood and it look like a good material to consider when making my radio.

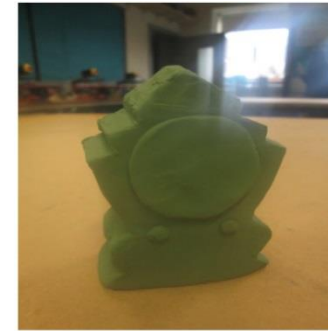
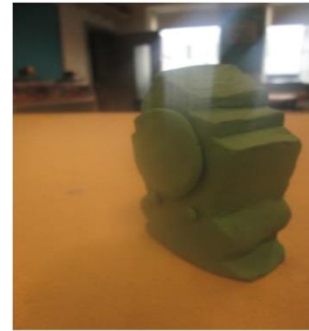


Clearly Inject any unused Research at this stage to help improve and develop your designs

These are important pages as they bridge the gap between ideas and your final design



Clay Development



I used clay to make my final design. I used the clay To make several details of my design.

For example I made buttons in 3D and I made a 3d circle to show where the speaker for the radio would sit.

I also smoothed out the edges of my design and tried to keep the size of my clay model the same size as my actual radio.

I also tried to make my clay designs dimensions match with the actual ones. I tried to make my radio seem as realistic as possible.

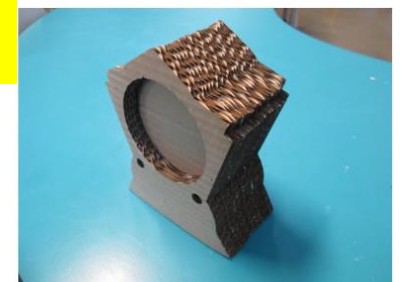
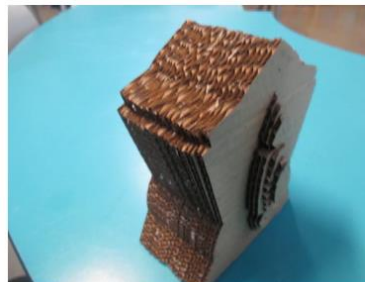


CLAY MODEL OF MY FINAL DESIGN // I USED AIR DRYING CLAY TO MAKE MY FINAL DESIGN AS A 3D MODEL.

Sketch Development



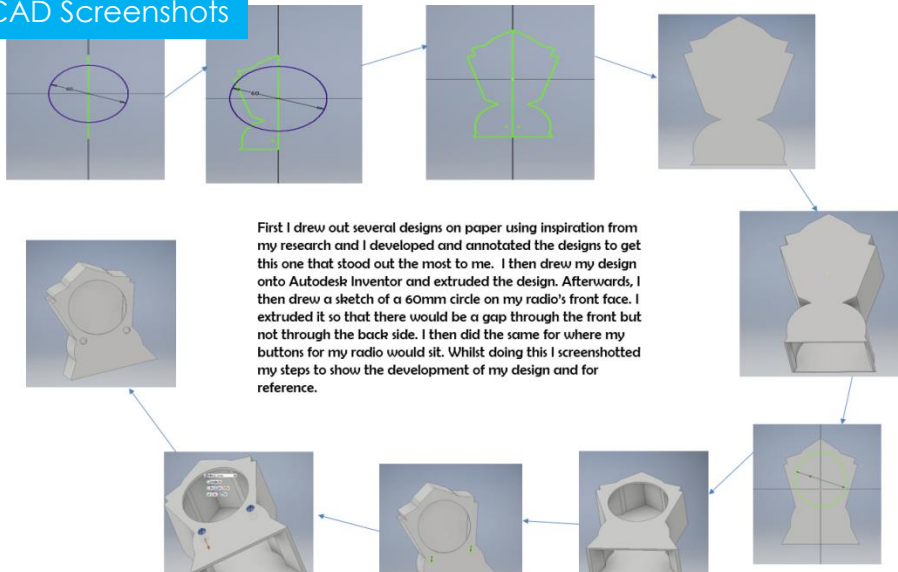
Card Development



This page will be created using Slicer after your product has been designed in CAD

Design Development A02/A03 – You will develop you best initial ideas towards a final design ready to do in CAD

CAD Screenshots



Annotate what you did e.g. Experimentation. Big clear screenshots over many pages is better

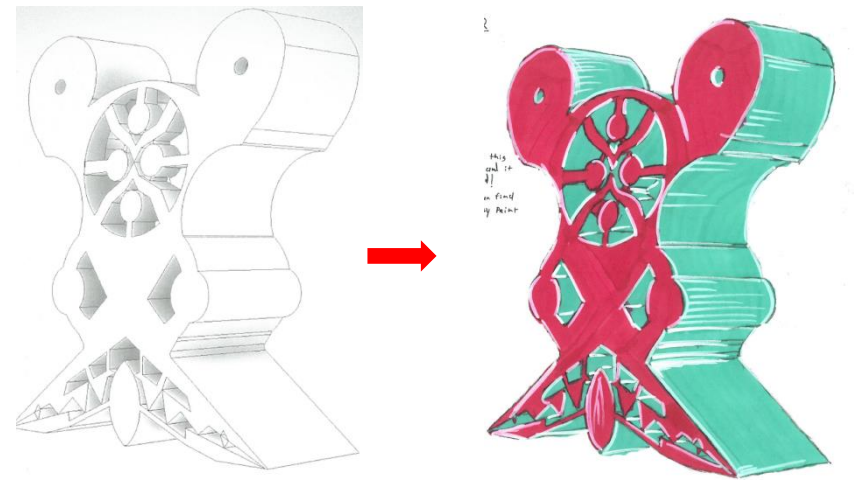
Completing your CAD Design will help produce a number of sheets

STL FILE – 3D Print final product

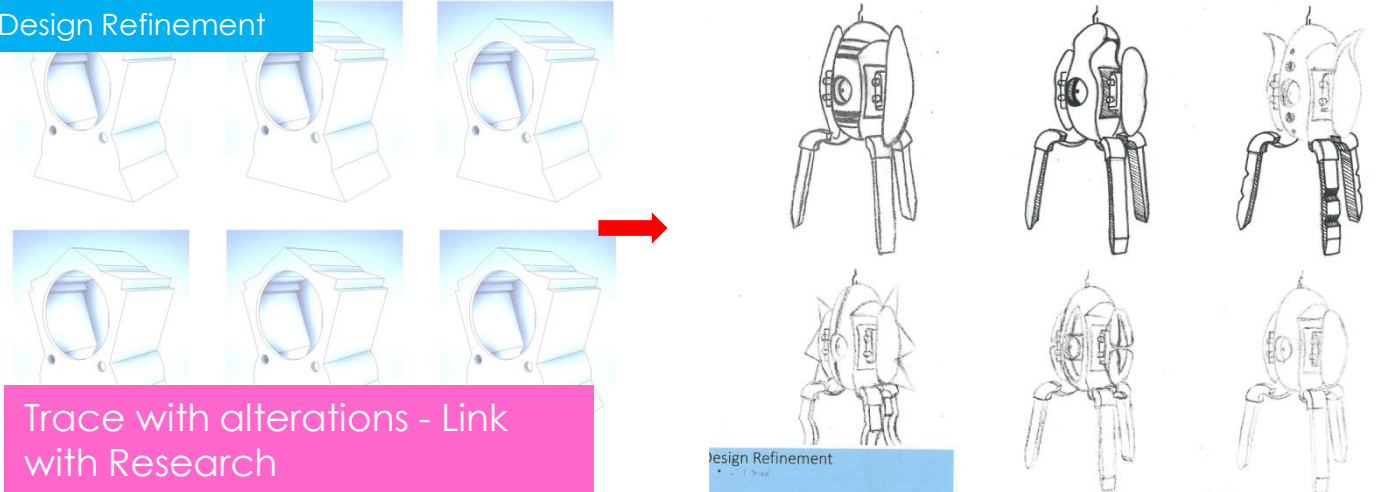


Presentation Design

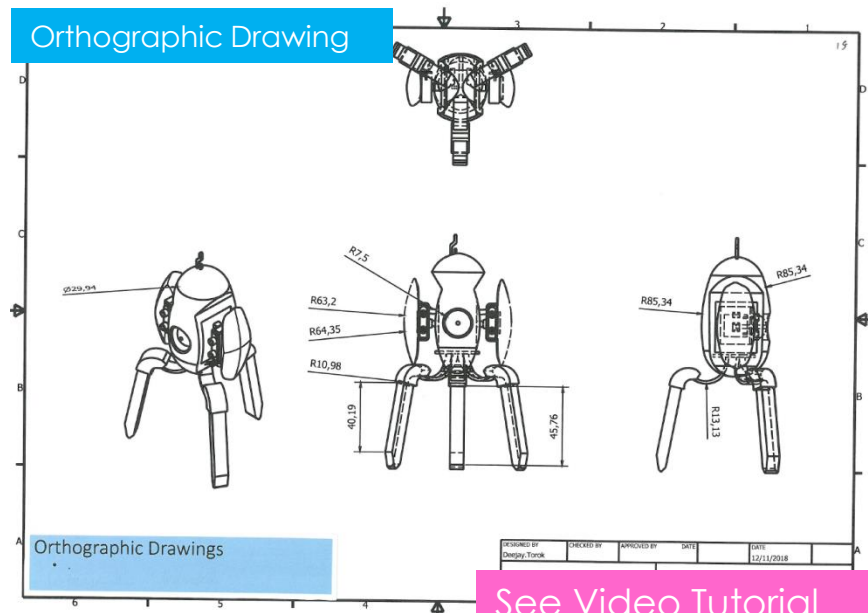
Screenshot, Print A3, Trace, Photocopy, Render with Markers (Must be the same colour as final product)



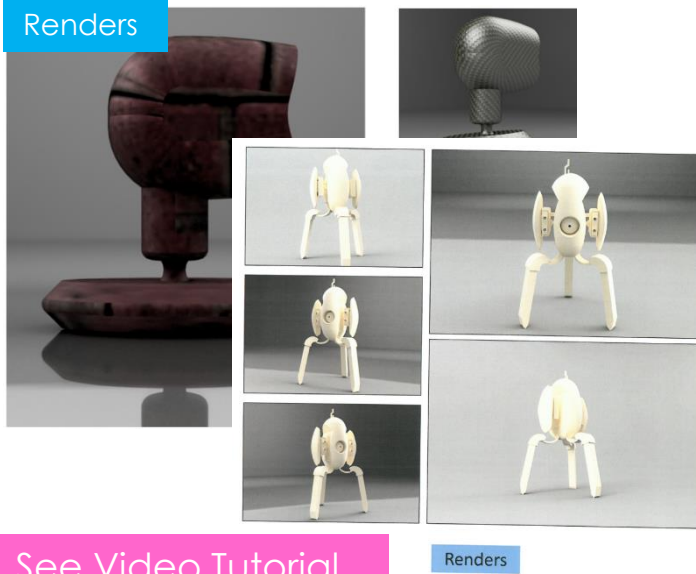
Design Refinement



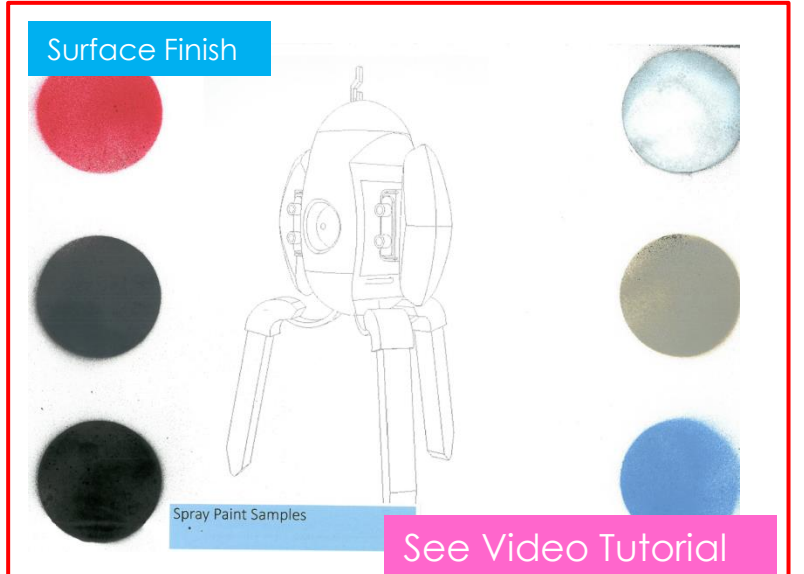
Orthographic Drawing



Renders

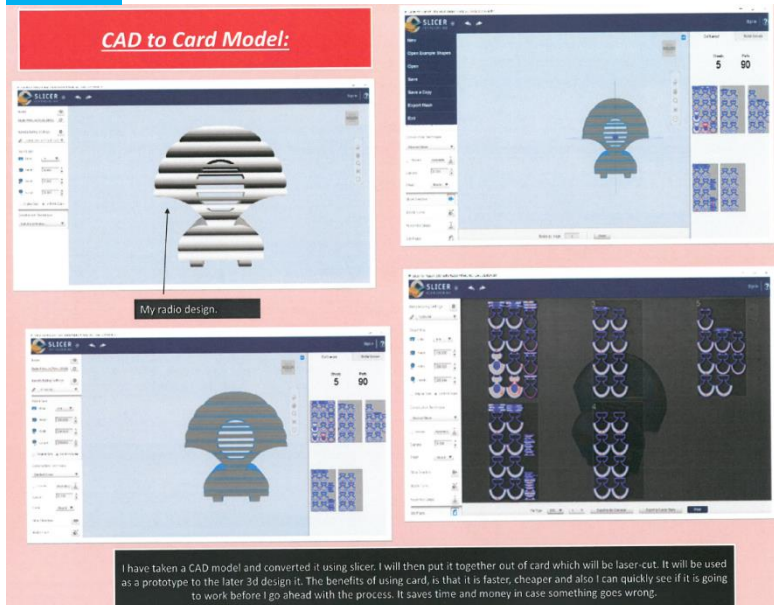


Surface Finish



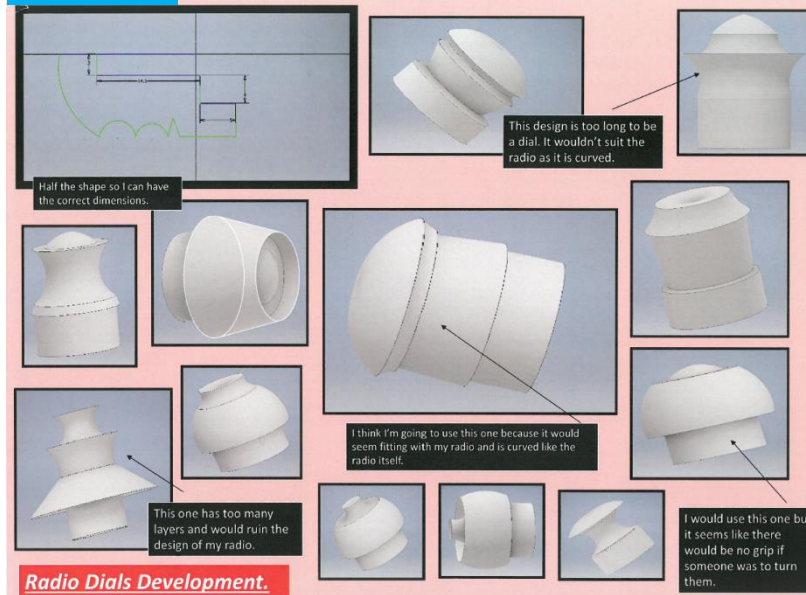
CAD Development Work A02/A03 – Screen shot development, Presentation Design, Design Refinement, Orthographic Drawing, Renders, Surface Finish

Slicer



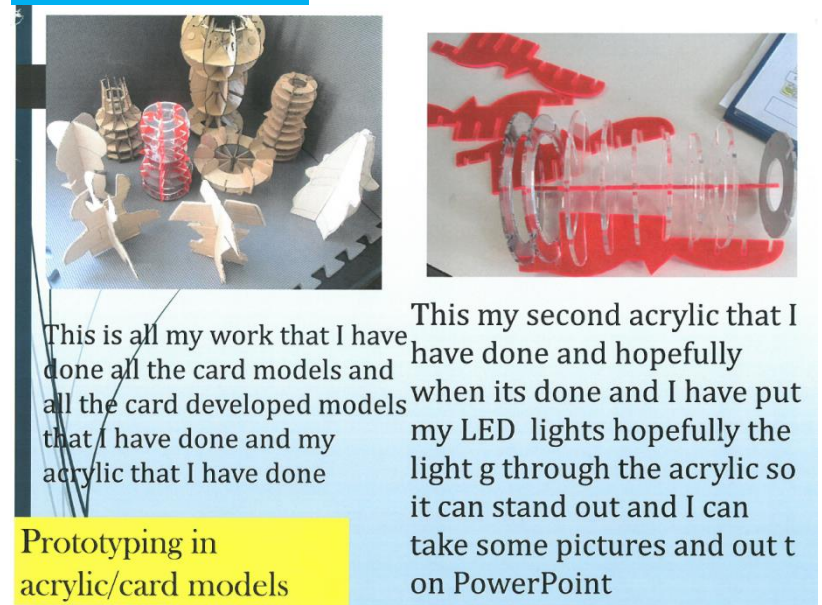
Screenshot this process. You could include the final Card model on this page

Features



Show how you EXPERIMENTED and **link** to research

Stages of making



Take as many photos as possible to show how your design developed and the work involved. Show how you EXPERIMENTED

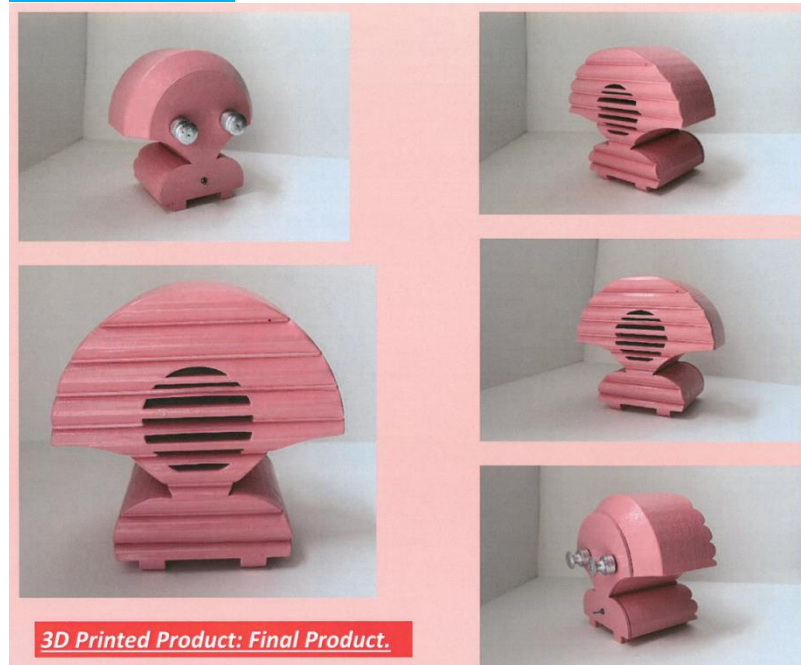
Journey



Journey!
This is the journey I went through, to end out with my masterpiece design that I have created.

This page is used to summarise all the links and story involved in making your final product

Final Product



Show different angles and ensure it is presented well. This is particular important for lamps that may have been photographed in the dark and at different colours

Marks	
24	Convinc
23	Clearly
22	Adequat
21	Just
20	Convinc
19	Clearly
18	Adequat
17	Just
16	Convinc
15	Clearly
14	Adequat
13	Just
12	Convinc
11	Clearly
10	Adequat
9	Just

Three-dimensional design 8205/C

AO1: 14 Adequately meets the criteria for a consistent ability

- Ideas have been annotated, explored and considered at each stage of the journey.
- Visual analysis of named and unnamed sources consistently demonstrates understanding which in turn influences the development of ideas throughout the creative process.
- Research informs the content and layout of outcomes throughout the submission.
- Meaningful investigations clearly result in features being identified and applied to the student's own responses.



Research – Does it link

AO2: 16 Convincingly meets criteria for consistent ability

- Responses convincingly meet the criteria for consistent ability, reflecting the range and depth of experimentation into a wide range of Card, Clay, 3D CAD Software.
- An ability to select and purposefully experiment with a wide range of media is consistently evident across the submission.
- Card models are shown to exhibit experimentation with clear results.
- Experimentation of alternative selected designs using a range of different techniques is evidenced.



Experimentation – Could you get your own research by photographing it your self. Have you experimented with different types of media e.g. Card & Clay

AO3: 16 Convincingly meets criteria for consistent ability

- Recording is at all times purposeful.
- Digital drawing tools are effectively used to generate, develop and refine designs.
- Written annotation is used to state intentions through mind maps and in analytical responses to the work of artists and designers. Annotation also explains decisions made by the student.
- Exploratory designs are sketched to demonstrate a consistent ability to visually record ideas and possible solutions.
- Comments throughout the submission show critical thinking.
- At every stage through the initial investigation of sources, experimentation with materials and the production of the final response, the students own drawings are supported by annotation.
- Alternative designs are considered and personal comments added.
- Exploratory designs in pencil demonstrate a consistent ability to visually record ideas and possible solutions.



Recording of Ideas
Clear Story – Quality of presentation – Does it link to research

AO4: 17 Just meets criteria for highly developed ability

- Outcomes produced are the result of clear intentions and a confident approach to investigating, experimenting and refining ideas.
- Well-informed personal and meaningful responses to the work of sources resulting in a highly developed outcome.
- A clear understanding of three-dimensional software to produce the final outcome.
- Throughout the submission the student works with confidence at a highly developed level to present a creative personal response to the starting point.
- A personal and meaningful response is presented across this submission.



Final Product – Quality - Does it link to research

Total Mark out of 96: 63

Marking Criterial - How is your work Assessed