

YR11 Drawing Techniques 1

Drawing stage 2 &3 - Design Developments



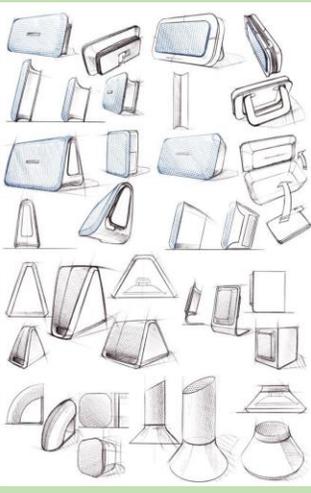
Key words and vocabulary

Initial Designs: Thumbnails & detailed thumbnails
User Feedback: To assess each design stage
 Design Developments: These are improvements of User feedback. They can be 1 Point, 2 Point perspective, Oblique, **Plano metric or Isometric** – although the latter is used for final designs
Final Design: Isometric / Exploded view
 *Remember you need Paper and card prototypes as well

Drawing stage 1

Initial Designs A

Initial ideas can come in the form of **thumbnails**
 These are free hand quick ideas



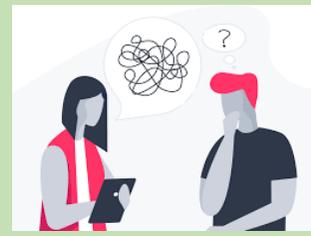
Initial Designs B

Initial ideas can also be developments of 1 initial design taken further with detail

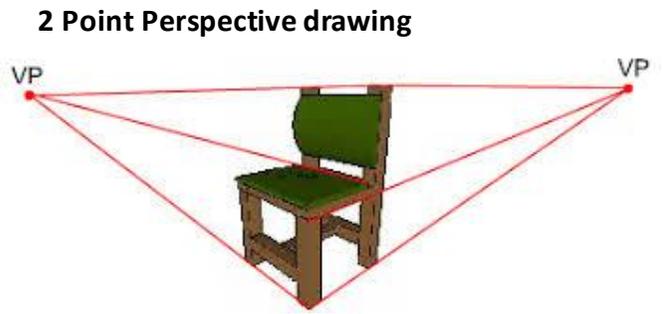


Initial Designs Part C

User feedback & PUN
 You need feedback from your User to establish which designs they prefer and why

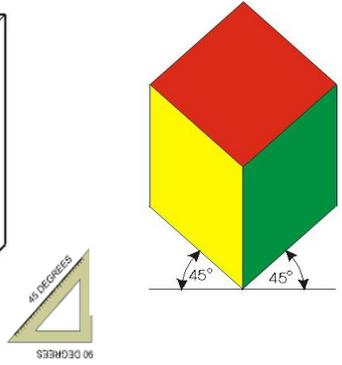


Rate best designs against PUN



Point Perspective drawing

Perspective drawing is excellent for developing ideas after thumbnails
 Equipment needed: Ruler, Pencil
 Top tips: Remember - Base line, Horizon line, vanishing points, construction lines



Planometric drawing 45Degree set square needed

Oblique drawing 45 degrees set square needed

Technical drawing using a set square is perfect for drawing your item in 3D with a sense of scale and proportion



Isometric drawing 30 degrees set square needed



Explore

*Design

Create

Make

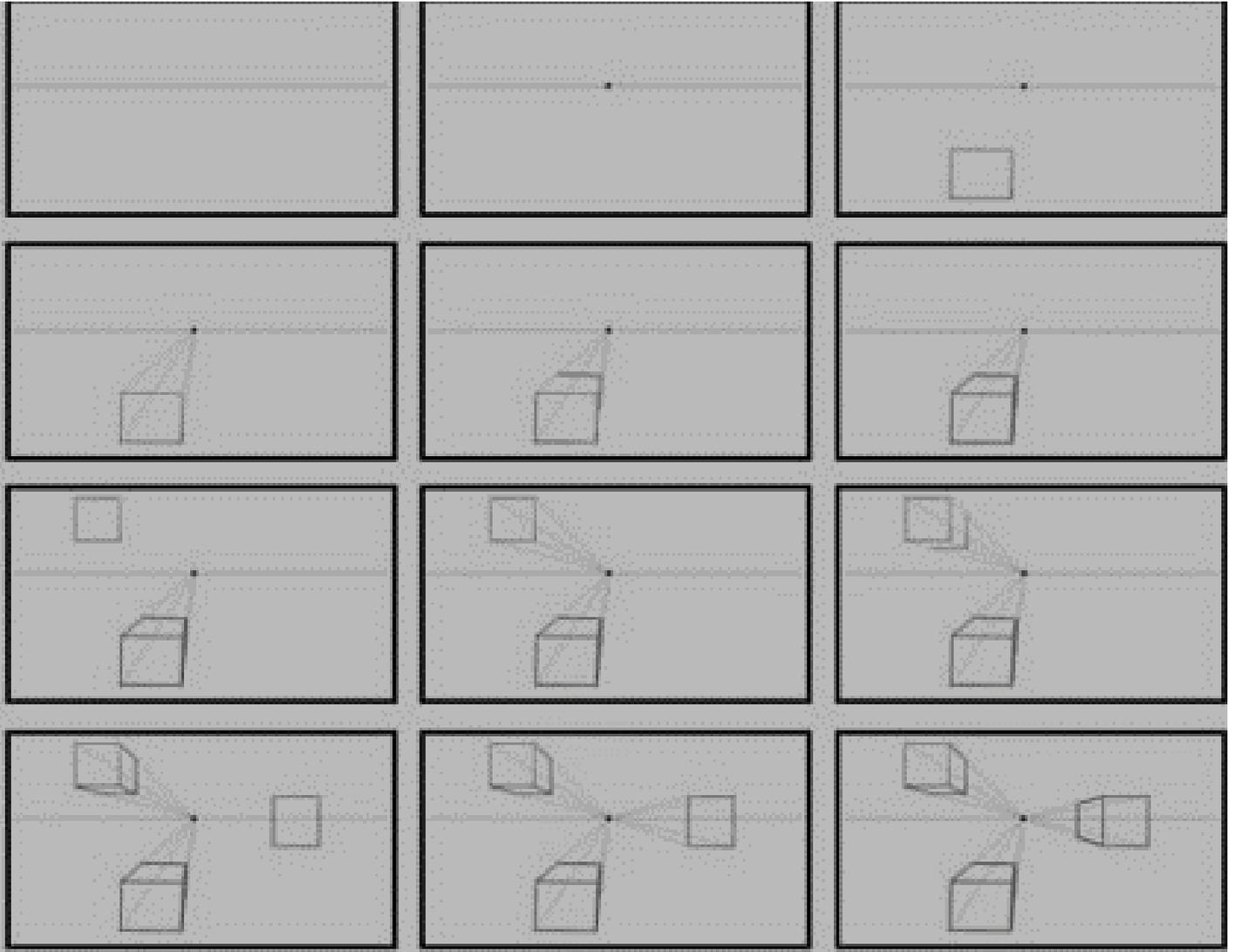
Evaluate

1 Point perspective help sheet

This exercise explains how to draw a cube in one point perspective and takes you through the task of drawing three simple blocks that are positioned above, below and in line with the horizon line.

KEY POINTS:

- Objects above the horizon line are drawn as if you are looking up at them (you see the bottom of the object)
- Objects below the horizon line are drawn as if you are looking down on them (you see the top of the object)
- Objects that are in line with the horizon line are drawn as if they are at eye level (you see neither the top or the bottom of the object)



2 Point perspective

2 Point Perspective - step by step

1 Turn your paper horizontal.

2 Draw a horizon line.

3 Draw two vanishing points on the horizon line near the page edges.

4 Draw a vertical line for the front edge of your form.

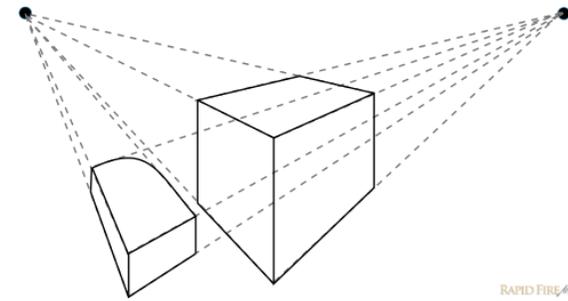
5 Draw orthogonal lines from front edge to both vanishing points.

6 Draw two vertical lines for back edges.

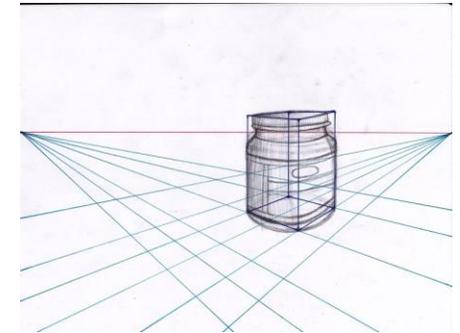
7 Connect top corners to opposite vanishing points.

8 Erase extra orthogonal lines.

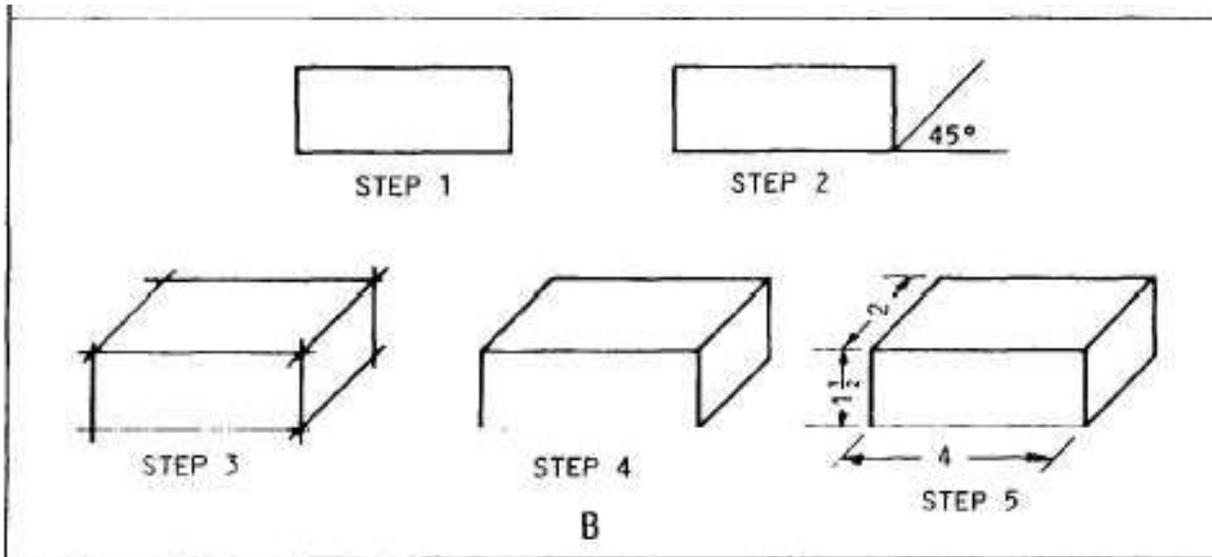
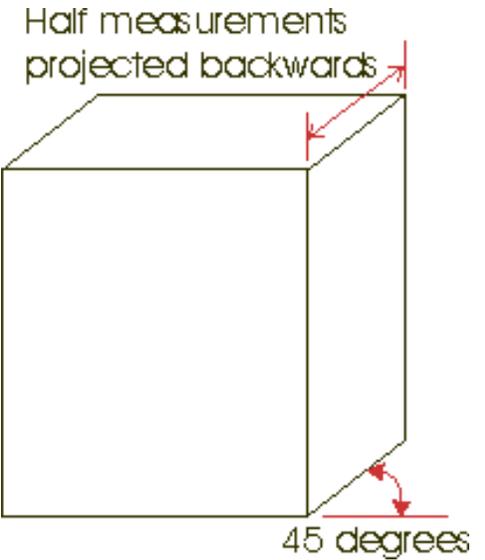
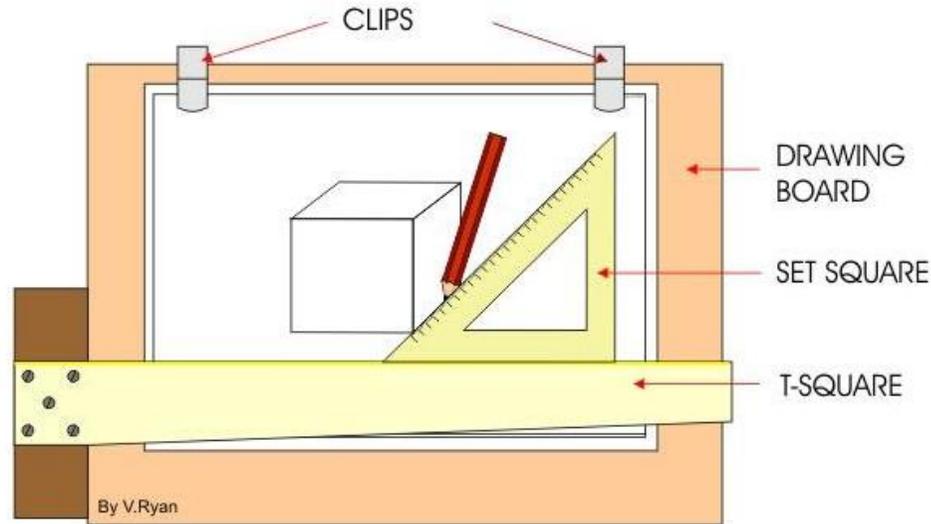
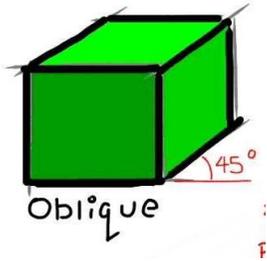
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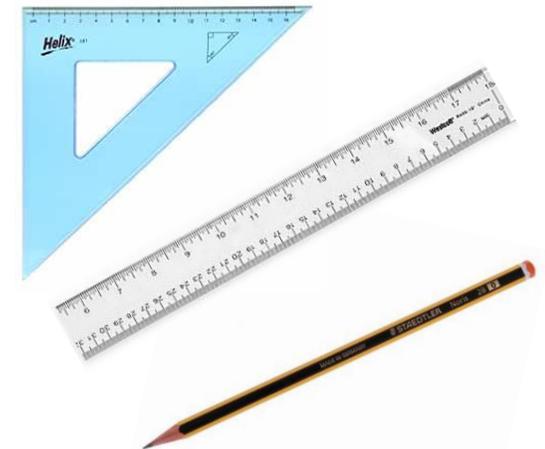
RAPID FIRE



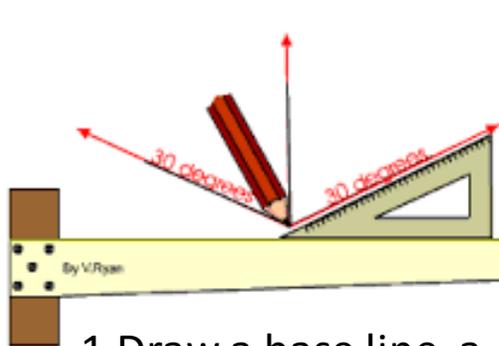
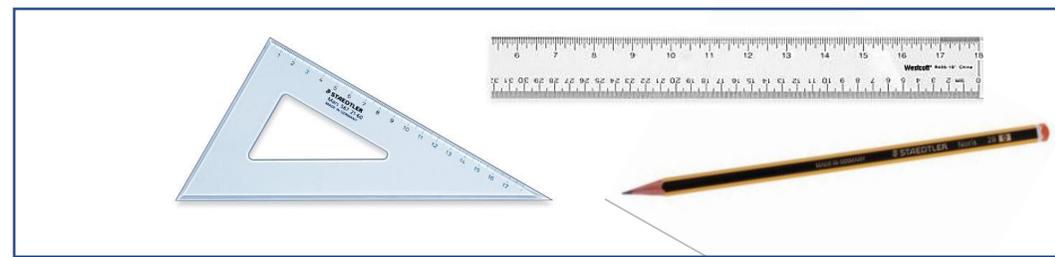
Oblique drawing



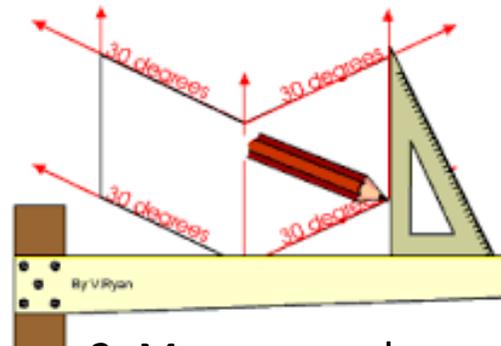
Equipment: 45 Degrees set square, Pencil, Ruler



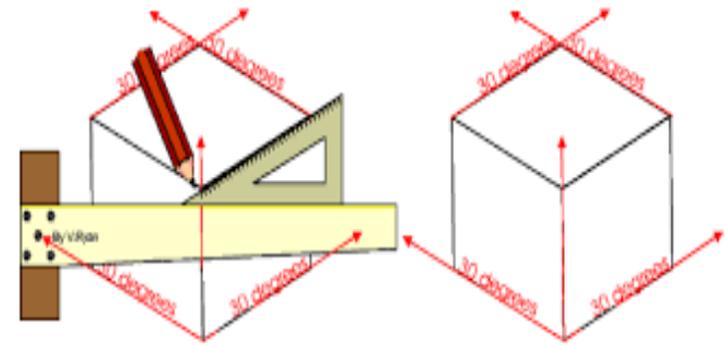
Isometric drawing



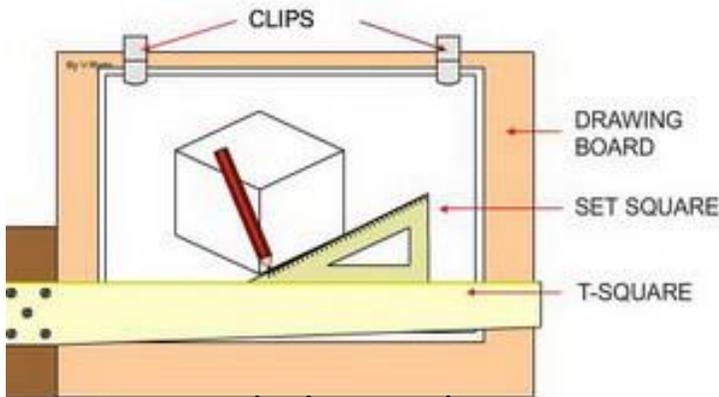
1. Draw a base line, a vertical and two thirty degree angles



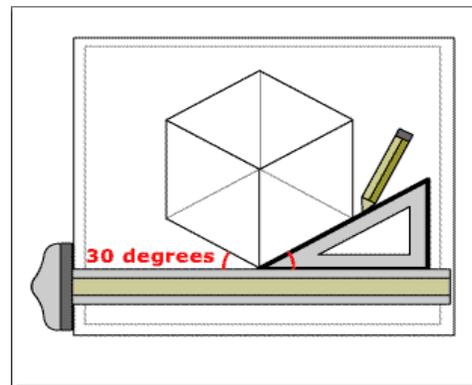
2. Measure and construct the sides of your shape and height



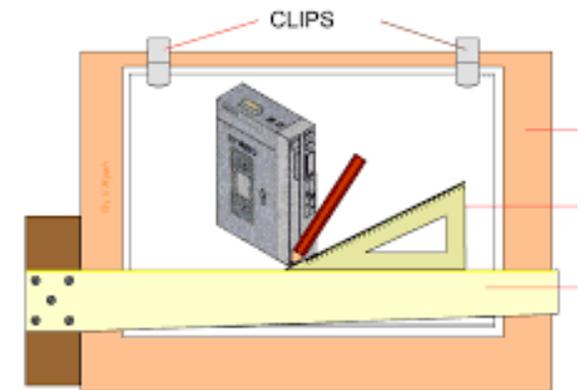
3. Draw the angle at the top of your shape following those angles at the bottom



4. Draw a darker outline around your shape



5. Ensure the outline is only around the outer part



6. Apply your surface graphics