

# S3 Design and Manufacture Drawing and Sketching Unit



Drawing and sketching skills are required in order to successfully progress through the National 5 Design and Manufacture course. Within this unit we shall intend to learn the following:

- ⇒ The 6 main types of graphics used within the design process
- ⇒ How to produce an accurate representation of a product in at least 2 of these graphic types

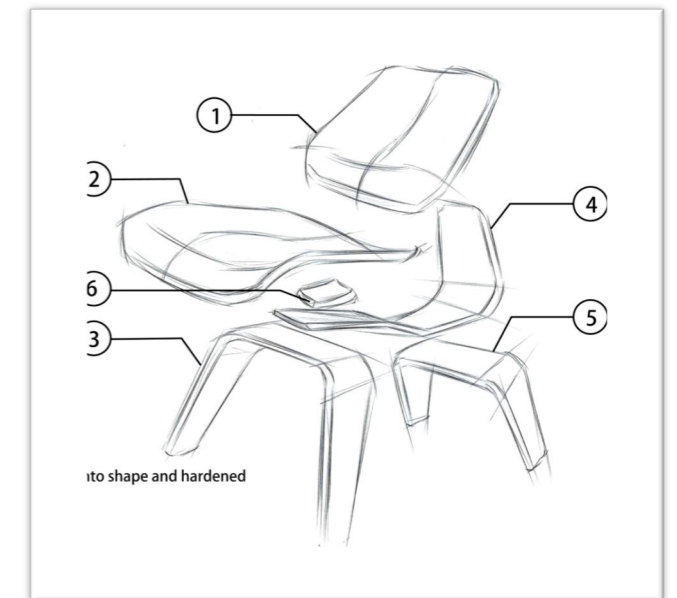
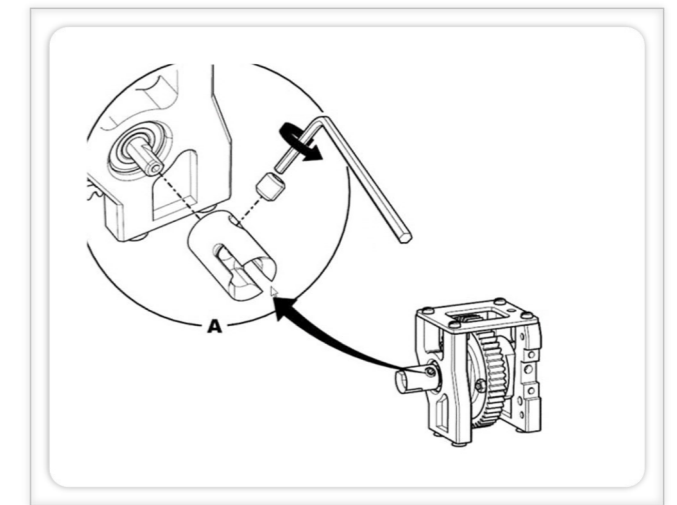


Teacher \_\_\_\_\_

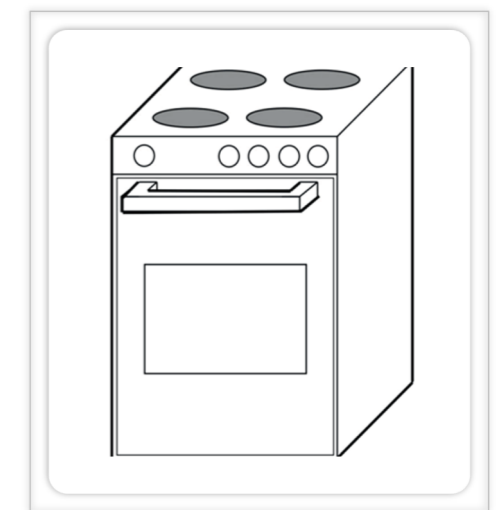
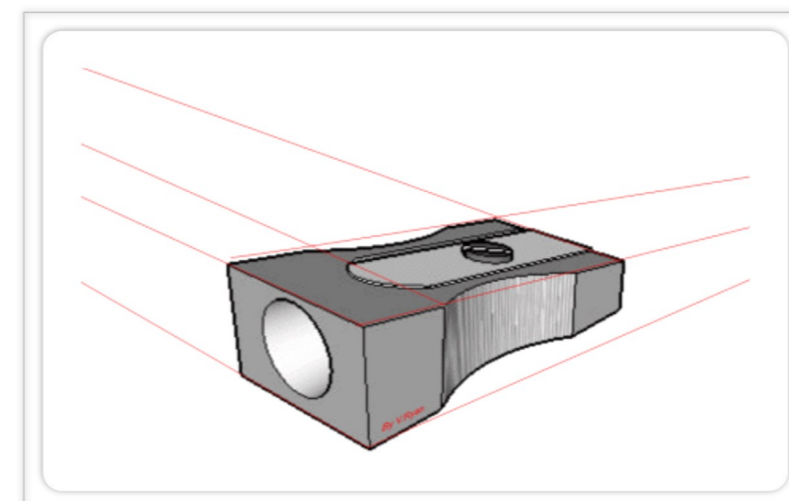
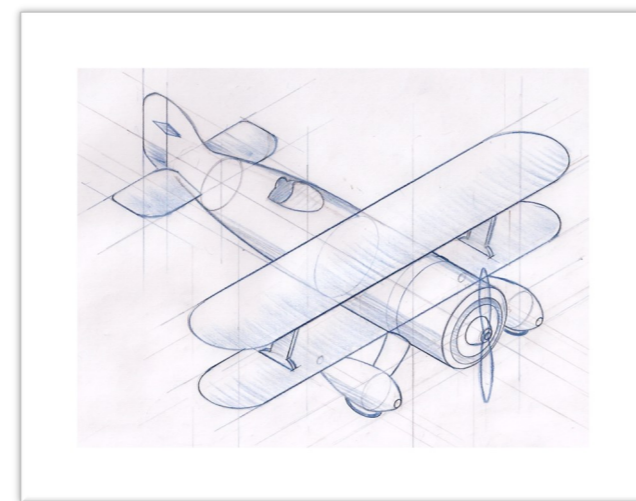
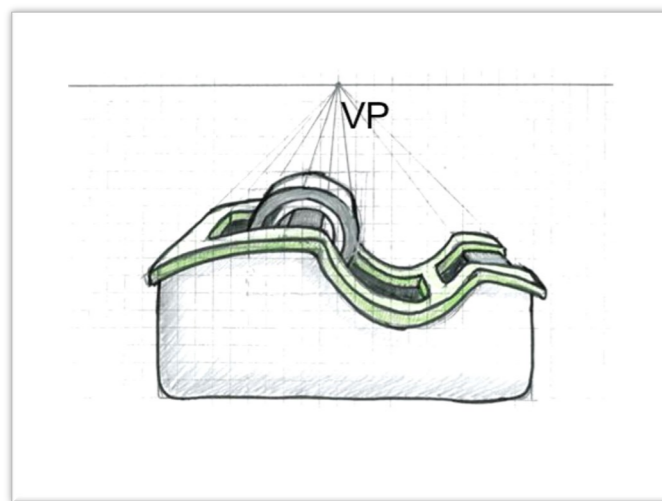
Name \_\_\_\_\_

- A wide range of graphic types are used within the design process in order to communicate different things, these include:

Graphic Type	What it communicates	Stage in the design process it is commonly used
One Point Perspective	A very basic idea	Idea Generation
Two Point Perspective	A basic idea at an angle where you can see more detail	Idea Generation, Development, Final Concept
Isometric	A basic idea at an angle where you can see more detail	Idea Generation, Development, Final Concept
Oblique	A basic idea, used for drawing curved products	Idea Generation
Detail View	Shows small detail that may not been seen when using another view	Development, Final Concept
Exploded View	Shows how the product is assembled	Development, Final Concept



*Task One: Write the name of each graphic type under the images shown*



Practice area for drawing types



*One Point Perspective*

*Two Point Perspective*

*Isometric*

*Oblique*

*Task Two: Produce the following:*

- A one point perspective view of the microwave
- An isometric view of the microwave
- A detail view of the microwave



*Task Three: Produce the following:*

- A two point perspective view of the torch
- An oblique view of the torch



*Task Four: Produce the following:*

- An exploded view of the bedside table



A designer may produce up to 20 ideas during the initial ideas stage therefore shading each idea can be very time consuming. That's why designers often use some of the techniques below. These techniques are quick and still help the idea stand out.



Depth line



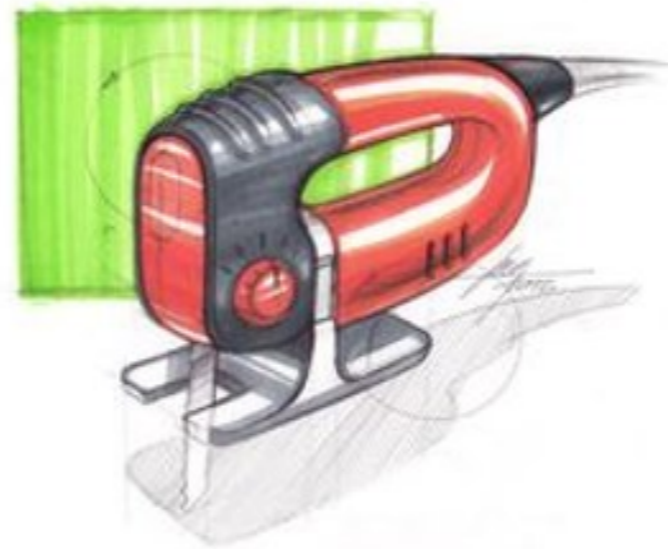
Shading



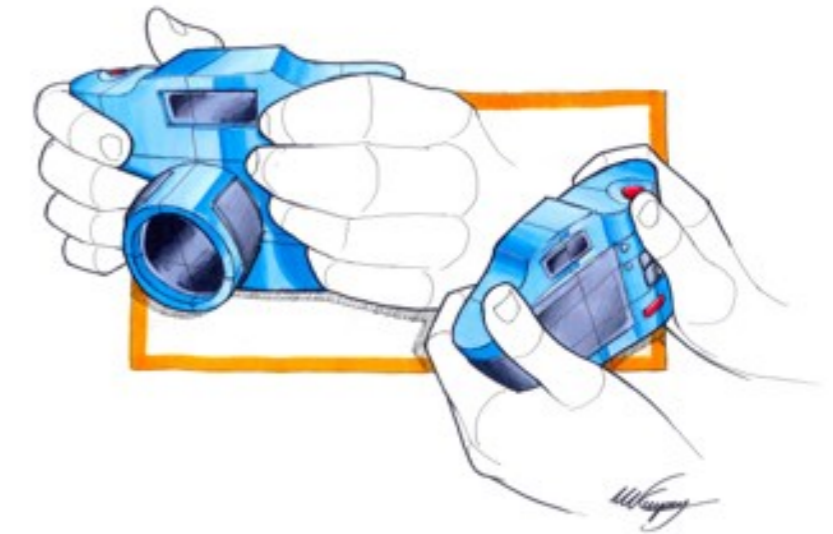
Flash bar



Glow

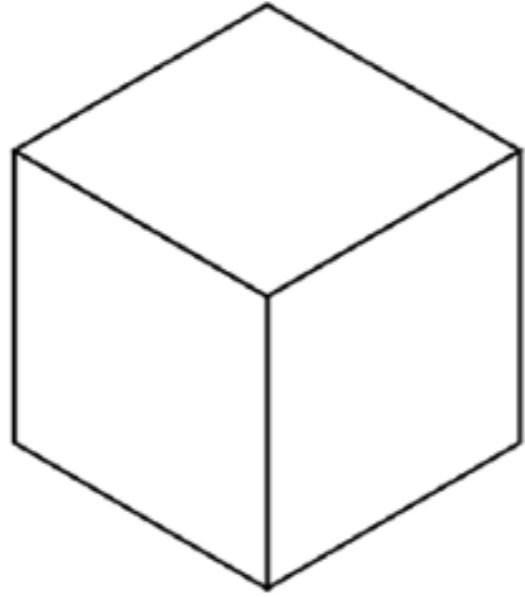


Background

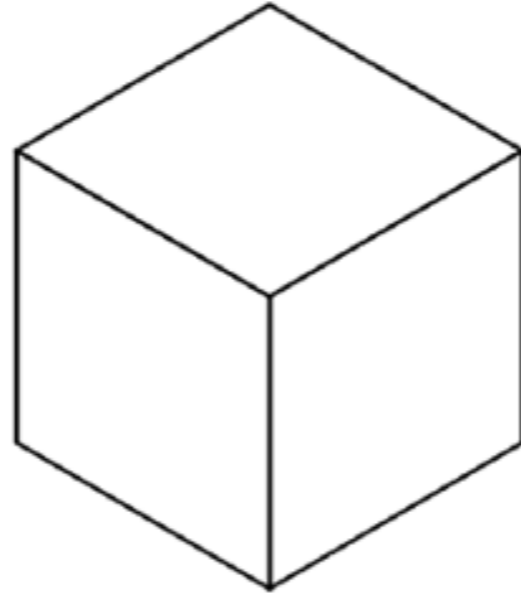


Frame

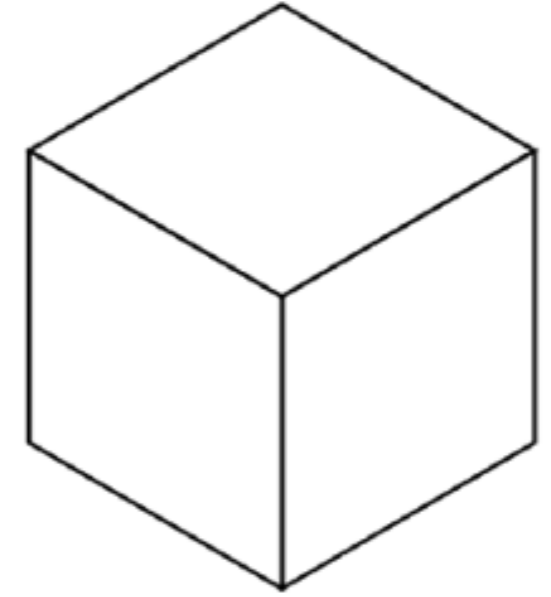
Using the range of techniques detailed below, draw 6 boxes on a sheet of A3 paper and apply the relevant rendering technique. Your teacher will demonstrate how to carry these out.



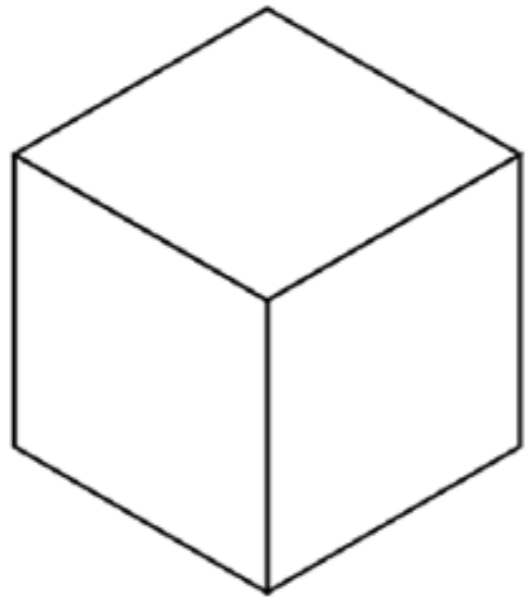
Depth line



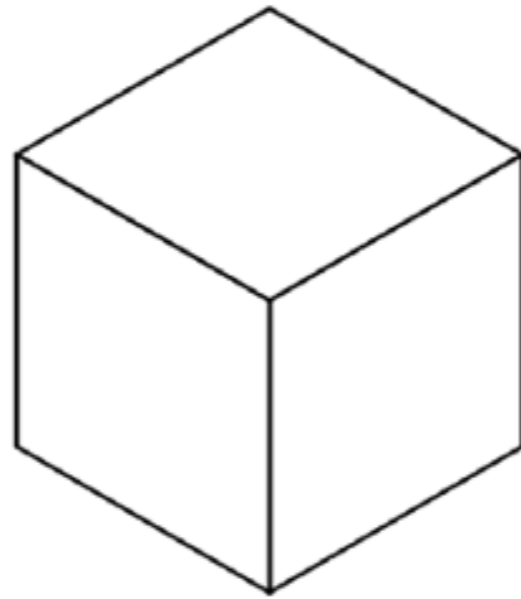
Shading



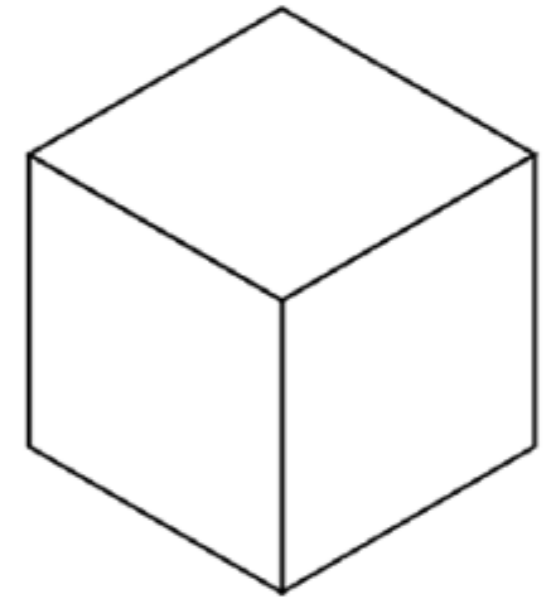
Flash bar



Glow



Background



Frame