

Year 11 to Year 12 A Level DT Transition Project

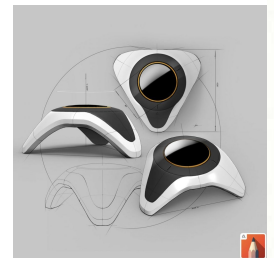
WHAT?

Create a visual sketch journal which aims to develop design skill in a small A5 or A4 sketchbook.



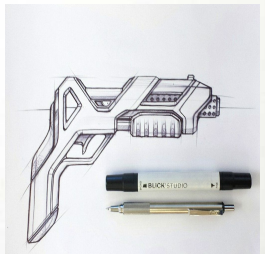
HOW?

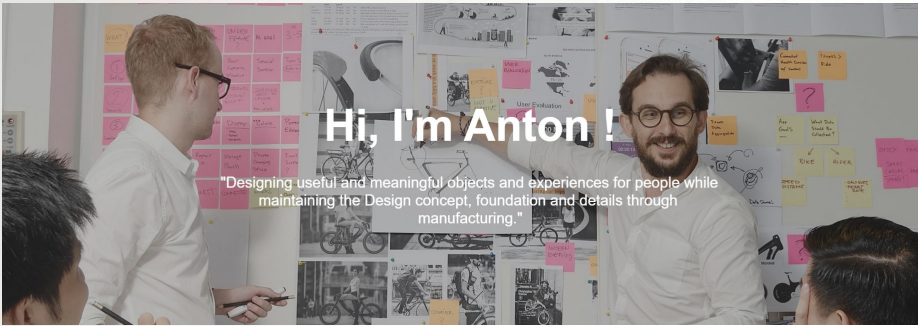
Use a combination of techniques and media to illustrate the suggested themes using a range of materials, techniques & processes.



WHY?

To develop & refine your observation and technical drawing skills by looking more closely at things around you that you see everyday, & to explore skills in creating drawings for design.





Hi, I'm Anton!

"Designing useful and meaningful objects and experiences for people while maintaining the Design concept, foundation and details through manufacturing."

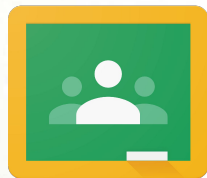
Anton Ruckman is a *Multidisciplinary Designer* who has launched video tutorials to teach students the basics they need to know to become an elegant and skilled design sketcher.

<https://antonruckman.myportfolio.com/story>

Each week follow Anton's 'Beginners' tutorials and recreate his samples in a sketchbook/notebook of your own.

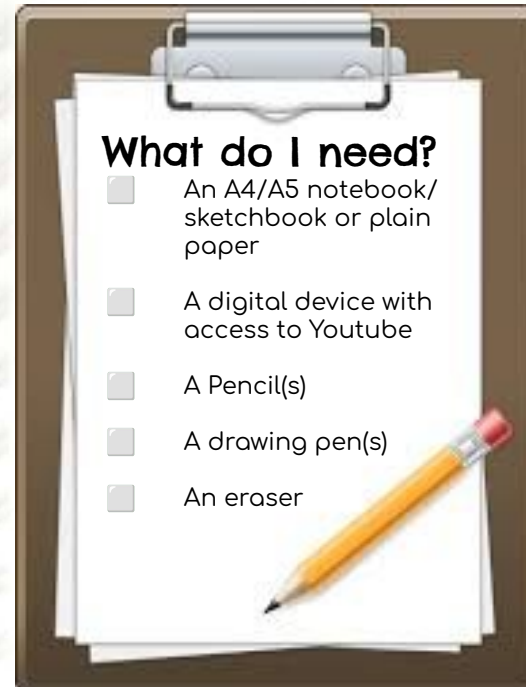
Once complete, you will then complete a sketch a week challenge between now and the summer holidays.

Upload photos of your progress to the Y12 D&T Google Classroom:



Google Classroom

The classroom code is: **zfgH5tb**



What do I need?

- An A4/A5 notebook/sketchbook or plain paper
- A digital device with access to Youtube
- A Pencil(s)
- A drawing pen(s)
- An eraser

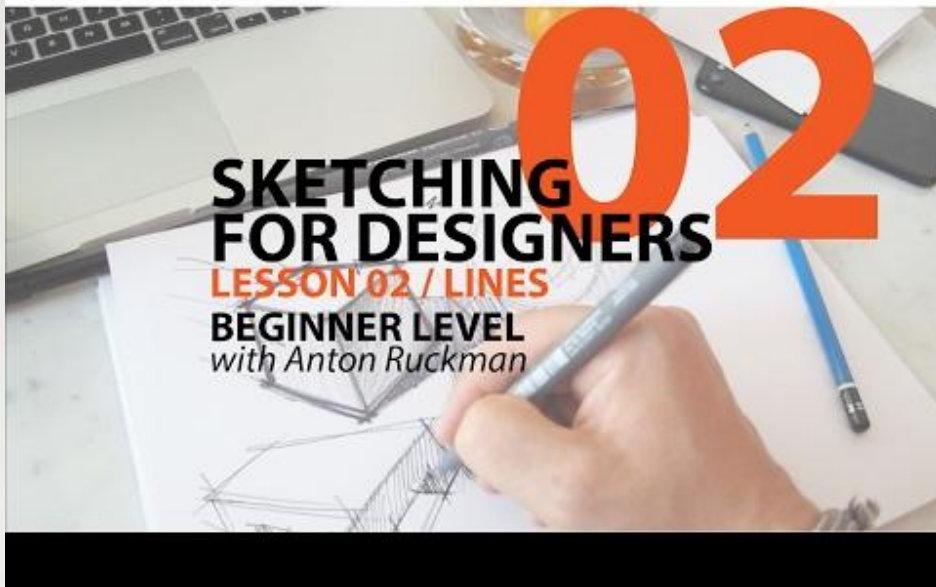
WEEK 1

Watch the tutorial and copy the techniques demonstrated



LESSON 1: Basic Tools

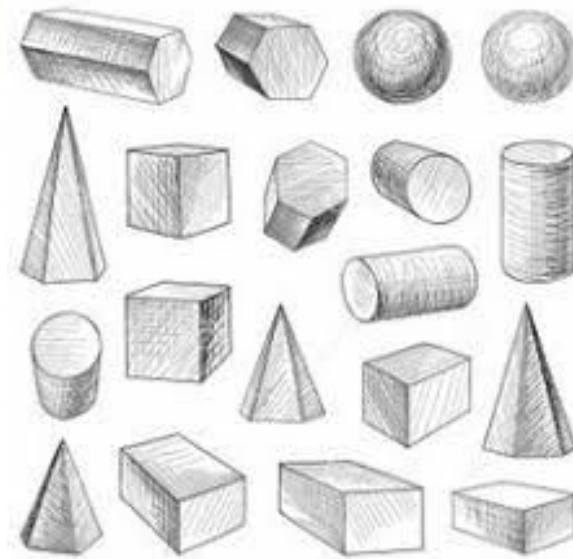
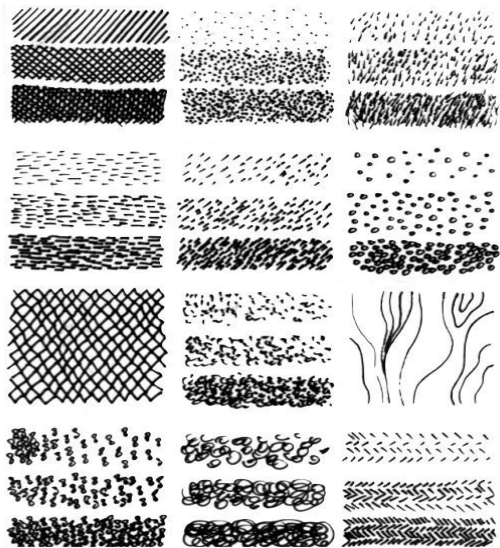




Watch the tutorial and copy the techniques demonstrated

WEEK 1

LESSON 2: Lines



WEEK 2

Watch the tutorial and copy the techniques demonstrated



LESSON 3: Basic Shapes

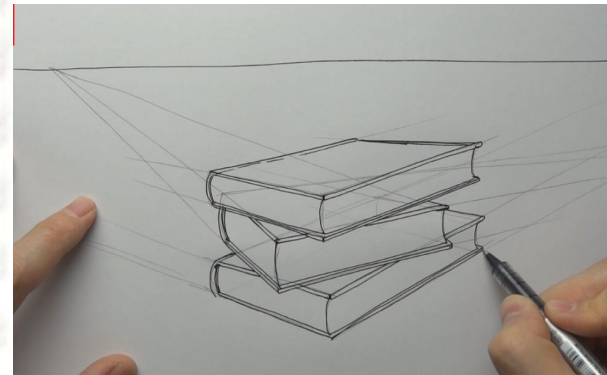
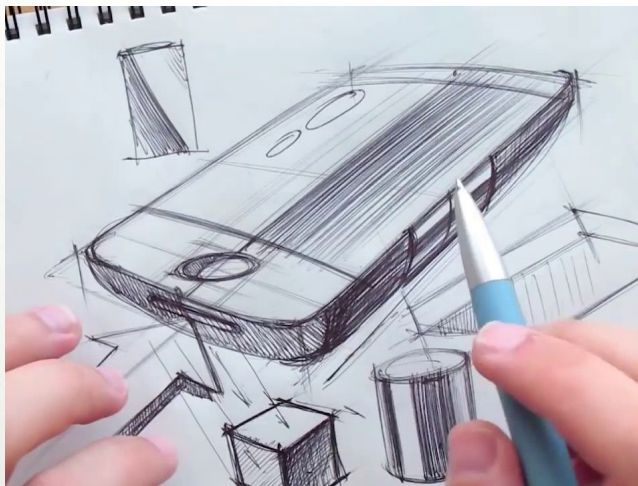




LESSON 4: One Point Perspective

Watch the tutorial and copy the techniques demonstrated

WEEK 2



WEEK 3

Watch the tutorial and copy the techniques demonstrated

LESSON 5: Two Point Perspective

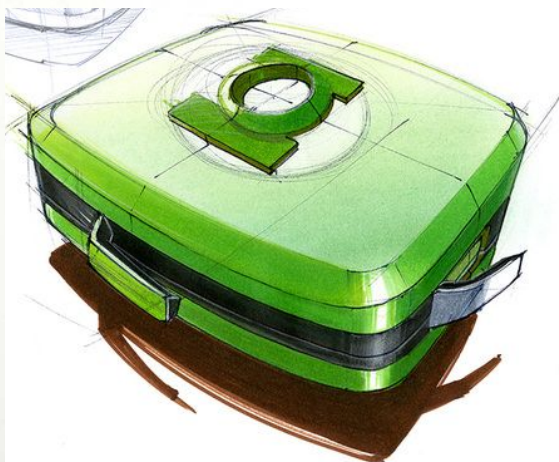




Watch the tutorial and copy the techniques demonstrated

WEEK 3

LESSON 6: Three Point Perspective



What can I buy to improve my sketches?



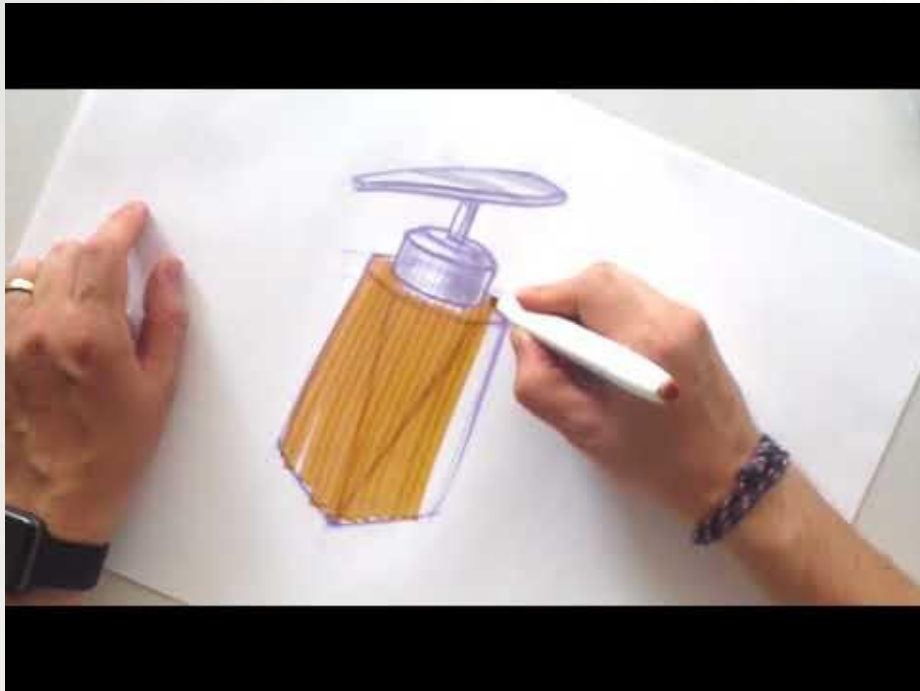
WEEK 4

Watch the tutorial and copy the techniques demonstrated



LESSON 7: Basic Render

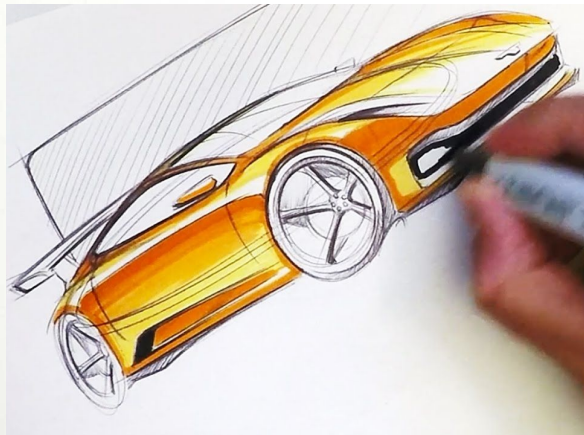




LESSON 8: How to sketch with markers

Watch the tutorial and copy the techniques demonstrated

WEEK 4

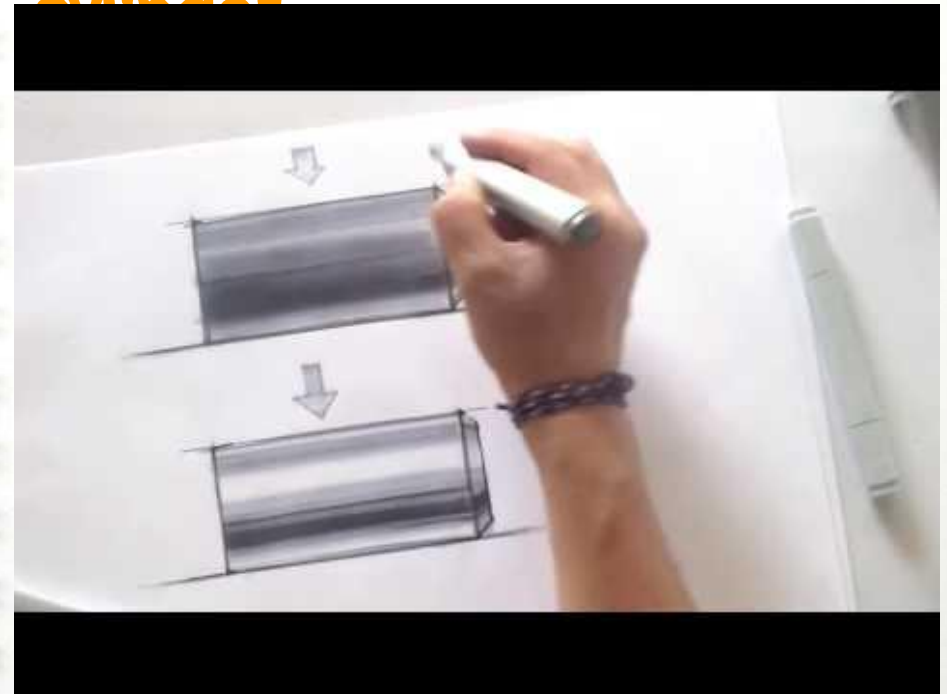


WEEK 5

Watch the tutorial and copy the techniques demonstrated



LESSON 9: How to render a metal cylinder



SKETCH

A WEEK

TASK

1

WEEK 6

ONE
POINT
PERSPECTIVE

SKETCH A WEEK TASK

Based on 1 POINT PERSPECTIVE

Using your learning from **Lesson 04: One Point Perspective** sketch a range of baskets / laundry basket designs.

Fill a page in your sketchbook, notebook or paper.

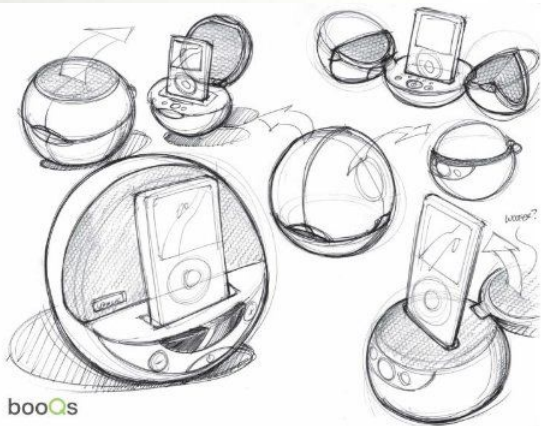
HAVE A GO:

Have a go at using line techniques to present your ideas creatively.

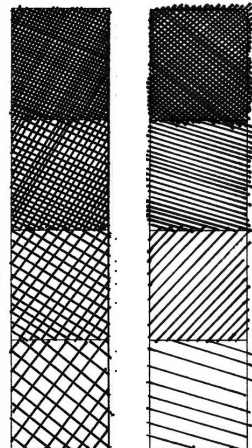
Remember to upload your work to:



Google Classroom



booQs



INSPIRATION PAGE



TIP: Watch [lesson 04](#) again if you cannot remember how to present your sketches in one point perspective.

SKETCH

A WEEK

TASK

2

WEEK 7

**TWO
POINT
PERSPECTIVE**

SKETCH A WEEK TASK

Based on 2 POINT PERSPECTIVE

Using your learning from **Lesson 05: Two Point Perspective** sketch a range of computers and laptops.

Fill a page in your sketchbook, notebook or paper.

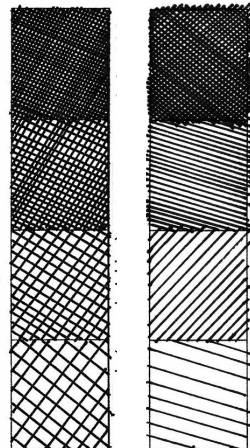
HAVE A GO:

Have a go at using colour to render your ideas creatively.

Remember to upload your work to:



Google Classroom



INSPIRATION PAGE



TIP: Watch **lesson 05** again if you cannot remember how to present your sketches in two point perspective.

SKETCH

A WEEK

TASK

3

WEEK 8

THREE
POINT
PERSPECTIVE

SKETCH A WEEK TASK

Based on 3 POINT PERSPECTIVE

Using your learning from **Lesson 06: Three Point Perspective** sketch a range of phones and tablets.

Fill a page in your sketchbook, notebook or paper.

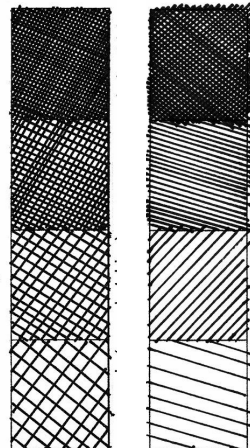
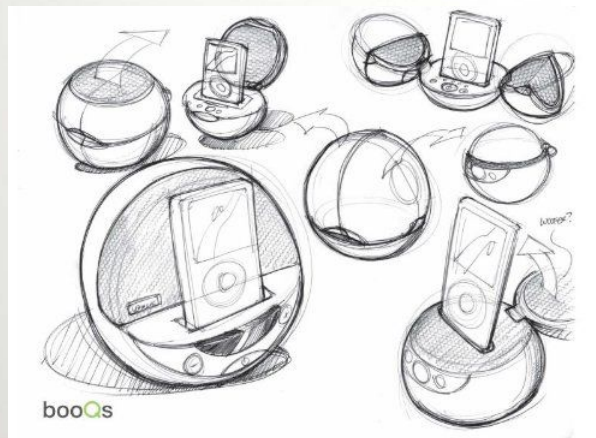
HAVE A GO:

Have a go at using colour to render your ideas creatively.

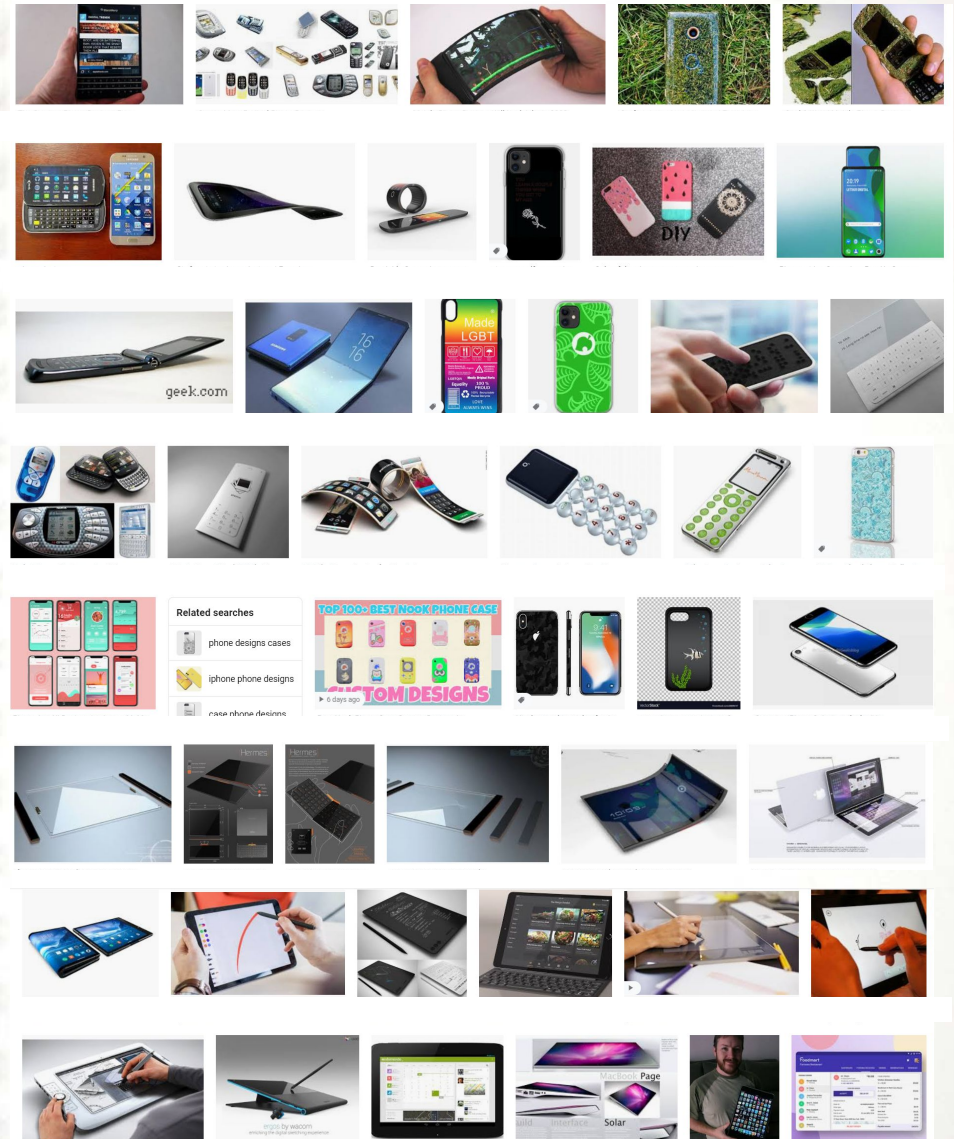
Remember to upload your work to:



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TIP: Watch Lesson 06 again if you cannot remember how to present your sketches in three point perspective.

SKETCH

A WEEK

TASK

4

WEEK 9

ONE
POINT
PERSPECTIVE

SKETCH A WEEK TASK

Based on 1 POINT PERSPECTIVE

Using your learning from **Lesson 04: One Point Perspective** sketch a range of game console designs.

Fill a page in your sketchbook, notebook or paper.

HAVE A GO:

Have a go at using colour to render your ideas creatively.

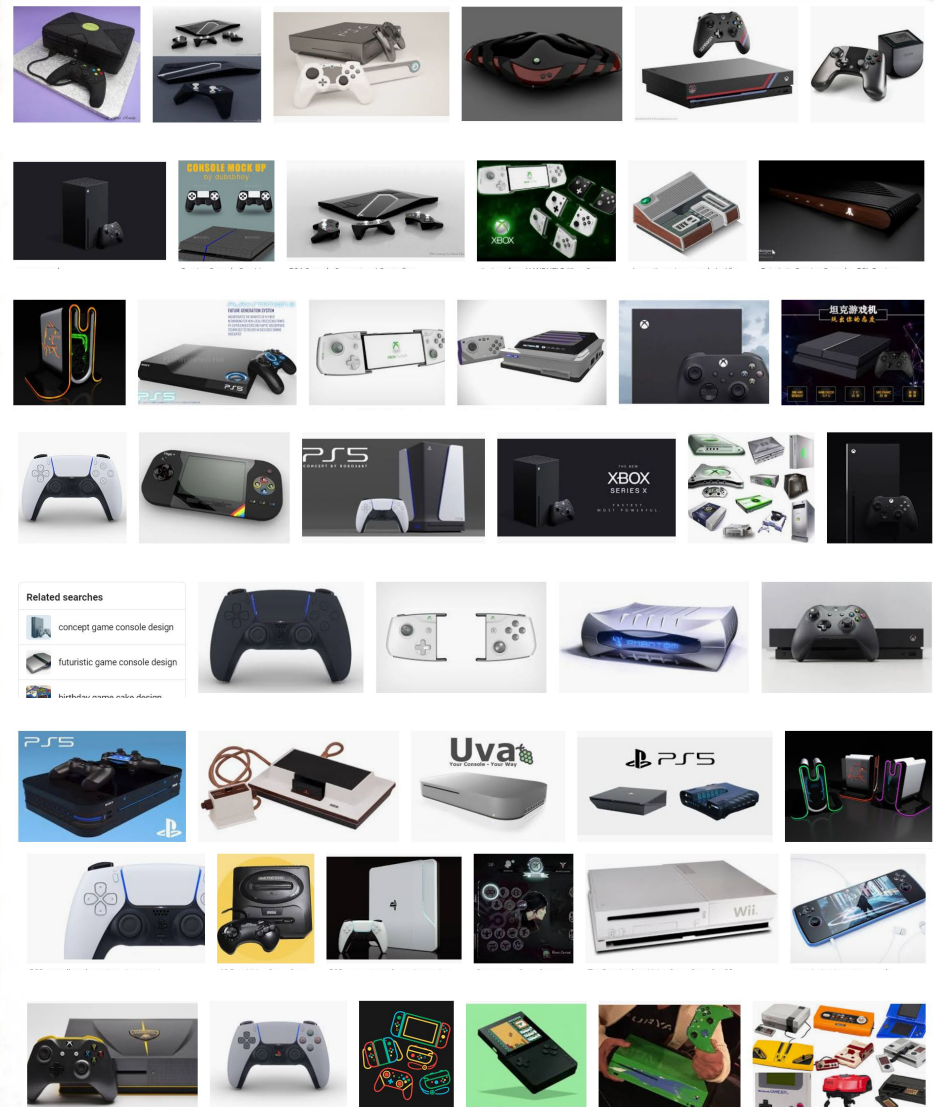
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TIP: Watch [lesson 04](#) again if you cannot remember how to present your sketches in one point perspective.

SKETCH

A WEEK

TASK

5

WEEK 10

**TWO
POINT
PERSPECTIVE**

SKETCH A WEEK TASK

Based on 2 POINT PERSPECTIVE

Using your learning from **Lesson 05: Two Point Perspective** sketch a range of tape measures.

Fill a page in your sketchbook, notebook or paper.

HAVE A GO:

Have a go at using colour to render your ideas creatively.

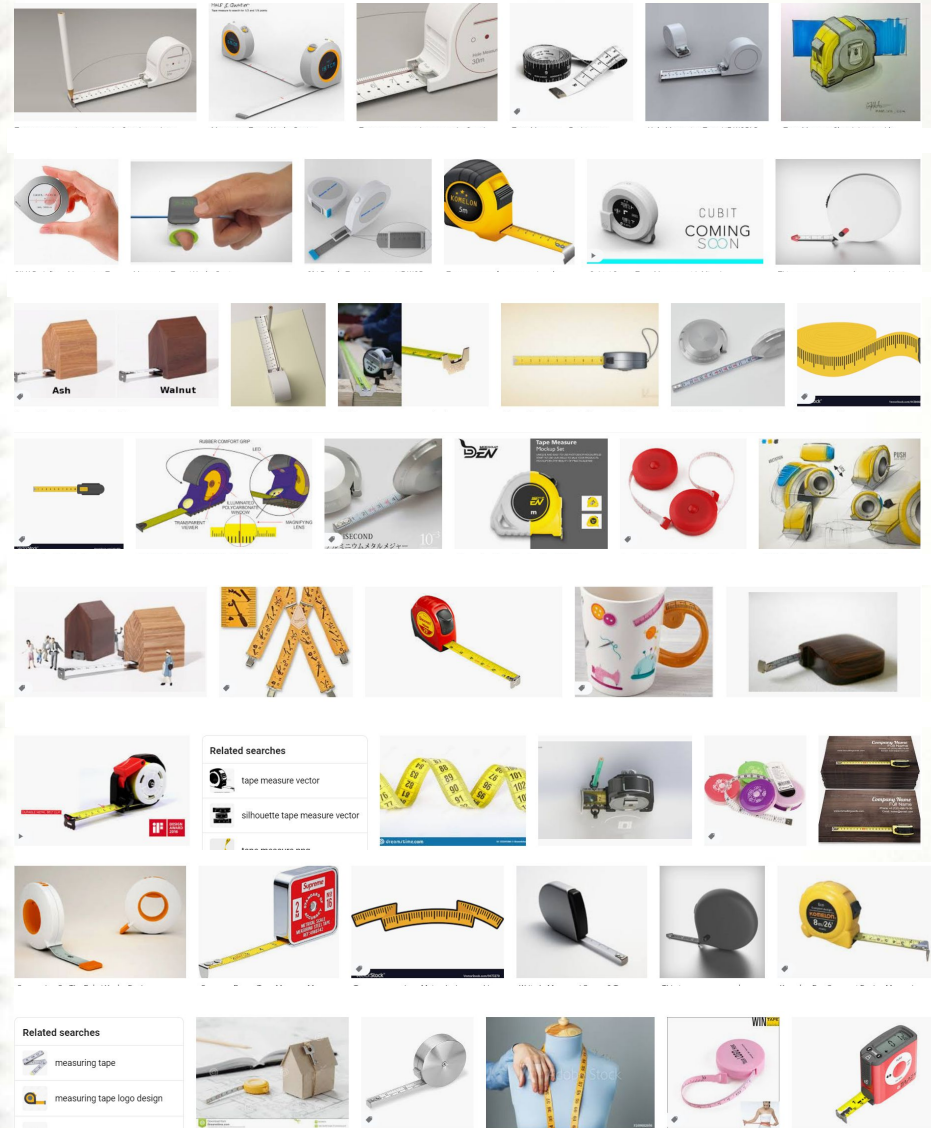


Remember to upload your work to:



Google Classroom

INSPIRATION PAGE



TIP: Watch [lesson 05](#) again if you cannot remember how to present your sketches in two point perspective.

SKETCH

A WEEK

TASK

6

WEEK 11

**THREE
POINT
PERSPECTIVE**

SKETCH A WEEK TASK

Based on 3 POINT PERSPECTIVE

Using your learning from
Lesson 06: Three Point Perspective

sketch a range of cameras.

Fill a page in your sketchbook, notebook or paper.

HAVE A GO:

Have a go at using colour to render your ideas creatively.

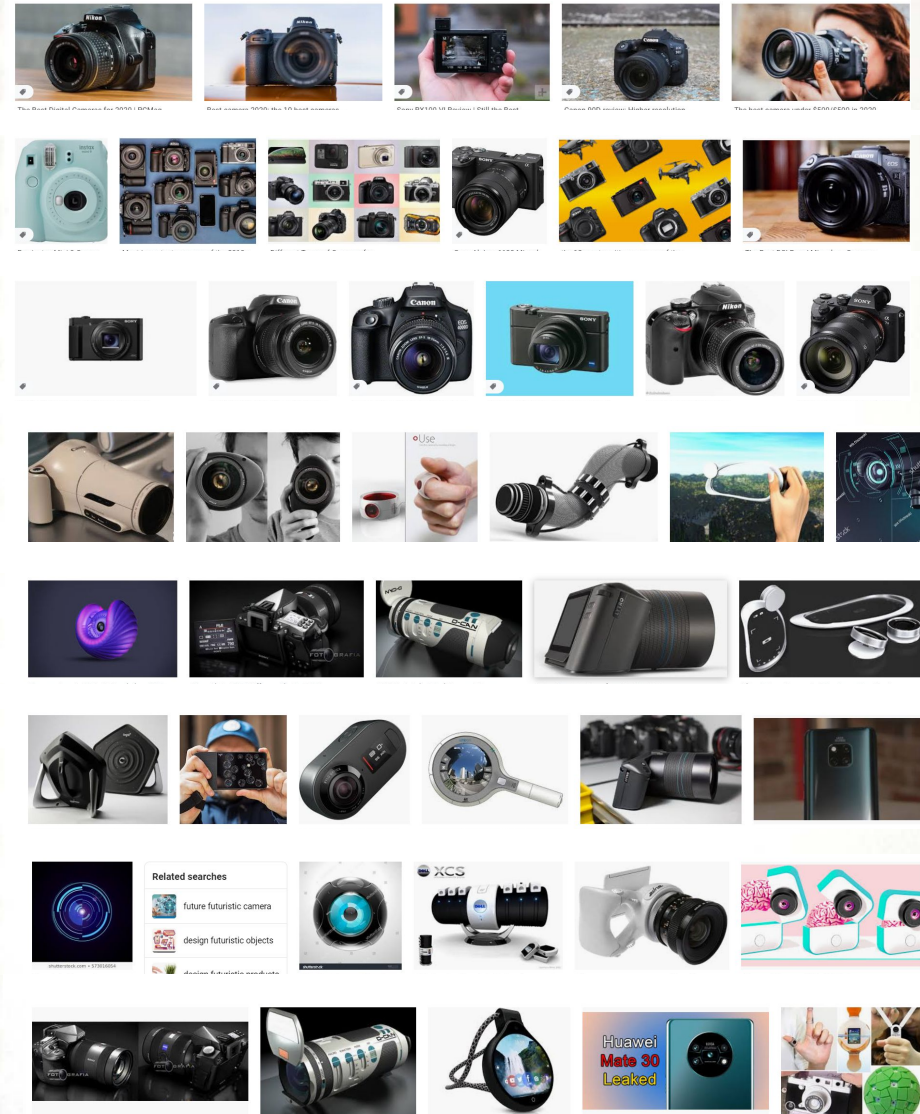
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Google Classroom



INSPIRATION PAGE



TIP: Watch lesson 06 again if you cannot remember how to present your sketches in three point perspective.

