Year 9 3D design—Art Deco clock project

You have been working on a project based on an art deco inspired wall mounted clock. You need to complete work on A3 paper which can be put towards your work in school.

Use the following help sheets to help you complete work that is done to a high standard and shows how you have developed your own ideas which clearly meet the design brief. The examples are there to support your understanding and should be used to guide the type of work you are doing and not copy what you see.

Present the work neatly making links to the theme Hinges and designers/artists you have research.

If you create models to help you develop the idea make sure you take photographs and explain the ideas in detail, showing how they have helped you develop a solution.

You can use Google Sketch-up on any computer for free and create 3D computer generated models which can be used to present your own work.

Produce detailed design drawings in 3D to show what you intend to develop into a final piece, the final piece will be completed in school when you return.

If you have already completed a final piece you now need to use this time to develop the idea further, the design process is never finished and you can always improve on the design and work you have done.

Mind mapping

Activity:

Record initial ideas via a visually stimulating mind map using individual words, secondary source images from the internet as a starting point to your initial investigations.

Aim:

To find a personal point of interest and starting point that allows you to take an initial ownership of the projects, acting as a platform and stimulus for investigations.
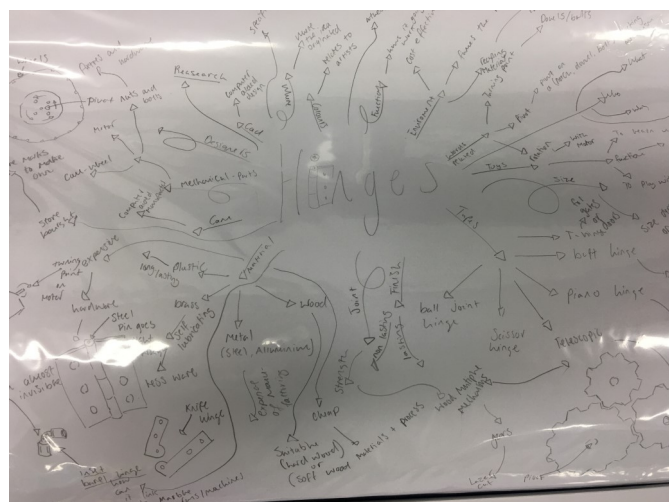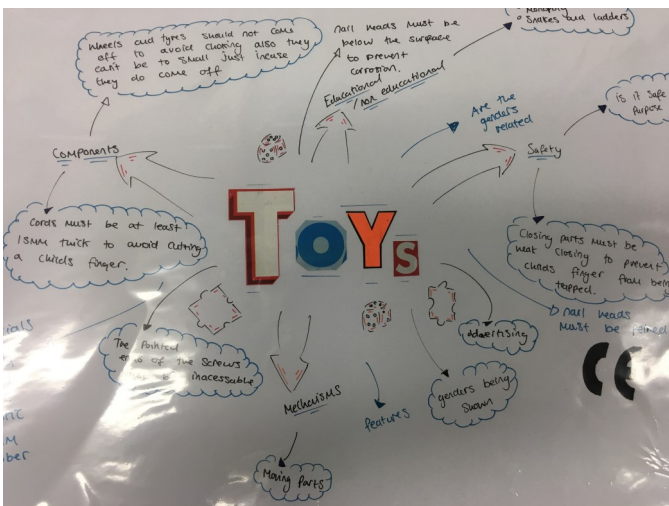
Homework:

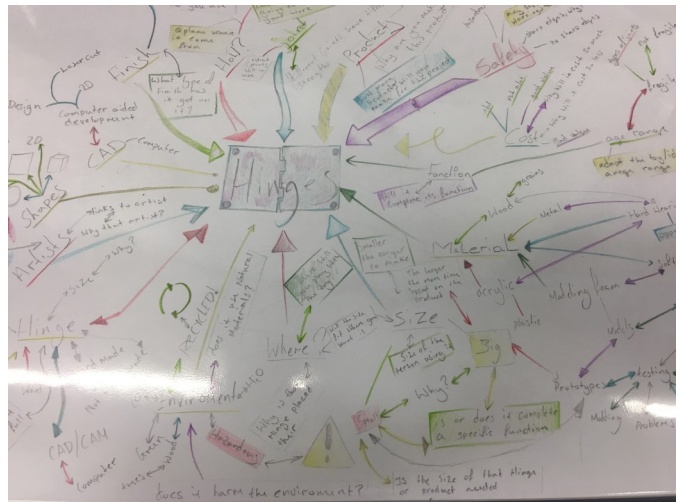Play 'hunter gather' by finding images to back up mind map wording.
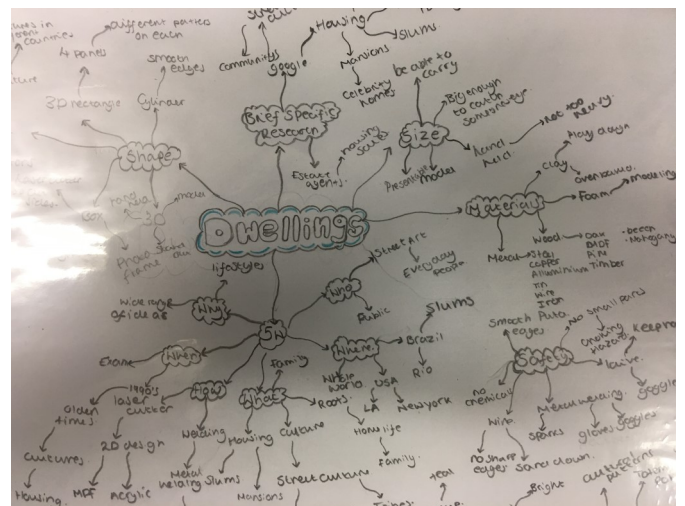
Clues and tips:

Liberal and appropriate use of google, Pinterest, magazines and Instagram.

Good Progress | Outstanding Progress

Visual Recording

Activity:

Visual recording using line and tone. Various media such as pencil, biro, collage and mixed media, mono printing, carbon printing, intaglio printing and initial photography.

Aim:

To produce visual recordings with the emphasis being on direct observation, where possible. Recording in three dimensions is to be considered at this stage.

Homework:

To continue producing more visual recordings in their own time and per-sonalising where appropriate.

Clues and tips:

A careful balance between ALL media referenced in lesson activity. Use relatively simple individual objects for recording.
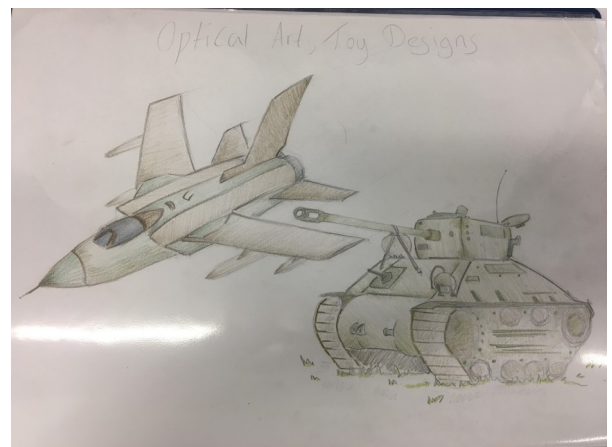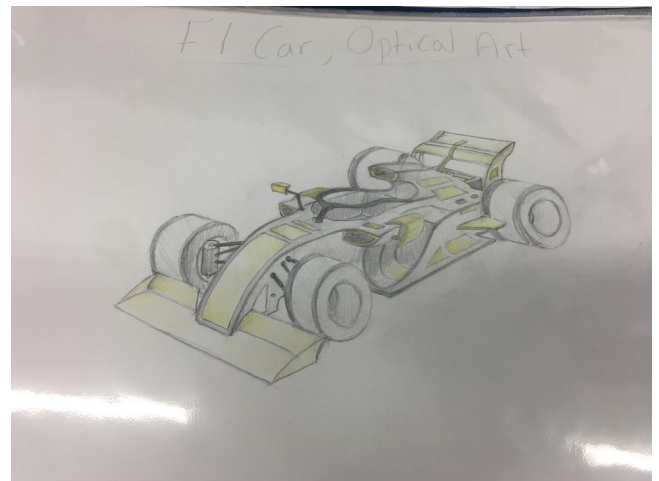
Other suggested research resources:

Google search: Michael Craig Martin (digital), Picasso light drawings (experimental), Dutch still life (traditional), Georgia O'Keeffe (macro/flowers/abstract)
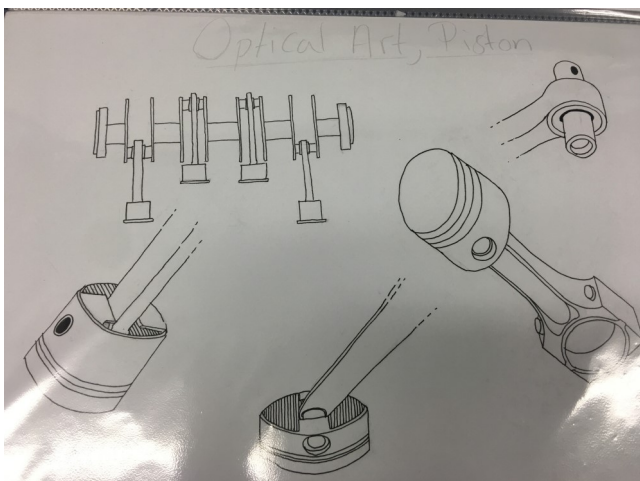
Good Progress	Outstanding Progress

Initial ideas, maquettes and models

Activity:

To realise initial ideas and investigations into three-dimensional maquettes/models using sim-ple materials such as pa-per, card, wood, clay or recycled/found objects. Photograph maquette using staged lighting.

Aim:

To prove understanding of artists reference together with the development of the work to a potential final out-come that transitions from two to three dimensions.

Homework:

Presentation of photographic recording of initial maquettes. Make further maquettes/models and photograph outcomes.

Clues and tips:

Keep it technically simple. Paper, glue-stick and card is ideal.

Other suggested research resources:

Artist maquettes (Moore, Hepworth, Rodin, architect models, product design prototypes) pinterest.com (search ma-quette)
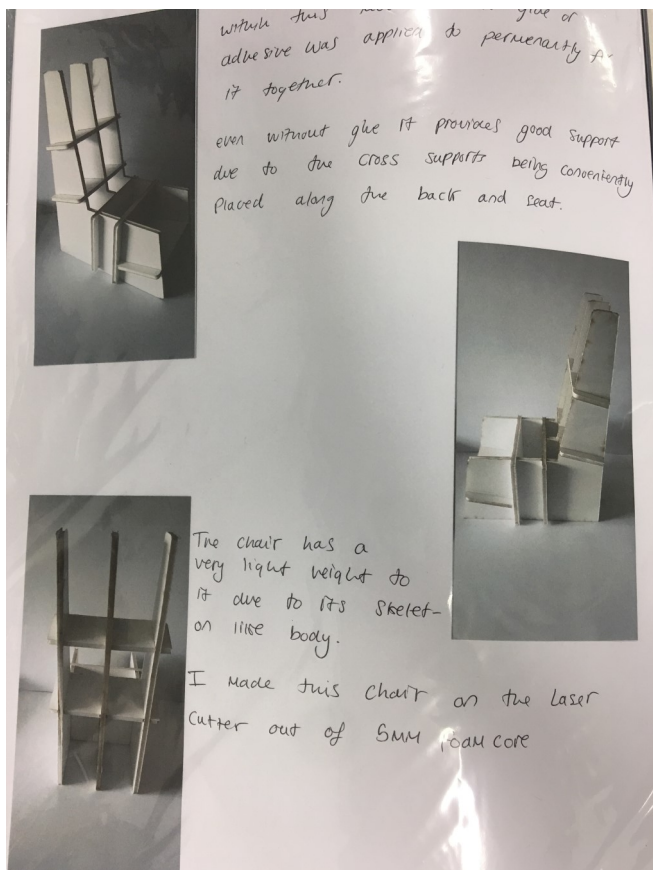
Good Progress	Outstanding Progress
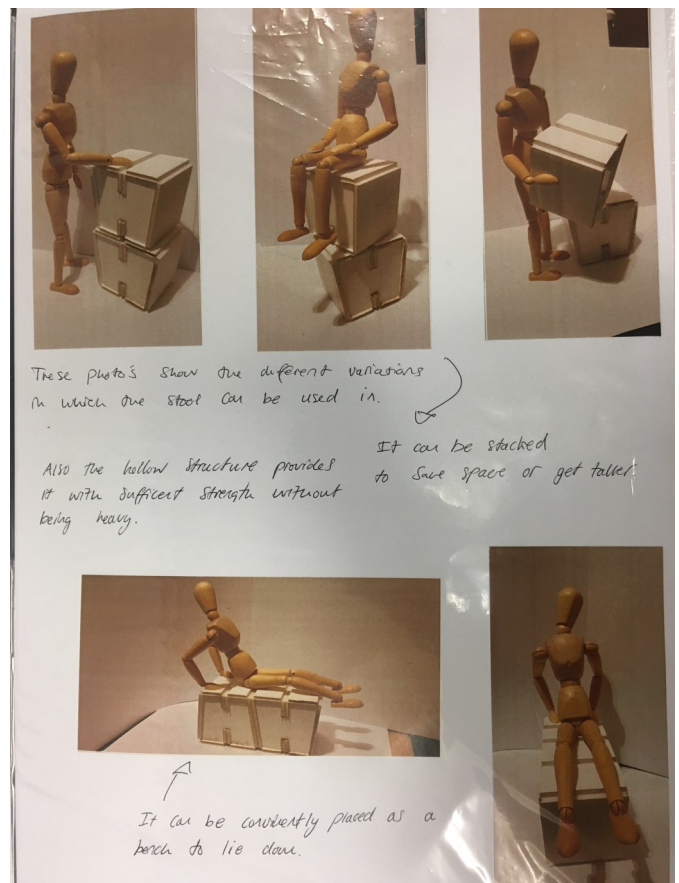
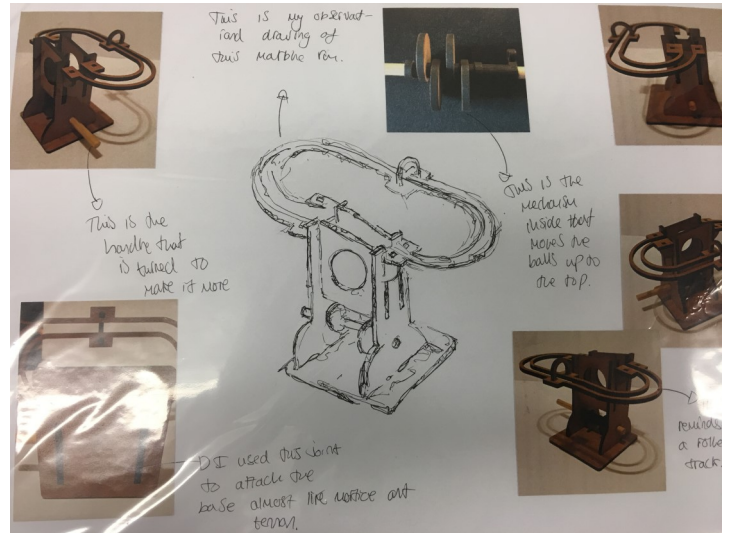# Further Examples of maquettes and models

Good Progress

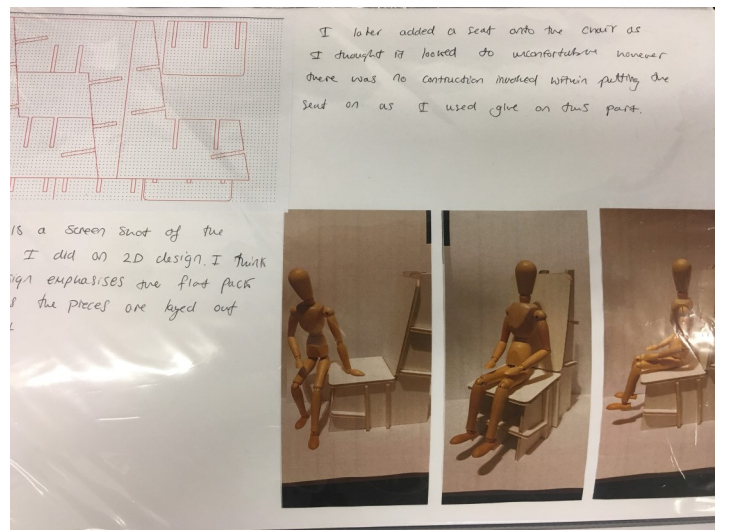Optical art inspired motorbike.

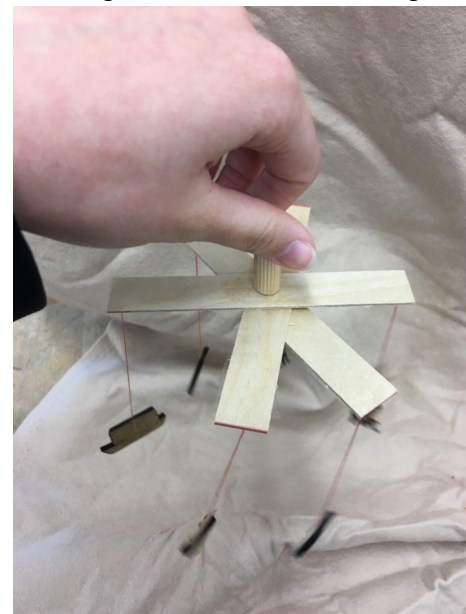Testing hinges in blue foam.

Outstanding Progress

Using the maquettes/models along side initial sketches.

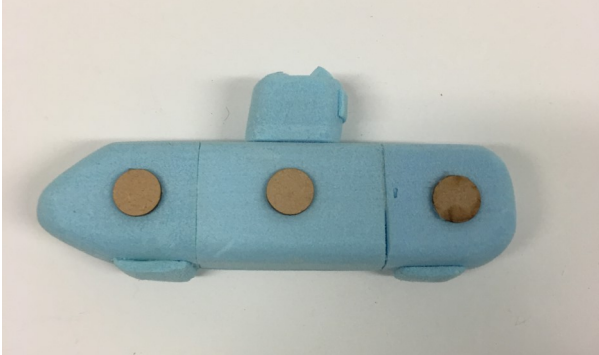Showing sizes in scaled models using an Artisit Manikin.

Test ideas in a smaller scale before developing final outcomes at full size.
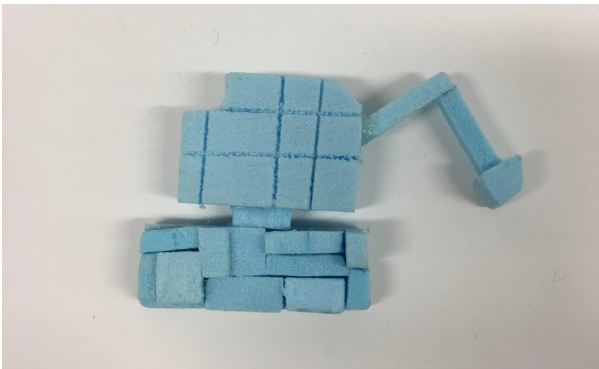
A mixture of hand craft skills and laser/CAD work helps demonstrate different skill

Further Examples of maquettes and models

Good Progress

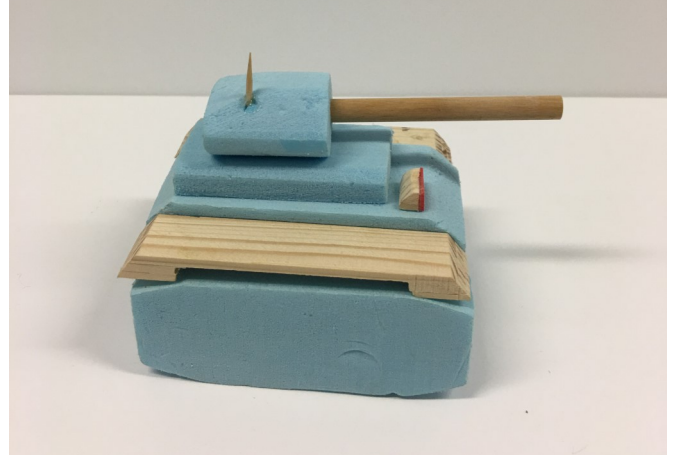Simple but effective models help develop an idea.
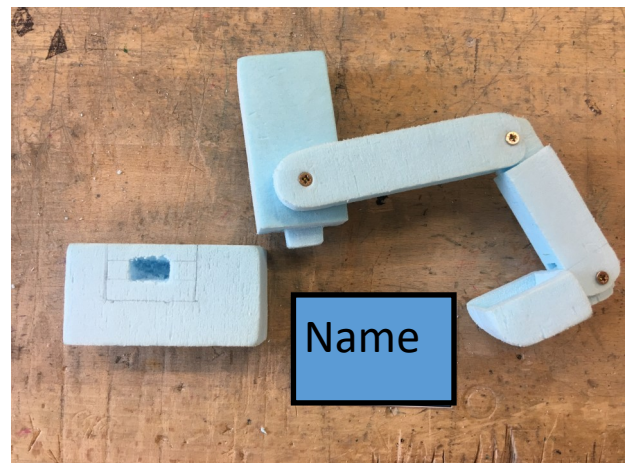

Clear links to artist references

Testing parts on the laser cutter in MDF first.

Outstanding Progress

Moving parts show how a product will work.

Name

Including a name tag helps identify the work is yours.

Creating models using CAD and cutting them on the laser cutter helps produce models/ maquettes of the highest quality. The design below helped decide on the size of outcome.
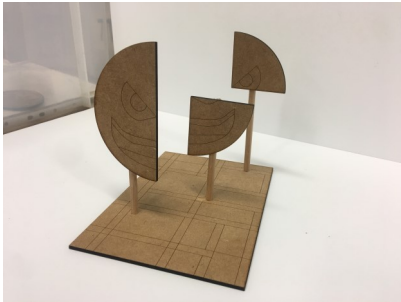
Further Examples of maquettes and models

Good Progress

Testing design ideas in foam is quicker and helps you develop the idea.
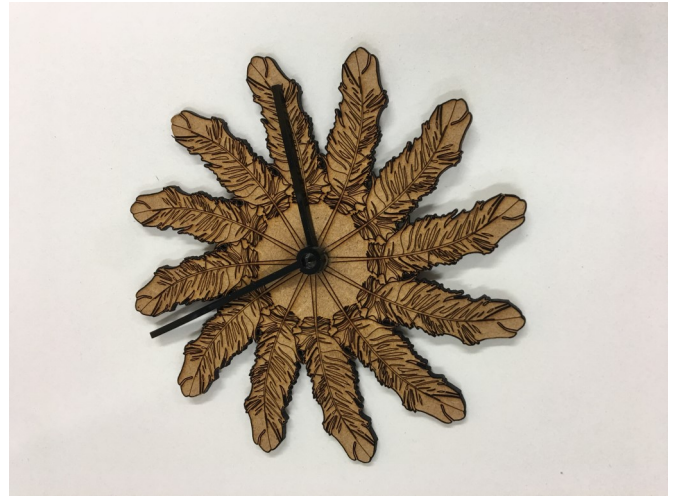

Using 2D design helps create high quality Marquette's.

Testing adding colour using different media.
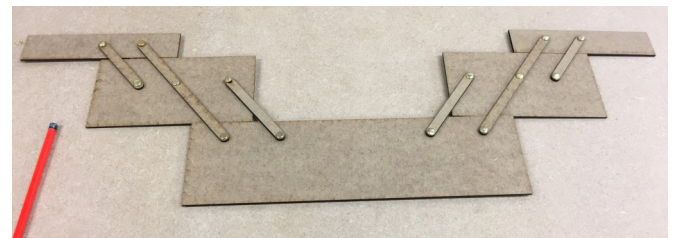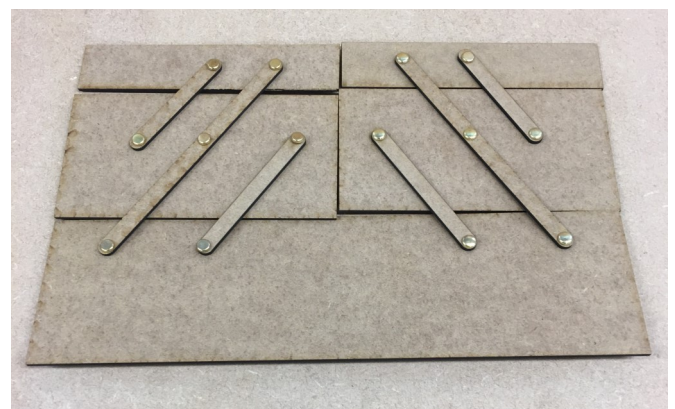

Outstanding Progress

Developing the idea from 2 layers to 3 layers.

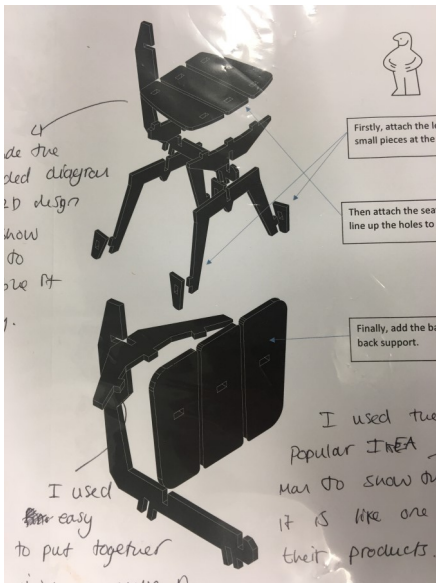
Moving parts show how a product will work.

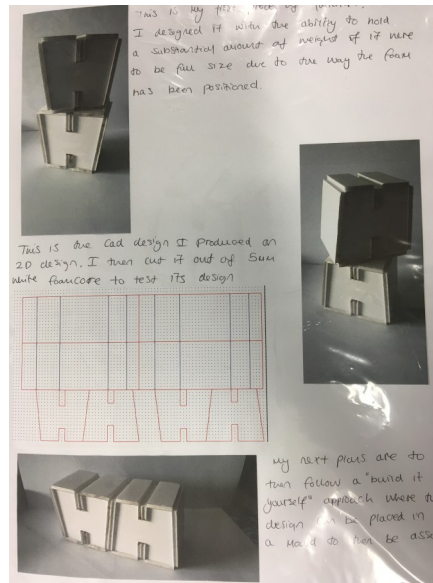Testing the design in 2D before making 3D outcomes.
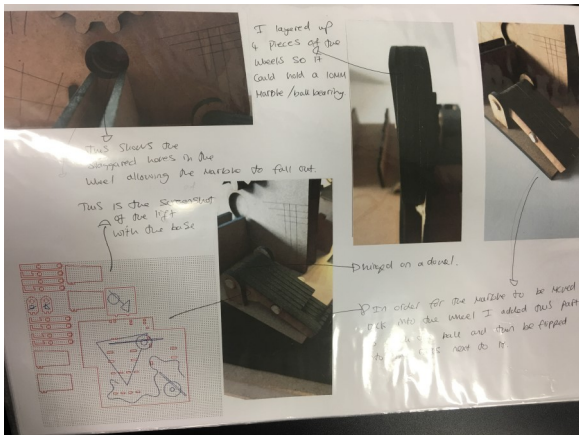
Developing ideas in 3D
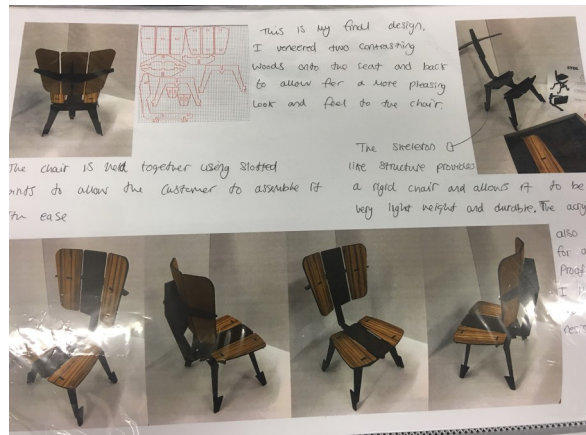
Outstanding Progress

Presenting ideas in 3D using CAD helps produce presentation drawings.

Including 2D and 3D design work in the portfolio shows how the design developed and how you created the outcome.

Taking photographs of design details within 3D models helps show how the idea has been developed.

Taking photographs of the outcomes on blank backgrounds helps present the outcomes to the highest standard.
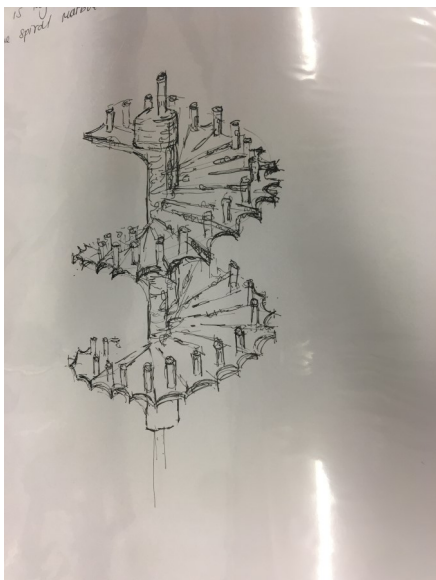
Drawings in different media help support the practical outcomes.

Using Photoshop or similar software to place models in real life situations helps give the outcome a feel of reality. Especially scale models.