

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.



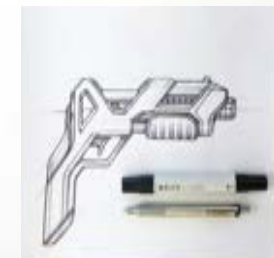
HOW?

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.





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:

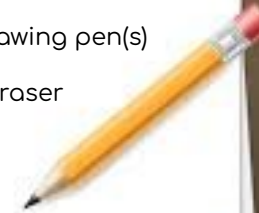


Google Classroom

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



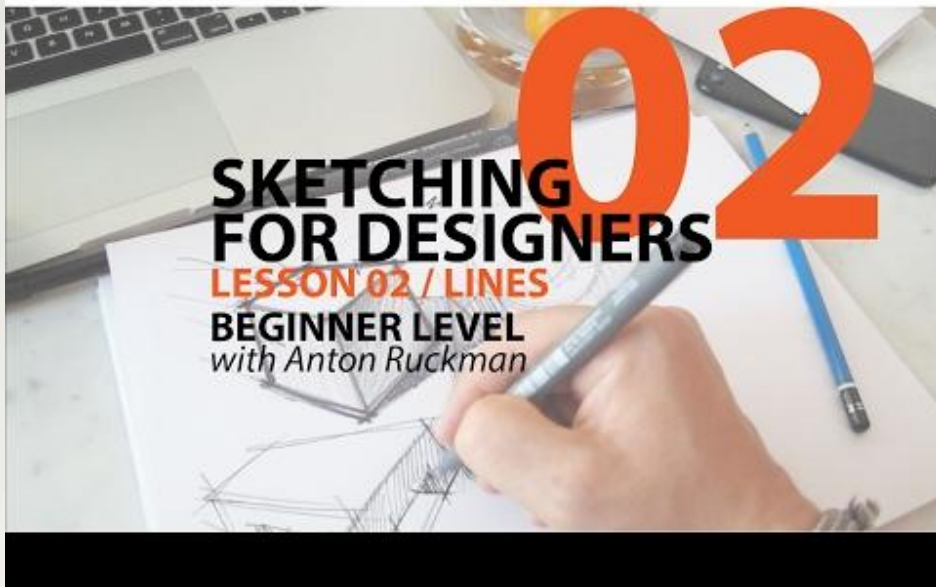
WEEK 1

Watch the tutorial and copy the techniques demonstrated



LESSON 1: Basic Tools



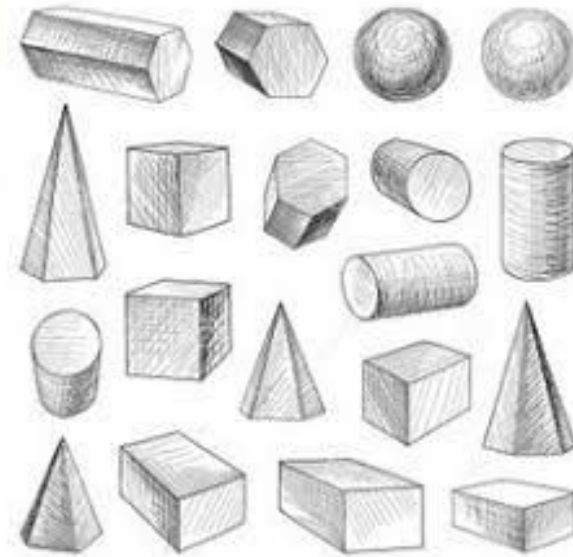
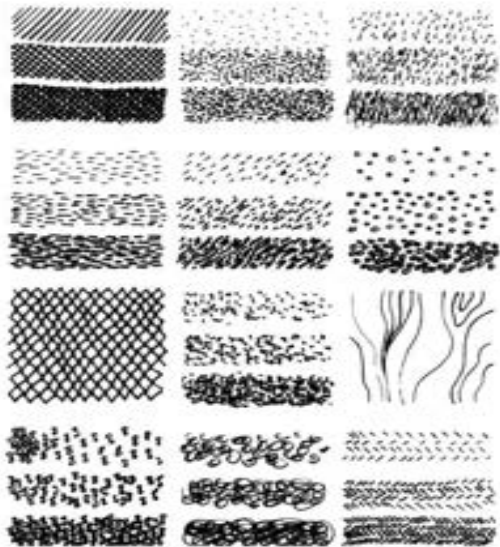


LESSON 2: Lines



Watch the tutorial and copy the techniques demonstrated

WEEK 1



WEEK 2

Watch the tutorial and copy the techniques demonstrated



LESSON 3: Basic Shapes

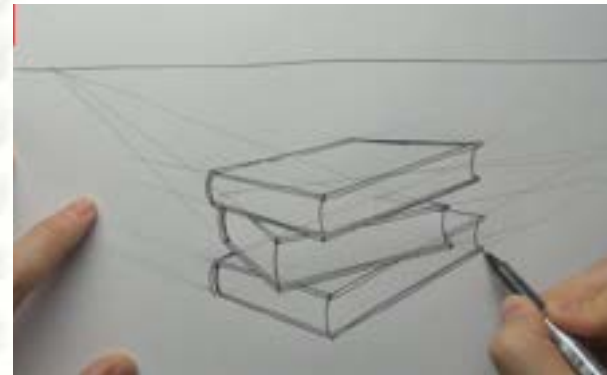




LESSON 4: One Point Perspective

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





LESSON 6: Three Point Perspective

Watch the tutorial and copy the techniques demonstrated

WEEK 3



What can I buy to improve my sketches?



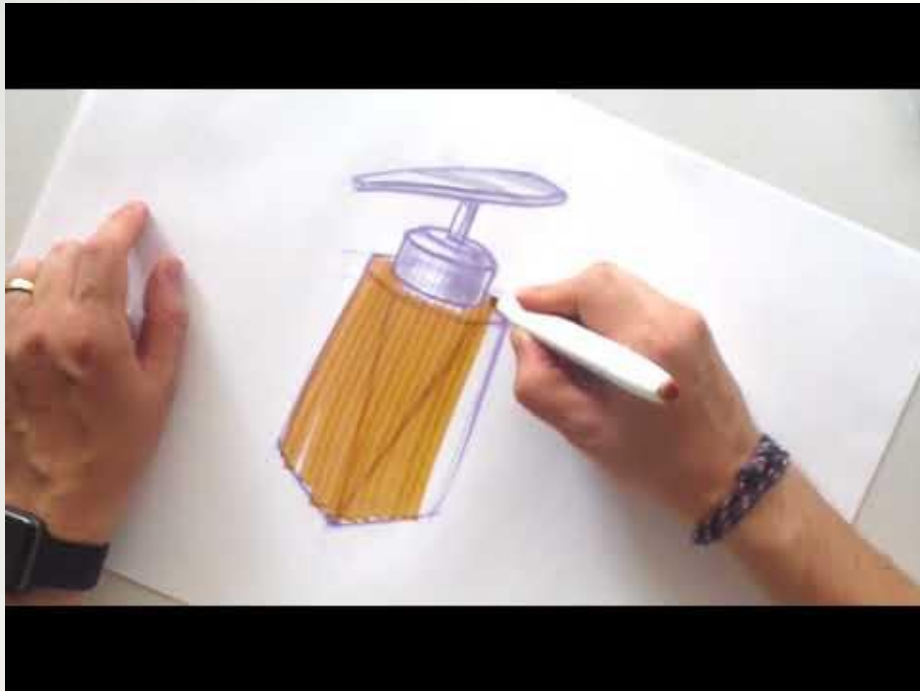
WEEK 4

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

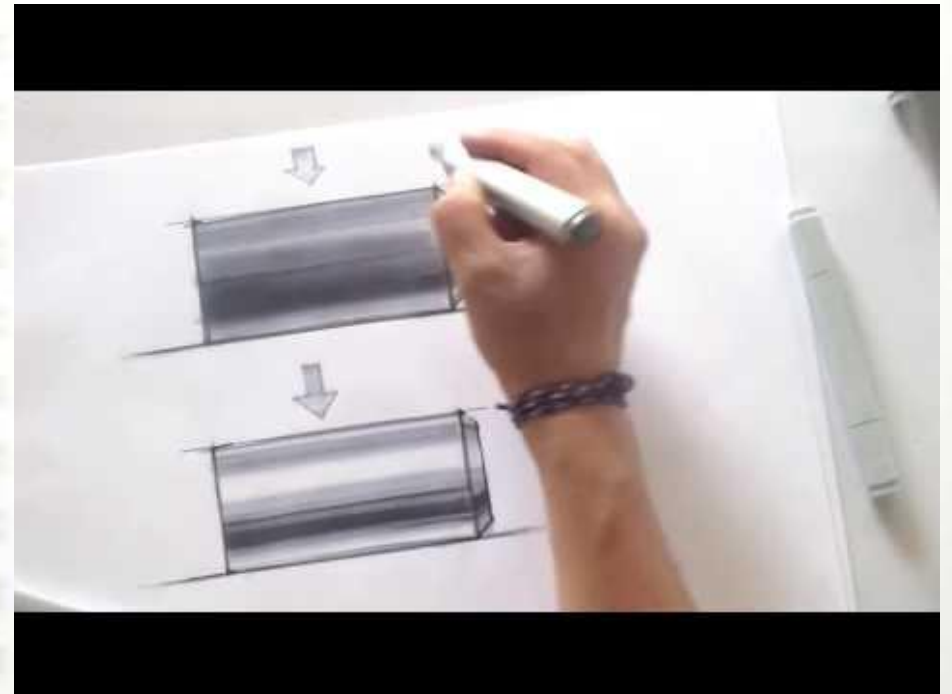
WEEK 4



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.

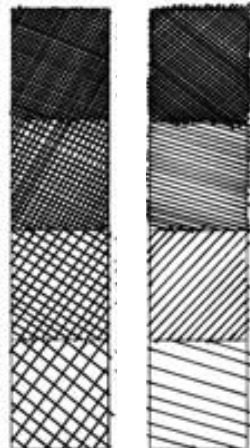
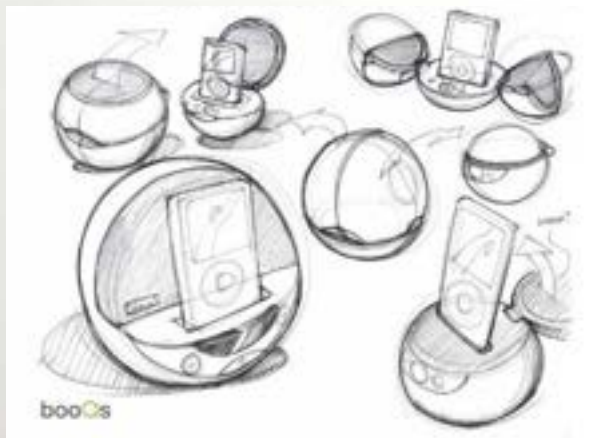
HAVE A GO:

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

Remember to upload your work to:



Google Classroom



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.

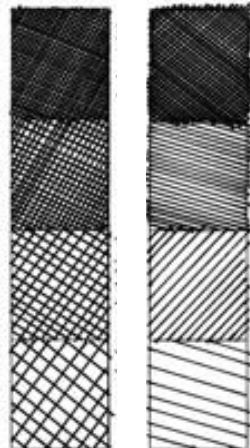
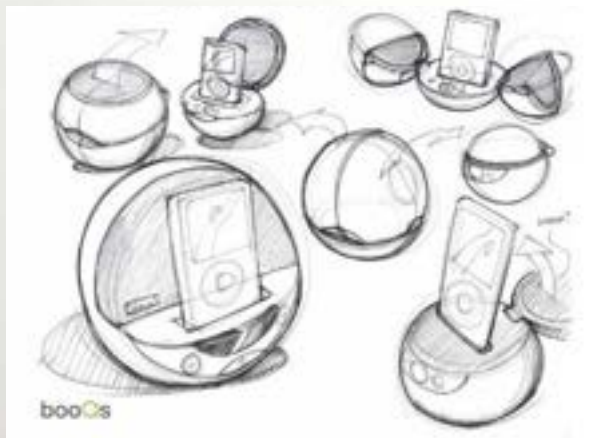
HAVE A GO:

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.

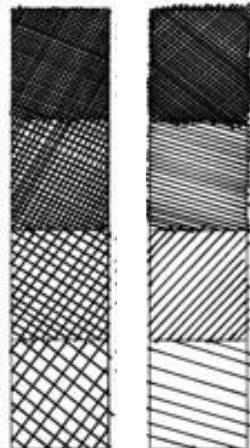
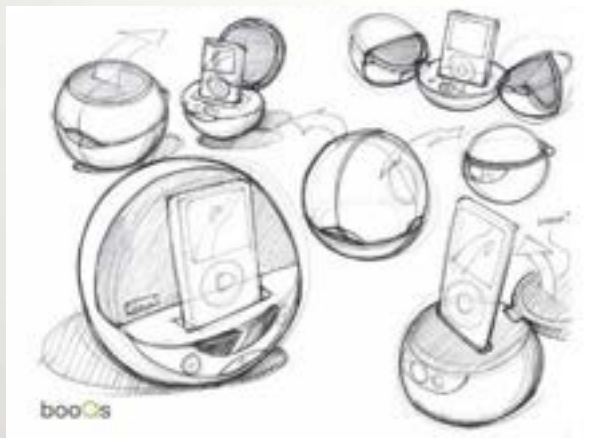
HAVE A GO:

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

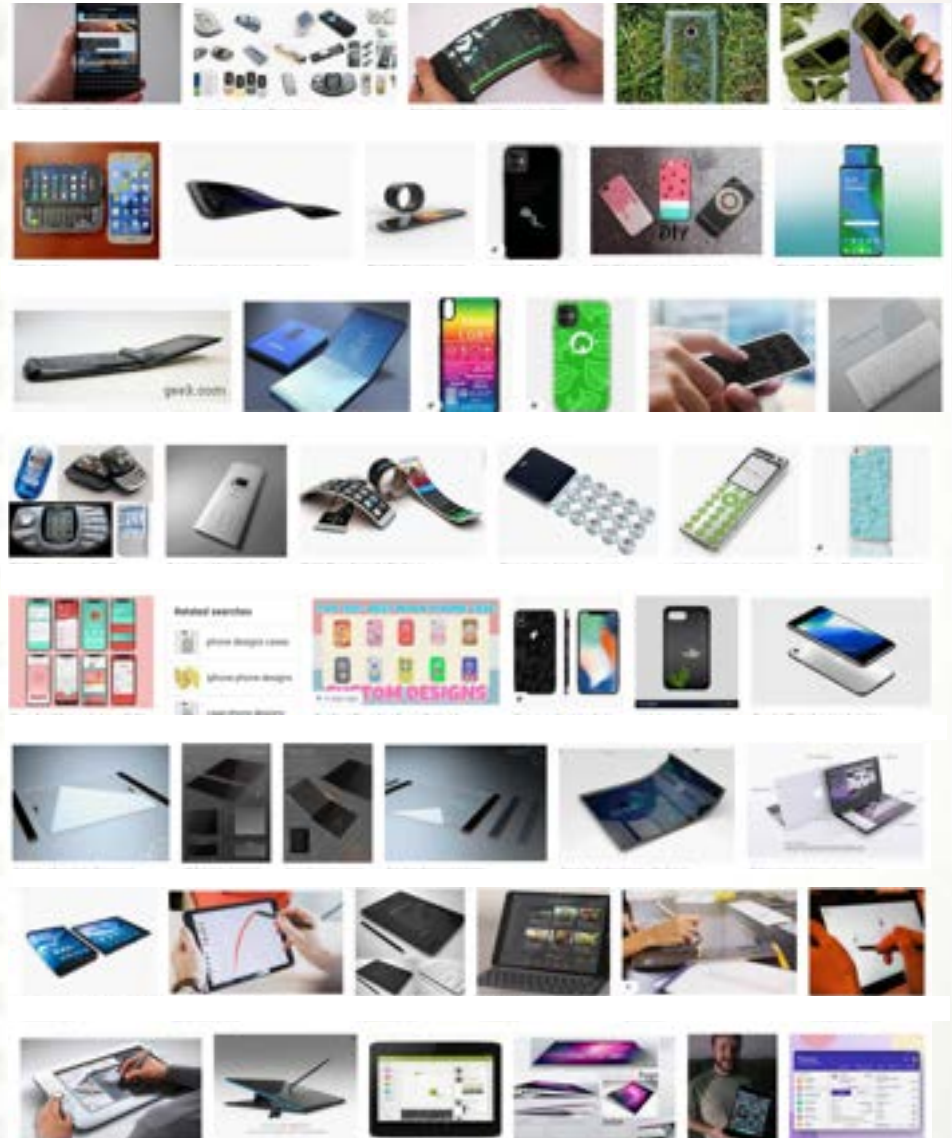
Remember to upload your work to:



Google Classroom



INSPIRATION PAGE



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.

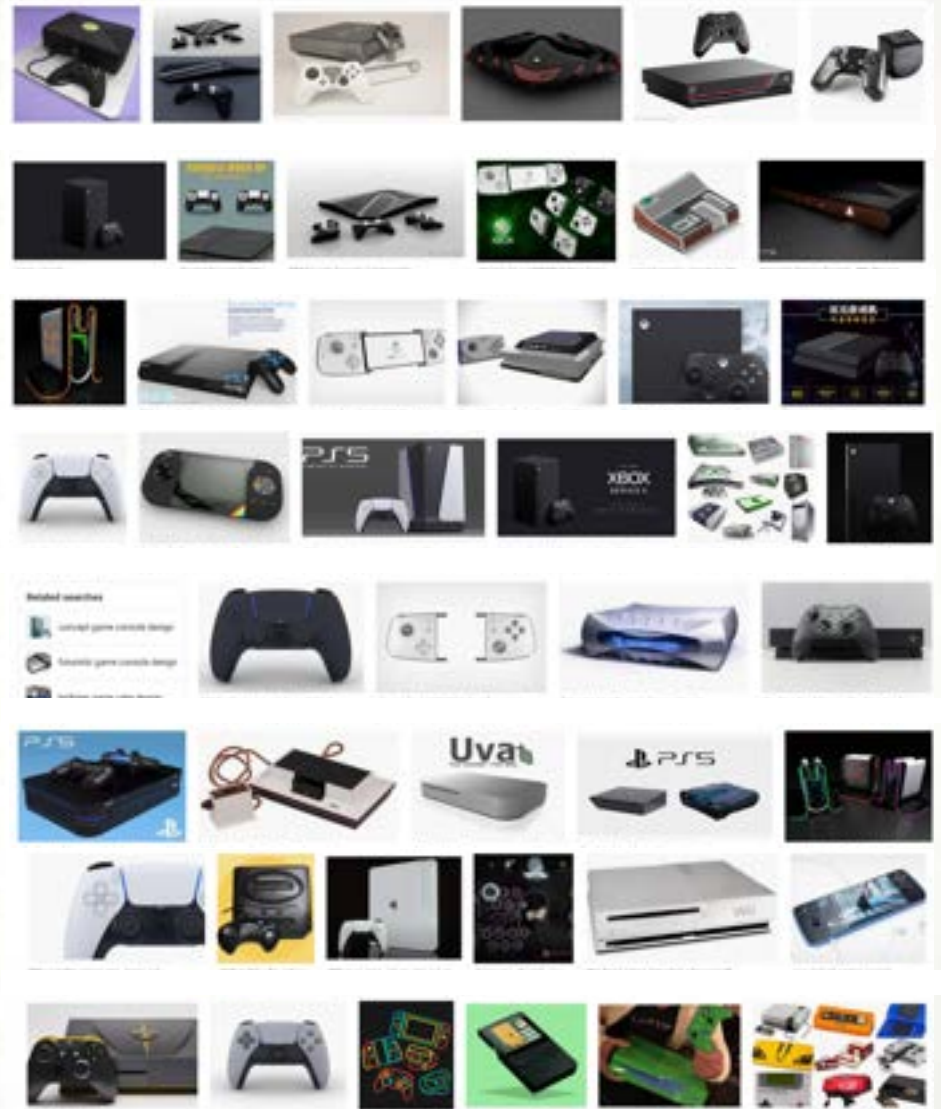
Remember to upload your work to:



Google Classroom



INSPIRATION PAGE



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

6

WEEK 11

THREE

POINT

PERSPECTIVE

SUMMER CHALLENGE

WEEK 12-18

Have a go at drawing products from the list below in **ONE** of the perspective methods learned.

- | | |
|--------------------|---------------------|
| → Headphones | → Knives |
| → Toothbrushes | → Computer mice |
| → Lamps | → Helmets |
| → Kettles | → Chairs |
| → Vases | → Printers |
| → Watches | → Bags |
| → Suitcases | → Trainers |
| → Stationary | → Games Controllers |
| → Pans | → Remote Controls |
| → Electric shavers | → Glasses |
| → Peelers | → Clothes Irons |

Or draw something else of your choosing from around the house.

