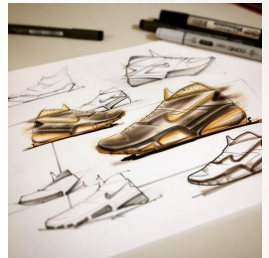


Year 11 to Year 12 A Level DT Transition Project

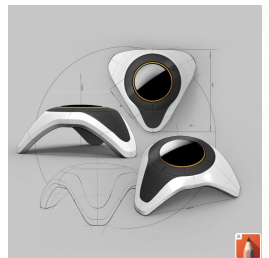
WHAT?

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



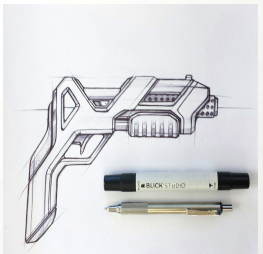
HOW?

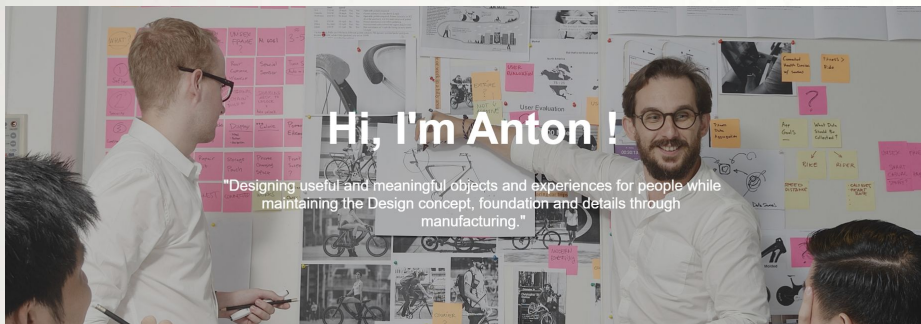
Use a combination of techniques and media to illustrate the suggested themes using a range of materials, techniques & processes.



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.





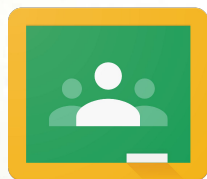
Anton Ruckman is a *Multidisciplinary Designer* who has launched video tutorials to teach students the basics they need to know to become an elegant and skilled design sketcher.

<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 12 D&T Google Classroom:

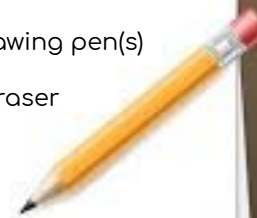


Google Classroom

The classroom code is: **heq6jgp**

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



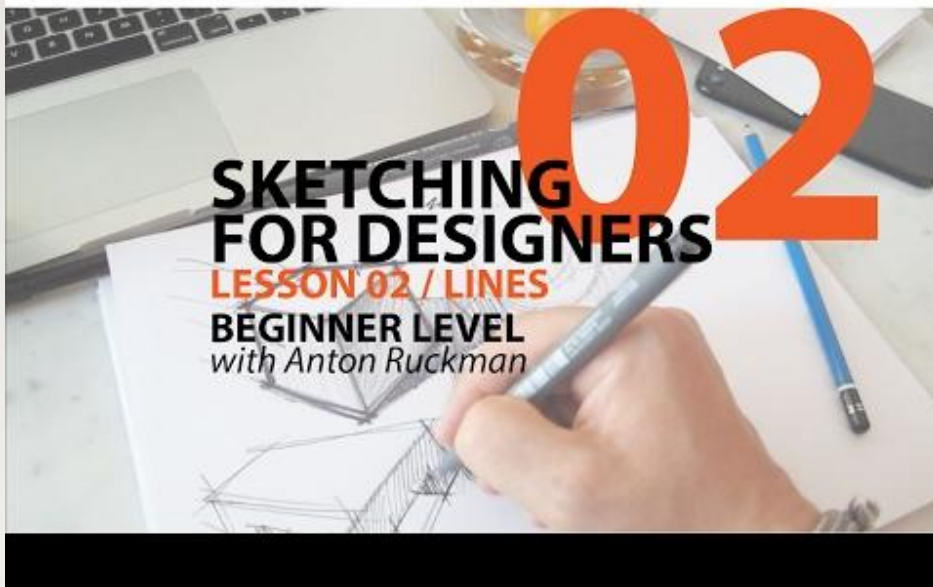
WEEK 1

Watch the tutorial and copy the techniques demonstrated



LESSON 1: Basic Tools

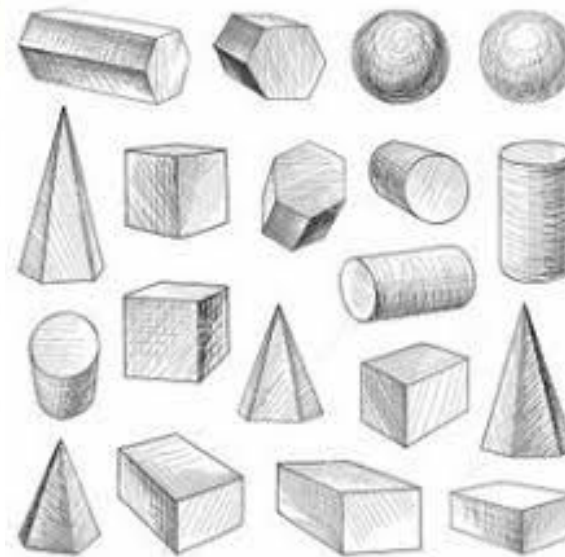
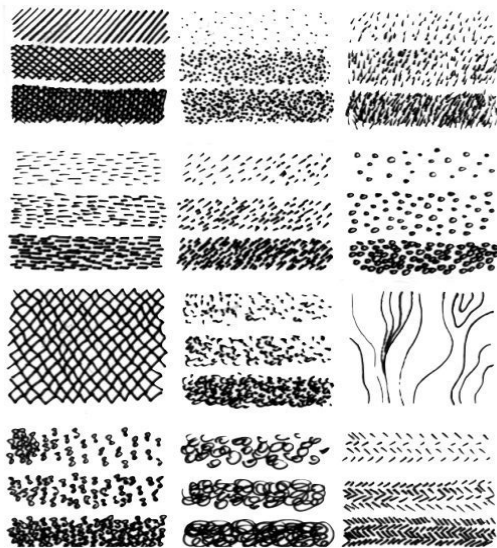




Watch the
tutorial and
copy the
techniques
demonstrated

WEEK 1

LESSON 2: Lines



WEEK 2

Watch the
tutorial and
copy the
techniques
demonstrated



LESSON 3: Basic Shapes

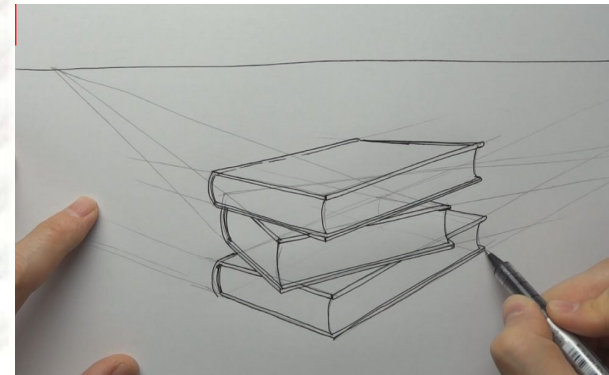
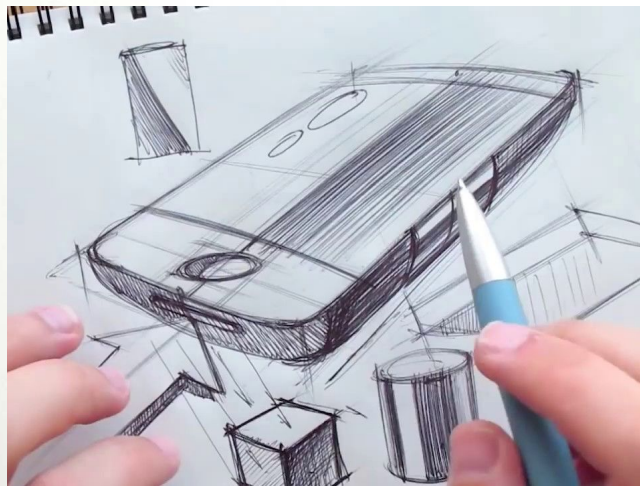




LESSON 4: One Point Perspective

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

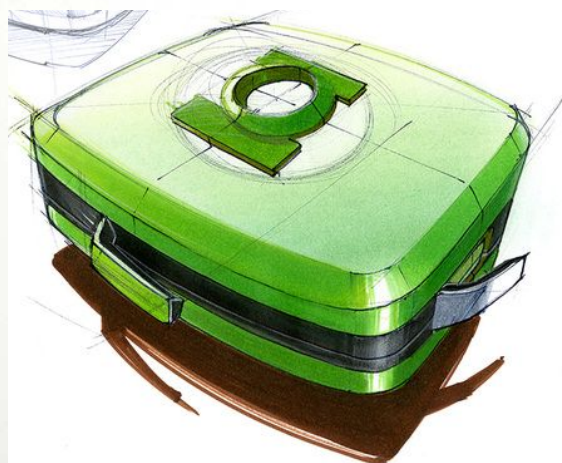




LESSON 6: Three Point Perspective

Watch the tutorial and copy the techniques demonstrated

WEEK 3



[Spirit markers on Amazon \(Link\)](#)

What can I buy instead?



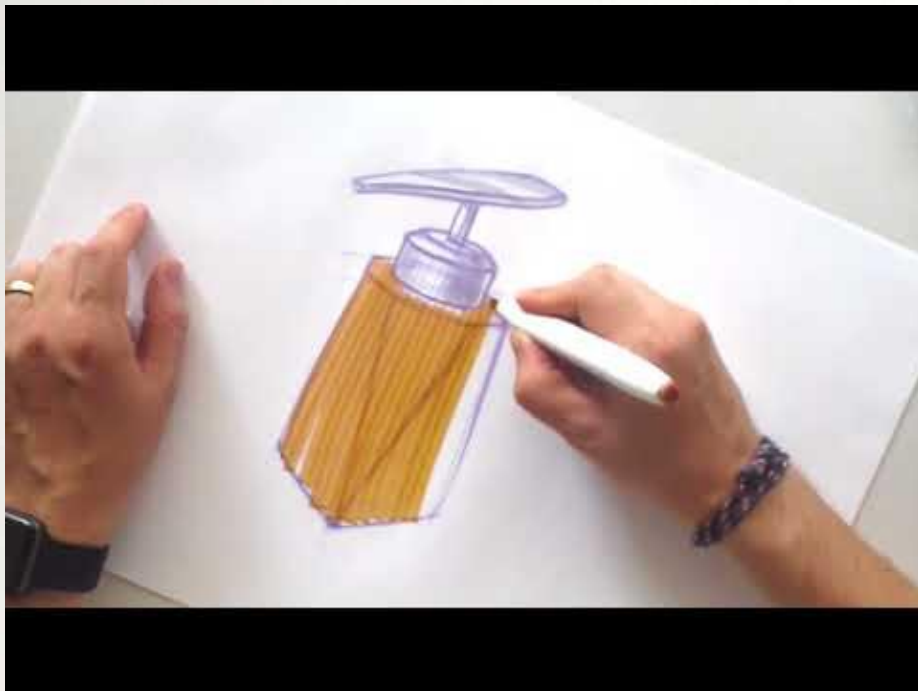
WEEK 4

Watch the tutorial and copy the techniques demonstrated



LESSON 7: Basic Render





Watch the
tutorial and
copy the
techniques
demonstrated

WEEK 4

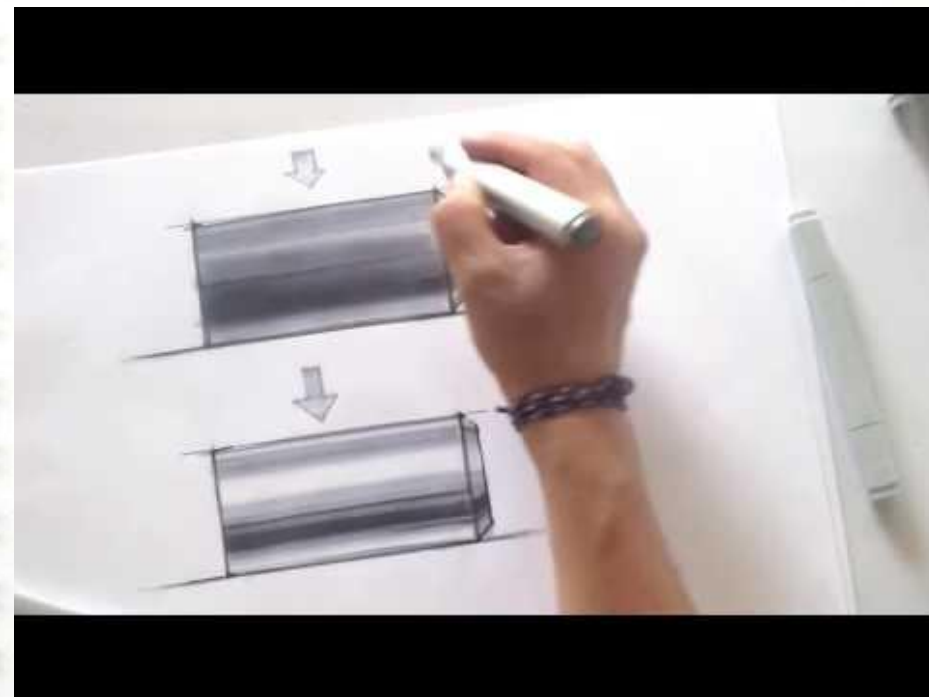
LESSON 8: How to sketch with markers



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

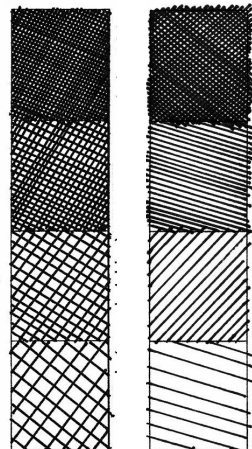
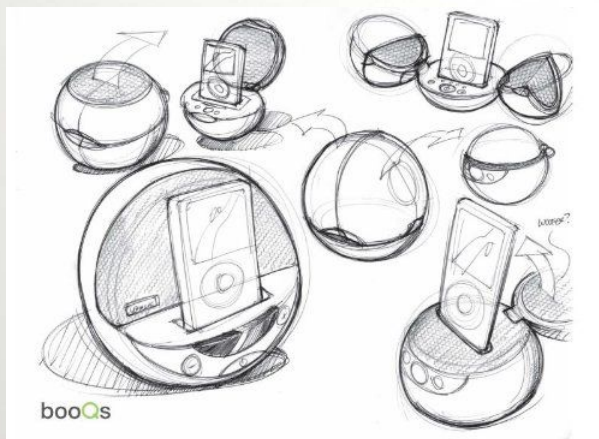
Using your learning from
**Lesson 04: One Point
Perspective**

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

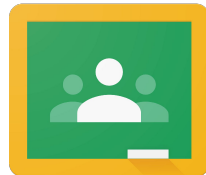
Using your learning from
Lesson 05: Two Point Perspective
sketch a range of
computers and laptops.

Fill a page in your
sketchbook, notebook or
paper.

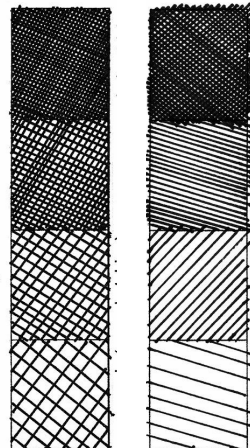
HAVE A GO:

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 one 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.

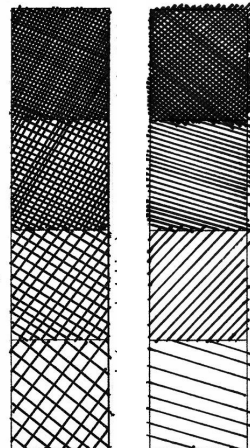
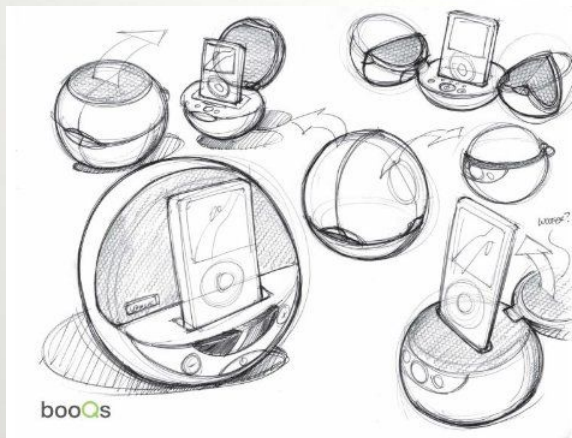
HAVE A GO:

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

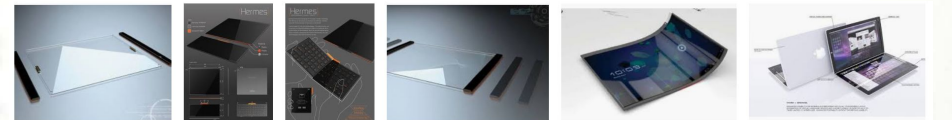
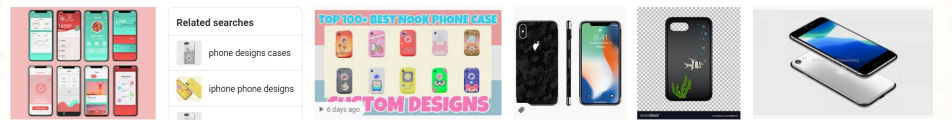
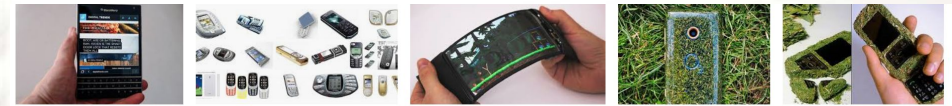
Remember to upload your work to:



Google Classroom



INSPIRATION PAGE



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

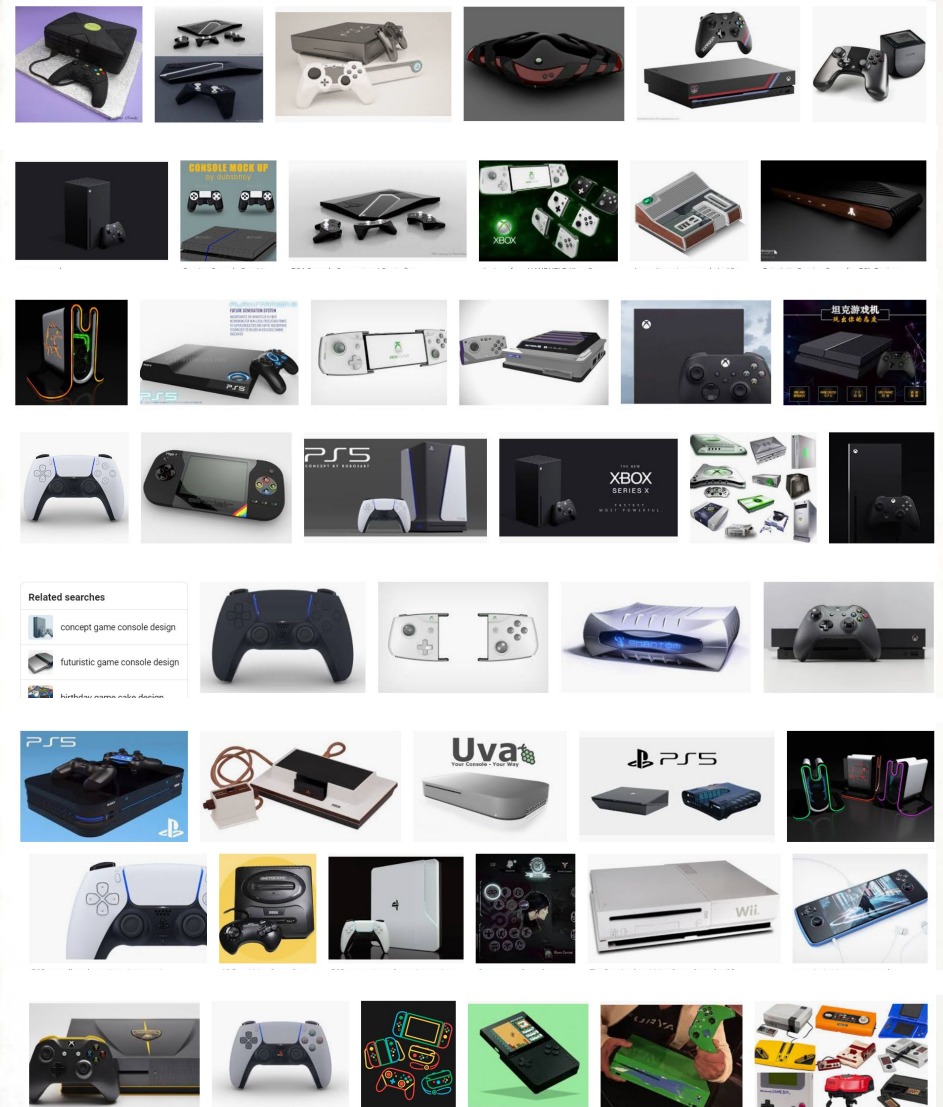
Remember to upload your work to:



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

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.

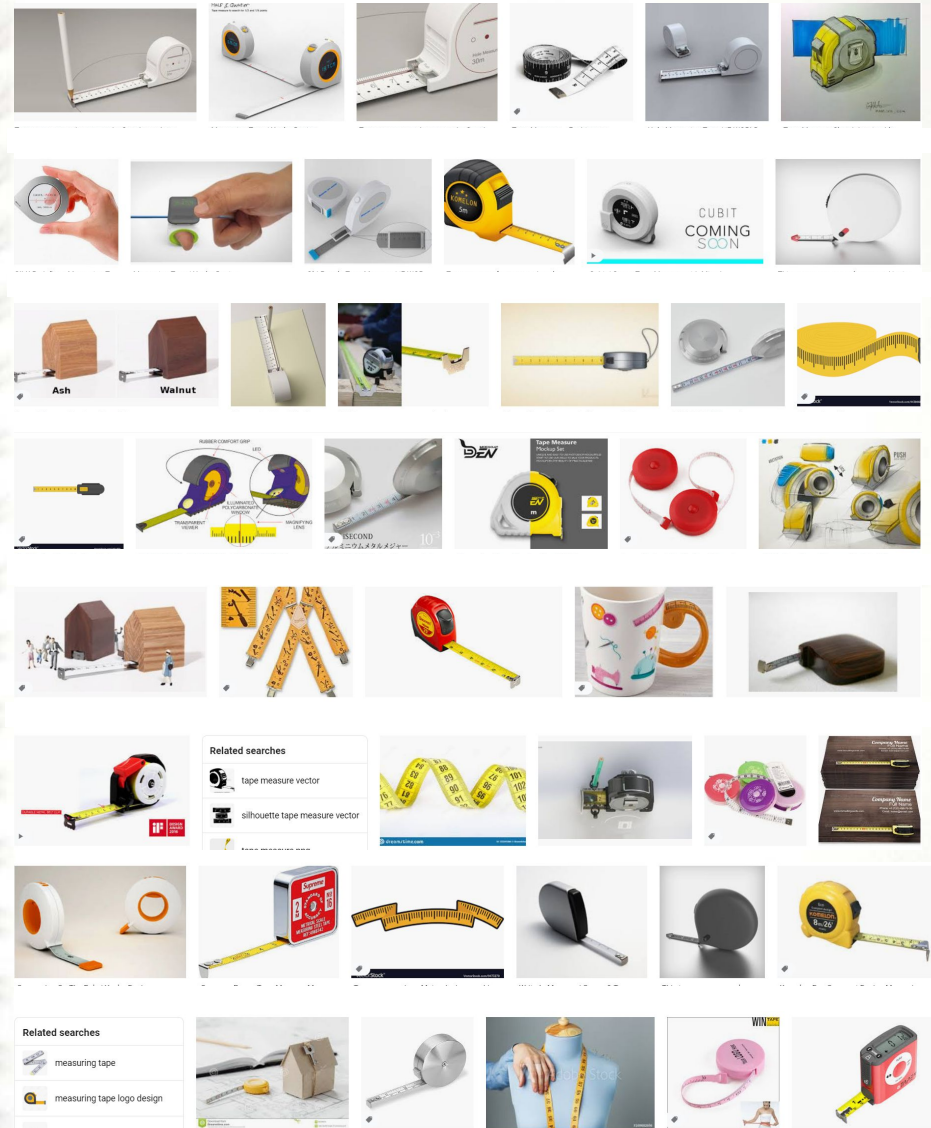


Remember to
upload your
work to:



Google Classroom

INSPIRATION PAGE



TIP: Watch lesson 05 again if you cannot
remember how to present your sketches in
one 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.

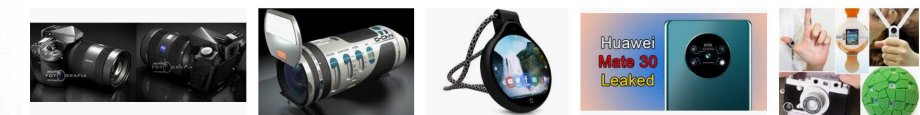


Remember to upload your work to:



Google Classroom

INSPIRATION PAGE



TIP: Watch lesson 06 again if you cannot remember how to present your sketches in one 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
- Toothbrushes
- Lamps
- Kettles
- Vases
- Watches
- Suitcases
- Stationary
- Pans
- Electric shavers
- Peelers
- Knives
- Computer mice
- Helmets
- Chairs
- Printers
- Bags
- Trainers
- Games Controllers
- Remote Controls
- Glasses
- Clothes Irons

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

