# Year 12 A Level D&T

Summer Bridging Task

> SKETCH AWEEK

### WHAT?

Create a visual sketch

Journal which aims to

develop design skills in an

A4 sketchbook.



### HOW?

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





### WHY?

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



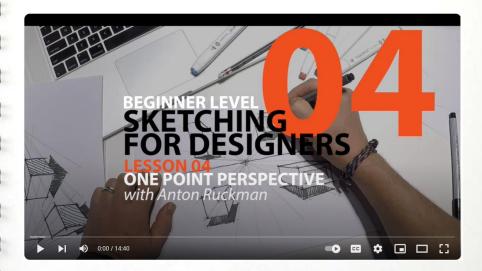


ONE PONT PERSPECTIVE

# ONE POINT PERSPECTIVE TUTORIAL

Watch the youtube video
Lesson 04: One Point Perspective
Using the link below, then complete the
task on the next page

https://youtu.be/m61ZY6Kzt\_8



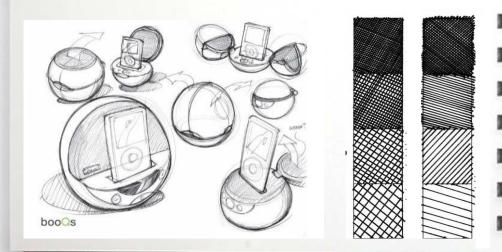
### Based on ONE POINT PERSPECTIVE

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 a sheet of plain paper.

#### HAVE A GO:

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



# INSPIRATION PAGE TIP: Watch <u>lesson 04</u> again if you cannot remember how to present your sketches in one point perspective.

TWO PONT PERSPECTIVE

# TWO POINT PERSPECTIVE TUTORIAL

Watch the youtube video
Lesson 05: Two Point Perspective
Using the link below, then complete the
task on the next page

https://youtu.be/ZbJK-OBySj4



### Based on TWO POINT PERSPECTIVE

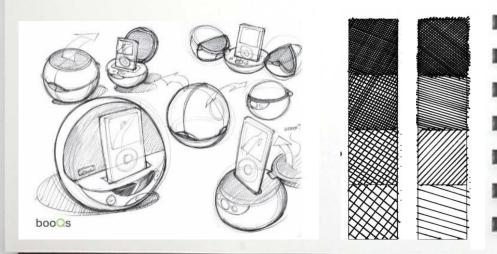
Using your learning from

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.



# INSPIRATION



TIP: Watch <u>lesson 05</u> again if you cannot remember how to present your sketches in one point perspective.

THREE PONT PERSPECTIVE

# THREE POINT PERSPECTIVE TUTORIAL

Watch the youtube video
Lesson 06: Three Point Perspective
Using the link below, then complete the
task on the next page

https://youtu.be/fnMYLWI1Vpo



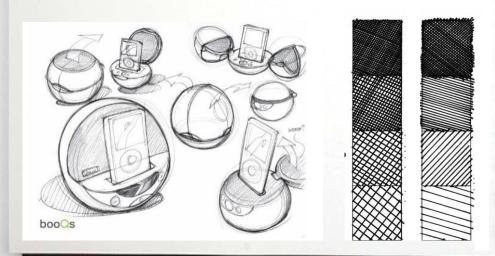
### Based on THREE POINT PERSPECTIVE

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.



## INSPIRATION



































































































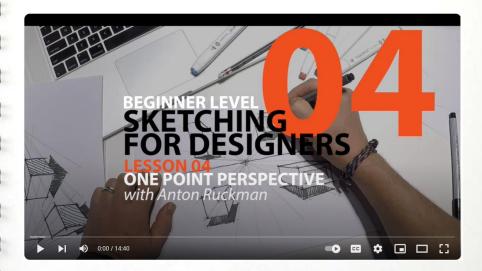
TIP: Watch <u>lesson 06</u> again if you cannot remember how to present your sketches in one point perspective.

ONE PONT PERSPECTIVE

# ONE POINT PERSPECTIVE TUTORIAL

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Using the link below, then complete the
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### Based on ONE 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.



### INSPIRATION



































































































TIP: Watch <u>lesson 04</u> again if you cannot remember how to present your sketches in one point perspective.

TWO PONT PERSPECTIVE

# TWO POINT PERSPECTIVE TUTORIAL

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Lesson 05: Two Point Perspective
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https://youtu.be/ZbJK-OBySj4



### Based on TWO 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.



### INSPIRATION



































































































TIP: Watch <u>lesson 05</u> again if you cannot remember how to present your sketches in one point perspective.

THREE PONT PERSPECTIVE

# THREE POINT PERSPECTIVE TUTORIAL

Watch the youtube video
Lesson 06: Three Point Perspective
Using the link below, then complete the
task on the next page

https://youtu.be/fnMYLWI1Vpo



### Based on THREE 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.



## INSPIRATION































































































TIP: Watch <u>lesson 06</u> again if you cannot remember how to present your sketches in one point perspective.

# 

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 mouse
- → Helmets
- → Chairs
- → Printers
- → Bags
- → Trainers
- → Games Controllers
- → Remote Controls
  - → Glasses
  - → Iron

