

Year 11 to Year 12 A Level DT Transition Project

WHAT?

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



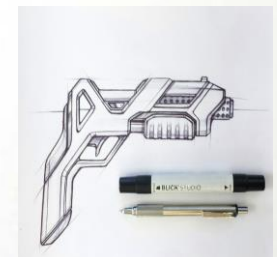
HOW?

Use a combination 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.





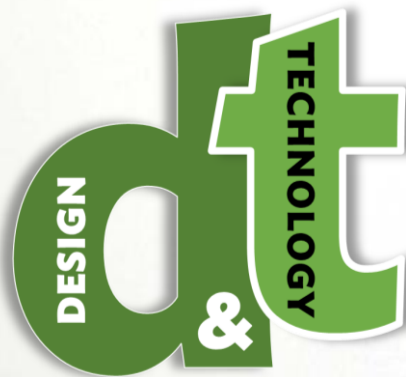
Anton Ruckman is a *Multidisciplinary Designer* who has launched video tutorials to teach you all the basics you need to know to become an elegant and skilled design sketcher.

<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 our e-mail account:



dandt@langleyacademy.org

What do I need?

An A4/A5 notebook / sketchbook / paper.

A mobile phone / laptop / tablet with access to YouTube.

A Pencil / sketch pencils.

Biro pen.

Ballpoint pen.

Rubber.

Sharpener.



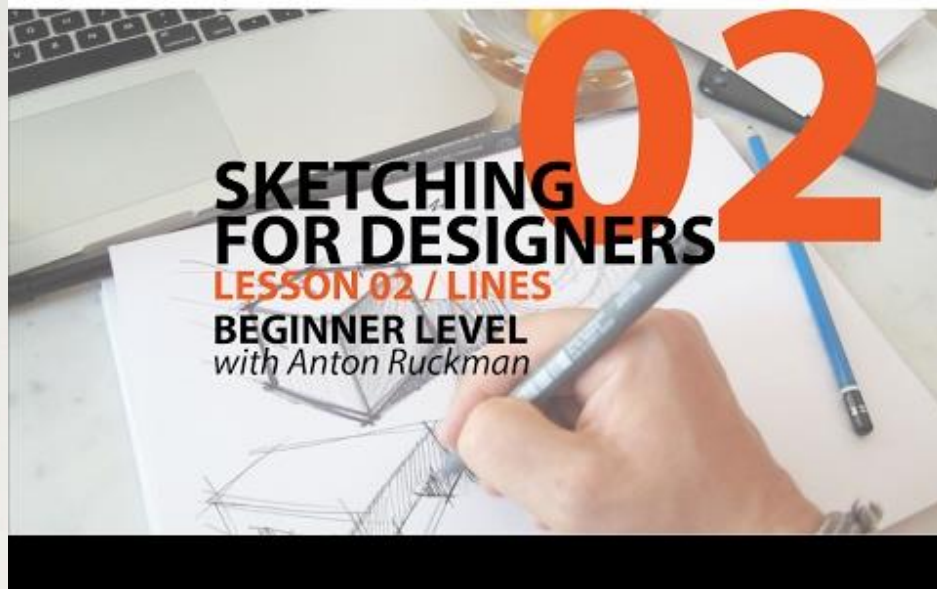
WEEK 1

Watch the tutorial and copy the techniques demonstrated



LESSON 1: Basic Tools

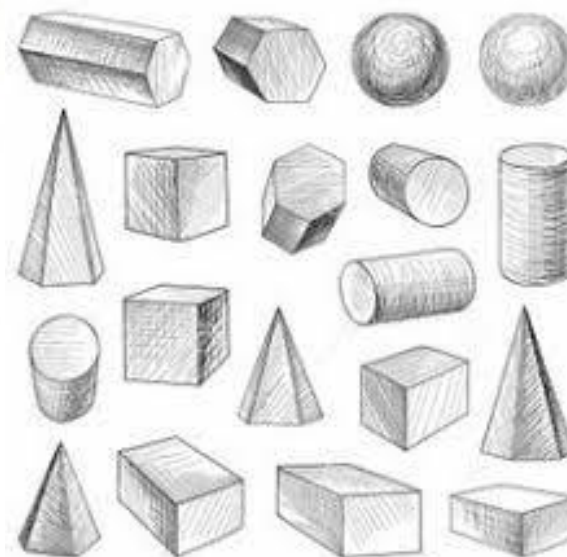
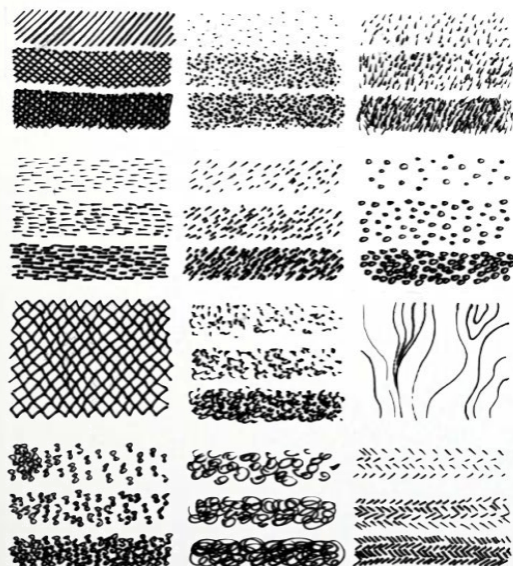




Watch the
tutorial and
copy the
techniques
demonstrated.

WEEK 1

LESSON 2: Lines



WEEK 2

Watch the
tutorial and
copy the
techniques
demonstrated.



LESSON 3: Basic Shapes



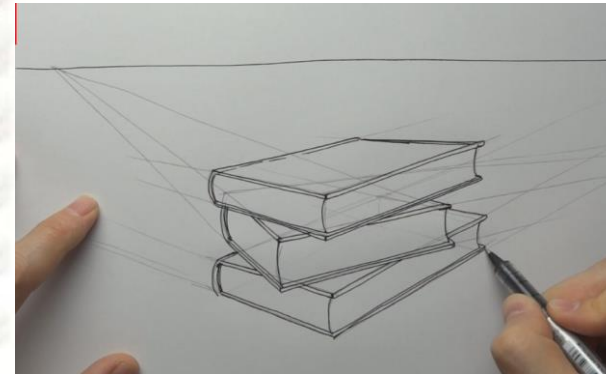


Watch the
tutorial and
copy the
techniques
demonstrated.

WEEK 2



LESSON 4: Single-Point Perspective



WEEK 3

Watch the
tutorial and
copy the
techniques
demonstrated.

LESSON 5: Two-Point Perspective

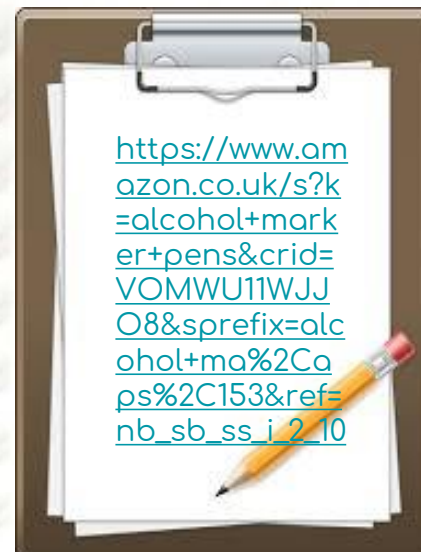
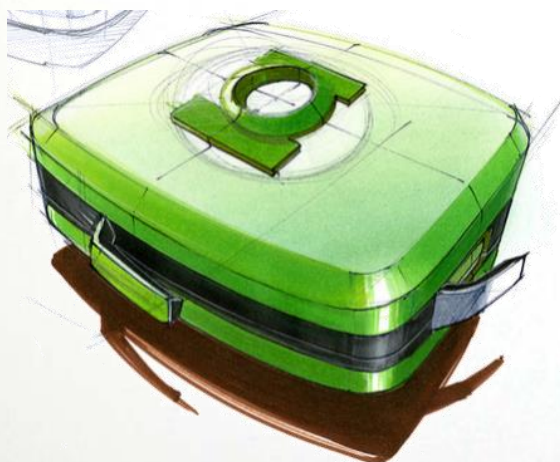




LESSON 6: Three-Point Perspective

Watch the tutorial and copy the techniques demonstrated.

WEEK 3



What can I buy instead?



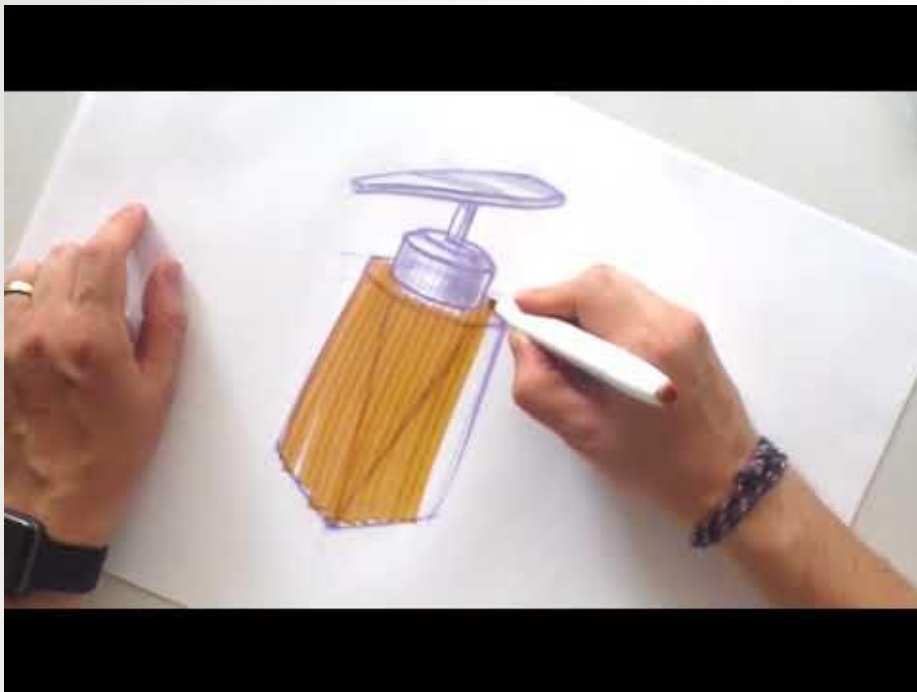
WEEK 4

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

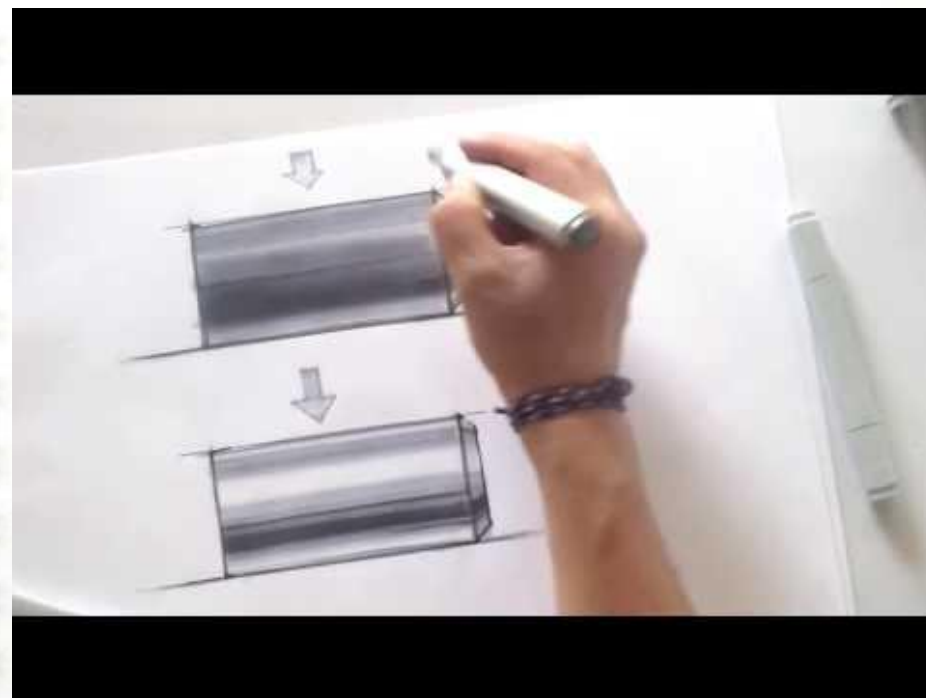


WEEK 5

Watch the tutorial and copy the techniques demonstrated.



LESSON 9: How to render a metal cylinder



SKETCH
A WEEK
TASK 1

WEEK 6

**SINGLE-POINT
PERSPECTIVE**

SKETCH A WEEK TASK

Based on SINGLE-POINT PERSPECTIVE

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

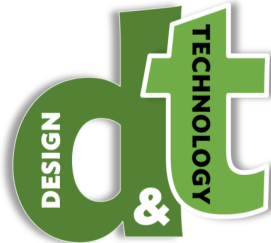
Fill a page in your sketchbook, notebook or paper.

HAVE A GO:
Have a go at using line techniques to present your ideas creatively.

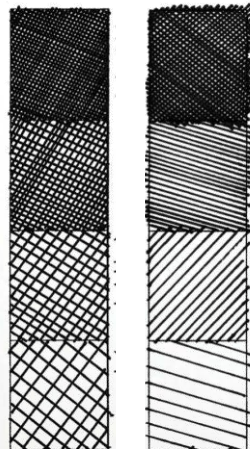


booQs

Remember to upload your work to:



dandt@Langleyacademy.org



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 TWO-POINT PERSPECTIVE

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

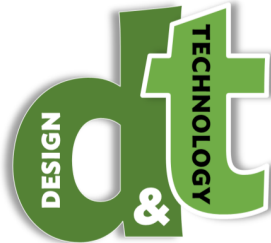
Fill a page in your sketchbook, notebook or paper.

HAVE A GO:
Have a go at using colour to render your ideas creatively.

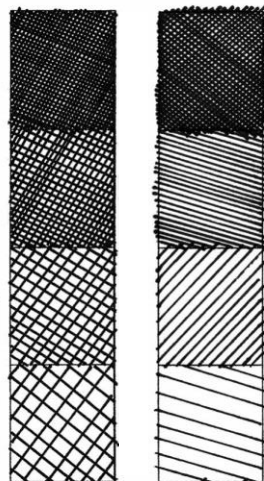


booQs

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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 THREE-POINT PERSPECTIVE

Using your learning from

Lesson 06: Three-Point Perspective

sketch a range of phones and tablets.

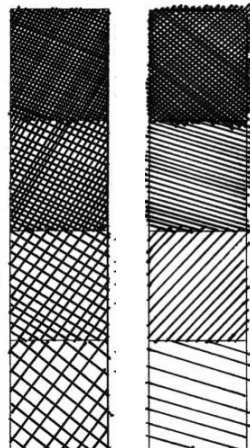
Fill a page in your sketchbook, notebook or paper.

HAVE A GO:

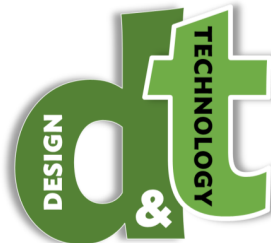
Have a go at using colour to render your ideas creatively.



booQs

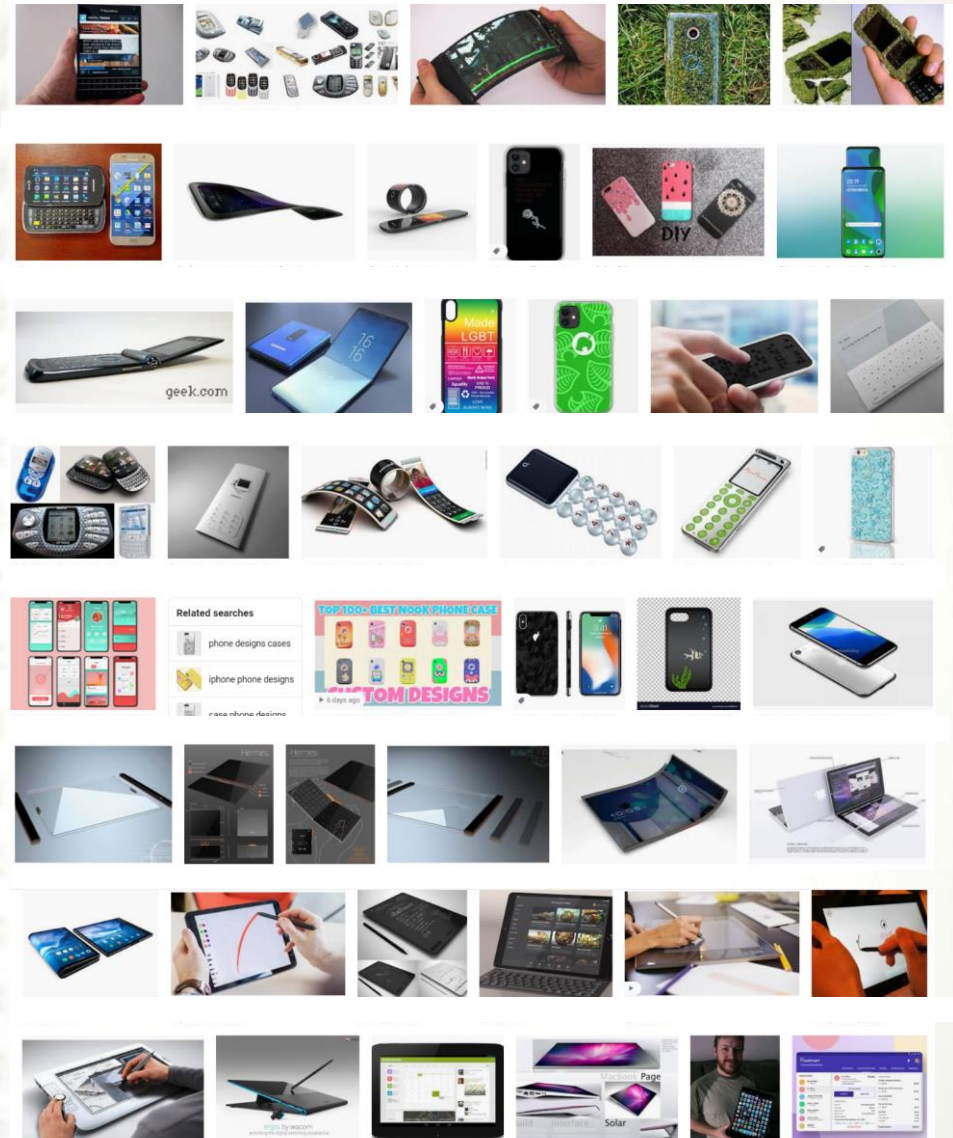


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TIP: Watch [lesson 06](#) again if you cannot remember how to present your sketches in one point perspective.

SKETCH
A WEEK
TASK 4

WEEK 9

**SINGLE-POINT
PERSPECTIVE**

SKETCH A WEEK TASK

Based on SINGLE-POINT PERSPECTIVE

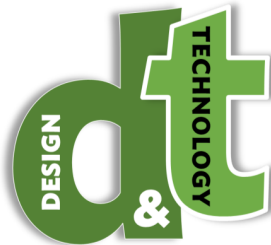
Using your learning from
Lesson 04: Single-Point Perspective
sketch a range of game console designs.

Fill a page in your sketchbook, notebook or paper.

HAVE A GO:
Have a go at using colour to render your ideas creatively.

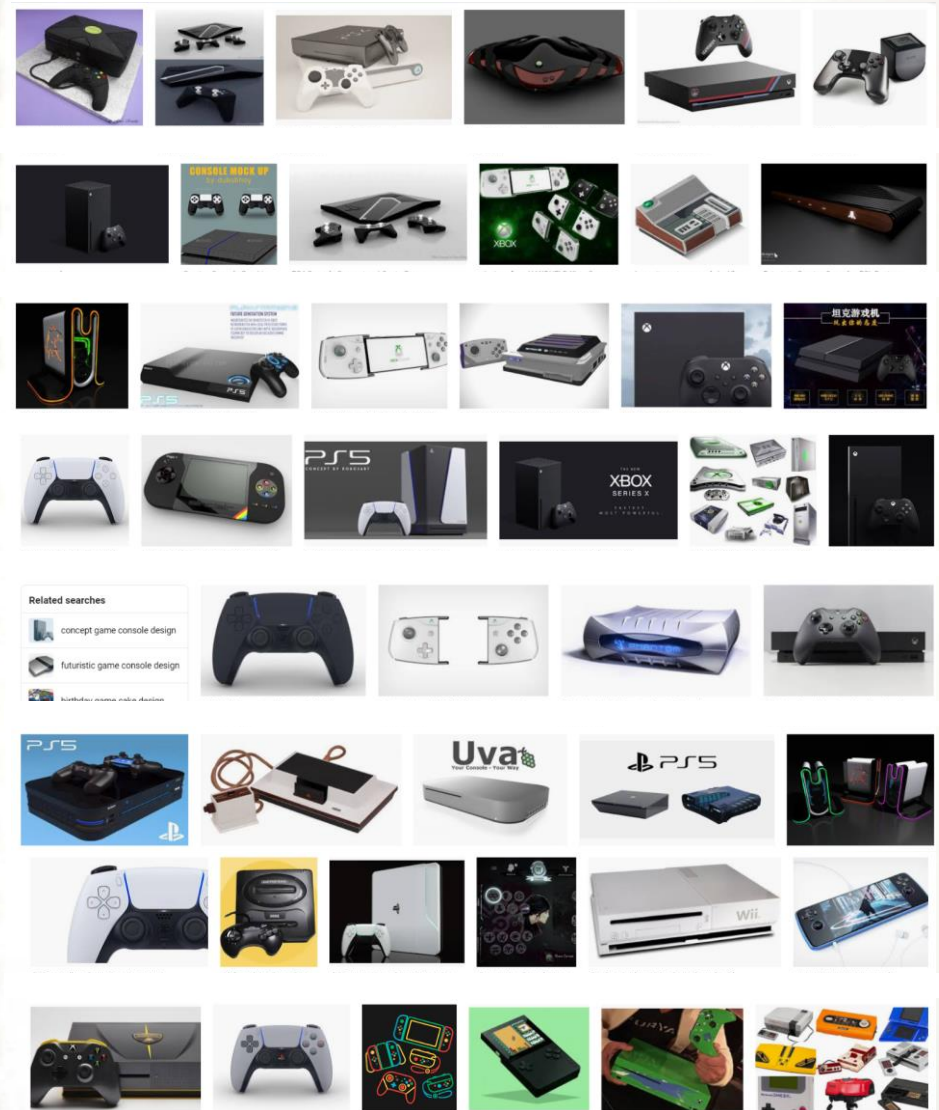


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TIP: Watch lesson 04 again if you cannot remember how to present your sketches in one point perspective.

SKETCH
A WEEK
TASK 5

WEEK 10

**TWO-POINT
PERSPECTIVE**

SKETCH A WEEK TASK

Based on TWO-POINT PERSPECTIVE

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

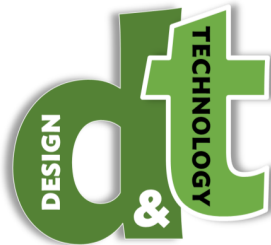
Fill a page in your sketchbook, notebook or paper.

HAVE A GO:

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

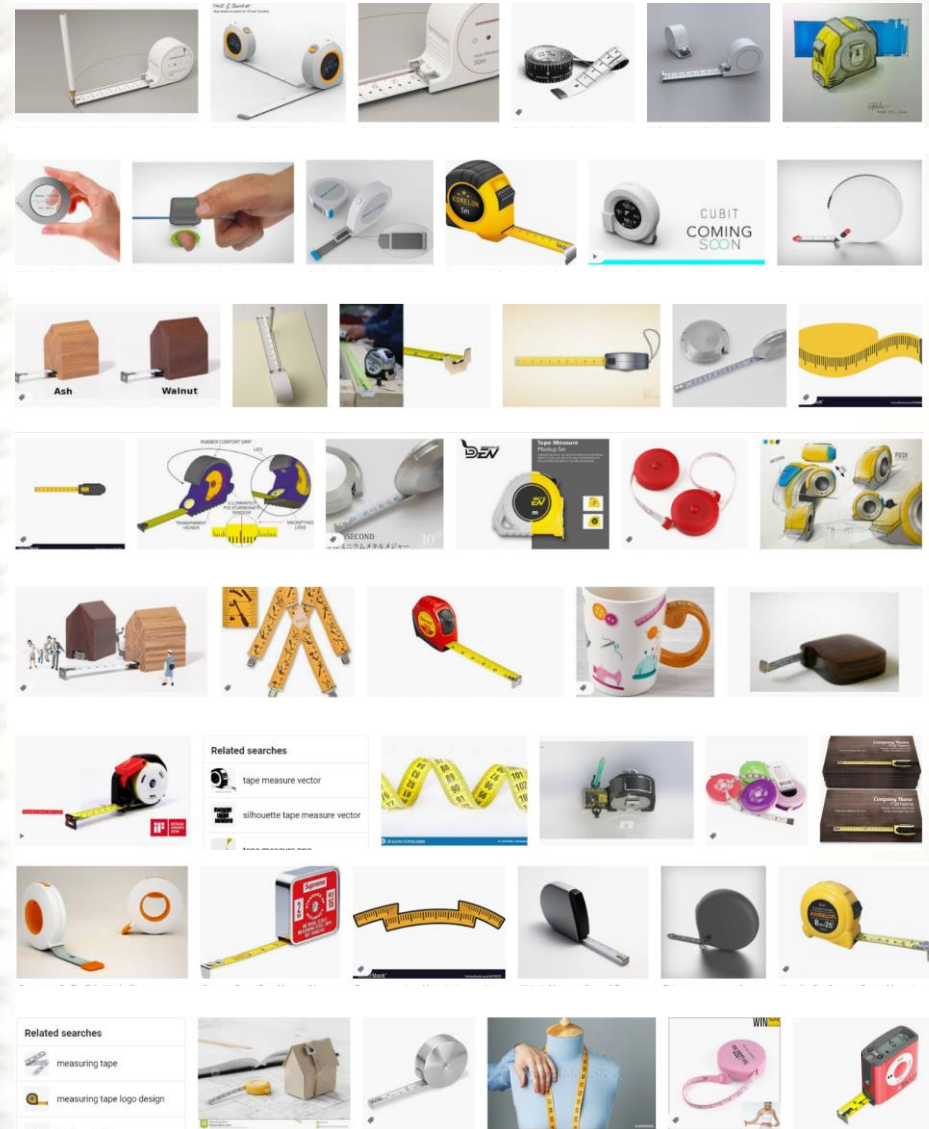


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TIP: Watch lesson 05 again if you cannot remember how to present your sketches in one point perspective.

SKETCH
A WEEK
TASK 6

WEEK 11

**THREE-POINT
PERSPECTIVE**

SKETCH A WEEK TASK

Based on THREE-POINT PERSPECTIVE

Using your learning from

Lesson 06: Three-Point Perspective

sketch a range of cameras.

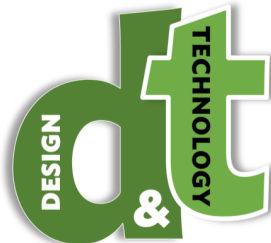
Fill a page in your sketchbook, notebook or paper.

HAVE A GO:

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

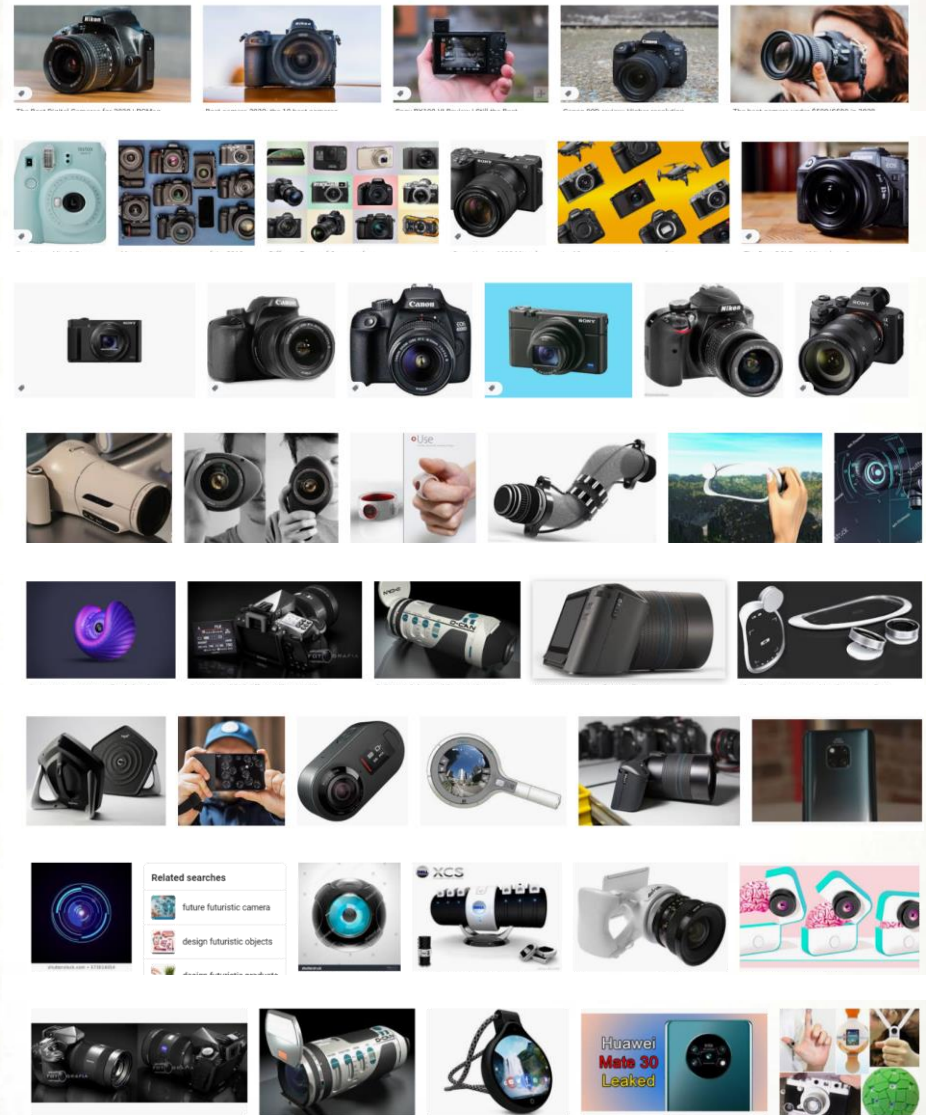


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INSPIRATION PAGE



TIP: Watch [lesson 06](#) again if you cannot remember how to present your sketches in one point perspective.

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

