

Transition Subject Tasks



Subject: 3D Design (Product Design)

Course: A Level

Exam Board: AQA

Tasks below are to be completed before September 2020

<p>1. Improve your theory knowledge and understanding about material properties and finishes. Visit www.technologystudent.co.uk and complete the materials theory activities. Make a theory folder and add all notes made to it so we can check how you are doing with them in September.</p>	
<p>2. Regularly look at TV listings. Look for TV programs with a creative or design based focus. It does not have to be strictly 3D Design. Any creative program will extend your understanding of creative problem solving (this is what Product Design essentially is!) A good one in CLICK – this can be found on the BBC I player.</p> <p>3. Architecture, engineering, inventions, fashion, cars, racing, environmental issues, are just a few areas that your might look at. Examples of good programs include The genius of Design, Grand Designs on Channel 4 (if you want to study architecture you should be watching this!!), How do they do it? With Robert Llewellyn Channel 5, Richard Hammond’s engineering connections. James May from Top Gear often does really good programs with a design focus on a whole range of topics from classic childhood toys to aeronautics (planes) and exploration of space.</p> <ul style="list-style-type: none"> • The discovery channel, More 4, BBC four, BBC 2 and Channel 4 and Sky Arts channels have lots of great programs on covering a whole range of design issues including design history, how things are made and the social contexts of design. Get watching, record them and keep notes for later on. • You are to write a reflective piece after you have watched the program that captures what you learnt from it. Make a list of specific words which are new to you. Remember you can always ask your teacher to clarify or explain anything you have seen. 	
<p>4. Develop your understanding of design history (this is particularly important at A level) Complete the task on a range of other designers covering different time periods. Build up your own time line of design and designer’s from 1850’s to present day. Make your own notes on the key name of designers and design movements. Choose designer whose work really inspires you or whose work you really dislike. Researching something that provokes a more extreme reaction in you will be fascinating and you may find your opinion changes during the course of your investigations! (Do a powerpoint for each designer) youtube a good source for information.</p>	

Designer Names:

William Morris	Ron Arad
Charles and Ray Eames	Robin Day
Trevor Baylis	Walter Gropius
Marcel Breuer	Gerrit Rietveld
Ludwig Mies Van der Rohe	Charles Rennie Mackintosh
Michael Marriot	Raymond Loewy
Jonathan Ive	Alec Issigonis
Ernest Race	Richard Sapper
Ettore Sottsass	Phillipe Starck
Jasper Morrison	Alvar Aalto
Tom Dixon	Henry Drefuss
Sebastian Bergne	Gordon Russell
Richard Seymour	Marianne Brandt

5. Become better at visual communication (drawing). Designer's communicate visually through drawings not with words alone. A good way to improve your ability to draw with confidence, accuracy and at speed is simply to do it often. You must have a sketchbook or paper in the house – aim to draw something every day even it is only for a few minutes. It does not matter what you draw, it could be people, objects around you, or it could be developing your own design ideas for things un-related to your coursework tasks. As a budding designer your head should be full of ideas that you are interested in. A personal sketchbook of drawings and design ideas with notes and personal reflections will prove to be very valuable if you are called for interview at University or College for any kind of creative study after the 6th Form. We look forward to seeing your sketches in September.