

# Project: Technical Drawing

## What are we learning about?

You will learn about different drawing techniques, such as 1 and 2-point perspective. You will learn about rendering a drawing and the different ways this can be done. You will be introduced to modelling and how important this is in the design process.



## Why are we learning about it?

Designers need to communicate their design ideas in order for them to be tested and finally made. You are learning about this so you can build your communication skills within design and technology.



## What new **KNOWLEDGE** will I gain?

- How designers communicate their design ideas using a range of methods.
- What equipment is needed to communicate these ideas.
- How rendering is used to make ideas look real.
- Why modelling is essential in the design process to bring design ideas to life.



## How does this build on the **KNOWLEDGE** I already have?

- The design process as a whole.
- Initial and final design ideas.
- Basic modelling that has been provided.



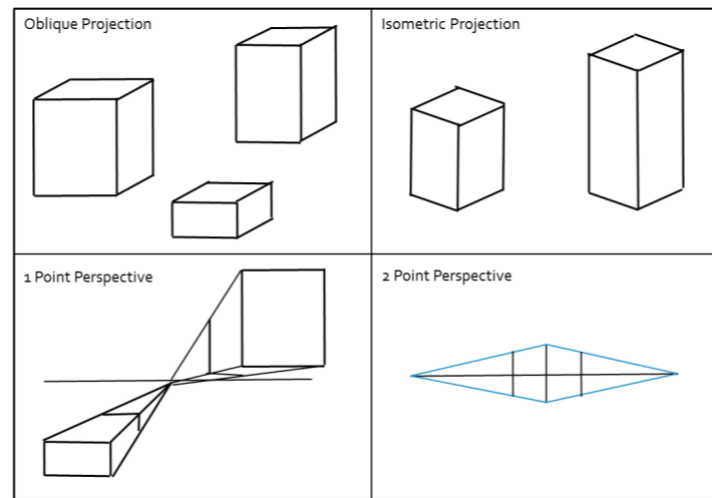
## What new **SKILLS** will I develop?

- 1 and 2-point perspective drawing.
- Oblique drawing.
- Modelling using a range of materials.
- Modelling from design ideas.



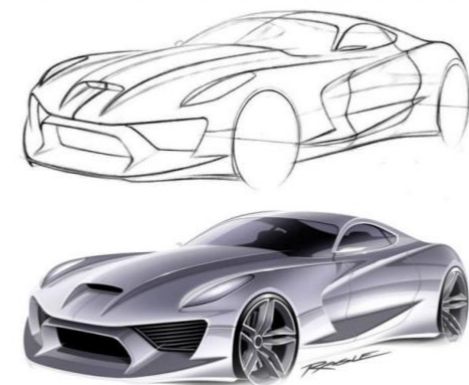
## How does this build on the **SKILLS** I already have?

- Use of CAD Software to design.
- Isometric drawing.
- Modelling where materials and design have been provided (Linkages).



1-Point Perspective  
2-Point Perspective  
Oblique Projection  
Isometric Projection

## Rendering



## Modelling

