

# S1 Manual Graphics

Graphic Technology

# MEASURING

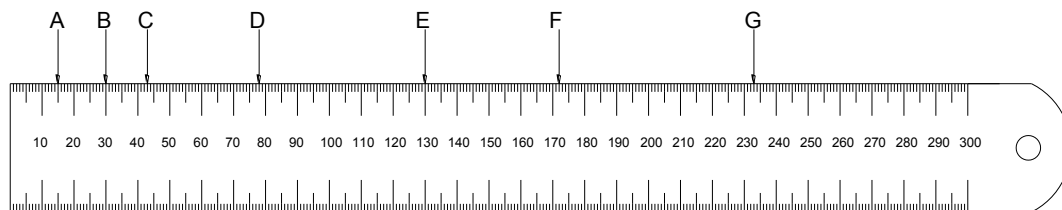
Throughout the school you will measure in many different units. Most of the school will measure in Centimetres (cm), however, in the Design and Technology department; we measure in Millimetres (mm).

Occasionally, some rulers you will use work in cm, therefore it is very important we are able to convert all measurements to mm.

$$\begin{array}{l} \text{Units} \\ 1\text{cm} \end{array} = \begin{array}{l} \text{Millimetres} \\ 10\text{mm} \end{array}$$

## TASK 1

Using what we have learned, read the millimetre ruler and identify the given values.

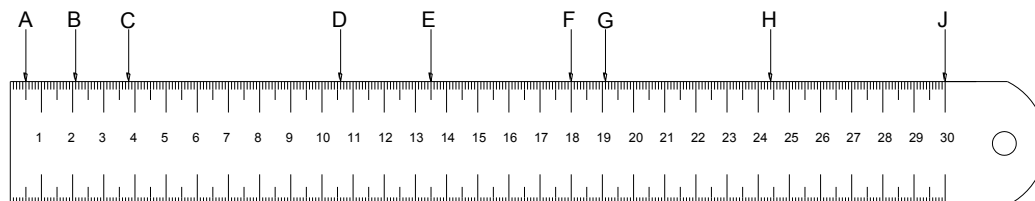


A ..... B ..... C ..... D .....

E ..... F ..... G .....

## TASK 2

Read the centimetre ruler and identify the given values. Write your answer down in **mm**.



A ..... B ..... C .....

D ..... E ..... F .....

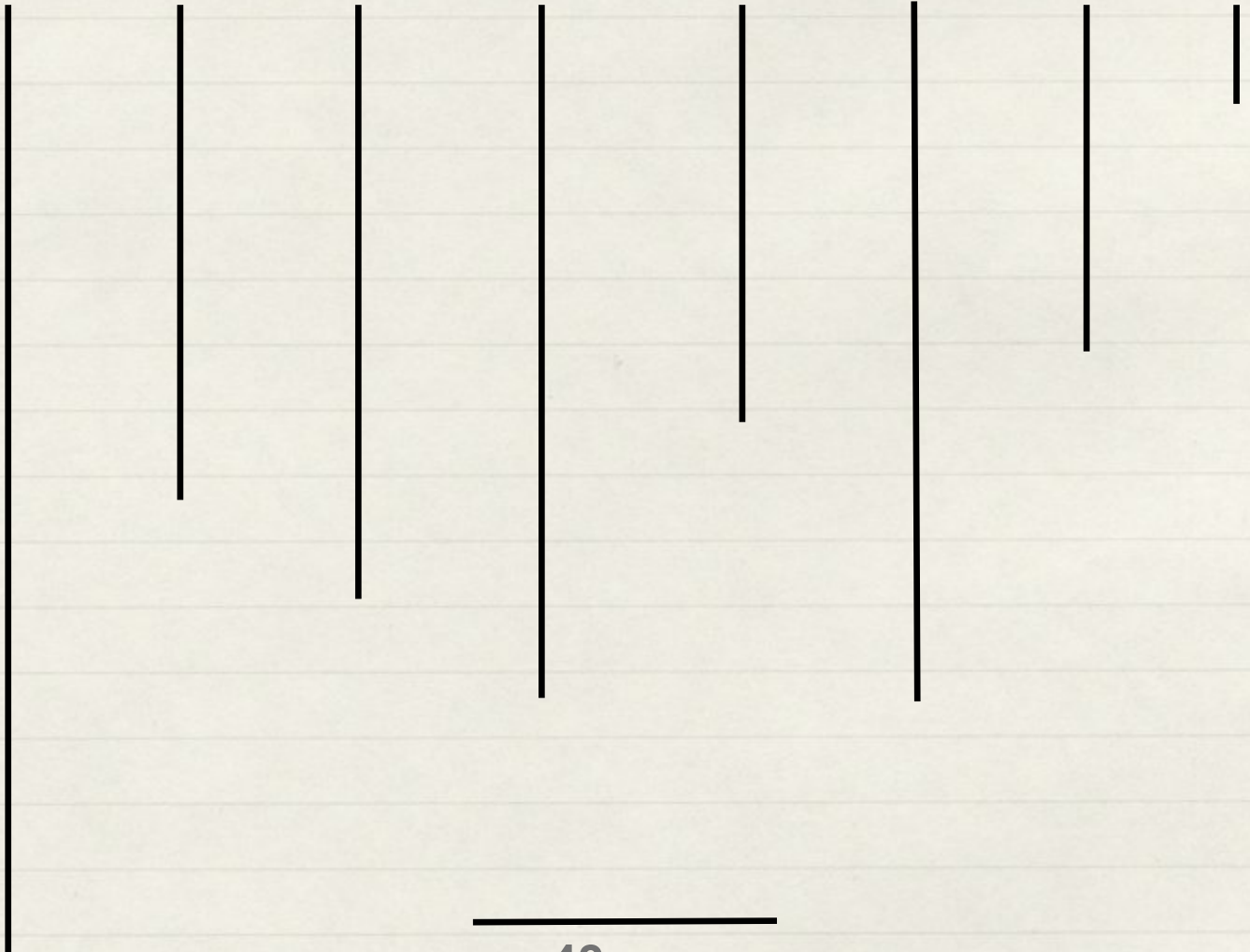
G ..... H ..... J .....

# MEASURING

## TASK 1

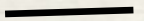
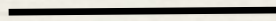
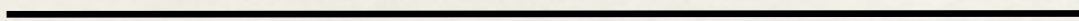
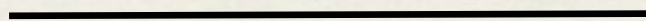
Taken what we have learned from using a ruler and measuring accurately; Measure and label the following vertical and horizontal lines on the page. Two examples have been given.

**Remember:** think about accuracy and working in millimetres.



134 mm

43 mm



# FREE HAND SKETCHING

As the name suggests, freehand sketching means creating sketches without the use of any drawing equipment other than a pencil.

The key thing to sketching is to feel comfortable. To ensure this, you need to consider;

- The way you sit
- The position of your paper
- The control of your pencil



## Overhand



## Underhand

One of the most important techniques you will need to practice is controlling the pressure applied to the pencil. There are ways of holding the pencil such as **Overhand** and **Underhand**. The Underhand grip shown is more likely to produce good results rather than the more common Overhand 'writing grip'.

The only two pencils you will need to begin with are **2H** for light construction lines, and **2B** for outlines and shading.



# Sketching Techniques

## TASK 1

Using the techniques you have learned, sketch a range of **Vertical** and **Horizontal** lines.

- Remember : Shadow the line first before you sketch.
- Keep lines light and **Parallel**.



## TASK 2

Continuing from the first task, sketch a number of lines at **45 degrees**.

- Remember : Shadow the line first before you sketch.
- Keep lines light and adjust your page to suit your sketches.

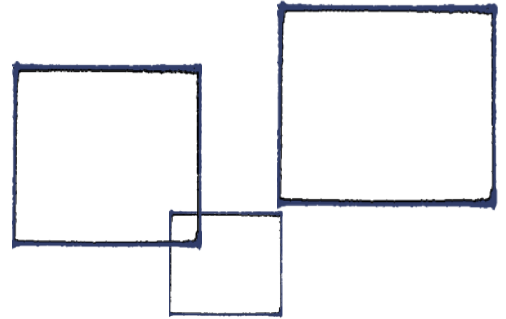


# Sketching Techniques

## TASK 3

Using vertical and horizontal lines, fill the given area with a number of sketched boxes.

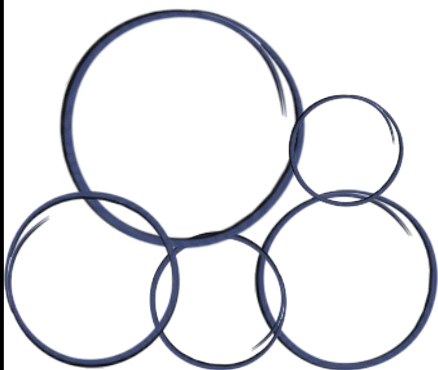
- Remember : Shadow the line first before you sketch.
- Keep construction lines light and darken the outline to define each shape.



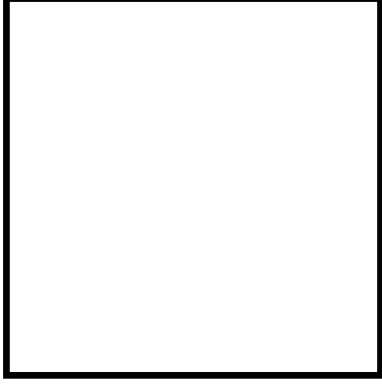
## TASK 4

This time sketch a number of different circles without the use of construction lines.

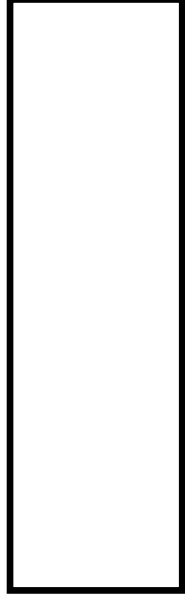
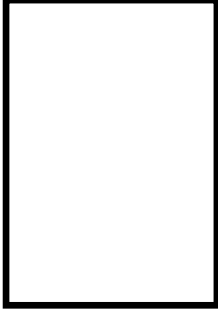
- Remember : Orbit your wrist and pencil to fill the given area with sketched circles.
- Adjust your pages to suit your sketches.



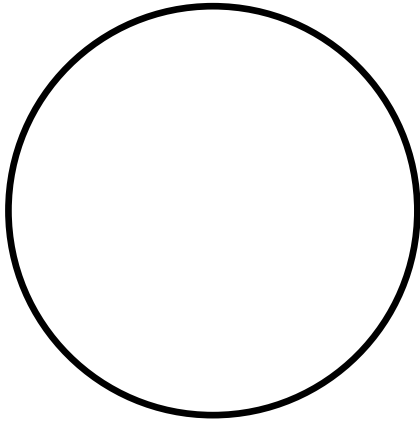
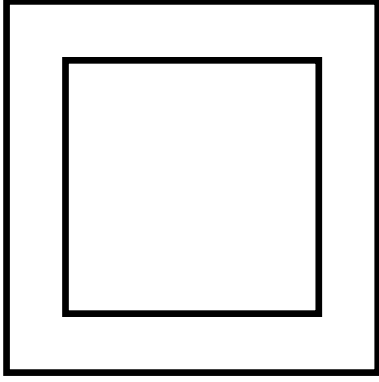
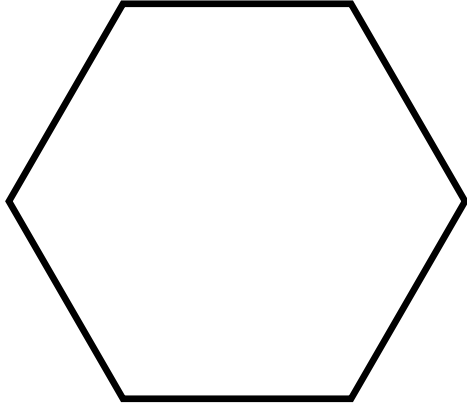
# 1 POINT PERSPECTIVE



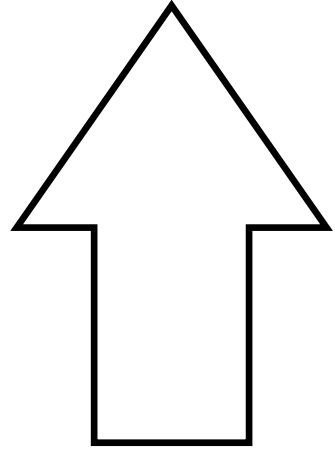
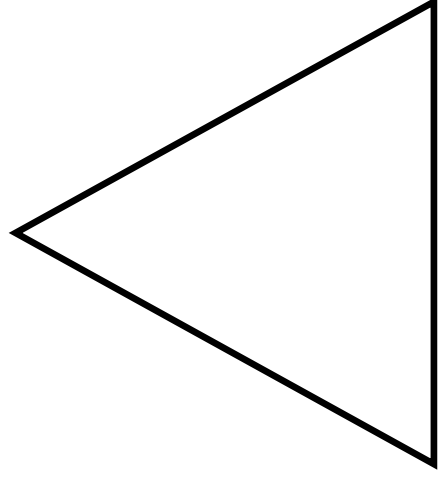
V.P.



# 1 POINT PERSPECTIVE



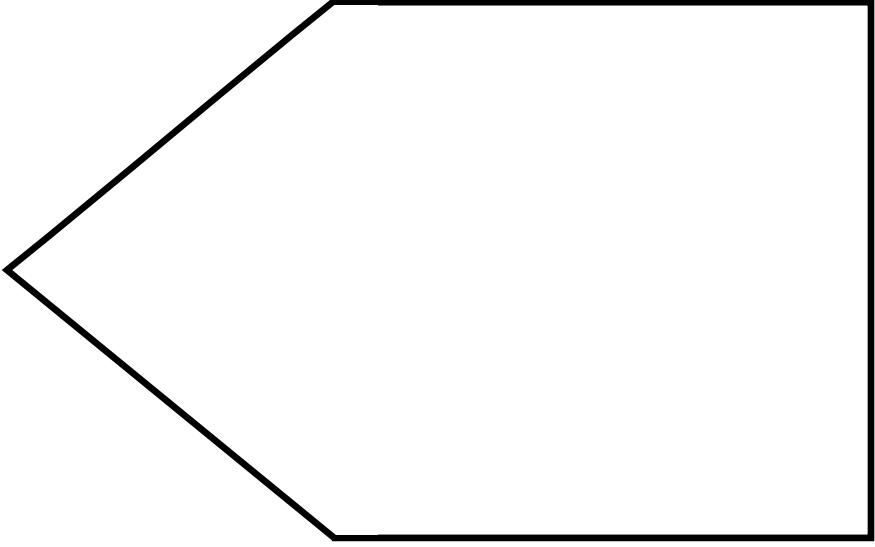
V.P.





# 1 POINT PERSPECTIVE

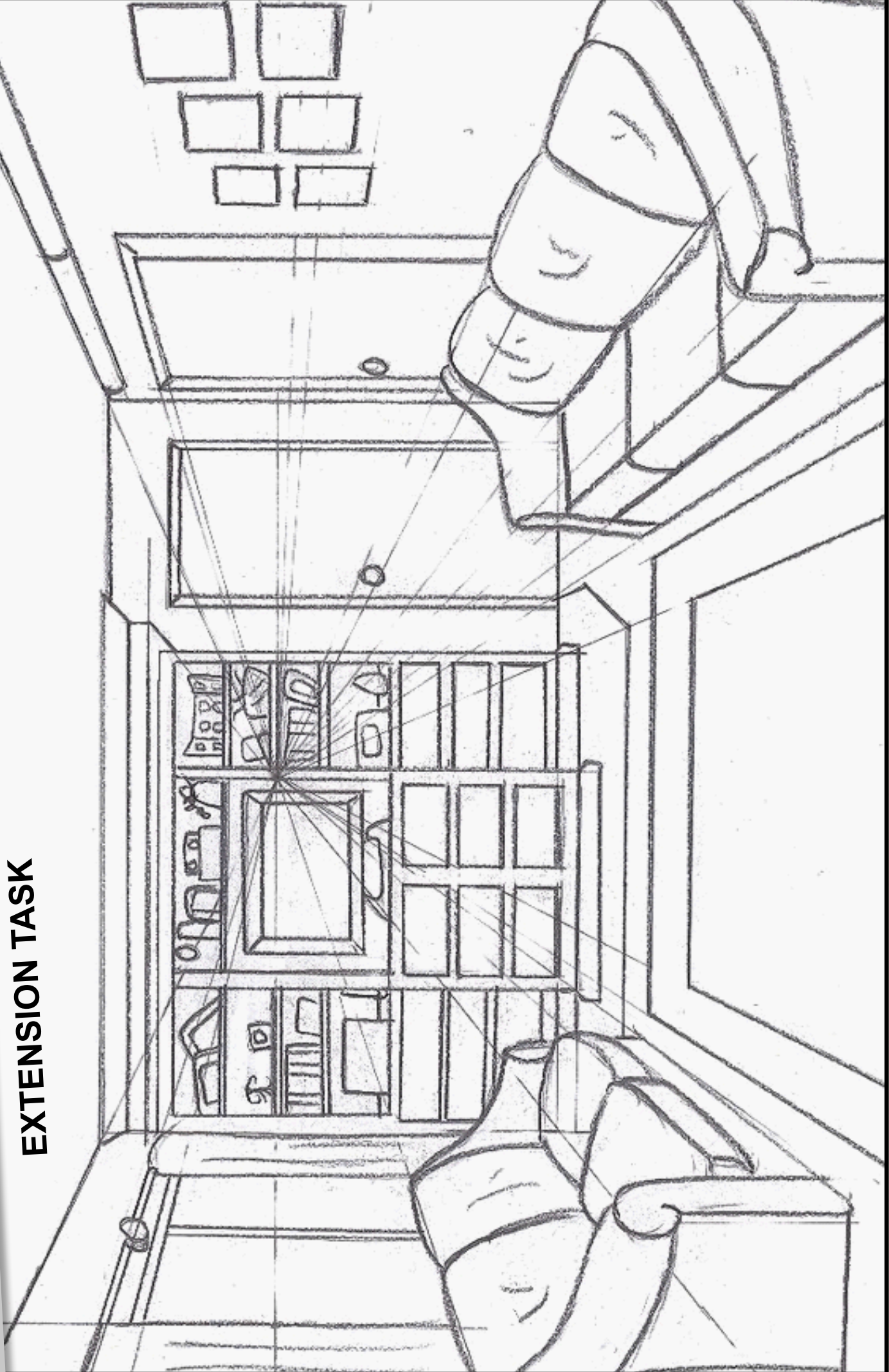
COTTAGE



V.P.

**1 POINT PERSPECTIVE**

**EXTENSION TASK**



**1 POINT PERSPECTIVE**

**EXTENSION TASK**



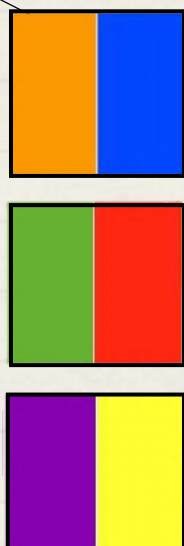
# COLOUR THEORY

Colours can be separated into different categories;

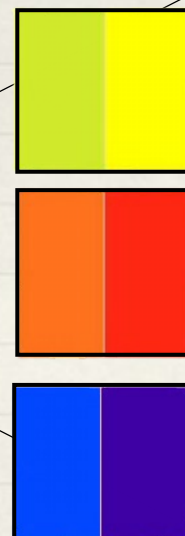
- Warm and Cool colours
- Harmonising and Contrasting

- Warm colours, **Yellow**, **Red** and **Orange** are colours which give a feeling of warmth, an example of this can be found on taps to identify warm water.
- Cool colours, **Blue**, **Green** and **Violet** do the opposite and give a feeling of coldness, again it can be seen on taps to identify cold water.
- **Harmony** is created when colours close on the colour wheel are used together. It is an effective way of using colour to blend with the background or another object.
- **Contrast** is created when there are two colours opposite on the colour wheel. It is an effective way of using colour to make objects stand out from the background or other objects.

P:\Technical\2017-18 Development\S1\Color-Pencil-PNG-Transparent-Image.png  
**Contrasting Colours**



**Harmonising Colours**



# COLOUR THEORY

**TONE** is the word used to describe how intense a colour is. A weak tone is a very light colour and a strong tone is a very strong colour.

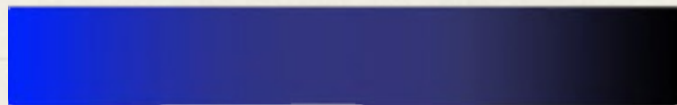
## Flat Tones



Weak Tone

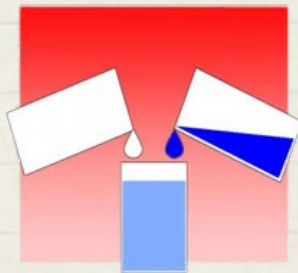
Strong Tone

## Graded Tones

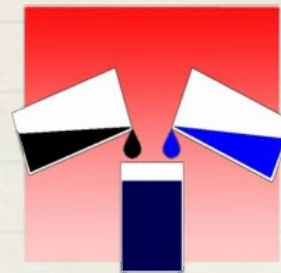


The tone of a colour can be changed by adding white or black.

Adding white  
creates a  
TINT

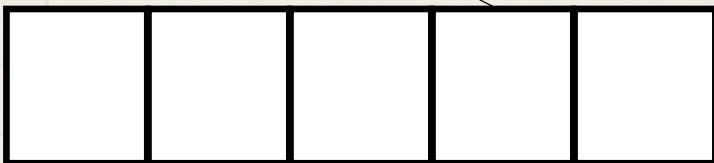


Adding black  
creates a  
SHADE

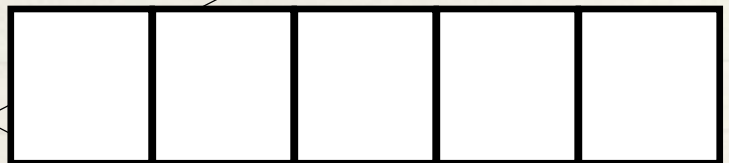


## TASK 1

Re-create flat tones and graded tones, using warm and cool colours as well as harmonising and contrasting colours.



Flat Tone



Flat Tone



Graded Tone



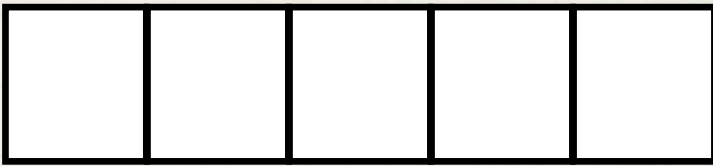
Graded Tone

# RENDERING

Using the rendering techniques we have already learned, complete the flat tone and graded tone boxes.

Remember: think about light, and tone.

## TASK 1

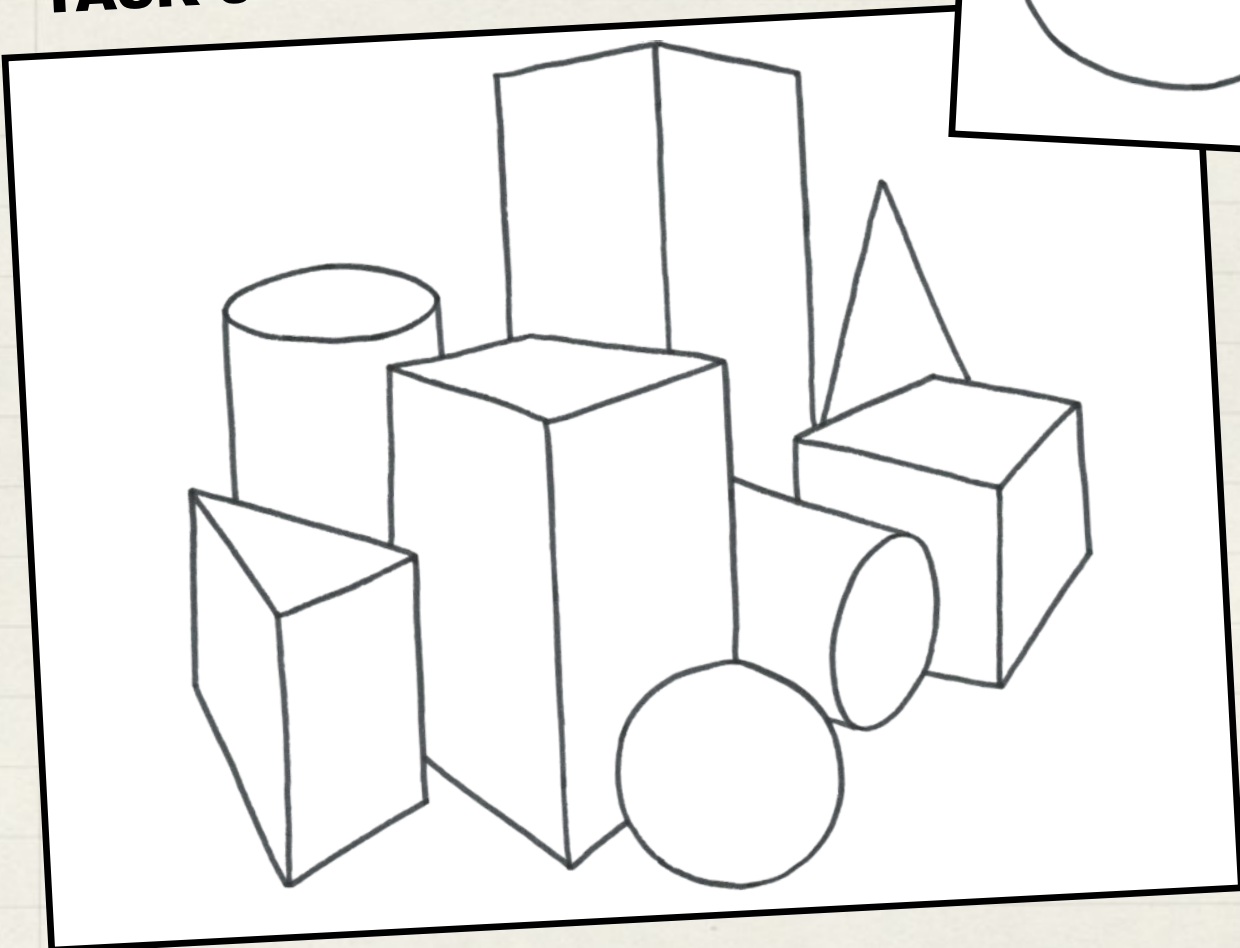


Flat Tone

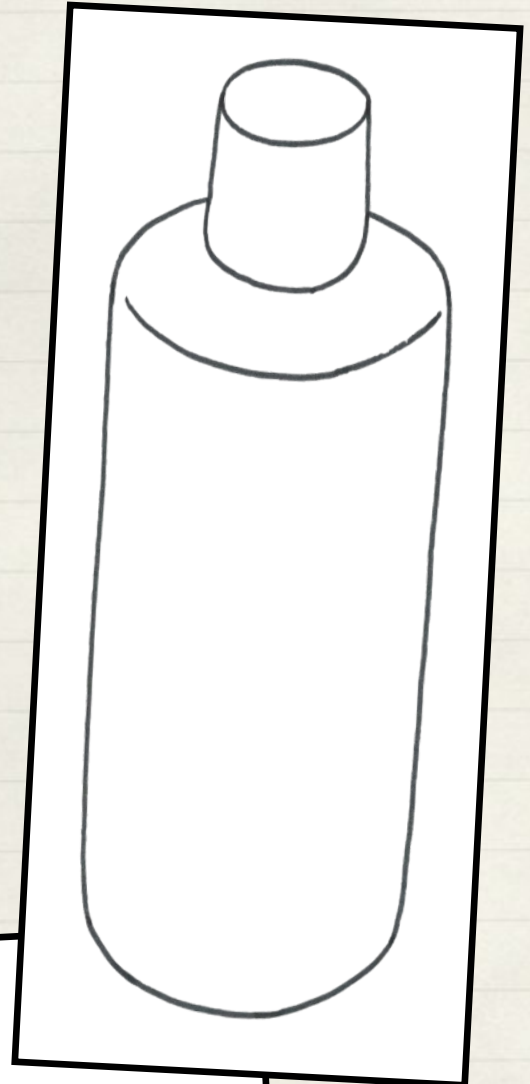


Graded Tone

## TASK 3



## TASK 2



# DESK TOP PUBLISHING

Desktop Publishing is the process of using software to create publications such as magazines, posters, leaflets or packaging on the computer.

The DTP terms and features we will be focusing on in first year are;

- Line
- Shape
- Colour
- Font
- Target Audience

● **Lines can be an important element in a layout. They are used to separate parts of the layout, connect parts of the layout or create emphasis by underlining features.**

● **Shapes can create visual impact in a layout. There are two main categories of shape; geometric and organic.**



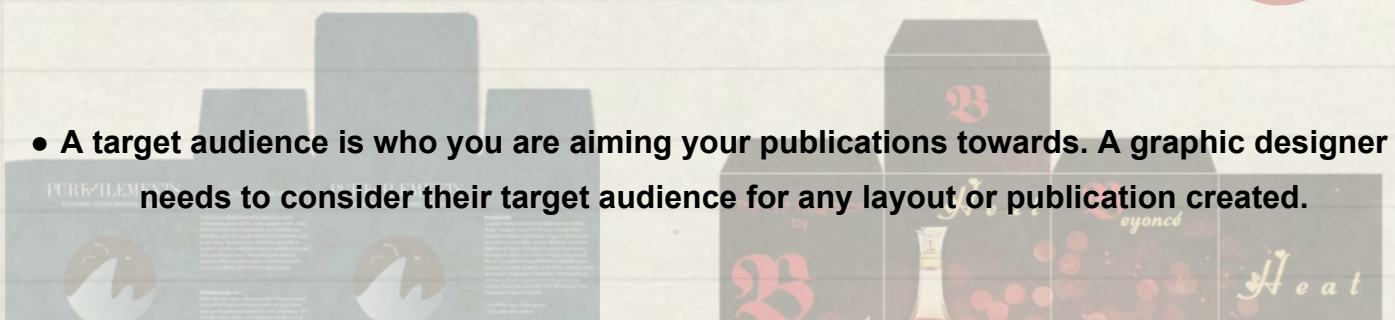
● **Using colour creatively can make an enormous difference to the impact of a layout. It is important to consider colour combinations such as harmonising and contrasting. Try and limit your choice to a maximum of three colours.**



● **Font is the type of lettering used within a publication. Suitable selection of font styles can add visual impact to your layout. Consider the theme of your publication to help select the style of font.**



● **A target audience is who you are aiming your publications towards. A graphic designer needs to consider their target audience for any layout or publication created.**

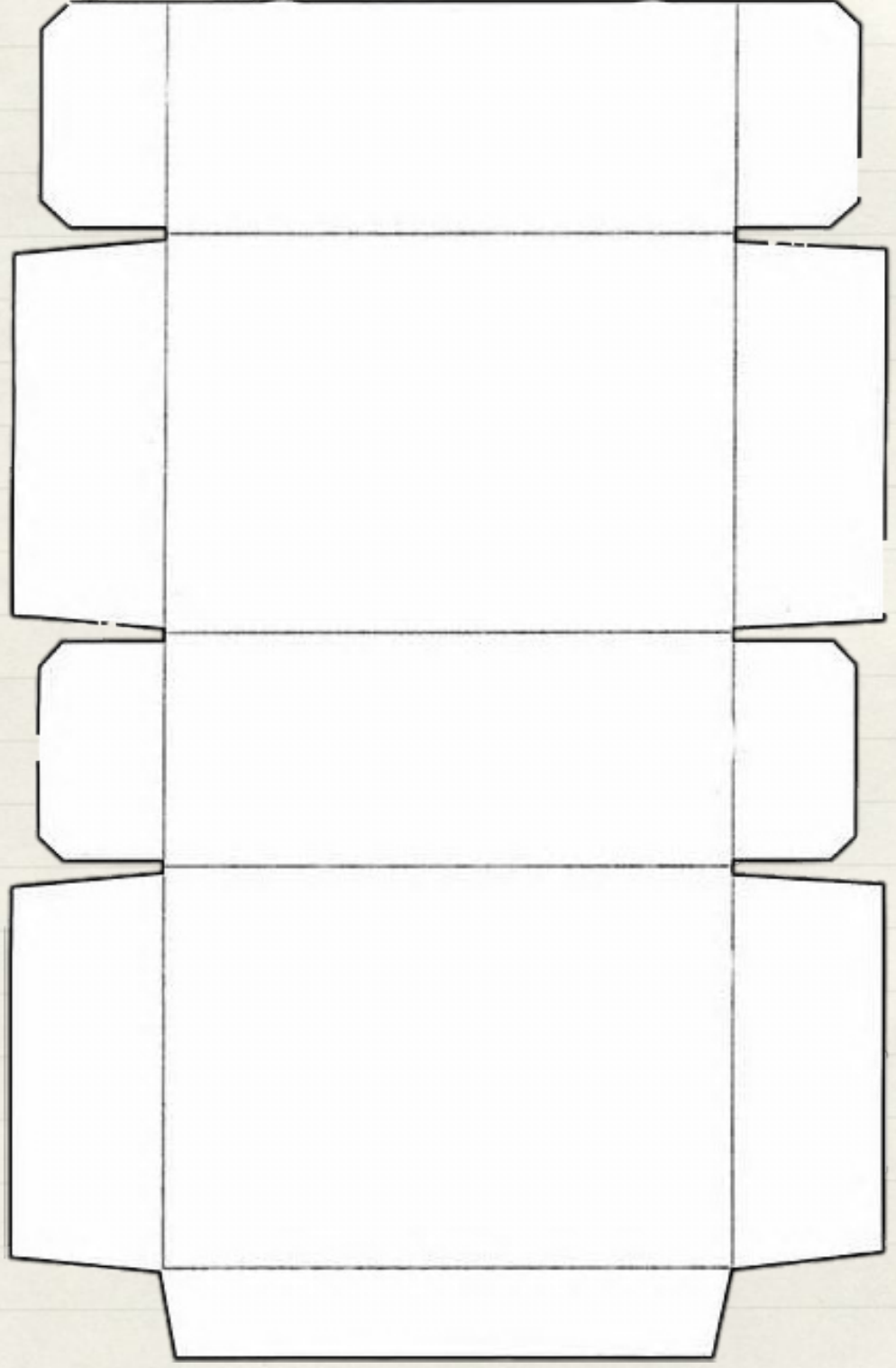




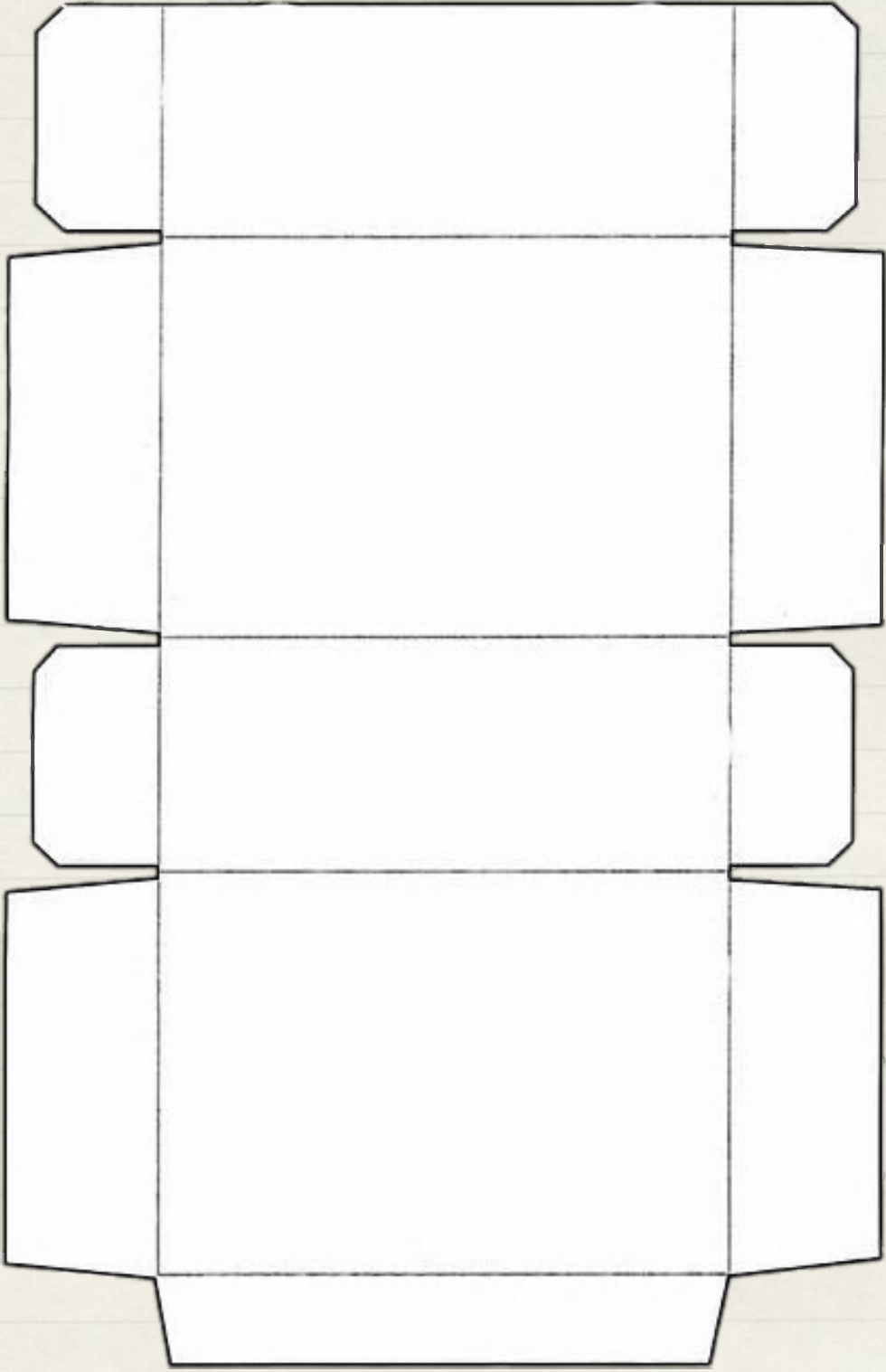
Using what we know about the DTP terms discussed. Sketch out a aftershave or perfume package of your own design. Annotate fully.

Remember; Think about **Line, shape, colour, font, target audience.**

## IDEA 1



# IDEA 2



**EAR BUD HOLDER - DESIGN**

**TAKING THE PENCIL FOR A WALK**

# **EAR BUD HOLDER - DESIGN**

**FINAL DESIGN**

**EVALUATION**

