| 1	2	3	4	5	6	7
Draw a range of different sized isometric boxes	1 Point perspective box	2 point perspective box	1 wood cube (using isometric drawing)	1 Plastic cube (using 1 point perspective drawing)	1 metal cube (using 2 point perspective drawing)	1 fabric cube (using isometric drawing)
8	9	10	11	12	13	14
Draw your house using 2 point perspective or isometric drawing	Design a product to help the elderly in garden	Design a product to encourage young children to play outdoors	Design a clothing item for a teenager inspired by Vivienne Westwood (See attached sheet)	Design a children's bed that will not allow them to fall out.	Draw a cuboid with a colour block in the background	Design a map of where you live in the style of Harry Beck (see attached sheet)
15	16	17	18	19	20	21
Design and sketch a product that has a moving element in 3D	Design a chair for your bedroom in the style of Marcel Breuer (See attached sheet)	Design a product to help elderly people in the garden	Design a new school in the style of Norman Foster (see attached sheet)	Create a scale drawing of your mobile phone	Design a storage unit in the style of Ettore Sottsass (see attached sheet)	Design a product that you think would help young people understand recycling
22	23	24	25	26	27	28
Design and sketch a s storage item for a teenagers bedroom	Design an item for the kitchen in the style of Alberto Alessi (See attached sheet)	Design a children's toy based on your favourite animal	Design a product to help people to grow vegetables in their house	Design a recycling bin for the school canteen	Design a toy for a child with one arm	Design a desk light for a university student desk
29	30	31	Extension	Extension	Extension	Extension
Design a wallpaper pattern inspired by William Morris	Design a product for an elderly person with no legs	Design a Trophy for the 30 Day Design Challenge	Create a **client** (Name, age, height, weight, job, living situation, wants & needs)	Create a **Design Brief** (What product does your client want and why?) (See sheet)	Create a product especially for your client, walk about why it will help them and why	Change your product 3 times and see what outcomes you can create

Isometric Drawing

This is a 3D drawing technique using 30 degree angles. These simple step by step instructions will show you how to create a simple Isometric cube.
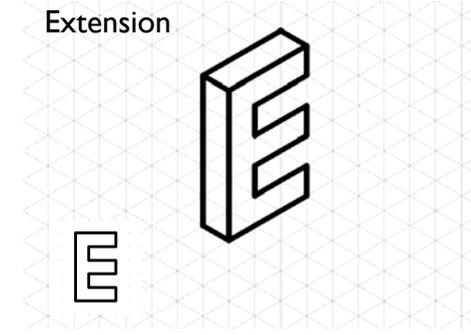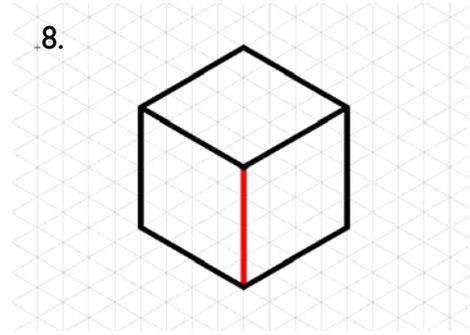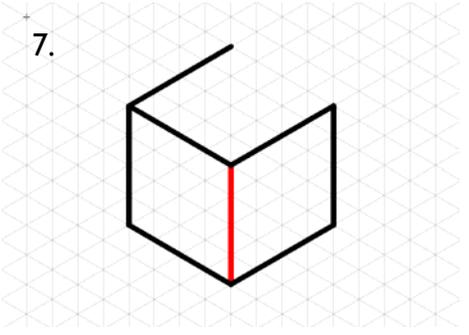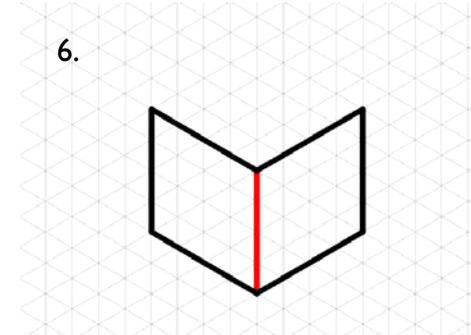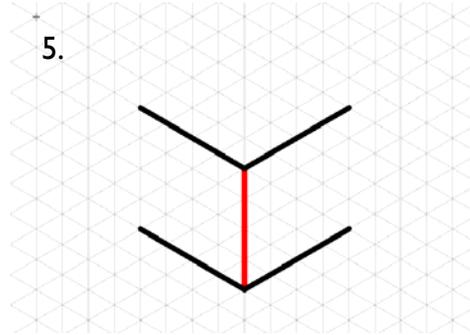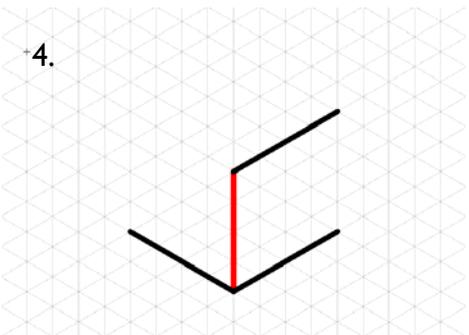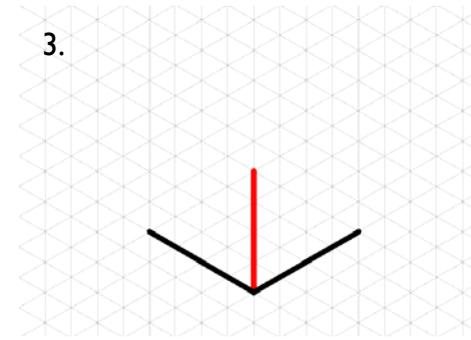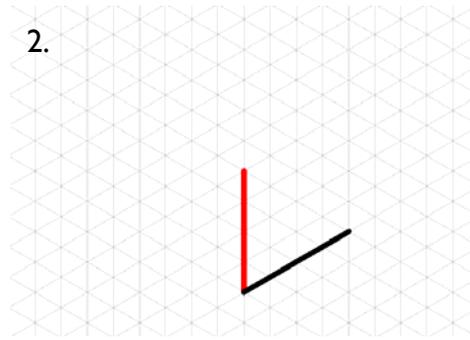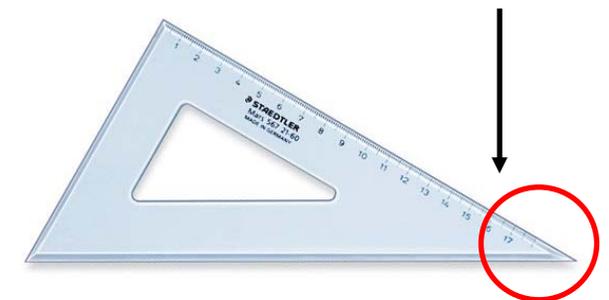
1.

2.

3.

4.

5.

6.

7.

8.

Extension

30 degrees!

One Point Perspective

Horizon Line

Vanishing Point
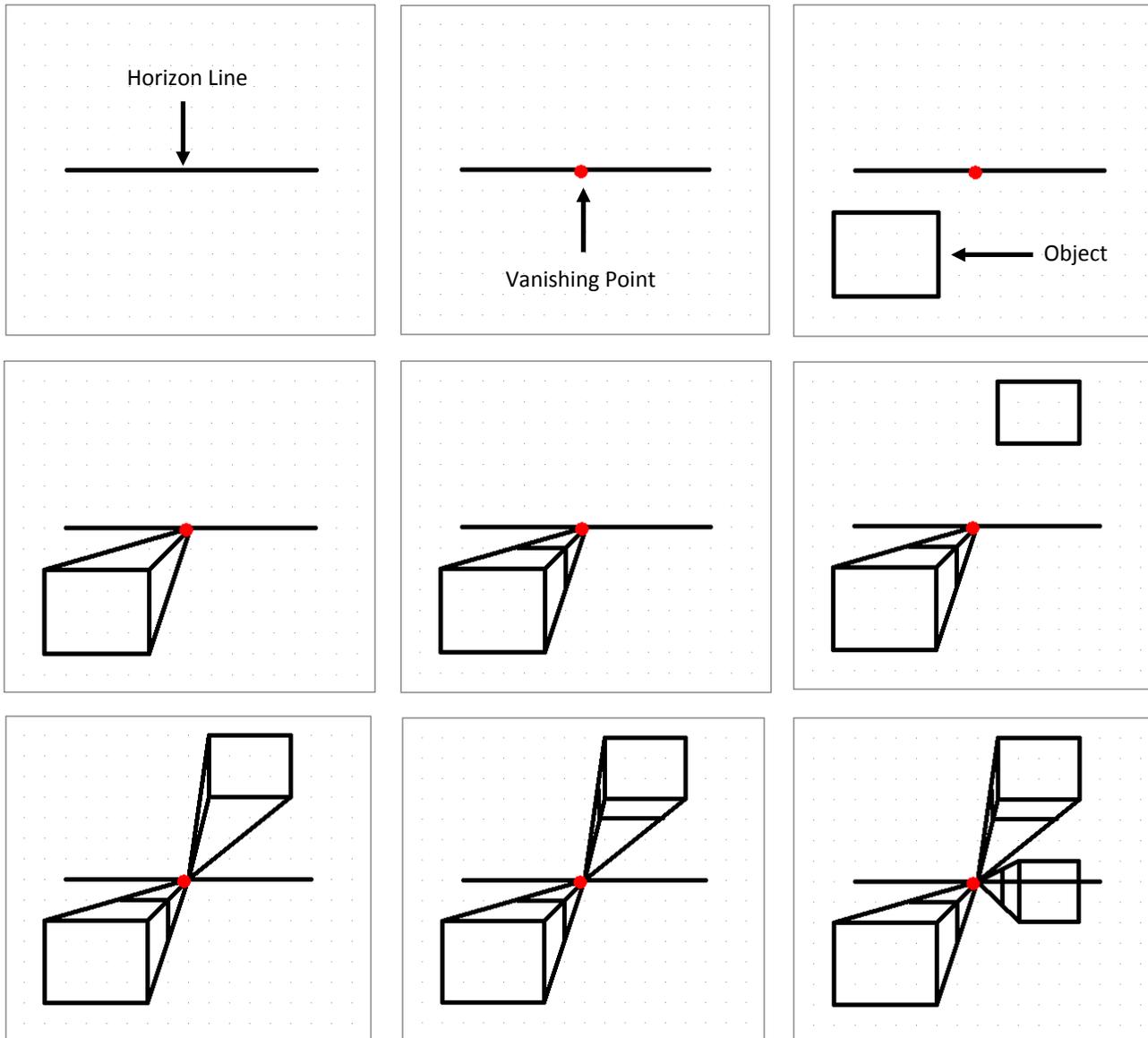
Object

One Point Perspective drawing allows you to see two sides of a 3D object.

- Shapes drawn below the horizon line show you the side and top of the object, as though you were looking down on it.

- Shapes drawn above the horizon line show you the bottom and side of the object, as though you were looking up towards it.

- Shapes drawn on the horizon line show you the front and side of the object, as though you were stood in front of it.
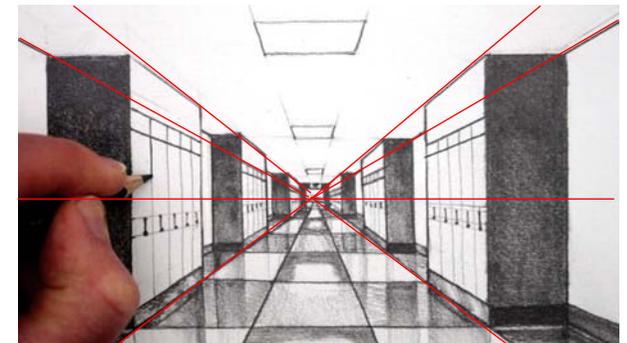
The technique can also be used to draw rooms/ landscapes/ houses etc.
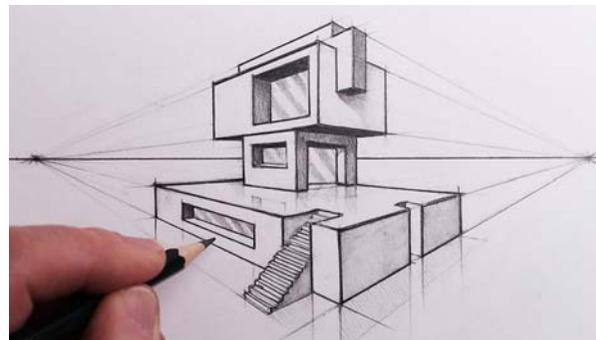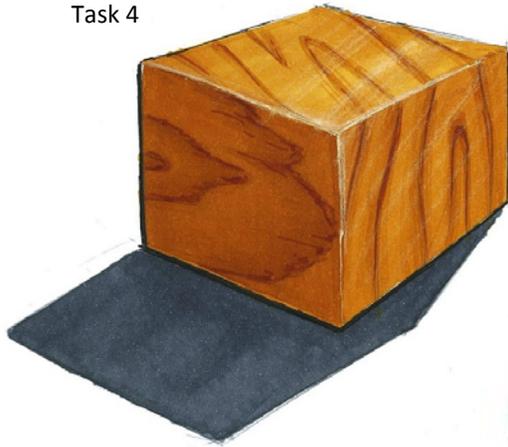
Two Point Perspective

1.

2.

3.

4.

5.
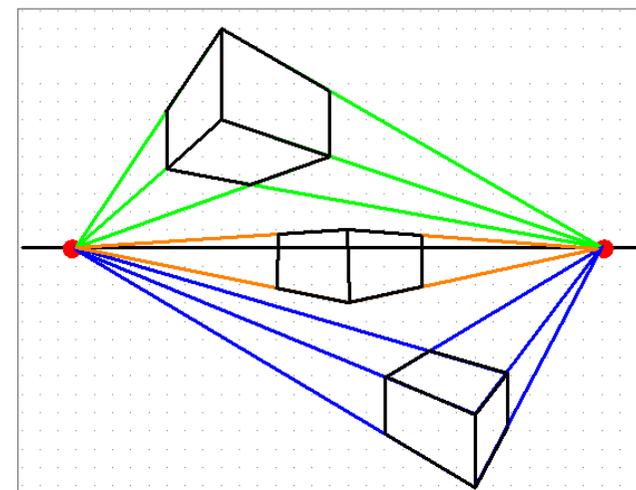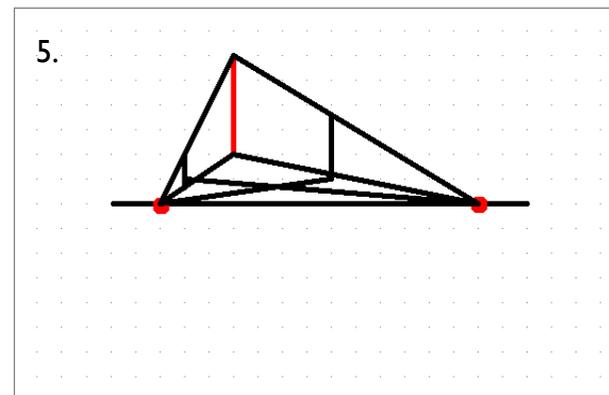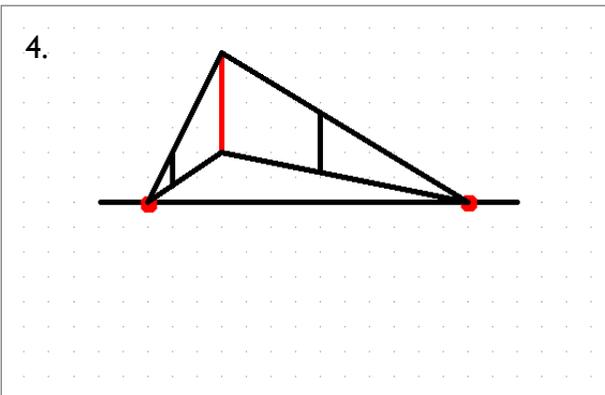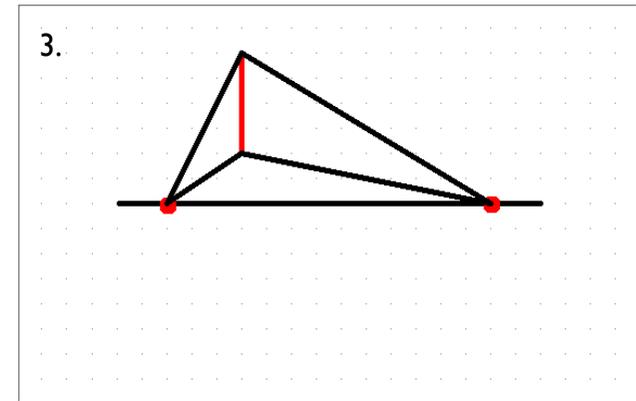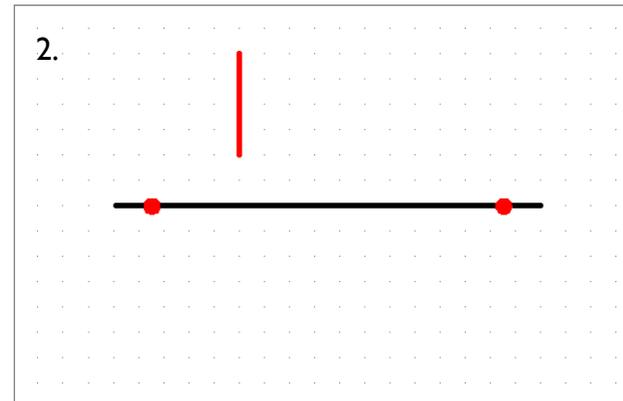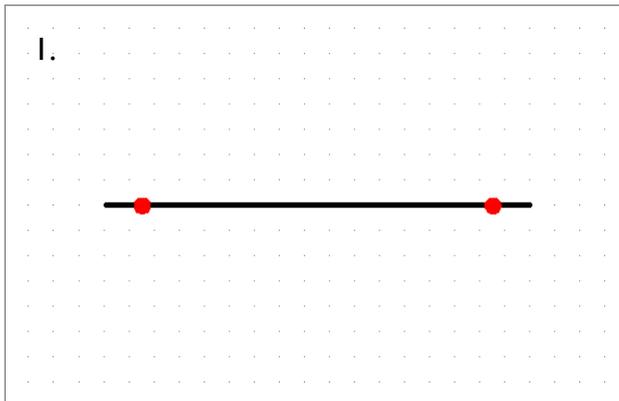
Two point perspective shows a 3D object from 3 sides.

Depending where the object is on the horizon line, it will either show the side, side, top or bottom of the shape.
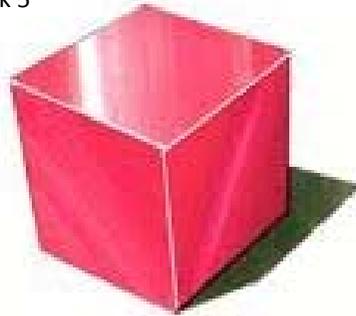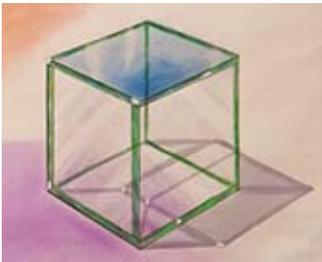
Example Tasks

Task 4

Task 5

Task 22

Task 8

Task 5

Task 4

Draw Line to Right Vanishing Point

Task 8

Task 16

Task 28

INITIAL DESIGNS
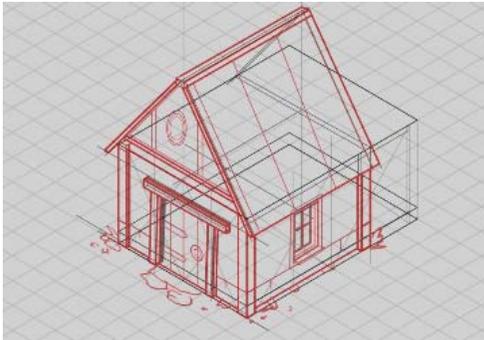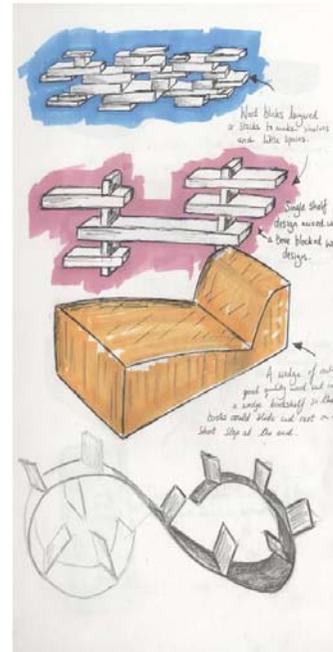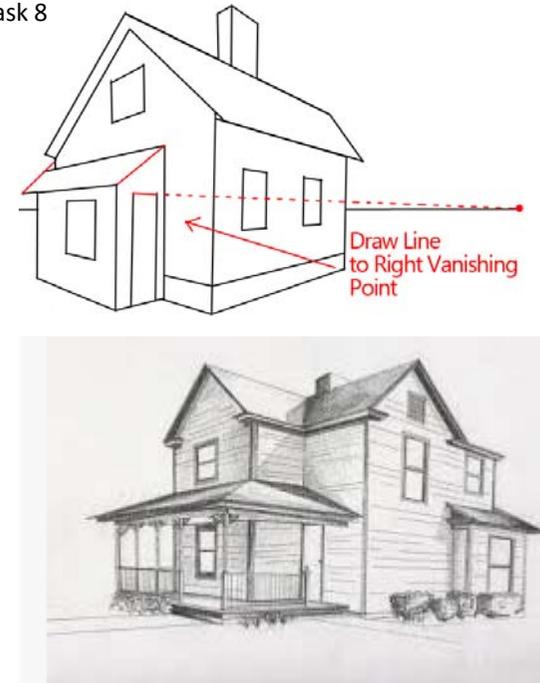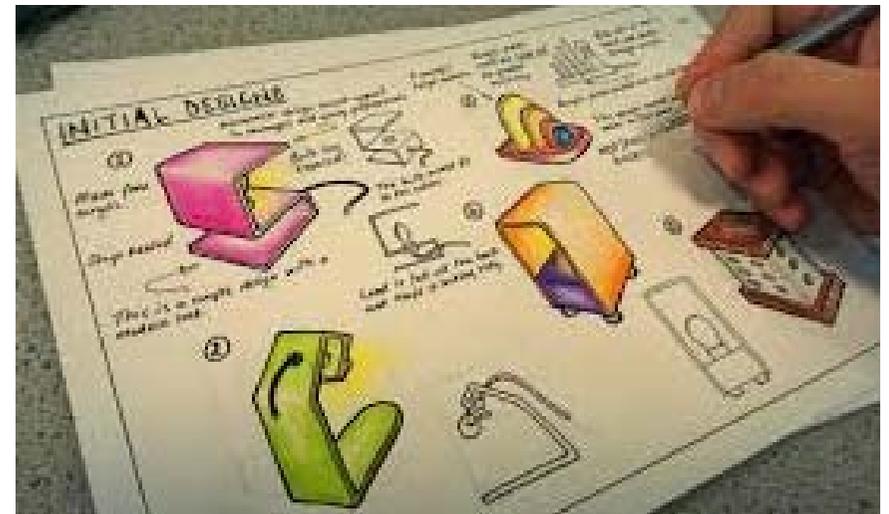
ALBERTO ALESSI

The godfather of Italian design, Alberto Alessi,
believes that design and beauty can help save the world.

Alberto Alessi is an Italian **Product Designer.**
His designs in the past have been criticised for sometimes being more style than substance.
They mainly create a wide range of tableware items.
The Alessi brand have worked with numerous designers over the years and
this has given their brand a wide portfolio.
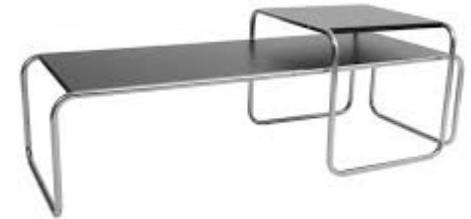
MARCEL BREUER

'I am as much interested in the smallest detail as in the whole structure'

Marcel Breuer was a Hungarian-born modernist architect, and furniture designer.
From 1920 to 1928 he was a student and teacher at Germany's Bauhaus, a school of design where modern principles, technologies and the application of new materials were encouraged in both the industrial and fine arts.
Breuer used new technologies and new materials in order to develop his 'International Style' of work.
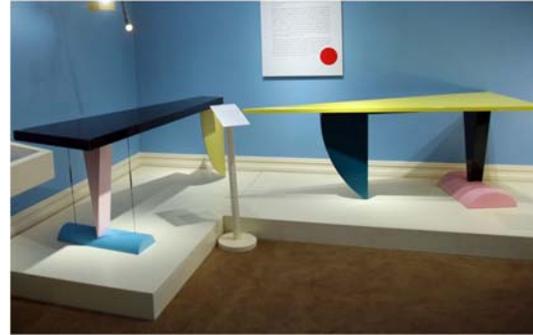
'decoration can be a state of mind, an unusual perception, a ritual whisper'

Ettore Sottsass (14 September 1917 – 31 December 2007) was an Italian architect and designer during the 20th century. His body of work included furniture, jewellery, glass, lighting, home objects and office machine design, as well as many buildings and interiors.
Ettore Sottsass founded the Memphis Group in Milan on December 11, 1980

ETTORE SOTTSASS

HARRY BECK
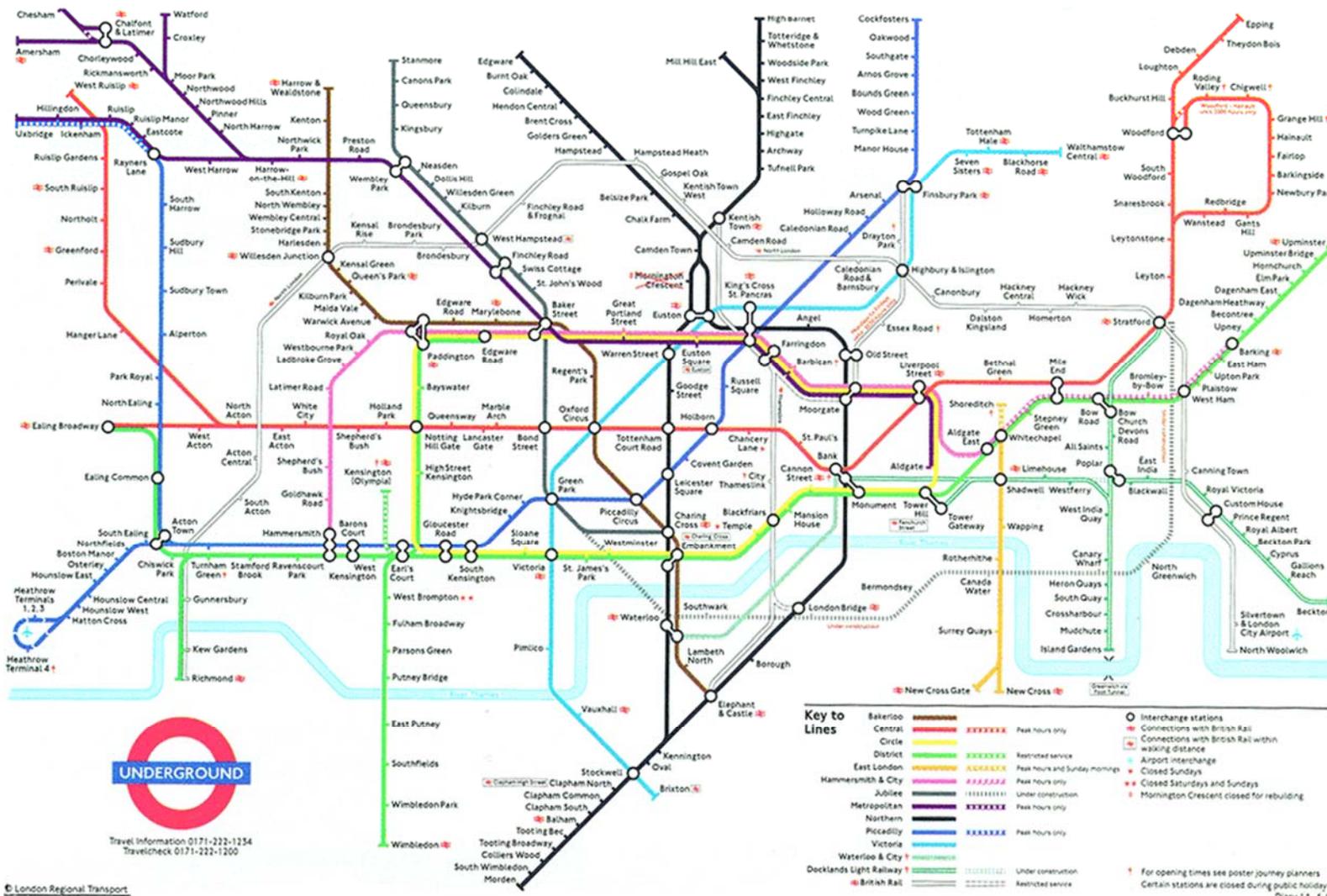
Henry Charles Beck (4 June 1902[1] – 18 September 1974) was an English technical draughtsman who created the present London Underground Tube map in 1931.

Beck drew up the diagram in his spare time while working as an engineering draftsman at the London Underground Signals Office. London Underground was initially sceptical of Beck's radical proposal, an un-commissioned spare-time project, but tentatively introduced it to the public in a small pamphlet in 1933. It was immediately popular, and the Underground has used topological maps to illustrate the network ever since.
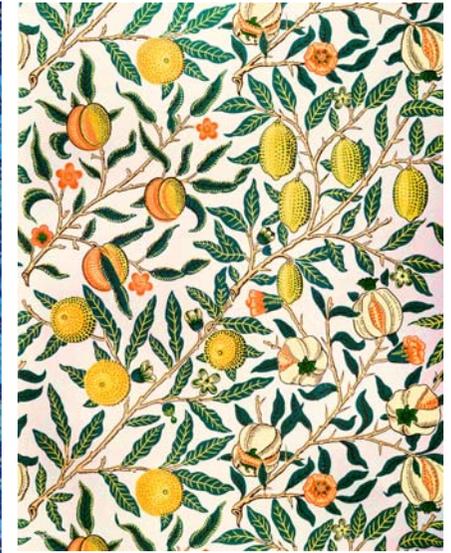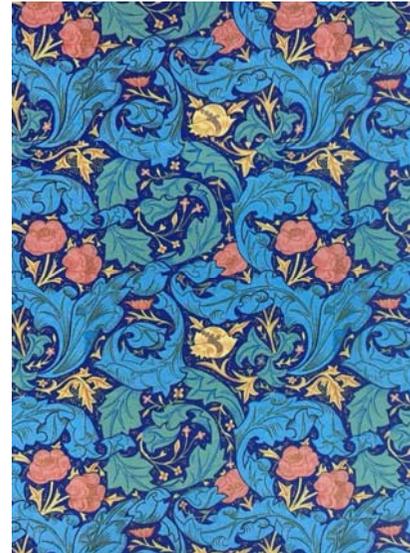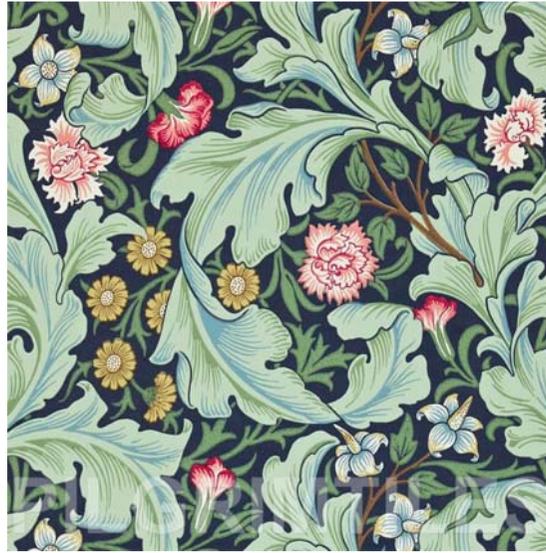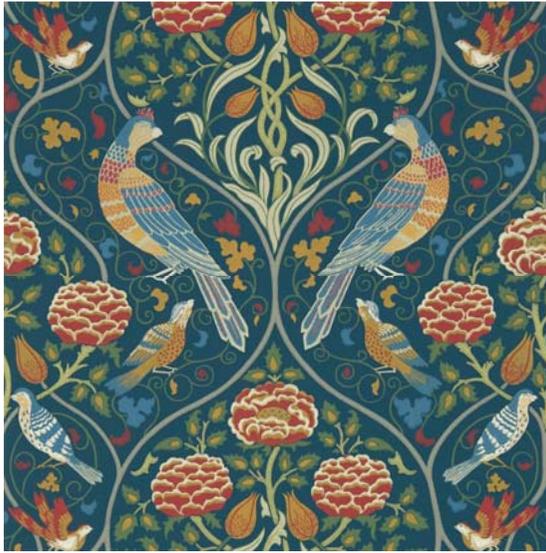
'have nothing in your house that you do not know to be useful,
or to be beautiful'

WILLIAM MORRIS

William Morris (24 March 1834 – 3 October 1896) was a British textile designer, poet, novelist, translator, and socialist activist associated with the British Arts and Crafts Movement. He was a major contributor to the revival of traditional British textile arts and methods of production.
William Morris designed his own furniture. He was frustrated, because he could not find any furniture he liked, however, he mostly designed wallpapers.

VIVIENNE WESTWOOD

"Buy less, choose well. Make it last. Quality, not quantity. Everybody is buying far too many clothes'

Vivienne Isabel Swire was born in Glossop, Derbyshire, England, on April 8, 1941.
Considered one of the most unconventional and outspoken fashion designers in the world, Westwood rose to fame in the late 1970s when her early designs helped shape the look of the punk rock movement.
In 2007 she was awarded the gong for Outstanding Achievement in Fashion Design at the British Fashion Awards.

'if you weren't an optimist, it would be impossible to be an architect'

NORMAN FOSTER

Norman Robert Foster, (born 1 June 1935) is an English architect. His company has an international design practice. He is the United Kingdom's biggest builder of landmark office buildings.

He is responsible for building some of the worlds most famous landmarks, The Gherkin (London), The Sage (Newcastle), Hearst Tower (New York), Apple Park (California).
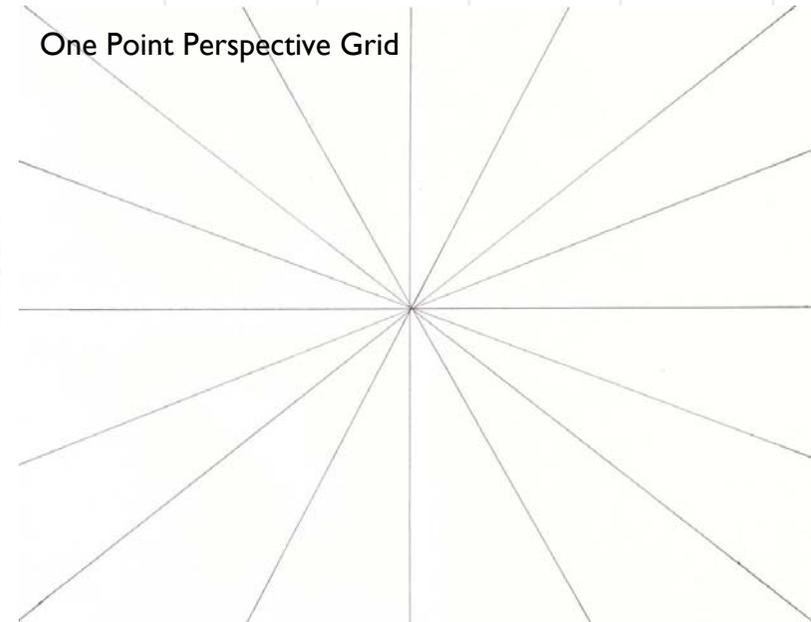
He has won over 400 awards.

1. A local school want to encourage young children to play outside, design a bug hotel to teach students about insects.

2. Some countries in Africa don't have access to electricity, design a solar powered light for the dark evenings.

3. Young children don't always like the idea of going to bed, design a children's bed to make them want to be in their bedroom.

Repeat Pattern Grid
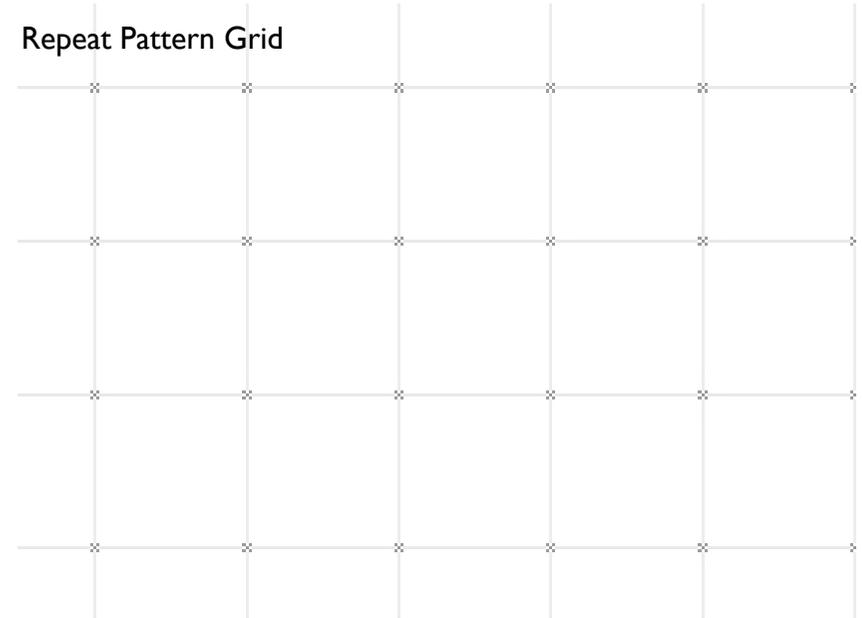
One Point Perspective Grid

USEFUL ITEMS