



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.



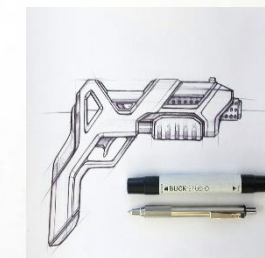
## HOW?

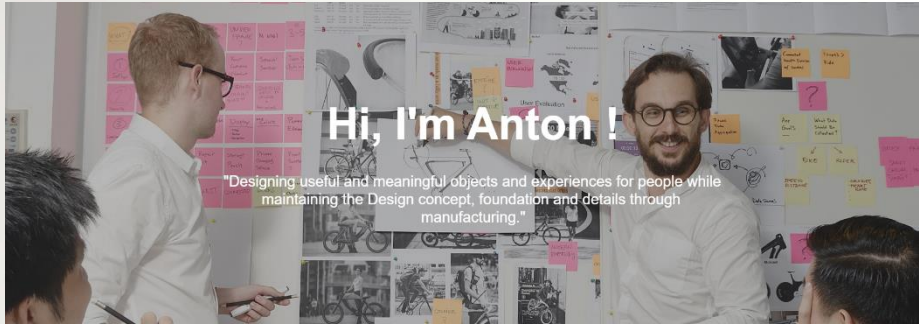
Use a combination techniques and media to illustrate the suggested themes using a range of materials, techniques & processes.



## 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 task follow Anton's 'Beginners' tutorials and recreate his samples in a sketchbook/notebook of your own.



## 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



## TASK 1

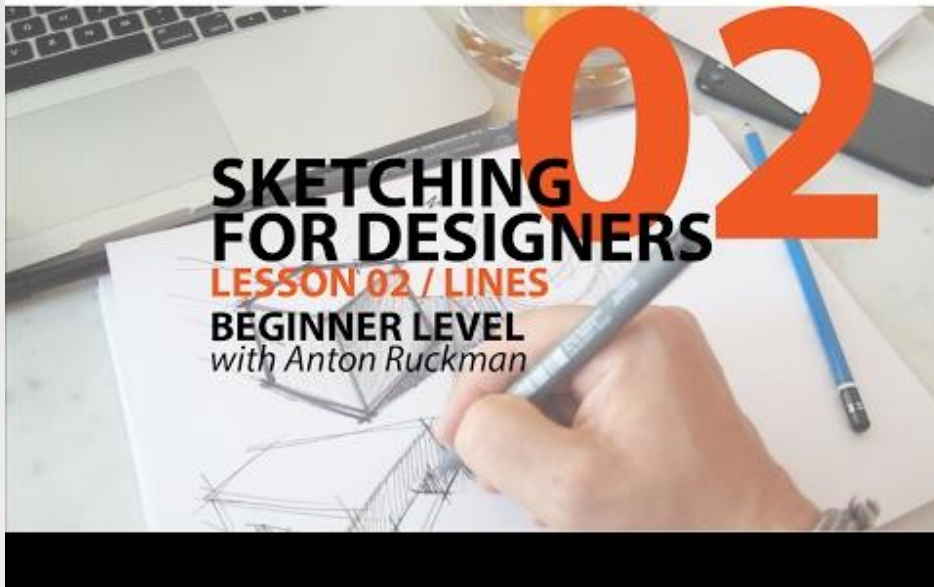
Watch the tutorial and copy the techniques demonstrated



## LESSON 1: Basic Tools



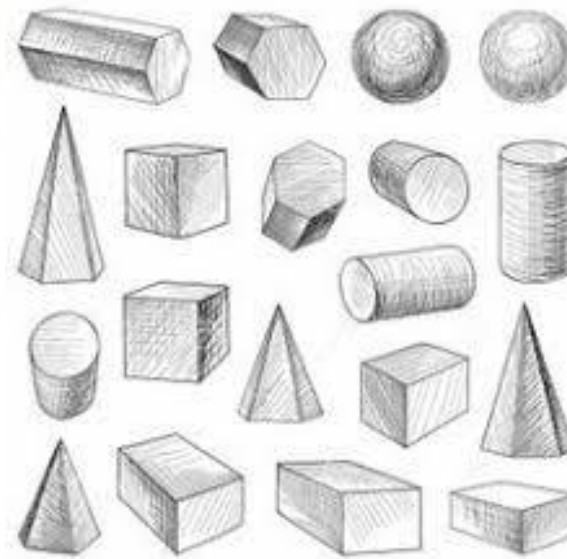
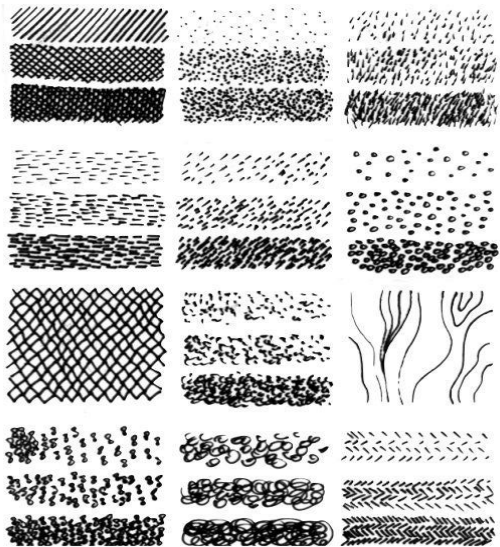




Watch the tutorial and copy the techniques demonstrated

## TASK 2

## LESSON 2: Lines



## TASK 3

Watch the tutorial and copy the techniques demonstrated



## LESSON 3: Basic Shapes



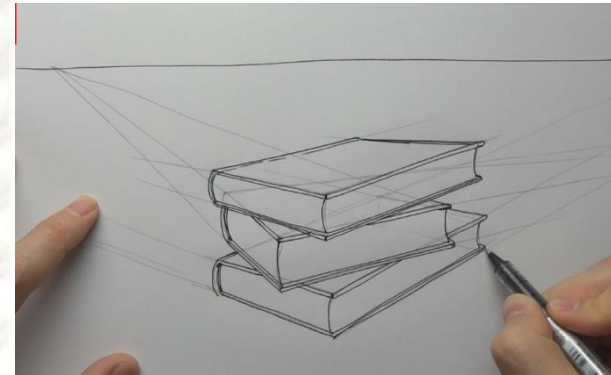
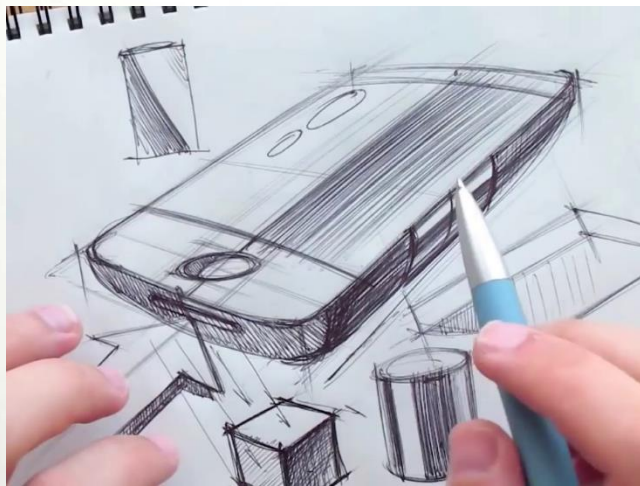




## LESSON 4: One Point Perspective

Watch the tutorial and copy the techniques demonstrated

### TASK 4



### TASK 5

Watch the tutorial and copy the techniques demonstrated

## LESSON 5: Two Point Perspective

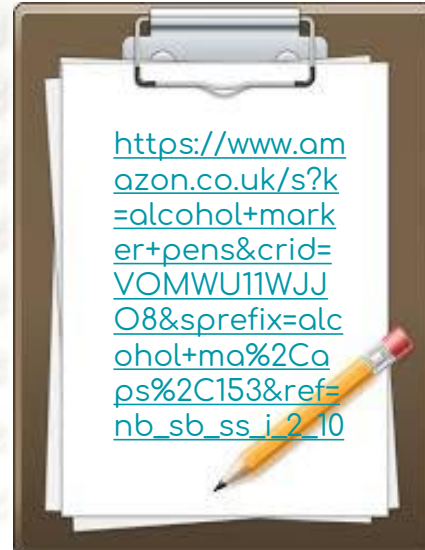
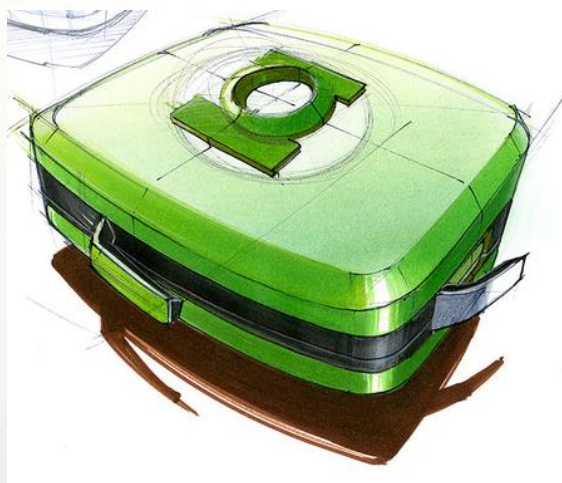




## LESSON 6: Three Point Perspective

Watch the tutorial and copy the techniques demonstrated

### TASK 6



What can I buy instead?



## TASK 7

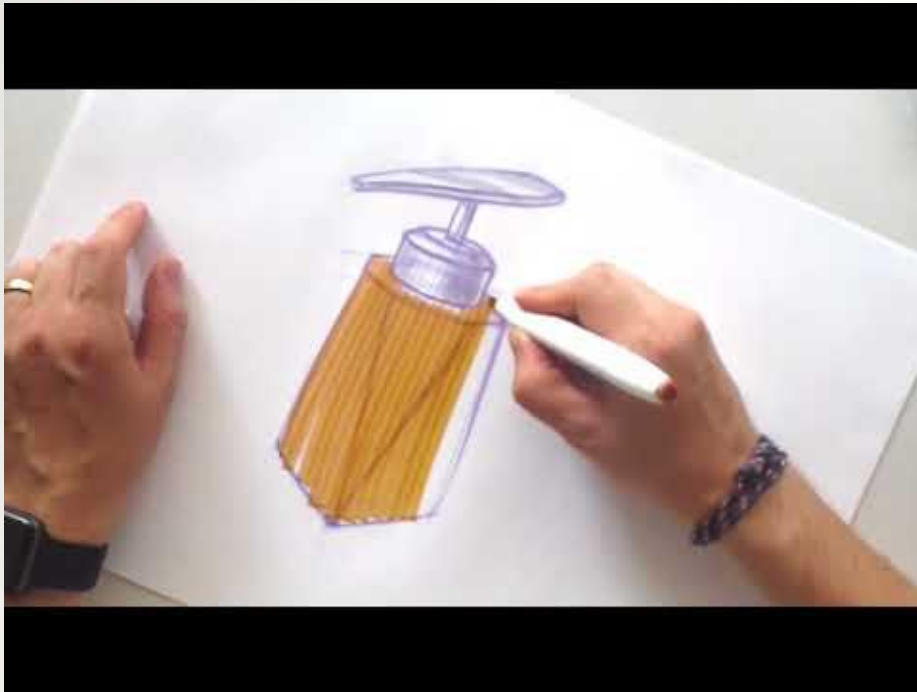
Watch the tutorial and copy the techniques demonstrated



## LESSON 7: Basic Render







## LESSON 8: How to sketch with markers

Watch the tutorial and copy the techniques demonstrated

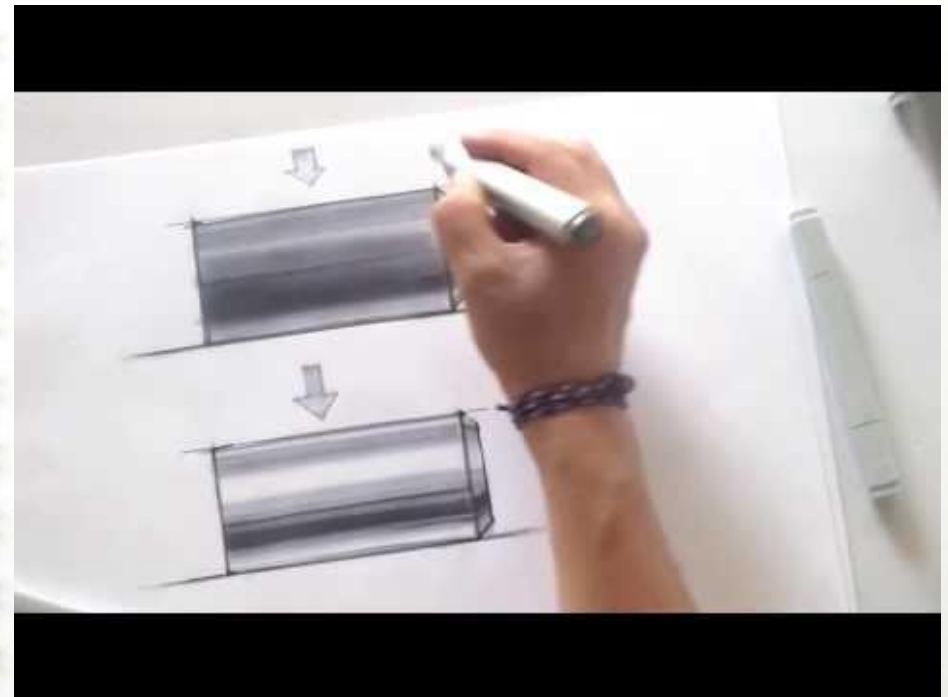
### TASK 8



### TASK 9

Watch the tutorial and copy the techniques demonstrated

## LESSON 9: How to render a metal cylinder



# TASK 10

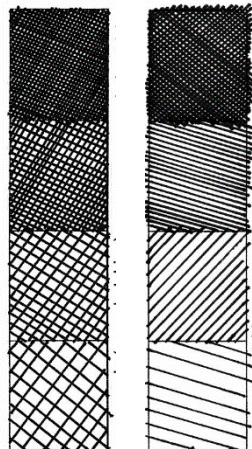
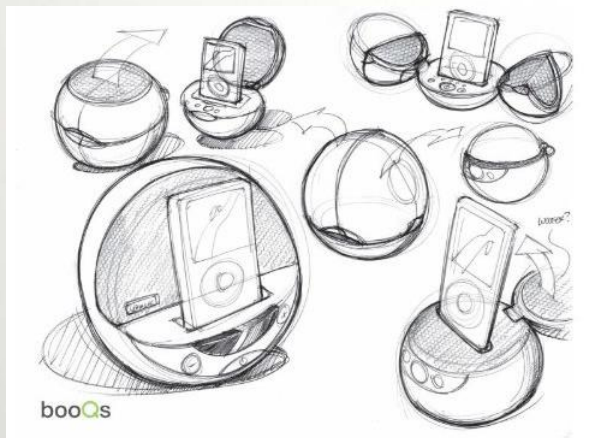
Based on ONE POINT PERSPECTIVE

Using your learning from  
**Lesson 04: One 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.



# INSPIRATION PAGE



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



# TASK 11

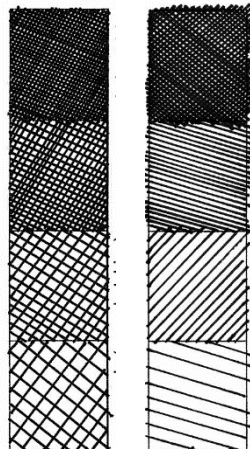
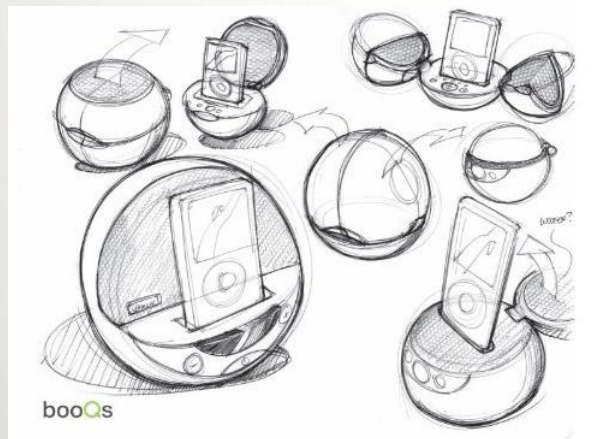
Based on ONE POINT PERSPECTIVE

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.



# INSPIRATION PAGE



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



# TASK 12

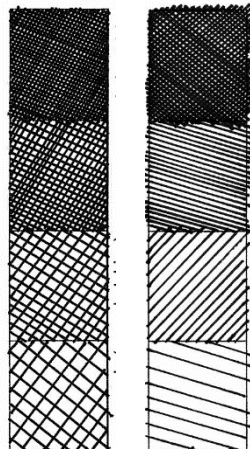
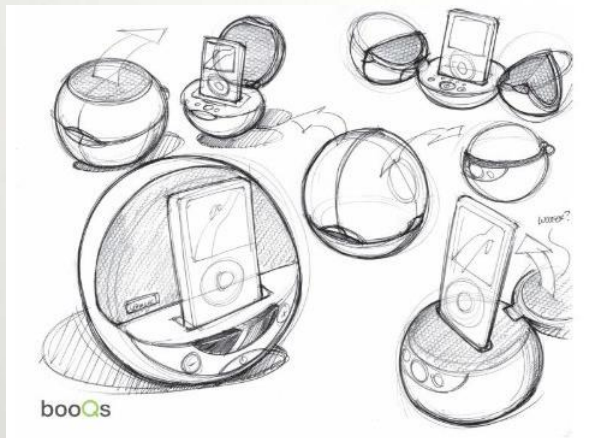
Based on ONE POINT PERSPECTIVE

Using your learning from **Lesson 06: Three Point Perspective** sketch a range of phones and tablets.

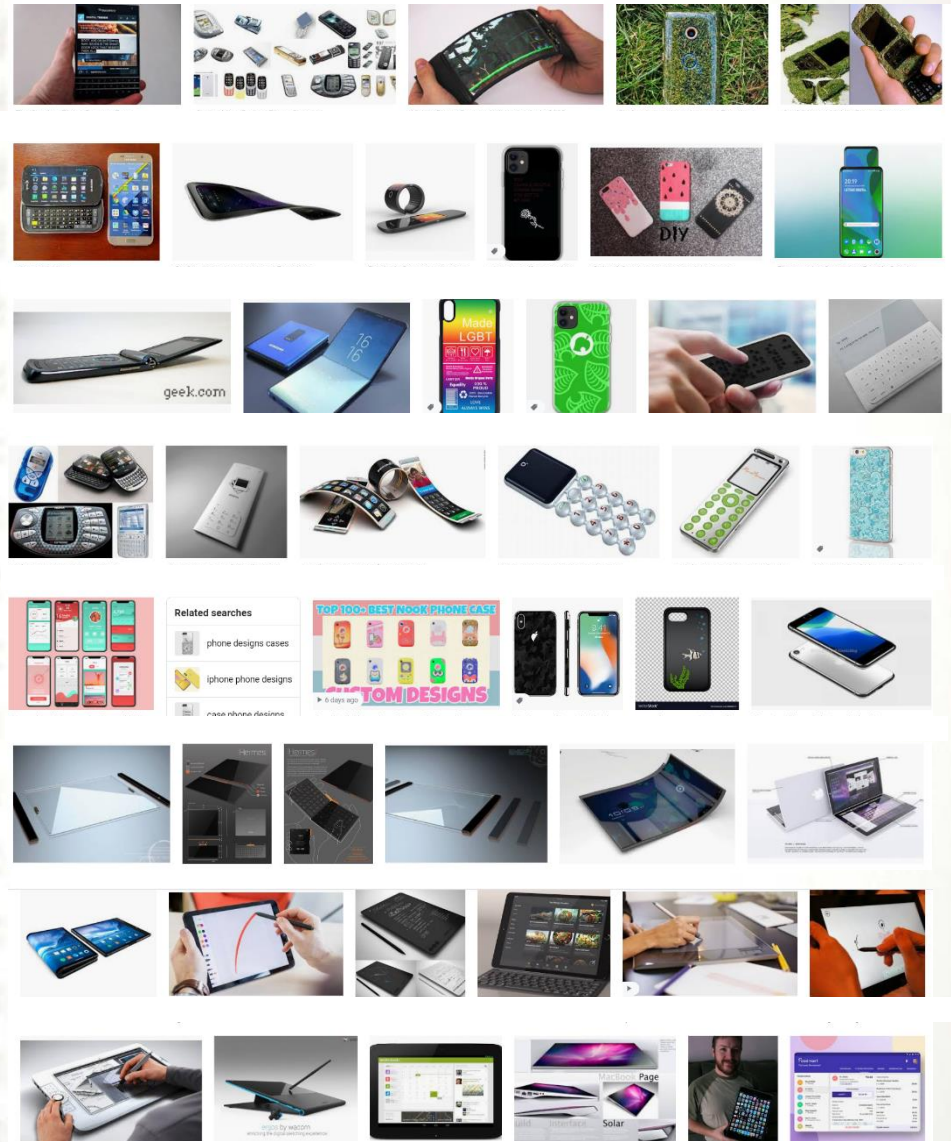
Fill a page in your sketchbook, notebook or paper.

## HAVE A GO:

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



# INSPIRATION PAGE



**TIP:** Watch Lesson 06 again if you cannot remember how to present your sketches in one point perspective.



# TASK 13

Based on ONE POINT PERSPECTIVE

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

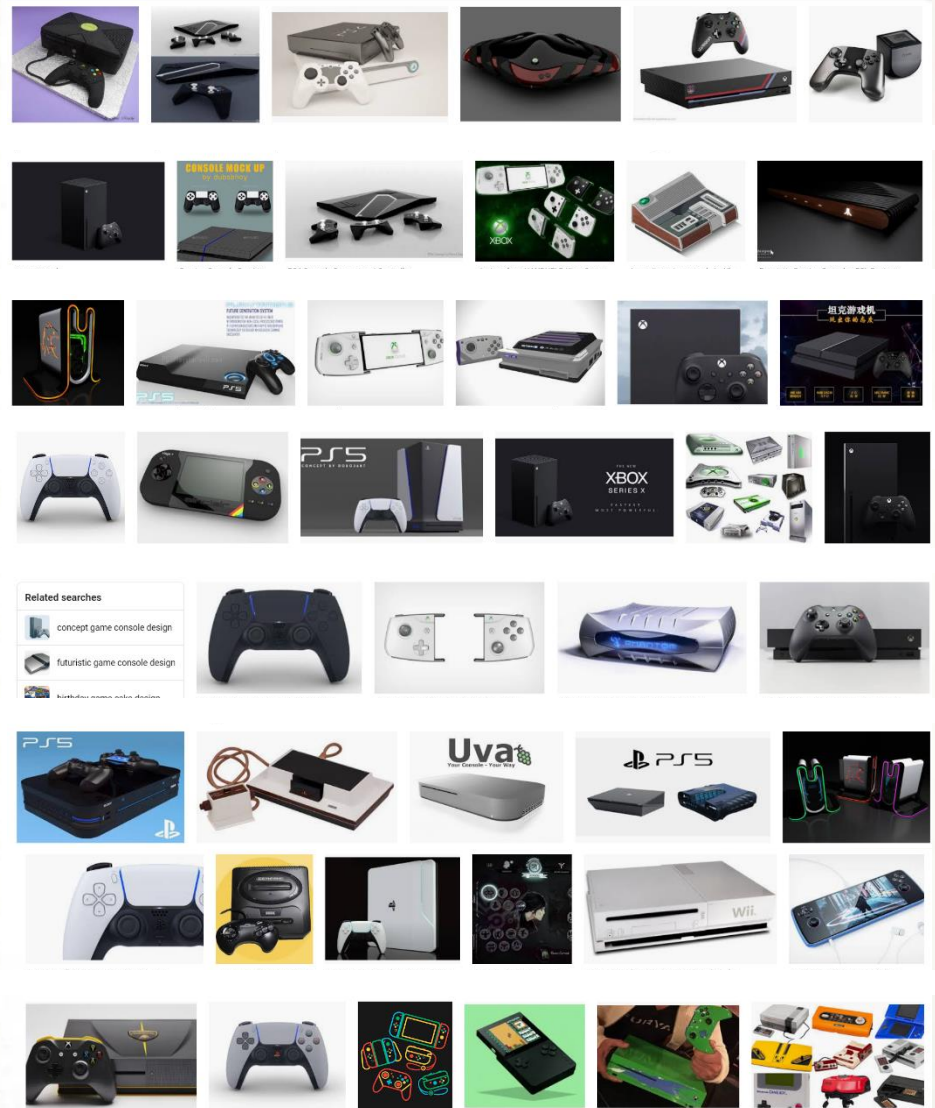
Fill a page in your sketchbook, notebook or paper.

## HAVE A GO:

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



# INSPIRATION PAGE



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



# TASK 14

Based on ONE POINT PERSPECTIVE

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

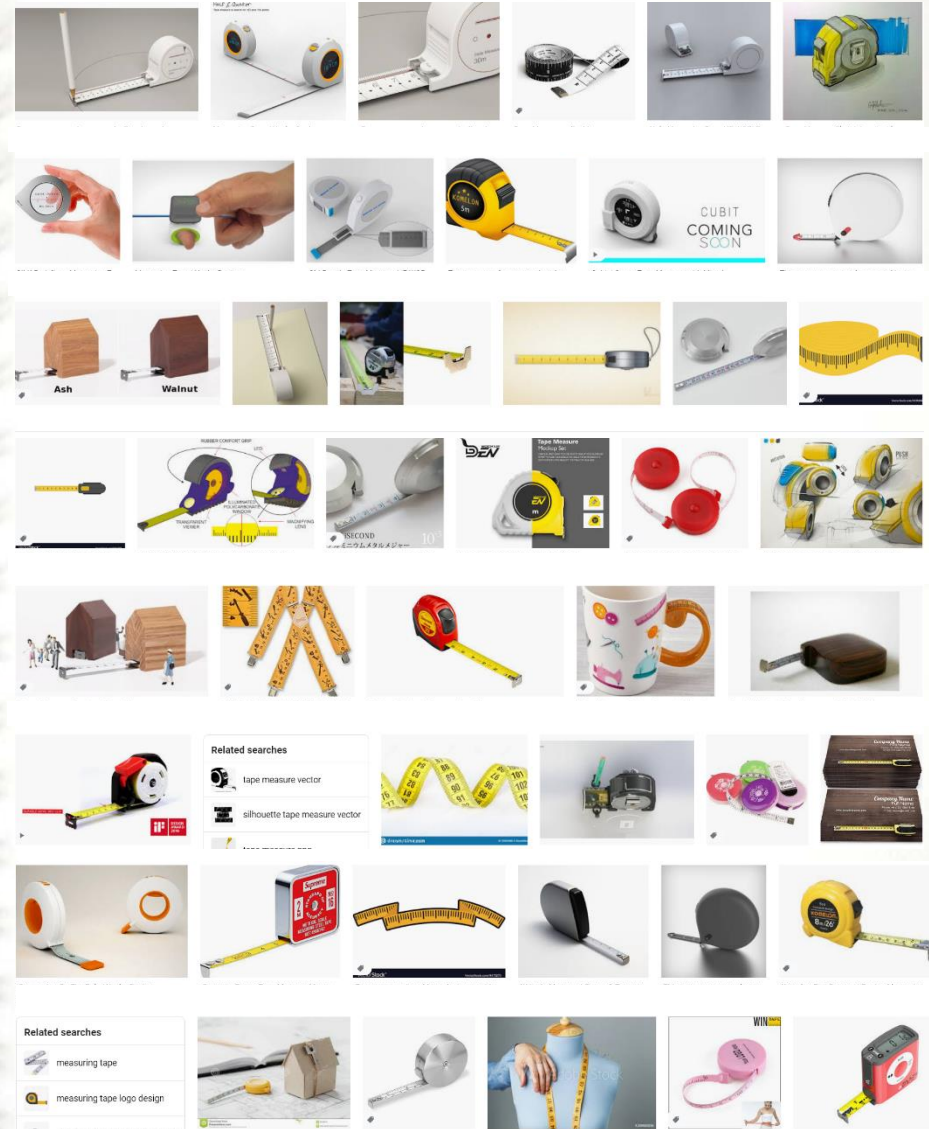
Fill a page in your sketchbook, notebook or paper.

**HAVE A GO:**

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



# INSPIRATION PAGE



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

# TASK 15

Based on ONE POINT PERSPECTIVE

Using your learning from  
**Lesson 06: Three Point Perspective**  
sketch a range of  
cameras.

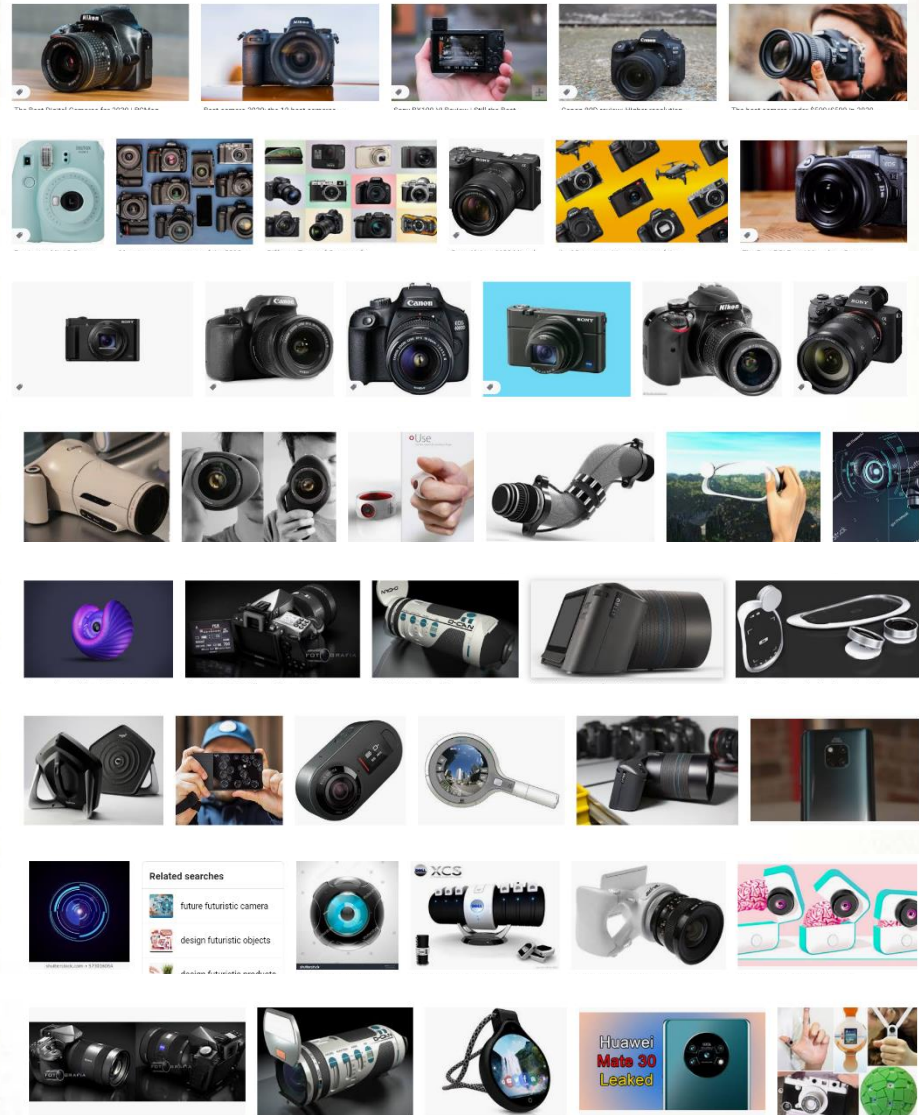
Fill a page in your sketchbook,  
notebook or paper.

## HAVE A GO:

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



# INSPIRATION PAGE



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



# CHALLENGE

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

