

Product Design—Bridging Tasks - May 2021

Dear Potential Student...

Firstly, thank-you for your serious interest in our Three Dimensional/Product Design A Level Course. We have set out a range of research and design tasks below that hopefully you can try and get stuck into and fire up your creative energy. A set of tasks to get your teeth into!

It's along way to September but, by showing some interest in our course we want to see how creative, skillful, analytical and motivated you become through this set of tasks. The idea is to keep you motivated around the whole area of Advance Product Design.

Design Movement Research (2-3 hours)

As part of your new course, you will be investigating the different design movements of the 20th Century. In preparation of this, we would like you to investigate the Bauhaus Design Movement. Look in to the history and context of this movement, examples of work created and the overall philosophy for the movement. Produce a concise document that evidences your research and ensure you include your own analysis and opinion of the work that was produced.



Designer Research (2-3 hours)

One key designer from the Bauhaus movement was Walter Gropius—the founder of the movement. Include a separate section specifically about him—his influences and how he influenced other designers. What did he specifically design and what are the common traits of his work?

Product Research (2-3 hours)

Conduct further research in to two iconic chairs that were designed and/or influenced by the Bauhaus movement—the Barcelona Chair by Ludwig Mies Van Der Rohe and the Wassily Chair by Marcel Breuer. Look in detail at both of these chairs—focusing on their history, design features and influence on future furniture and chair designs. Also include your own opinions on the products and how they seem to fit with the theme of Bauhaus.

Product Design Ideas (5 hours)

Choose a product from the list below and design a range of ideas for a new product that is influenced by the Bauhaus Movement in its style. **Kettle, Iron, chair, desk lamp or travel mug.**

Your designs must be drawn in 3D, rendered to consider colour and material choices, and include annotation to explain your design thinking wherever possible.

Use this link to support your design work and 3D drawing ability.... <https://www.youtube.com/watch?v=JkpDCUk17K4>

Use this link to support your shading and rendering of design work.... <https://www.youtube.com/watch?v=FlrCO4K2Wkw>

Use this link to support your annotation/explanation of your designs... <https://www.youtube.com/watch?v=JCyW4Nl9znE>

Mark Scheme for Research—*"In-depth and well-considered recording of others designers products.*

Observations and insights are relevant and well explained. Insightful ability to reflect critically on others work."

Mark Scheme for Design Ideas—*"Informed ideas are well communicated and fully developed where possible, with in-depth reflection of influences of research. Evidence of research used to influence own design ideas.*

Insightful analysis and critical understanding of design work included through detailed annotation/analysis."

Work hard on your research and design ideas. This will form a good foundation for the start of your new Product Design course and we very much look forward to seeing you in September!

Task: The Design of an alternative, original Film/TV/Theatre Prop

Design Brief and the process of Research and Analysis. (Approx. 5 hours)

Film and TV productions rely heavily on unique three dimensional products to support the realism or promote the imagination of the story unfolding. For this project, **we want you to choose and research into a particular film or TV production that you have watched and have some personal connection to. Design and “hopefully model” an original “prop” that could be added to the scene in the production.**

Not everything we see on screen is digitally produced! Your personal imagination is important here and we want to see you thinking “out of the box” and being as imaginative as the people employed in movie production. Spend time now watching pieces (sure you can handle this?) plus thinking and sketching too. *There are lots of links to look through at the bottom of the next page.*

It could be something that actually replaces something in a scene (eg The Philosopher’s Stone, a gladiator helmet, teapot for the Mad Hatter). It should be something pretty imaginative or dramatic.... not mundane and too simplistic.

Think : Weapons from Star Wars, historical productions, costume, headgear, masks , large scale props that could be designed and modelled smaller (buildings!). *Stage 1 has to be choose a film, show, play etc*

YOU ARE ONLY LIMITED BY YOUR IMAGINATION HERE...

To Do: Produce an A3 sheet/s or a booklet investigating the film...the scenes...the action required or story behind your prop required. Think style, materials (don’t forget to suggest ones you won’t have at hand eg realistic metallic gold effects or slimy modelling clay?) Does the prop move? How would professional production model-makers create it? Use some YouTube links, look at the work of existing designers or directors, and use Pinterest (mood board/suggestion boards) to fire up your thinking. Don’t think at this stage you have to model it all as this will limit the next stage.....

Mark Scheme for Research—*“In-depth and well-considered recording of others designers products. Observations and insights are relevant and well explained. Insightful ability to reflect critically on others work.”*



Task: The Design of an alternative, original Film/TV/Theatre Prop

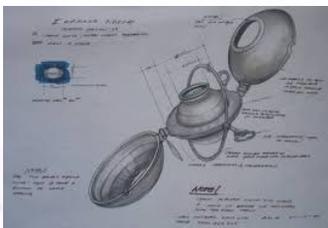
Presenting Design Ideas and Developing a Proposal (Approx. 5 hours)

Produce at least 3 different proposals for your product. You can draw...you can model... you can use mobile apps or 3D modelling software (sketchUp). Avoid getting hung up on one idea though.

Show us your creative and presentation skills. Make notes to explain...You can copy from some parts of other artists' approaches, but please don't simply reproduce an existing prop. There are loads of alternatives out there for light sabres! Try and be true to yourself here and create something that has your own time and work invested in it...

We are well aware this is not easy in isolation but the internet is our valuable friend!and ideas that show your influences, possible construction and your "imagination and individuality" should come through your work.

This project should be fun so make us smile please...



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Modelling and Production of the Prop (Approx. 5 hours)

Can you produce a three dimensional sketch model?...as this would be the next natural step? It may appear realistic or could be done in simple card to give a sense of scale and proportion. It is proves too difficult a presentation drawing or piece of done on ICT work would be fine.



TIPS: IF you want to turn this into an investigation task relate it to a new design. It is not meant as a chance to describe say Game of Thrones, but to link it to a scene and propose something that shows off your creative skill.

Check these to begin with :...

<https://propstore.com/category/movie-props/>

<https://nofilmschool.com/2017/07/check-out-list-100-greatest-props-movie-history>

https://noblecollection.co.uk/product-category/harry-potter/harry-potter-prop-replicas/?gclid=EA1a1QobChMI6O3K-LX56AIVkuvtCh29UQBYYEAAAYASAAEgJdm_D_BwE

Good Luck and have Fun...

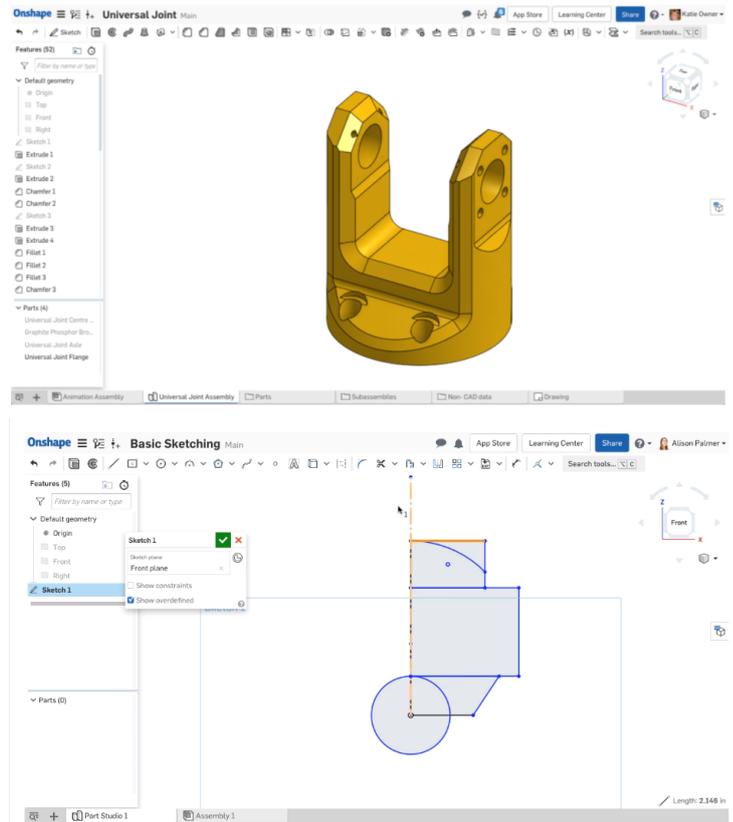
On Shape Online course (approx. 10 hours)



A crucial element of your future project work will be centered around the use of Computer Aided Design. One important aspect of your CAD work will be centered around the use of Onshape—a free online software package that allows you to create designs in 3D. You will need to sign up to Onshape after following this first link— [CLICK HERE](#). You must use your school email account— `username@chaseterraceacademy.co.uk`.

Once you are signed up and logged in, you will be creating a small range of products, following the next link to an online course —[a basics course on sketching and extruding features in Onshape!](#) As part of this course, you can either try re-creating the products and shapes featured on this course or create your own set of products that would give you the opportunity to use these features. You might for instance create products like a simple table, light or kitchen utensil for example. For what ever you decide to draw out through this course, ensure you include specific dimensions based on the real-life product to help with your accuracy.

After creating your products as part of this course, create a page that show off your work and explain some of the tools and features you have used to create these products.



COURSE OUTLINE

01. PART STUDIO INTERFACE

- Introduction to Parts
- Self-Check: Part Studio Interface
- Feature-Based Design
- Feature List
- Self-Check: Feature-Based Design

02. SKETCH GEOMETRY

- Basic Sketch Geometry
- Sketch Constraints
- Exercise: Sketch Creation
-

03. FEATURE CREATION

- Basic Features
- Exercise: Extrude
-
- Part Studio View Options
- Appearance and Material
- Exercise: Revolve
-

04. SELF-CHECK

- Self-Check: Introduction to Parts

