

A-LEVEL



TO LEARN TO ACHIEVE

3D DESIGN



Contact

Please do not hesitate to contact us if you would like to find out more information on Photography at Bosworth Academy using the contact information below:

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Whole
Education
Pathfinder School



Primary model.

product, because my

The tripod stands could be removed and a metal cap added to the front to allow them to perform as hammers.

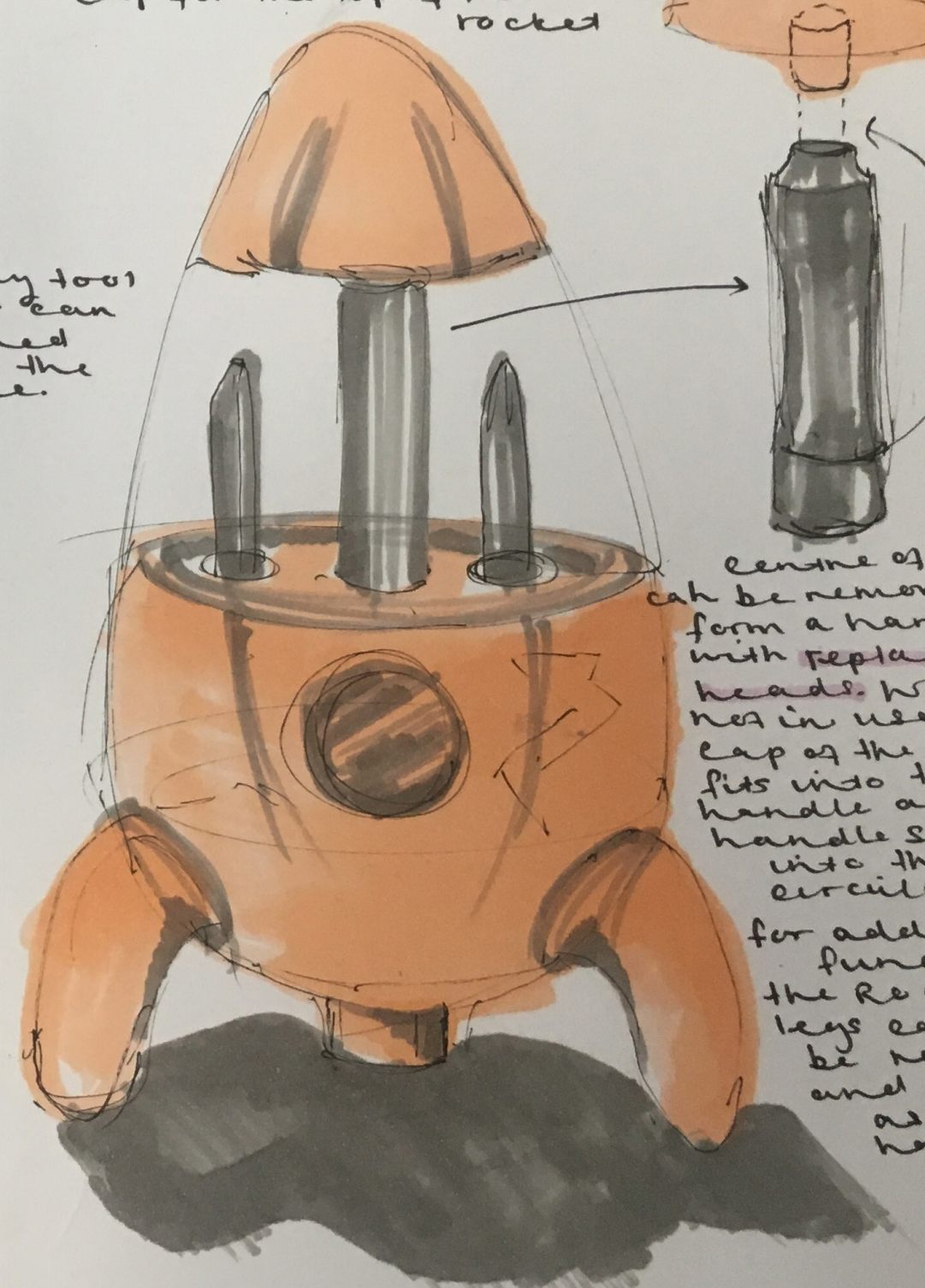
many tool heads can be stored around the handle.
Ergonomic grip, comfortable to hold. rounded and curved, made using resin.



using need for the rocket will help to maintain the retro aesthetic

removable ea

curved/domed shapes could be val-formed. shiny red HIPS would be most suitable for this design.
cap for the top of the rocket



centre of cap can be removed form a handle with replaceable heads. when in use cap of the fits into handle and handle into the circular for additional function. the Re legs can be removed and replaced.

the many different components mean the product will be expensive to make, therefore it will be less suitable for my target audience.

A-LEVEL 3D DESIGN

EXAM BOARD: EDUQAS

WHAT DO I NEED TO KNOW OR BE ABLE TO DO BEFORE TAKING THIS COURSE?

Students will be required to have level 5 in an Art and Design subject at GCSE.

WHAT WILL I LEARN ON THIS COURSE?

Use a range of techniques and 2D drawing media in order to record, observe and analyse. Research and evaluate manufactured artefacts, design and the practice of influential and established practitioners. Develop knowledge and understanding of materials, their properties and a range of manufacturing processes through sustained workshop practices. Develop designing skills and ideas for functional products which consider the user within a critical framework.

HOW WILL I BE ASSESSED?

Mandatory units internally marked and externally moderated comprising of coursework portfolio and controlled assignment.

WHAT COULD I GO ON TO DO AT THE END OF THIS COURSE?

Foundation Art and Design, Architecture, Product Design, Interior Design, and other creative and design pathways.