

KS4 - 3D DESIGN 2023/24

Project	Year 10
<p>Project 1 'Bus Stop' Sept 23 - Dec 23</p>	<p>Students will be set a small scale project to gain an initial understanding of the iterative design process, the structure of a portfolio and how to evidence the AO's (assessment objectives) as well as gaining foundational skills in handling materials.</p> <p>Students will be tasked with the brief to design a bus stop with the intention of providing decoration to public spaces in addition to providing a more efficient service.</p> <p>The artist studied is Thomas Heatherwick who is well known for his innovative and well considered public spaces and street furniture.</p> <p>Students will develop skills in:</p> <ul style="list-style-type: none"> - Research and analysis - Recording ideas through photography and sketching. - developing technical skills in 2D through the use of isometric drawing and the use of CAD. - prototyping using cards, softwoods and plastic. - Refining making skills using wood and thermoplastics.
<p>Project 2 'What a spectacle!' Jan - May 1/2 term</p>	<p>Can an object be beautiful and useful?</p> <p>Architect Bertold Lubetkin once proclaimed 'Nothing is too good for ordinary people' so with that in mind learners will explore the relationship between function and form - can the two combine in one singular object?</p> <p>Students will analyse the work of Kenyan artist, Cyrus Kibiru who creates sculptural glasses using waste found on the streets of Kenya. They will also be introduced to the leading spectacle retailer and design firm, Cubitts who are conscious of creating beautifully formed specs whilst pushing the boundaries of shape, colour and material.</p> <p>Students will then begin to design their own spectacles based on a sub theme of their choice.</p> <p>Students will develop skills in:</p> <ul style="list-style-type: none"> - Laser cutting using 2D design software packages. - develop existing skills in the use of thermoplastics. - Moulding - Textiles - Wood work. - Anthropometric's and facial geometry
<p>Project 3 'Passive amplifier' May 1/2 term - Dec of year 11</p>	<p>Students will start the initial research and design development until the summer break, they will then realise final intentions (outcomes) in the first term of year 11.</p> <p>The brief for this project will be to create a passive amplifier based on modernist architecture.</p> <p>Modernist art and design hugely influenced the world we live in, from the simplicity but perfectly formed Eames chair to the human centered approach to the design of housing such as the Barbican. Every facet of the Art and Design industries have been influenced by modernist pioneers such as Marcel Bruer, Walter Gropius, Erno Goldfinger, Charles and Ray Eames and Eileen Grey; who students will explore to inspire their own ideas.</p> <p>Students will also study the movement of sound and how to channel sound waves through shape and material.</p> <p>Students will extend their knowledge and skills in the following areas:</p> <ul style="list-style-type: none"> - Development of ideas - artist analysis and subject research. - Experimentation of material through model making. - Recording ideas through the use of drawing, photography and CAD. - Refinement in the handling and manipulation of materials such as plastics, wood, wire and mod roc.

<p>Useful Design links / websites</p>	<p>Dezeen ArchDaily DesignBoom Wallpaper Cyrus Kabiru Cubitts Modernism</p>
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