

# 3D DESIGN (Art and Design)

## COURSE OVERVIEW

GCSE 3D Design is an art and design subject that focuses on drawing and creatively designing 3D pieces of design work using timbers, metals and plastics, inspired by the work of 3D designers.

This course is suited to students who are creative and committed to producing a portfolio comprising of a range of 3D drawing processes, such as 1, 2, 3-point perspective, orthographic drawing, 3D sketching and rendering alongside CAD drawing. Students will also need to research a wide range of 3D designers and producing a wide range of individual and creative designs inspired by those designers and experimenting with making 3D outcomes using timbers, metals and plastics.

Students are expected to be able to work independently both in and out of lessons over an extended period of time. Students will be encouraged to develop skills in a range of areas including the use of computer aided design and manufacture, modelling ideas as well as extending their key stage 3 knowledge of using timbers, plastic, metal and a range of other materials. Products could be brought to life with the use of traditional, modern and experimental techniques.

There is an expectation that at times you will need to attend after school workshops, where we have the resources available for you to use, as part of the homework.

## KNOWLEDGE & SKILLS DEVELOPED

**Component 1 (portfolio):** Initially, students will be expected to develop the research, designing, modelling, and making skills in the form of a focused project throughout year 10 and half of year 11. This project allows students to create a wide range of drawing, designing with practical 3D work in the style of a series of designers. This work culminates in designing and creating a final product.

This will develop the skills necessary to cope with component 2 (The exam project) which starts in January of year 11.

In January, in year 11 students will have 1 term to complete an externally set assignment where they will produce a 2<sup>nd</sup> portfolio of work before the 10-hour practical exam where they will produce their final piece.

Qualification: **GCSE**

Awarding Body: **AQA**

## ASSESSMENT METHOD

**Component 1** is to produce a portfolio of work worth 60% of the overall grade. This is aimed at developing and demonstrating your overall learning/skills in 3D drawing and Design.

**Component 2** is an Exam project that is worth 40% of the overall grade. This is a practical project that is set by the exam board, enabling students to have a set preparation period followed by 10 hours of supervised time.

## POST 16 OPPORTUNITIES AND CAREERS

Upon completion students could progress onto a Level 3 course such as A Level Product Design, any A Level or BTEC level 3 art and design subject. This course is also an ideal starting point for further study at degree level or HND/HNC and careers or apprenticeships in: Product/Industrial Design, Architecture and Construction, Art, Textiles, Jewellery, Graphic Design, Theatrical Design, Engineering, Technical Support, Teaching.



“Being able to try out different ideas and develop these through initial drawings to more detailed designs before seeing a finished product is very rewarding.”

