

Welcome to KS5 BTEC 3D Design

Desirable work



To further prepare yourself for the 3D design course it is recommended that you are also fully engage with the design world. Although this is optional preparation it will put you in a stronger position to succeed in the course. To assist you with this there are three areas in which you should look into; creative careers, creative activities, core skill development.

Creative careers

Whether you're designing ships as a naval architect or creating cutting edge art as a fine artist, the one thing that all jobs in this family have in common is creativity. So if you're an ideas person and you like creating things that are useful and visually appealing, take a look at some of these jobs.

Art editor	Cabinet maker	Arts administrator
Bookbinder or print finisher	Dressmaker	Upholsterer
Design engineer	Fashion designer	Ceramics design-maker
Exhibition engineer	Furniture designer	Costume designer
Footwear designer	Graphic designer	Ergonomist
Glassmaker	Interior designer	Fine artist
Illustrator	Make-up artist	Furniture restorer
Landscape architect	Museum curator	Hat designer
Model maker	Photographic stylist	Jewellery designer-maker
Prop maker	Set designer	Medical illustrator
Visual Merchandiser	Textile designer	Pattern cutter
Web designer	Art therapist	Product designer

Have a look at these websites to find out more about creative careers:

National Careers Website

<https://nationalcareers.service.gov.uk/explore-careers>

BBC Bitesize careers

<https://www.bbc.co.uk/bitesize/careers>

Creative activities

It helps if you....

- Understand technical drawing.
- Record ideas and observations through photography.
- Visit galleries and exhibitions regularly.

Book recommendations

Design Museum: Contemporary Design

Catherine McDermott

Process: 50 Product Designs from Concept to Manufacture Paperback – 25

Jennifer Hudson

The Eco-Design Handbook

Alastair Faud –Luke

Designs of the Times

Lakshmi Bhaskaran

Arts & Crafts Companion Pamela Todd Bauhaus

Benedict Taschen

Memphis

Bigitte Fitoussi

The Measure of Man and Women: Human Factors in Design

Alvin R. Tilley & Henry Dreyfuss Associates

Ideas for day trips

Tate modern

Tate Britain

National Gallery

National Portrait

Gallery Saatchi Gallery

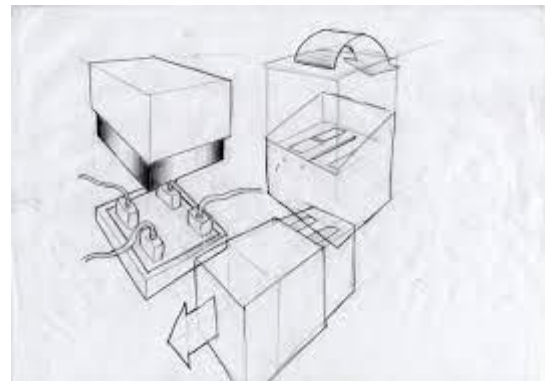
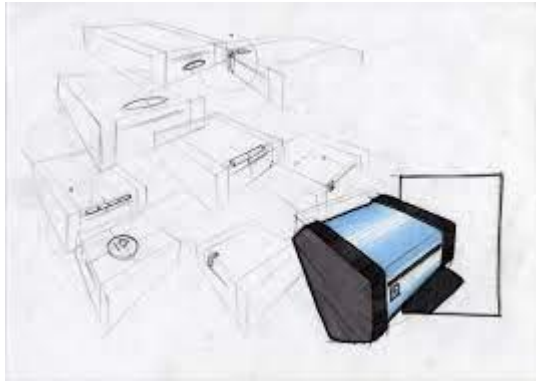
Victoria and Albert Museum

Royal Academy of Arts
The Barbican
Victoria Miro
Whitechapel Gallery

Core skill development

1. Produce 10 designs for different objects that you are interested.

- Use a range of media – pencil, markers, digital, paint, pen etc.
- Draw a range of angles of your objects and try different drawing techniques such as; 2-point perspective, isometric, orthographic drawings.
- Work on loose pieces of paper or a drawing pad and collate your ideas together.



2. Watch these videos showing design creation using different techniques. Come back to class ready to show what new skills you have acquired.

Product design

<https://www.youtube.com/watch?v=bjEw-mulcjA>

<https://www.youtube.com/watch?v=FLrCO4K2Wkw>

Transport design

<https://www.youtube.com/watch?v=raSdMU4nB2s>

https://www.youtube.com/watch?v=X-HT_rw6chk

Furniture design

<https://www.youtube.com/watch?v=LOU1zCbrCXQ>

<https://www.youtube.com/watch?v=fy3dZIQJs1U>