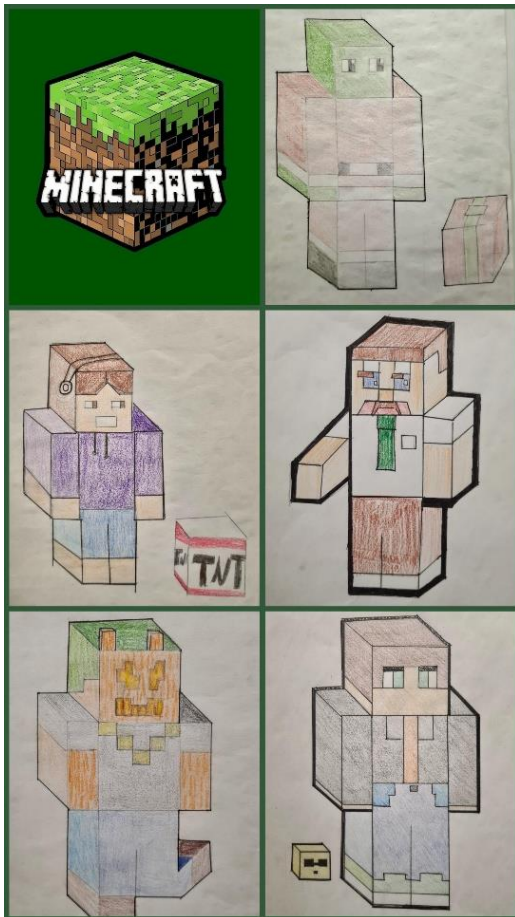


Upper 3 technical drawing



In Design Technology, Upper 3 have been refining their technical drawing skills. Over the course of this term, we have focused on oblique and isometric projection. These are techniques that enable artists and designers to communicate their ideas as graphical projections enabling them to create 2D drawings of 3D shapes. Pupils have used these techniques to create designs for their own Minecraft characters and have applied tonal variation and thick and thin lines to make their images stand out.

Here are a sample of some interesting characters designed by Tom, Isla, Sadie and Hareyn - well done Upper 3!

Mrs Sarah Hazelden