

Product Design and Technology
Teach Yourself Series
Topic 3 of 13: Drawing Techniques
(Units 1 to 4)

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Contents

Drawing Techniques	3
As it appears in Unit 1-4	3
Information.....	4
Review Questions.....	5
Solutions to Review Questions	5

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Drawing Techniques

As it appears in Unit 1-4

UNIT	Description
1	<p><u>Key Knowledge Outcome 1</u></p> <ul style="list-style-type: none"> • <i>the role of annotations and appropriateness of different drawing techniques in the design and development stage of the product design process using digital and manual methods:</i> <ul style="list-style-type: none"> – <i>visualisations</i> – <i>presentation drawings</i> – <i>working drawings</i> <p><u>Key Skill Outcome 1</u></p> <ul style="list-style-type: none"> • <i>develop and apply drawing skills for a range of purposes, using digital computer-aided design (CAD) and/or manual methods</i>
2	<p><u>Key Skill Outcome 1</u></p> <ul style="list-style-type: none"> • <i>explain product functions and/or requirements, materials and construction methods using annotations in visualisations, design options and working drawings</i>
3	<p><u>Key Knowledge Outcome 3</u></p> <ul style="list-style-type: none"> • <i>the purpose and role of annotated visualisations (concept sketches and drawings, design options), annotated presentation drawings, and working drawings of the justified preferred option</i> • <i>methods of communicating a product specification in working drawings: assembly and detail drawings, templates, flats, plans, patterns and notations, as appropriate</i> <p><u>Key Skill Outcome 3</u></p> <ul style="list-style-type: none"> • <i>use a range of visualisations, drawing and communication methods, including digital technologies where appropriate</i>
4	Nil

Victorian Curriculum and Assessment Authority. (2017) *Victorian Certificate of Education Product Design and Technology study design*, pp. 14, 22, 24, Melbourne, Victorian Curriculum and Assessment Authority.

Information

In this study there are three different types of drawing styles you need to be aware of.

VISUALISATIONS:

Are sketches to play around with shapes, colors and function. They can be rough or refined and should have annotations as you sort through the design problem. Visualisations are the first step in the design and development stage. You are **THINKING ON PAPER** and the sketches are the record of your thoughts. It is through the visualisation where the creative and innovative ideas emerge.

Example:



Solutions to Review Questions

1. Exploded views, rendering, annotations, samples, photos, images, illustrations, 3D drawings.
2. Because the first choice the designer comes up with may not be the most appropriate or best suited. Creating design options allows the end user the opportunity to have a say in what would be the best solution for the problem.
3. Answer C

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