**Designer**

**Cases + Spaces**

 **L1 DVC 2020**

**KARAMU HIGH SCHOOL**

To start off Level 1 DVC FOR 2019 we will be looking at a range of different international designers and begin to understand their significance and influence on the world we live in. Some of the designers include:

|  |  |  |  |
| --- | --- | --- | --- |
| Antoni GaudiRay and Charles EamesSantiago CalatravaDaniel LibeskindZaha HadidFrank Gehry | Shigeru BanKengo KumaDroogMVRDVRenzo PianoJean NouvelSANAA | Frank Lloyd WrightLuis BarraganFelix CandelaLe CorbusierNorman FosterOscar NiemeyerTom Dixon | Toyo ItoMies Van der RoheGerrit RietveldJohn LautnerHerzog and De MueronBjarke Ingels |

**Assessment + Project Information**

In this project you will be assessed in the following way:

All work will be assessed against the following achievement standard:

|  |
| --- |
| **Design and Visual Communication 1.34 (AS91067) v5**This achievement standard involves using the work of an influential designer to inform design ideas. The brief is to design cases and spaces based on the style of an influential designer of your choice.For **Achievement** you must: *Use the work of an influential designer to inform design ideas*, which involves:* Recognising the aesthetic and/or functional characteristics that are typical of an influential designer’s work
* Using aesthetic and/or functional characteristics of an influential designer’s work in design ideas.

For **Achievement with Merit** you must:*Use the work of an influential designer to* ***clearly*** *inform design ideas*, which involves:* Integrating aesthetic and functional characteristics of an influential designer’s work in design ideas.

For **Achievement with Excellence** you must:*Use the work of an influential designer to* ***effectively*** *inform design ideas*, which involves:* Integrating aesthetic and functional characteristics of an influential designers work in design ideas in ways that are meaningful to the design context.
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Freehand drawing aspects of this project will also be part of the external portfolio which will be submitted and eventually assessed against the following achievement standard:

**DVC 1.30** v.5 (AS91063)

Produce freehand sketches that communicate design ideas.

**External** *3 credits.*

You must complete all tasks outlined on the following pages:

**Part A: Start-up activity:**

**Task 1: Finding out about Designers**

Different designers will be presented to you over a few weeks. The DVC website has links to videos and information about some of the designers. Also, look at the books in the classroom.

Use the provided coloured paper to record the following:

**Who** (their name), **What** (they are architect, designer etc and one example of something they designed), **Where** (they come from / work), **When** (they were alive/working), and then **How** and **Why** they and their work is interesting/important/unique etc.

**Part B: Designer Research**

Make a choice about which designer’s work you find most interesting and appeals to you.

**Task 2: Information about your chosen designer**

Find a piece of writing about the work of your designer.

Copy this, along with the source (where you found the information).

Do this **at least 3 times** in order to have a range of information about your designer.

Use creditable sources of information, for example:

* Books in the DVC classroom
* Books from Hastings Library
* The Design Museum: www.designmuseum.org
* Design Boom biographies: www.designboom.com
* Arch Daily: www.archdaily.com
* Official websites of the actual designers (see links on school DVC website)

If you find any quotes from the Designer that express their ideas/philosophy about design, include these too. Use a highlighter to show key words that are used to describe this designer’s work and style.

Add this to A3 pages. This means print out or photocopy any information you find and collate onto A3 sheets.

**Task 3: Analysis of aesthetic and functional characteristics in products and spaces/architecture**

Use Teams (L1 DVC 2020) (assignments)supplied document/page and follow instructions.

**Task 4: Opinion and observations**

This task requires you to think more about the different characteristics or your designers work and your opinion about these. Use the following sentence starters and key words from the previous task to help you make these observations.

* I think this designers work is interesting/appealing/awesome/innovative because…
* This designer has been influenced by…
* This designer has been important in their own country because…
* This designer has changed the way we live our lives by…

Choose a minimum of one sentence starter to write in your own words about your designer and/or their work. You might have something else you choose to write about. This writing should be at least a paragraph but no more than 500 words. Use key aesthetic and functional characteristics as part of your written work.

**Task 5: Aesthetic + functional characteristics**

Expand on tasks 3 and 4 by explaining the aesthetic and functional characteristics using visual examples. Use photoshop to arrange photos of their work on a page and pointing out the key characteristics of their design work. At this stage it is important you show a good range of both functional and aesthetic characteristics.

**Task 6: Draw, trace, collage**

Produce a series of images by either drawing or tracing or making a collage. This series of images should begin to show the characteristics of your designer’s projects (buildings and/or products). Use a range of drawing media, colour and processes.

**Part C:**

**Designer cases & spaces:**

**This part of the project involves you designing a few different products such as:**

* **a storage / study area space / hobby (creative) studio.**
* **a glasses case or glasses holder. You could also work with other types of cases such as markers/pencils etc.**

**The case and space must include characteristics of your chosen designer.**

**Task 7: Concepts for space**

Produce a page of concepts for the storage/study space / hobby (creative) studio that reflect the style of your chosen designer....

* freehand isometric and oblique
* freehand perspective
* crating and thick/thin line
* use of human figures to show use and proportion

**Task 8: Concepts for case**

Produce a page of concepts for glasses cases that reflect the style of your chosen designer.

Consider:

* moving parts
* materials
* a range of considerations such as lids, hinges, multi-part aspects etc.

Use crating, construction lines, outlines (line hierarchy) as well as colour rendering.

Isometric, oblique, perspective and orthographic freehand

Sequential, sectional, exploded, etc.

**Task 9: Mock-up**

Choose either the glasses case or the storage/study space/hobby studio as the focus for your project from now on.

Make a full-sized mock-up (case) or scaled mock-up (space) out of cardboard. Test out how well the design is fit for purpose as a glasses case/holder or a storage/study space/hobby/creative studio. Photograph to show multiple aspects of your design, including how the glasses fit into it and how it is held and used. Annotate briefly with ideas of what still needs to be developed and any sketches that help show this thinking.

**Task 10: Development**

**For Spaces:**

Develop your ideas incorporating key aesthetic and functional characteristics of your chosen designer. Consider the space as a whole, including storage, sitting, and study aspects. Explore and experiment with a range of possibilities. Use rendered, sectional, sequential and exploded drawings to show hidden areas and moving aspects. Perspective drawings can be used as well as oblique, isometric and planometric. Label ideas clearly and show multiple views and variations of your favourite ideas.

**For Cases:**

Develop your idea so that it is explored in multiple ways and with sectional, exploded and sequential drawings. Use a range of drawing media to communicate materials, layers, and details.

Annotate to explain how you have incorporated aesthetic and functional aspects of your chosen designer.

Refine your idea including proportion and sizes. Use hands and glasses themselves in the drawings. Consider layout, labels, colour and media in order to clearly communicate the design intent of your solution.

**Task 11: Refinement using sketch up**

Refine your ideas, materials and forms on SketchUp. Use screen shots and drawings combined to communicate your design thinking. Use design notes to further explain your ideas.

**Task 12: Photoshop + presentation**

Use your SketchUp model, screenshots various views. Photoshop in people, or glasses, and other relevant things. Include a title and other aspects to create a clearly communicated final solution.

*All work to be submitted in an A3 folder, clearly labelled, named and in order.*

*Dates will be given for milestones and final deadlines so that time management and homework can be planned. The DVC classroom can be used at intervals, lunchtimes and afterschool sessions as required. Please advise if you know you will be absent, or if you are having trouble keeping up with things.*