



# THREE-DIMENSIONAL DESIGN

AQA GCSE Art & Design



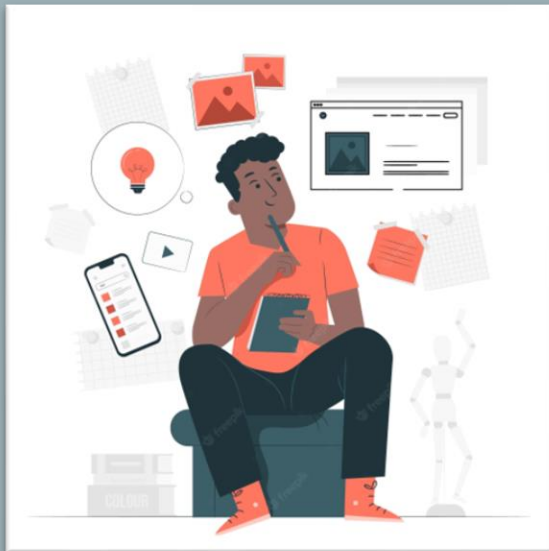
# WHAT IS THREE DIMENSIONAL DESIGN?

## 3D Design can encompass...

- architectural design
- sculpture
- ceramics
- **product design**
- jewellery and body adornment
- interior design
- environmental/landscape/garden design
- exhibition design
- 3D digital design
- designs for theatre, film and television.



# ASSESSMENT



## Component 1

60%  
Portfolio  
coursework to  
show  
coverage of  
the four AO's  
96 marks  
available



## Component 2

40%  
Exam.  
10 hours plus  
preparation  
time.  
96 marks  
available

## WHAT KNOWLEDGE, UNDERSTANDING AND SKILLS WILL YOU GAIN?



Three-dimensional design is defined as the design, prototyping and modelling or making of primarily functional and aesthetic products, objects, and environments, drawing upon intellectual, creative and practical skills.

### Knowledge and understanding:

The way sources inspire the development of ideas relevant to three-dimensional design including:

- how sources relate to historical, contemporary, cultural, social, environmental and creative contexts
- how ideas, feelings, forms, and purposes can generate responses that address specific needs be
- these personal or determined by external factors such as the requirements of an individual client's
- expectations, needs of an intended audience or details of a specific commission.
- visual and tactile elements such as:
  - colour
  - line
  - form
  - tone
  - texture
  - space
  - proportion
  - decoration
  - scale
  - structure
  - shape
  - pattern.

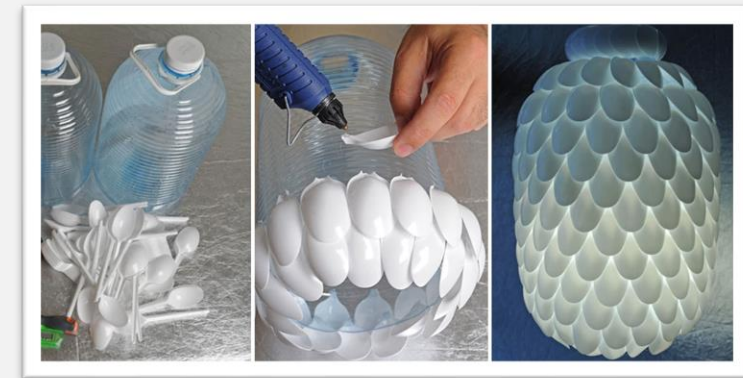
WHAT KNOWLEDGE,  
UNDERSTANDING AND SKILLS  
WILL YOU GAIN?



## Skills:

Within the context of three-dimensional design, students must demonstrate the ability to:

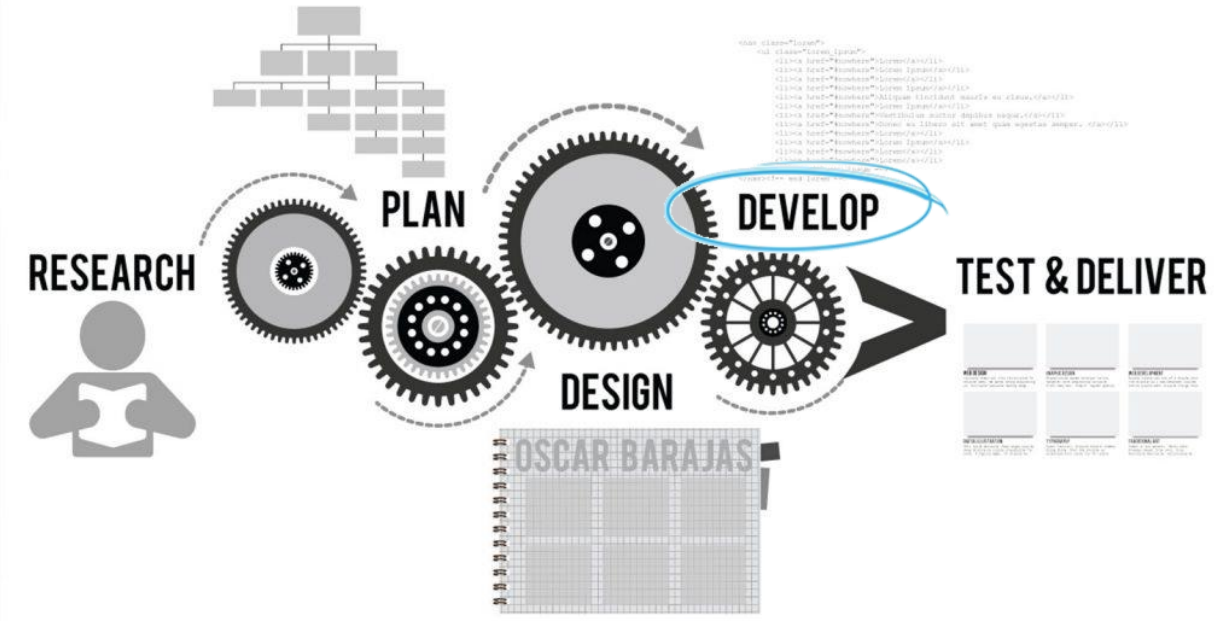
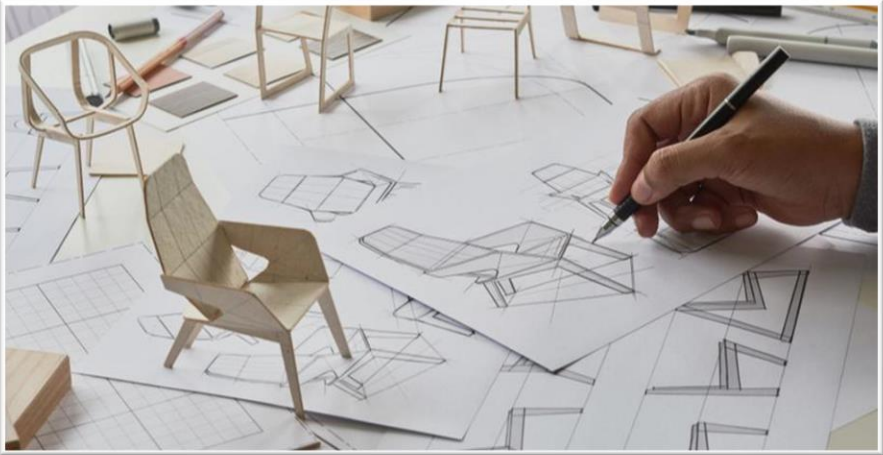
- use three-dimensional techniques and processes, appropriate to students' personal intentions, for example:
- model making
- constructing
- surface treatment
- assembling
- modelling
- use media and materials, as appropriate to students' personal intentions, for example:
- drawing materials
- clay
- wood
- metal
- plaster
- plastic
- found materials.



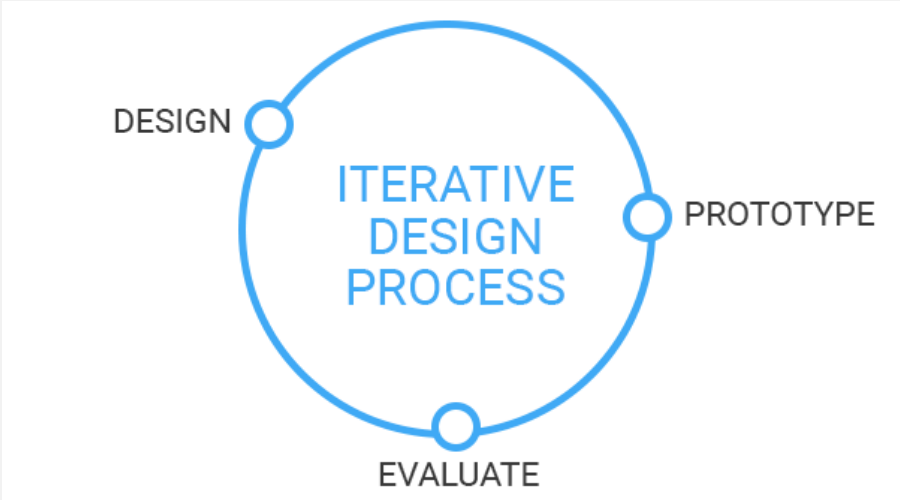


# HOW WILL YOU CREATE YOUR PRODUCTS?

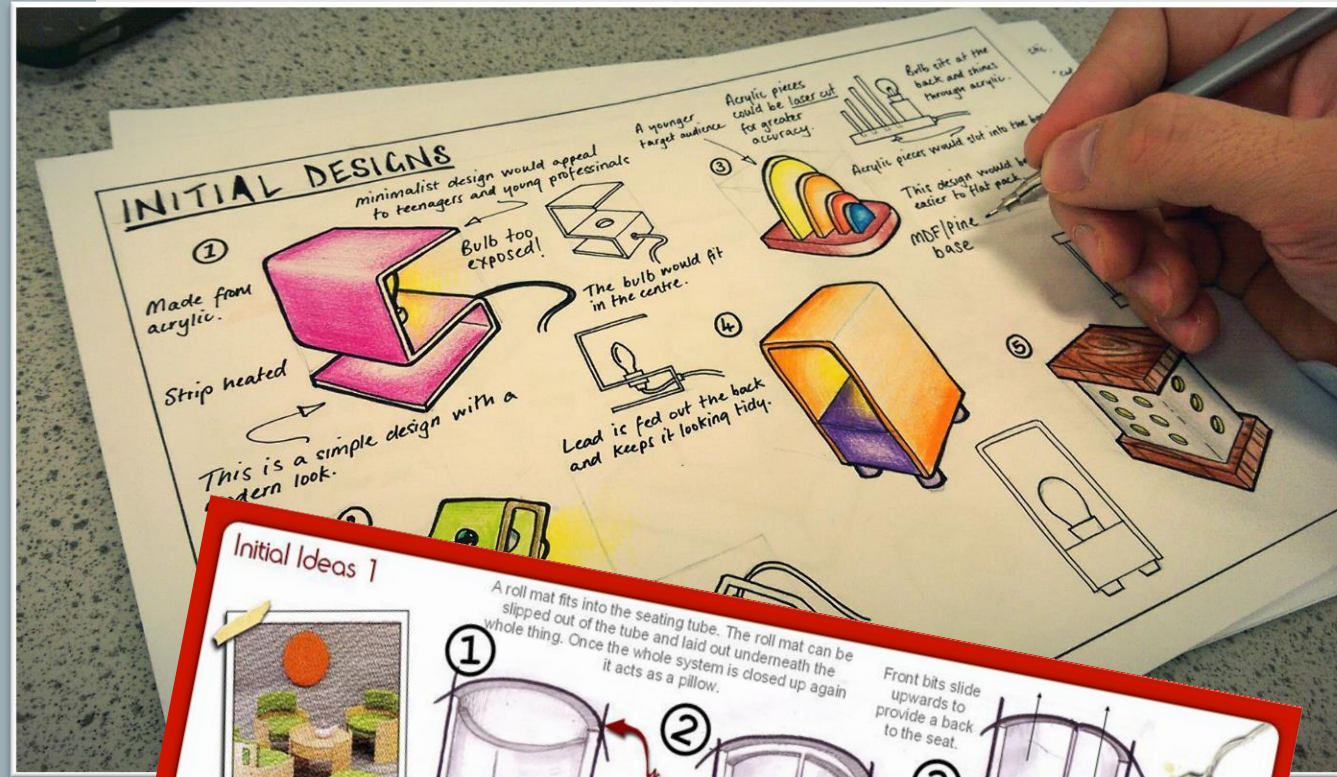
You will ultimately follow the design process as you would in your Design & Technology lessons.



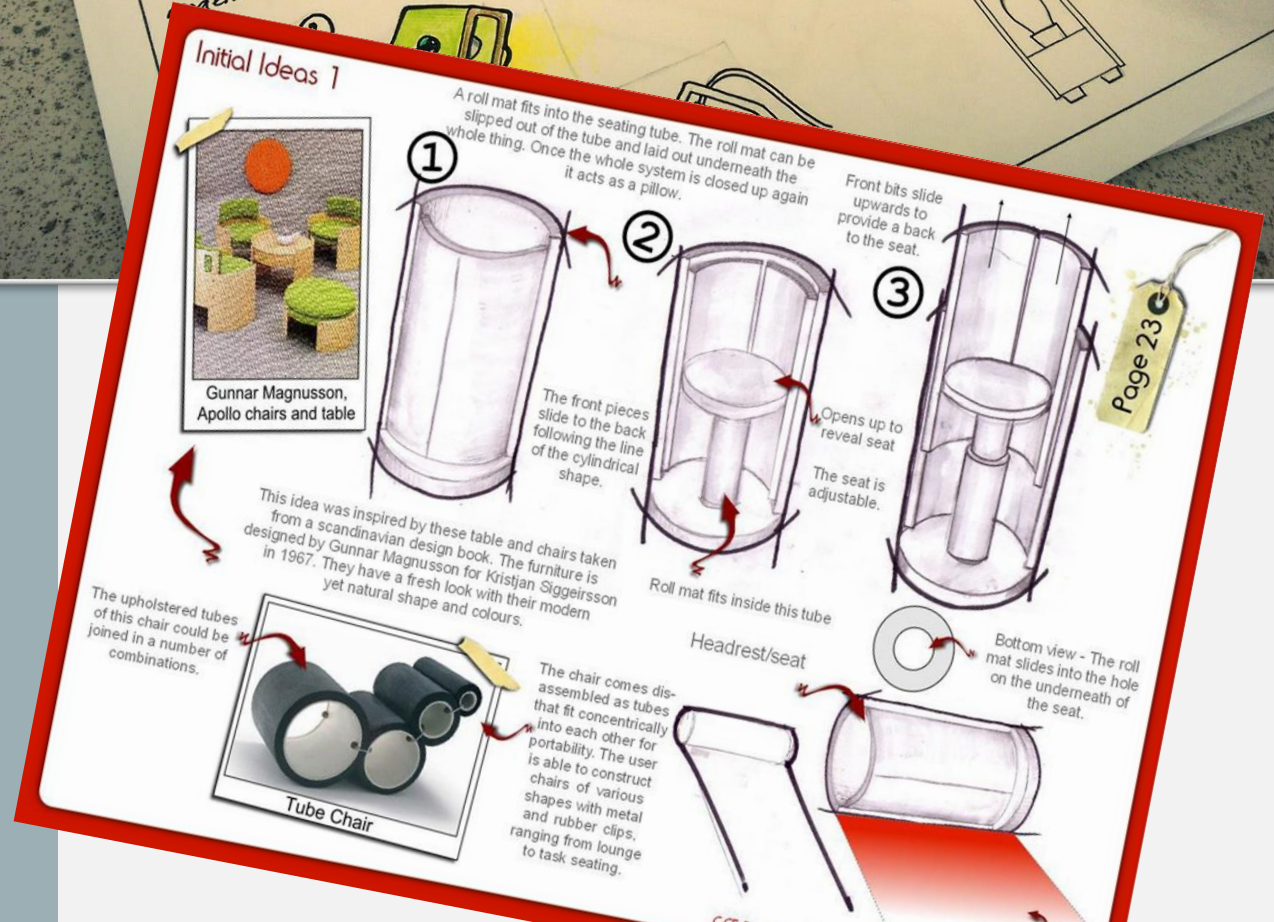
When developing your ideas into a final product...



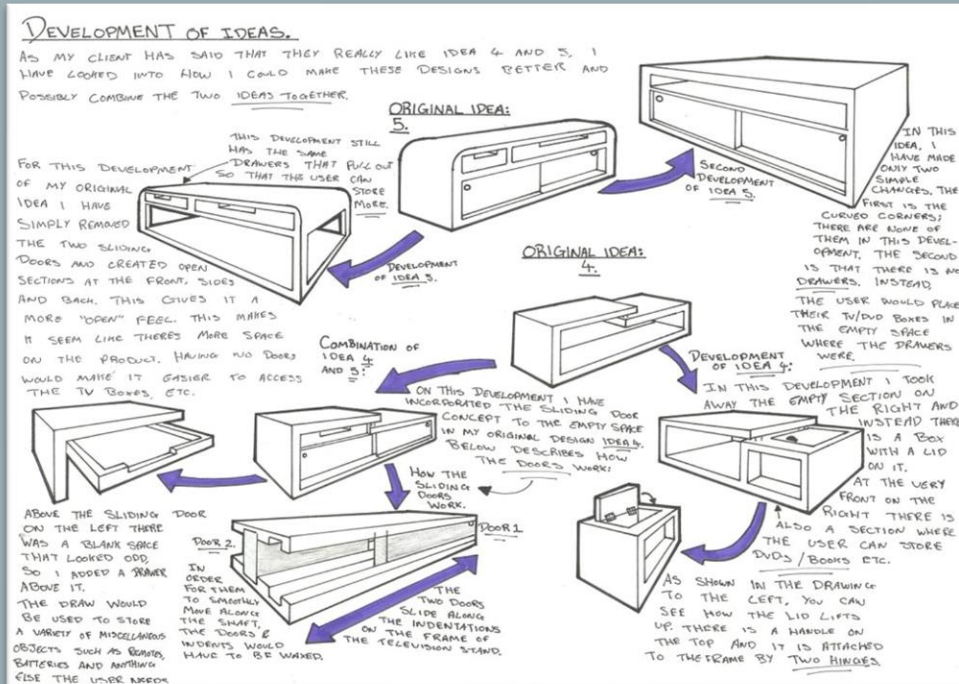
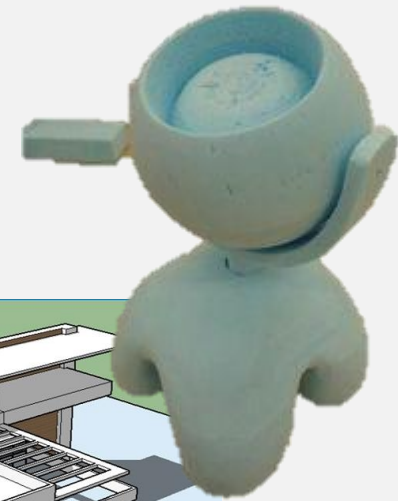
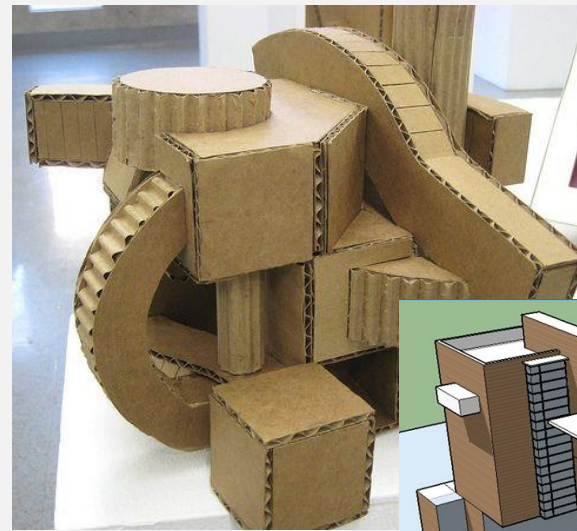
# EXEMPLAR WORK: DESIGNING



Gunnar Magnusson, Apollo chairs and table

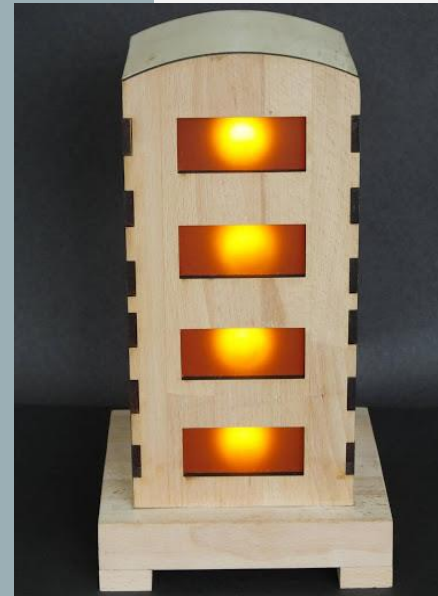


# DEVELOPING AND MODELLING IDEAS





# EXEMPLAR WORK: MAKING



# EXEMPLAR WORK: MAKING





# YEAR II FINAL DISPLAY

