

ACTIVITY SHEET LITERACY for Achievement Standard 91627 - initiate design ideas through exploration

Evidence for this achievement standard should be to produce ideations [experimental studies] from the starting experience, using selected techniques and strategies. The emphasis should be on a range of interpretations and observations to meet the requirement of 'interrogate'.

1

Identify a starting experience [a source of inspiration]. This could be your own, or teacher selected, or determined by your choice of spatial or product design.

Take photos of the object - plant, animal, seashell, coral etc.

2

Produce a wide range of observational sketches of your chosen starting experience - look and draw the object as you see it. Vary the viewpoints.

3

Take lots of photos, shooting from as many different angles as possible.

Photograph against a curved background with a light source that produces a reflection on the background.

4

Use tracing film overlays and sketches to begin generating new ideations from the starting experience photos.

Use graphic media only, avoiding notes [visual communication].

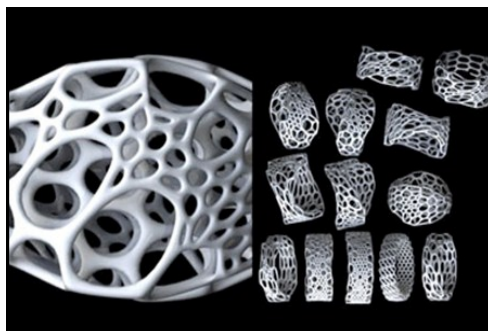
5

Deconstruction

To break down into components, dismantle.

If working from a plant, take a slice of the cellular structure and examine it under a microscope. Draw and/or take photos of what you see.

If from a product, think of the composition of the material it is made from and how that could be translated into sketch form.



6

Tessellation

A shape that is repeated over and over again, covering a plane without any gaps or overlaps.

Composed of small blocks of variously coloured material, arranged to form a pattern, formed of or ornamented with, mosaic work.

Manipulate your photos in photoshop. Produce a wide range of changed images, using photoshop to advantage.



7

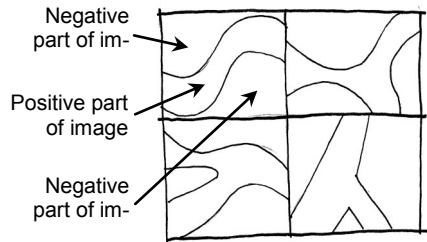
Draw, from your photos or from the object, with a feather dipped in ink, a wide range of shapes, marks etc, that could lead to further re-generation of ideas.

Experiment with a range of media to produce sketches of ideas as a result of the work you have produced so far.

At this stage you *could begin* to interrogate and re-generate ideas. [for ACHIEVED]

8

Crop an image, or one of your photos/drawings, with four strips of card. Arrange the card into a square and place over an interesting part of the image. Redraw the part seen inside the cropped area. Do this 4 - 6 times.



You will have two parts to the image - a negative and a positive part. Use white paper first, then use black card to tear or cut out the negative part.

Combine the two shapes together to form another shape. Use combinations of sketches and 3D sketch models.

At this stage you *could be able* to begin to analyse your work and identify an emerging train of thought. [for MERIT]

9

Re-Combination

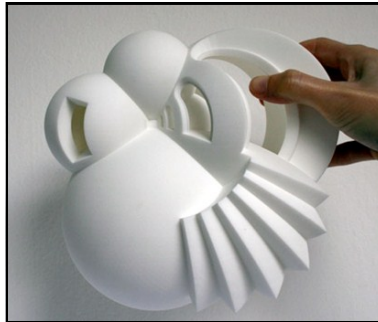
An occurrence that results in things being united.

Use photoshop to combine parts of your photos.



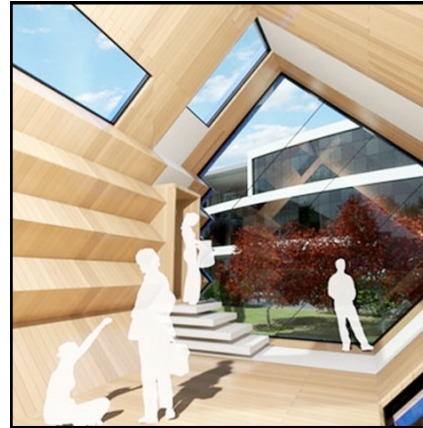
10

Continue using a range of strategies that produce further *extensive exploration* to challenge, extend, and transform the ideas into design ideas. [for EXCELLENCE]



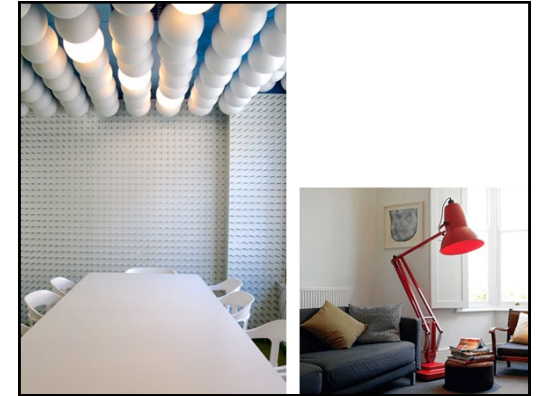
Inversion

To turn inside out or upside down. To reverse the position, order, or condition of.



Rotation

The act or process of turning around a centre or an axis. A single complete cycle of such motion.



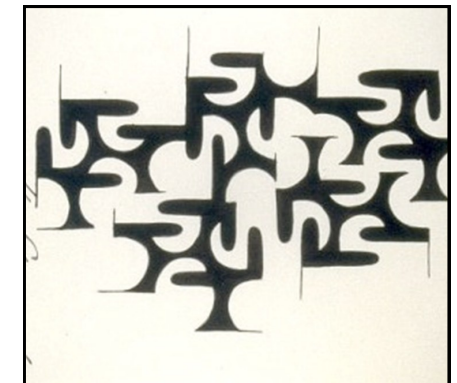
Exaggeration

To represent [something] as being larger. To heighten extravagantly or disproportionately in effect or design: as to exaggerate particular features in a product/spatial design.



Translocation

A movement from one position or place to another.



Abstraction

Abstract design is a design that has no referents to anything concrete [either mechanical or organic] in the real world.