Cubee Knowledge Organiser
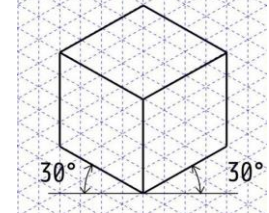
Tier Three Vocabulary
Net
Component
Isometric
Typography
Perspective
Tabs
Net
Cube
Cuboid
Design
Vanishing point
Specification
Evaluation

Isometric Projection
A isometric projection is made up of a series of parallel vertical lines and parallel 30 degree lines.

There are no horizontal li

Knowledge
the correct terminology for drawing techniques and materials.
the safe working practices.
how to develop a specification and understand why we write them and how they fit into a part of the design process.
the fundamentals of key drawing techniques (isometric, development of typography skills, one point and two-point perspective.
how to write an evaluation (fact-based opinion) and annotate (credit and add depth) to work.
how to have a critical awareness of your own work, working effectively as an individual to create a high-end product.
the importance of assessment as part of the design process.

Skills
develop the ability to research independently and then use these new skills and ideas to create their own project.

analyse and develop ideas from existing designs
select the correct tools and equipment
accurately measure and mark out, working towards the development of a high-quality finished product.
use key drawing techniques – including isometric, one-point and two-point perspective.
evaluate and annotate their work using the correct terminology
work effectively as an individual

The Design Process

Design Brief	A statement outlining what is to be designed and made
Specification	A list of design criteria
Research	Sourcing information and inspiration to help with design work
Design Ideas	A range of potential solutions to the problem
Development	Further improving an idea
Final Idea	A presentation drawing of chosen idea
Manufacture	Making the final outcome
Evaluation	Reviewing strengths and weaknesses of the final product and design work

Nets (with tabs)

Typography is the art of arranging letters and text in a way that makes the copy legible, clear, and visually appealing to the reader.

Rendering

Perspective Drawing
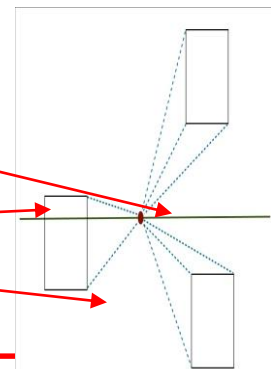Perspective drawing is a technique to create the illusion of depth.
Key terminology:

The horizon line- The horizon line is the line that separates the earth from the sky.

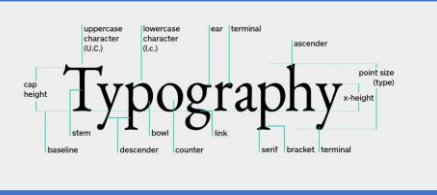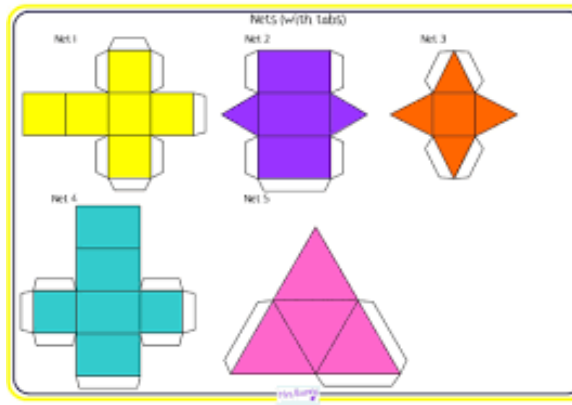The vanishing point- is the point that something in the distance disappears.

Converging Lines- Lines that get closer towards the vanishing point
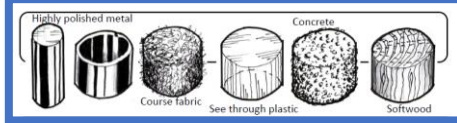
Parallel Lines- Lines in a plane that never meet.

Design Set out how something will be done.

Draw To produce a diagram.