

Year 7 Design and Technology

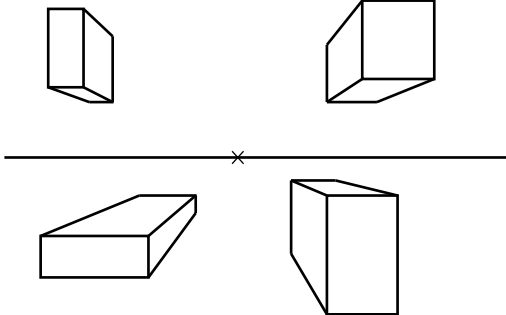
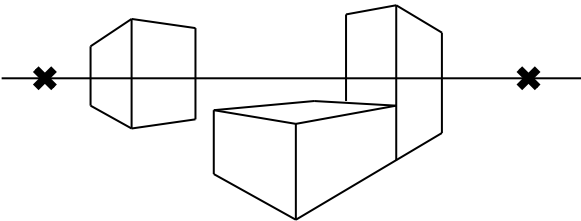
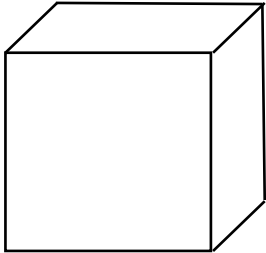
(Graphics and Product Design groups)

Select one of the following drawing techniques that you learnt during the Graphics unit of work and use it to draw an object of your choice.

(for example, a remote control using isometric, a house using 2 point perspective).

You can email a photo or scan of your work to your teacher if you wish.

- Mrs Lowndes hlowndes@idsall.shropshire.sch.uk
- Mr Munoz-Baldwin amunozbaldwin@idsall.shropshire.sch.uk

<p>1 Point Perspective</p> 	<p>2 Point Perspective</p> 
<p>Oblique (45° angle)</p> 	<p>Isometric (30° angle)</p> 