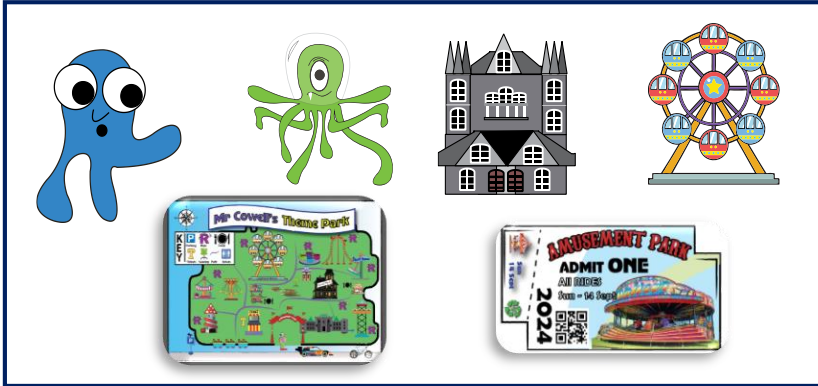


D&T - Graphics

CAD Skills

Following on from the Computer Aided Designs (CAD) skills used in year 7, you will learn a range of new tools in order to be able to create more detailed graphics (theme park map and content). You will learn how to create curved objects and build complex shapes.



Health and Safety

The workshop rules must be adhered to at all times.

- Keep work space tidy
- Do not touch computer wires
- Put chairs under tables
- Use craft knives safely
- Safely use glues/sprays/ scissors
- Excellent behaviour

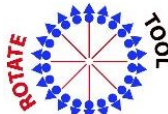
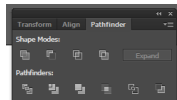


These rules are in place to keep everyone safe when working in a practical environment.



Tools and Equipment

- **Pen Tool** – for drawing accurate curves and lines
- **Pencil Tool**– for drawing freehand curves
- **Pathfinder** – an important shape building tool
- **Stroke** – used to put images inside shapes and text.
- **Scissors**– Used for splitting and cutting lines and shapes
- **Rotate Tool** – for creating accurate placement of rotated objects
- **Shortcut keys** – used for speeding up computer processes
- **Direct Selection tool** – for moving anchor points on shapes



Key words and Vocabulary

- Pathfinder – Pen Tool – Pencil Tool – Minus Front – Intersect – Weld – Warp – Direct Selection Tool – Add/Remove Anchor points – Maps – Plans – Polygonal – Blur – Multiple strokes



Pupils will need to articulate their process using key words and technical vocabulary.

The Design Process

- Plan / sketch theme park map
- Recap CAD skill
- Pathfinder exercise
- Pen tool Exercise
- Learn other CAD tools (pencil, stroke work, scissors...)
- Create digital map
- Quality Control check
- Evaluate



Range of software



We will continue to use the same software as in year 7, in much more detail, exploring more complex tools and methods.

- Illustrator (Drawing software)
- Photoshop (Image software)

You will learn how to use a range of computer tools and equipment in the workshop correctly, safely and independently.