D&T - Graphics

DVD/GAMES Cover



CAD Skills

Pupils will use Computer Aided Designs (CAD) techniques, following on skills gained in years 7 and 8, to create complex graphic symbols and images. Pupils will learn how to build rating symbols, creative barcodes etc... and manipulate and create their own typography.













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
- Safely use the rotary cutter

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





Tools and Equipment

- Minus Front lets you cut shapes out of other shapes
- Unite merge two or more shapes together
- Intersect cut out the intersect of a shape
- Glow add radiant glow effects to your images
- Inner Shadow adds a shadow inside the image itself
- Colour Overlay add a sheet of colour (s) over your image
- Create Outlines change text into a shape
- Compound path make several elements ONE object
- Pen add anchor points place movable points along your shapes and lines



Image trace, Rotate, Glow, Opacity, Shortcut, Advanced, Gradients, Rating Symbols, Barcode, Ergonomics, Anthropometrics, Kerning, Typography

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

The Design Process

- Discuss ideas
- Sketch ideas using drawing techniques
- Learn about ergonomics
- Layout plan of your project
- Use advanced photo editing and drawing tools to create complex graphics and typography
- Quality Control
- Print / cut the final design
- Evaluate

Range of software



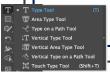




Reinforcing our knowledge of:

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

We will progress through higher level techniques to produce more intricate graphics.





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



