Designer Car Task

This is a quick 2 period plus homework task which aims to re-focus your design brain for the start of the year.

Contemporary designers are branching out and applying their work to a broad range of products from shoes to cars. Your teacher will show you a range of examples of design applied to vehicles.

Activity: You are going to design a decorative motif (pattern or image) to apply on the outside of a car.

Client: Your teacher

Constraints: Design must be suited to the Vinyl cut medium (computer cut car detailing material).
Design must have no more than two colours
Design must cover no more than 30% of the car
Design must be appropriate and appeal to client

Tasks:
- You will need to ask your teacher a range of questions to find out the information you need to meet the above constraints. We can do this as a class.
- Images of the teachers car will be provided for you to sketch out ideas, you need to explore at least four different ideas.
- Take the best elements of the above four and do another series of quick drawings to explore things like placement and scale.
- Draw up your final design with colour on the sheet provided.

The finished Task is due in on:

Film Poster Design Task

This is a quick 4 period plus homework task which aims to re-focus your design brain for the start of the year. This is a chance for you to strut your stuff.

Activity: You are going to design a Poster for a movie launch.
Client: Independent Filmmaker
Constraints:
> Poster will be inspired by classic Hollywood film posters.
> Poster will have a handmade font for title
> Poster must have a tag-line
> Poster must have at least one person on it found from a magazine or a photograph taken by you.
> Poster must be for ONE of the following three genre; Horror, Sci-Fi or Comedy.

No internet images allowed. All images used must either be drawn by you, found in a magazine or photographed by you.

Tasks:
Day One:
- Class brainstorm for film title.
- Choose your film Genre.
- Brainstorm images, colours, textures that suit your genre and the title.
- Start collecting images

Day Two and Three:
- Sketch out a range of quick poster concepts as thumbnails
- Collect images
- Sketch out font ideas for the title line
- Brain storm ideas for your tag-line
- Sketch out layout ideas for your title and images
- Draw up title to correct size
- Review designs with notes explaining pros and cons. Take the best elements from each and use them in your final.

Day Four:
- Produce your final design.
- Hand in all of your design work in logical order.

Your final design can be made with pen, markers, coloured pencil, cut and paste and other analogue/hand techniques.
Only if you have the skills and access to a computer and scanner at home, your final can be produced digitally using all of your handmade elements.

The finished Task is due in on:

Upcycled Garment Task

This is a quick 4 period plus homework task which aims to re-focus your design brain for the start of the year. This is a chance for you to strut your stuff.

Contemporary designers are becoming more focused on environmental issues. As a result there has been a rise in the use of pre-loved items to create 'upcycled' products for the market.

Activity: You are going to re-design a pre-loved garment and create an upcycled garment prototype.

Client: Youth Market

Constraints: Design must have only one other fabric added.
Design must have no more than two additions (buttons etc)
Design must use more than 30% of the original garment
Design must be appropriate and appeal to client

Tasks:

Day One:
- Choose a pre-loved garment from the bag in class.
- Brainstorm to find out the information you need to meet your youth market. You can do this as a group. Choose a gender.
- Sketch out your first ideas, you need to explore *at least* four different ideas.

Day Two:
- Take the best elements of the above four and do a series of *at least* four quick mock-ups on the mannequin using your garment – photograph each stage. Use pins, tape and other temporary fasteners to explore your options.
- Layout and paste down photographs.

Day Three and Four:
- Review photographs with notes explaining pros and cons. Take the best elements from each and use them in your final.
- Create your final design on the mannequin or model and present as a photograph.
- Hand in all of your design work in logical order.

You will need to work together and share the mannequins. Take turns at being an assistant to help each complete the task.

Think about how you can add to and take away from the original garment. Make additions, like darts, nips and tucks that change the structure of the garment.

The finished Task is due in on: