

Overall reflection

According to the study of this course for the whole semester, I engage with different drawing technique and get myself familiar with 2D to 3D design skills. From the first exercise of turning a plane surface to boxes and combining the shapes, creating models and view from different angle. After that it was my first time to tried lots of drawing methods such as orthographic, rotated plan or subtractive drawing and practice my skills of presenting design work and basic object accurate to the viewers. Then I I tried drawing in perspective and vanishing point. This sketching methods best communicate what object look like from the view of our eyes. Two-point perspective drawing shows how an objects looks bigger when nearer and smaller when farer. I learned how to present the object in 3D not only by modelling them but can sketch 3D object in the space on 2D paper and shading them. My favorite material in this whole course is polymorph, it is a relatively hard object after cooling down and the colour turned white. This can be achieved to form most of the product which is used in daily life. Apart from shapes with angles, circle and curve shapes also often being used in design and it is important to know well how to sketch object in repetitive. I started with sketching primitive shapes with helplines such as cuboids or rectangle. With the further develop of this methods, I tried with drawing 20 cups and teapots in the same size but different forms fast and accurate. The last task in this course is about translating orthographic drawing to 3D object and turning it to real models. At first, my mind struggle to get each angle of the shape correct with three view from each side, but the I started with a box and cut out the part haven't showed in the orthographic view. Parts left of the box become the shape I want. Therefore, I used the same methods in modelling which is cutting the useless part off from a box to achieve the outcome.