

# Overall reflection

According to the study of this course for the whole semester, I engage with different drawing techniques 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 angles. After that it was my first time to try lots of drawing methods such as orthographic, rotated plan or subtractive drawing and practice my skills of presenting design work and basic objects accurately to the viewers. Then I tried drawing in perspective and vanishing point. These sketching methods best communicate what objects look like from the view of our eyes. Two-point perspective drawing shows how an object looks bigger when nearer and smaller when farther. I learned how to present the object in 3D not only by modelling them but can sketch 3D objects 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 products which are used in daily life. Apart from shapes with angles, circles and curved shapes also often being used in design and it is important to know well how to sketch objects in repetitive. I started with sketching primitive shapes with help lines such as cuboids or rectangles. With the further development of these methods, I tried with drawing 20 cups and teapots in the same size but different forms fast and accurately. The last task in this course is about translating orthographic drawing to 3D objects and turning it to real models. At first, my mind struggled to get each angle of the shape correct with three views from each side, but then I started with a box and cut out the parts not shown in the orthographic view. Parts left of the box became 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.