

Design Technical Graphics (General)

In the Design General course students develop skills and processes for current and future industry and employment markets. Students are equipped with the knowledge and skills to understand design principles and processes, analyse problems and devise innovative strategies through projects.

The Design General course also emphasises the scope of design in trade based industries allowing students to maximise vocational pathways.

Course Structure

Year 11

Unit 1 – Design fundamentals

- The focus of this unit is to introduce design process and practice. Students learn that design can be used to provide solutions to design problems and communication needs.
- Freehand sketching and presentation techniques to include rendering skills, tone and line work; CAD and instrument drawing skills; 2D/3D introduction, study tools and equipment, drawing layout, conventions, orthographic projection, perspective drawing and engineering drawing.
- Possible projects could include simple to more complex 2D and 3D designs such as; logos, T-shirt graphics, skateboard deck designs, posters, fishing lures, music/jewellery boxes, plastic mazes, medallions, clocks, toys, kitchen appliances or items of furniture.

Unit 2 – Personal design

- The focus of this unit is personal design. Students learn that they visually communicate aspects of their personality, values and beliefs through their affiliations and their manipulation of personal surroundings and environments.
- Students explore design elements and principles and the design process in a project communicating something of themselves. Students increase familiarity with basic production skills and processes, materials and technologies.

Year 12

Unit 3 – Product design

- The focus of this unit is product design. Students learn that the commercial world is comprised of companies, requiring consumer products, services and brands for a particular audience.
- Students are introduced to the concept of intellectual property. Using the design process, they create products/services, visuals and/or layouts with an awareness of codes and conventions. They use relevant and appropriate production skills and processes, materials and technologies relevant to the design.

Unit 4 – Cultural design

- The focus of this unit is cultural design. Students learn that society is made up of different groups of people who share diverse values, attitudes, beliefs, behaviours and needs, and that different forms of visual communication transmit these values and beliefs.
- Students are encouraged to create designs that link to a culture or sub-culture and are introduced to ethical issues concerning representation.
- Students develop a design process with an understanding of codes and conventions. They consider communication strategies and audience. They define and establish contemporary production skills and processes, materials and technologies.