

# Longley Park

## SIXTH FORM

**LONGLEY PARK SIXTH FORM TRANSITION PACK**

**3D DESIGN - ARCHITECTURE, INTERIOR AND  
PRODUCT DESIGN**

## Course Info

Title: **3D Design - Architecture, Interior and Product Design**

Type: **A Level**

Level: **3**



### Structure

This is a 2 year course with the first year focusing on skills development, including both hands on and digital processes. The second year gives you the opportunity to develop 2 fully realised projects in your chosen design discipline that give you your overall grade.

This course is designed to give you the skills needed to progress on to a design course at University or other areas of the creative industry. You will develop contextual understanding, visual analysis and creative problem solving within a practical environment.

## Before you start

In preparation for the start of the course we have developed a simple introductory project designed to get you thinking like a designer. The intention is to encourage you to explore different design ideas and develop creative solutions to design problems.

## Intro Project

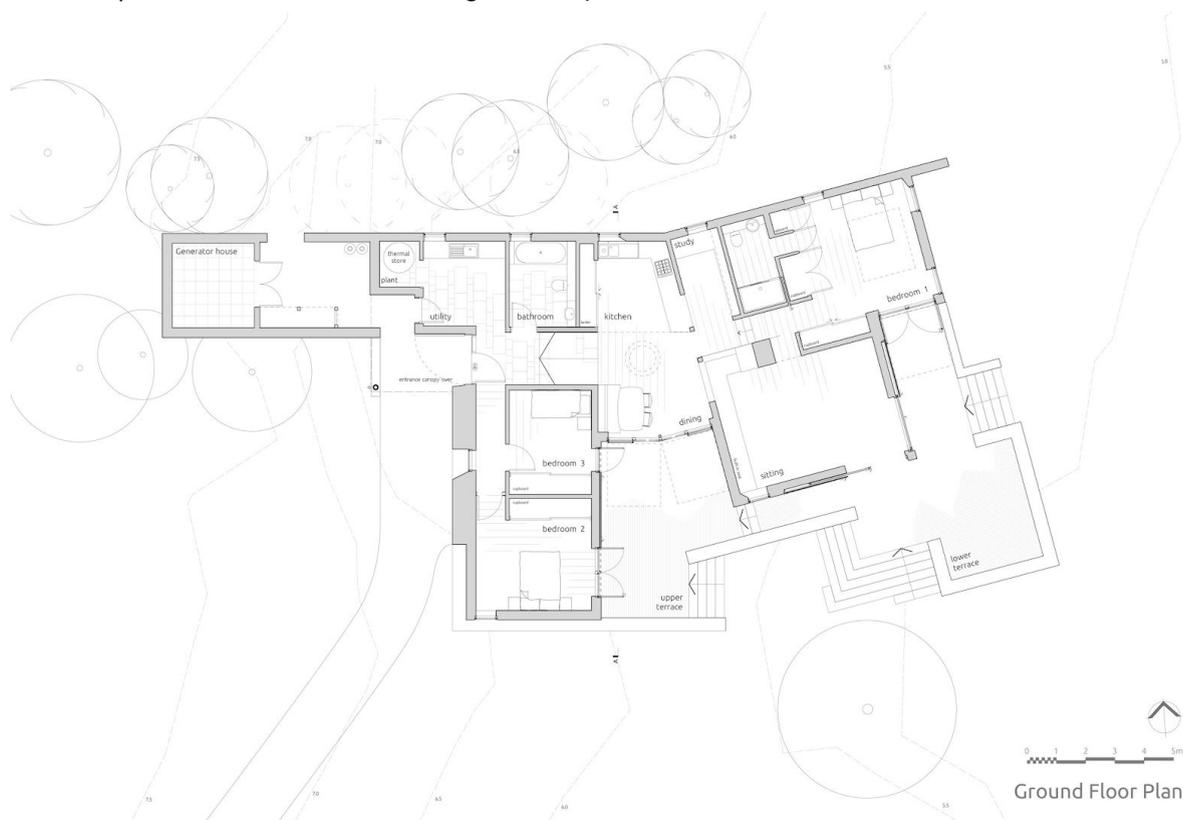
You are a small independent Architect firm that has been contracted to develop plans for the development and extension of a home. The home in question is yours! However, you are not the client, it is the other people you live with who you will have to impress.

**What does the client want?** (*a simple single story extension / an elaborate overhanging balcony / or even a 3 story roof extension with roof garden and infinity pool*)

Obviously you would normally have lots of planning restrictions in place but for now we want you to explore the exciting possibilities that not having these restrictions gives. One thing that you do need to consider however, is the space available within the property boundaries, so you will have to be creative with how you extend the property as space is not always available.

In order to develop these new plans there are a few things that you need to do:

**Existing floor plan of the house** (*if you want to get an idea what these are, take a look on sites such as Rightmove.com. Who knows, your house might be on there with a floor plan already laid out. Even if this is the case however, you still need to draw one out yourself. Don't worry about being 100% accurate, but try and get basic measurements on the plan as this will help you understand sizing which is important when we start looking at scale.*)



**Client list of key features** (this will require you to talk to your household and get a list of things that they would like if they could extend their house with no restrictions other than the land that the house is on.)

**Contextual Research** (based on what your client wants, do some research on the types of designs that you and your client like)

Some good websites to start with:

<https://www.architecture.com/>

<https://designmuseum.org/>

<https://www.dezeen.com/architecture/>

<https://www.designboom.com/>

<https://www.londondesignfestival.com/>



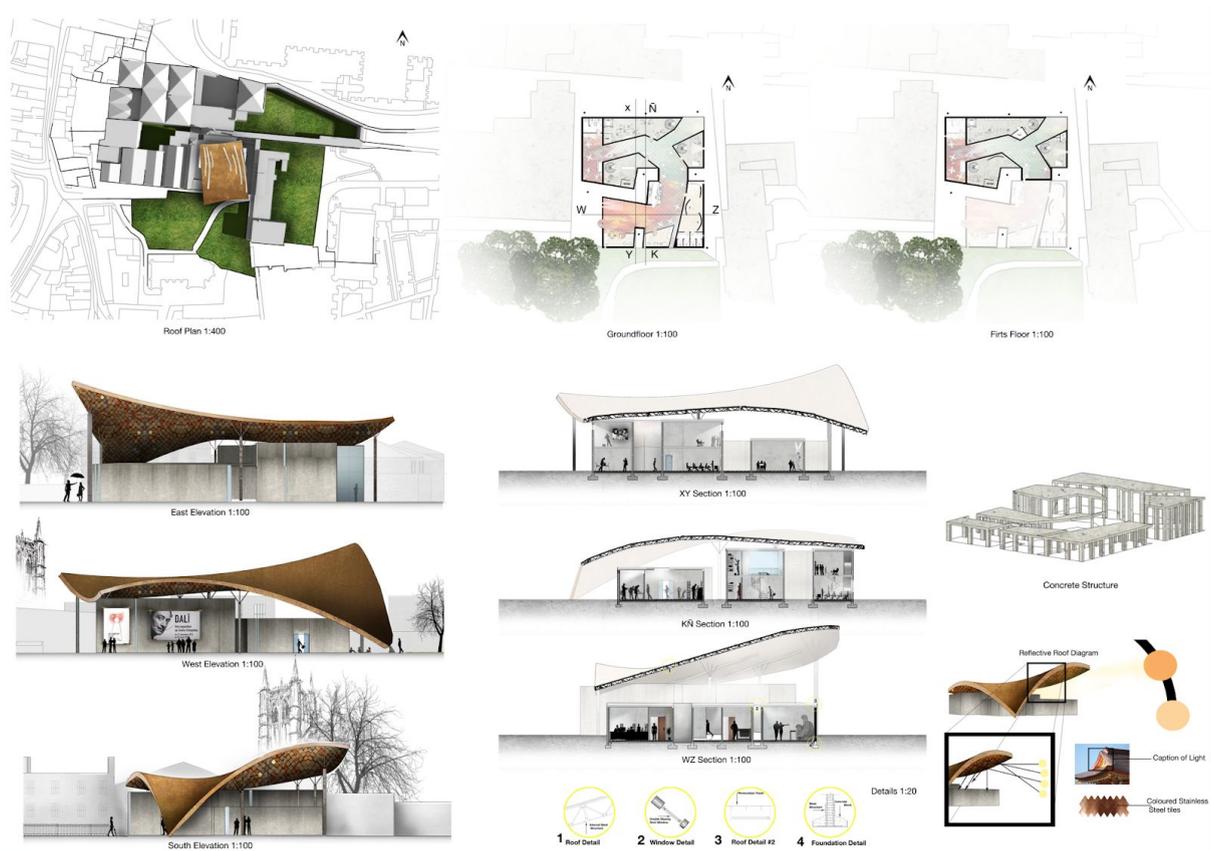
### **Design Drawing (Before and After)**

Draw the front and back elevation of the house as it is now to gain an understanding of what you're starting with.

Develop a number of design sketches exploring possible ways to include as many of the key features your client wants into your new design.

### **Final Design Drawing**

Every client will want to see what you're planning to design before they let you loose with all their money so the production of a refined design drawing showing off your ideas is an essential part of all design disciplines.



## Outcomes:

- Floor plan (with basic measurements - to help you out with this just remember that a standard door is 2m tall)
- Client list of requirements
- Research existing designs (if possible get images)
- Front and back elevation drawing of existing building (this is just a flat 2d image)
- Photo of building - if possible (this can be on your phone etc.)
- Design sketches (any size and paper type)
- Final design drawing (as big as you can get it within reason)

This is a long list of work and we don't want you to worry about spending ages on every outcome as it is more important at this stage to consider the ideas. You are not going to be judged on the work you produce. This is more about starting to think creatively and during the course you will be taught how to develop more considered outcomes, so even if you are not confident at drawing don't worry. This is only the start of your creative future.

*You should bring this work with you at the start of the year as we will be discussing the designs as part of the course introduction.*