

## Final design 1

Isometric drawing of final idea includes your reasons for your choices made. Done in Pro-desktop or CorelDraw for extra marks or draw by hand. On this sheet you should consider:

- **Produce a colour 3D version of your final designs.**
- **Drawn in isometric view either by hand or on the computer.**
- **Include all products in the range.**
- **Add annotations and evaluations on:**
  - Materials used.
  - How it looks attractive and is eye catching?
  - How it fulfill its function.
  - How much it will cost.
  - How the style suit the user group.
- **Continuously evaluate against your specification.**
- **Include developments of nets.**

Useful web links:-

### Isometric drawing

<http://www.coopskevin.pwp.blueyonder.co.uk/graphics/drawingtechniques.htm>

<http://www.bbc.co.uk/schools/gcsebitesize/design/graphics/drawingformalrev2.shtml>

(Page 24 and 25 of your revision guide)

### Rendering

<http://www.bbc.co.uk/schools/gcsebitesize/design/graphics/drawingsketchingrev3.shtml>

(Page 21 of your revision guide)

### Perspective drawing

<http://www.bbc.co.uk/schools/gcsebitesize/design/graphics/drawingformalrev4.shtml>

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