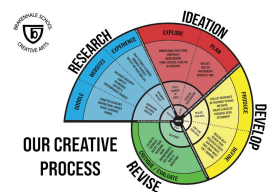




## Year 9 3D Design Knowledge Organiser - Scale Model Treehouse Project

Key vocabulary	Definition	Key Concepts
1. <b>Scale model</b>	A scale model is a physical, 3D representation of an object that maintains accurate proportional relationships between its parts, but is reduced or enlarged in size according to a specific ratio. It serves as a smaller or larger replica to visualize, study, or test designs before full-scale production.	1. Using a range of workshop tools and resources confidently and safely
2. <b>Mixed media</b>	Mixed media art is a visual art form that combines two or more different materials, mediums, or techniques into a single artwork. Artists layer, combine, or assemble elements like paint, ink, collage, fabric, photography, and found objects to create textured, multi-dimensional pieces that transcend the boundaries of a single medium.	2. Using a variety of recycled materials to create an original piece of artwork Generating creative initial design ideas through sketches and drawings which are clearly linked to initial research
3. <b>Sculptural</b>	"Sculptural in design" refers to objects, clothing, furniture, or buildings that are created with a strong emphasis on three-dimensional form, volume, structure, and artistic shape, rather than just functional or two-dimensional, decorative appeal. It implies that the item looks like a piece of art or sculpture, characterized by deliberate, often bold contours and a significant presence in space.	3. Visualising a creative idea or concept in 3D
4. <b>Craftsmanship</b>	The level of skill shown by somebody in making something beautiful with their hands.	4. Refining a range of modelling techniques and developing confidence using a range of modelling skills
5. <b>Aesthetics</b>	Aesthetic is used to talk about beauty or art, and people's appreciation of beautiful things, products chosen for their aesthetic appeal as well as their durability and quality. Synonyms: ornamental, artistic, pleasing, pretty.	5. Demonstrating the correct application of a decorative finish to a product
6. <b>Realistic effects</b>	A realistic effect refers to a representation, visual, or audio element that appears true-to-life, authentic, or indistinguishable from reality. It depicts subjects accurately, focusing on observable details rather than idealized or imaginative interpretations. This effect creates a lifelike, often photographic quality in media.	5. Analysing existing products
7. <b>Design concept</b>	Concepts in design refers to the initial, abstract phase of a project where core ideas, themes, and functional principles are established before detailed development. It transforms abstract requirements into a tangible vision through brainstorming and sketches, defining the project's purpose and overall shape (e.g., scale, form, or user experience)	7. Following a creative process to produce a successful final outcome
8. <b>Art object</b>	An art object is a physical, tangible, or three-dimensional item created for its aesthetic, conceptual, or artistic value. It is a product of fine or decorative art—such as a sculpture, ceramic, or objet d'art—often crafted to evoke emotion, represent cultural significance, or function within an artistic context.	8. Following Health and Safety instructions and demonstrating safe, confident use of tools and machines in a workshop
9. <b>Design iteration</b>	Design iteration is a cyclical process of prototyping, testing, analyzing, and refining a product to improve it based on feedback. It involves repeating steps like <u>modeling and evaluation</u> to enhance user experience and meet specific requirements. Synonyms include <u>prototyping, cyclical development, product refinement, feedback loops, and iterative refinement</u> .	9. Testing ideas through iterative process
10. <b>Reflective Evaluation</b>	Reflective evaluation in design is a process of critically analyzing an experience or project to gain insights that can help with future decisions. It's an important step in the design process that can help develop expertise and improve creative practice.	10. Reflecting on and improving outcomes
	<p><b>Basic research</b> is defined as "a systematic study directed toward greater knowledge or understanding of the fundamental aspects of phenomena and of observable facts without specific applications towards processes or products in mind.</p> <p><b>Ideation</b> is the process of forming ideas from conception to implementation, most often in a business setting. Ideation is expressed via graphical, written, or verbal methods, and arises from past or present knowledge, influences, opinions, experiences, and personal convictions.</p> <p><b>Design development</b> is the process of creating and revising plans and specifications for a project, including architectural, mechanical, and electrical aspects. It's a crucial phase in the design process, where the design begins to take shape and represent the final product.</p> <p><b>Design revision</b> is any change made to a design after the first draft is created. It can be as simple as changing a few pictures or major changes such as the correction of a design direction.</p>	<p>Elements of Design web link <a href="http://funkylemondesign.co.uk">funkylemondesign.co.uk</a></p> <div style="display: flex; justify-content: space-around;">   </div>

