
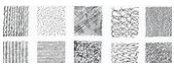



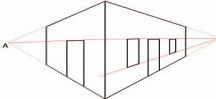


## Key points to learn

1. Tone	Light and dark. Use colour or B pencils to shade in.
2. Form	The 3D shape of an object. Shade it to show the shape ( make it lighter in the middle and darker towards edges)
3. Primary colours	Red, yellow, blue ( cant be made by mixing other colours)
4. Secondary colours	Made by mixing 2 primary colours together. Red + yellow = orange.
5. Tertiary colours	When you mix three colours together: red + yellow +blue= brown.
6. Opposite or complimentary colours	Colours that work well together, they are opposite to each other on the colour wheel: Green>red, Blue>orange, yellow> purple.
7. Rendering	In design we use this word to describe shading .
8. Composition	How you plan things out on a page or in an arrangement.
9. Cross hatching 	A way of shading in using lines in two directions to make crosses.
10. Mark making 	Use different lines and squiggles to shade in areas to show texture.
11. Texture	The way something feels- rough or smooth.

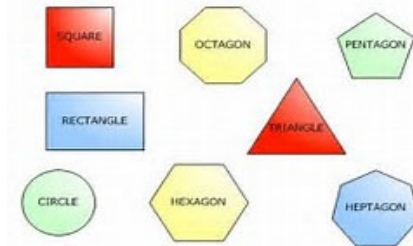
## Key points to learn

Horizontal 	
Vertical 	
One point perspective 	Drawing something from one view point
2 point perspective 	Drawing something from two view point
Vanishing point	When drawing things in the distance they seem like they get small then disappear
Frank Lloyd Wright	American architect working in the 1930s, designed houses, flats and museums.
Isometric, orthographic and elevation	Isometric means 3d drawing, it can also relate to the dotted paper we use that helps drawing in 3d. Orthographic is representing 3D objects in 2D drawings and elevation shows the height of a subject relative to its surroundings.

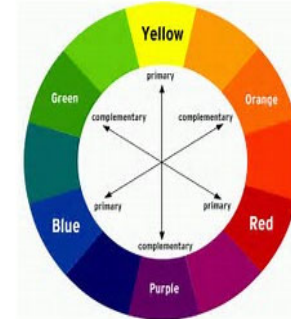
## Year 7 Knowledge Organiser 3D Design

Name.....

### Geometric Shapes



### Colour wheel



### Different drawing pencils

