

Assessment schedule: Design and Visual Communication 91066 Using Rendering to Communicate Ideas: SUSTAINABLE SLEEP-OUT

Evidence/Judgements for Achievement	Evidence/Judgements for Achievement with Merit	Evidence/Judgements for Achievement with Excellence
<p>The student has used rendering techniques to communicate the form of design ideas they have generated for a SUSTAINABLE SLEEP-OUT.</p> <p>They have used rendering techniques to indicate the tonal qualities produced by an identified light source and its three-dimensional effects on an object's shape and surface qualities.</p> <p>Students may present any combination of freehand and instrumental drawing. (Instrumental pictorial drawings and/or three-dimensional freehand sketches may be rendered.)</p> <p>Any recognised 3-D drawing method may be rendered, including isometric/oblique views and one/two point perspective sketches.</p> <p>A computer-generated line drawing could also be printed and rendered over with media if preferred. There is no need for a separate line drawing. Ask the teacher to print a copy of your work in 3-D.</p> <p>Any rendering media (soft pencil, pens, pro-markers, colour pencils, etc.) may be used except computer-assisted methods. Sketch-up work (computer generated) is not acceptable.</p> <p>There is no need for a separate line drawing.</p>	<p>The student has used rendering techniques to clearly communicate the form of design ideas they have generated.</p> <p>They have:</p> <ul style="list-style-type: none"> consistently applied rendering techniques to communicate an object's shape and surface qualities shown consistent use of tonal change and the effects of light and shade produced by an identified light source. <p>The light source by definition should be directional (from one direction).</p> <p>Highlights are the white (or lighter tone) areas on the leading edges perpendicular to and facing the light source.</p> <p>The shadows logically are the areas blocked from the light by the object.</p> <p>The shadows can be cast on the object itself or on the surface that the object is sitting on.</p> <p>Shadows can be indicative or geometrically cast.</p>	<p>The student has used rendering techniques to effectively communicate the form of design ideas they have generated.</p> <p>They have:</p> <ul style="list-style-type: none"> skilfully applied rendering techniques to <u>convincingly</u> communicate an object's shape (form, structure material) and surface qualities, enhancing the <u>realistic representation of design qualities</u> to an audience shown consistent use of tonal change and the effects of light and shade produced by an identified light source. <p>Some properties, such as texture, will not be possible if the design is made of plastic or chrome. The attributes of the material should be indicated by using descriptive labels. To attain excellence students should consider rendering sectional views and exploded views of the SUSTAINABLE SLEEP-OUT. Students should include some additional objects like cars, people and deciduous trees, fully rendered.</p>

Final grades will be considered within the context of a completed portfolio by the student: Sustainable Sleep-out.