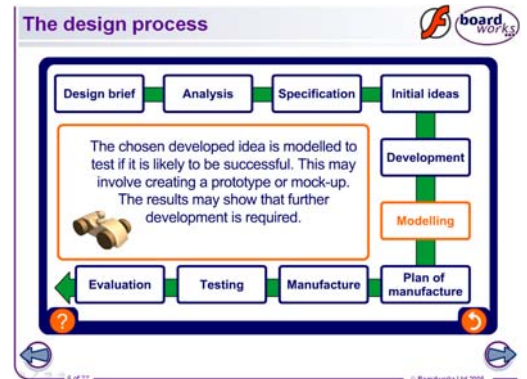


Graphic Products

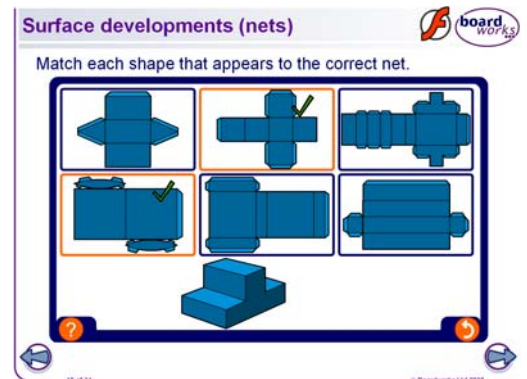
Introducing Graphic Products *22 slides*

This presentation explains what graphic products are, and what they are designed to do. It then goes on to introduce the design process and examine how design criteria are created by establishing the needs of the end user.



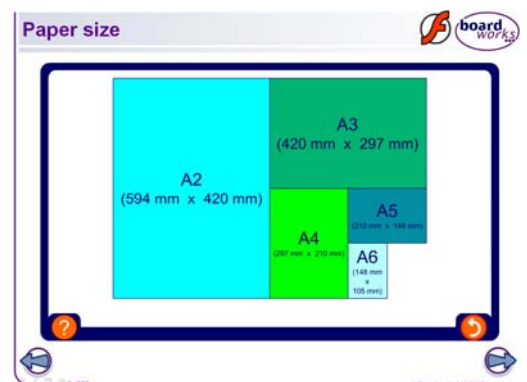
Developing Your Ideas *31 slides*

This presentation looks at the appropriate use of colour, lettering, nets, models and prototypes when developing design ideas. It also suggests ways for students to present their ideas using ICT, photographs, charts and diagrams.



Materials *20 slides*

This presentation looks at the properties and uses of the following materials: paper, card, board, plastics, modelling materials, inks, smart materials and fixatives.



Graphic Media 28 slides

This presentation looks at the different types of graphic media and equipment available. It goes on to discuss the use of adhesives, cutting tools and 3D components in graphic products. The use of computers in the design and presentation of ideas is also considered.

Cutting tools

Scissors
Often used to cut paper and card. For optimum use, the blades should be sharp. Fabric needs very sharp blades – paper scissors do not need to be as sharp.

Rotary cutter
These work in the same way as a pizza cutter. A circular blade is mounted onto a frame, so as you cut the blade rotates. The cutter can also be attached to a board.

Compass cutter
A compass cutter works in a similar way to a pair of compasses, but rather than having a pencil to mark the circle it has a blade to cut the circle out.





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Drawing 25 slides

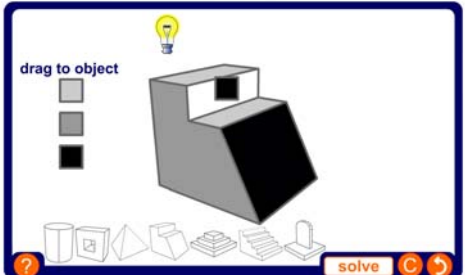
This presentation covers the following drawing techniques:

- sketching
- crating
- perspective drawings
- isometric drawings
- working drawings (orthographic projections).

It also describes how to enhance drawings using 3-tone rendering, thick and thin lines, hatching and textured effects.

3-tone rendering

drag to object



solve

18 of 25


Evaluation Techniques 23 slides

The presentation focuses on the importance of evaluation at all stages of the design process. This includes evaluation of other designers work, evaluation of your own work against your design criteria and evaluation by end users.

Quality of design

When analysing the quality of a design, you should investigate a number of factors.

Decoration
Have any details been added?
Detailed decoration: extra shiny spots have been added, and the hippo image carefully mirrors the shape of the lolly.



Form Function Aesthetics Ergonomics Decoration Materials

7 of 23

Social, Cultural, Moral and Environmental Issues *25 slides*

Students look at the cultural and moral issues which must be considered when designing graphic products. This presentation also covers the environmental impact of graphic products and how this can be reduced through recycling and better design. The various symbols that appear on packaging are also discussed, and the impact of ICT on society is considered.

Product packaging consequences

You can put packaging into categories:

- Primary Packaging**
 The packaging in direct contact with the product. Usually used for preservation and protection.
- Secondary Packaging**
 The packaging outside the primary packaging. Used mainly for advertising or promotion of the product.
- Tertiary Packaging**
 The packaging around the secondary packaging. Usually used for transportation purposes.

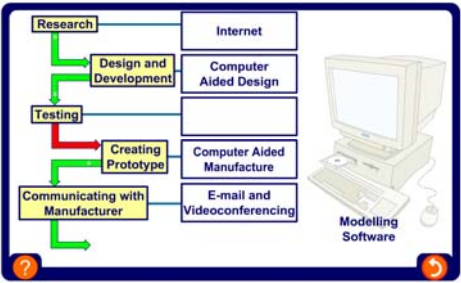


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ICT in Graphic Products *29 slides*

In this presentation, students learn that CAD and CAM systems consist of input devices, computer software, and output devices. Students also consider the benefits and drawbacks of using CAD and CAM.

Plenary



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Health and Safety *20 slides*

This presentation covers:

- the identification of hazards in the working environment.
- how to work safely
- how to ensure that products are safe for customers to use.
- how products are labelled.

Recognition of hazards

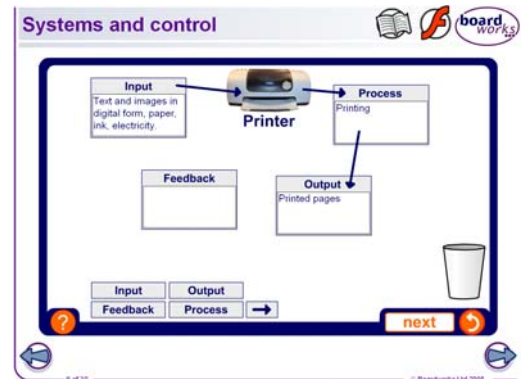


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3 of 20 © Boardworks Ltd 2005

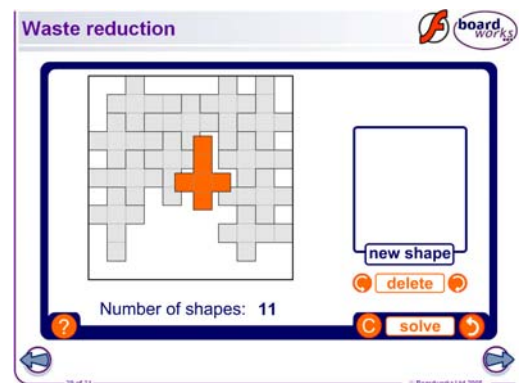
Systems and Control 30 slides

In this presentation, students learn that systems are composed of inputs, processes, outputs and feedback. The presentation also covers how to present systems using flow charts and Gantt charts. Simple mechanisms, such as levers and pulleys, are also discussed.



Industrial Practices 31 slides

This presentation looks at different methods of production, including mass, continuous, batch, one-off and just-in-time. It also considers different scales of production, and looks at three case studies – newspapers, packaging and posters. Industrial use of ICT, jigs, moulds, formers, templates and barcodes are also discussed. The importance of waste reduction is covered in an interactive challenge at the end of the presentation.



Printing 21 slides

This presentation looks at printing. It covers:

- the different printing methods available and their advantages and disadvantages
- four colour process printing
- printing effects and varnishes
- the quality checks that are performed on printed products.

