

Design drawing two

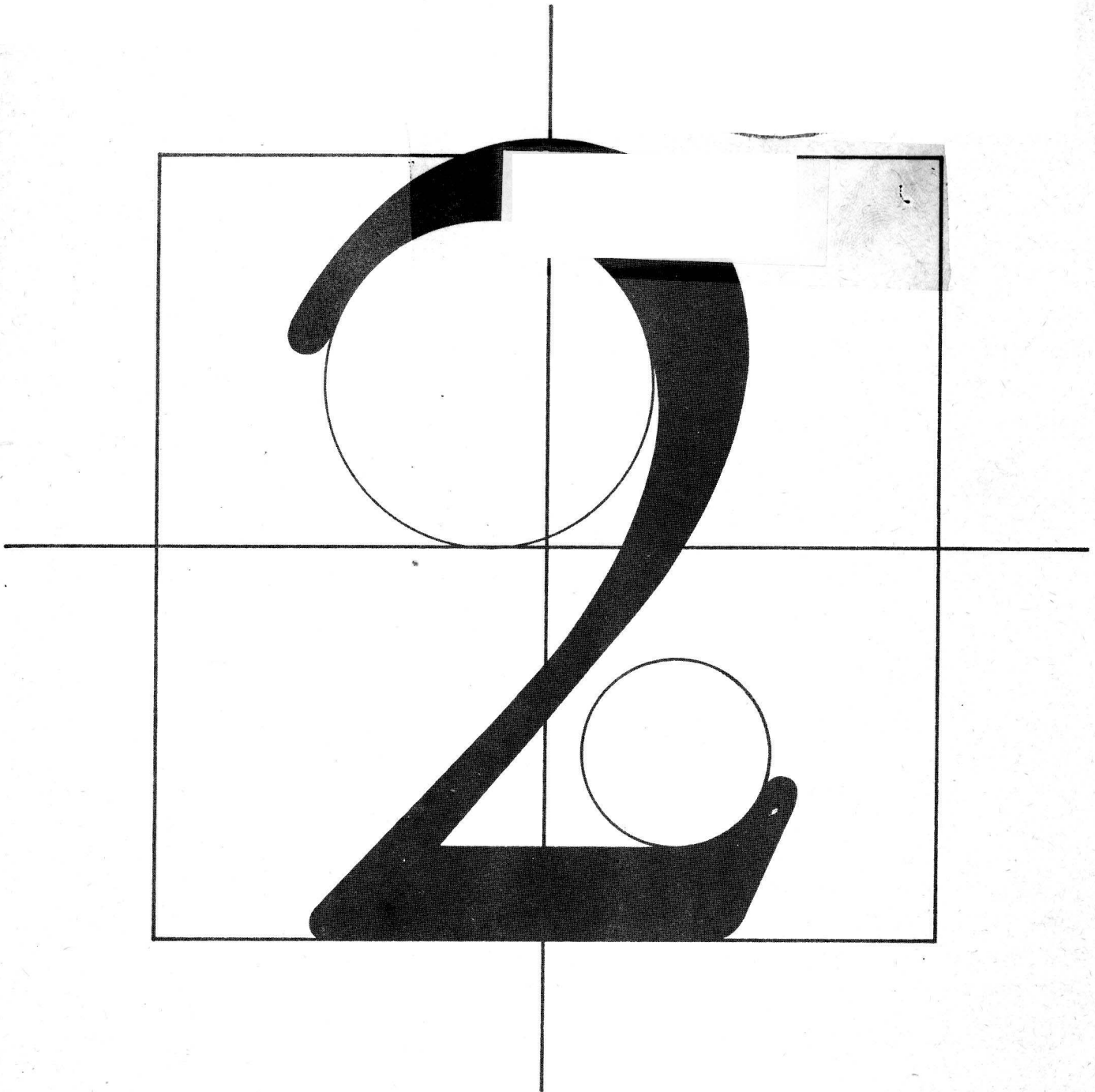
John Rolfe



Design drawing two

John Rolfe.

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Preface

Together with Design Drawing One, this book presents a series of drawing examples based on the real and everyday world.

In Design Drawing Two, I have introduced several new areas of work, such as spirals, tangents and conic sections, and extended many of the areas started in Design Drawing One. However, the drawings from both books are linked by such topics as space, aircraft, cars, etc., in an attempt to stimulate the pupil's interest in looking for drawing examples of his own.

So many of the trappings of modern society start their life on a drawing board, and yet people usually take them for granted and look at them without really 'seeing' them or thinking about their origins. The examples in the book, therefore, are chosen to help the pupil observe the world around him, and to give him scope to develop his own ideas and designs (something which is often lacking in the more traditional approach towards Technical Drawing). I have also made an attempt to get the pupil to look at things closely by leaving a number of drawings in the book incomplete and asking the pupil to study the appropriate photographs carefully and add as much detail to his drawings as possible.

Most of the work in this book is based around traditional drawing skills and techniques, but the approach is such that I hope the pupil's interest is retained and his efforts steered towards observation and an appreciation of how it is possible to communicate graphically. Graphical communication is, after all, a universal language and one which is becoming increasingly important in an ever-shrinking world.

John Rolfe

ISBN 0 340 19258 5

First printed 1977

Reprinted 1979

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Printed in Great Britain for
Hodder and Stoughton Educational,
a division of Hodder and Stoughton Ltd.,
Mill Road, Dunton Green, Sevenoaks, Kent. TN13 2YD,
by Clarke, Doble & Brendon Ltd., Plymouth

Acknowledgements

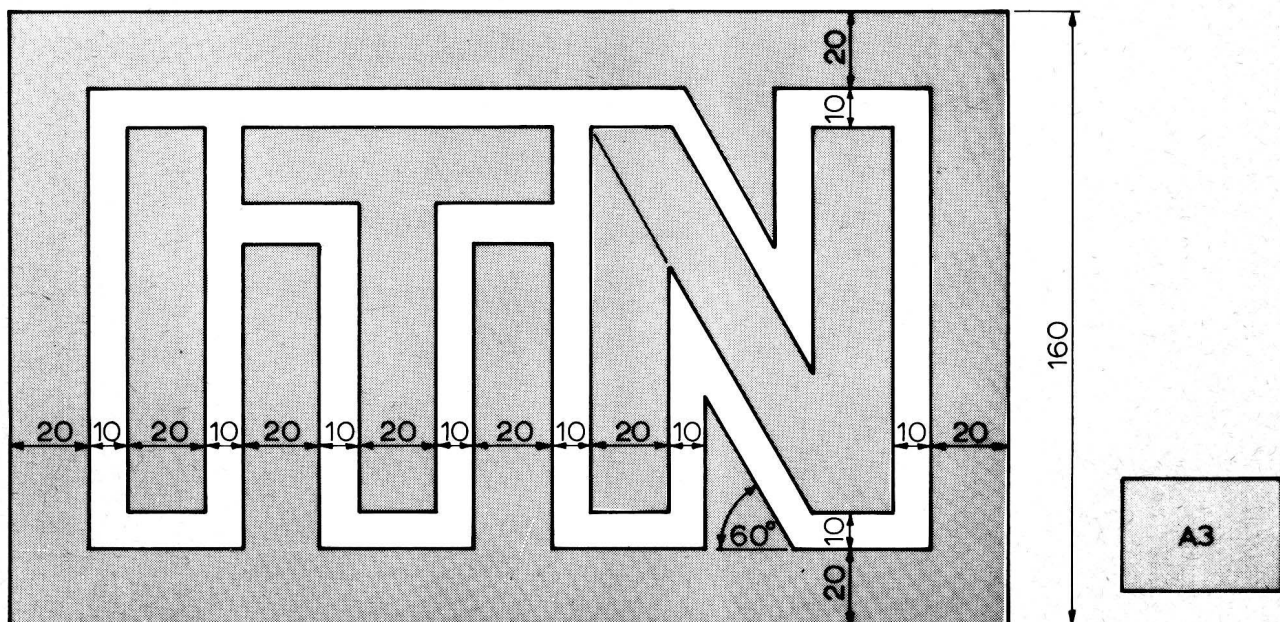
The author and publisher would like to thank the following organisations who have allowed their trade or other marks to be used in this book, or who have supplied photographs. In all cases, the dimensions and methods of construction of the symbols are the responsibility of the author, and are not necessarily those employed by the organisations, whose co-operation in this respect is appreciated. Although care has been taken to make the proportions of drawings as accurate as possible, some simplification has been necessary in some cases.

Independent Television News (Exercise 1);
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1: Independent Television News

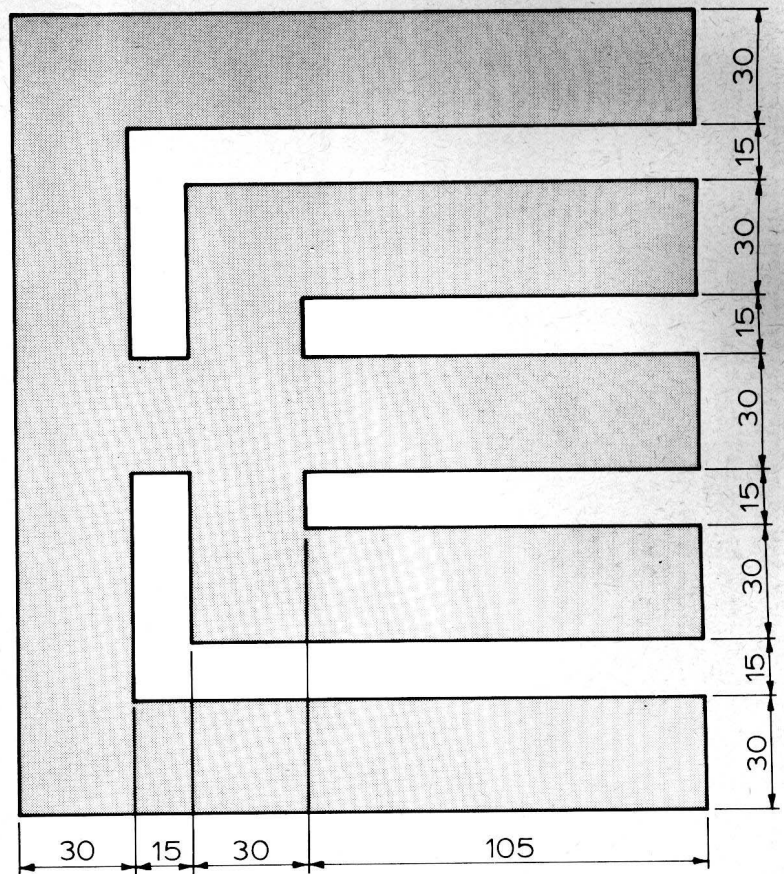
This example shows how letters can be linked together to form a symbol.

- Copy the drawing.
- Using either your own initials or those of your school or a football club see if you can produce a similar sort of design by linking the letters together in some way. Plan your work carefully before you start on your finished drawing.



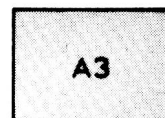
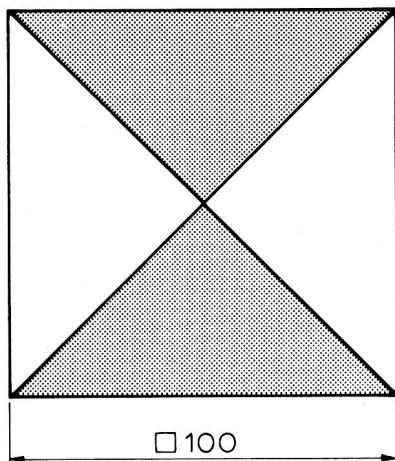
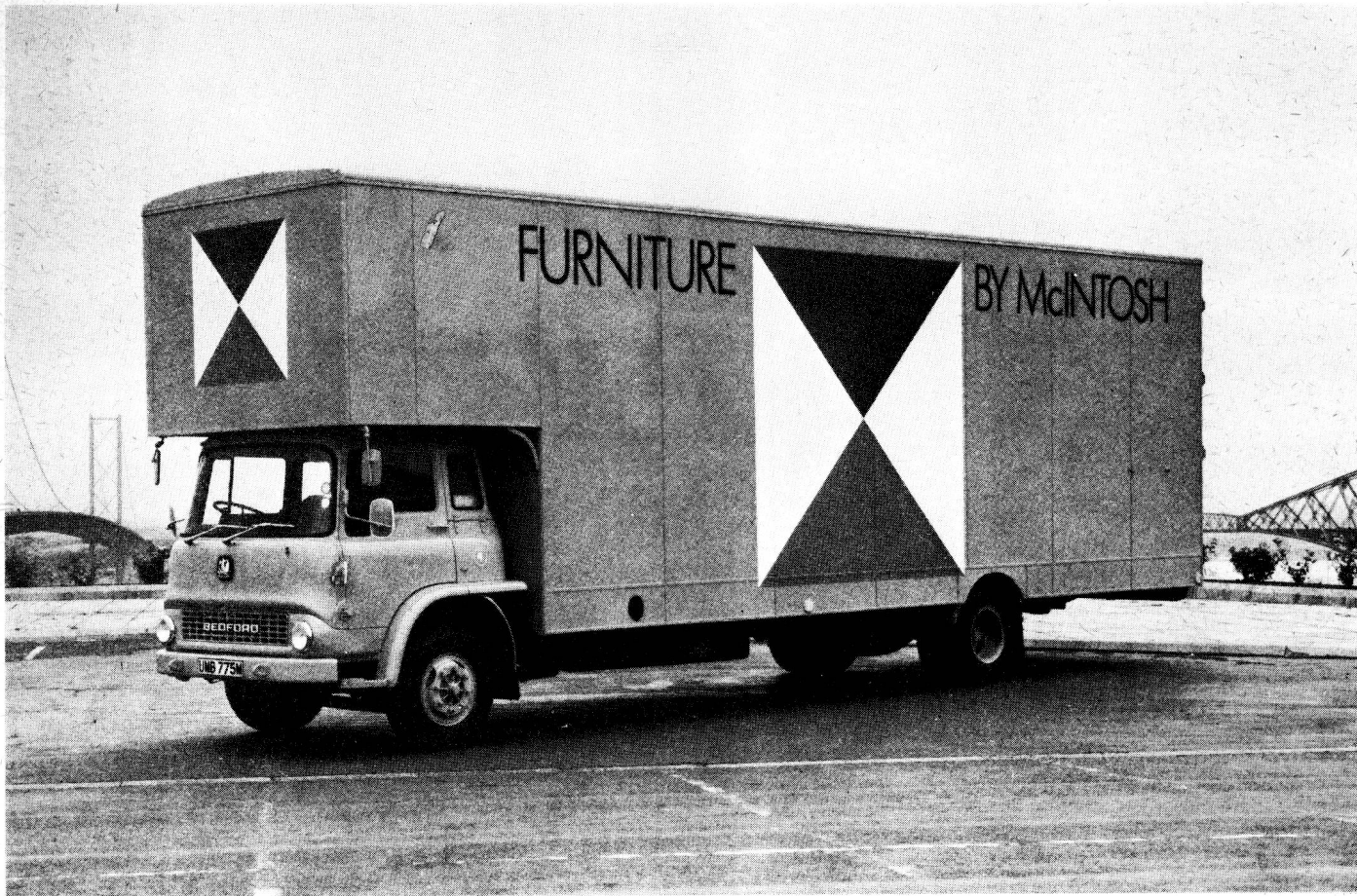
As with Example 1, this shows how two letters can be linked together.

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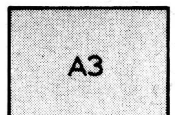
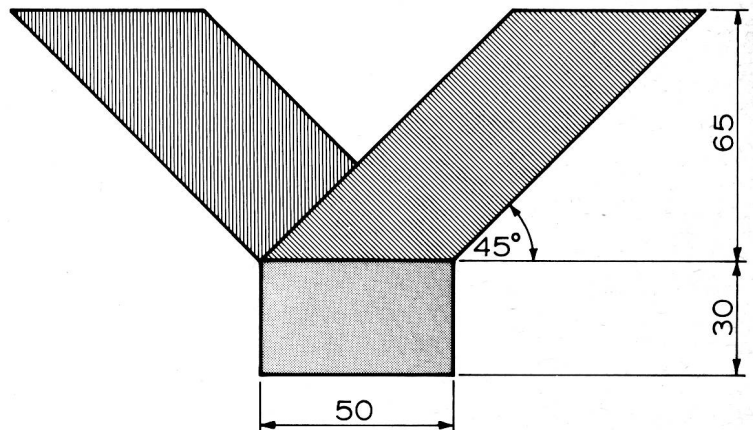
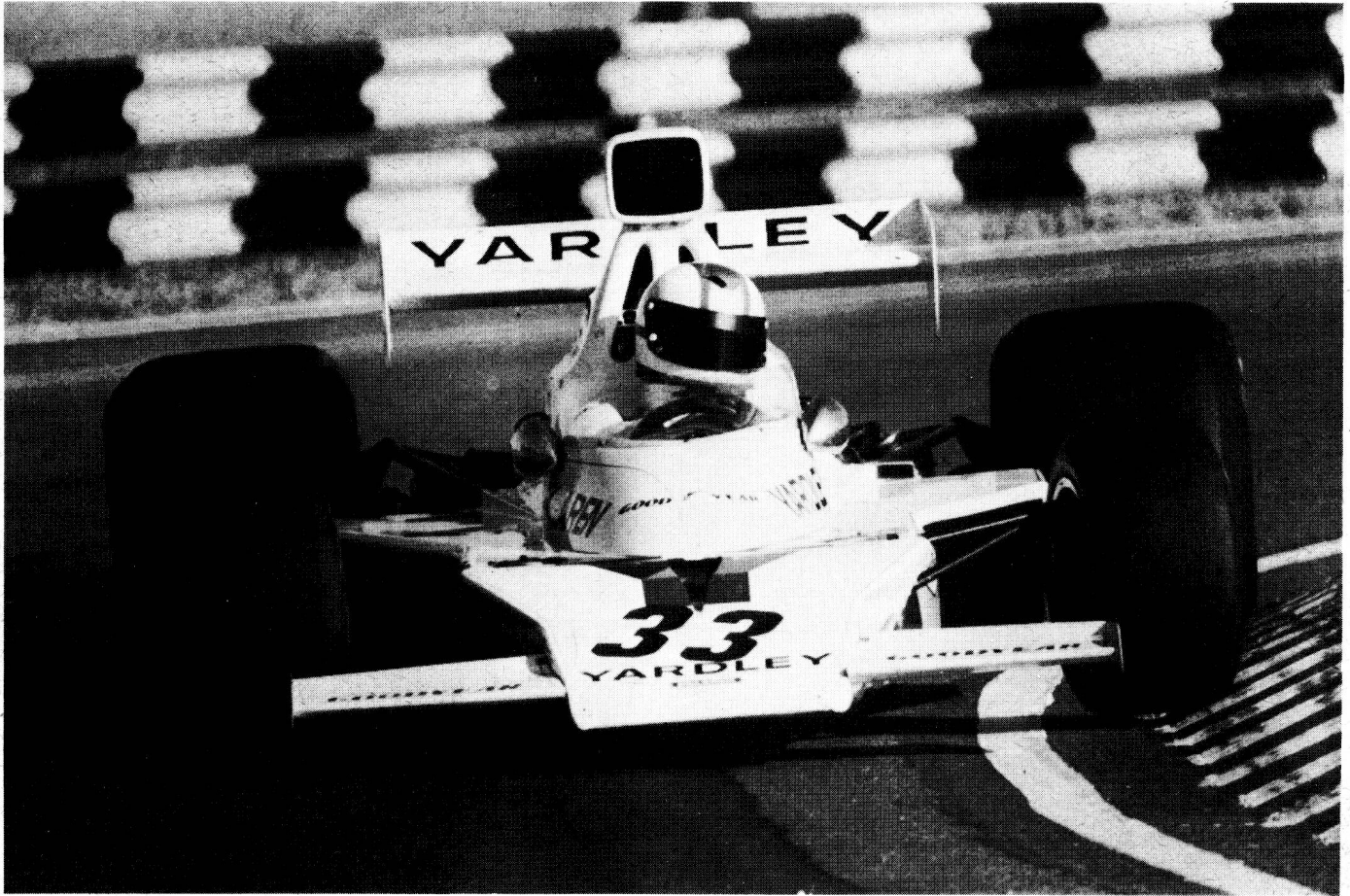
3: McIntosh Furniture

This very simple design shows a letter M. Using a square as the basis of your design see what other simple letters you can design. Make accurate drawings of three of your ideas.



4: Yardley

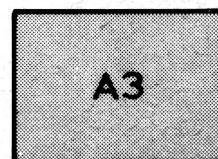
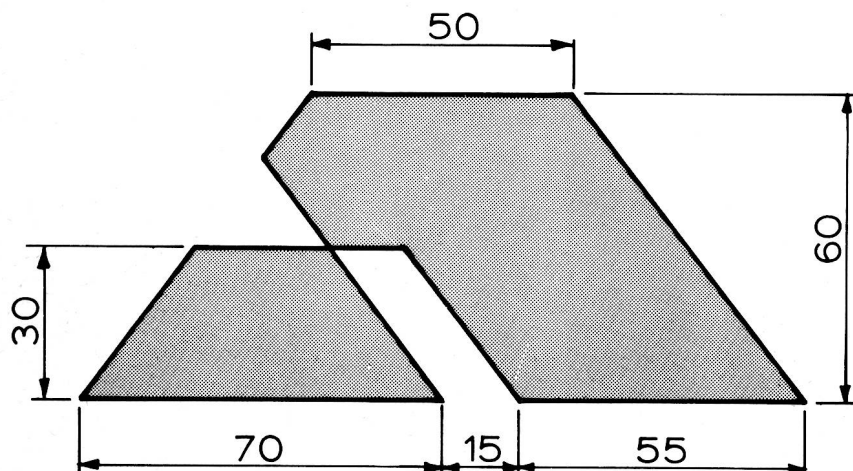
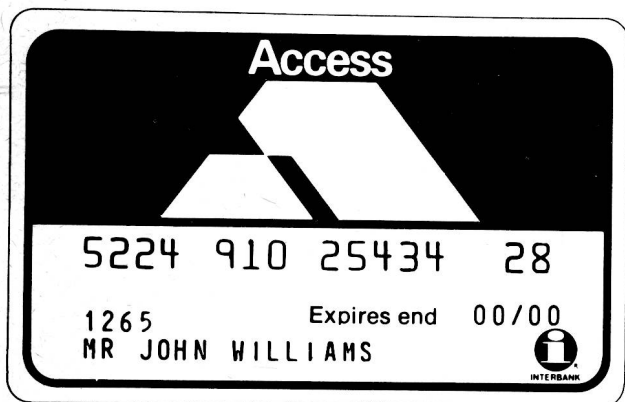
Design a shape which would be suitable as a background for the Yardley symbol. Make a drawing of your design, including on it the Yardley symbol.



5: Access Card

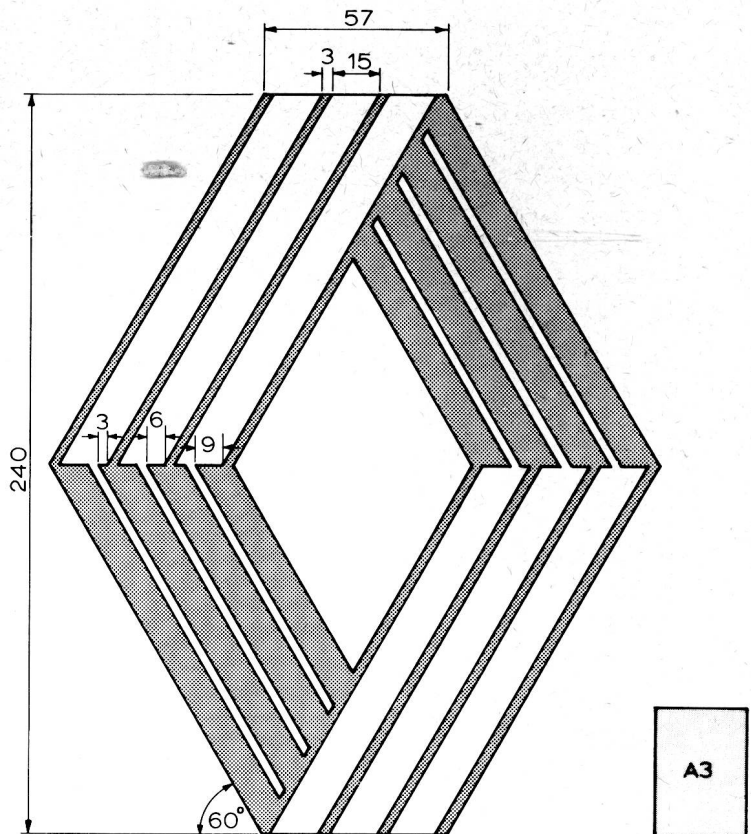
Shown are details of how to draw the A on the Access Card.

- Given that the overall size of the card is 370 mm \times 240 mm, make an accurate drawing of the complete card.
- Practice your lettering by putting on the information given on the card.



6: Renault

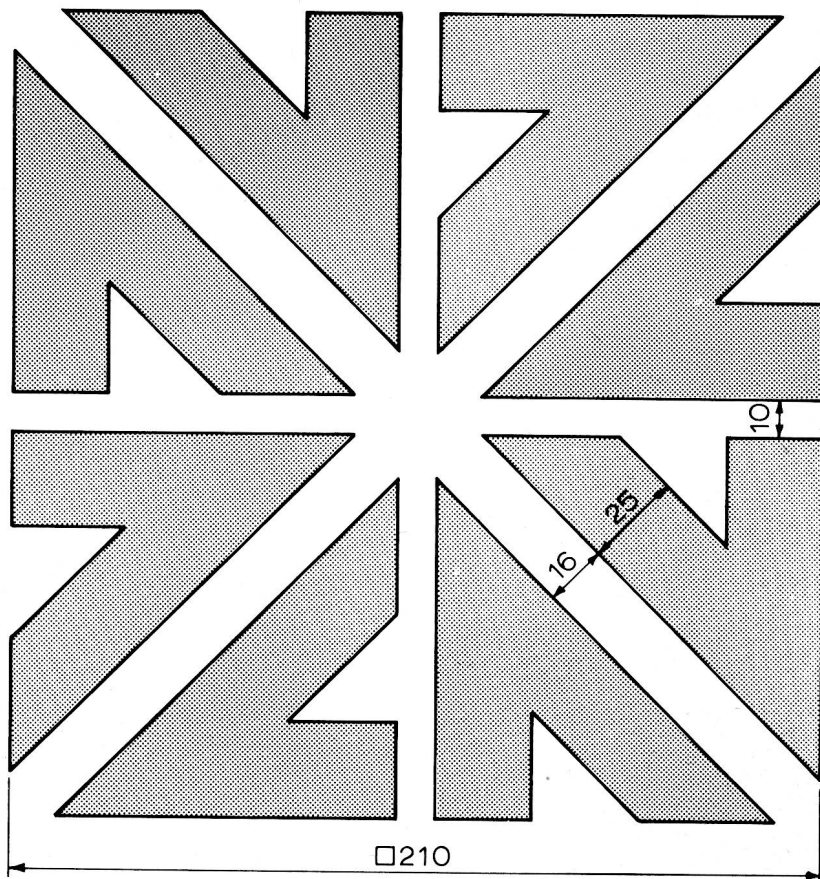
- Draw the Renault badge to the sizes given.
- Make, to a suitable scale, a separate drawing of the grill and headlamp arrangement of the Renault shown in the photograph. Do not include the badge on this drawing.



7: New Zealand Commonwealth Games

Here is the symbol used at the 1974 Commonwealth Games held in New Zealand.

- a) Make a drawing of the symbol.
- b) Find out where the next Commonwealth Games are to take place and design a symbol which could be used at those Games.

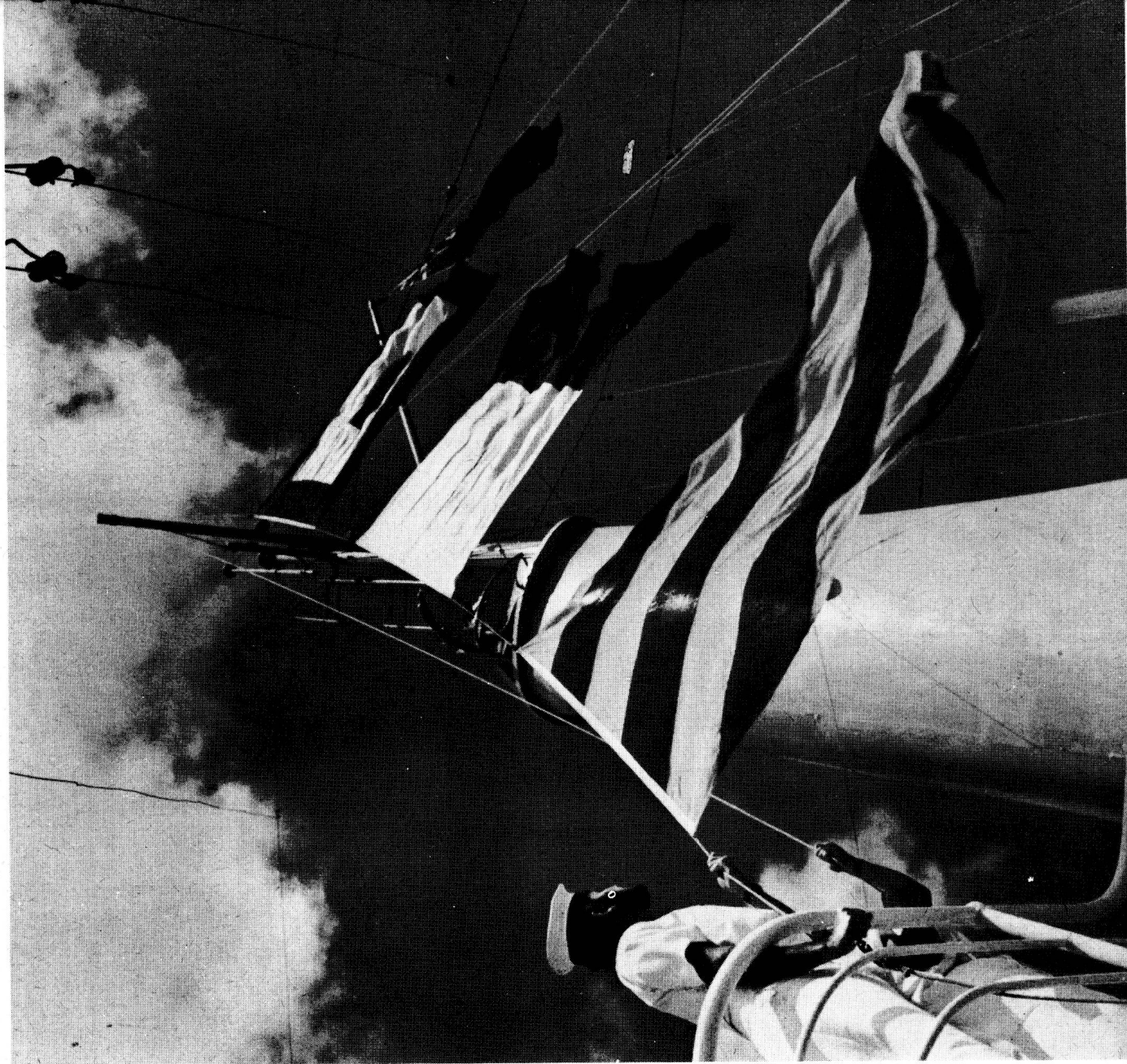


A3

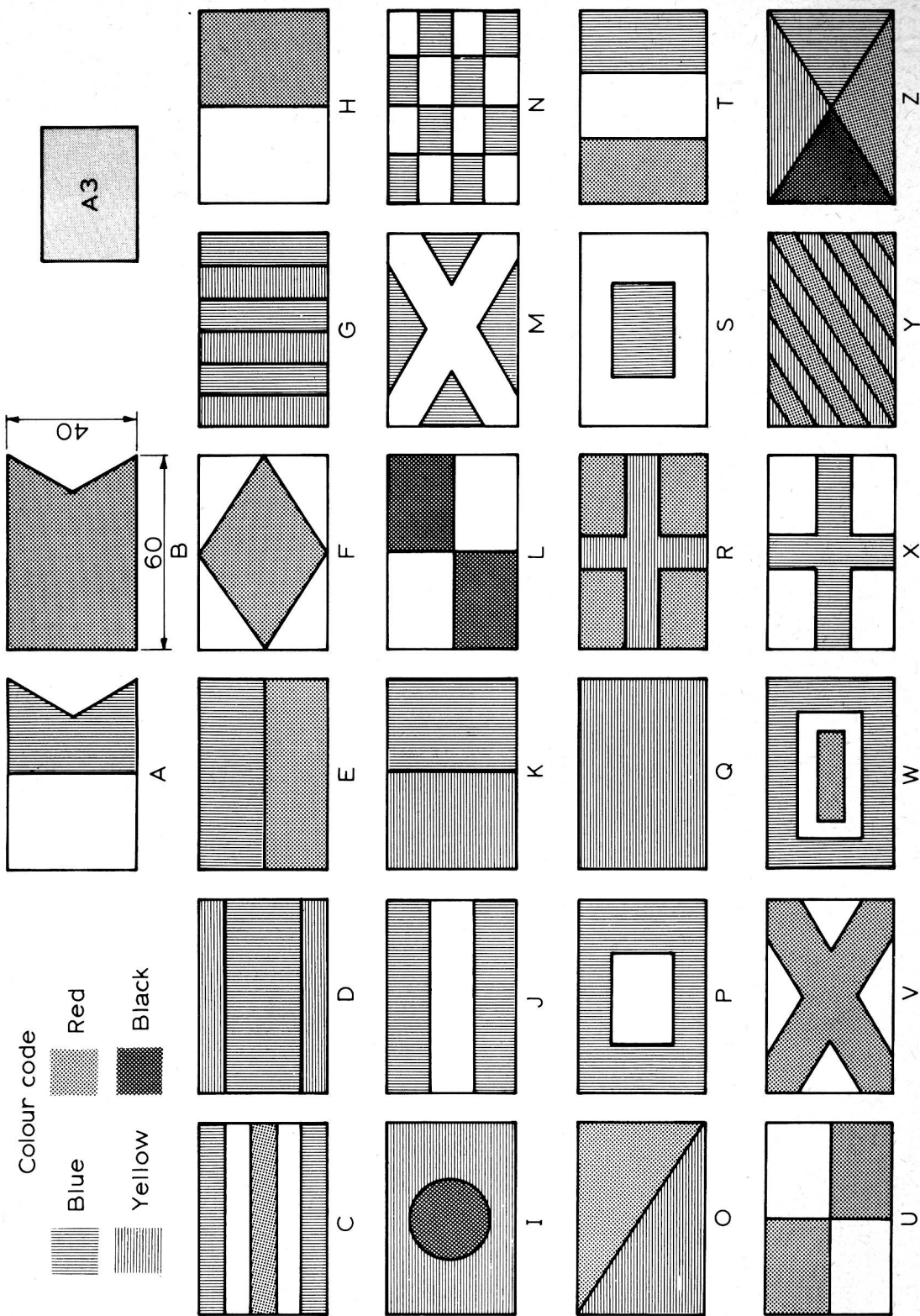
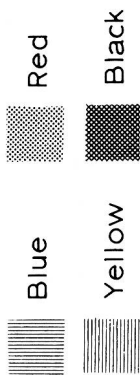
8: Ships' Code Flags

These drawings show the international code flags used by the world's shipping.

- a) Study the photograph and see if you can discover the letters being sent in the signal.
- b) Use this method of coding to draw your name.



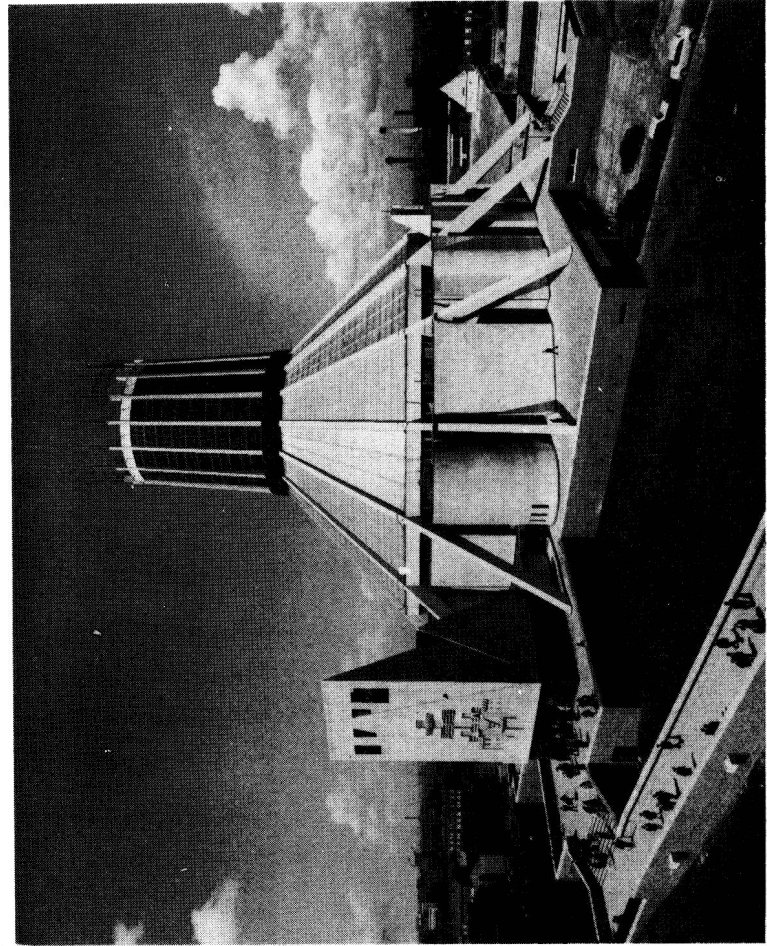
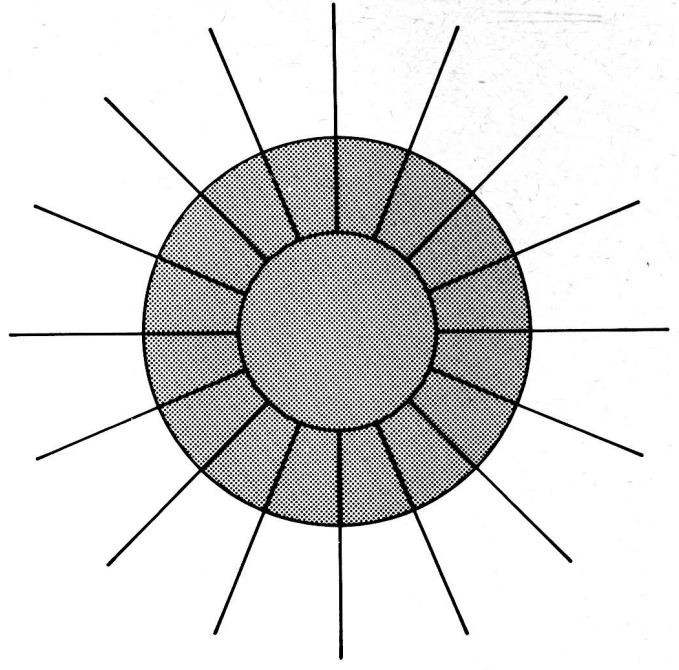
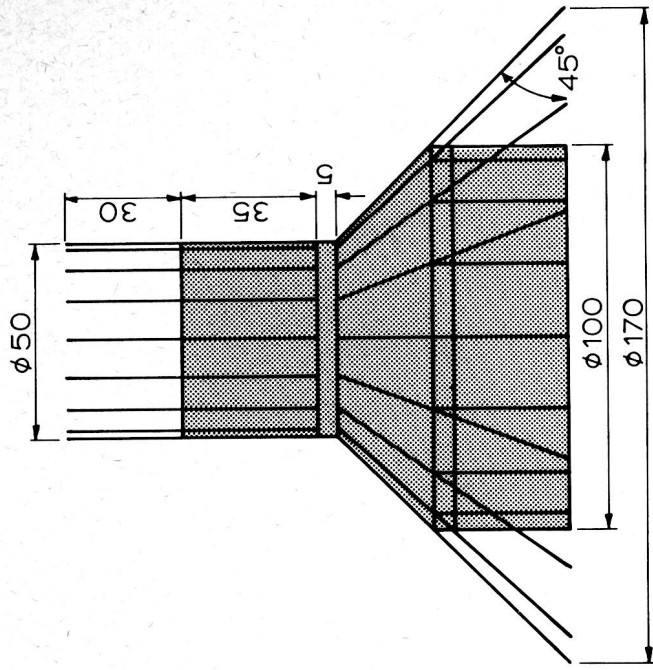
Colour code



9: Liverpool R.C. Cathedral

You have here an incomplete drawing of Liverpool R.C. Cathedral.

- Using this as the basis of your work, and the photograph for added information, make a detailed drawing of the Cathedral.
- You could also try to make a model of the Cathedral. The basic building can be made from two cylinders and a truncated cone, with the various details being added later.

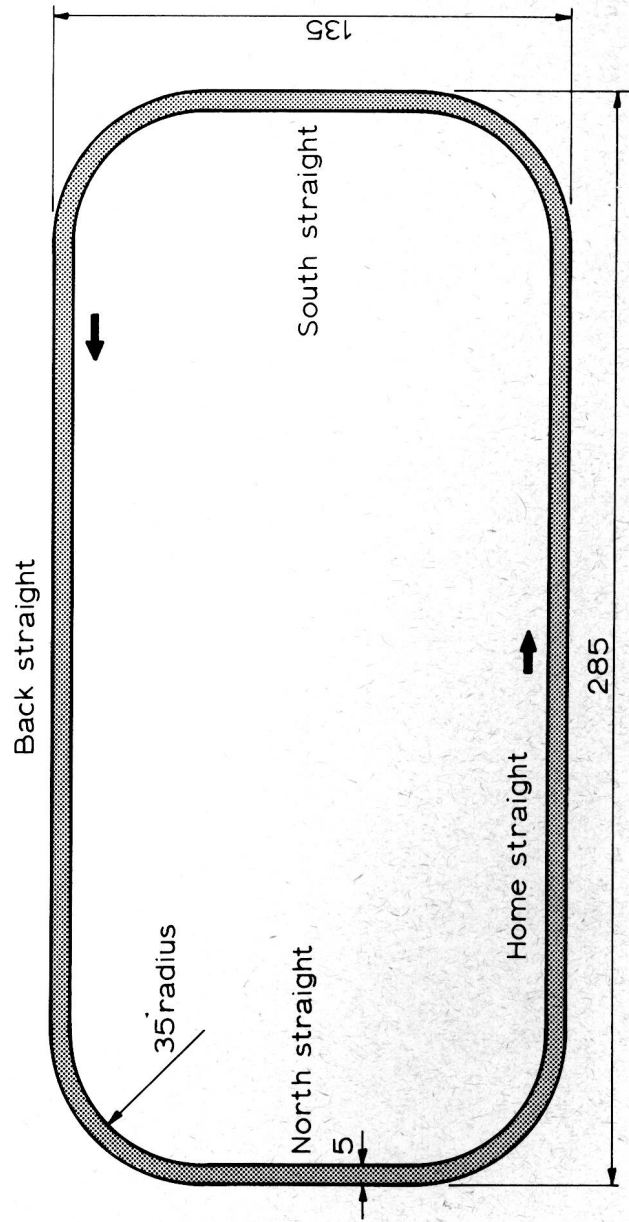
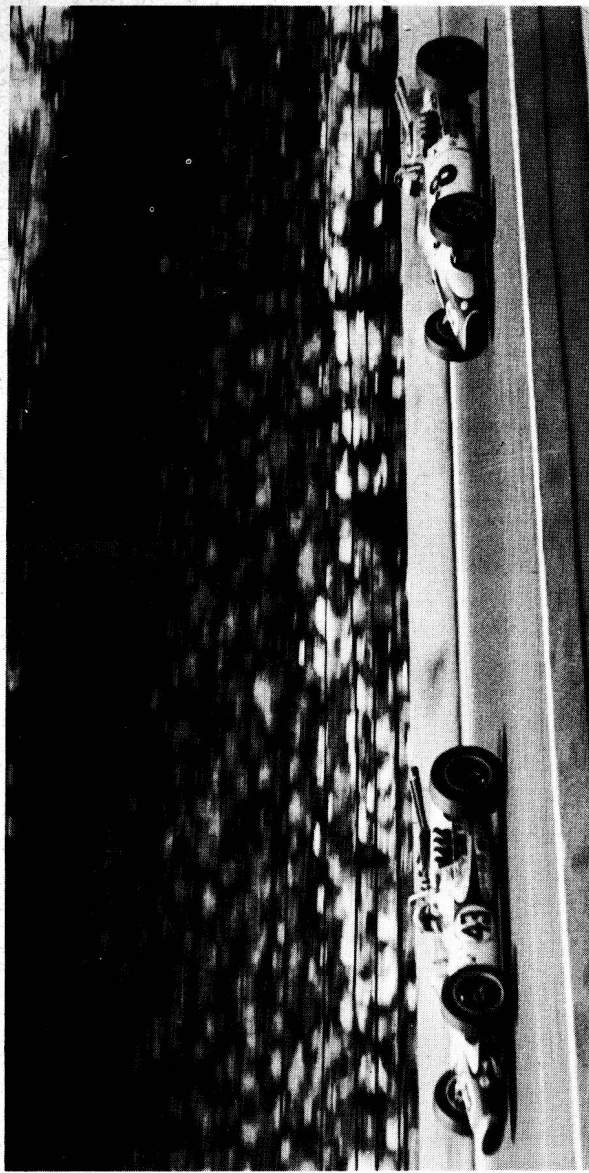


10: Indianapolis 500 Race Track

Where is this race track? See if you can find out any information about it.

The drawing shows a plan of the Indianapolis 500 Race Track. Copy the drawing but add to it a pits area which will allow the cars to pull off the track to undergo repairs and to refuel.

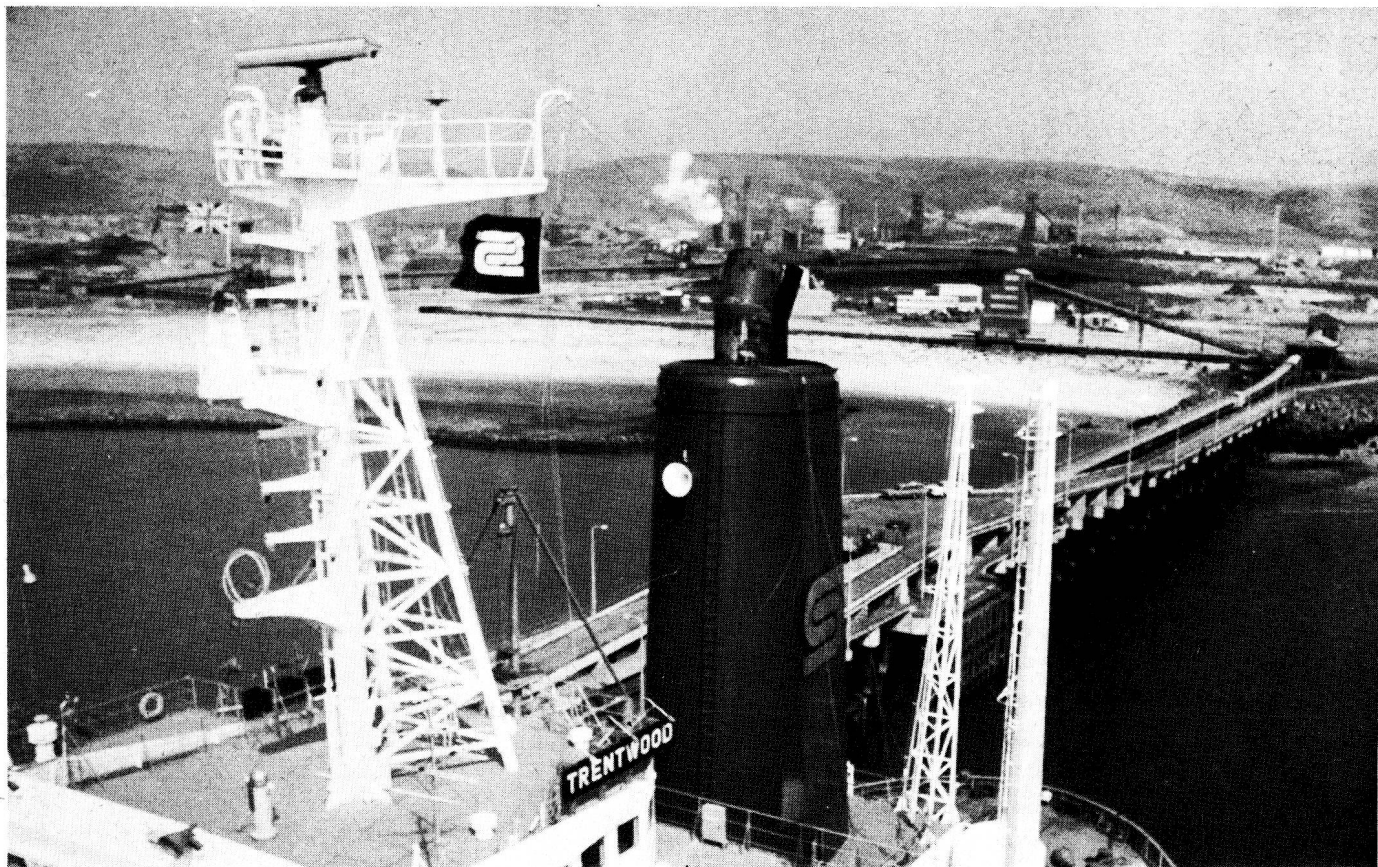
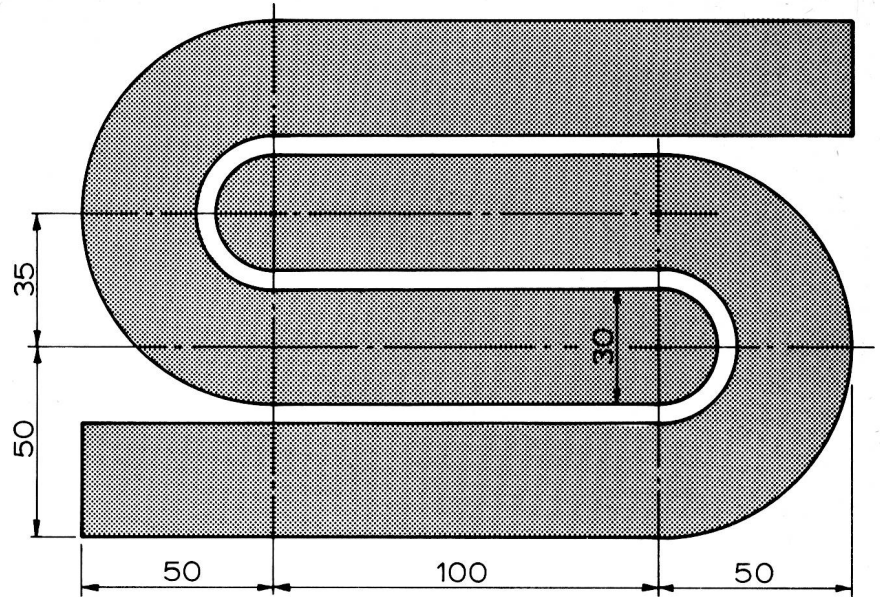
A3



11: British Steel

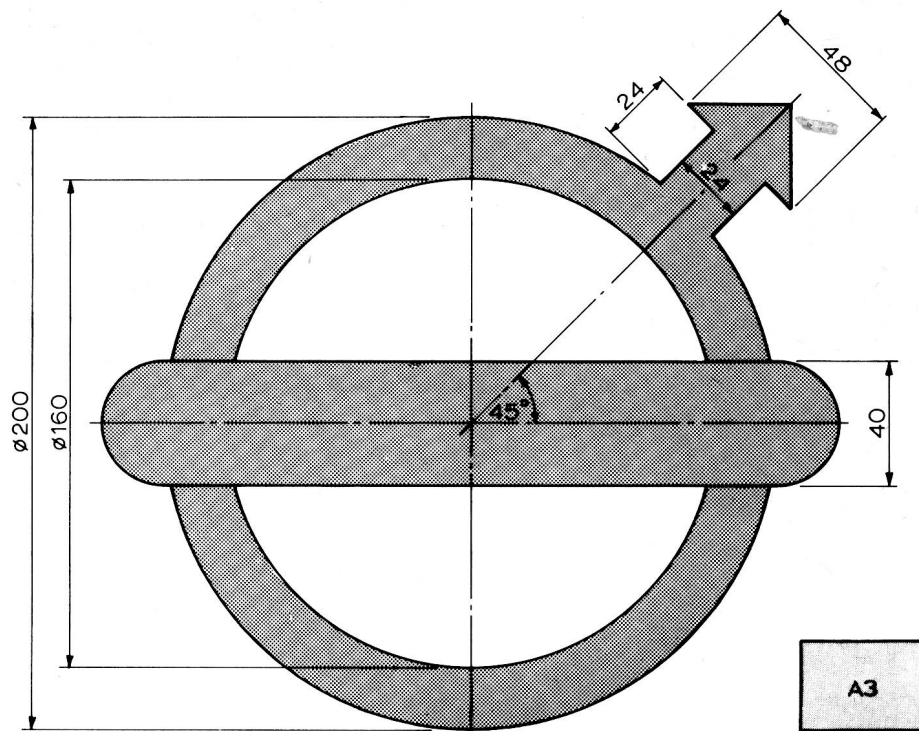
- Make a drawing of the British Steel symbol.
- Now see if you can think of another design for a letter S and make an accurate drawing of your idea.

A3



12: Volvo

The drawing shows the Volvo symbol. Design a radiator grill for a Volvo which incorporates the Volvo symbol. Use a scale of half full size for your drawing.



- Make a drawing of the micrometer shown.
- See if you can find out what the different parts of a micrometer are called, and label your drawing.

