S3 DESIGN UNIT

The National Museum of Scotland (NMS) are creating a campaign to encourage more young people to visit. They are looking for people to **develop imaginative design ideas** and they want to showcase young peoples' designs inspired by the museum exhibits.

Design Process

Research ⟹ *Development* ⟹ *Outcome*

1. **Research** - Firstly, you need to decide what you are going to design. You will then have to choose a specific theme to use as inspiration when developing your design ideas. Your photos from the NMS Edinburgh trip/internet searches will be a starting point for research. Below is suggested categories based on the NMS collection.

Natural world – Earth and the animal kingdom.
World Cultures – Remarkable objects revealing how people lived.
**Art and Design** – Ancient times to present day objects that inspired.
Science and Technology – Communication, transport, industry and engineering.
Scotland – Archaeological finds, geological beginnings to present day.

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2. **Development** – Image - Creating a design motif (image) in a few steps. (See PowerPoint – 'Developing a Design' for guidance with an example of developing an elephant motif.

   Example images below **from the PowerPoint**

   – drawing of elephant – stylised motif – change of viewpoint – zoom and coloured
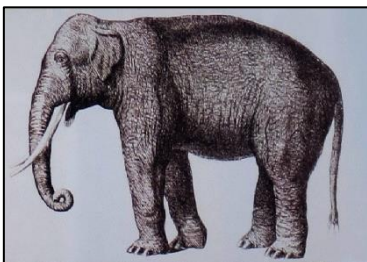
3. **Development** – Text - Creating a range of text as potential titles

Example images below **from the PowerPoint**

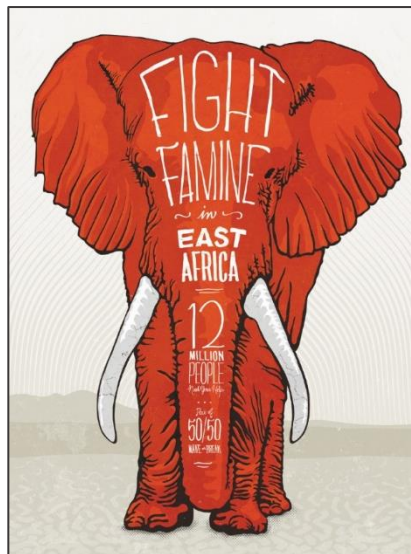*– text in shape of elephant – fitting silhouette – range of computer font styles/colours*
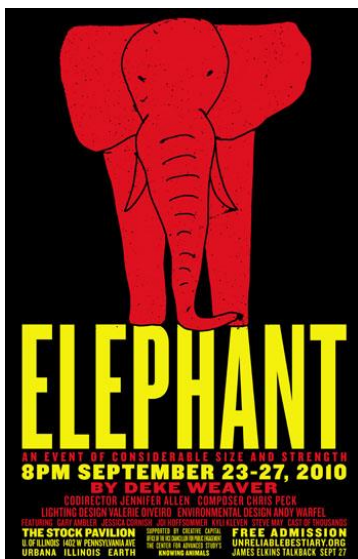

4. **Development** – Layout - Making choices about colour scheme and combining the image and text in an eye-catching.

Example images below **from the PowerPoint**

– examples of image and text combined – LAYOUT.

5. **Outcome** – Selecting which layout design is the most successful and completing a mock-up of the finished design.

Evaluate - Throughout this process you should be able to review and explain your choices and can add notes/annotations to explain your choices.