No part of the candidate's evidence in this exemplar material may be presented in an external assessment for the purpose of gaining an NZQA qualification or award.



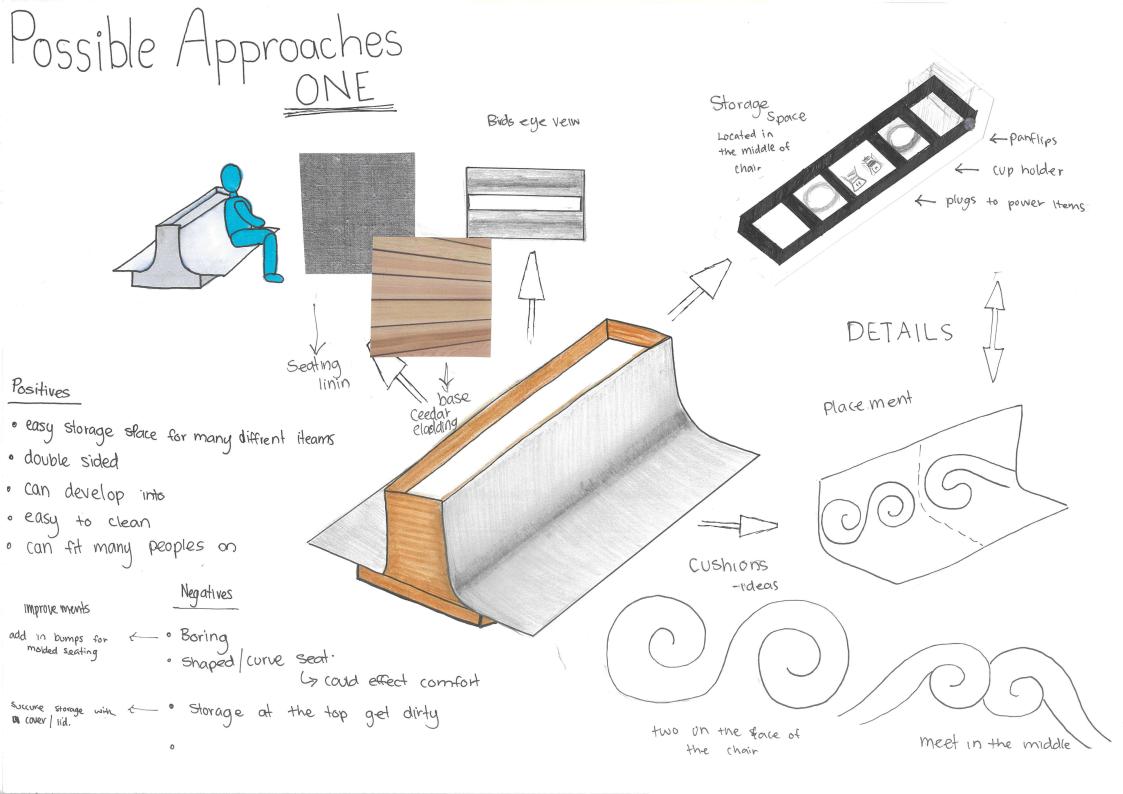
Level 2 Design and Visual Communication 2023

91337 Use visual communication techniques to generate design ideas

EXEMPLAR

Achievement

TOTAL A



Possible

Approaches . Two

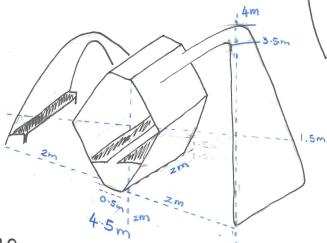
- Outside Seating
- 1:50 scale



Information stand

- Perfect for seating on opposite
- " same on other side of midbag



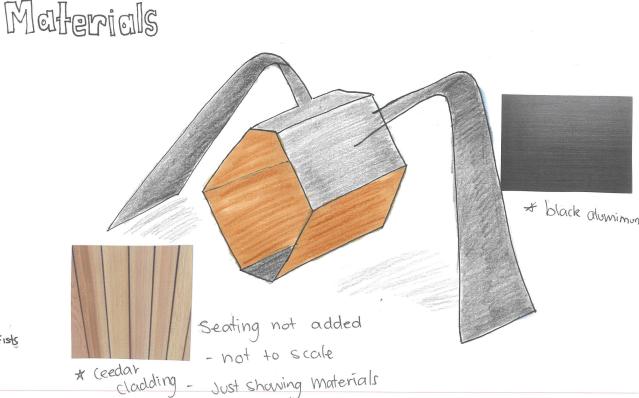


Positives

- · Atracks the eye
- · cafe could use as seating
- o Covered Seating
- · Weather dependent
- an 'Information feeder'
- · Bird like features
- Many spaces for seating
- o possible waiting Area aswell

Negitives

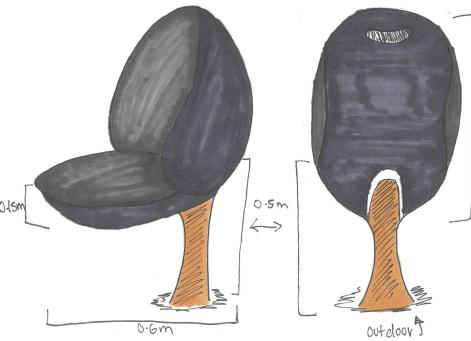
- Big space needed
- can be boring unless right materials used
- could be used for many perpouses, could confuse tourists



Possible

Approachs · Three

Indoor 31



I deas come to life =

0.6m

- would be



Materials for outdoor Version

- polypropythene

hard plasic sotible for Chair molds

Stand D Steel poles

Materials for Indoor Version

Standed foam seat custoning

covered with a linin material only on the sifting part of the Chair for comfort

rest of chair covered by a soft black leather

The spine will be strong wood

Mood board for outdoor Version of the chair















- Childish

- Boring



outside

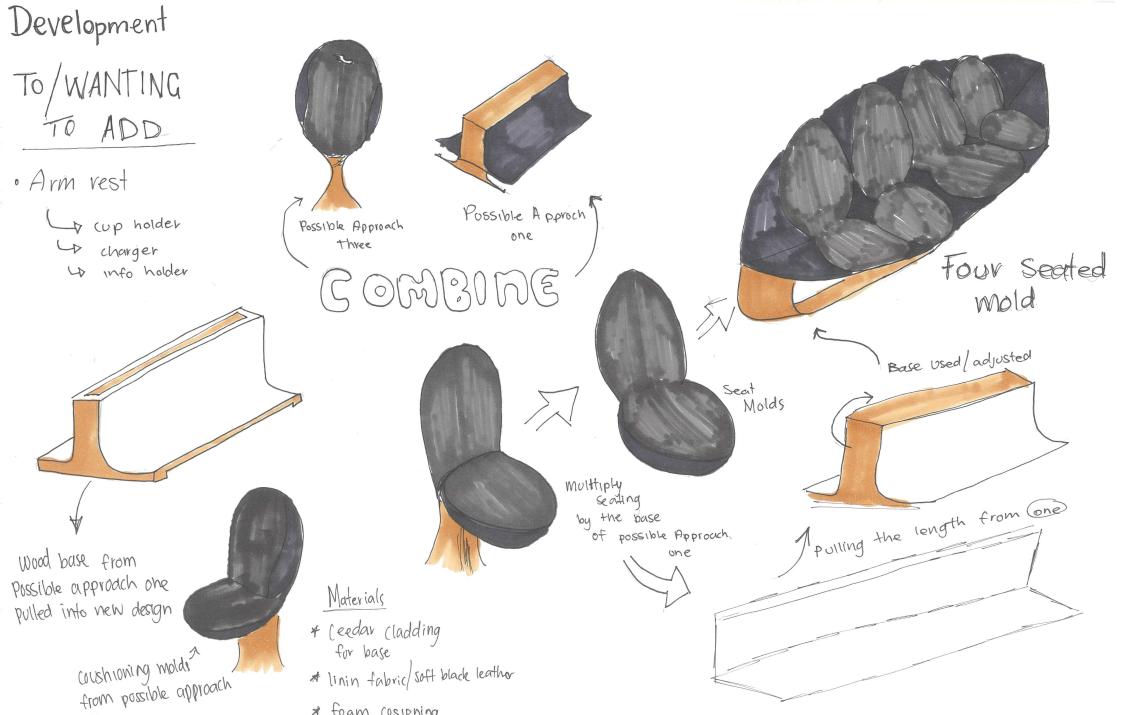
- can be inside and

Positives



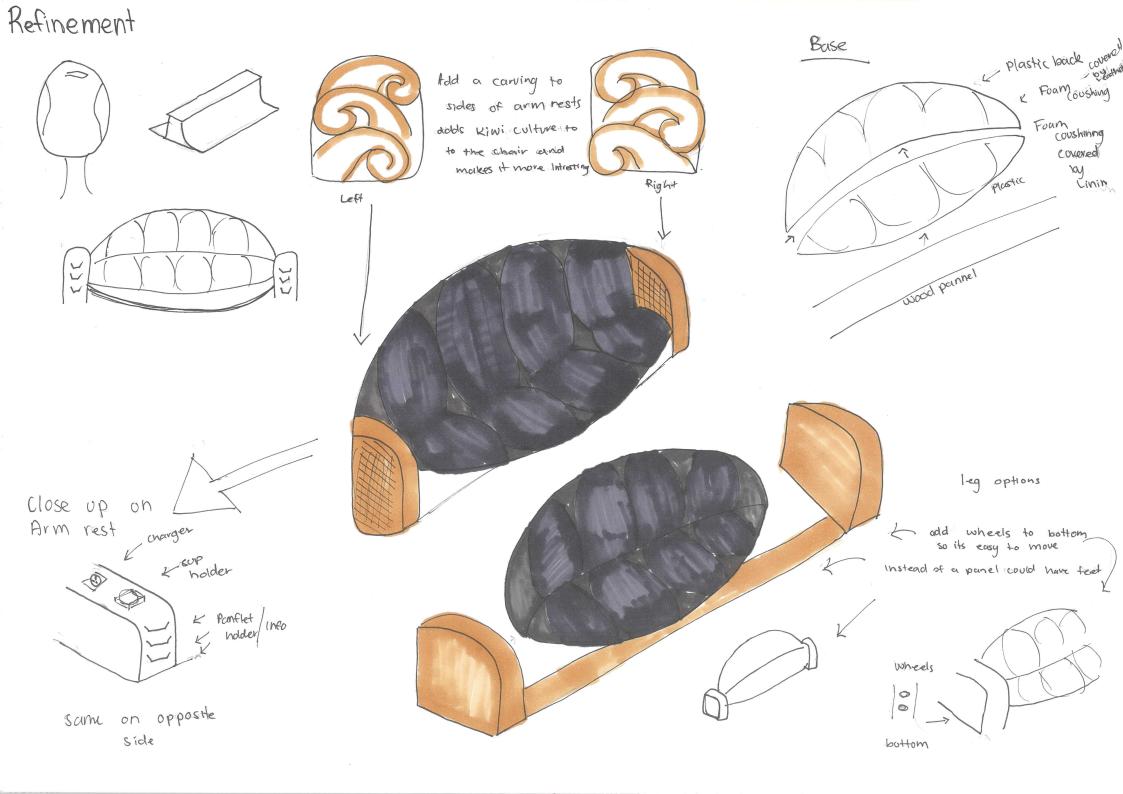
- can design them to look like bird life

coloured eg. pangiun abletross



* foam cosidning

three



Achievement

Subject: Design and Visual Communication

Standard: 91337

Marker commentary

Pages 1–3 of the submission show a range of design possibilities from the candidate. The visual communication indicates how the design ideas function (for example, showing a person/objects on the design and/or dimensions). Aesthetic information is shown through the use of colour and simple rendering.

Pages 4 and 5 focus on combining two of the design ideas and provide some further information about aesthetic ideas the candidate has for the design.

This submission is an Achievement. The design possibilities generated are predictable, rather than divergent. The design work makes decisions about the functional and aesthetic qualities of the design. There is not enough evidence to show that the functional and aesthetic qualities of the design have been explored in detail.