



## Design and designing

### *Cubic designs*

We can use that cube activity now to make some more complex shapes. I'll start exactly as I started before with this Y shape here and use that in order to help me construct a cubic form. Got those, got those, that and drop that down. I want to make that into a double cube, a double vertical cube so I can just simply take the dimension from there to there and I do that by simply estimating on my drawing where that comes to, I just use my pen as a guide, and just as I used that line to help form these two lines, I'm going to use that line to help me inform that line and I'm going to use that line to help me guesstimate that line. So what I've done is create a new Y shape immediately above the previous one. I can now produce that line there and extend that line and using that one I'm beginning to extend them, so I've created a guesstimate of a double cube there and that works exactly the same as before, that you could have any Y shape at all, you would be sketching those in like this so it can be quite fast, project that up, make sure you have got the top one the first height as the first one, take that across, that across to there and you can get rather fast but effective illustrations of double cubes. It works the other way round as well. If I want to put one side by side, there's my starting point, the Y shape, there's the shapes for that and I can project this line forward now onto here and estimate where the front would be, project that through, project that back, project that back and we've got a cube projected forward. Let's try and demonstrate that again – project that line forward, I'm just estimating where that would come to, project that back, project that back to there, vertically down and so we've got double cubes and of course I could keep adding on three cubes, I could have one going back here and so I begin to get quite complex shapes out of putting cubes vertically or horizontally and I'm going to use both these techniques in the next activity.