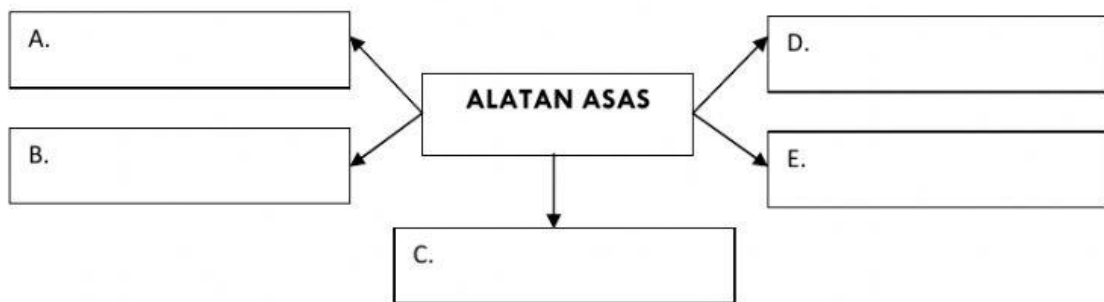
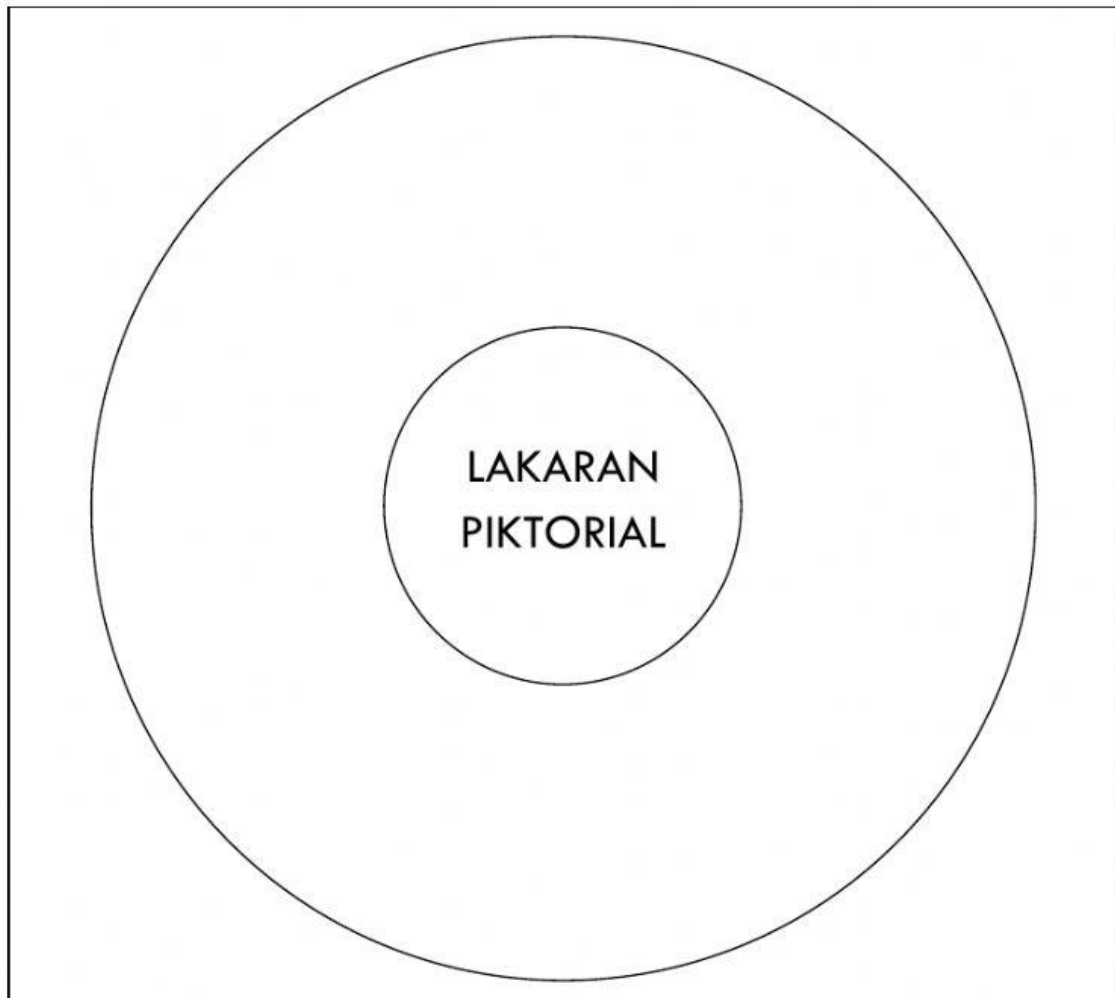


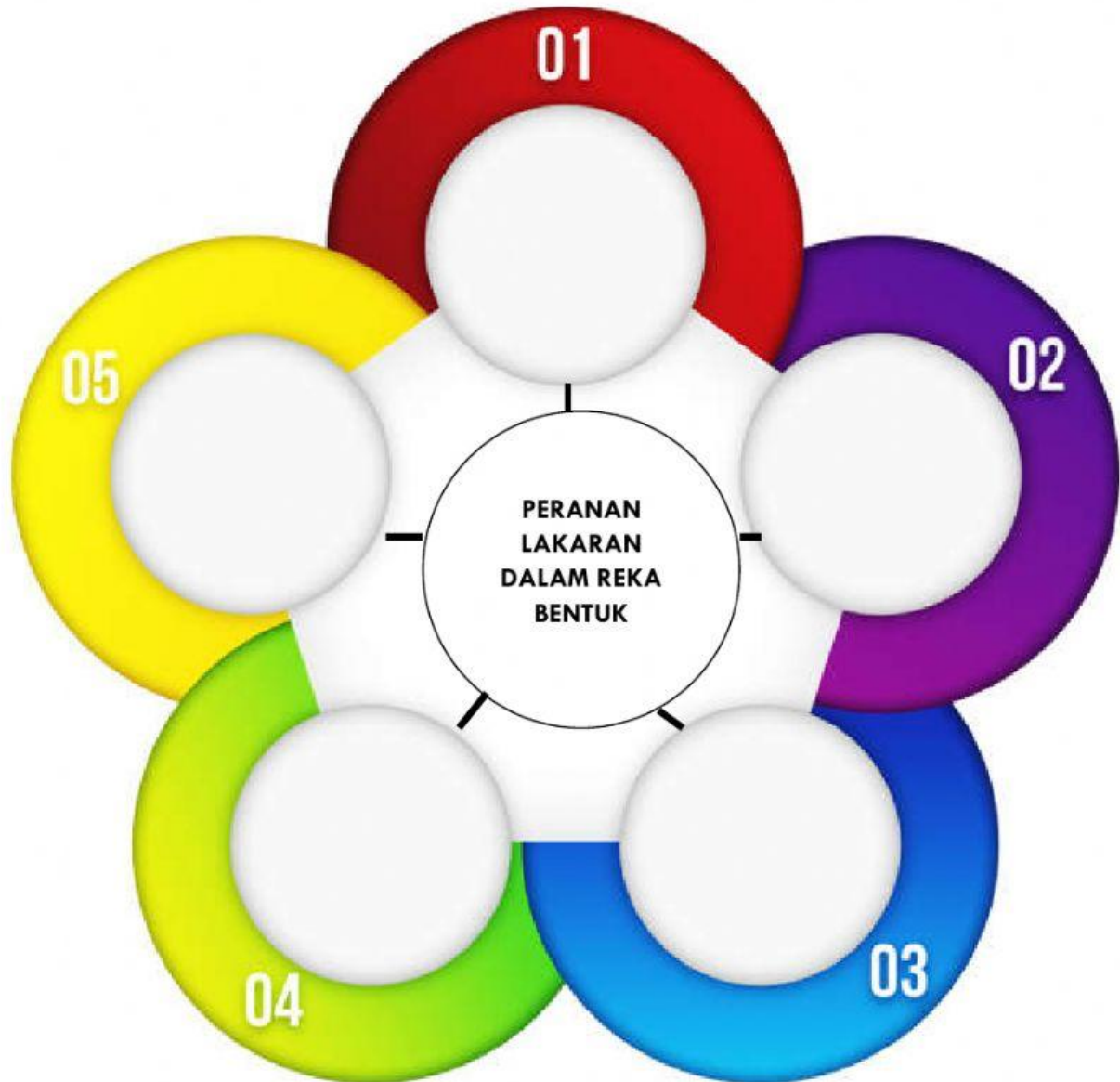
4.1 LAKARAN PIKTORIAL

Peta i-Think : Peta Bulatan



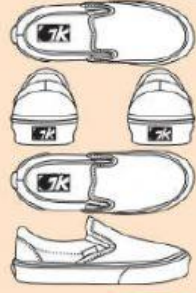
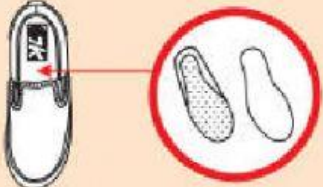
4.1.1 PERANAN LAKARAN DALAM REKA BENTUK

Peta i-Think : Peta Buih



JADUAL 4.1 PERANAN LAKARAN DALAM REKA BENTUK

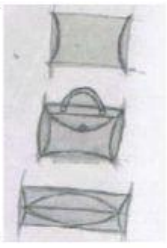
Sebagai contoh : Jika anda menghadapi masalah mengikat tali kasut sekolah, anda boleh menghasilkan lakaran kasut sekolah yang dapat mengatasi masalah tersebut.

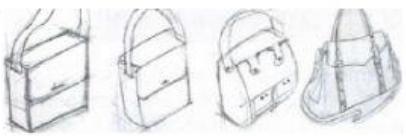
PERANAN	KETERANGAN
Mempercepat pembangunan konsep	 Konsep 1 Konsep 2 Konsep 3
Asas komposisi untuk ilustrasi	 Pandangan sisi Pandangan atas Pandangan belakang
Medium komunikasi pelanggan	
Eksplorasi visual	
Penyelesaian perincian visual	 Bahagian dalam Label Bahagian tumit Foxing strip Outsole

4.1.1.1 JENIS-JENIS LAKARAN

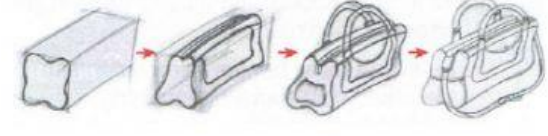
Peta i-Think : Peta Dakap

**JENIS
LAKARAN**







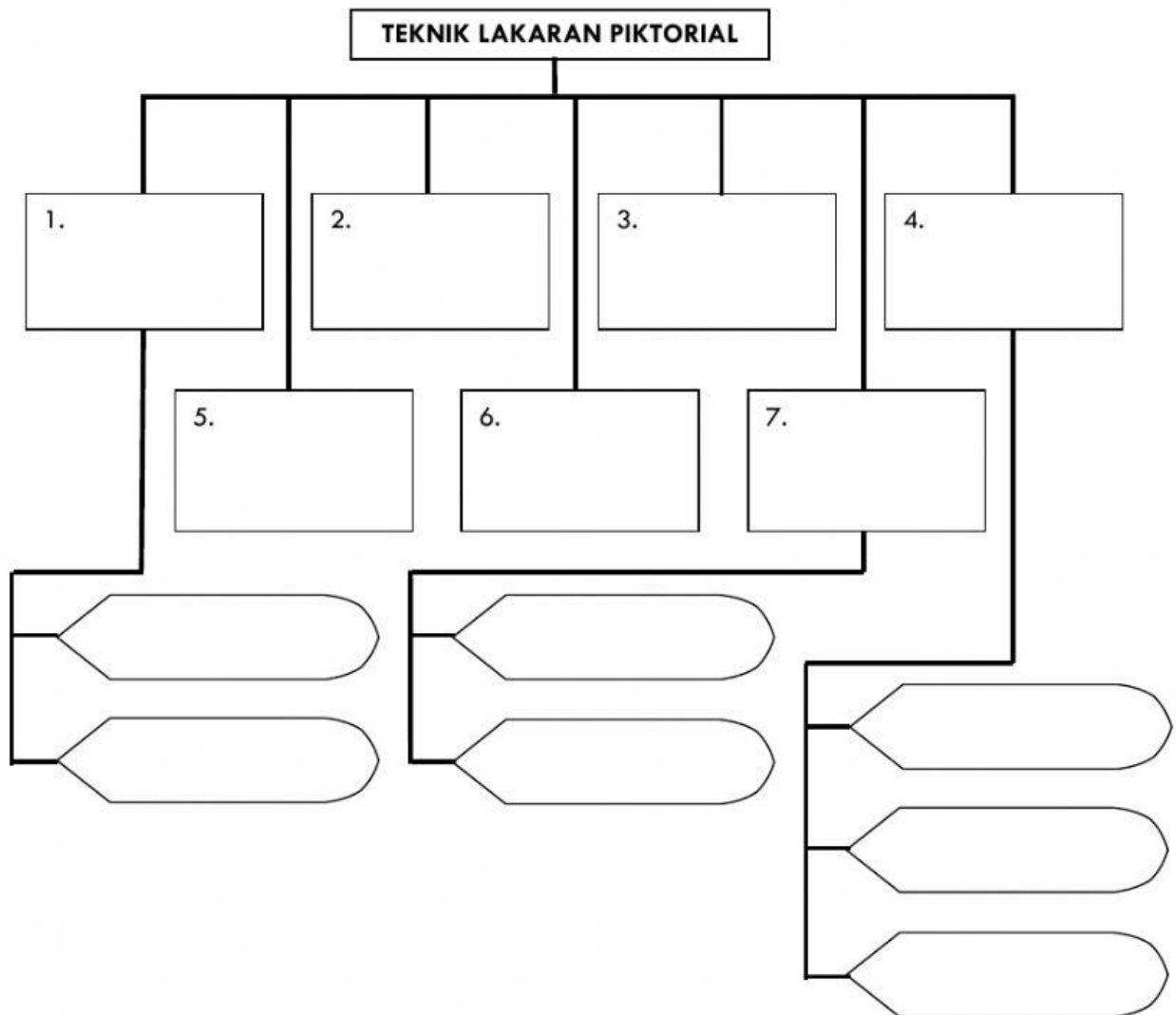






4.1.2 TEKNIK LAKARAN PIKTORIAL

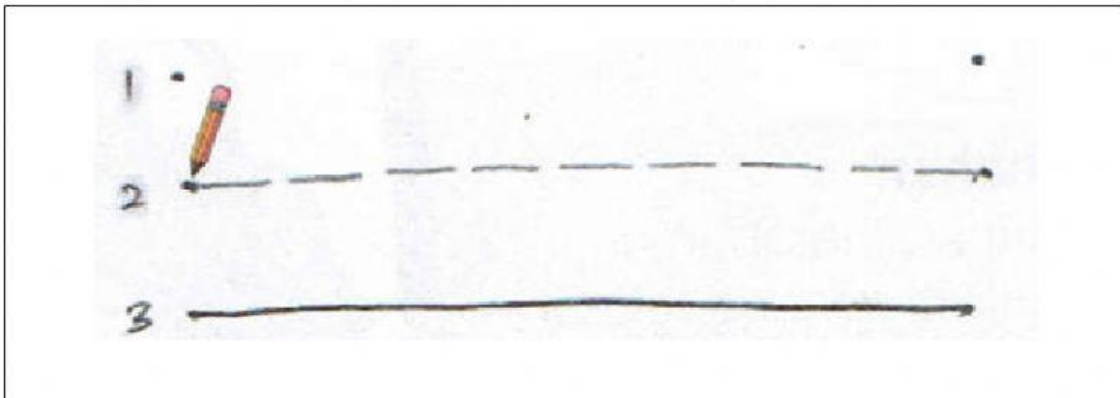
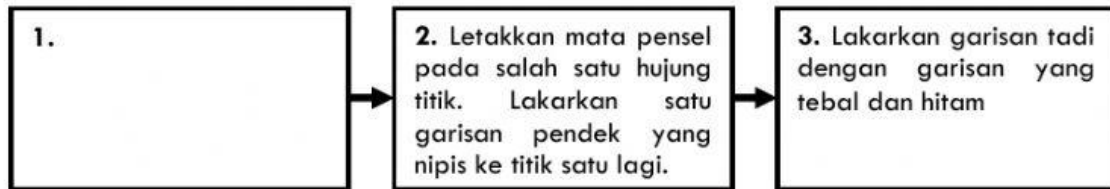
Peta i-Think : Peta Pokok



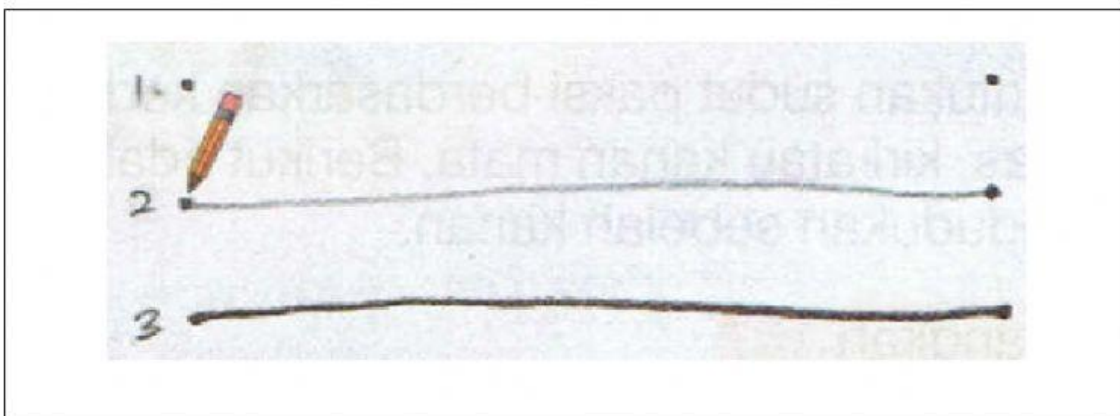
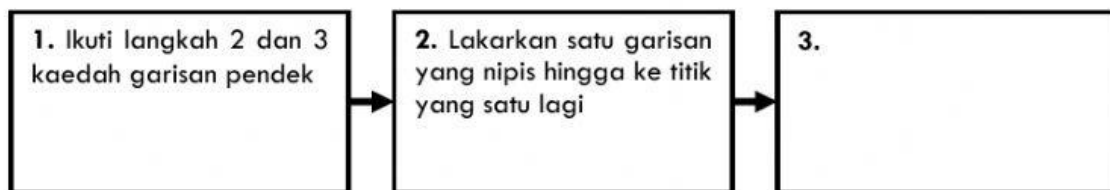
4.1.2.1 KAEDAH ASAS LAKARAN

Peta i-Think : Peta Alir

CARTA ALIR LANGKAH KAEDAH GARISAN PENDEK

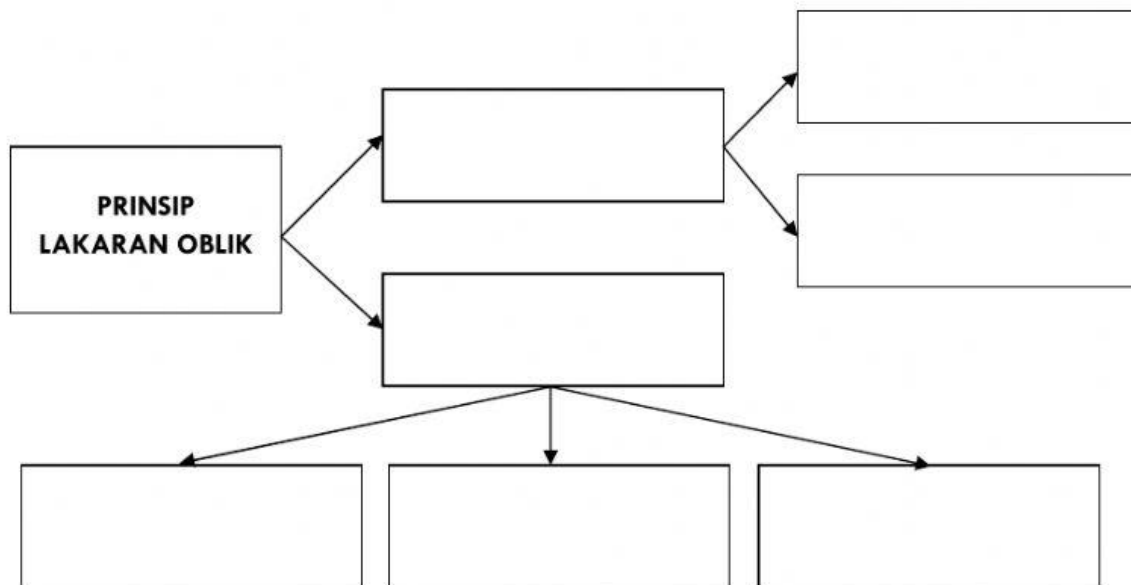


CARTA ALIR LANGKAH KAEDAH GARISAN TERUS DUA TITIK

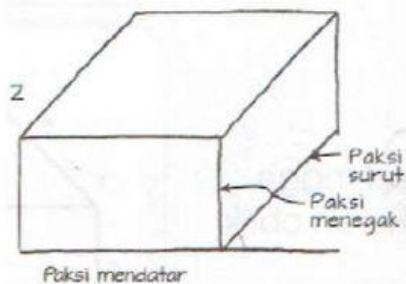
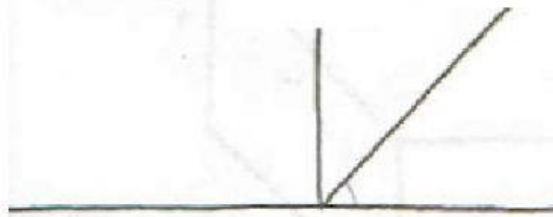


Rujuk buku teks m/s 74 & 75

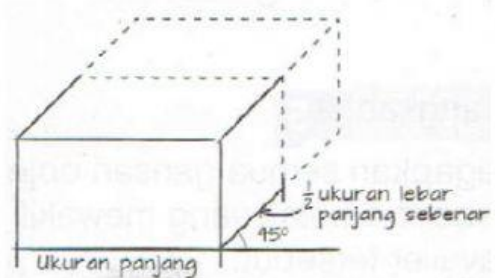
4.1.2.2 LAKARAN OBLIK



Lakaran Paksi Asas Lakaran Oblik



Jenis Lakaran Oblik :

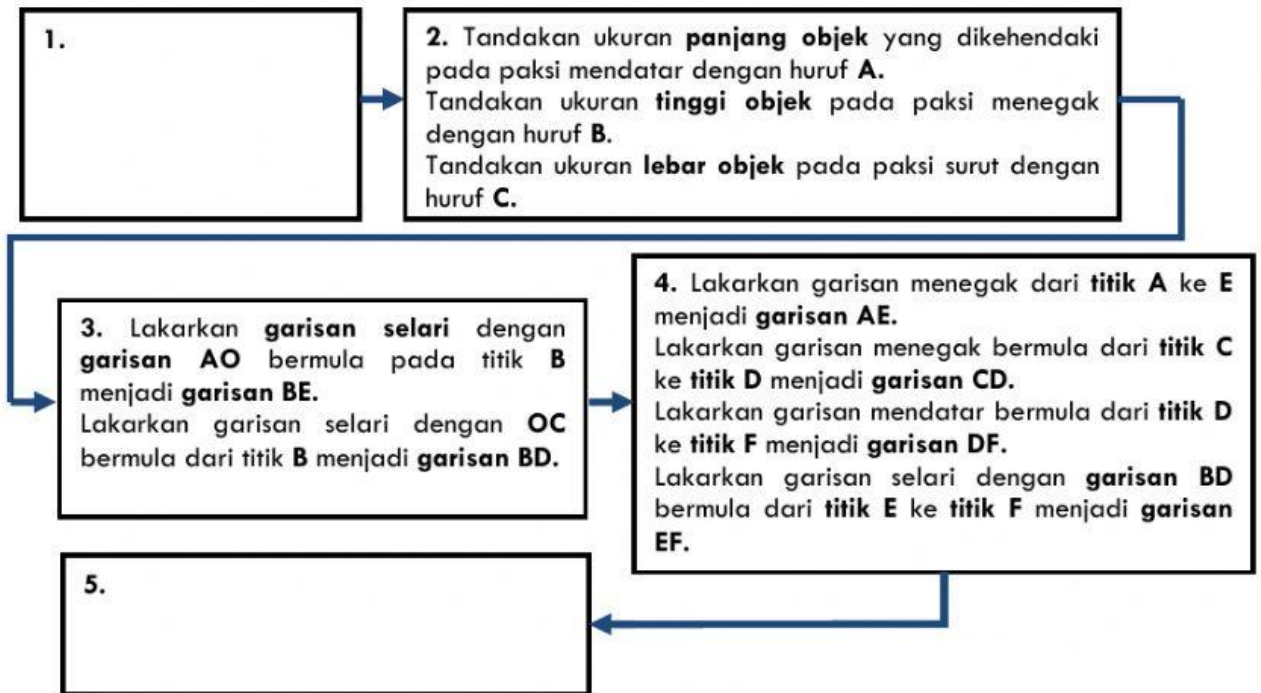


Jenis Lakaran Oblik :

a) LANGKAH MELAKAR OBLIK

Peta i-Think : Peta Alir

CARTA ALIR LANGKAH MELAKAR OBLIK KAVALLER



Rujuk buku teks m/s 76

4.1.2.3 LAKARAN ISOMETRIK

Peta i-Think : Peta Bulatan

