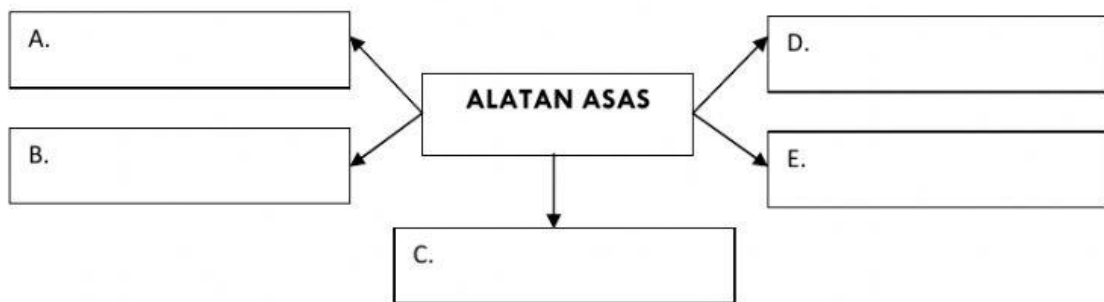
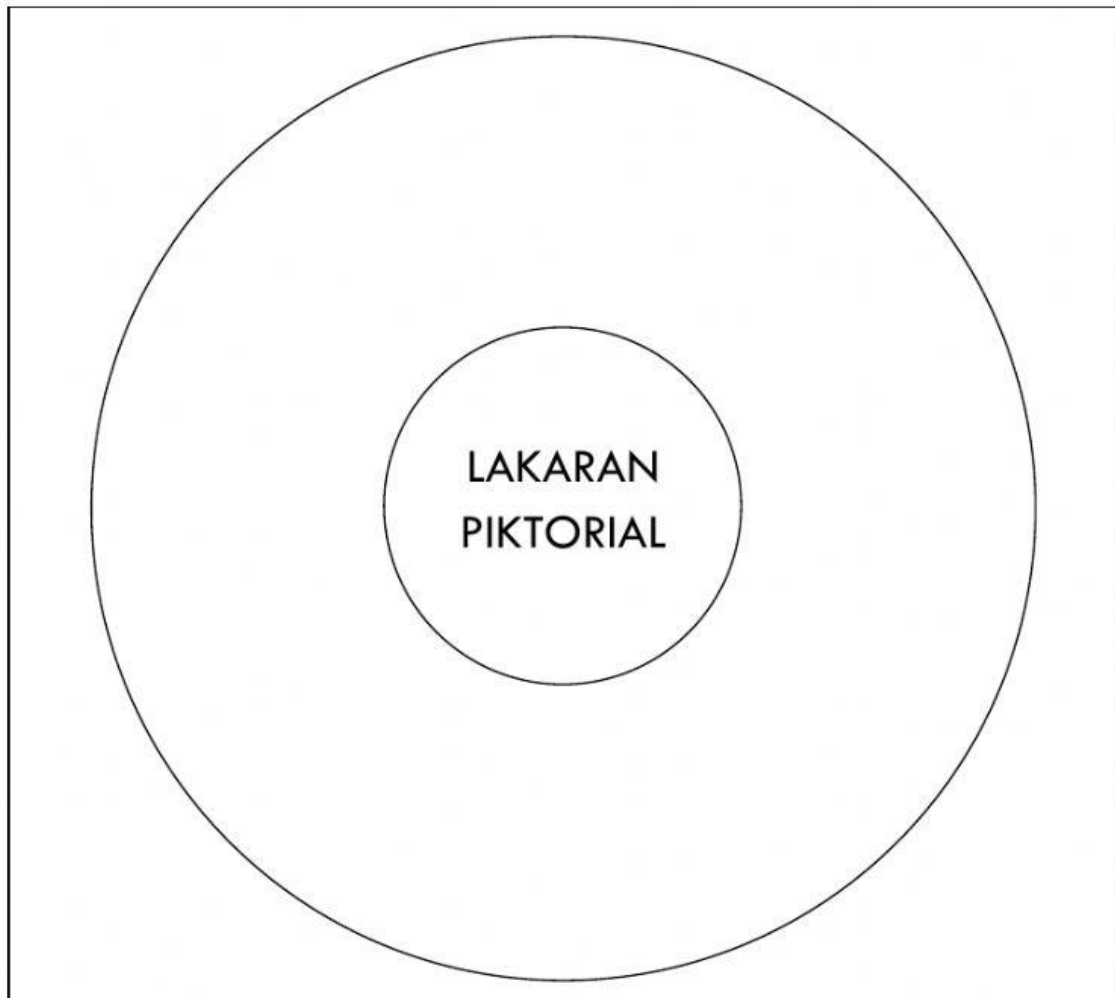


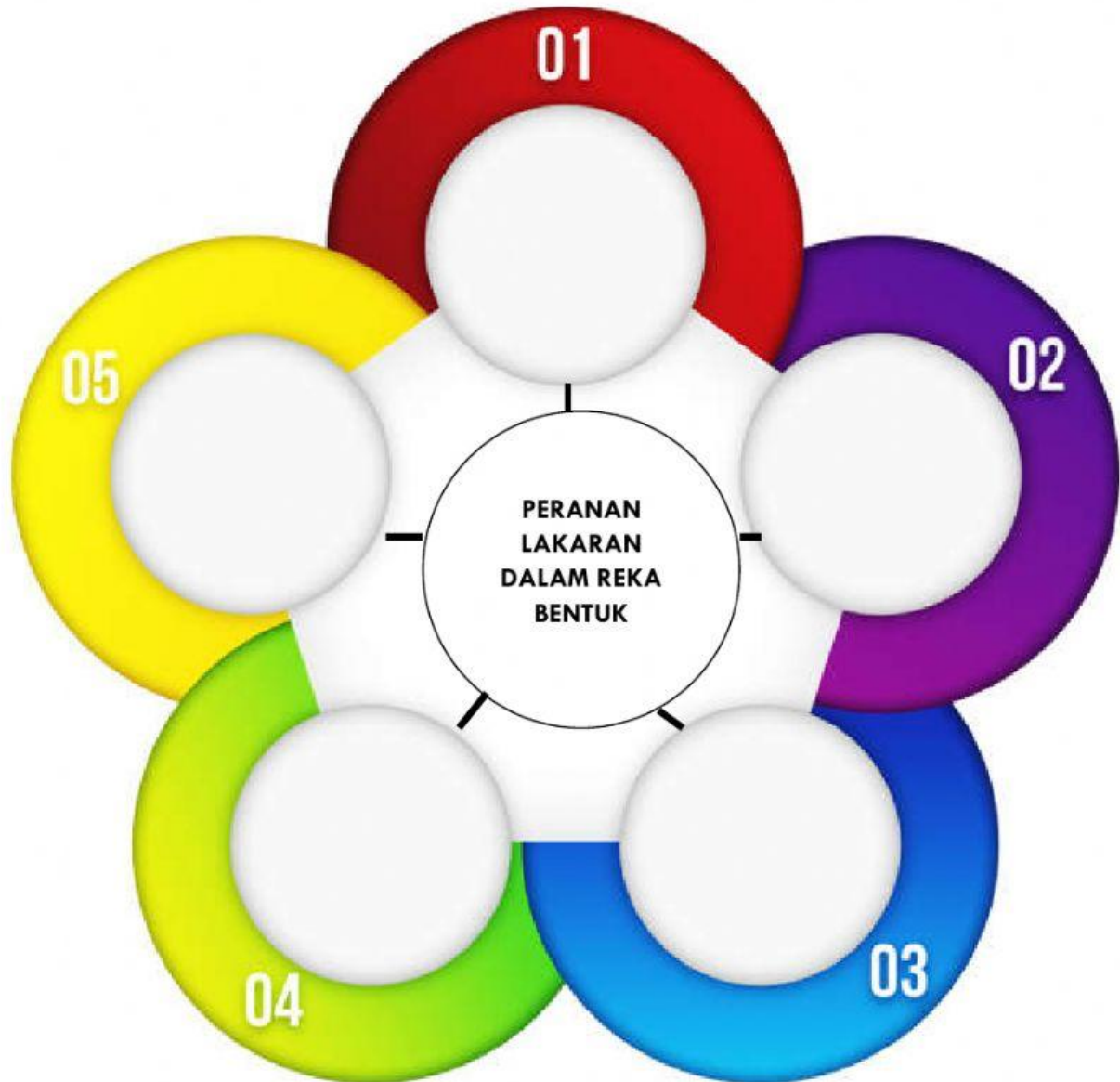
4.1 LAKARAN PIKTORIAL

Peta i-Think : Peta Bulatan

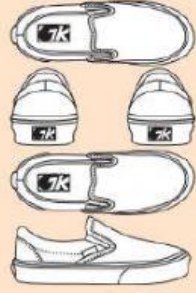
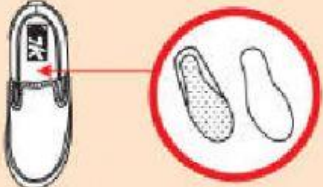


4.1.1 PERANAN LAKARAN DALAM REKA BENTUK

Peta i-Think : Peta Buih



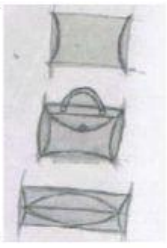
JADUAL 4.1 PERANAN LAKARAN DALAM REKA BENTUK

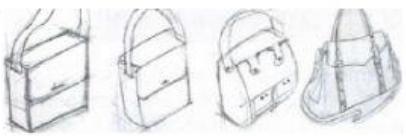
Sebagai contoh : Jika anda menghadapi masalah mengikat tali kasut sekolah, anda boleh menghasilkan lakaran kasut sekolah yang dapat mengatasi masalah tersebut.	
PERANAN	KETERANGAN
Mempercepat pembangunan konsep	
Asas komposisi untuk ilustrasi	
Medium komunikasi pelanggan	
Eksplorasi visual	
Penyelesaian perincian visual	

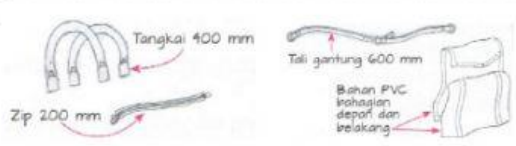
4.1.1.1 JENIS-JENIS LAKARAN

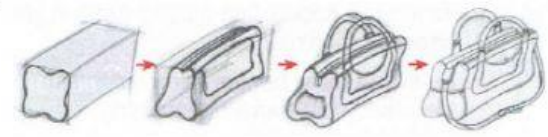
Peta i-Think : Peta Dakap

**JENIS
LAKARAN**







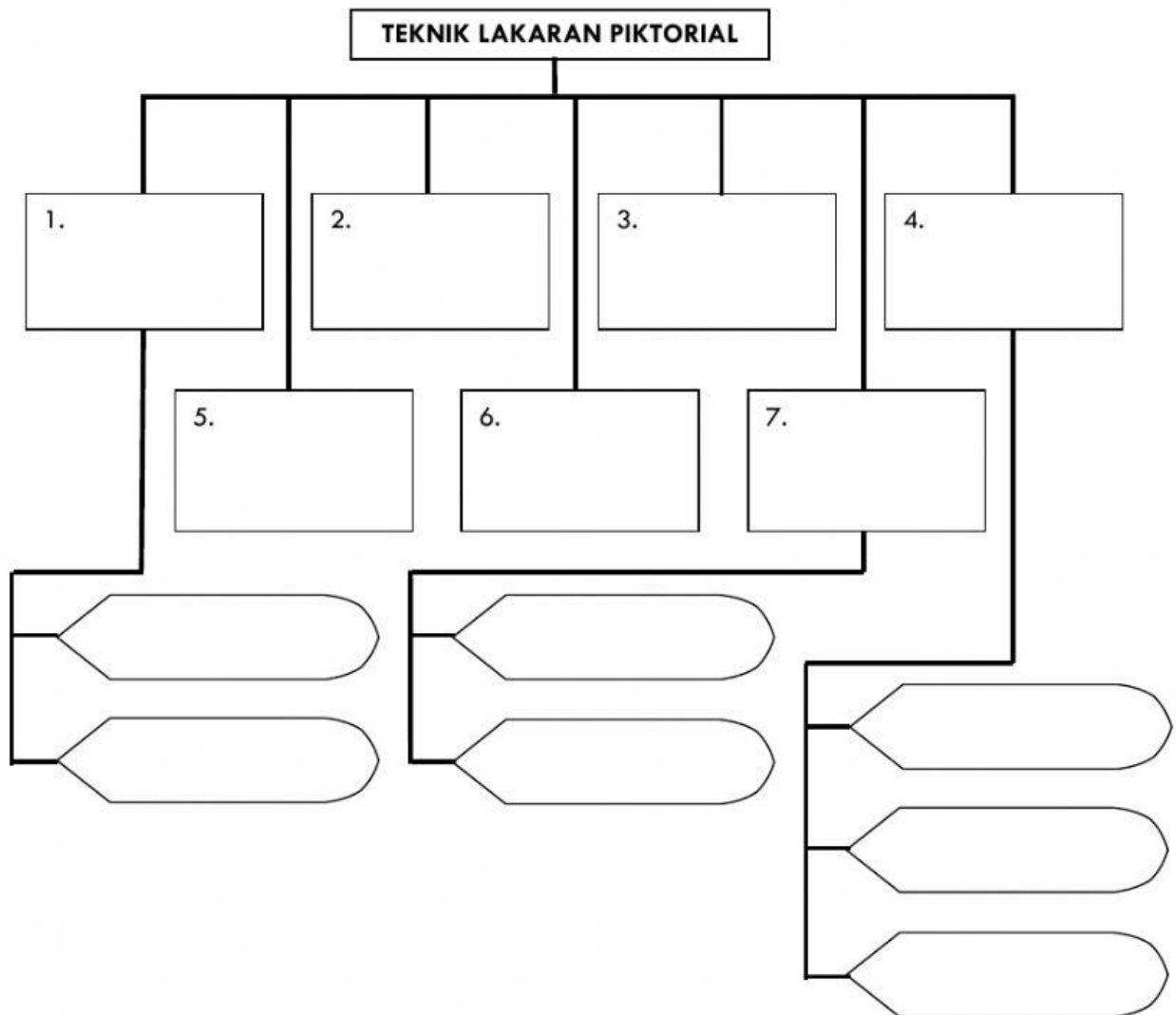






4.1.2 TEKNIK LAKARAN PIKTORIAL

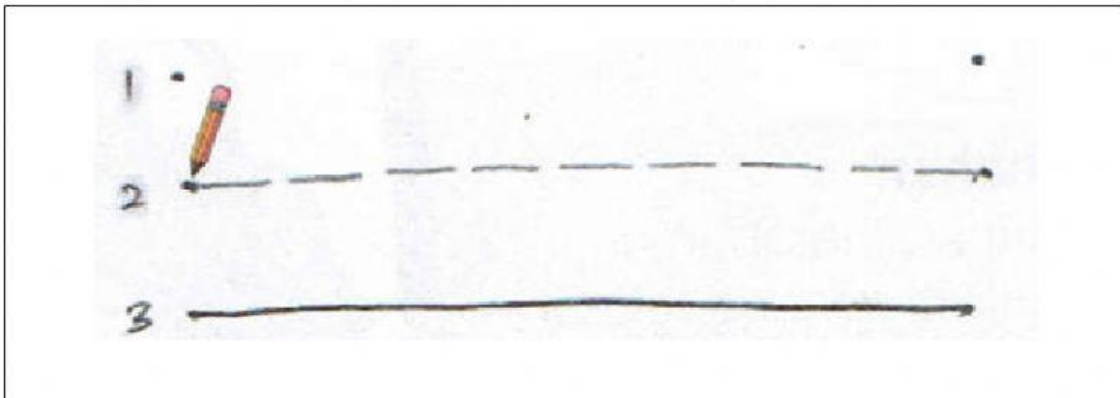
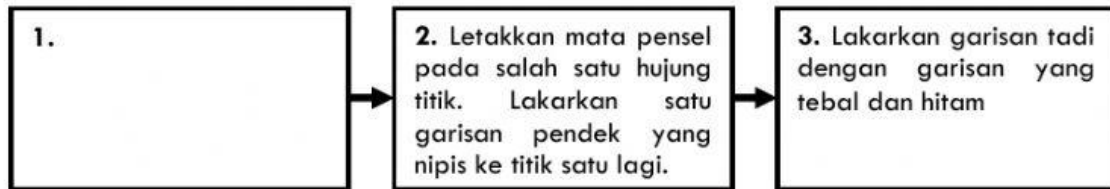
Peta i-Think : Peta Pokok



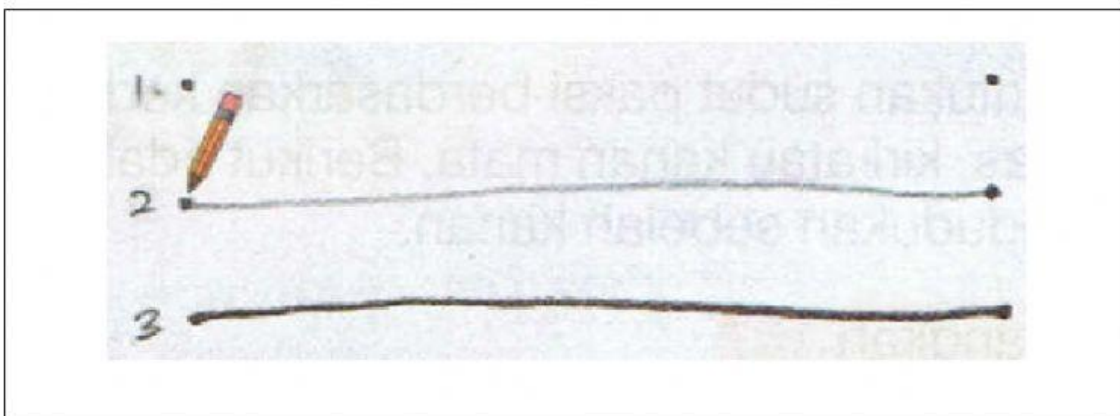
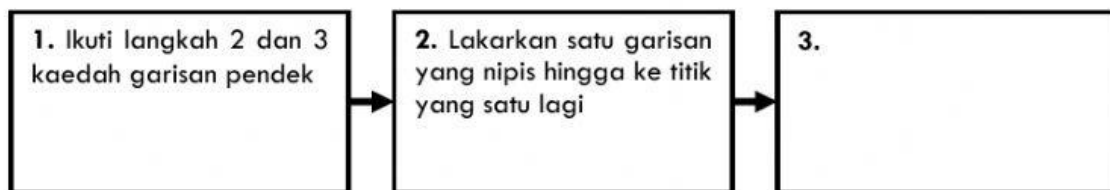
4.1.2.1 KAEDAH ASAS LAKARAN

Peta i-Think : Peta Alir

CARTA ALIR LANGKAH KAEDAH GARISAN PENDEK

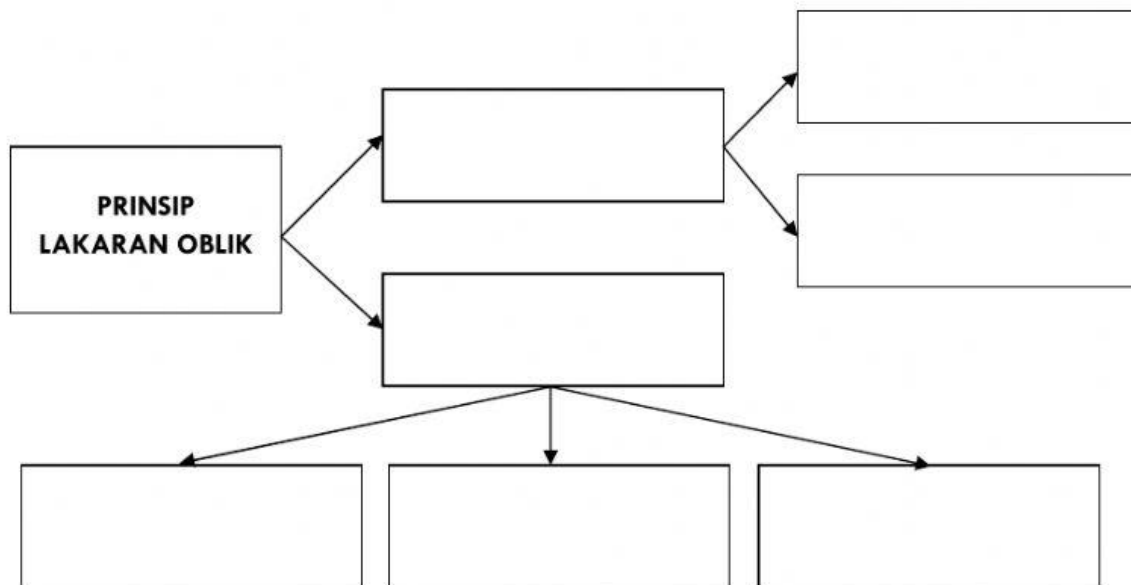


CARTA ALIR LANGKAH KAEDAH GARISAN TERUS DUA TITIK

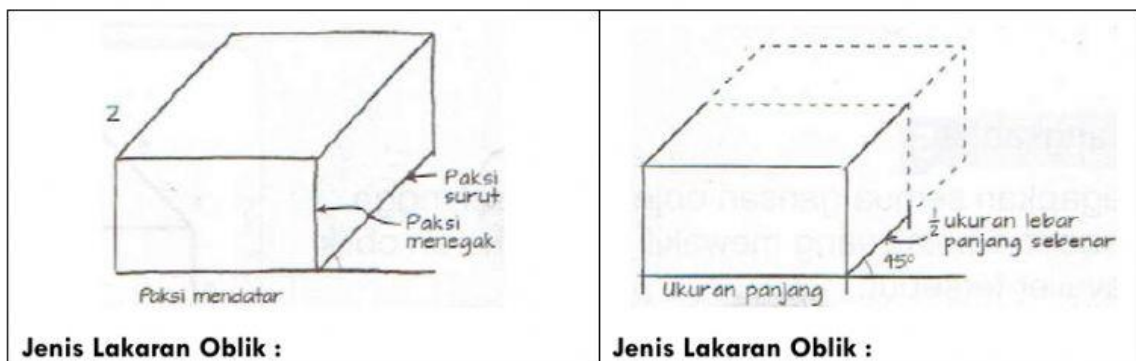
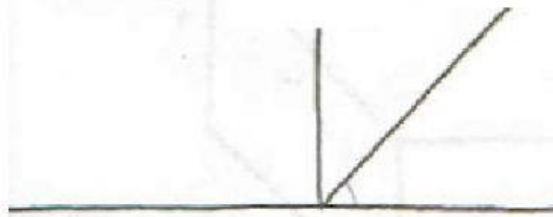


Rujuk buku teks m/s 74 & 75

4.1.2.2 LAKARAN OBLIK



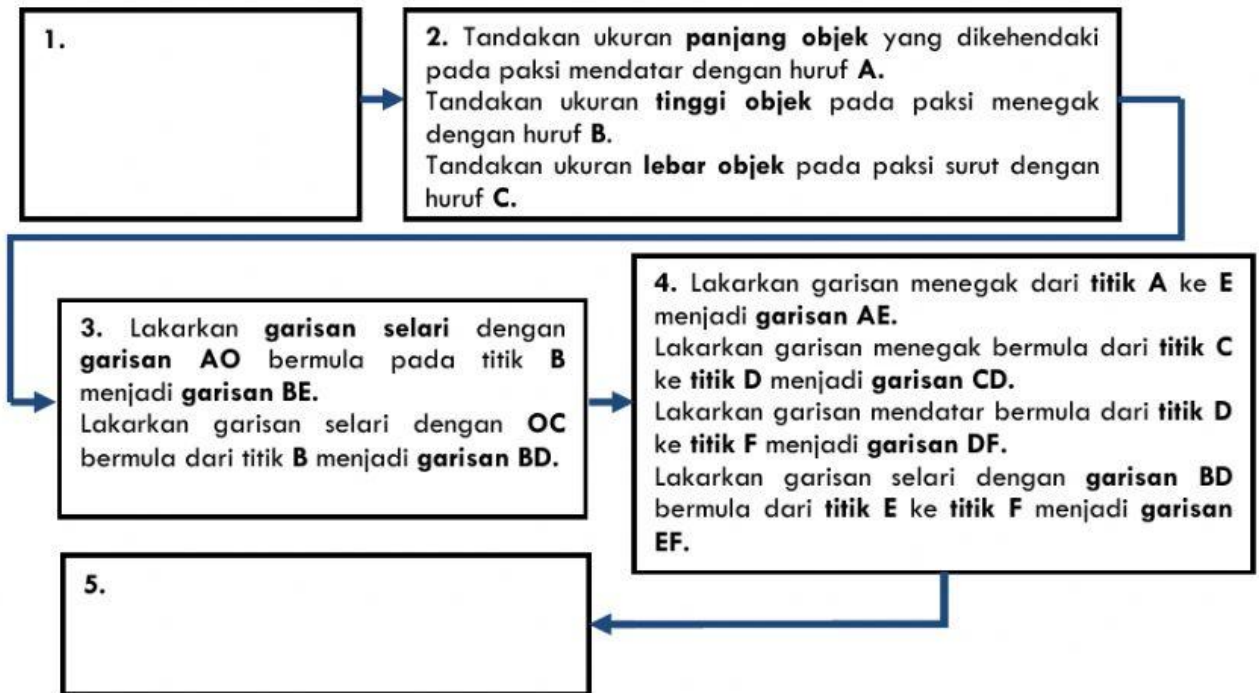
Lakaran Paksi Asas Lakaran Oblik



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

