

Research

Introduction

There are many processes carried out to ensure that the final product has the best image and layout it could. There are a wide range of software, hardware and tools to make the product look at its best. We find these processes in schools and industries.

School

Hardware

- CAMM1-plotting and cutting-good for card and vinyl lettering
- CAMM 3-3D moulds/models-high density
 - Lax block
 - MDF

Software

- 3D design-this programme can be used to plot nets, lettering or shapes, which are to be cut out by CAMM 1
- Pro desktop
- Publisher, Coral, Word, Paint, and Photoshop-these can be used for digital printing
- Digital camera
- Scanner
- Laser printers/colour printing up to A3 size



Tools

- Mouse
- Tablet-can be used to draw effectively, the image you want to the screen, as it is easier to use than a mouse.
- Craft knives/cutting mats/safety robbers
- Vacuum former-used to mould a shape out of plastic
- Laminator- to make products presentable/gives the finishing touch
- Tonerfoil-produces a metallic finish. This can be used on printed text and comes in a variety of different colours

Industries

Printing processes

- Offset lithography
- Screen Printing
- Flexography
- Gravure
- Digital printing- Publisher, Coral, Word and Photoshop

Cutting out

- Die cutting
- Industries guillotine-used to cut thick or thin materials and gives a straight edge

Special effects

- UV varnishing
- Embossing
- Debossing
- Metallic finishes

Making 3D objects

- Vacuum forming/injection moulding



Conclusion

From my research I can see that the processes in industry are much more advanced than in schools. Some of the equipment is also on a much larger scale to cater for thickness and larger material. The methods used in industry are more complex and take a greater length of time to carry out. Schools use basic software, but are still very effective in making a professional looking product. There are a variety of tool and software to use and which take less time to use.