

Pre-A Level: 3D Design

DEVELOPING - EXPLORING - RECORDING - PRESENTING

At the start of the course you will experience a range of practical workshops and have a go at doing things you haven't done before. This will broaden your horizons and enable you to consider more mature possibilities.

Familiarise yourself with the 4 assessment objectives. This is similar to the way you worked at GCSE but for A Level you are expected to work more independently and at a higher level. You will make far more choices about what you do, the way you do it and more importantly be able to demonstrate and explain how your work has developed from a starting point.

There are 4 sections which correspond to the 4 assessment objectives.

Complete each section in turn and upload to Showbie after each task.

Each section should take approximately 2 weeks or 6 hours work.

AO1 = (ASSESSMENT OBJECTIVE 1)

DEVELOPING IDEAS IN RESPONSE TO 'SOURCES'

Sources can be artists, an artist movement, a place, a group of objects, a political message, a theme i.e. nature etc the list is endless but you must have an initial SOURCE this is your 'STARTING POINT'

How well can you develop ideas from a starting point?

TASK 1:

Here are 3 different 'STARTING POINTS', choose one:

1) NATURAL FORMS - CLOSE UPS

2) HUMAN FIGURE - MOVEMENT

3) MAN-MADE WORLD - STRUCTURE

Research artists and ideas with connections to this starting point.

Your research can be in a range of medium, including 2D or 3D: paper, fabric, card, clay, plaster, wax, wire etc

For example:-Natural Forms - Close-ups - Heather Knight, Ceramic artist or Julia Wright, textile artist. Find information about the artist - why do they build in this way? What messages are there in their work? What materials does they use and why? Why do they work in this way? Is the work representational or abstract? What does it represent?

Using the [Related Study Template](#), write no more than 500 words about what you have discovered. Include information about the artist, an image of their work and some sketches/ notes about how you could develop your own idea based on what you have discovered. Avoid statements like "I think this is eye-catching" as this is too vague. Find out what the artist themselves and art critiques say about the work and use quotes to support your written analysis

AO2 (ASSESSMENT OBJECTIVE 2)

EXPLORING IDEAS, TECHNIQUES AND MATERIALS

TASK 2:-

Create 3 artworks influenced by your artist study with supporting analysis. These could be small maquettes (models) or samples.

Use subject matter that you have found yourself e.g. Photos or drawings of objects, people, buildings, nature, whatever is appropriate and links to your artist source construction or image.

Use appropriate techniques and materials e.g. Paper, fabric, clay, card wire, wax, tissue, newspaper etc

Annotate to explain how you have made links to the artist or source you chose in AO1 - be critical and avoid statements that explain what you did. For example:

A low level annotations would be "I have used card because the artist (name) used card"

Instead: A higher level annotation would be " I have used card in the structure because it requires rigidity, this choice of media is ideal for conveying a sense of weight and more closely links to the style of the artist (name)".

AO3 (ASSESSMENT OBJECTIVE 3)

RECORDING AND REFLECTING

Look at how you have recorded your ideas in response to AO1 and AO3.

Are your recordings (drawings/sketches/photographs/maquettes (models)/examples etc) as good as they can be? What could you do to improve them - for example are your photographs well lit? Do your drawings and sketches require more accuracy? Do your sculptures/structures/examples need refining?

Reflect how you can refine and develop your ideas.

What techniques could you use too develop and refine your recordings?
Collage? Photoshop? Scale? Viewpoint? Layering? Duplicating? Distorting?

What would be appropriate and maintain links to the artist you researched in AO1?

TASK 3:- Refine your recordings (drawings/sketches/photographs//sculptures/maquettes/examples etc) and present 2 different pieces of development.

AO4 (ASSESSMENT OBJECTIVE 4)

PRESENTING A PERSONAL RESPONSE

Reflect on the work you created for AO1, the experimenting you did for AO2 and your refinement and development made to your recordings in AO3.

TASK 4:- Create a final piece of work that clearly shows elements from AO1, AO2 and AO3 - this piece of work should be your final refinement. Annotate your final piece of work explaining how you have made links to the other assessment objectives and the sources you referred to - be critical - try not to be too descriptive. For a higher level comment on further development possibilities.