

Year 11 exam preparation

Examination date—WB 20/4/2020

Use the PLC documents which you have been given hard copies to complete preparation work which will help you prepare for the practical exam week beginning 20/04/20.

The work needs to be complete to the highest possible standard and help develop your idea for the final piece which will be completed over the course of 2 full 5 hour days.

Use what you already know to create outcomes which are inspired by the theme you have chosen and artists/designers you have looked at for inspiration.

Use the attached guide to help you develop pieces of work for the folder element of the course.

If you do produce models of your work at home based on the project/work you are doing please make sure you photograph and evaluate them to be put in your folder.

You all have a really high chance of achieving your target grade or **ABOVE** and will benefit from completing extra work

You can use a program called Google Sketchup to create computer generated 3D designs of the designs you have created.

Aim to complete the folder in full before the exam date to give you the best possible chance of getting the best grade you can.

You can email me with any questions or support you might need, my school email is -

twalker@thelinkacademy.org.uk

Mind mapping

Activity:

Record initial ideas via a visually stimulating mind map using individual words, secondary source images from the internet as a starting point to your initial investigations.

Aim:

To find a personal point of interest and starting point that allows you to take an initial ownership of the projects, acting as a platform and stimulus for investigations.

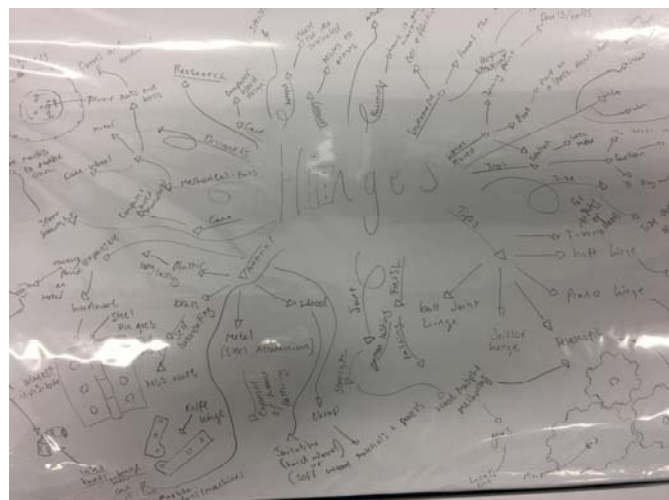
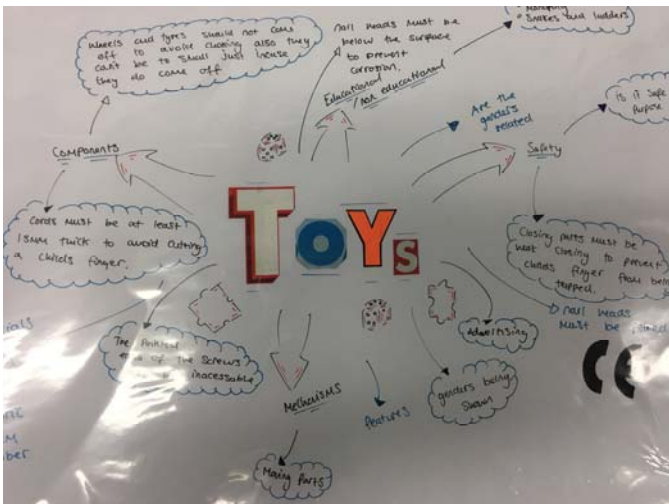
Homework:

Play 'hunter gather' by finding images to back up mind map wording.

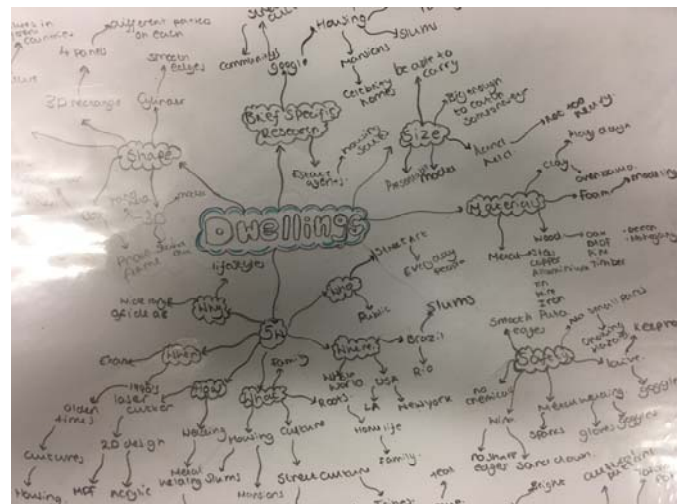
Clues and tips:

Liberal and appropriate use of google, Pinterest, magazines and Instagram.

Good Progress



Outstanding Progress



Visual Recording

Activity:

Visual recording using line and tone. Various media such as pencil, biro, collage and mixed media, mono printing, carbon printing, intaglio printing and initial photography.

Aim:

To produce visual recordings with the emphasis being on direct observation, where possible. Recording in three dimensions is to be considered at this stage.

Homework:

To continue producing more visual recordings in their own time and personalising where appropriate.

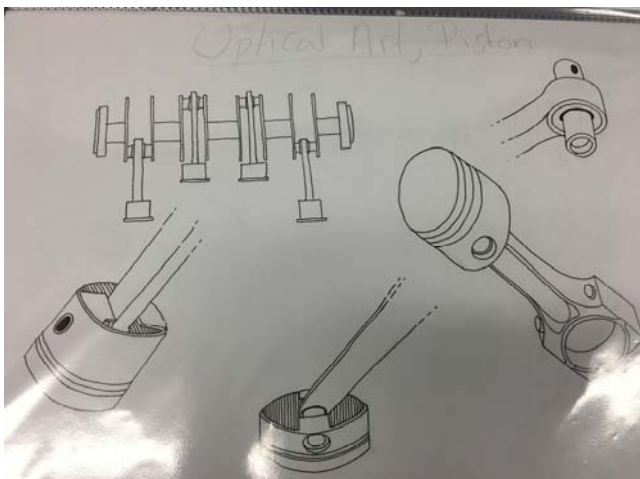
Clues and tips:

A careful balance between ALL media referenced in lesson activity. Use relatively simple individual objects for recording.

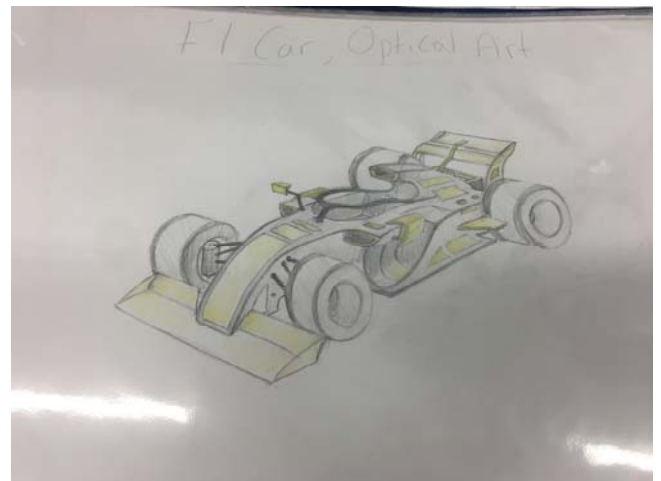
Other suggested research resources:

Google search: Michael Craig Martin (digital), Picasso light drawings (experimental), Dutch still life (traditional), Georgia O'Keeffe (macro/flowers/abstract)

Good Progress



Outstanding Progress



Initial ideas, maquettes and models

Activity:

To realise initial ideas and investigations into three-dimensional maquettes/models using simple materials such as paper, card, wood, clay or recycled/found objects. Photograph maquette using staged lighting.

Aim:

To prove understanding of artists reference together with the development of the work to a potential final out-come that transitions from two to three dimensions.

Homework:

Presentation of photographic recording of initial maquettes. Make further maquettes/models and photograph outcomes.

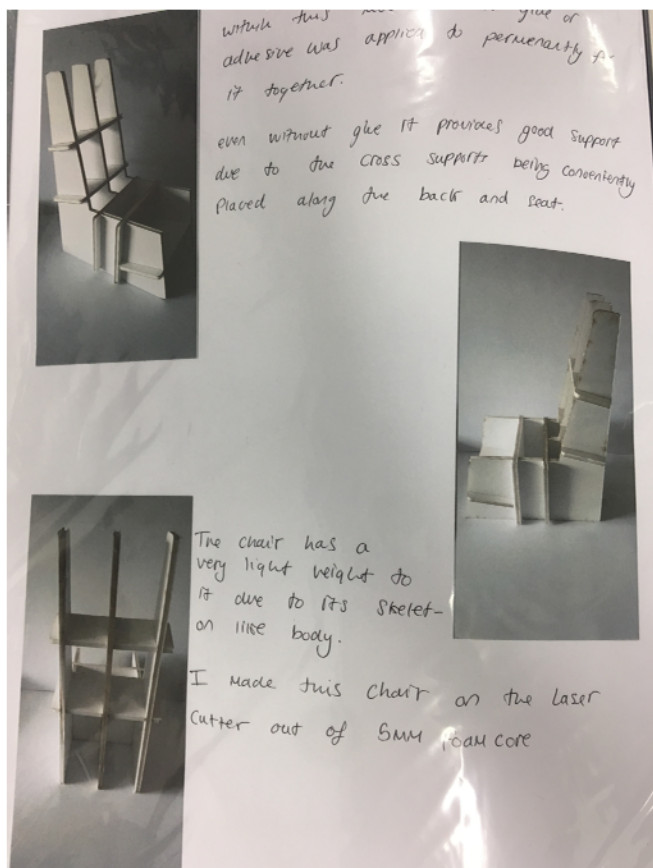
Clues and tips:

Keep it technically simple. Paper, glue-stick and card is ideal.

Other suggested research resources:

Artist maquettes (Moore, Hepworth, Rodin, architect models, product design prototypes) pinterest.com (search maquette)

Good Progress



Outstanding Progress



Further Examples of maquettes and models

Good Progress

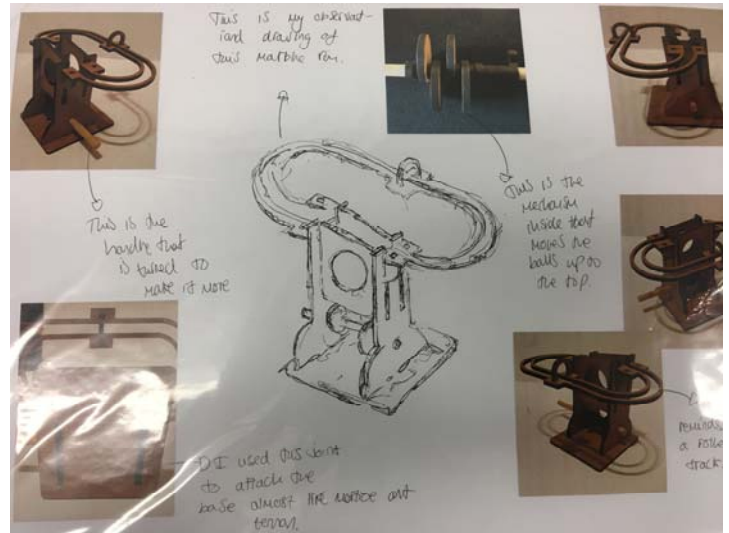


Optical art inspired motorbike.

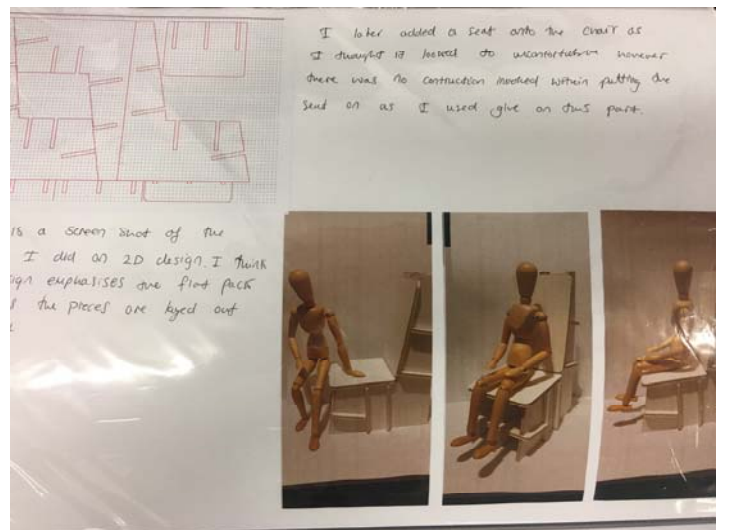


Testing hinges in blue foam.

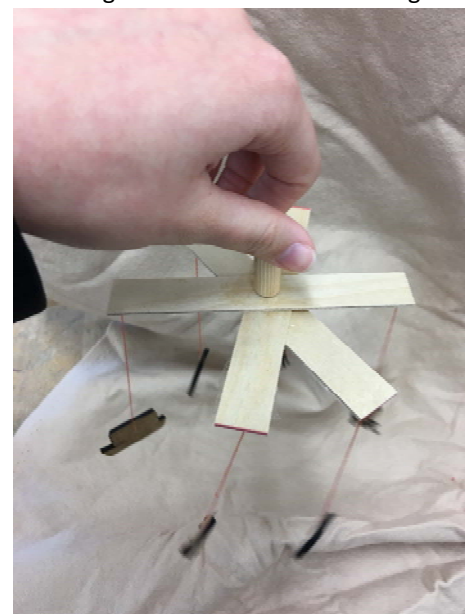
Outstanding Progress



Using the maquettes/models along side initial sketches.



Showing sizes in scaled models using an Artistic Manikin.

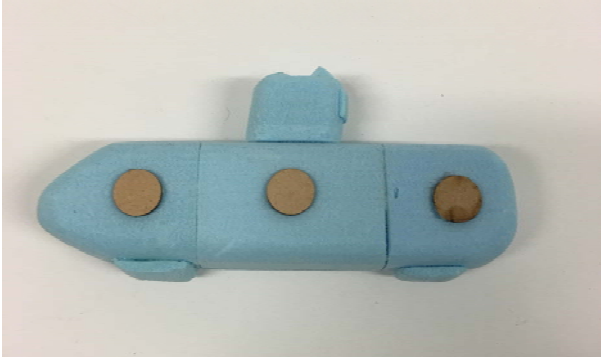


Test ideas in a smaller scale before developing final outcomes at full size.

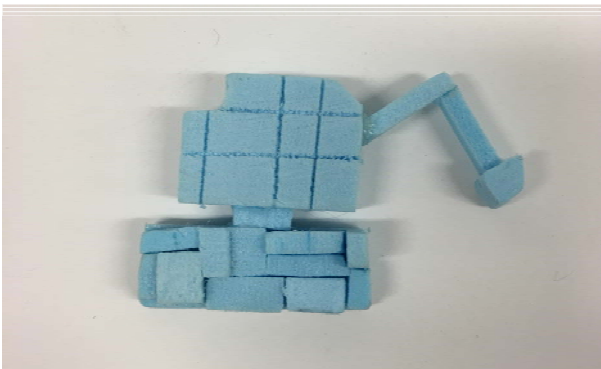
A mixture of hand craft skills and laser/CAD work helps demonstrate different skill

Further Examples of maquettes and models

Good Progress



Simple but effective models help develop an idea.



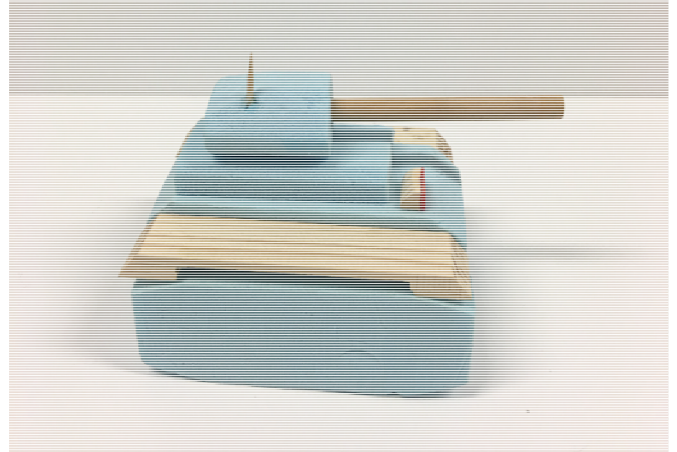
Clear links to artist references



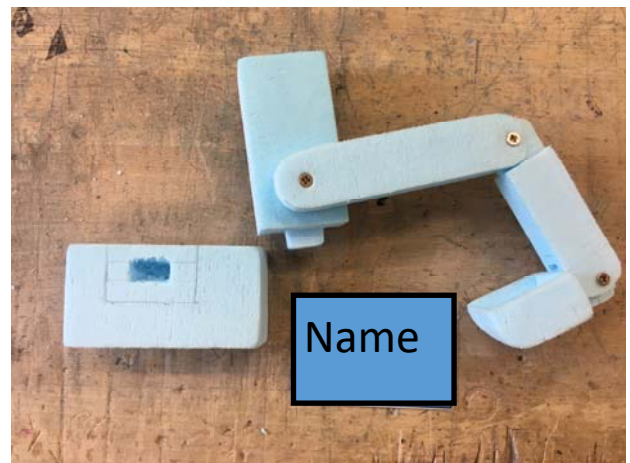
Testing parts on the laser cutter in MDF first.



Outstanding Progress



Moving parts show how a product will work.



Including a name tag helps identify the work is yours.



Creating models using CAD and cutting them on the laser cutter helps produce models/maquettes of the highest quality. The design below helped decide on the size of outcome.

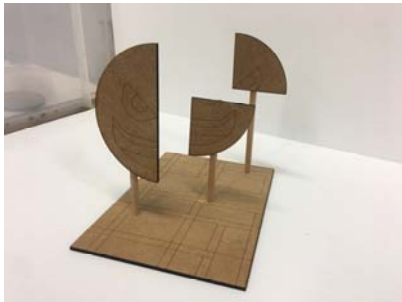


Further Examples of maquettes and models

Good Progress



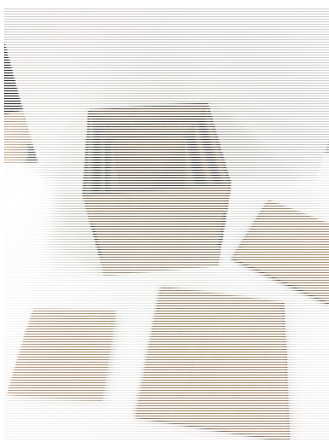
Testing design ideas in foam is quicker and helps you develop the idea.



Using 2D design helps create high quality Marquette's.



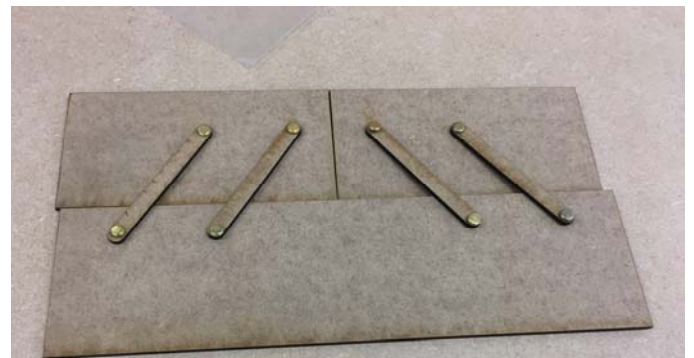
Testing adding colour using different media.



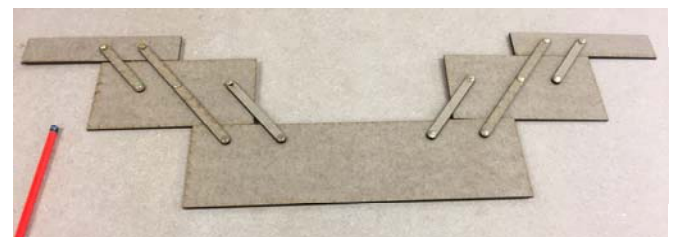
Outstanding Progress



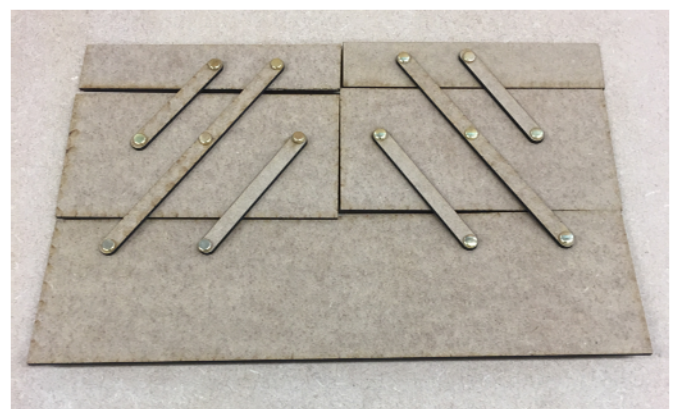
Developing the idea from 2 layers to 3 layers.



Moving parts show how a product will work.

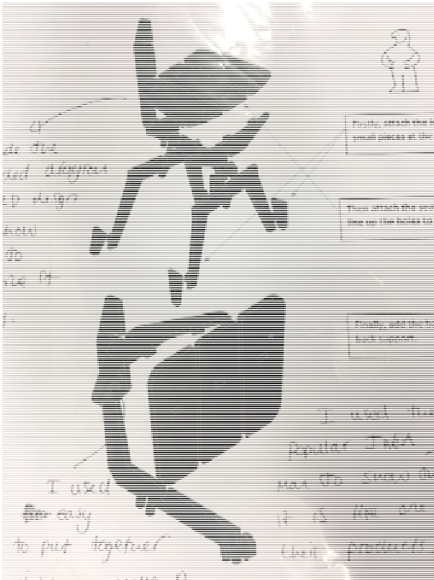


Testing the design in 2D before making 3D outcomes.

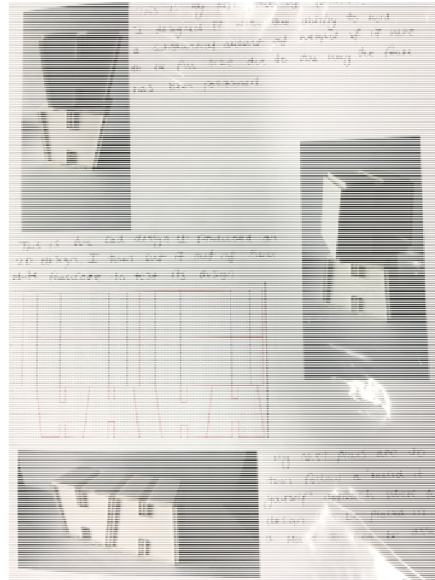


Developing ideas in 3D

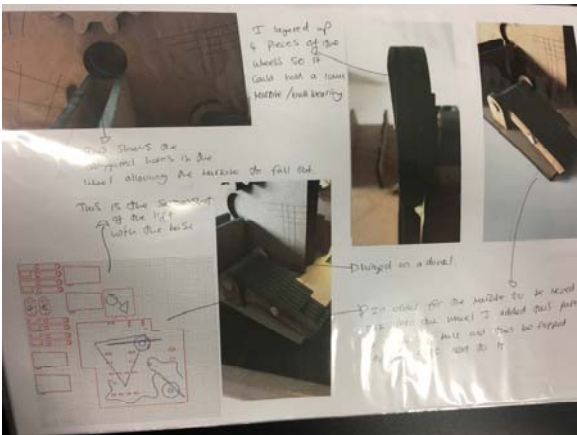
Outstanding Progress



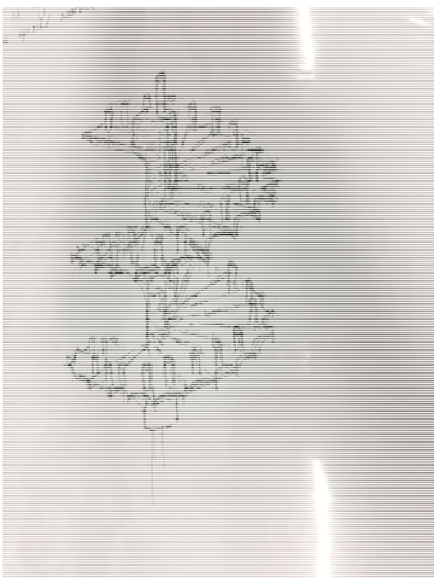
Presenting ideas in 3D using CAD helps produce presentation drawings.



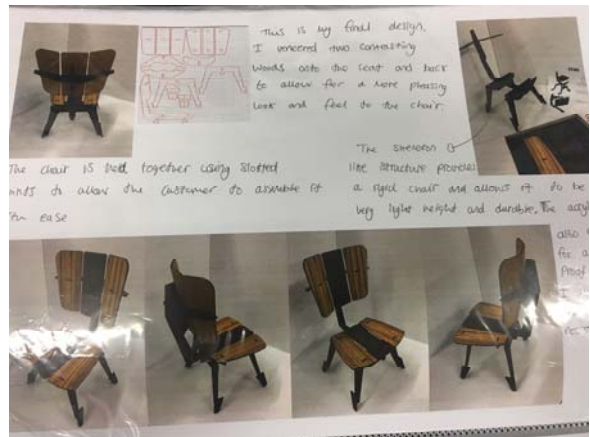
Including 2D and 3D design work in the portfolio shows how the design developed and how you created the outcome.



Taking photographs of design details within 3D models helps show how the idea has been developed.



Drawings in different media help support the practical outcomes.



Taking photographs of the outcomes on blank backgrounds helps present the outcomes to the highest standard.



Using Photoshop or similar software to place models in real life situations helps give the outcome a feel of reality. Especially scale models.