

AO1 EXPLORE

ANNOTATE

BEGIN TO LINK A THEME TO ARTISTS WORK

WRITTEN ANALYSIS

LINK ARTISTS WORK TO IDEAS AND ARTWORK

THEME IMAGES

ARTISTS RESEARCH



Do you have a range of sources?

A themed mind map, a mood board, a range of artists/designers/makers with analysis of their work, your own photographs, a trip to a gallery, museum or place of interest.

How to analyse an artist/designer/maker:

- Introduce the work of your designer or artist (**key facts only**), **how** does their work fit into trends at the time it was produced or current trends?
- Are there any social, environmental, moral, issues surrounding their work?
- **What** key features appear regularly in your designers work, **why** might that be?
- **What** colours do they use a lot of? **What** effect does this give?
- Explain what you like / dislike about the designs and **why** that is.
- **What** techniques has the designer used? **Why?** Could different techniques be used to create different effects?
- **How** will this designer inspire your work?
- **How** does the designer fit into the theme? **What** techniques will you sample? **Why?**

Once you have analysed a source – what do you do next? You could:

- Complete a textile sample, using your source as inspiration
- Do some initial idea sketches, using your source as inspiration
- Combine the work of two inspirations

AO2 EXPERIMENT

WITH A RANGE OF MEDIA

LINKING TECHNIQUES TO ARTISTS WORK AND THEMES

TEXTILES WATERCOLOUR CLAY MIXED MEDIA PHOTOGRAPHS OIL PASTEL PEN AND INK



Have you experimented or created samples?

- **Refine work:** Quality over Quantity! Refine work by going back to old samples and developing them to make them better. Refine work by comparing samples and evaluating. What does and doesn't work?
- **Explore Ideas:** This can be as a sketch or textile sample – it doesn't matter if it doesn't work, it's a sample!
- **Experimenting with appropriate media, materials and techniques:** practice creating samples using a range of different techniques, make sure you know how to do it correctly. Don't be afraid to experiment and combine different techniques to see what effect they give! Think outside of the box.

Once you have completed a sample, what do you do next? You could:

- Cut the sample in half – keep one half as the original and develop the other half with a different technique
- Sketch an initial idea to show how you would use this sample in your work

Evaluate your sample to help you refine your ideas and techniques:


- **What** have you done? - **What** techniques did you use? - **What** inspired you? - **How** does it relate to your theme? - **How** have you done it? - **What** did you like / dislike about the technique? - **Was** it successful? **Why / why not?** - **How** could you improve? - **What** else could you try? - **Is** there anything you would change? **Why?** - **How** will you develop your work now?

AO3 IDEAS

LINKING TOGETHER PLANS, DESIGNS IN A RANGE OF DIFFERENT MEDIA

IDEAS LINKING TO ARTISTS WORK ALL ARTWORK LINKING TOGETHER PLANS, DESIGNS IN A RANGE OF DIFFERENT MEDIA

OBSERVATIONAL DRAWINGS PLANS EXPLANATIONS



Recording ideas is really important to show your thought process and development.

- **Design Ideas** – Draw out your design ideas, they should be clearly inspired by your samples or sources. Annotate these to explain parts of your designs
- **Observational drawing** – Sketching objects that relate to your theme can help inspire design ideas – especially when creating patterns
- **Take photographs** – take photos of sources for inspiration or take process photos when you are making samples as evidence.
- **Annotation** – Annotation, ensure you annotate to explain your thoughts. underline any key points you have made/keywords. State sources.

Once you have recorded your ideas, what do you do next?

- **Design ideas** – develop design ideas by varying aspects e.g. size, shape, features etc. **CLEARLY** link back to AO1 and AO2. Should include at **LEAST** three different textiles techniques that you have tried.
- **Observational sketches** – use the sketches to develop a repeat pattern
- **Take photographs** - annotate them.

- **What** textile techniques have you used in your designs? **Why?** - **How** does it link to the samples you have done? - **Is** your design inspired by any of your sources? **How? Why?** - **What** materials would you use? **Why?** - **How** does this design link to your theme? - **What** developments would you make to your designs? **Why?**

AO4 FINAL

MEANINGFUL PIECE OF WORK

INFORMED RESPONSE LINKS

LINK BETWEEN VISUALS AND ARTISTS PRESENTATION

SHOW UNDERSTANDING RELEVANT



Personal and meaningful response: What are your feelings and reactions? It must be meaningful by relating to your source of inspiration. Make sure everything links and is not random. A personal response is **any** response where it is your own work. You can be inspired by designers but don't copy them, because this is not personal i.e. your own work.

Demonstrates understanding of visual language combine different textures, colours, techniques in an aesthetically pleasing way (the way it looks)

- Make sure you have developed your design ideas
- Select the design you would like most to make
- Sketch out your final design, planning what techniques you will use where
- Plan your making step by step to make it
- Record the step by step process of creating any developed sample final piece – you can do this with photographs or sketches

Sample inspired by a source

+

Sample inspired by a different source

=

Developed sample using combined techniques

Project reflection:

- **What** was your initial theme and **how** were you inspired by it? - **How** did you begin your research? **Why?** - **How** do your samples reflect your own ideas (i.e. your personal response) - **What** would you do differently? **Why?** - If you were to develop this theme / project, **how** would you do it? **Why?**