

Design Brief for 6th year

Select a theme, which inspires you or instantly sparks your creativity.

Reflections

Obsessions

Growth

Initial Research Sheet

- **Mind mapping, Artist's Research and Observational Studies.**

Include a varied balance between all 3 areas. Use the theme as the starting point for your mind map. Think of the images that the theme immediately suggests and try to push it further. Look at 2-3 artists for inspiration. 3 images max! You can print their work or sketch their work (only if you have access to it e.g. drawing a sculpture in the Crawford Gallery), and add it to this sheet –include the website that you printed it from. Below is info on generating a strong mind map. This will direct you towards an area of investigation.

Development Sheet 1

- **Creative Process**

You will use this page to tease out your ideas and further explore your objects. You will investigate them and try to see if they form relationships to other objects via shape, texture, feeling or emotional response. Crop your images and play with scale. Could you reinterpret these objects? Or morph these objects into one another? Do they have figurative elements e.g. door hinge = hip joint. Include media experimentation on this page and record the process involved.

DEVELOPMENT is key

Development Sheet 2

- **Invention/Solutions, design plan for finished pieces & Notation**

This page should include further experimentation with materials, development of the theme and a plan/ indication as to what your final piece will look like.

Mind map – How to start it

On a separate sheet from your sketchbook Write down all subjects, themes, places, things, activities or issues that are personally relevant to your theme and that matter to you (even random, unexpected things, such as a the art room sink, or heirloom knives and forks in your kitchen drawer). The purpose of any artwork is to communicate a message: to comment or scream or sing about the world in which we find ourselves. If there is no emotion behind the work, there is no driving force – nothing to direct and shape your decision-making. Write down the things that you care about; that move you.

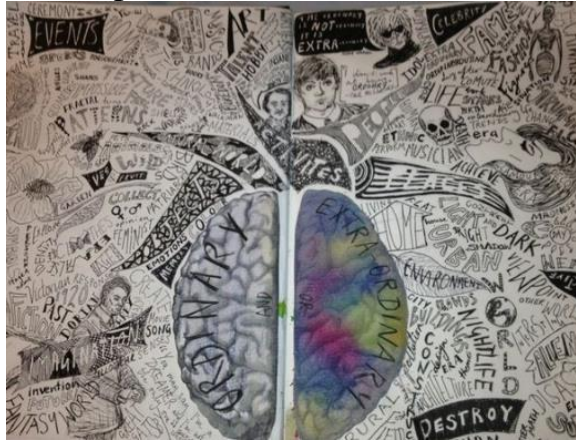
- Eliminate the white of the page- if it suits your style! Use a stain, paint or wash. If your work is more graphic and suited to stencils, print, poster design etc. than consider using structural elements like borders, repeat patterns and motifs.
- Make it visual, expressive and experimental. Mind maps allow artists to display their thought process.

- Include topics that are unusual, challenging, controversial, gritty or inspiring: those that fill you with passion. Students who select substantial, heartfelt issues that they really believe in are more likely to achieve great results than those who choose aesthetically pleasing but superficial subjects.
- Include observational drawings and studies of the objects you selected based on your theme. *Use a phone to take pictures. This will help you explore how to crop & enlarge your images. Close-up details on organic objects can often suggest flesh or skin.* Incorporate these images into your mind map (where possible). Use a variety of media on this page.
- Include 3 images (max) of artist research. Select artists work you admire and whose media you will explore in your craft i.e. select sculptural artists if you decide to choose modelling as your craft.



Checklist for the **Initial Research Sheet** **tick under the number when complete**

Observe
Interpret
Analyse
Develop



1	Explore your theme by developing your mind map. Grow the mind map from a central starting point – imagery and words will suffice. Use your imagination and primary sources- A5- A4 space
2	Use photography to research your theme. Take snapshots relating to the theme, print them, draw on top of them and use them in your mind map.
3	Print 3 images from researching <u>different artists</u> . See artists as a broad term. They can be fashion designers, architects, animators etc. Print and incorporate these into your mind map
4	Make observational drawings of primary objects once you have settled on your concept. 4-5 objects studies
5	Create varying sized drawings a6, a5 of close-ups or cropped areas of your object/ imagined piece. Using a variety of materials

• **Step 2:**

Development Sheet 1

- Evaluate your ideas and Think carefully about the topics that you have written down. Eliminate those, which are ‘cheesy’ (i.e involving pink hearts), insincere (i.e. a theme of ‘World Peace’, when really this is something you couldn’t care less about) and overly “pretty” or lacking in substance (i.e. bunches of roses). This doesn’t mean that a traditionally ‘beautiful’ subject cannot be successful
- Eliminate those subjects which you are unable to explore first-hand. In order to create artworks, you will need access to high quality imagery. For example, if you are exploring the way in which humans kill animals in order to consume their meat, access to the inside of a butchery or abattoir/freezing works is likely to be essential. Reliance on photographs taken by others is rarely a good idea. No matter how awesome a theme appears, if you are unable to explore any aspect of it first-hand, it is very unlikely that you will be able to do the topic justice.
- Eliminate those topics for which the source material lacks aesthetic appeal. Do not mistake ‘aesthetic appeal’ for pretty. In fact, some of the ‘ugliest’ things can be stunningly rendered in an artwork or design. Art teachers (and artists in general) often speak of finding the beauty in *the ordinary or mundane*: seeing the magic in that which others have discarded or forgotten.
- Consider the impact of reflections or the impressions our fingerprints can leave on objects - a human touch on an inanimate object.

LOOK; INVESTIGATE; EXPLORE; DRAW

	1	Sample texture experiments inspired by your chosen craft and theme
	2	<ul style="list-style-type: none"> • Sample colour chart combinations if creating poster, calligraphy, lino, batik craft

		<ul style="list-style-type: none"> • Sample surface textures for sculpture design
	3	Reimagined drawings and further investigation of your concept through observational and imaginative drawing 3-4 images in detail
	4	<ul style="list-style-type: none"> • Sample fonts for calligraphy or poster • Sample textile experiments for batik • Sample collage, layered drawing, paint experiments, or altered photography for lino, poster or batik
	5	2 compositional experiments showing development of your idea – progression of the theme. A6

