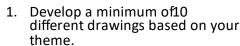
## Themes for your final piece

- Choosing your theme for your final piece is important to know where your art direction will take you.
  - **Texture**-Explore the textures of surfaces and buildings.
  - Closeup-Close up investigations of decorative aspects of architecture
  - Front (doors and portals)-Frontages of buildings and architecture
  - <u>Light and dark-</u>explore the effect of light and shadow on manmade structures
  - Old vs new-Explore the differences between old and new structures



### Developing ideas and sketches



- 2. Use a range of materials from graphite pencil, Indian ink, acrylic, coloured pencil, watercolours, oil.
- 3. Work from your own photography.
- Choose artists that relate toy our theme and





### AO2 and AO3: Suggestions for 10 material studies



Charcoal or graphite



Watercolour paints



Digital painting



Acrylic pains and gouache paints.



Watercolour and pen



Pen in the style of Stephen

- Aim to have a minimum of 2 per material and you should be working from your own photos
- Each piece should be completed to the highest standard you can manage remember, it is about demonstrating the mastery and skill you have gained with each material (AO2)
- Each piece should be refined and mounted up into your book with supporting annotation (AO3) explaining what you were exploring, what knowledge you gained from using that material and what your next steps will he

Possible material experiments: Collage (lucy Jones) Pen and wash Oil paints



# Presenting your own photos You will present your own photos across 2

 You will present your own photos across 2 A3 pages in your sketch book.

Space them evenly, neatly and straight (no jaunty angles)

PRESENT IDEAS

PRIMARY OBSERVATION
BRAWING, PAINTING,
PRINTING, PHOTGRAPHY,
WRITING, PHOTPGRAPY...
ANNOTATE

Leave space to write up your notes. Use white pen or type up on computer





## AO3-Design ideas page

AS part of your assignment, you are required to produce sketches and designs of possible outcomes for your final piece.

A good design page should have:

- a) 6-7 rough compositional sketches to show rough working out of ideas. This is generally presented over 3 or 4 sketchbook pages. Each sketch should be annotated
- A draft of your final piece on the materials you are planning on working with -This is called a draft or maquette if it has 3D elements to it.



