Year 13 BTEC Summer Term Art Knowledge Bank

Artsteps exhibition website

Design & Create your own exhibition space

Upload digital content- Upload your images, videos, text, select from a variety of 3D models or import your own. Add music and narration to create striking VR environments.
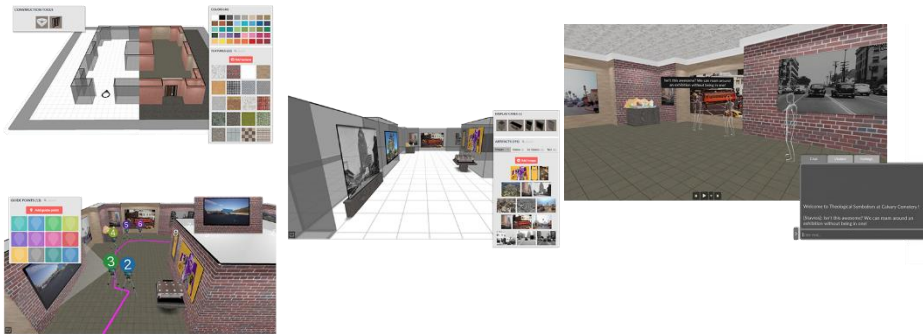
Build your VR Space-Define the space of your virtual area, place walls and select colours and textures to create a unique experience.

Become a Storyteller- Place guide points across your VR space, stage your own narratives and share your stories with your visitors.

Share- All your virtual areas available for you to share on social media or to embed them on your personal website.

Socialize- Exchange ideas with others, follow their latest work and discover new experiences.

Communicate- Chat with your visitors or other creators, share your interests and be a part of a vibrant community

Photographing your artwork

1. Hang your artwork on the wall
   We regularly see artwork photographed leaned up against a wall and shot from a downward angle. Find a neutral coloured wall (white, black, grey) and hang your work at a height where the middle of your piece will be parallel to where your camera will be—either on a tripod or resting sturdily on a table or other surface.

2. Light your work properly
   If you are shooting your work indoors, do so in a room with plenty of windows and natural light. Some artists also enjoy photographing their work outdoors when it is cloudy or overcast, as indirect sunlight provides the best lighting. Natural light can be a beautiful way to photograph your work as long as it is indirect. If the weather isn't cooperating, or if you are up against a late-night deadline, you will need to set up a lighting. Place the lights halfway between the camera and the canvas at a 45-degree angle pointing toward the wall (this will help eliminate shadows and "hot spots" on the painting).
   LIGHT HACK: If you don't have professional grade lighting kit, you can easily hack diffusing the light with a white sheet or white plastic between the lights and your artwork.

3. Once your artwork is secured to the wall, double check that the camera is set to the lens lines up with the middle of the painting. You want to position your camera so that the frame is filled with most of the painting, with a bit of background that you can crop out later.
   TIP: Set your camera's timer to four or five seconds so that pressing the shutter button doesn't create a shake in your image.

4. Edit your photos to Perfection-There are plenty of free or inexpensive photo editing software alternatives out there that will help minimize any inconsistencies. Photoshop , Photoshop, Elements, Gimp, Lightroom

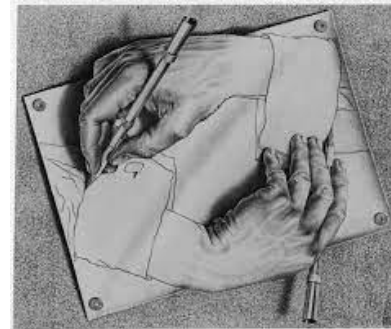| Careers	Develop ideas through investigations, demonstrating critical understanding	
Careers using art	Maurits C. Escher (1898-1972)	Antony Gormley, 1950
Animator An animator draws and animates characters, buildings, objects and landscapes. **Architect** Architects design new buildings and the spaces around them. **Arts administrator** Arts administrators manage projects and activities in the creative sector. **Computer-aided design technician** Computer-aided design technicians use computers to design and manufacture buildings and machinery. **Costume designer** Costume designers are in charge of the look and creation costumes and outfits. **Fine artist** Fine artists create drawings, paintings, sculptures, and moving pictures, using a variety of media. **Florist** Florists design and create flower and plant arrangements, bouquets, and wreaths.	The Dutch artist Maurits C. Escher (1898-1972) was a draftsman, book illustrator, tapestry designer, and muralist, but his primary work was as a printmaker. Born in Leeuwarden, Holland, the son of a civil engineer, Escher spent most of his childhood in Arnhem. Aspiring to be an architect, Escher enrolled in the School for Architecture and Decorative Arts in Haarlem. While studying there from 1919 to 1922, his emphasis shifted from architecture to drawing and printmaking upon the encouragement of his teacher Samuel Jessurun de Mesquita. In 1924 Escher married Jetta Umiker, and the couple settled in Rome to raise a family. They resided in Italy until 1935, when growing political turmoil forced them to move first to Switzerland, then to Belgium. In 1941, with World War II under way and German troops occupying Brussels, Escher returned to Holland and settled in Baarn, where he lived and worked until shortly before his death.	Sir Antony Mark David Gormley, (born 30 August 1950), is a British sculptor. His works include the *Angel of the North*, a public sculpture in Gateshead in the north of England, commissioned in 1994 and erected in February 1998; *Another Place* on Crosby Beach near Liverpool; and *Event Horizon*, a multipart site installation which premiered in London in 2007, around Madison Square in New York City, in 2010, in São Paulo, Brazil, in 2012, and in Hong Kong in 2015–16. Gormley describes his work as "an attempt to materialise the place at the other side of appearance where we all live."
Useful websites to research further knowledge		
www.artsteps.com	www.ucas.com	www.antonygormley.com