

Year 13 Autumn Term Art Knowledge Bank

AO2 Exploring ideas, selecting and experimenting

Design Development

These **development studies** for a double portrait **experiment with changes** in the posture, expression and composition. Development is about creativity and exploring ideas in different ways. After your **initial response** to a **stimulus** it is important that you don't just keep producing



analytical drawings or market research. This isn't development. Development is about **selecting ideas, visual elements, compositions and techniques** from this initial work and using them in new ways.

You should make development studies, such as drawings and paintings to show experimentation with composition. If you are working in 3D, you might make **sketches** and **maquettes**.

After your initial development you should select an idea and work on **refining** it. **Refinement** is the improvement of the idea. It does not involve radical changes, but is about making small changes which improve the idea in some way. This might be done by:

- **Modification of the composition** - replacing one object with another or changing a pose slightly.
- **Variation of a technique** - trying oil pastel rather than painting.
- **Adaptation of the idea** - including some detail in the foreground of a landscape to add more depth and distance.
- **Alteration of an aspect** - arranging objects in a triangular composition instead of a linear grouping, or changing the colour of the sky in a coastal scene to achieve a more dramatic atmosphere.
- **Enhancing an element of the idea** - improving the application of a particular technique, or harmonising the background colours.
- **Tweaking the positioning of a subject** to make the composition more balanced, or to create more tension, as appropriate.

AO4 Present a personal and meaningful response

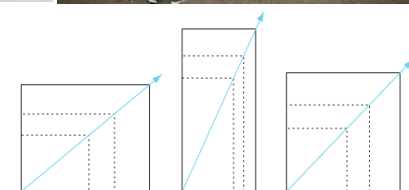
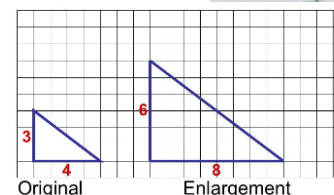
Scale and Enlargement

Scale refers to the overall physical size of an artwork or objects in the artwork. We always relate scale to the size of the human body - how big or small the piece is in relation to us. An artist may decide to use a scale which is different from **life-sized** and this will have an impact on how it feels. From **miniature** artwork to huge **installations**.

When you have completed your **final design** you may want to enlarge for your **final piece**. To enlarge you need to measure and **scale up**, by multiplying all lines by **scale factor**. This can be the sides or **diagonally**.



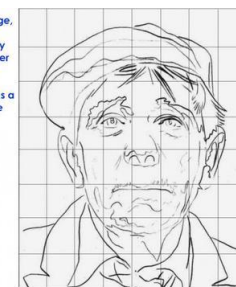
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There are many different ways to enlarge work:

1. **The grid method** - this is drawing through scaled measurement.
2. **Photocopy enlargement** - this allows you to transfer using graphite.
3. **Projection** - this projects your image so you can trace transfer lines.
4. From drawing to **maquette** to large **sculpture**. Look at Henri Moore's method of using polystyrene mark up for enlargement.

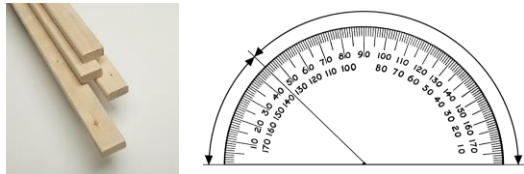
Draw a grid over your image, then draw a grid on your substrate (making sure they both have the same number of blocks). Then sketch in each block. Viewing each sketch makes the task much easier.



AO1 Develop ideas through investigations, demonstrating critical understanding

Canvas Making

First measure your design and multiple the length and height by the ratio scale you wish i.e. 2, 3, or 4+ times larger.



Measure 2 by 1 lengths of wood to the scale you wish. Then using a protractor measure a 45 degree angle to each of the 8 ends.



Using a Miter saw cut the 8 angled ends.



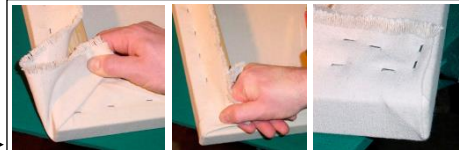
Drill 4 screws into the 4 corners, to create a frame.



Cut a piece of canvas 5cm bigger than your wooden frame.



Next you need to stretch the canvas around the frame. Using a staple gun sketch and staple all the way around working from the middle to corners.



When you reach the corners you need to fold the canvas to create a flat triangular edge.



Prime your canvas with Gesso primer.

Possible Art Careers:
 Art Gallery Dealer
 Interior Designer
 Illustrator
 Typographer
 Animator

Key Literary Vocabulary

Maquette	A sculptor's small preliminary model or sketch.	Modification	The action of changing something.	Miter Saw	Tool that helps you cut a 45 degree angle.
Analytical drawing	Drawing which is carried out to explore and record the detailed visual qualities of a subject.	Scale Factor	The scale factor is the ratio of the length of a side of one figure to the length of the corresponding side of the other figure.	Thumbnail drawing	A small drawing used to sketch an idea for a composition. Thumbnails can be used to try variations of a composition without spending too much time.
Stimulus	A stimulus is something which interests an artist or designer and gives them new ideas.	Composition	Composition is the term used to describe the arrangement of the visual elements in a painting or other artwork.	Leading Lines	Lines within a composition which lead the viewer's eye to the focal point, or which create an illusion of distance.

Useful websites to research further knowledge

www.photoshop.com

www.deviantart.com

www.myfonts.com