

# Art, Craft & design

To prepare effectively for Art, craft and design it is suggested you work through the below tasks and bring these with you for your first day at Bilton 6th form. Task 1-3 are relating to Art and Task 4 & 5 are relating to craft

**Please note you will sit a baseline assessment related to the materials below (TASKS1,2,3, 4 & 5) when you commence 6th form.**

Task 1—

Develop your understanding of the formal elements when recording, line, shape, colour, tone, texture, pattern etc.

Draw a still life image from direct observation, add tone and texture in your chosen media.

Task 2—

Find a still life artist of your choice.

Select 1 of the artist's work, use the formal analysis framework to evaluate the work. 500 word analysis.

Task 3—

Create a still life personal response to your chosen still life artist, in your preferred media.

Be sure to apply the key techniques of your artists, so that you successfully communicate your links in visual as well as written form.

# Art, Craft & design

## Task 4— What is the creative process?

a. Create a flow diagram stating the stages in the creative process. This is a pictorial diagram showing how the cycle flows, it has words and brief descriptions.

b. Describe in detail each stage in detail: -

- Ideas generation.
- Contextual research.
- Exploration of materials, techniques and processes.
- Feedback and review.
- Production and presentation of preliminary work and out-come.
- Review and evaluation of outcome, action planning for
- future development.

c. Use the internet to find examples of how you can be undertaken.

## Task 5— Sketching practice

Create a research PowerPoint collating 4 different examples of excellent design sketches. Choose 2D and 3D examples with a range of different styles, the idea is that you will use these as inspiration in order to improve your sketching style.

a. Create 4 different sketches, 1 per A4 page using your re-search gathered. These can be simply a copy, but please avoid tracing.

# Art, Craft & design

b. In order to improve your rendering skills. This is the method of adding colour to make designs look 3D or realistic. Select 4 different methods of adding colour and render the previous sketches from part (a).

c. As a final piece analyse the work you have created in sections (a) and (b) in order to select a style that best suits you and your designing style. Be creative and don't expect this to be a final ending of your design maturity, this is a journey you are just at the beginning.

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