

General Certificate of Education  
June 2003  
Advanced Level Examination



**ART AND DESIGN (UNENDORSED)**  
**Unit 7      Controlled Test**

**ARA7**

To be issued to candidates up to four weeks prior to the start of the examination.

The examination may be conducted any time between 1 March and 31 May 2003.

All teacher-assessed marks to be returned to AQA by 31 May 2003.

**In addition to this paper you will require:**  
appropriate art materials.

Time allowed: 15 hours

**Instructions**

- Read the paper carefully. Before you start work make sure you understand all the information.
- Answer **one** question.
- You will have four weeks to carry out preliminary studies. This should include visual work and, if appropriate, annotations or written work. Preliminary studies must show evidence of personal work relating to your chosen question. You may continue with further supporting studies until you have completed your examination work. Sketchbooks can be included.
- Practical responses to the work of other artists, designers and craftspeople must show development in a **personal** way.
- Your work during the 15 hour examination must be produced **unaided and under supervision**.

**Information**

- The maximum mark for this paper is 60.
- All questions carry equal marks.
- This paper assesses your understanding of the relationship between the different aspects of Art and Design.
- There is no size restriction on work produced for this examination.
- You are allowed technical assistance with casting, kiln firing and all machine processes, including welding.
- You should make sure that any fragile, temporary or ceramic work is photographed, in case of accidents.

**Advice**

- You may include written annotations or an evaluation of your work.
- You may use photographs which you have taken, as **part** of your research.
- You may use any two- or three-dimensional medium, method(s) and materials, unless the question states otherwise.

This paper will test your ability to:

- record observations, experiences, ideas, information and/or insights;
- analyse and evaluate sources, such as images, objects, artefacts and texts;
- develop ideas using appropriate materials and techniques, and analyse methods and outcomes;
- present a personal response, relating your work to that of other artists, designers or craftspeople.

The questions below should be seen as starting points for personal investigations in which you make reference to critical and contextual material with which you are familiar.

Answer **one** question.

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**1** *Looking Back*

Many Renaissance artists looked back to the classical art of the ancient Greeks and Romans for inspiration, while the Pre-Raphaelites looked back to images made before Raphael. More recently David Hockney included strong references to Hogarth in his set designs. Produce work of your own that shows connections with some aspect of an art movement or artist's work.

**2** *Animals in Art*

Franz Marc, Marino Marini, Pablo Picasso and Lucian Freud are just a few of the artists who have used animals in their work. Study appropriate artists and produce work of your own on the theme of animals, showing connections with an artist or culture of your own choice.

**3** *Technology and Art*

Many artists and designers have used technology in the development of their work. Canaletto used the camera obscura, Caravaggio may have used mirrors as a drawing aid and since the nineteenth century the invention of photography has had an enormous impact on the work of painters and sculptors. Recently, computers and digital cameras have been used to great effect. Research the way technological devices have been used by others and produce work on a theme of your choice.

**4** *Geometric Forms and Patterns*

M C Escher, Norman Foster, Bridget Riley and Anthony Caro have all used geometric forms and patterns in their work in different ways. Examples can also be found in Celtic and Islamic work. Study the work of artists, designers and craftspeople who have made use of geometry and produce your own work in any appropriate medium.

## 5 *Relationships*

Gustav Klimt, Stanley Spencer, Henry Moore and Diane Arbus have all explored different relationships between two people. Study the way in which artists, designers and photographers have depicted relationships and produce a personal response to this idea.

## 6 *Abstractions*

Constantin Brancusi, Barbara Hepworth and Kate Malone have drawn inspiration from the natural world. Sometimes Brancusi made alternative versions in his quest for simplicity and purity of form. Piet Mondrian synthesised and redefined the dynamic qualities of natural forms using line and colour. Develop abstract imagery based on your own observations of the natural world.

## 7 *Japanese Culture*

Japanese culture has influenced the world of art and design in different ways. There are many examples of architecture, painting, cinema, textiles, ceramics, fashion, computer graphics and video in which this can be clearly identified. Sometimes the influence is obvious, whereas in the work of the designer Carl Larsson or the painter van Gogh it is more subtle. Research appropriate examples and develop your own work in two or three dimensions, based on an aspect of Japanese culture.

## 8 *Emotion*

Expressions of despair, vulnerability and love have interested many artists working in a wide range of media. The symbolic power of many of the images produced by Munch contrasts with the evocative portraits of Rembrandt and Maggie Hambling. Contemporary artists such as Cindy Sherman have also addressed 'emotion' in their work. Research appropriate artists and develop your own work in response to this theme.

**END OF QUESTIONS**