

General Certificate of Education
June 2005
Advanced Level Examination



ART AND DESIGN (THREE-DIMENSIONAL DESIGN) ARE7 Unit 7 Controlled Test

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 2005.
All teacher-assessed marks to be returned to AQA by 31 May 2005.

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 may 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 (Three-Dimensional 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.
- The time required for the preparation of materials, the building of armatures, technical assistance and casting should **not** be counted as time allowed.
- You should make sure that any fragile, temporary or ceramic work is photographed, in case of accidents.

Advice

- You may discuss your ideas with your teacher before deciding upon a starting point.
- You may include written annotations or an evaluation of your work.
- You may use any appropriate 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.

1 *Pierced Forms*

Gothic windows, Sheraton chair backs, Robert Adam style fanlights, Art Nouveau jewellery, Gaudi's *Dragon Gate*, the Crown of Thorns screen at Coventry Cathedral and the work of the ceramicist David Binns are all examples of pierced forms. Research the work of designers and craftspeople who have explored this idea and design and produce your own work in any appropriate material.

2 *New Materials and Technologies*

Twentieth century developments in new materials, technologies and industrial processes encouraged architects such as Denys Lasdun and Richard Rogers, product and interior designers such as Robin Day and Harry Bertoia and, more recently, designers for the performing arts and television to explore new ways of solving three-dimensional problems. Look at appropriate examples and develop your own work based on your own explorations of 'New Materials and Technologies'. You should consider drawings, full size artefacts and models as ways of presenting your ideas.

3 *Exhibition Design*

Society increasingly records its heritage both as an archive for posterity and for wider cultural understanding. Research appropriate resources and design a display feature that will be placed by the entrance to an exhibition of artefacts recording either 'The Industrial Revolution', 'The Age of Steam' or 'Agricultural Machinery Through the Ages'. Produce a scale model as part of your work.

4 *Contrasting Materials*

The jeweller Roger Morris specialises in coloured acrylics and steel. Other three-dimensional designers such as Ettore Sottsass and Robert Venturi have explored the possibilities of combining materials with different characteristics and qualities to achieve striking effects. Research examples in your particular area of study and produce your own functional or non-functional three-dimensional object or form utilising contrasting materials.

5 *Relief Panels*

Asian, Middle Eastern, South American as well as Western cultures have traditionally decorated their important buildings with relief panels. Today in our towns and cities, traffic islands, underpasses, retaining walls and tube stations present opportunities for decoration in the form of relief tiles or panels. Research appropriate examples and design a relief for a site of your choice which could use local traditions or events as a theme. Your work should include a visualisation of its setting.

6 *Designing for the Stage*

Stage performances often require rapid set changes. A good example of this is Katy Tuxford's settings for 'Macbeth' at the Cambridge Arts Theatre. Select a performance of your choice and design appropriate settings that can be changed quickly when required but which share a common basic structure. Your work should include a model.

7 *Film and TV Design*

A TV company is planning a documentary series on the changing patterns of English architecture. One programme is on castles, another on churches and another on vernacular housing. Identify suitable examples to research. Use architectural styles as a theme and design a studio set for the lead presenter. Part of your work should be in model form.

8 *The Human Form*

The human figure, often in exaggerated or distorted form, has been the source of inspiration for many three-dimensional artefacts over the centuries and in every continent. Examples may be found in gargoyles, toby jugs, door knockers, water fountains, cruet sets and Art Deco lamp bases. From your studies develop three-dimensional work based on 'The Human Form'.

END OF QUESTIONS

THERE ARE NO QUESTIONS PRINTED ON THIS PAGE