



UNIVERSITY *of* CAMBRIDGE  
International Examinations

# 0400 IGCSE Art and Design

Paper 2: Design Assignment

Standards and Exemplar June 2010



ART AND DESIGN 0400/02  
Paper 2: Design Assignment June 2010  
8 hours

To be given to candidates on receipt or at the discretion of the Head of Art and Design.

Candidates must have at least two weeks' preparation time. The examination can be scheduled at any time provided it is completed no later than 30 April.

**READ THESE INSTRUCTIONS FIRST**

Write your Centre number, candidate number, name and question number on the top right-hand corner of the front of each sheet of paper.

Answer one question.

In addition to the examination piece, up to two A2 sheets (four sides) of supporting work should be submitted. These should be the sheets of supporting work undertaken after receipt of this paper. Candidates should refer to this supporting work during the examination.

Supporting studies must be taken into the examination room and must be submitted for external assessment together with the final examination work. The submission will be assessed as a whole.

At the end of the examination, fasten all your work securely together at the top left-hand corner of each sheet.

All questions in this paper carry equal marks.

This document consists of 2 printed pages.



**1 Design using Lettering**

Design a logo for a chain of shops selling jewellery. The name of the chain, ONYX, must be included in your design. In addition show how the logo might look on a shop sign or a small newspaper advertisement.

**2 Illustration and Calligraphy**

Either (a) Design the DVD cover for a film entitled BEFORE DAYBREAK, produced by a company named Enigma. You may work on a larger scale, but to the same proportions as a DVD cover.

Or (b) Using a calligraphic script with which you are familiar, write out the following poem to be integrated with an illustration and/or a decorative border.

*Night Crow*

When I saw that clumsy crow  
Flap from a wasted tree,  
A shape in the mind rose up:  
Over the gulfs of dream  
Flaw a tremendous bird  
Further and further away  
Into a moonless black,  
Deep in the brain, far back.

*Theodore Roethke*

**3 Fabric Design**

Design a repeat pattern for a sunshade based on research from animal or reptile markings.

**4 Fashion Design**

Design the costume for a travelling street performer or entertainer, such as a Juggler, an Acrobat or a Magician.

**5 Interior Design**

With reference to marine life, design a mosaic for the base of a distinctively shaped swimming pool.

**6 Environmental Design**

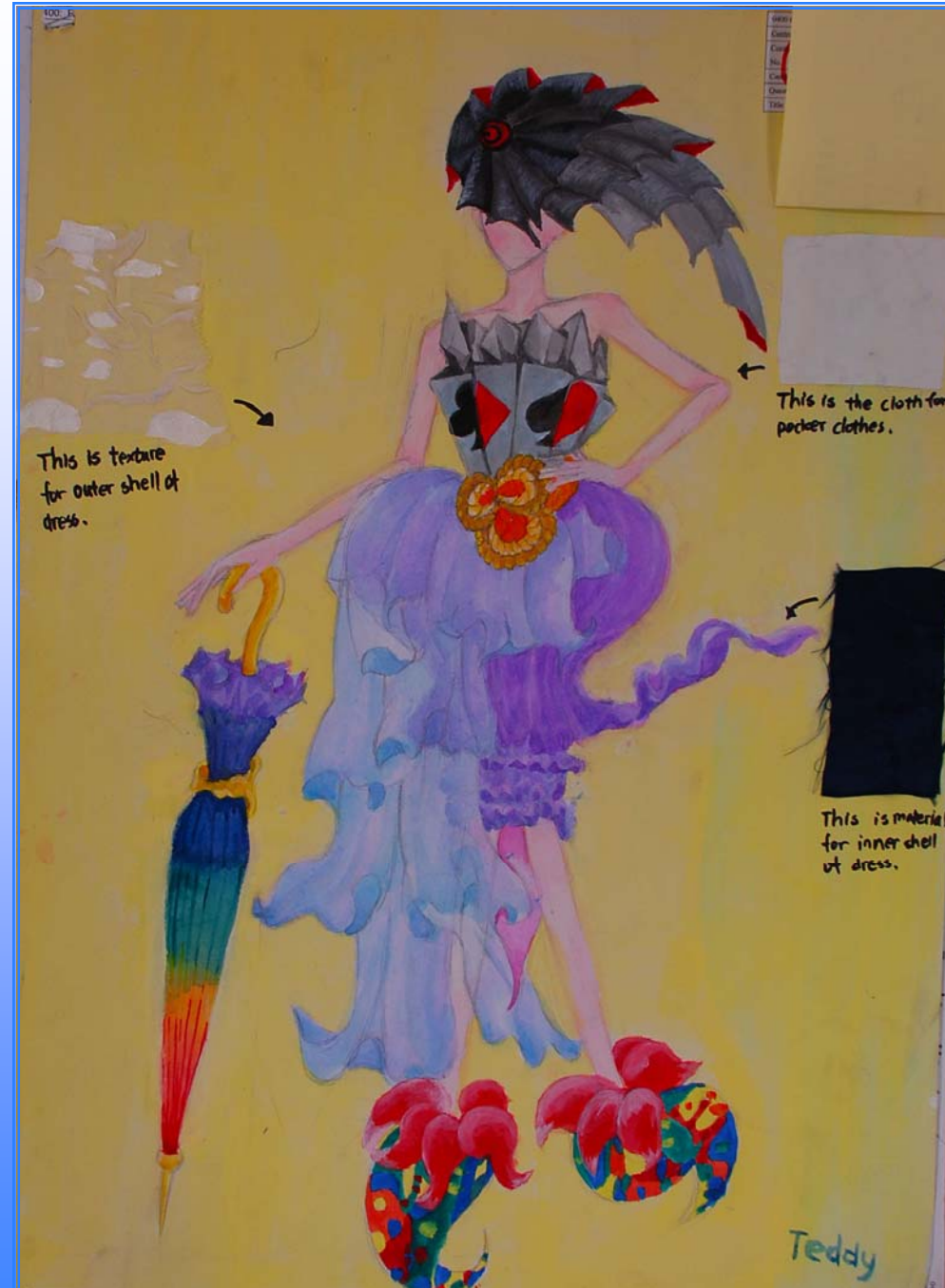
Design an aviary, based on a hexagonal ground plan, to surround a pond and water cascade. Consider the placing of perches, platforms, trees, shrubs and plants. Show in an artist's impression how your design will look from one side.

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# Exemplar 97

AO1	<b>GATHERING, RECORDING, RESEARCH AND INVESTIGATION</b> (a) Investigate and research a variety of appropriate sources (b) Record and analyse information from direct observation and personal experience	20	18
AO2	<b>EXPLORATION AND DEVELOPMENT OF IDEAS</b> (a) Explore a range of visual ideas by manipulating images (b) Show a development of ideas through appropriate processes	20	19
AO3	<b>ORGANISATION AND RELATIONSHIP OF VISUAL ELEMENTS</b> (a) Organise and recognise the relationship of visual elements to contribute to the quality of the idea (b) Express ideas visually and make informed aesthetic judgements	20	20
AO4	<b>SELECTION AND CONTROL OF MATERIALS, MEDIA AND PROCESSES</b> (a) Show exploration and experimentation with appropriate materials (b) Select and control appropriate media and processes showing clarity of intention	20	20
AO5	<b>PERSONAL VISION AND PRESENTATION</b> (a) Show personal vision and commitment through an interpretative and creative response (b) Present an informed response through personal evaluation, reflection and critical thinking	20	20
TOTAL MARKS		100	97



# Secondary Resources



Resource: «A series of Dress Design»  
I like the soft dress and its waves. It is natural and warm. I want my dress has its shape.



I like ribbons on her hip. It looks like the light in the dark. I want to create this feeling on my magician.



«A series of Dress Design»

I like the face of owls that are pets of magicians. I want to use ropes to form the pattern of owl's faces and composed them in to a laughing face, which is the belt of magician.



The chameleon has colorful skin and elegant tail. It shows magic.  
Resource: rtpic.com



The crown around its head is pretty. I want this part to decorate magician's head. It shows power and life.



Resource: «The Encycle pedia of animals»  
I like bat's wings. It can show mystery and darkness. I think it is suitable to decorate magician's head.



«The Encycle Pedia Of Animals»



Resource: WWW.56 Magic.com  
It inspires me that poker cards could be in other colors rather than black and white only. I want to paint my magician's clothes into white and purple or black.



Resource: WWW.wallcoo.com  
Her ribbons have similar shape and texture as my magician's outer shell of dress. I like its color and feeling of transperance.

## Supporting Work

# Experiments



I like option 4. It is the same color as that on chameleon's skin.



I like Red 2. It is the most warm red in the 5. I want it to be the color of pocket clothes.



I like the 3rd purple. It is romantic and mysterious. I want my outer shell dress to be this color.



Blue 2 is beautiful. It is the color of universe. It is deep and magic. It's for dress. Blue 4 is another option for my outer shell dress.



Blue 4 is the color of sky. It is always be the color of fairy's ribbons. So it could be the color of outer shell.



I like green 1. It is the color of grass and leaves. Thus, it can be put on the chameleon-shaped shoes.



I think option 6 could be the color of the tip on her inner dress.



I want to try out other colors for inner dress. But the results are not I expected. Because they give a feeling of relax rather than magic.



It is the test for color mixture on inner dress. I think the option 2 and 3 give the atmosphere of fairy and mystery. Option 1 can be the color of the shade part of the innerdress.



It is the test for the transparency for dress. I like option 2. Because Option 1 is too light to be seen, and option 2 is just suitable for the outer-shell to be seen clearly.

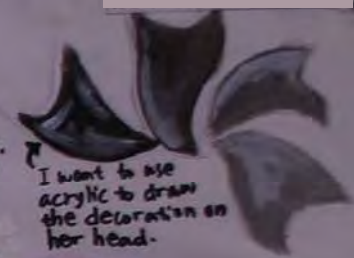


These are tests for umbrella. I use different methods to mix the colors.

I like test 1. Because the colors are mixed naturally. It looks like chemical reaction that magicians always play with. It is made by dip dry color in a row. Then add water drops between colors. At last, blow wind above them.



They are they color tests for magician's shoes. I like option 4. Because it is clearer than the others. Option 1, 2, 3 are dull and dirty. But I like the red in 5 and blue in 6.



I want to use acrylic to draw the decoration on her head.



This is the outer shell. I like its texture of transparency.

This is the material for making the pocket clothes. It is comfortable to wear.

This is the cloth for inner dress. Its surface is smooth and elegant.

It is the texture of outer-shell dress. But the final color will be different from this cloth.

## Supporting Work

# Brain Storm

## Magician

- moon
- stars
- sun
- magic lotus lantern
- blue
- purple
- red
- tears
- faing
- cactus
- ribbons
- belt
- Dress
- Peony
- Pink
- mask
- Venice butterfly
- hat
- bat
- wings
- fur
- peacock
- parrot
- night-blooming cereus
- magic stick
- chilli
- red
- yellow
- witty
- chameleon
- clouds
- lotus
- clothes
- shoes
- bat
- black wings
- red
- cards
- scorpion
- owl
- face
- eyes
- bat
- bicycle
- petal
- fire
- birds
- wings
- skin
- tail
- crown
- sparkle
- burning
- smoke
- colorful
- eye balls
- balls
- horn
- green
- light

### Layout 1

I drop this option, because it looks like a jungler rather than magician. Also, the colors are dirty.

**Final**  
This is my final option. I like her lovely inner dress developed from option 1 & the transparent outer shell evolved from option 2. I add poker cards to show she is a magician. I like the ropes on her belt, which is preserved from the clothes in Layout 1. I also love the colorful shoes that have elements of wisty and chameleon. But the transparency of her outer shell should be improved. The color is too thick. The color on shoes are dirty. I want to make it clearer.

**Layout 2**  
I like her full dress but I don't like her cloth, its shape is not creative.

## LAYOUT OPTION

My magician is a mysterious and fairy-like creature. I use bat's wings to decorate her hairs. It gives feelings of darkness and vampire. Her clothes are made up of poker cards, which showing her occupation of being a magician. On her belt, there is a laughing face, derived from owl's face, is made up of ropes. For magician is able to amuse and excite audience. The inner dress is the shape of magic lotus lantern that is a flower belonging to a goddess in Chinese ancient myth. Her outer shell is composed of fairies' ribbons showing her magic power. My idea of shoes is inspired from chameleon. This mysterious creature can change the color of its skin. So it has a similar ability as magician. The umbrella in 7 colors arranging in circle is her stage property. It helps her with puzzling the audience.

### Self Assessment

I think the drape, belt, clothes are success. The shapes of dress and outer shell are good. But the color of inner and outer dress should be more harmonical. The color of shoes could be clearer. Overall, it is a fantastic design. I like it.

PTO →

## Supporting Work

# Observational Study



I need a body proportion for my magician.  
It helps me to draw the pose of my magician.

# Artist Link

John Galiano  
John Galiano was born in Gibraltar on 28 November 1960. His mother was a Spanish and his father is a Gabrieli. He attended Martin's College of Art and Design and graduated in 1984, with a collection inspired by the French Revolution. In 1987 and 1994, he was awarded to be "British Designer of the Year". In 1997, Galiano shared this reward with Alexander McQueen. However, his first show was in 1989, as a part of Paris Fashion Week. In Paris, he lost finance support from Amor, but with the help of Vogue's chief and correspondent at Vanity Fair, finally, he obtained financial backing and high status in fashion. John became to be the designer of Givenchy in 1995 and was introduced into Christian Dior in 1996.  
Galiano is the first British designer, leading French fashion houses. His ideas are always derived from theatre and films.  
His designs preserve and combine English preciseness and operatic features of eschatological romance. These designs are about a legend of the century. They have some ancient elements and some new ones. These designs are creative and mysterious. They the feelings the magicians should give to their audience. I think there are connections between my clothes and his. We tend to present an atmosphere of darkness and mysteries. Our dresses all have ball-shape parts. So I think John Galiano's work can help me.

about High Custom clothing Line winter Dior



# Supporting Work Photographs



It is magic lotus lantern. I use its bud as the shape of magician's inner dress. But I like the purple-blue color of its blooming flower. So I replace the red by using purple-blue.



It is peony. I like its bent edge on the petal. Because it is elegant. I want the edge to be the drape on my inner dress.

# Reference

Alice in Wonderland



Alice, a 19-year-old girl, escapes from her engagement party and accidentally falls into 'Underland' after encounters with a talking rabbit. Here she sees magic animals, foods and people.  
The Red Queen's lip is in the shape of red heart. Also her guards are red heart card men. It coincides with my magician's pocket clothes. The movie is about a magic world. I think our themes are similar. We also use purple, blue and red to create the feeling of romance and mystery. In addition, the movie contains incredible elements, such as large mushroom, blue cat, blue caterpillar, while, I add chameleon and owl to produce magic atmosphere.

## Supporting Work

# Exemplar 91

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TOTAL MARKS		100	91







## Supporting Work

# Design Study



Supporting Work

# ALTERNATIVE Design

## MARINE LIFE

I study the design of marine life mosaic and learned that the **COLOR** is very bright and colorful. It has the color of dominant blue for marine. The **LINE** used are mostly curve lines, for waves and the sea creatures. And the form and structure of the sea creatures are variable and unique. Some are round (urchin, shell). Based on my study in page 1, there are different and interesting shapes.

I also see that the **VALUES** are darker in the deep area of the ocean.

I tried to study the **TEXTURE** of the mosaic are different and variable. As for the sea waves the texture are smoother than the texture of a sea creature. The mosaic pattern in sea waves are in order while the pattern in sea creatures are unorganized and random shapes.



SPACE for the objects and for the background.

mosaic in random manner used for the fish and organized pattern for the background.

### ALTERNATIVE 1.



octopus mosaic

dolphins

### ALTERNATIVE 2.



turtle sea urchin

sea shell



Here is my second alternative, I use brighter colors to make it look more fresh and alive. I use the color used to represent marine - dominant blue. Also, the pool is more functional than my first alternative. This gives more space for people to move. the focal point of this swimming pool is the sea shell. It has a very bright color making it stand out from the rest of the objects.



This is my first alternative. I made the pool in the shape of a turtle. I also added green grass on the edges. Although the color in this alternative is mostly brown and it looked dull. It doesn't look like a children's pool and adults might not like the dark color as well. Lines used are mostly curve to show that it isn't a stiff and boring swimming pool.

## Supporting Work



## Supporting Work

## Exemplar 86

AO1	<b>GATHERING, RECORDING, RESEARCH AND INVESTIGATION</b> (a) Investigate and research a variety of appropriate sources (b) Record and analyse information from direct observation and personal experience	20	17
AO2	<b>EXPLORATION AND DEVELOPMENT OF IDEAS</b> (a) Explore a range of visual ideas by manipulating images (b) Show a development of ideas through appropriate processes	20	17
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TOTAL MARKS		100	86



# Before Daybreak

Before daybreak describes the time between the night and a new day which is about to start. It's important to capture a moment before the sun goes up but also when the night is already over, so it should be at dawn.

With a chronological order of photos which show the process from night to the day I want to emphasize the actual moment at dawn.

The photos are all made by myself when I was in Spain for the holidays but unfortunately they are not all made at the same place, some I made at a hotel, some at my house and another one at the sea.



But it's not only important to capture the right moment, you can also associate 'before daybreak' with a lot of different items. Think about it, what do you do before daybreak? What do other people do? The first idea which came to my head and really fascinated me was an image of a woman on her way home after a long party night, high heels in her hand, messy hair, blurry make up... or a baker getting up because he needs to start making the bread.

or a business man, in one hand a coffee and in the other hand his suitcase, waiting for his plane at the airport. I really like making photographs of people because they show so much emotions but this time I chose to work with a building and nature because in my opinion the topic 'before daybreak' has a lot to do with nature and what I like about this is that you can really feel the freedom/nature when you have a wide perspective and a wide atmosphere.

Write the assignment as to design a short course I thought of a title for the course which is then going to be reflected in the photographs for this course. The idea which came first to my head was a complete scene of a city at the edge of the sea during the day but when I went to the city and everything, the idea I had was that the weather was thought about a person before daybreak. In a moment when it is still dark at night but when the sun is already over which creates an artistic feeling.

On the photographs of a person photographing. Maybe someone I could have photos which are similar to the idea I have in mind. I think to put out 3 photos which the photographer took in the early morning. On the sea at dawn the sea was very dark and when the sun has risen give the photograph a warm of history.

Since I wanted that the title 'before daybreak' is going to be a little better I needed to create a historical atmosphere and an artistic feeling. I thought about the sea at dawn as a point which is between the night and the day when the night is already over.

These photos I took towards sunset which is in the morning but I was already in the night and you can see the sun and the clouds because I was very close with the clouds and the sun.

In my second attempt I took the photos during a sunset. I think I really liked the moment when the sun is low. I liked to take 30 minutes before the sun goes down. I liked the atmosphere of the sunset and the clouds. I liked to take the photos during the sunset because I liked the atmosphere and the clouds. I liked to take the photos during the sunset because I liked the atmosphere and the clouds.

## Supporting Work

After trying out both water and the rain I decided to take the rain because in my opinion it has a better effect to create a mystical atmosphere and also it is easier to handle with. Since I have now chosen my inspiration for the DVD cover, I needed to decide from which perspective and which part of the object I was going to use and tried out different options.

Unfortunately the colours are not very appropriate as it was still kind of dark but I have to edit the light of the photos in the computer. I had to be careful so that I don't light them up too much so that it looks like I made them at day. These photos show different perspectives and parts of the ruin.

In this photo the hand of my friend is seen who walked with me to the ruin. The idea just came randomly to my head because I thought with a creepy hand I could maybe create a more arriad feeling.

This is the photography that I'm going to work with for my DVD cover. I chose this photo because I like the fact that the ruin is a little bit hidden by the trees and also I like that not the whole ruin is shown but only a part but at the same time it's not too close. Also the fact that one can see that the ruin is already very old and uses its colors very fit to my idea. I lighted the ...

... colours up so that one can see the actual image clearly and properly but when I worked on photoshop with it later, I made the colours darker again so that it doesn't look like it was made at day.

4) The process on the computer:

With the help of photoshop I now created the real cover. Starting with the normal photography I first of all changed the colours to more dark and put some more contrast into the image. The colour of the sky I edited to white/grey which gives the image a different atmosphere.

1) Firstly I made the same proportions as a DVD cover and added the other half of the cover as a white blank page which is going to be the back side. Then I added the title BEFORE DAYBREAK simply in black, using a type which

2) in my opinion fits to the atmosphere because it looks a little scary.

3) Now I added the names of actors (made them up) and put them on the top because on the bottom there was already the comment. Again I work on the title, this time on the side because in every DVD cover there is the name of the movie at the side of the DVD box written. Furthermore I added a number as room DVD has its own number and also the logo of DVD Video.

4) Four photos of my sister, which present a certain scene in the movie (where a woman needs a diary). I need these photos for the backside, as that are always photos of some scenes shown.

5) For the backside I chose to take a photo where the colours are in lighter colours

6) At this time I added a logo for the company Enigma, which I had found in the internet but I printed only the front side so that one can see how it looks like from the normal perspective as you see it in a video shop.

7) Then I put the DVD cover in an empty DVD box and took a photograph of it. I like it best in the box because thus it looks more real.

8) This is the final DVD cover. These are photos from different scenes like the one with the diary, the daybreak, and two photos I made at the ruin. I added text which describes the story and from another DVD cover I copied the copyright information.

## Supporting Work

# Exemplar 84

AO1	<b>GATHERING, RECORDING, RESEARCH AND INVESTIGATION</b> (a) Investigate and research a variety of appropriate sources (b) Record and analyse information from direct observation and personal experience	20	16
AO2	<b>EXPLORATION AND DEVELOPMENT OF IDEAS</b> (a) Explore a range of visual ideas by manipulating images (b) Show a development of ideas through appropriate processes	20	16
AO3	<b>ORGANISATION AND RELATIONSHIP OF VISUAL ELEMENTS</b> (a) Organise and recognise the relationship of visual elements to contribute to the quality of the idea (b) Express ideas visually and make informed aesthetic judgements	20	16
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AO5	<b>PERSONAL VISION AND PRESENTATION</b> (a) Show personal vision and commitment through an interpretative and creative response (b) Present an informed response through personal evaluation, reflection and critical thinking	20	18
<b>TOTAL MARKS</b>		<b>100</b>	<b>84</b>







Street Performer

For this fashion project I wanted my performers to be very mysterious, as in my mind I see the street performer as an unknown and shady character.



Above you can see early impressions of the characters. I adopted an African tribal look and I plan to expand on this idea.

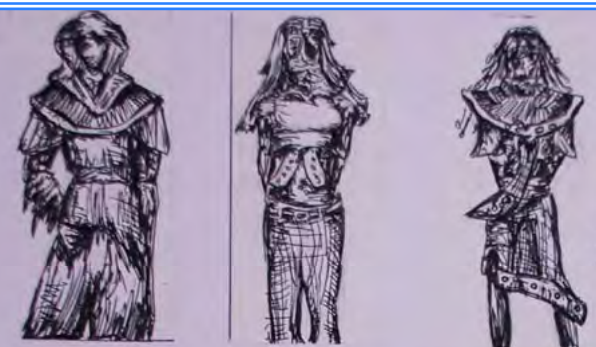
To the right I clashed an American street look with an ethnic head wrap.



To the left I have dressed the character in American like street clothes and mixed it with bright tribal colours.



Above are two more experimental aproachs, this time focusing greatly on an authentic African and arab traditional dress.



To the right are six quick pen sketches to explore a greater mix of traditional Arab and African cloths with more casual western clothes.



exploring a voodoo like masked man. Idea however I believe that can varying so far from the street performer idea.

I mixed a number of previous ideas in fabric of my final outcome I want to incorporate the two different cultures in this piece.

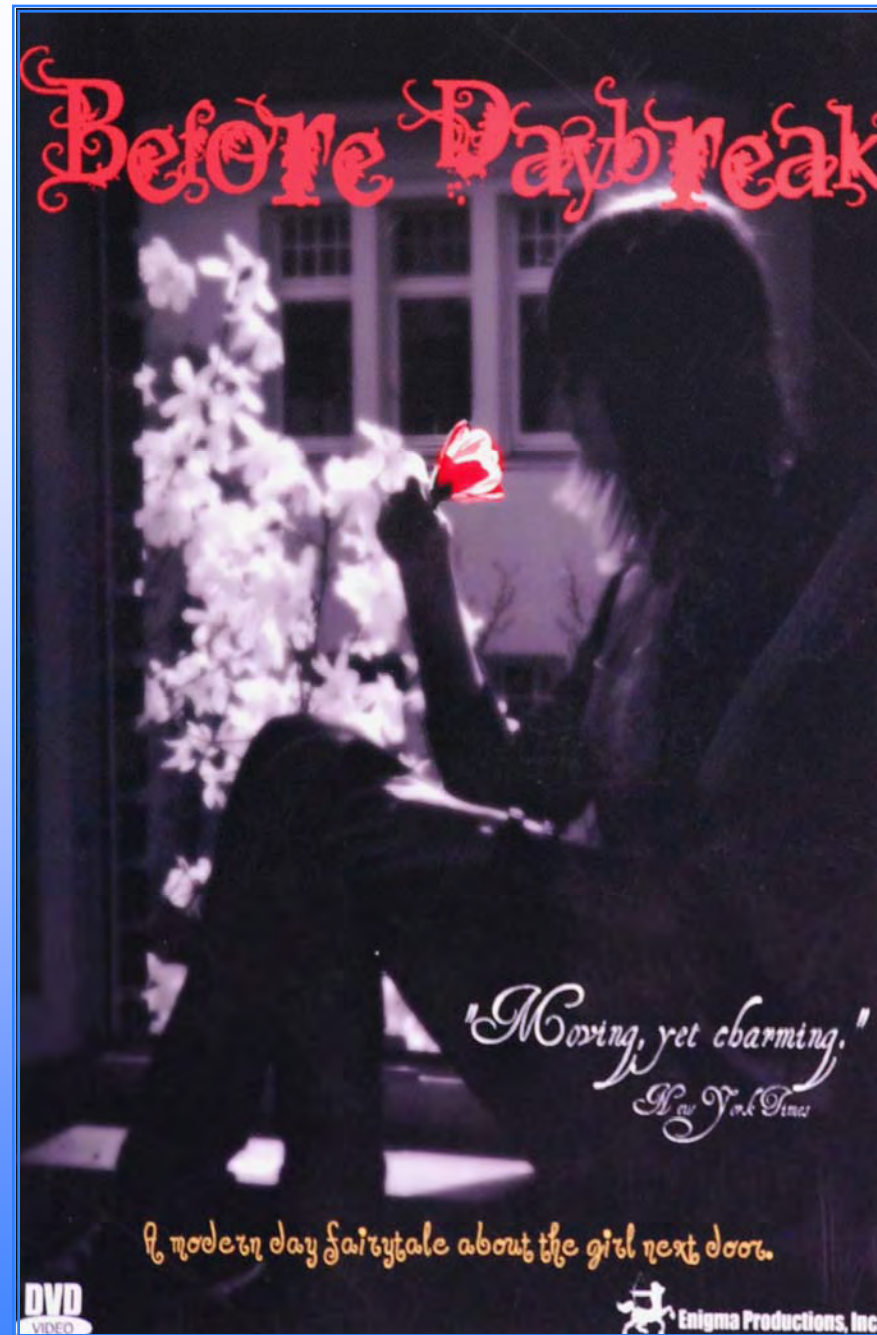


A lot of my ideas originated from the book "Ethnic Dress" by Frances Kennedy which explores diverse ethnic costumes from around the world. The photo above was taken from a chapter of the book that I studied carefully.

**Supporting Work**

## Exemplar 83

AO1	<b>GATHERING, RECORDING, RESEARCH AND INVESTIGATION</b> (a) Investigate and research a variety of appropriate sources (b) Record and analyse information from direct observation and personal experience	20	15
AO2	<b>EXPLORATION AND DEVELOPMENT OF IDEAS</b> (a) Explore a range of visual ideas by manipulating images (b) Show a development of ideas through appropriate processes	20	17
AO3	<b>ORGANISATION AND RELATIONSHIP OF VISUAL ELEMENTS</b> (a) Organise and recognise the relationship of visual elements to contribute to the quality of the idea (b) Express ideas visually and make informed aesthetic judgements	20	17
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TOTAL MARKS		100	83



# Before Daybreak...

## DVD Design Research



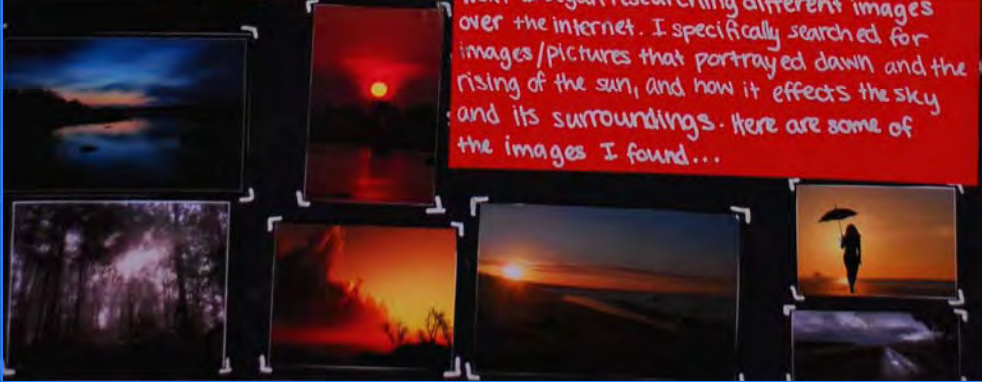
For the Design exam, I chose to design a DVD cover for a film called "Before Daybreak", produced by a company named Enigma. First I began researching different DVD covers, to broaden my knowledge, in order to be aware of all the different DVD covers. The first 3 DVDs show recently filmed movies, but during the late 1700's and early 1800's, showing a more historical aspect. I like how two photos are shown, one big, one small, and towards the bottom the title, I also find the photos in Pride and Prejudice are fitting to the title 'before daybreak' because it has an early morning feeling. Both are love stories, Pride & Prejudice is based on a book, while Becoming Jane is a story. If I decide to base my film on a love story the layout of these DVDs are taken in to consideration.

The next 3 DVDs are more action filled, containing suspense and romance. All DVDs have the title written at the bottom. The characters on the cover are looking more serious while compared to the other 3 above are more happy and peaceful and stereotypical love stories. "New Moon" in my opinion has a very similar title to 'Before Daybreak', although they do not necessarily mean the same thing, both have to do with the atmosphere, and its cycle. Considering whether I would like to give my DVD a more scary cover, these films are some simple examples to assist.



These movies are classic romantic stories; all are quite recent and modern. The DVD covers show different ways of some recent romantic DVDs are structured. The cover for 'The Last Song' in my opinion is quite nice, would and reflects the title for my DVD well, especially how the sun is in the middle of the cover, which is helpful for my idea if I want to use the sun in anyway. All DVDs show two people together; there is never anyone who is alone. Three DVDs are set by the beach, only one is in the city Since I am not able to venture out to the beach, especially with nice weather, to have my cover set on the coast is not an option.

Next I began researching different images over the internet. I specifically searched for images/pictures that portrayed dawn and the rising of the sun, and how it effects the sky and its surroundings. Here are some of the images I found...



## Supporting Work

# Before Daybreak



Here are some of my own photos of day break and dawn. I took them by my house, in my opinion they are good shots, showing all the different shades of the sky...

Afterwards... I found it fitting to take a few photos of a person (my friend) for the DVD cover because having a person on the cover is always important for a DVD, showing an actor/actress that might be keen for the audience and the snapshot/own photograph its self must be pleasing to the eye and catch ones attention... so here are a few of my photos.



## Supporting Work



## Supporting Work

① **Before Daybreak** Love lost. Love found.

② **Before Daybreak** Love lost. Love found.

③ **Before Daybreak** Love lost. Love found.

After I took some pictures with my friend I decided on taking a photograph with the character on the DVD cover instead of a picture with the landscape only. This photo has been photocopied a few times I personally liked this photo a lot and thought it had a lot of potential. It turned out looking more like a real movie.

④ **Before Daybreak** "Character still looking." New 21 Faces.

⑤ **Before Daybreak** "Character still looking." New 21 Faces.

⑥ **Before Daybreak** "Character still looking." New 21 Faces.

This DVD cover was not what I had along, therefore I began to think about it and start to work on the cover. In order to see the scene properly, although most DVDs are only in black and white. First, I took a photo in color. The cover would have a more "deeper" feeling, especially since the film attracts the new and the young. The woman

Instead of interpreting 'Before Daybreak' in a literal sense I added a different twist, therefore giving it more of a poetical sense. Since 'Before Daybreak' can be interpreted as a new beginning and coming out of a period of sadness, I decided on using surrounding my piece based on that concept. It will be very difficult to decide on my final piece.

I made sure to add the subject and DVD tags, including the question from a magazine/newspaper/critic.

The website I used for my photo editing was:  
[www.piknik.com](http://www.piknik.com)

INT. SCHOOL OF BUREAU DE 220  
EMILY ISBERRY ON 93

## Exemplar 80

AO1	<b>GATHERING, RECORDING, RESEARCH AND INVESTIGATION</b> (a) Investigate and research a variety of appropriate sources (b) Record and analyse information from direct observation and personal experience	20	16
AO2	<b>EXPLORATION AND DEVELOPMENT OF IDEAS</b> (a) Explore a range of visual ideas by manipulating images (b) Show a development of ideas through appropriate processes	20	16
AO3	<b>ORGANISATION AND RELATIONSHIP OF VISUAL ELEMENTS</b> (a) Organise and recognise the relationship of visual elements to contribute to the quality of the idea (b) Express ideas visually and make informed aesthetic judgements	20	16
AO4	<b>SELECTION AND CONTROL OF MATERIALS, MEDIA AND PROCESSES</b> (a) Show exploration and experimentation with appropriate materials (b) Select and control appropriate media and processes showing clarity of intention	20	16
AO5	<b>PERSONAL VISION AND PRESENTATION</b> (a) Show personal vision and commitment through an interpretative and creative response (b) Present an informed response through personal evaluation, reflection and critical thinking	20	16
TOTAL MARKS		100	80





## Supporting Work

# MARINE LIFE



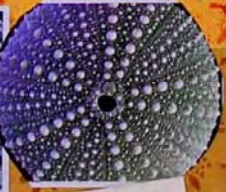
THE FISH SCALES ARE REALLY NICE-LOOKING, ESPECIALLY WHEN THEY ARE TURNED INTO MOSAIC. FISH SCALES ARE REPEATED PATTERN, THE TEXTURE OF FISH SCALES IS SLIMY.



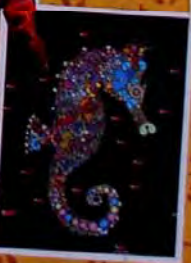
MARINE LIFE HAS MORE CURVY LINES THAN LINEAR LINES. THIS IS TO SHOW THE EFFECT OF THE SEA WATER.



OCTOPUS HAVE REALLY NICE DETAILS ON ITS TENTACLES. USUALLY THE COLOUR OF AN OCTOPUS IS SIEBER, RED, PURPLE OR GREY.



SHELLS, CORALS & SEA URCHINS ARE USUALLY PINK VALUED. EVEN SO, THEY ARE STILL AS BEAUTIFUL AS THE OTHER MARINE CREATURES.



JELLY FISH, PRAWN, SEA TURTLE, SEA HORSE AND STAR FISH ARE EXAMPLES OF MARINE CREATURES. MARINE CREATURES ARE USUALLY LIGHT VALUED & HAVE ATTRACTIVE COLOURS.

## Supporting Work





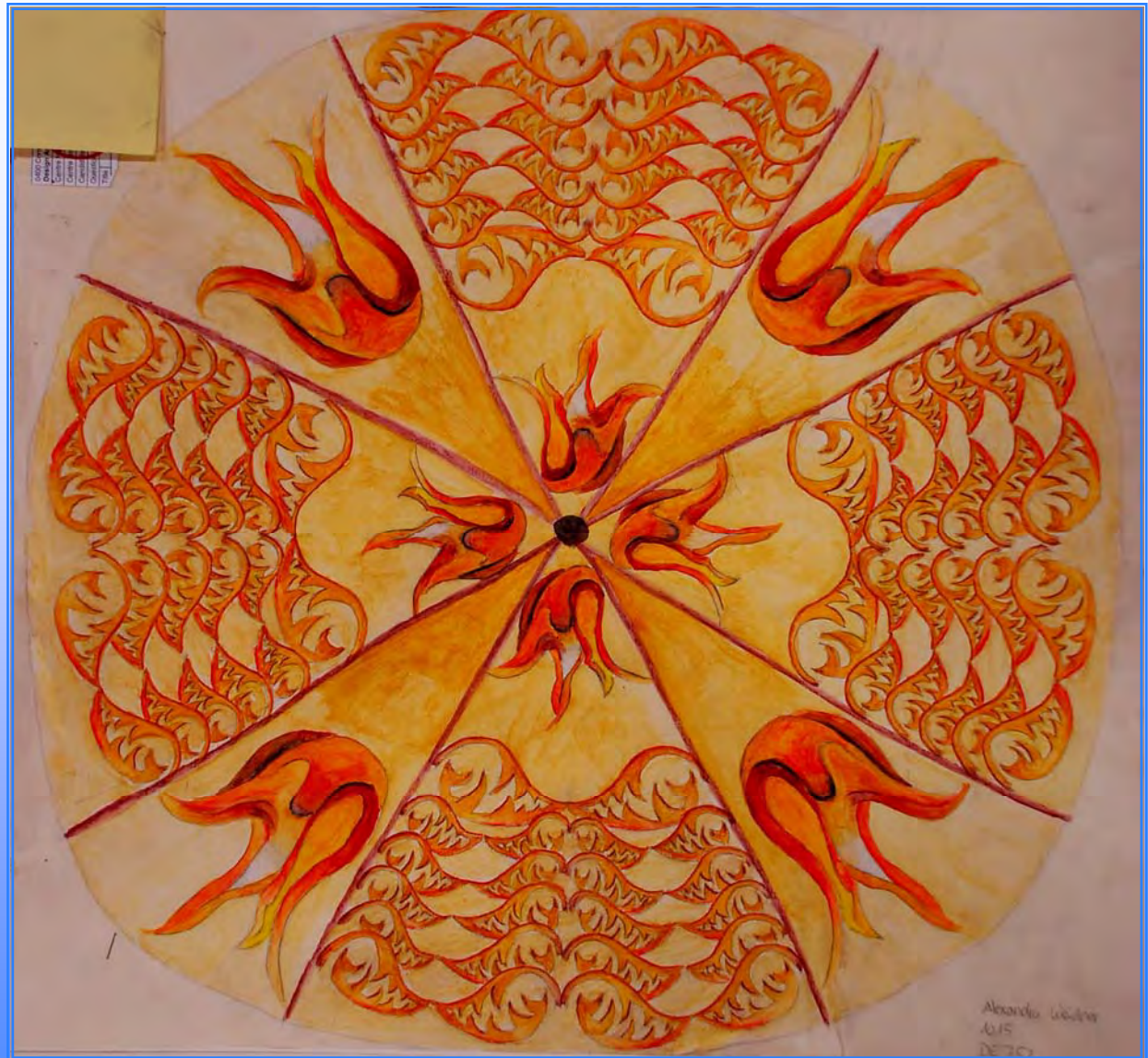
## Supporting Work



## Supporting Work

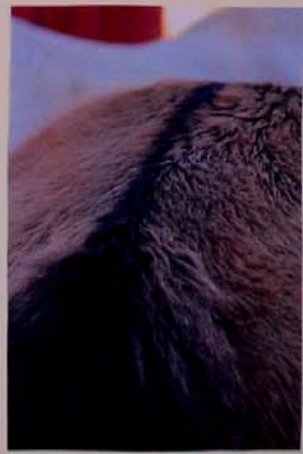
# Exemplar 74

AO1	<b>GATHERING, RECORDING, RESEARCH AND INVESTIGATION</b> (a) Investigate and research a variety of appropriate sources (b) Record and analyse information from direct observation and personal experience	20	13
AO2	<b>EXPLORATION AND DEVELOPMENT OF IDEAS</b> (a) Explore a range of visual ideas by manipulating images (b) Show a development of ideas through appropriate processes	20	14
AO3	<b>ORGANISATION AND RELATIONSHIP OF VISUAL ELEMENTS</b> (a) Organise and recognise the relationship of visual elements to contribute to the quality of the idea (b) Express ideas visually and make informed aesthetic judgements	20	16
AO4	<b>SELECTION AND CONTROL OF MATERIALS, MEDIA AND PROCESSES</b> (a) Show exploration and experimentation with appropriate materials (b) Select and control appropriate media and processes showing clarity of intention	20	15
AO5	<b>PERSONAL VISION AND PRESENTATION</b> (a) Show personal vision and commitment through an interpretative and creative response (b) Present an informed response through personal evaluation, reflection and critical thinking	20	16
<b>TOTAL MARKS</b>		<b>100</b>	<b>74</b>





2015, Alexandra Ushakov



For the observational drawing I took photos of my horses. I took photos of every marking and then decided to work with the movement of the fur.



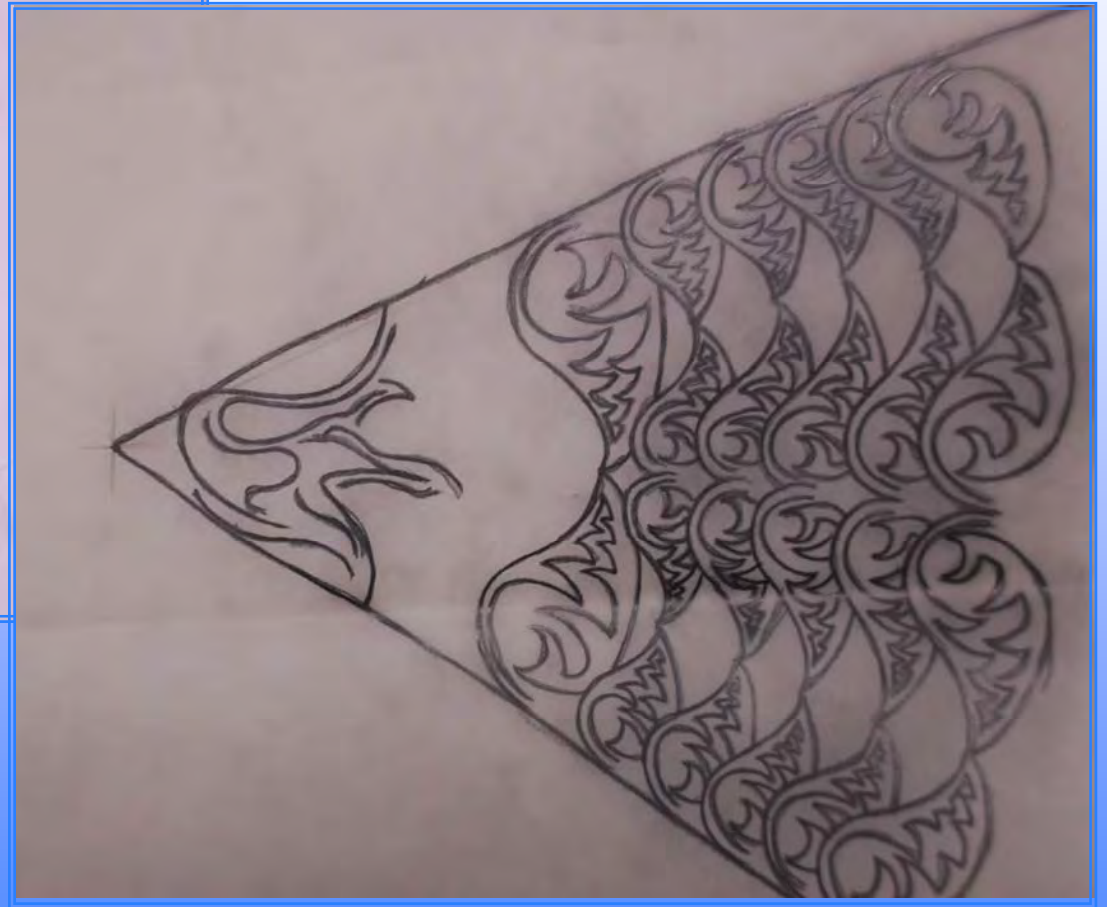
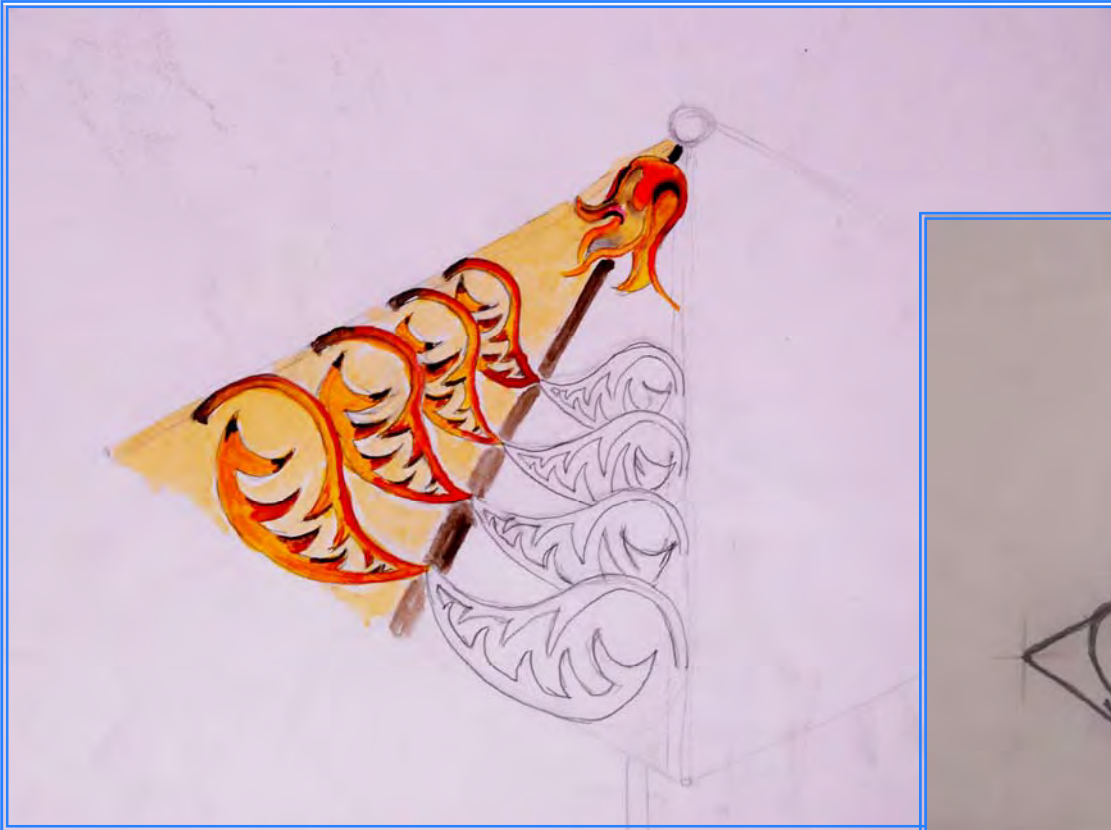
I tried to form different shapes out of the fur's movement. The fur flows and the movement is soft so I tried to get flowing and soft shapes.

I have chosen these colours because I can find these at my horses.



2015, Alexandra Ushakov

# Supporting Work

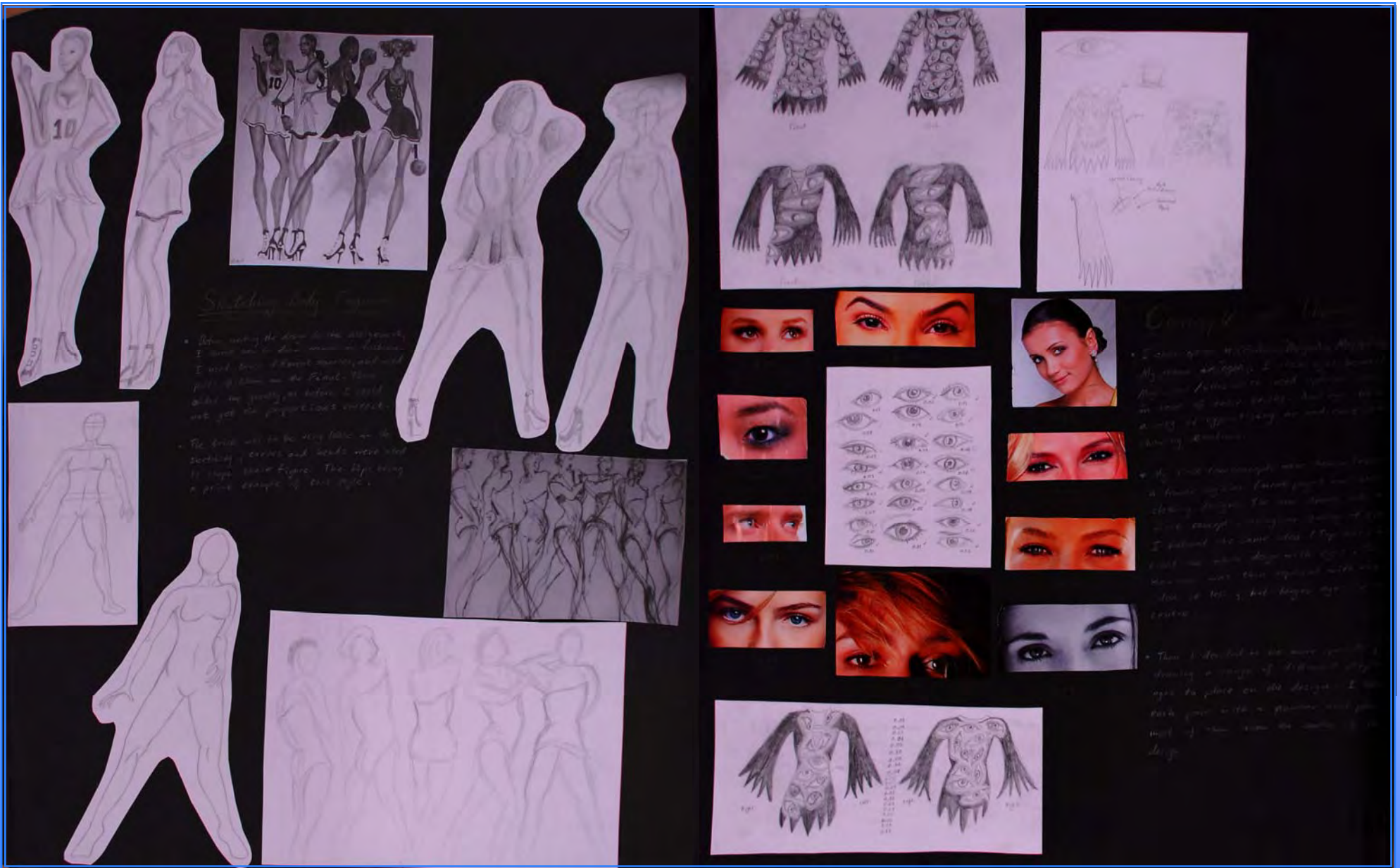


**Supporting Work**

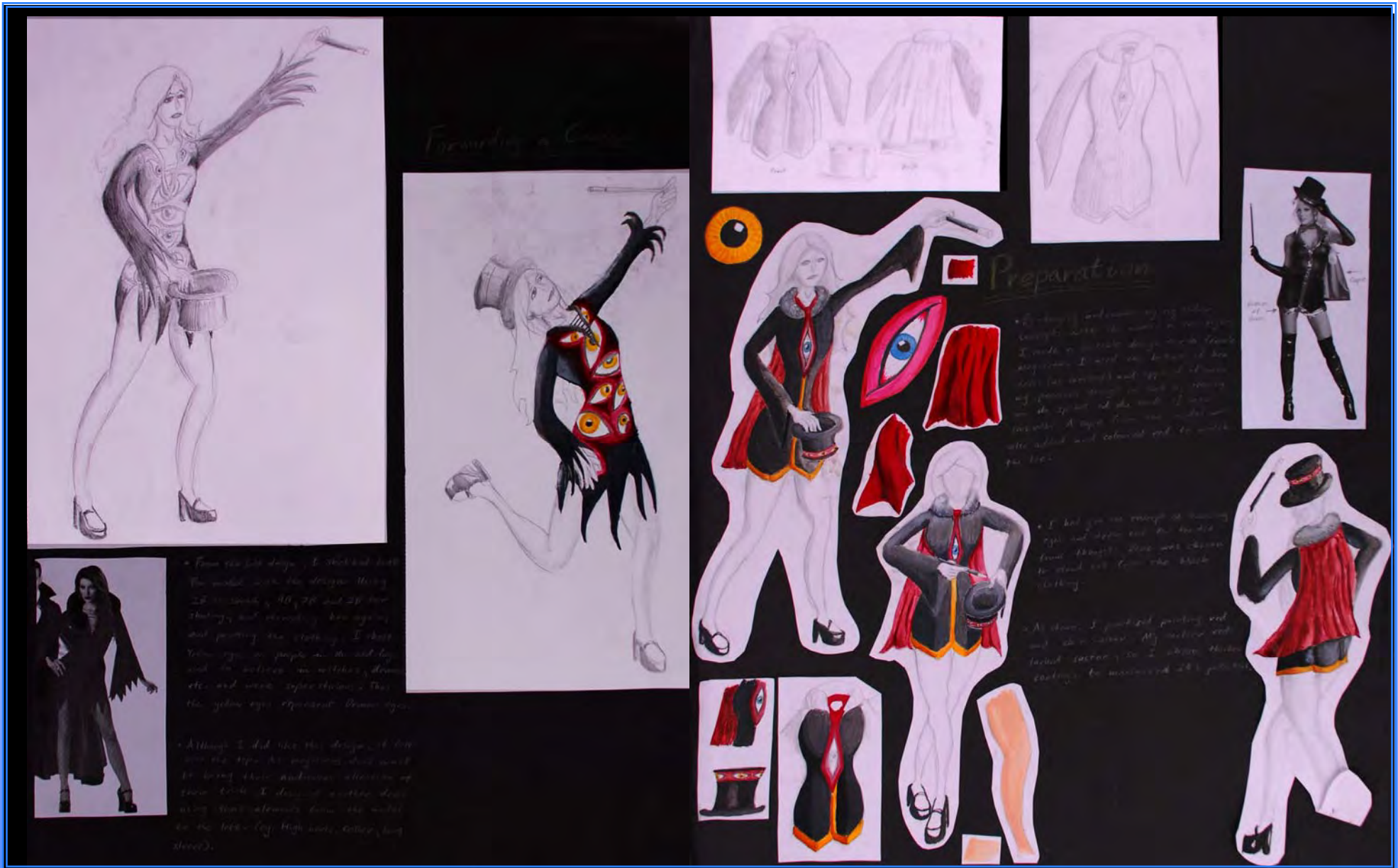
# Standard 71

AO1	<b>GATHERING, RECORDING, RESEARCH AND INVESTIGATION</b> (a) Investigate and research a variety of appropriate sources (b) Record and analyse information from direct observation and personal experience	20	13
AO2	<b>EXPLORATION AND DEVELOPMENT OF IDEAS</b> (a) Explore a range of visual ideas by manipulating images (b) Show a development of ideas through appropriate processes	20	14
AO3	<b>ORGANISATION AND RELATIONSHIP OF VISUAL ELEMENTS</b> (a) Organise and recognise the relationship of visual elements to contribute to the quality of the idea (b) Express ideas visually and make informed aesthetic judgements	20	14
AO4	<b>SELECTION AND CONTROL OF MATERIALS, MEDIA AND PROCESSES</b> (a) Show exploration and experimentation with appropriate materials (b) Select and control appropriate media and processes showing clarity of intention	20	15
AO5	<b>PERSONAL VISION AND PRESENTATION</b> (a) Show personal vision and commitment through an interpretative and creative response (b) Present an informed response through personal evaluation, reflection and critical thinking	20	15
TOTAL MARKS		100	71





## Supporting Work



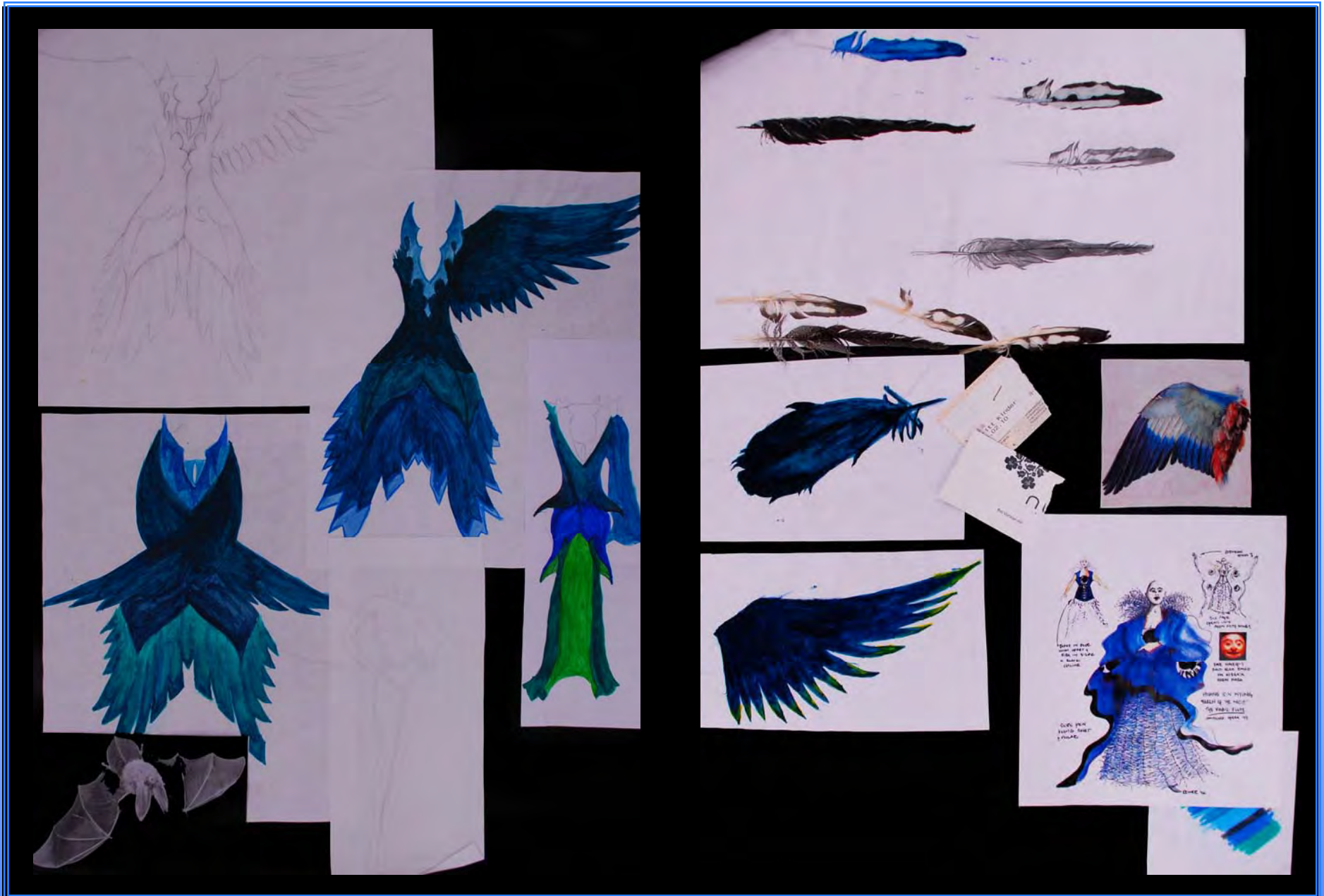
Supporting Work



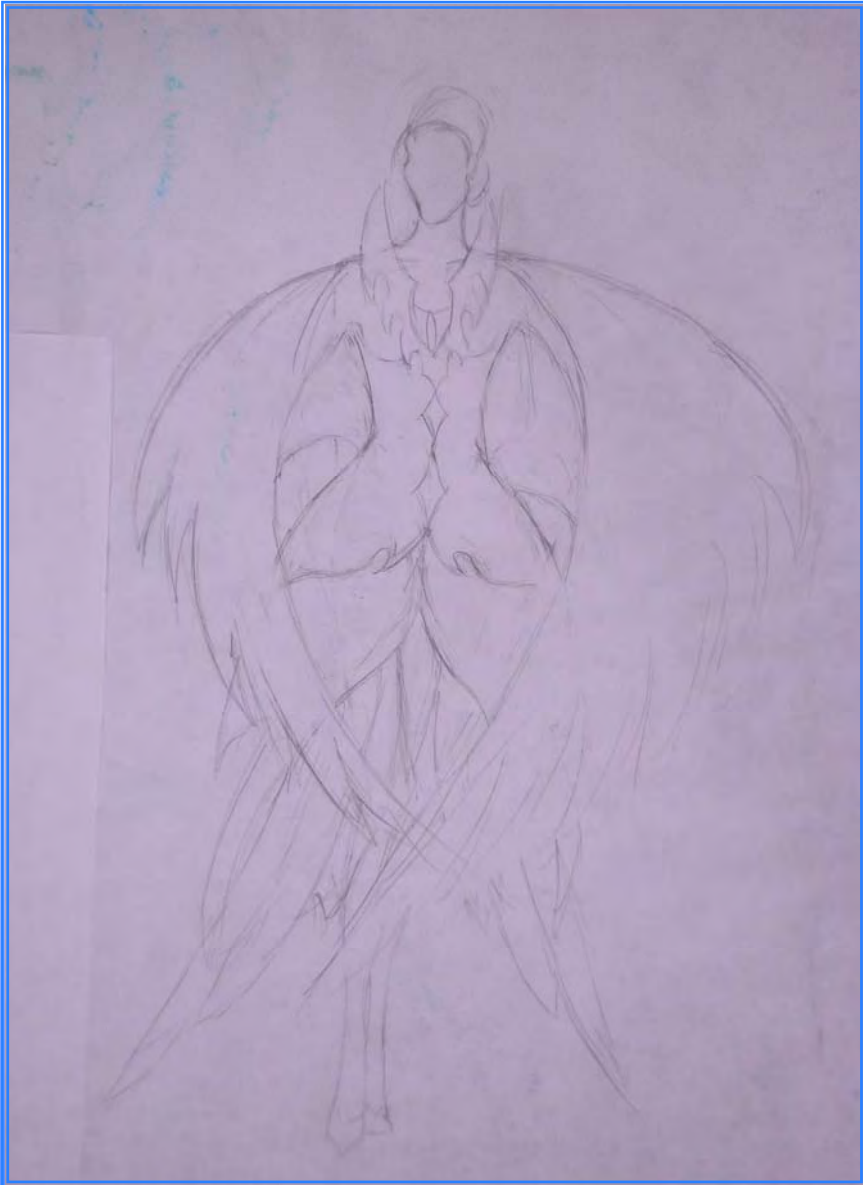
# Standard 69

AO1	<b>GATHERING, RECORDING, RESEARCH AND INVESTIGATION</b> (a) Investigate and research a variety of appropriate sources (b) Record and analyse information from direct observation and personal experience	20	14
AO2	<b>EXPLORATION AND DEVELOPMENT OF IDEAS</b> (a) Explore a range of visual ideas by manipulating images (b) Show a development of ideas through appropriate processes	20	13
AO3	<b>ORGANISATION AND RELATIONSHIP OF VISUAL ELEMENTS</b> (a) Organise and recognise the relationship of visual elements to contribute to the quality of the idea (b) Express ideas visually and make informed aesthetic judgements	20	14
AO4	<b>SELECTION AND CONTROL OF MATERIALS, MEDIA AND PROCESSES</b> (a) Show exploration and experimentation with appropriate materials (b) Select and control appropriate media and processes showing clarity of intention	20	14
AO5	<b>PERSONAL VISION AND PRESENTATION</b> (a) Show personal vision and commitment through an interpretative and creative response (b) Present an informed response through personal evaluation, reflection and critical thinking	20	14
<b>TOTAL MARKS</b>		<b>100</b>	<b>69</b>





## Supporting Work



## Supporting Work

## Exemplar 62

AO1	<b>GATHERING, RECORDING, RESEARCH AND INVESTIGATION</b> (a) Investigate and research a variety of appropriate sources (b) Record and analyse information from direct observation and personal experience	20	12
AO2	<b>EXPLORATION AND DEVELOPMENT OF IDEAS</b> (a) Explore a range of visual ideas by manipulating images (b) Show a development of ideas through appropriate processes	20	11
AO3	<b>ORGANISATION AND RELATIONSHIP OF VISUAL ELEMENTS</b> (a) Organise and recognise the relationship of visual elements to contribute to the quality of the idea (b) Express ideas visually and make informed aesthetic judgements	20	13
AO4	<b>SELECTION AND CONTROL OF MATERIALS, MEDIA AND PROCESSES</b> (a) Show exploration and experimentation with appropriate materials (b) Select and control appropriate media and processes showing clarity of intention	20	13
AO5	<b>PERSONAL VISION AND PRESENTATION</b> (a) Show personal vision and commitment through an interpretative and creative response (b) Present an informed response through personal evaluation, reflection and critical thinking	20	13
TOTAL MARKS		100	62





This is the logo for USSR. I think this logo is good in design. The red means passion, revolution. the sickle and the hammer means workers.

found on [www.google.com](http://www.google.com).



This logo is different from some normal logo. It's complicated in shape and colour. found on [www.google.com](http://www.google.com).



The silver ore, it shows the texture of silver.

found on [www.google.com](http://www.google.com).



The silver rings, this picture shows the texture of the refined silver. it can offer me the primary image of the necklace.

found on [www.google.com](http://www.google.com).

### Experiment:

Acrylics:



gouache:  
go



הכסף  
הטהור  
הוא  
הכי  
חשוב

הכסף  
הטהור  
הוא  
הכי  
חשוב



The silver cross, it offers me the best shape of cross needed in my final outcome found on [www.google.com](http://www.google.com).



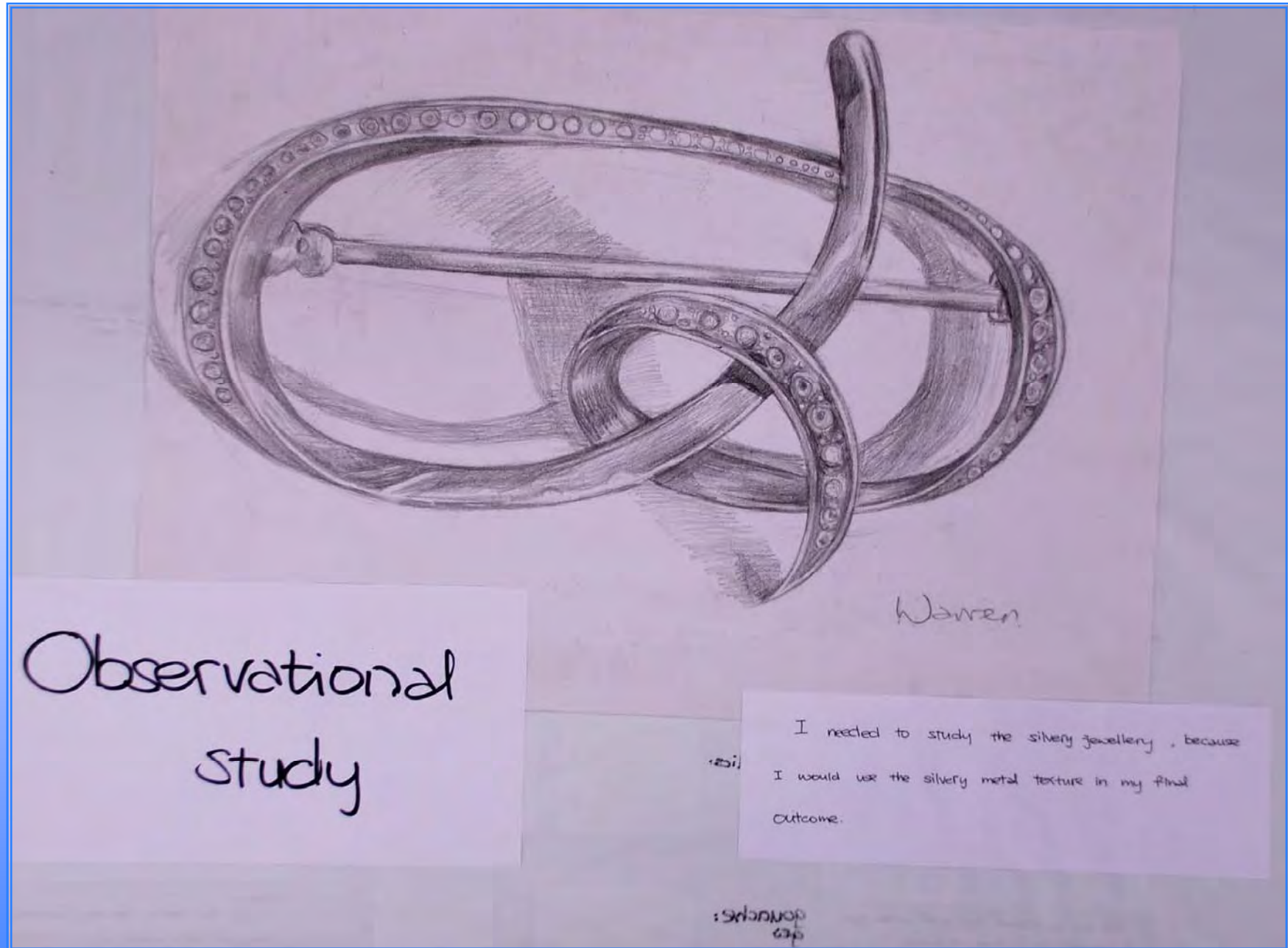
A variety of platinum jewelry. it offers me lots of kinds of jewellery with different shape.

found on [www.google.com](http://www.google.com).



Another:  
A logo for famous jewelry company found on [www.google.com](http://www.google.com).

## Supporting Work



Observational  
study

Warren

I needed to study the silvery jewellery, because  
I would use the silvery metal texture in my final  
outcome.

## Supporting Work

## Brain Storm.



## Theme

I want to link the shape of "ONYX" and the shape of jewelry together to form my logo. "O" shape is similar to the shape of necklace, "O" shape is like the shape of the cross. The "NY" between "O" and "X" can be designed as the linkage of the jewelry. The jewelry is shining silvery color, surrounded by a black background. The silvery color means the noble, high price of the jewelry, the black background emphasize the shining surface of the jewelry, the nobleness of jewelry. Also, the black background gives people the mysterious feeling.

This logo is the expression of the combination of jewelry and "ONYX"

## ARTIST LINK

Wassily Wassilyevich Kandinsky was a Russian painter, and art theorist. He is credited with painting the first modern abstract works.

Born in Moscow, Kandinsky spent his childhood in Odessa. He enrolled at the University of Moscow and chose to study law and economics. Quite successful in his profession — he was offered a professorship (chair of Roman Law) at the University of Dorpat — he started painting studies (life-drawing, sketching and anatomy) at the age of 30. He died at Neuilly-sur-Seine in 1944.

I studied Kandinsky because he converted the complicated image into basic, simple ones with lines and curves, although these image means nothing in his later works. It's similar to my basic idea to design logo, using simple images to express the complicated events, with lines and curves. Even at last, you can't recognize what the logo means originally, but I am trying to avoid such situation.



Wassily Kandinsky - Composition VIII - 1923 - oil on canvas

## Supporting Work

## Exemplar 59

AO1	<b>GATHERING, RECORDING, RESEARCH AND INVESTIGATION</b> (a) Investigate and research a variety of appropriate sources (b) Record and analyse information from direct observation and personal experience	20	8
AO2	<b>EXPLORATION AND DEVELOPMENT OF IDEAS</b> (a) Explore a range of visual ideas by manipulating images (b) Show a development of ideas through appropriate processes	20	12
AO3	<b>ORGANISATION AND RELATIONSHIP OF VISUAL ELEMENTS</b> (a) Organise and recognise the relationship of visual elements to contribute to the quality of the idea (b) Express ideas visually and make informed aesthetic judgements	20	13
AO4	<b>SELECTION AND CONTROL OF MATERIALS, MEDIA AND PROCESSES</b> (a) Show exploration and experimentation with appropriate materials (b) Select and control appropriate media and processes showing clarity of intention	20	12
AO5	<b>PERSONAL VISION AND PRESENTATION</b> (a) Show personal vision and commitment through an interpretative and creative response (b) Present an informed response through personal evaluation, reflection and critical thinking	20	14
TOTAL MARKS		100	59



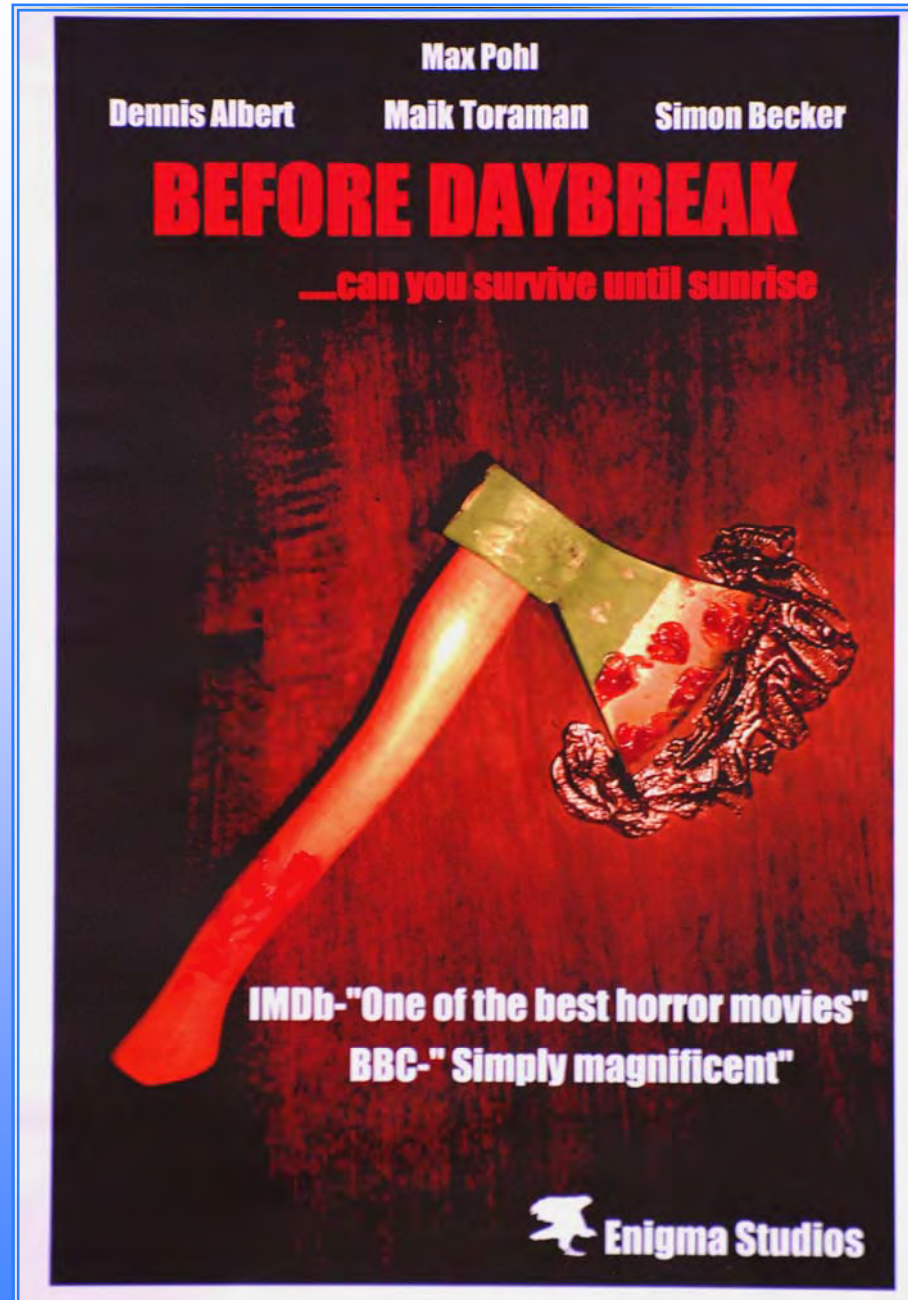




## Supporting Work

## Exemplar 58

AO1	<b>GATHERING, RECORDING, RESEARCH AND INVESTIGATION</b> (a) Investigate and research a variety of appropriate sources (b) Record and analyse information from direct observation and personal experience	20	11
AO2	<b>EXPLORATION AND DEVELOPMENT OF IDEAS</b> (a) Explore a range of visual ideas by manipulating images (b) Show a development of ideas through appropriate processes	20	12
AO3	<b>ORGANISATION AND RELATIONSHIP OF VISUAL ELEMENTS</b> (a) Organise and recognise the relationship of visual elements to contribute to the quality of the idea (b) Express ideas visually and make informed aesthetic judgements	20	12
AO4	<b>SELECTION AND CONTROL OF MATERIALS, MEDIA AND PROCESSES</b> (a) Show exploration and experimentation with appropriate materials (b) Select and control appropriate media and processes showing clarity of intention	20	12
AO5	<b>PERSONAL VISION AND PRESENTATION</b> (a) Show personal vision and commitment through an interpretative and creative response (b) Present an informed response through personal evaluation, reflection and critical thinking	20	11
TOTAL MARKS		100	58



# BEFORE DAYBREAK



Before Daybreak is a very interesting title, because it goes along very well with many different movie genres. The title would perfectly fit to a horror movie, but would just as well fit to a love or action movie, only to mention a few of the genres it would fit to.  
Due to this broad choice of genres it was very hard to decide on one, but at the end I was able to come to the conclusion to design a DVD cover for a horror movie called "Before Daybreak".

I choose to design the cover for a horror movie because the first thing that I associate with "Before Daybreak" is darkness, and most horror movies are set somehow when its dark, and usually the key scenes happen during the night.

Now came the next question, how was I going to do the set up of the cover? I started looking at various of my favorite action DVD's, such as "Gladiator" and "Four Brothers", just to get an impression of how to arrange the cover, I know that I am designing a DVD cover for a horror movie, but I didn't have that many covers of horror movies at home. I then also looked up various of my favorite horror DVD's, such as "Zombieland" and "28 Days Later".

This movie "Gladiator" inspired me because of it very dominant front cover. The main character is the focus of the cover and there for makes the cover very simple and focused.

The next question was what would be on the front cover of the DVD. It might have been a picture of the main actors, or a special item that links to the movie. I decided to choose a special item that links to the movie title. Since my DVD cover is the cover for a horror movie, I chose to place a hatchet on a table, which has blood on the blade, representing the "horror movie" "Before Daybreak".



In comparison to the "Gladiator" cover, this cover ("Night at the Museum") looks very overloaded and crowded, and there fore distracts a little.

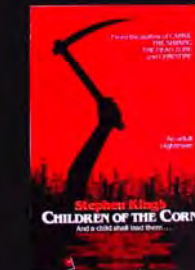
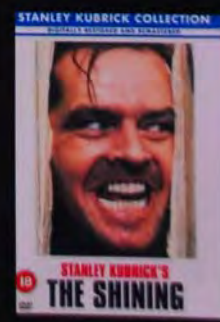
I was playing around with two main ideas, either placing a hatchet on a table, with blood on the blade and some body part next to it, or a hatchet in a forest chopped into a tree or tree trunk, with blood next to it, and a lumberjack shirt hanging on it. Both ideas would fit well with the topic of a Horror movie.

At the end I decided to choose my first idea, for several reasons, because its more understandable, less damaging the nature, and more easy to display it in an understandable way. But I decided against using some kind of body part

next to it because I thought it might then just distract the consumer from the actual message of the picture.



This DVD cover of the movie "Four Brothers" inspired me because of its font and arrangement of the text. The hand chosen looks very interesting and the colors match each other very well. Further on I also liked the position of the actors names very much.



After deciding to design the cover of a horror movie, I looked at several well known horror movies, to see what they looked like. I looked at movies written from Stephen King's, Alfred Hitchcock's, and some other more modern artist/directors. Some of the movies are quite well known, and other's are not as well known, but they are just as good as the well known ones.

I noticed that horror movies of any kind usually have something on the cover that either links to the title, to some violence, or to the plot. One movie that inspired me in particular was "Children of the Corn", because the cover was very dominant and simple but fulfilled its purpose, to attract the consumers interest, without distracting him from the title or the title cast. From here I developed my idea with the hatchet on the table, because I thought it suits the topic of a horror movie very well, and that in cooperation with a good font for the title, it balance out very well, without being overloaded.

LEOPOLD BERNHARDT  
DENNIS ALBERT

## Supporting Work

This was the forest where I would have conducted my photos, if I would have chosen to fit the blade with the hatchet in the tree. I choose this position in the forest because it suited the idea very well, the tree in the

No further development of the idea because didn't like it and I thought other one better.

change of angle and lighting

change of angle and lighting

change of zoom and adding blood (ketchup)

change of lighting

After that I started playing around a little with using the ketchup, starting off by only placing some on the blade, table, and handle. After taking pictures from all different angles I added some more ketchup to give it a more dramatic and "horror-like" look, and I again took pictures from all different kind of angles.

Trying out the idea of creating a breakfast table around the hatchet (too crowded, I decided against it)

adjusting the zoom, position and lighting a little more

Final piece

adding of title, producer to on

As a third step I tried to set the scene of a breakfast table around the hatchet, placing cups, silver ware, plates and so on around the hatchet. But I soon realized that the picture was too crowded and that it wouldn't fit with the title.

THE FINAL DESIGN IS 200  
DEAN'S SUBJECT 0045

THE DVD COVER FOR "BEFORE DAYBREAK" - THE PRODUCTION OF THE DVD COVER

THE DVD COVER FOR "BEFORE DAYBREAK" - THE PRODUCTION OF THE DVD COVER

I know that the blood looks a bit like ketchup, but I didn't want to mix it with water, because I was scared that it might then be too hard to see on the picture.

My "final piece" is a result of a long and extensive development of various different ideas. I chose to make the cover for a horror movie because I thought that it would fit the title (Before Daybreak) very well, and I wanted to move away from the sunset and love stories that most people would associate the title with. After taking several pictures of the hatchet on the table from all different angles, zooms, and constantly changing the lighting, I chose one picture, the one that I like the most and edited it. I used a website called [www.picsnch.com](http://www.picsnch.com) to edit the lighting and control of the picture and later added the title and the producer, and the cost to the picture.

I chose to use a hatchet in my picture because I thought that it is some a very threatening and scary weapons, that many people associate with something bad, scary, horrible, or a horror movie. Obviously I added the blood to the picture to show and make it more obvious that the topic & subject of the DVD is horror.

I chose this forest because I thought that it fits very well to the dominant colour of the hatchet lying on the table. The title and font of the movie "Four Brothers" inspired me to choose because I thought that it suited the picture on the cover very well. I chose a similar font that balanced out with the hatchet on the cover, and I chose the colors red and white because they looked very good together.

I then decided to add some comments of the <sup>Internet</sup> International Movie Data base and BBC on the cover to make it look more authentic.

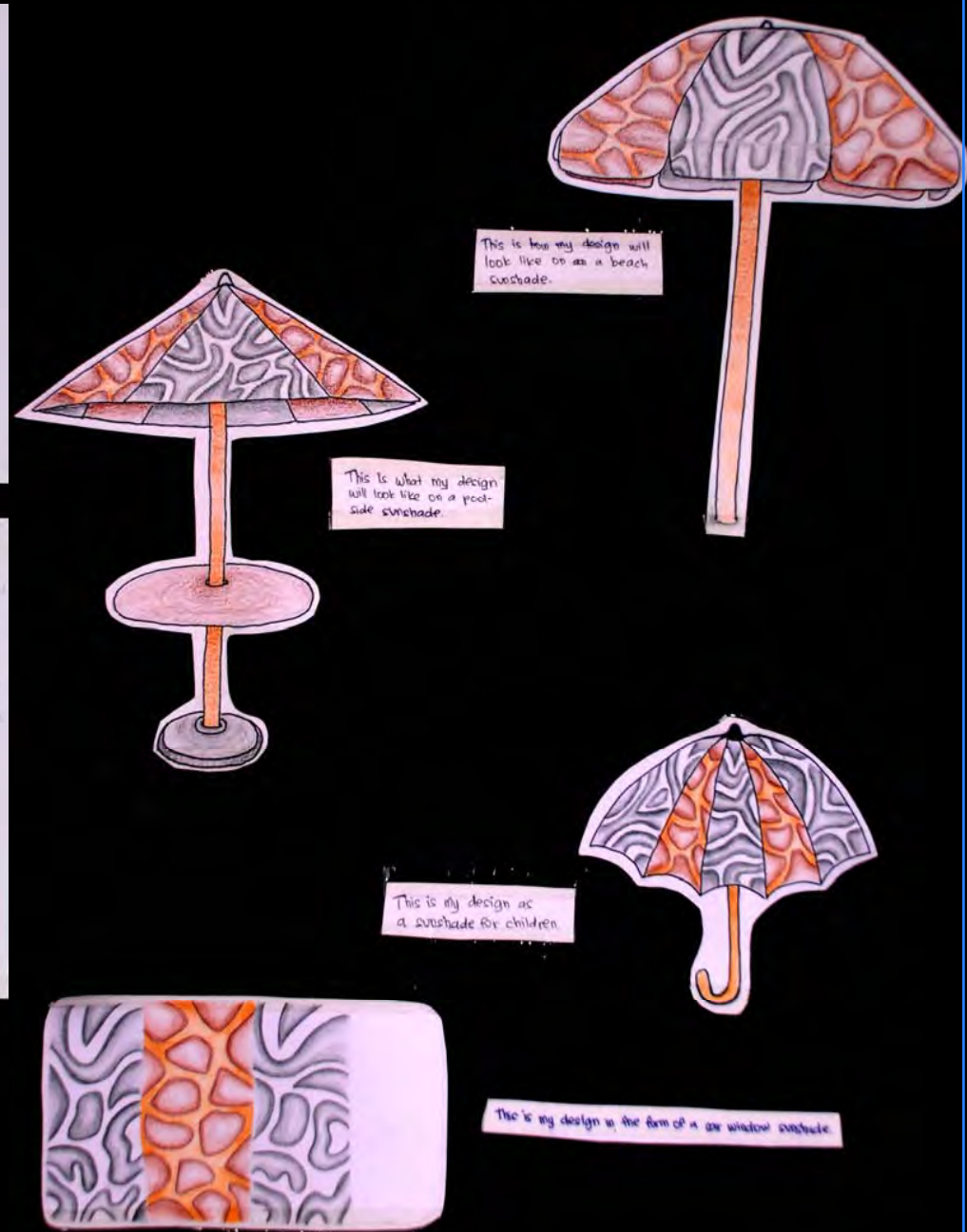
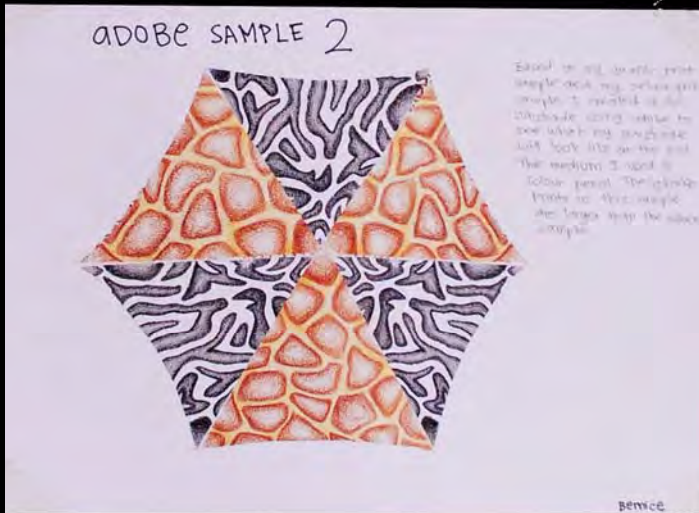
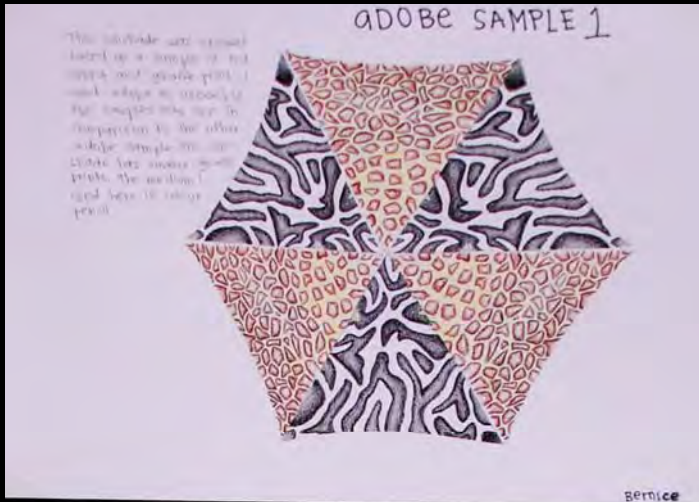
I've turned "Enigma" into "Enigma Studios" to make it sound more like a movie producing company.

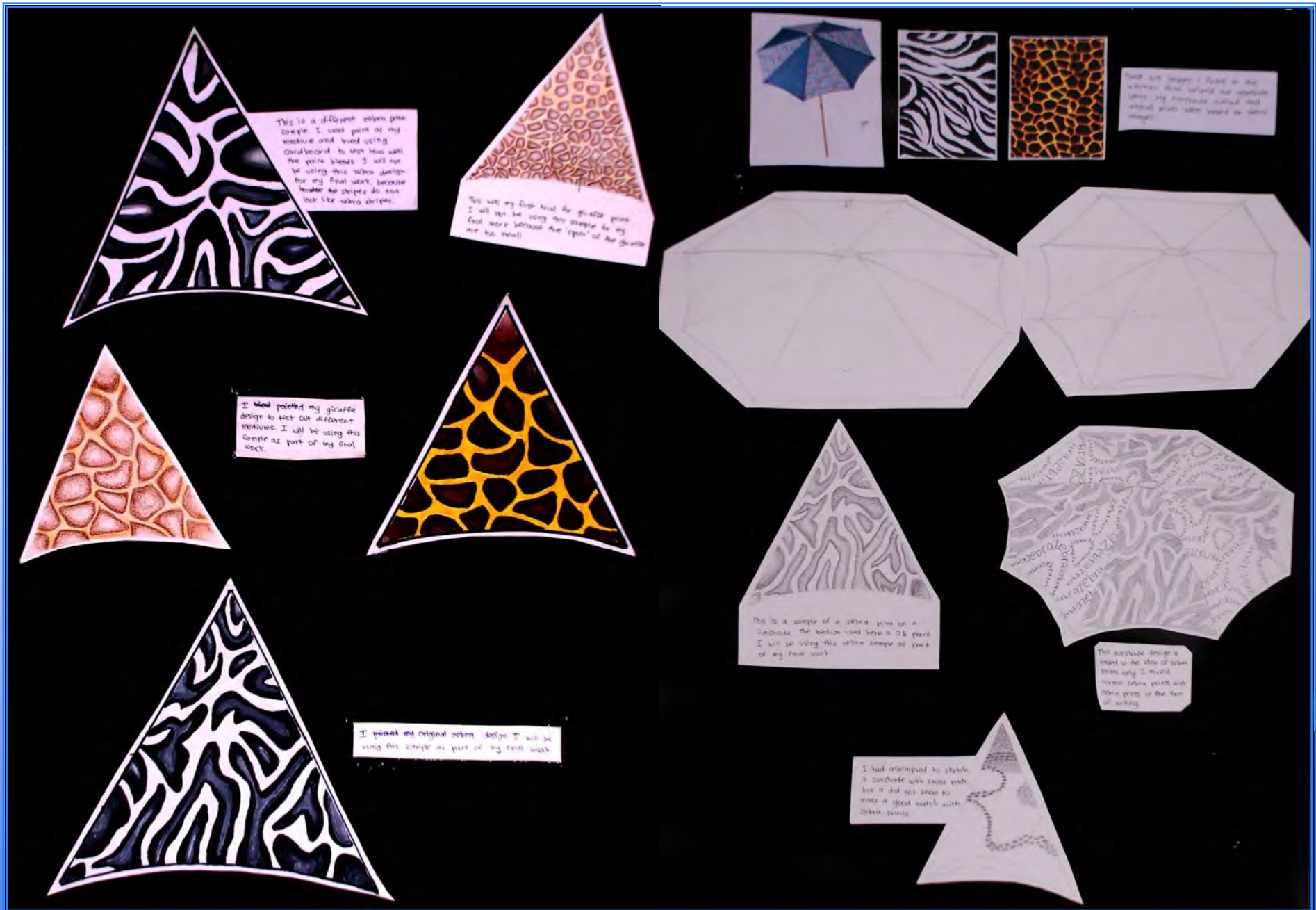
## Supporting Work

## Standard 52

AO1	<b>GATHERING, RECORDING, RESEARCH AND INVESTIGATION</b> (a) Investigate and research a variety of appropriate sources (b) Record and analyse information from direct observation and personal experience	20	11
AO2	<b>EXPLORATION AND DEVELOPMENT OF IDEAS</b> (a) Explore a range of visual ideas by manipulating images (b) Show a development of ideas through appropriate processes	20	11
AO3	<b>ORGANISATION AND RELATIONSHIP OF VISUAL ELEMENTS</b> (a) Organise and recognise the relationship of visual elements to contribute to the quality of the idea (b) Express ideas visually and make informed aesthetic judgements	20	9
AO4	<b>SELECTION AND CONTROL OF MATERIALS, MEDIA AND PROCESSES</b> (a) Show exploration and experimentation with appropriate materials (b) Select and control appropriate media and processes showing clarity of intention	20	11
AO5	<b>PERSONAL VISION AND PRESENTATION</b> (a) Show personal vision and commitment through an interpretative and creative response (b) Present an informed response through personal evaluation, reflection and critical thinking	20	10
TOTAL MARKS		100	52







## Supporting Work

# Standard 51

AO1	<b>GATHERING, RECORDING, RESEARCH AND INVESTIGATION</b> (a) Investigate and research a variety of appropriate sources (b) Record and analyse information from direct observation and personal experience	20	9
AO2	<b>EXPLORATION AND DEVELOPMENT OF IDEAS</b> (a) Explore a range of visual ideas by manipulating images (b) Show a development of ideas through appropriate processes	20	9
AO3	<b>ORGANISATION AND RELATIONSHIP OF VISUAL ELEMENTS</b> (a) Organise and recognise the relationship of visual elements to contribute to the quality of the idea (b) Express ideas visually and make informed aesthetic judgements	20	11
AO4	<b>SELECTION AND CONTROL OF MATERIALS, MEDIA AND PROCESSES</b> (a) Show exploration and experimentation with appropriate materials (b) Select and control appropriate media and processes showing clarity of intention	20	10
AO5	<b>PERSONAL VISION AND PRESENTATION</b> (a) Show personal vision and commitment through an interpretative and creative response (b) Present an informed response through personal evaluation, reflection and critical thinking	20	10
TOTAL MARKS		100	51







## Supporting Work

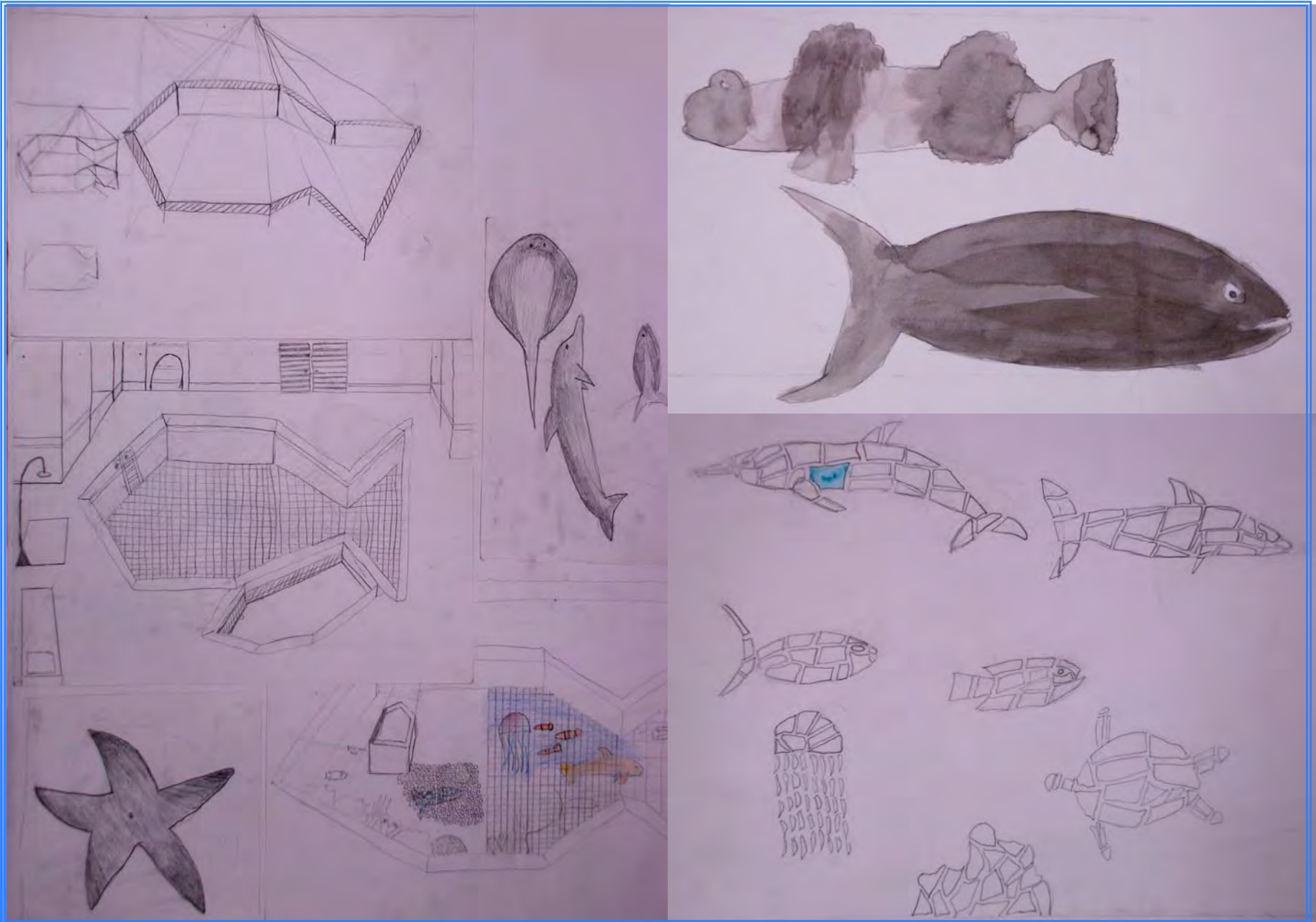


## Supporting Work

# Standard 49

AO1	<b>GATHERING, RECORDING, RESEARCH AND INVESTIGATION</b> (a) Investigate and research a variety of appropriate sources (b) Record and analyse information from direct observation and personal experience	20	9
AO2	<b>EXPLORATION AND DEVELOPMENT OF IDEAS</b> (a) Explore a range of visual ideas by manipulating images (b) Show a development of ideas through appropriate processes	20	9
AO3	<b>ORGANISATION AND RELATIONSHIP OF VISUAL ELEMENTS</b> (a) Organise and recognise the relationship of visual elements to contribute to the quality of the idea (b) Express ideas visually and make informed aesthetic judgements	20	10
AO4	<b>SELECTION AND CONTROL OF MATERIALS, MEDIA AND PROCESSES</b> (a) Show exploration and experimentation with appropriate materials (b) Select and control appropriate media and processes showing clarity of intention	20	10
AO5	<b>PERSONAL VISION AND PRESENTATION</b> (a) Show personal vision and commitment through an interpretative and creative response (b) Present an informed response through personal evaluation, reflection and critical thinking	20	11
TOTAL MARKS		100	49

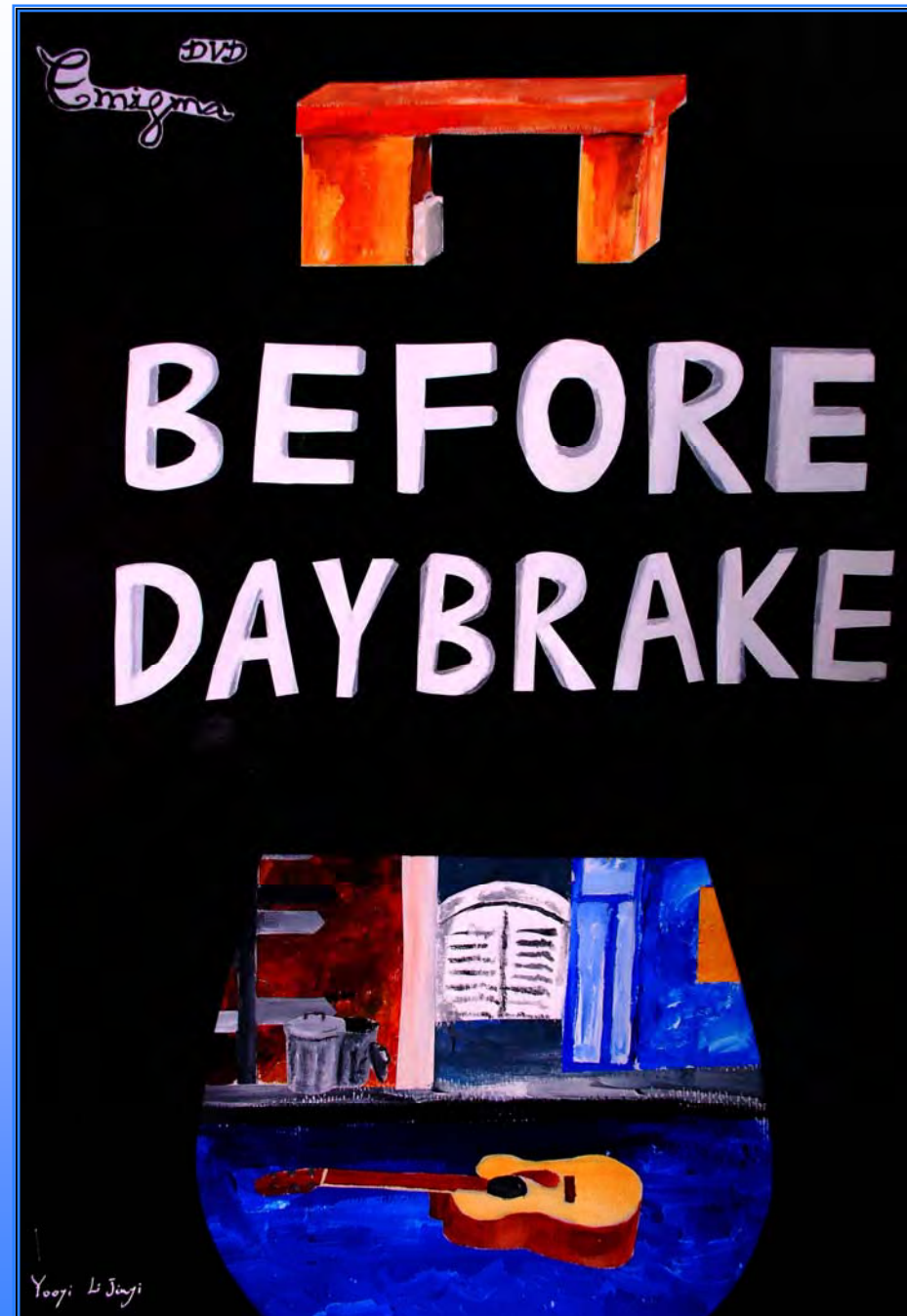




## Supporting Work

# Exemplar 41

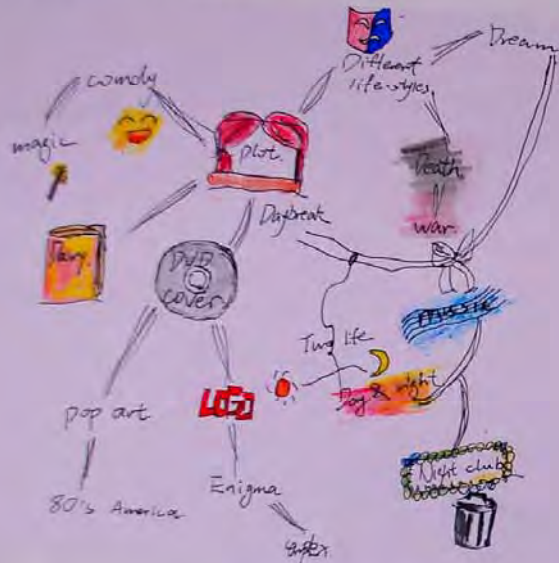
AO1	<b>GATHERING, RECORDING, RESEARCH AND INVESTIGATION</b> (a) Investigate and research a variety of appropriate sources (b) Record and analyse information from direct observation and personal experience	20	8
AO2	<b>EXPLORATION AND DEVELOPMENT OF IDEAS</b> (a) Explore a range of visual ideas by manipulating images (b) Show a development of ideas through appropriate processes	20	8
AO3	<b>ORGANISATION AND RELATIONSHIP OF VISUAL ELEMENTS</b> (a) Organise and recognise the relationship of visual elements to contribute to the quality of the idea (b) Express ideas visually and make informed aesthetic judgements	20	8
AO4	<b>SELECTION AND CONTROL OF MATERIALS, MEDIA AND PROCESSES</b> (a) Show exploration and experimentation with appropriate materials (b) Select and control appropriate media and processes showing clarity of intention	20	8
AO5	<b>PERSONAL VISION AND PRESENTATION</b> (a) Show personal vision and commitment through an interpretative and creative response (b) Present an informed response through personal evaluation, reflection and critical thinking	20	9
TOTAL MARKS		100	41



Brainstorm:

# Supporting

Artists Link:



Theme:

The film 'Before Daybreak' is a story about a man who works in an office during the day and performs in a night club at night. He doesn't like the day life style, late pressures; the role of a singer can help him to relieve that feeling. I'd like to show this feeling with Pop Art: it will look like an 80's poster. The company 'Enigma', I decided to give it a complex logo, the logo is absolutely in the Pop Art style. The final outcome will have 3 layers, the bottom is the outside look of the night club, then I'll add a black background and make the cone-shape light effect. Finally I'll add the title, logo and the office desk on the top layer, I want to show the difference between the two life-style, and let people have a strong feeling.

**Richard Hamilton (1922-now)**  
 He is an English painter and collage artist, born in the Pimlico area of London. He found ability for draughtsmanship as an apprentice working at an electrical components firm. He has trained in Royal Academy, Slade School of Art and University College, London. Then after two years, he began exhibiting at the Institute of Contemporary Arts (ICA) where he also produced posters and leaflets and teaching at the Central School of Art and Design. At the first Independent Group meeting in 1952, held at ICA, he was introduced to Eduardo Paolozzi's seminal presentation of collages, which produced in the late 1940s and early 1950s, now are considered to be the first standard bearers of Pop Art.



Just What is it That Makes Today's Home So Different, So Appealing? 1956. Collage.

Jeremy Hunt states in his article of this collage work is 'Richard Hamilton based on a design by McHale'. The material in that collage came from McHale's files. It's produced for this is Turner exhibition of the Independent Group in London is considered by critics and historians to be one of the early works of Pop Art.

**John McHale (1922-1978)**  
 He was an artist and sociologist, born in Maryhill, Glasgow. He was a founder member of the Institute of Contemporary Arts, and a founder of the Independent Group, which was a British movement that originated Pop Art. He knew Pop Art from his father in 1954 in conversation with Frank Cordell. He made collages in 1955 out of the then-fresh postwar color printed American magazines. He focused to Pop Art instead of Constructivism. He organized the Growth and Form exhibition in 1951, with members of the Independent Group, inspired by the work of the scientist D'Arcy Wentworth Thompson.

Experiment:

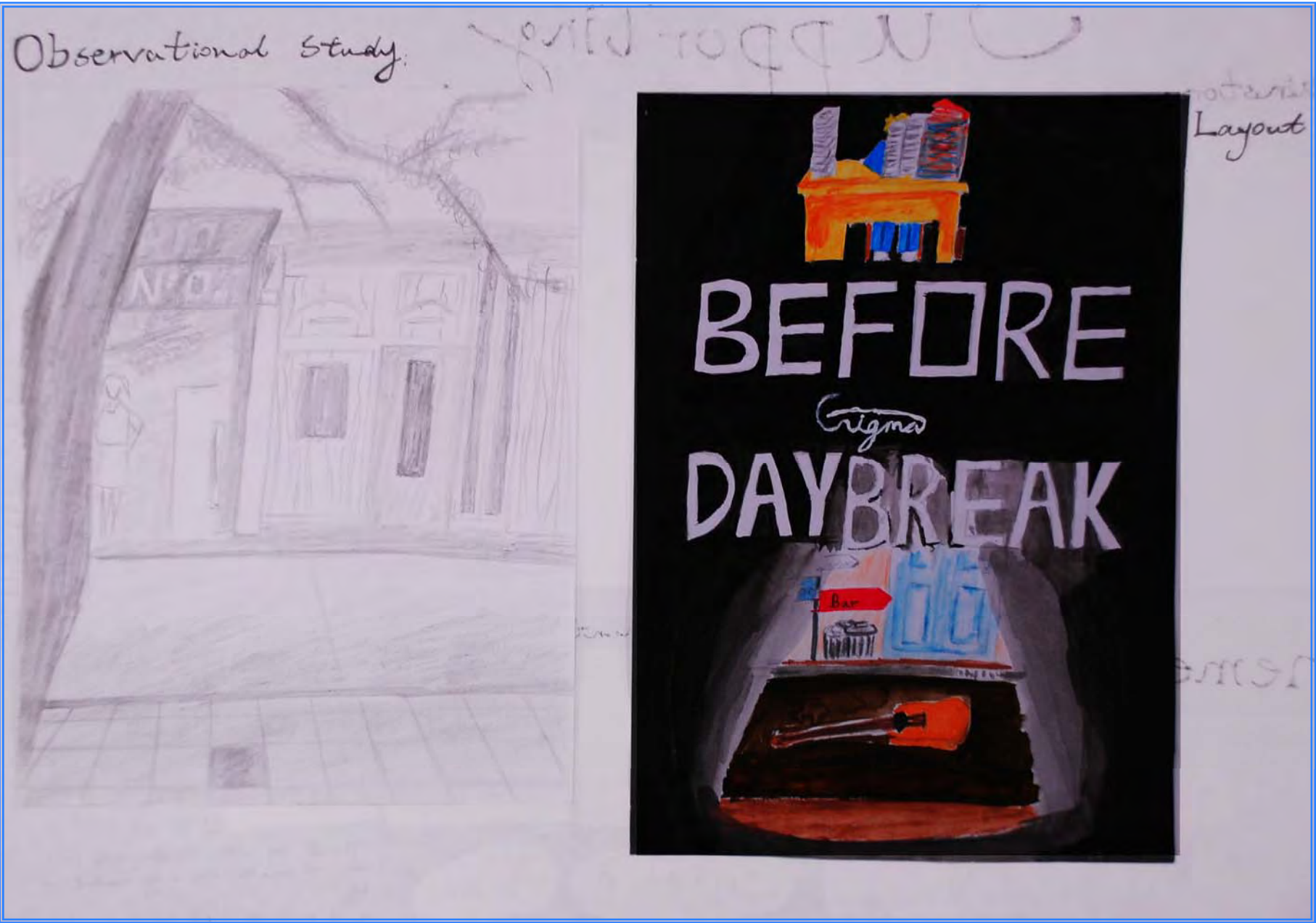


Enigma Emigma

The ① sky is the Pop Art style lol like to use the color is very beautiful and Pop.

The ② logo is the Pop Art style, just like Andy Warhol's logo.

Supporting Work



**Supporting Work**

# Secondary Resource:



← copy from my notebook.  
I like the black & white copy because it's a pop style.

↓ the cone-shape light & street floor.  
It's at night and I like the color of floor.  
it's a screenshot of a film named Mr. Bean



guitar, it's photo of some guitar, and will be the very important element.

I want to use this kind of font.  
I like the nature feeling.  
↓ from L. Guizot's magazine.

**LANCE**

# Influence:



Pop Art  
The 80's  
Andy Warhol doing.  
It's which style I like with different color and proportion.

In my mind the club's door  
not be look like this in 80's  
from www.etsy.com.



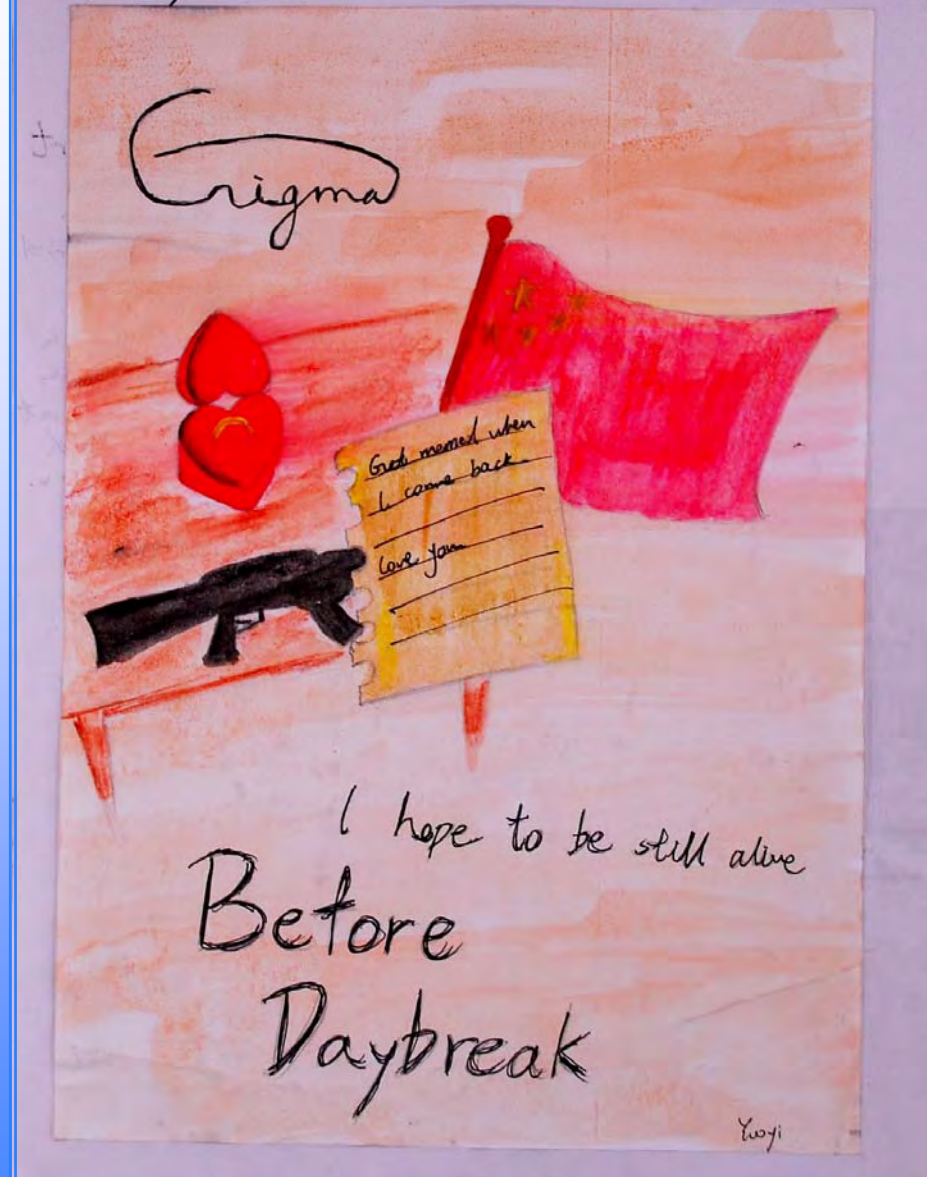
↓ some part of floor I want using a warm color. from 42421577@qq.com



# Supporting Work



Layout 2:



Supporting Work

# Exemplar 40

AO1	<b>GATHERING, RECORDING, RESEARCH AND INVESTIGATION</b> (a) Investigate and research a variety of appropriate sources (b) Record and analyse information from direct observation and personal experience	20	8
AO2	<b>EXPLORATION AND DEVELOPMENT OF IDEAS</b> (a) Explore a range of visual ideas by manipulating images (b) Show a development of ideas through appropriate processes	20	9
AO3	<b>ORGANISATION AND RELATIONSHIP OF VISUAL ELEMENTS</b> (a) Organise and recognise the relationship of visual elements to contribute to the quality of the idea (b) Express ideas visually and make informed aesthetic judgements	20	7
AO4	<b>SELECTION AND CONTROL OF MATERIALS, MEDIA AND PROCESSES</b> (a) Show exploration and experimentation with appropriate materials (b) Select and control appropriate media and processes showing clarity of intention	20	8
AO5	<b>PERSONAL VISION AND PRESENTATION</b> (a) Show personal vision and commitment through an interpretative and creative response (b) Present an informed response through personal evaluation, reflection and critical thinking	20	8
TOTAL MARKS		100	40



# FABRIC Design



I chose this picture.  
I found the shape of lines in zebras head  
more interesting.



## ZEBRA



- \* I chose zebra skin, because I found it interesting and also we can show the two colors so easy and clear.
- \* The shape of the lines are nice and interesting.



For the final  
step I used color  
markers that is my  
first practice on the combination  
of different colors.



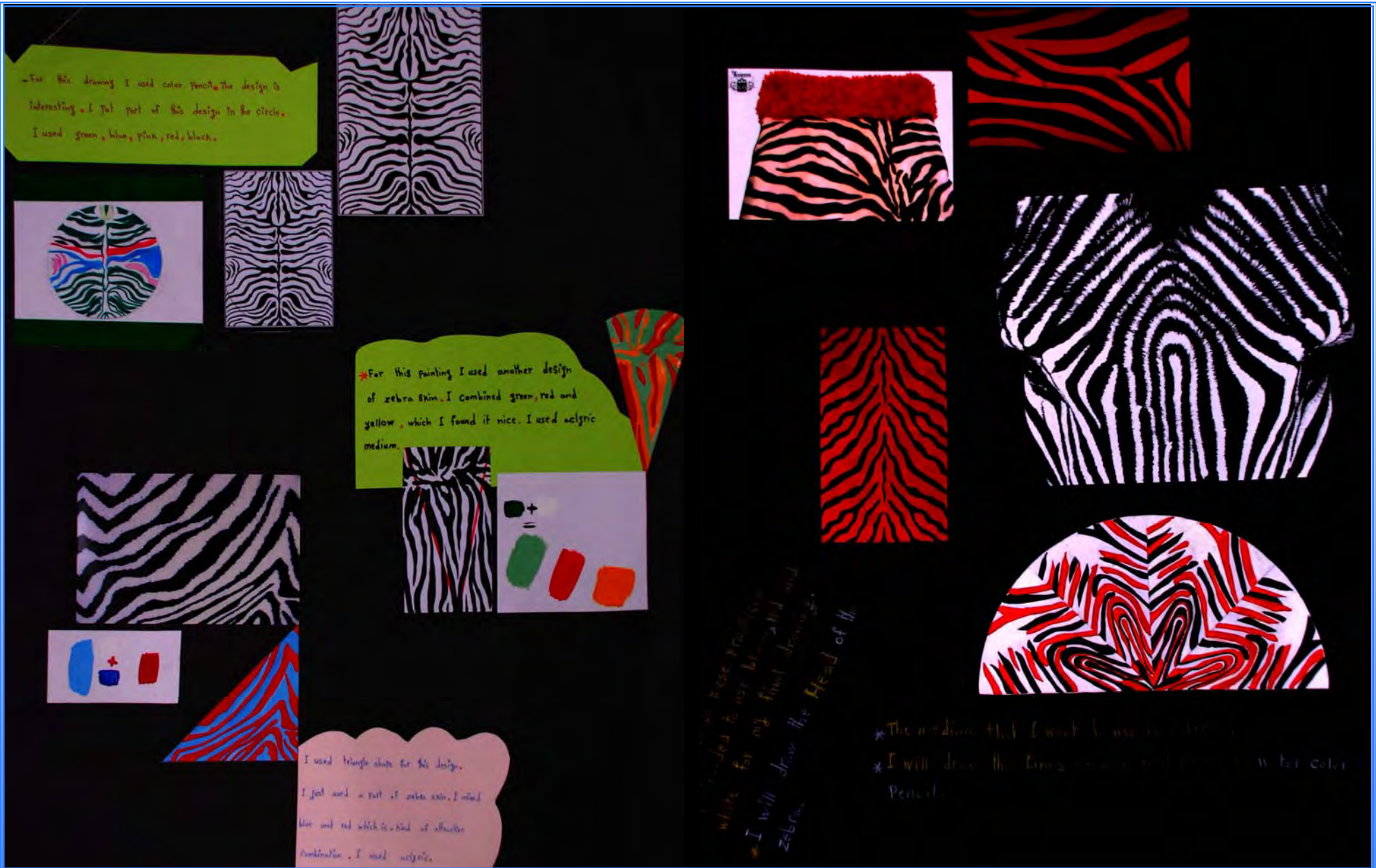
I tried different colors  
I used acrylic for these  
pieces. The one that I found more  
interesting and more attractive is the one  
with the combination of black red and white.



The combination  
of the yellow  
and green is also unique.



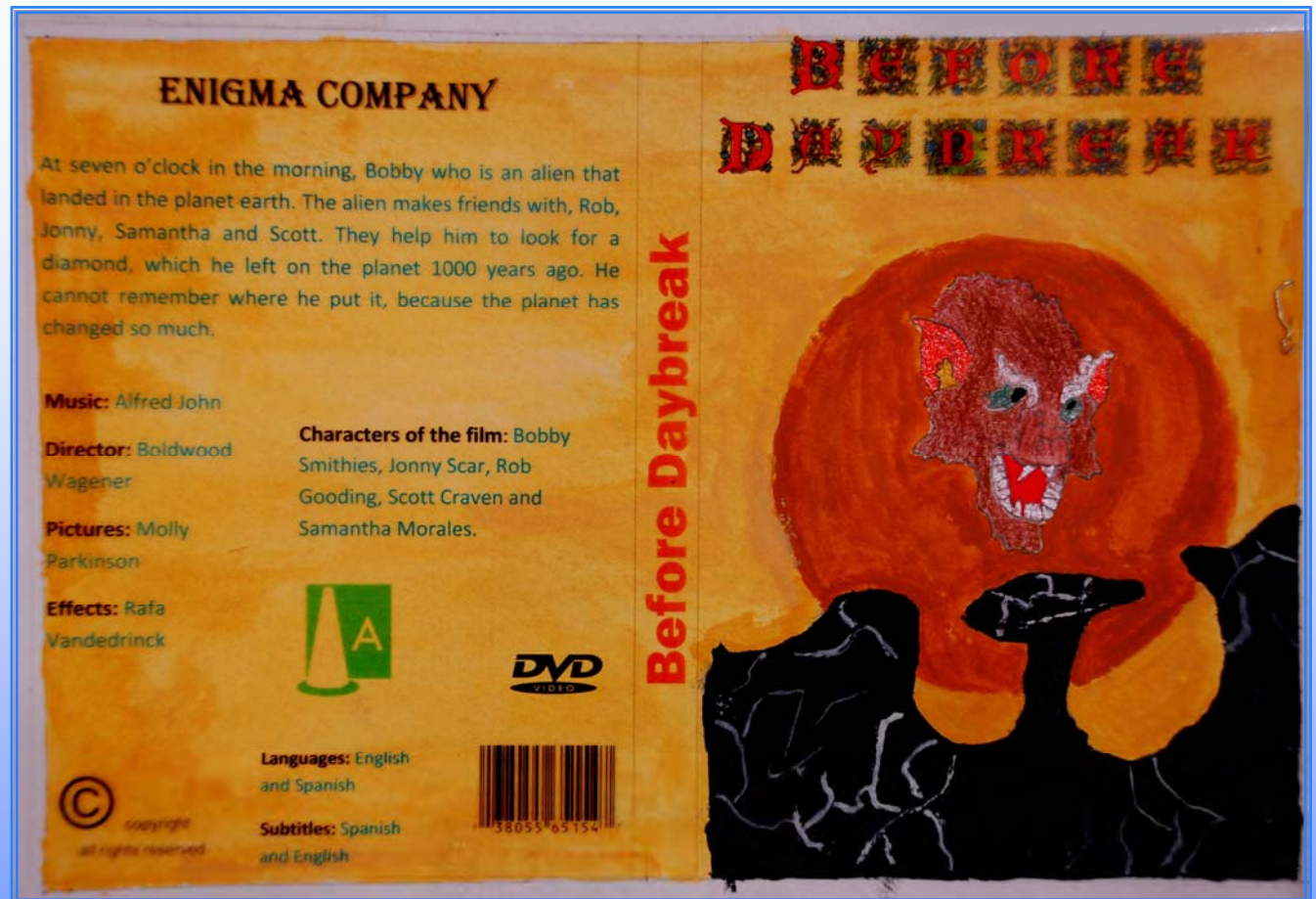
Supporting Work



## Supporting Work

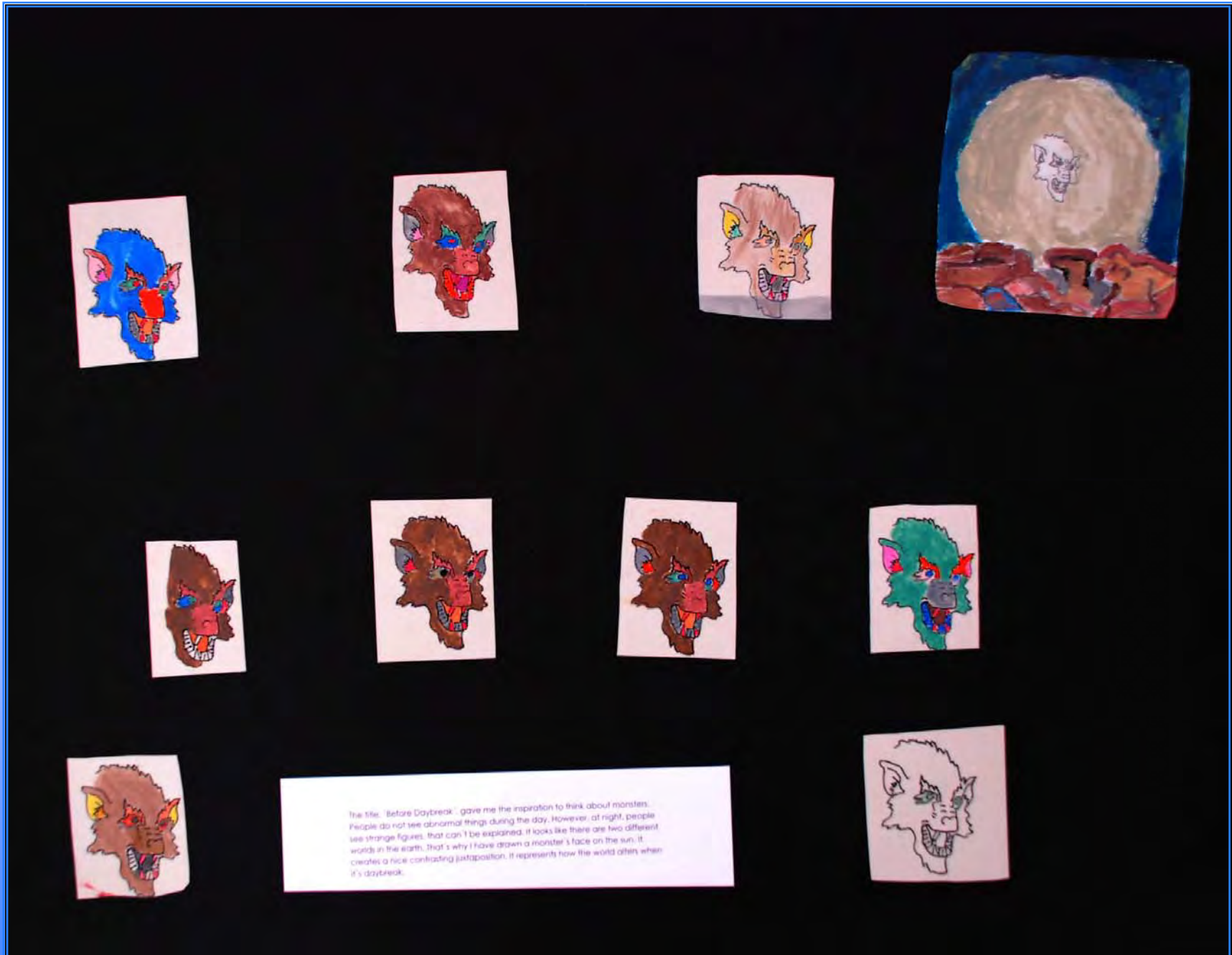
# Standard 33

AO1	<b>GATHERING, RECORDING, RESEARCH AND INVESTIGATION</b> (a) Investigate and research a variety of appropriate sources (b) Record and analyse information from direct observation and personal experience	20	4
AO2	<b>EXPLORATION AND DEVELOPMENT OF IDEAS</b> (a) Explore a range of visual ideas by manipulating images (b) Show a development of ideas through appropriate processes	20	4
AO3	<b>ORGANISATION AND RELATIONSHIP OF VISUAL ELEMENTS</b> (a) Organise and recognise the relationship of visual elements to contribute to the quality of the idea (b) Express ideas visually and make informed aesthetic judgements	20	9
AO4	<b>SELECTION AND CONTROL OF MATERIALS, MEDIA AND PROCESSES</b> (a) Show exploration and experimentation with appropriate materials (b) Select and control appropriate media and processes showing clarity of intention	20	8
AO5	<b>PERSONAL VISION AND PRESENTATION</b> (a) Show personal vision and commitment through an interpretative and creative response (b) Present an informed response through personal evaluation, reflection and critical thinking	20	8
TOTAL MARKS		100	33





Supporting Work



The title, "Before Daybreak", gave me the inspiration to think about monsters. People do not see abnormal things during the day. However, at night, people see strange figures, that can't be explained. It looks like there are two different worlds in the earth. That's why I have drawn a monster's face on the sun. It creates a nice contrasting juxtaposition. It represents how the world often when it's daybreak.

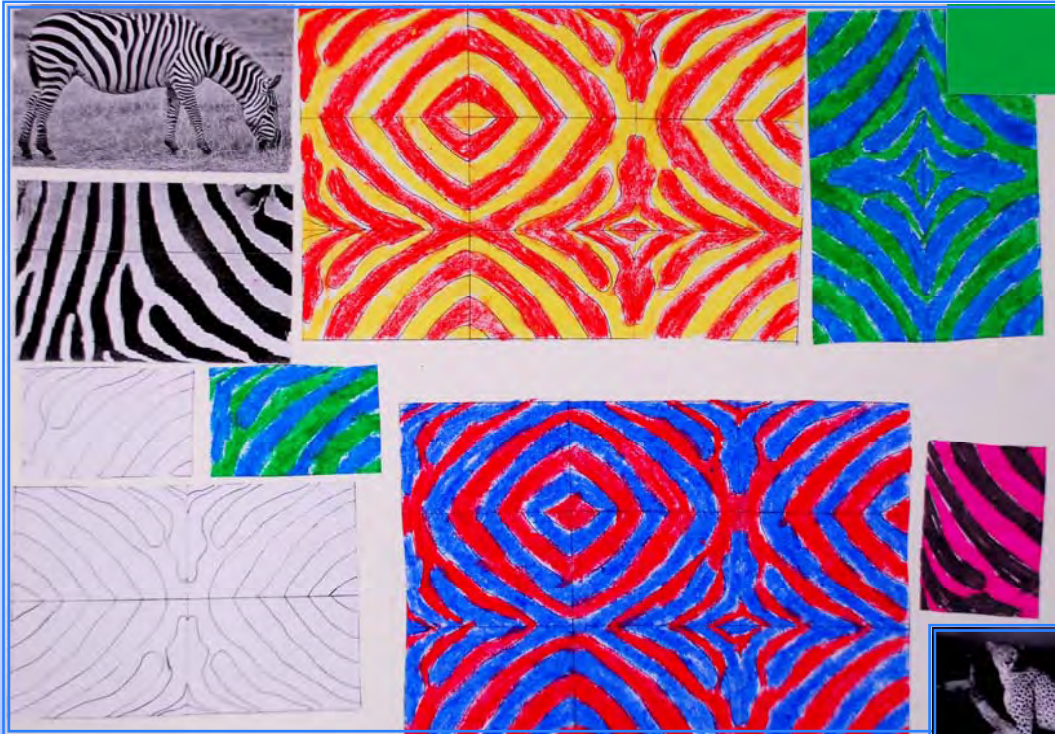
## Supporting Work

# Standard 31

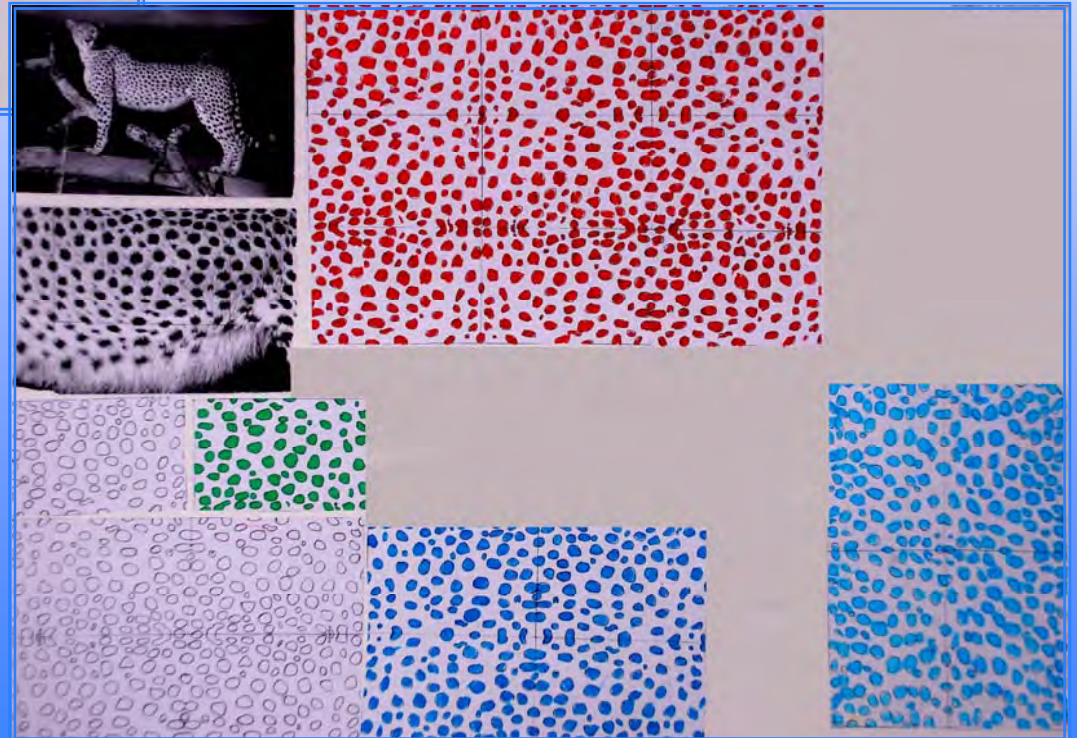
AO1	<b>GATHERING, RECORDING, RESEARCH AND INVESTIGATION</b> (a) Investigate and research a variety of appropriate sources (b) Record and analyse information from direct observation and personal experience	20	4
AO2	<b>EXPLORATION AND DEVELOPMENT OF IDEAS</b> (a) Explore a range of visual ideas by manipulating images (b) Show a development of ideas through appropriate processes	20	7
AO3	<b>ORGANISATION AND RELATIONSHIP OF VISUAL ELEMENTS</b> (a) Organise and recognise the relationship of visual elements to contribute to the quality of the idea (b) Express ideas visually and make informed aesthetic judgements	20	7
AO4	<b>SELECTION AND CONTROL OF MATERIALS, MEDIA AND PROCESSES</b> (a) Show exploration and experimentation with appropriate materials (b) Select and control appropriate media and processes showing clarity of intention	20	7
AO5	<b>PERSONAL VISION AND PRESENTATION</b> (a) Show personal vision and commitment through an interpretative and creative response (b) Present an informed response through personal evaluation, reflection and critical thinking	20	6
<b>TOTAL MARKS</b>		<b>100</b>	<b>31</b>







## Supporting Work



## Standard 30

AO1	<b>GATHERING, RECORDING, RESEARCH AND INVESTIGATION</b> (a) Investigate and research a variety of appropriate sources (b) Record and analyse information from direct observation and personal experience	20	2
AO2	<b>EXPLORATION AND DEVELOPMENT OF IDEAS</b> (a) Explore a range of visual ideas by manipulating images (b) Show a development of ideas through appropriate processes	20	5
AO3	<b>ORGANISATION AND RELATIONSHIP OF VISUAL ELEMENTS</b> (a) Organise and recognise the relationship of visual elements to contribute to the quality of the idea (b) Express ideas visually and make informed aesthetic judgements	20	9
AO4	<b>SELECTION AND CONTROL OF MATERIALS, MEDIA AND PROCESSES</b> (a) Show exploration and experimentation with appropriate materials (b) Select and control appropriate media and processes showing clarity of intention	20	7
AO5	<b>PERSONAL VISION AND PRESENTATION</b> (a) Show personal vision and commitment through an interpretative and creative response (b) Present an informed response through personal evaluation, reflection and critical thinking	20	7
TOTAL MARKS		100	30



**nyx**

**ONYX JEWELLERY**  
**PO BOX 2334. Accra**  
**Location: East legon**  
**opp. Galaxy int. sch.**

Contact: 02444  
 onyxjewellery  
 @yahoo.com

rings  
 bangles  
 bracelet

*Beauty of onyx*

**onyx**

**Onyx Jewellery**

**PO BOX 2334. Accra**

**Location: East legon**

**opp. Galaxy int. sch.**

**Tel: 028184156**

**fax: 234-435-672**

**Onyx**

**jewellery@gmail.co.ug**

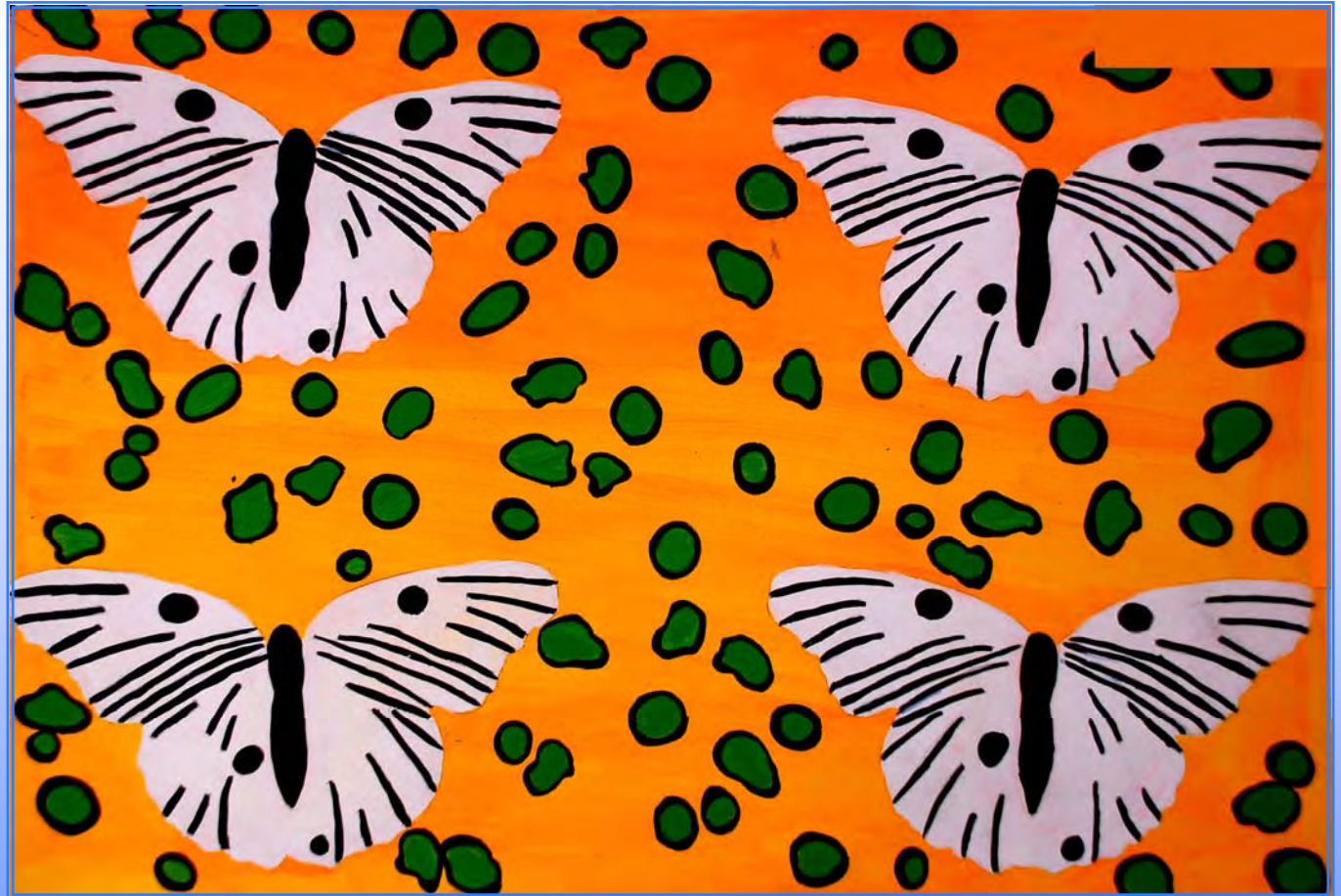
**Beauty of onyx**  

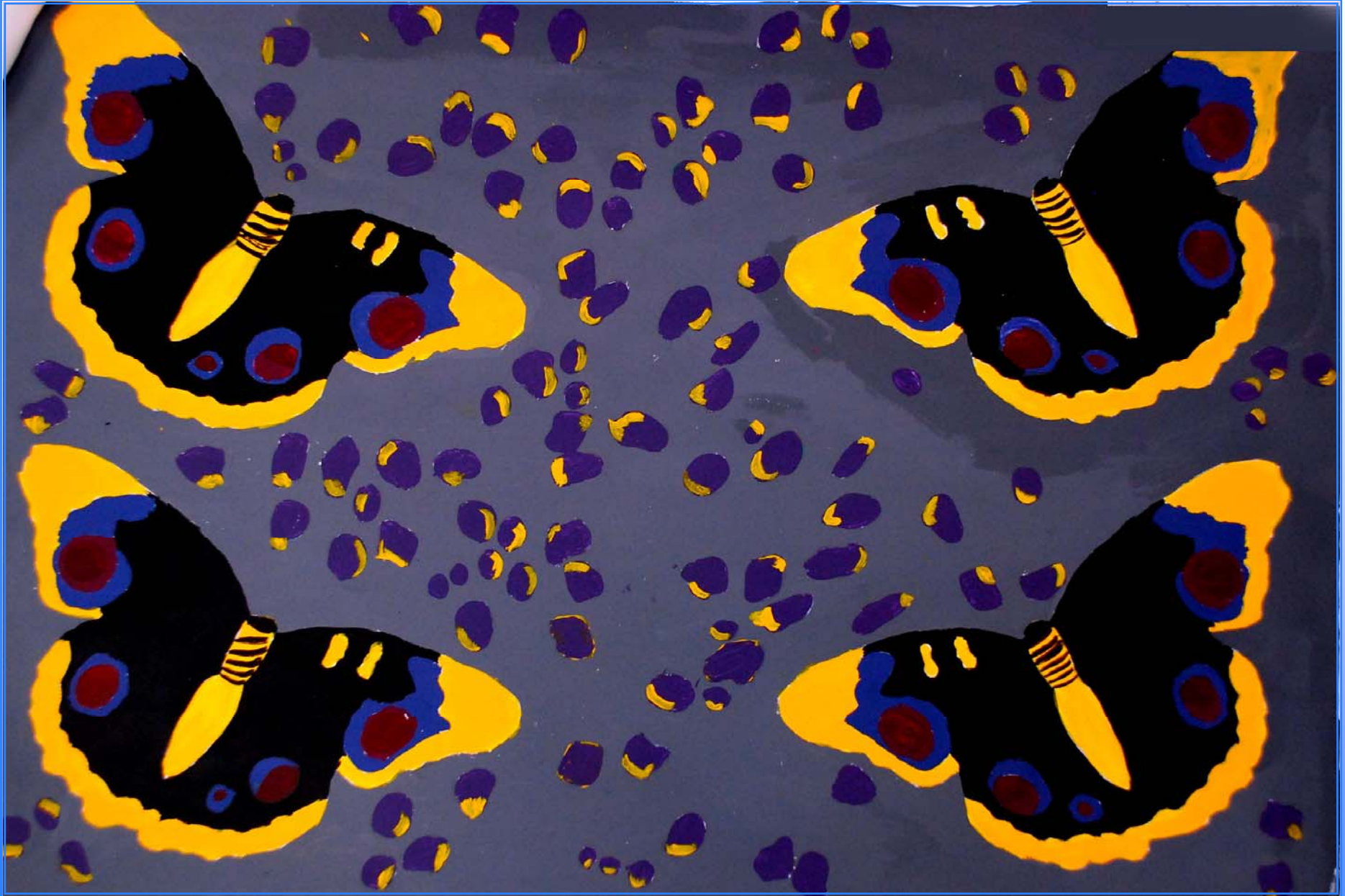


**Supporting Work**

## Standard 20

AO1	<b>GATHERING, RECORDING, RESEARCH AND INVESTIGATION</b> (a) Investigate and research a variety of appropriate sources (b) Record and analyse information from direct observation and personal experience	20	1
AO2	<b>EXPLORATION AND DEVELOPMENT OF IDEAS</b> (a) Explore a range of visual ideas by manipulating images (b) Show a development of ideas through appropriate processes	20	4
AO3	<b>ORGANISATION AND RELATIONSHIP OF VISUAL ELEMENTS</b> (a) Organise and recognise the relationship of visual elements to contribute to the quality of the idea (b) Express ideas visually and make informed aesthetic judgements	20	5
AO4	<b>SELECTION AND CONTROL OF MATERIALS, MEDIA AND PROCESSES</b> (a) Show exploration and experimentation with appropriate materials (b) Select and control appropriate media and processes showing clarity of intention	20	5
AO5	<b>PERSONAL VISION AND PRESENTATION</b> (a) Show personal vision and commitment through an interpretative and creative response (b) Present an informed response through personal evaluation, reflection and critical thinking	20	5
TOTAL MARKS		100	20





**Supporting Work**

