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Paper 3 Project

May/June 2012

These starting points will be posted on the Teacher Support website at the start of the course. They are to be given to candidates, at the discretion of the Art teacher, at an appropriate point during the course. Candidates must complete their Project work by 31 May 2012.

READ THESE INSTRUCTIONS FIRST

The focus of the **Project** should be the development of a sustained piece of studio practice based on **one** of the starting points (1–20) listed overleaf. Investigative research, evaluative and developmental work are required to support the realisation of a major outcome. The **Project** will culminate in a successfully resolved final piece or pieces along with the relevant research and development of ideas.

The starting points have been grouped according to theme and are intended to act as initial stimuli for the candidate's focus of study.

The work submitted for the **Project** may include sketchbook(s), design sheets, maquettes, lens based outcomes, samples, test pieces, large-scale studies, notebooks and/or models.

This document consists of **3** printed pages and **1** blank page.



Section A: Manufactured

- 1 Flying machines
- 2 Made with wood
- 3 Artist's studio
- 4 Artificial light
- 5 Robotics and electronic circuits are starting points for graphics or fashion design.

Section B: Natural world

- 6 New worlds in a microscope that inspire forms such as ceramic sculpture and fabric designs.
- 7 Life cycles
- 8 Skulls, shells, bones and stones are used in the work of many artists such as Holbein, Cézanne, O'Keeffe, Moore, Nash, Goldsworthy and photographer Irving Penn.
- 9 River life
- 10 Flames, fire, ash and embers.

Section C: Culture

- 11 Ritual and ceremony
- 12 Food and feasting
- 13 Doorways and windows: the eyes and entrances of contrasting worlds
- 14 Emotive colours
- 15 The green man

Section D: Issues and Ideas

- 16 Aspects of contemporary life
- 17 Sacrifice and survivors
- 18 Globalisation
- 19 Danger zones as a starting point for graphic design or lens based media
- 20 Changing environments feature in the work of many artists such as de Louthembourg, Tàpies, Long, Hirschhorn, Thomas Demand and Martin Creed.

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