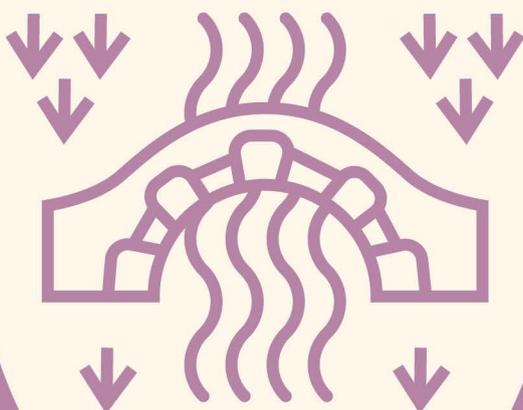




BLANCHELANDE  
COLLEGE

Sixth Form Bridging Courses



3D Design & Graphics



# Blanchelande College

## A-Level Bridging Work Art and Design 3 Dimensional Design and Graphic communication For Summer 2020

I am really pleased that you wish to study creative aspects of design at A-Level. I hope you find this bridging work engaging and enjoyable! Your work will broaden your mind, whilst introducing some important research skills and knowledge, as you begin to feel exhilaration for your creative journey ahead. I certainly got excited about all the possibilities ahead of us whilst preparing this content!

I have left the content open-ended, therefore your bridging work will be individual to you and your personal interests. In September the aim will be to present these initial studies/tasks, and develop some of these further into a personal body of work in our sketchbooks for your first unit in Year 12. The course is structured so that Year 12 remains a taught course, ranging in starting points and materials. The second year becomes a more independent and creative journey in a more defined study of your choice.

### **TASK 1: Visual Research - Theme Viewpoints**

**OUTCOME:** Thumbnails of all of your images (as below) and some printouts of your favourite photos.

The theme Viewpoints will be a starting point using a range of media and techniques.

Possible starting points include: Nature, landscapes, worms eye view, birds eye view, microscopic subject matter, city, buildings, portraits, self-portrait, people, transport, old age, family, relationships, media, still life, perspective. (This list is not exhaustive; you may wish to choose a different idea)

Select a starting point above that interests you and that you can use as a basis for practical work. You will need to be able to talk about these ideas when you begin the course. Take a selection of images over the following weeks. You could try to take a picture every day so that it becomes a visual diary or you could go out on several photo shoots to collect the images. You can use your phone for this and use editing apps such as snapseed, or you can use a digital camera and edit them on apps such as Photoshop or Affinity Photo, if you have them.

For example, [damita.jo](#) edits her images in black and white and she is fond of very deep blacks. Look at [damita.jo](#) on Instagram, she has posted over 150 self-portraits taken at home. She is very imaginative and there are lots of different viewpoint ideas here for you to look at and be inspired by.



## **TASK 2: Practical Task**

**OUTCOME:** 4 X images created by you from your photo

Select one of your photographs and make 4 different versions of it using four different media. Postcard size would be fine but you can choose to work bigger if you prefer. Media might include: tonal pencil drawing / biro / colouring pencil / paint / oil pastel / collage etc.

## **TASK 3: General Research**

**OUTCOME:** Note down names of any artists/designers you really like

It is extremely inspiring to widen your knowledge and understanding about the Art and Design world. Investigate a range of artists and decide which ones excite you enough to use in task 4.

Decide on a specialism you would like to research: i.e. Textiles then find artists who work in this field. The easiest way to currently do this is via the Internet. As you are searching you might come across other names and get new avenues of study.

Some examples given below however - please feel free to find your own. This task can be as extensive as you like, if like me you get great pleasure from finding new artists or design work and learning about their intentions/inspiration, by all means branch out further than this suggested content and jot down names as you might like to refer back to these later in the course.

- Textiles/fashion: Orla Kiely, Mary Katrantzou, Vivian Westwood.
- Graphic designers/illustrators: Marta Veludo, Saul Bass, Lauren Hom
- Architecture: Fillippo Brunelleshi, Frank Lloyd Wright, Kenso Tange
- Designers: Tom Dixon, Richard Deacon, Alessi



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- Sculptor: Antony Gormley, Peter Randall page, Barbara Hepworth
- Furniture: Eileen Gray, Ron Arad, Charles and Ray Eames.
- Ceramics: Shary Boyle, Magdalene Odundo, Ruth Duckworth.
- Jewellers/metal workers: Barbara Christie, Felicity Peters, Jenifer Wall  
<https://www.jeniferwall.com/about.html> I was at Art College with Jenni on the same course.

## **TASK 4: Critical Study**

**OUTCOME: two separate studies one for each of the artist's work. Written notes and images, to use when back to school**

Select 2 contrasting artists/designers from any field above, whose outcomes/style you like. It may or may not relate to your own ideas/interests.

Collect images and print out good quality reproductions, copies of each artists/designers work (or a selection of works). These can be cropped or focussed sections if you wish. Save to memory stick if you have no printer.

- Find out information on who they are, dates, what they studied, career path?
- Read articles about the artists - exhibitions they may have had, who they have designed for etc.
- Sum up each of their work in general terms first: what is it known for and what does it communicate, how do they work in which medium/s?
- Write a summary of findings and what you make of their work, what is the inspiration for their pieces, who do they admire and get inspiration from.
- Your own opinions, descriptions and responses to their work.

## **Extension work**

If you feel you want to spend more time on things that could get you prepared I would recommend following.

- Working on your sketching and presentation skills, this can always be improved on day by day, basis by sketching anything you fancy!
- Practicing some CAD design work. "2D Design" for use at home. "Inkscape" for use on mac or pc.
- 3D CAD "Google Sketch Up" for 3D drawing is free to use if you use the online version. "Tinkercad" too.

### **Extension:**

- Provide some evidence of any work you have completed, things you have designed/sketched or made.
- Improving your knowledge of industrial practices/ craft techniques – watching "How it's made" on YouTube. Etc.