AQA A-LEVEL Art and Design Three-dimensional Design

Year 12 Bridging Work Designer Case Study

Learning Objectives

- 1. Choose a designer, write a bio, include some images and produce a drawing of their work
- 1. Include your opinions of the designers work and produce a detailed drawing of their work
- 1. Describe in detail your thoughts about the designers work and how they will inspire your own designs

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Key Terms Research Interpretation

Success Criteria

INTRODUCTION

Produce a case study on a designer/architect/artist of your choice. Include images of their work and your thoughts and opinions. You need to produce a detailed drawing of a piece of work that inspires you.

Red	Yellow	Green
Your case study includes a bio of the designer and some images of the designers work. You have produced a drawing of the designers work	Your case study includes a bio and background information of the designer and a range of images of their work. You have shared your opinions about the designers work and you have produced a detailed drawing of the designers work	Your case study includes a bio and background information of the designer and well selected images of the designers work. You have described in detail your thoughts about their work and how specific pieces will inspire you. You have drawn a detailed drawing of your most inspired work

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Page Requirements

- A short bio of Designer (including photograph)
- 8-12 images of the designers work
- Descriptions of the work in your own words use the prompt sheet
- A detailed drawing of your favourite piece.

Answer the questions in as much detail as you can – use full sentences. Not all questions will be relevant to the artist/designer you are researching

1. First Impressions

Record your first reaction and thoughts about the artwork

2. What materials and processes have been used?

- In this picture I can see.... (a paragraph describing everything that you can see colour, pattern, texture, line, shape, material?)
- Anything else interesting?
- What materials, tools, processes and techniques has the artist/designer used? E.g CAD, digital, modelling, wood, metal plastic (research and be specific to the material), paint, mixed media, collage
- In the background I can see....
- In the middle distance there is/are....
- In the foreground of the artwork there is/are....
- The product is assembled by....

3. Background Information

- The name of the artist who made this piece is...
- The artist lives and works in...(or lived and worked in....)
- The title of the artwork is...it was made in...(year)
- People/events/movements/ideas/concepts that they have influenced or been influenced by
- It is in the style of (Design movement etc)

4. Meaning

- I think the (picture/sculpture/product/design) is about....
- I think the artist/designer wants to say...
- When the artist/designer made this they were thinking about....
- The artist/designer said "....."
- It makes the viewer think......
- What mood or feeling you get from the work and how the artist/designer created this?

5. What do you think of it?

- The artwork/design/product makes me think of....
- This work relates to....
- What I particularly like about this piece is....this is because.....
- If I could change one thing about this piece of work it would be.....
- When looking at this work I imagine that I can hear/taste/smell
- I would like to ask the artist/designer...(think of 2 or 3 questions)
- This artwork gives me the following ideas for my own work....(at least 2 things that interest you

Artist Research

Investigate into artists, designers and craftspeople to help your own work.

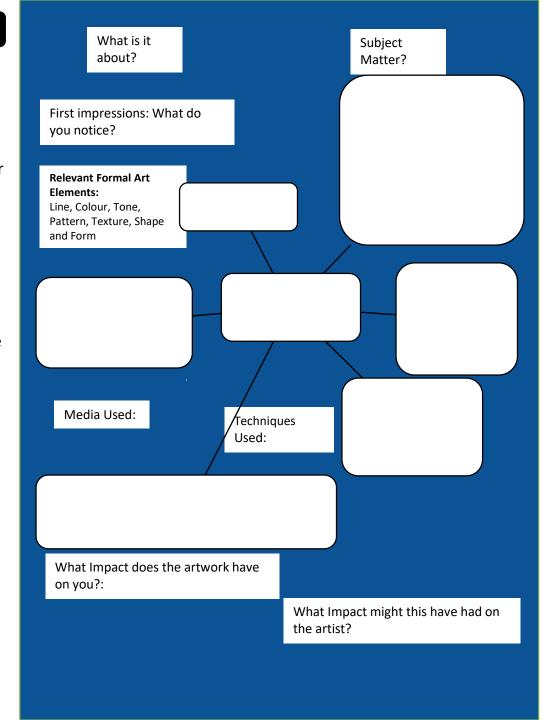
Use a double page for each artist

1. You will need to investigate at least 2/3 different Artists/Designers to gain inspiration for your project.

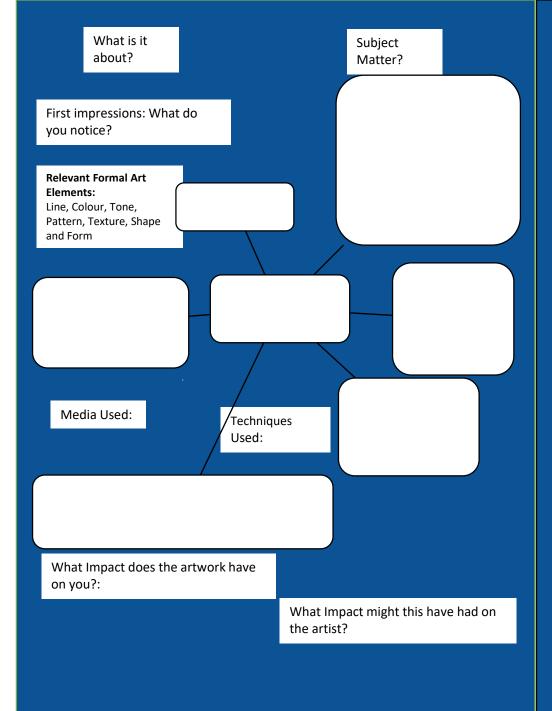
Add background information on the chosen artists.

- Some interesting facts about the artist
- Why you are studying this artist
- What you find interesting and are inspired by
- 2. Show that you can analyse their work, include the products/work that inspires you and show that you understand the cultural background to this work.
- What you find interesting and are inspired by
- How it gives you ideas for your final piece
- 3. Explain what features you like and what message it is trying to get across. Show a clear understanding of the artists' working methods and influences.
- 4. Create your own examples of their work. This can be recreating their work through sketching, modelling, digital modelling

Background & Title



- Tell me about what you see and if you like it
- What was the designers intentions when creating this piece?
- Describe the style, what are they mostly doing?
- What theme goes across their work?
- What do you like about the style?
- What materials and processes do they use in their work?
- When was this piece designed/made?
- Choose a specific piece of work and talk about the features. Why does it stand out and was this the bit you looked at first? What parts do you hope to replicate in your work
- What type of work does this person do? Architecture? Product design, sculpture?
- Who are they and what influenced them in their designs?
- What do you hope to explore/try out while looking at their work?



Detailed drawing of the artists work

Your own STORAGE
design in the style of
the artist/
designer/
architect

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Presentation

- Presentation of your work is REALLY important. The presentation should reflect the style of the artist/designer/architect
- You must include a well-designed title for your page (this will be the designers name on this page)
- Cut out your images cut using a ruler and a knife or the paper cutter.
- Mount your images on
 - coloured card
 - brown paper
 - newspaper
 - over watercolour

IVAN SEYMUS



Ivan Seymus' arrivors is based around whiting, steering and protography. His work could also the steen as 'llustrated also steery telling', as to also his heak spot for travelling, Ivan worked before in a photo studio and in appoint an advirtising agency. But shortly after started working the started working the started working acquainted with the mathodology of the journalif, and he has mathodology of the journalif, and he has

And to keep or constant peace arthonous. There should be considerated, greeness, and he percentage processes, all peoples should be free to the greenesses, all peoples should have free processes, and peoples should have free processes, and peoples should have free processes, and peoples of peoples and people pe

A SISTERS OF RUSOFF, 11

. 1879-1950 ale

s purishing, it is very explore to confind Bureau, and onling the "Bureau Hand"—for supply re is firition and France eventually went to we had follow into Jopanese hands, as well as Hong L. and Japan it is easy to see they they a local Pacific infunds. The Jopanese lightning as there much senter. But the local in Jone 1940 by two Assortion much evitories, was for infection and to the local local and in Jone 1940 by the Japan has a say to understall.











Sonia Delauna

MUTED TONES

imperlections

More simpustic

BOLD BENGHT

COLDURS

use of circles

COAGUE FLAT

Use of black to the

places together

less colour variation

all curved lines (except for straight lines that split the piece)

COMPARISON

unusual colour comprinations

exact and

Auto.

founded the orphism movement.

more detailed with shipes

MORE STRAIGHT LINES USED eg. RAINEOW HADM CENTRE

precise Very bright

tones

LOOKSVERY PERFECT PH1D PLANNED

uneventines

crossed ordes

ATMOSPHERE.

OF ENERGY

MENT

TO THE PARTY OF THE

cythme not (1938)

Robert Delaunay.



straight thes Maint dicks

convosition

use a Rack to he prace busy and abstract

bright times no shading /variation of tous

use of morochrone beatour



Mywork inspired " by the Delaunaus WORK







Here. Wave recreated one of Sonia Octobray's pointings that she created using alon Canas. However, the also wed govache for many paintings). I used acrylic Baint, which gave the bodd. Single toned colorur and definition between the

I found that when painting this piece, my extrastions of whom were often wrong.

I duxovered that rather than extremely bright/intrant toner. His piece used more parted inputenced tones which gives it a lighter feel than most of Sania Belauray's work. lachieved this by using a cream tone to mix in with bright colours, muting them are ughtening them.

like the imperpections in Scania's pointing, like the patches in the point and worky circles. I Hink it gives the painting life and makes it quirky and carefree, not serious but fun to look at and point. I also Hume the sparing we at black is really effective and brings the painting together.



I chose than pounting because it is more symmetrical man most of Sonia Delomay's work, with the many circles originating from a contral point where the lines cross exactly. Many of the artes are almost complete in shape and may creak a layering effect that gives the Impression of movement cladurie. I think they're very bad and bid. especially with the contrast between the bight red lorange and the cold the tones.

The single bright white segment remines me of a shaft of light. Things I changed

luned watercol which gave an mas we it eff - Lens wisp w man R. D's

Use of the alow purple

abalance between simplicity of 5. totalled & D WO

cg. pinh, tu purple

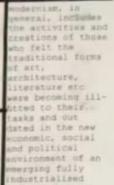
Modernism

often included geometric abstraction and architypia forms. Founded in 1917.

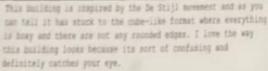
De print means style in herm. De Print was infinenced by initial paterting we wall as by the mysticist and the ideas. shoot "cons!" pometric form look as the "perfect attaight tile" in the ineplatoric philosophy of mathematicies S. H. Ethorosowers. The St Still acceptant was also influenced by

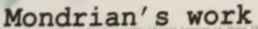


tis place is interesting because its not quite as blocked off s the usual work from the be Stijl movement is and therefore ray my attention moves also, it loose move released and sformal which creates the imprecious that the artist was very ald back about his or her work.

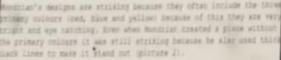




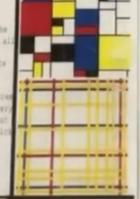




milarities that all of dominion's please have even though they all one many mifferent, for example, picture I and I are quite conful whereas place 2 doesn't use that much colour but despite is they all stick to the same format of Block and lines.



driam's style is reflected today in the architecture of many dery houses and through the use of bright primary colours that



Rietveld's work

I've chosen these examples because they display the block like woodwork that Rietveld is famous for.

These are striking because the furniture is almost like a 3D, functional version of Mondrian's bold artwork. Even Rietveld has stuck to using the primary colours to make the furniture more preventing and bolder.



sand west ures



ical statement becomes a statisting outt an



Muller and Van Severn

materials chosen

'anarman design mostly node ats origin in plastics and form, we consider material to be the mostle fro which a piece of furniture grows. We have note a salection of different unlowed marble stones that me will combine with Erasy and coloured polyathylana cotting boards. The colleges - but also the partieus so the markle stone - give the furniture accounts your kind of gracefulness. This makes every places furniture unique."

maller and Wan Severen often pair nervan and metal poles, which could possibly be areal but often have

a copper-like look to them. the farmiture seems to follow a fine time structure and sleavy includes clean not limed expect they



be fortition will have a ceen the senimitate ones. he dearpy has been chought or oppositing because the an THICK AS YOU TRUE UT MANY



