

# Graphics summer assignment 2018

## Summer Assignment 2015 Graphics 3 things to do: Due in first lesson with Ms Thomas

### **To be used in your first project this work is essential and will affect your grade for unit 1:**

- 1. Take** a minimum of 80 interesting and unusual photos (see scavenger hunt list, next slide !) This list is based on a stage production that you will be doing graphic designs for, you will get more information in September but for now you have a few themes you need to explore using photography.
- 2.** Prepare them as contact sheets and do edits at home if you can. Save the images on a memory stick/ sd card and bring them to your first graphics lesson **Upload** them to network as soon as you get your Post 16 log in. If you do not have a camera, and cannot borrow one, you could use a phone or Ipad as a last resort.
- 3.** By the end of the second week of term: (pay your course fees to get printer credits) **Print** the images as a contact sheet and work on 8 best edits using software/ apps of your choice.  
**YOU are expected to find a way round any ICT of technical issues with the support of** Ms Thomas/ Mr Knight/ or the technician who is available Pds 1,2 and breaktime. Excuses are not acceptable, we expect you to look for advice / solutions.  
**If you fail to do any part of this work this you cannot continue past week 2 of the course.**

### Recommended Reading List and useful websites.

- Behance.com
- Pinterest.com search your theme, and graphics
- 'This is Colossal' Website.
- 'Student Art Guide.Com' search graphics

Take a Minimum of 80 ***interesting and unusual photos*** inspired by any of the following. Many of these photos will be used as pattern or texture layer in your graphics.

Pick one idea from each theme and do 20 photos of it eg: for part A do 20 photos in a church yard! You could add your own ideas to explore the themes...

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A. Photos of things that could be *symbols* for **war or death:**

Cracked mud, stormy skies, storms (water drops bouncing into puddles) ashes, flames, smoke (take care! Keep it safe eg joss stick!)  
Grave stones, decorative details from churches.

B. Photos of things that could be symbols for **time passing:**

Rain, drops of water on window, Swirling water (like by a weir, please take care!)  
Waves breaking, water rippling in over sand.  
Clock faces.

C. Photos of **portraits young and old or male and female:**

Close ups of head and shoulders, keep the clothes very plain. Make sure they'd work in black and white

D. **Photos to represent life:**

Plants, flowers, cornfields, woodland, macro shots of leaves etc

<p><b>INDEPENDENCE</b></p> <ul style="list-style-type: none"> <li>• Being a 'Self – Starter' –Showing Initiative, Independence and ownership of your own progress in and out of lessons.</li> <li>• Booking in 'free lessons' in the Art department so that you are in close contact with teachers and able to progress well with independent work through using the resources available.</li> <li>• Able to produce independent work that is linked to your own personal ideas. To be able to plan a series of individualised homework tasks and projects rather than having to be set specific homework. You independently develop ideas and links with Designers through regularly using Behance.com and Pinterest to research contemporary graphic design.</li> </ul>	<p><b>RECORDING (AO3)</b></p> <ul style="list-style-type: none"> <li>• <b>AT A LEVEL – DRAWING SKILLS ARE ESSENTIAL. IF YOU ARE TO PROGRESS IN YEAR 13 AND FURTHER INTO A career in Graphic Design, DRAWING IS THE FOUNDATION FOR YOUR PORTFOLIO AND SKILLS.</b></li> <li>• The technical ability to deal with a range of digital software including Photoshop and Illustrator at Advanced level.</li> <li>• You are able to use recording media such as charcoal, line, tone, macro photography as well as more traditional methods.</li> <li>• Evidence at GCSE Level where Recording skills are at least 'Clear and Consistent' (grade B preferred)</li> </ul>
<p><b>INVESTIGATION (AO1)</b></p> <ul style="list-style-type: none"> <li>• Use higher level Blooms questions to analyse the artist's work in depth</li> <li>• <u>Producing work in the style of Graphic designers is more important than copying the work at A Level</u></li> <li>• You can recognise and describe key characterises of a designers work and identify appropriate media and techniques to recreate work in that style.</li> <li>• You can put Artwork in context through showing links to social and historical ideas as well as links to other artists.</li> <li>• Understanding of the formal elements a designer has used and how to describe them.</li> </ul>	<p><b>CREATIVITY</b></p> <ul style="list-style-type: none"> <li>• Being able to show more evidence of developing your own ideas in the context of the projects both in lessons and through homework.</li> <li>• Not being afraid to make mistakes – learn from them!</li> <li>• Be open minded to trying new techniques and processes</li> <li>• To be able to find influences that suits your style of work. This will help you generate ideas!</li> <li>• Using a range of resources to find inspiration including gallery visits, Pinterest etc..</li> </ul>
<p><b>OUTCOMES (AO4)</b></p> <ul style="list-style-type: none"> <li>• Produce independent work linked to your own personal ideas.</li> <li>• -Images you have created may be linked to a designers work but have gone further than being just a 'pastiche'.</li> <li>• -Technical ability shown is strong throughout your final outcome</li> <li>• -You have developed excellent Photoshop skills</li> <li>• You allow yourself enough time to develop a strong outcome and recognize it's importance.</li> </ul>	<p><b>ENGAGEMENT</b></p> <ul style="list-style-type: none"> <li>• Taking care and understanding the importance of the A Level Portfolio. Ultimately this is what you are judged upon for Further Education entry</li> <li>• A Passion for Graphic design – that goes beyond lessons. Your readiness to develop ideas and skills independently will demonstrate this.</li> <li>• Taking pride over your work with sketchbook presentation and realising the importance of a well resolved, visually pleasing portfolio.</li> <li>• Be aspirational- enter work into competitions &amp; promote your creative ability in the department!</li> </ul>

-Being **independent**

-Understanding the brief

-Creating beautiful technically advanced **outcomes using a range of art techniques, Photoshop and Illustrator**

-Recording using **photography minimum 3 shoots per project**

-Being **creative**, understand and care about aesthetics

-Be an **engaged** student.