

IDENTITY: MENTAL HEALTH

ASSESSMENT OBJECTIVES

AO1: Develop ideas through investigations, showing critical understanding of artist's work. = 25%

AO2: Selecting and experimenting with appropriate media, materials, techniques and processes.= 25%

AO3: Record ideas, observations and insights relevant to intentions as work progresses = 25%

AO4: Present a personal and meaningful response that demonstrates understanding of visual language.= 25%

Materials:

Pen
Pencil
Charcoal
Oil pastel
Chalk
Watercolour
Acrylic
Ink
Clay
Wire
Plaster
Latex
Found objects

Techniques/ key terms:

Observations – drawings/paintings made by looking at the object in real life.

Impasto: The thick application of paint, mixing colours on the canvas to create a sculpture like surface

Chiaroscuro: The use of extreme light and dark in drawing, painting and photography.

Casting: The use of alginate, plaster or silicon to create a mould of an object.

Image transfer: Medium used to transfer printed images onto wood, glass, fabric or other surfaces.

Assemblage: Composing a variety of objects and materials to create an image or a piece of installation work.

Francis Bacon

Francis Bacon (1909–92) was a maverick who rejected the preferred artistic style of abstraction of the era, in favour of a distinctive and disturbing realism.

Berlinde de Bruyckere

Working with casts made of wax, animal skins, hair, textiles, metal and wood, Berlinde De Bruyckere renders haunting distortions of organic forms. The vulnerability and fragility of man, the suffering body—both human and animal—and the overwhelming power of nature are some of the core motifs of De Bruyckere's oeuvre.

Alex Da Corte

His work is informed by Pop Art and Surrealism, regularly combining high- and low-brow American cultural references – from branded items found in domestic life to figures from popular culture – in order to explore and interrogate personal and cultural politics, alienation and the psychological parameters of the human experience Alex Da Corte

Ed Atkins

Atkins' work draws attention to the way in which we perceive, communicate and filter information. His videos combine layered images with incomplete or interrupted excerpts of singing, speech, subtitles and handwriting. Working with a specialist in computer generated animation, Atkins exploits the hyperreal surfaces produced by new software systems to create complex, nightmarish environments populated by virtual characters, avatars of ambiguous provenance and desires.

Title page

Mood board

Mind map

Observational drawings

Artist research 1 – double page and visual responses

Artist research 2 double page and visual responses

Artist research 3 – double page and visual responses

Initial Ideas – mind map

Initial Ideas thumbnail sketches - annotated

Experimentations – 8-12 pages testing your ideas out - annotated

Final Idea – technical drawing and plan, annotated