

KNOWLEDGE ORGANISER

GCSE Art and Design

THE DESIGN PROCESS

HOW YOUR WORK IS ASSESSED

*You must create work that covers each Assessment objective.
Your work is assessed under 4 areas.
You can achieve up to 96 marks.*



YOUR COURSEWORK PORTFOLIO IS EQUAL TO 60% OF YOUR OVERALL MARK.
YOUR EXAM UNIT IS WORTH 40% OF YOUR OVERALL MARK.

USEFUL WEBSITES!

Tate Modern Art Terms

www.tate.org.uk/art/art-terms

This is a list of Art terminology with visual examples

BBC BITESIZE

<https://www.bbc.co.uk/bitesize/subjects/z6hs34j>

Pinterest

This is a social media site in which you can create pin boards to store ideas. Great for research!

www.pinterest.co.uk/

www.dafont.com/



This website has hundreds of fonts to try out and download! Useful for creating title and annotation.

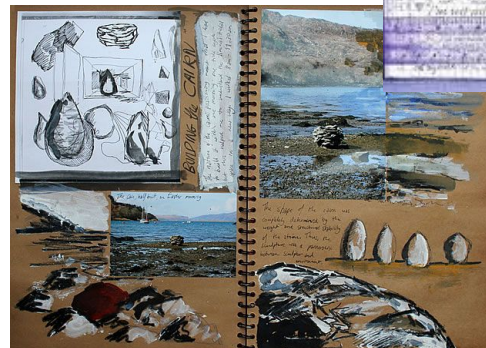
SKETCHBOOK PRESENTATION

There are lots of creative ways to present your sketchbook.

TIPS..

- BE CREATIVE WITH YOUR BACKGROUNDS
- CREATE BUSY, LIVELY PAGES
- TAKE INSPIRATION FROM OTHERS
- INCLUDE ANNOTATION IN A CREATIVE WAY
- THINK ABOUT MAKING YOUR SKETCHBOOK INTERACTIVE WITH INS AND PAGES THAT FOLD OUT!

Record
Draw
Collect
Present
Write
Experiment
Plan



IT MIGHT HELP TO THINK OF SKETCHBOOKS, AS A PLACE IN WHICH YOU COLLECT – COLLECT THOUGHTS, COLLECT IMAGERY, COLLECT REFERENCES... FUNDAMENTALLY SKETCHBOOKS ARE ABOUT MAKING YOUR THOUGHTS AND IDEAS REAL, BY WRITING, DRAWING, DOODLING, SCRAWLING, STICKING. YOU MAY BE ASKED TO PRODUCE SOME OR ALL OF YOUR GCSE WORK IN A SKETCHBOOK.

MOOD BOARDS AND MIND MAPS

A mood board is a type of collage consisting of images, text, and samples of objects in a composition. It can be based upon a set topic or can be any material chosen at random.

A mood board can be used to convey a general idea or feeling about a particular topic.

Be creative with your presentation!

Fill your page!



Use Google images and Pinterest to collect images and ideas.

When you start a new project, creating a mood board is an effective way of collecting ideas at the start.

Use annotation and key words to highlight and explain your thoughts about the images you have collected.



HOW TO ANNOTATE YOUR WORK



ANNOTATION...

describes writing notes, cutting & pasting images or adding explanatory text about your thoughts, experiments & ideas in order to show the development of your own art & working methods

YOUR DIGITAL SKETCHBOOK SHOULD SHOW ANNOTATIONS ON THE FOLLOWING THEMES:

• INSPIRATION • IDEAS • MATERIALS • TECHNIQUES • EVALUATION

Looking at other artists to learn from their past successes + failures

Brainstorming your solutions to the problems you're trying to address

Investigating the alternative tools & media you have to work with (pros + cons of each)

The different methods experimented with towards developing a final piece (strengths & weaknesses)

Assessing your own progress along the way, successes & issues faced



ANNOTATION IS A THREE-STAGE PROCESS: DESCRIPTION > EXPLANATION > REFLECTION

① DESCRIBE (WHAT?) ② EXPLAIN (HOW?) ③ REFLECT (WHY?)

e.g. + What is this an image of ?
+ What have you done here ?
+ What was this stage of the project for ?

e.g. + How was this work made ?
+ How did you produce particular effects ?
+ How did you decide on the composition?

e.g. + Why did you use these specific methods ?
+ Why do particular elements work better than others ?
+ Why might you do things differently next time ?



VISUAL STYLE...

THE DESIGN CHOICES YOU MAKE IN HOW YOU PRESENT EACH DOUBLE-PAGE SPREAD IN YOUR DIGITAL SKETCHBOOK SHOULD REFLECT THE VISUAL STYLE OF THE WORK BEING DISCUSSED (i.e., watercolours / 8-bit computer graphics / the work of a particular artist / handmade)

You must include written annotations in your work. Your annotations should explain your thinking, ideas and your intentions for your work.



Ways to present annotations..

Handwritten
Typed
collaged

OBSERVATIONAL STUDIES

Observational studies can be drawings, photographs or 3D models.



An observational study is an accurate copy of an object done through careful observation.

In A03 you are required to record your ideas. You can do this through observational studies. You can also record your ideas through annotations, moodboards, mind maps and research.

TAKING PHOTOGRAPHS!

Taking your own photographs can be an excellent way to record your observations and ideas. Taking your own photographs allows you to create original images of your own that you can adapt or refer to in the design phase of your project!



There are lots of apps for your phone that are great for editing photographs



Think about how you could present your photographs creatively in your sketchbook!

Include annotation to explain the thinking behind your images!

Think about presenting all of your images as a small contact sheet and then pick out your favourite images!

WHEN TAKING A PHOTOGRAPH THINK ABOUT:

COMPOSITION

LIGHTING

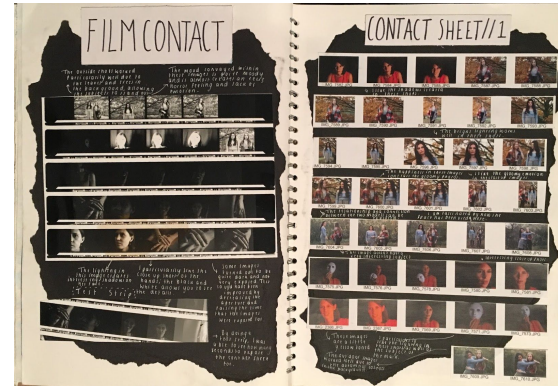
ANGLES

CONTENT

COLOUR OR BLACK AND WHITE?

DEPTH OF FIELD (WHAT DO YOU WANT IN FOCUS?)

MOOD AND STYLE



ARTIST STUDY... LOOKING AT THE WORK OF OTHERS

In order to fulfill the criteria of A01 you must look at the work of other artists, designers and craftspeople. This work should inspire your own work.



In your project you should look at the work of a variety of artists or designers.

You should create a presentation of your research and make studies of their work.

Make work in response to your chosen artist!

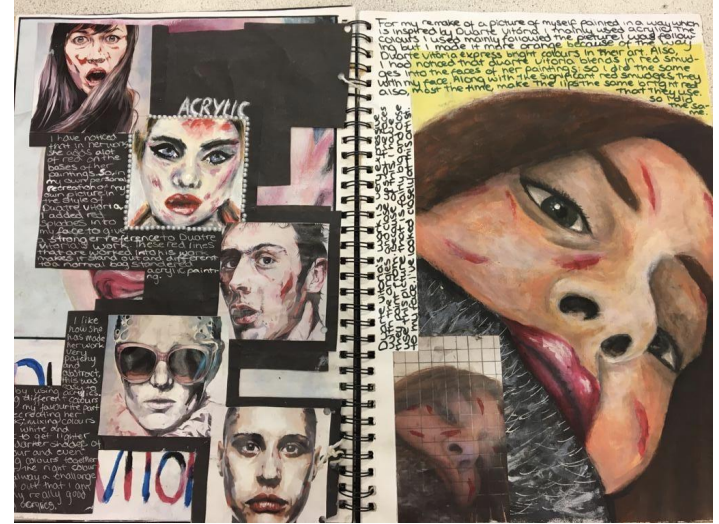
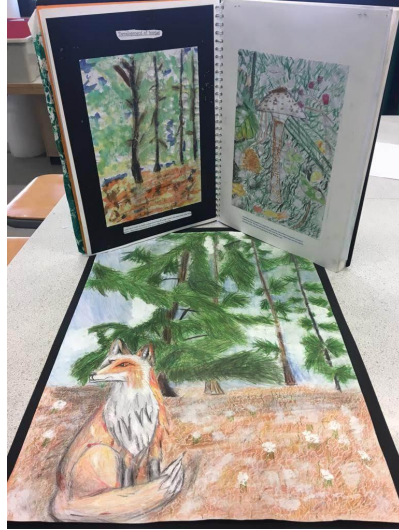


DESIGN IDEAS

YOUR DESIGN IDEAS SHOULD BE INSPIRED BY YOUR INITIAL RESEARCH, ARTIST STUDIES AND OBSERVATIONS. YOU WILL NEED TO SHOW A RANGE OF INITIAL IDEAS.



You will need to choose which idea to develop further.



Use annotation to explain your design ideas.

DEVELOPING YOUR DESIGN IDEAS

For A02 you should show evidence of exploring and refining your ideas.

Way to explore your ideas..

- Try different compositions
- Try different colour schemes
- Try different media
- Add something
- Take something away
- Try a different style



Trying different colours

Trying different compositions

It is important that you don't become too attached to your first idea.



FINAL OUTCOMES

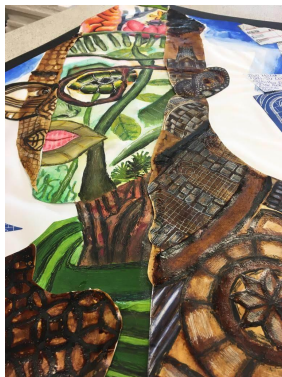
Your final outcome could be a 2D or 3D piece!

Your final outcome is your final piece or final response to the theme of your project. You may have more than one outcome.



Your final outcome should show links to the artists you have looked at in your project and be a realization of your intentions.

Your final outcomes are assessed under assessment object 4 and are worth 25% of your overall mark.

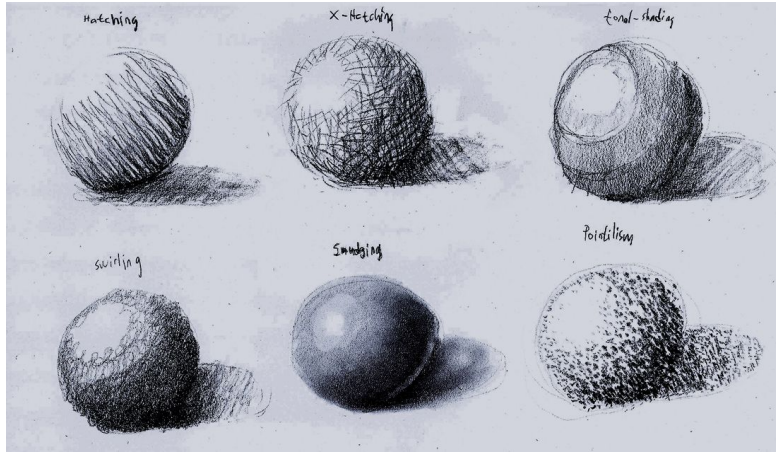


2D and 3D outcomes inspired by the work of Ian Murphy and taken from the students own photographs and drawings



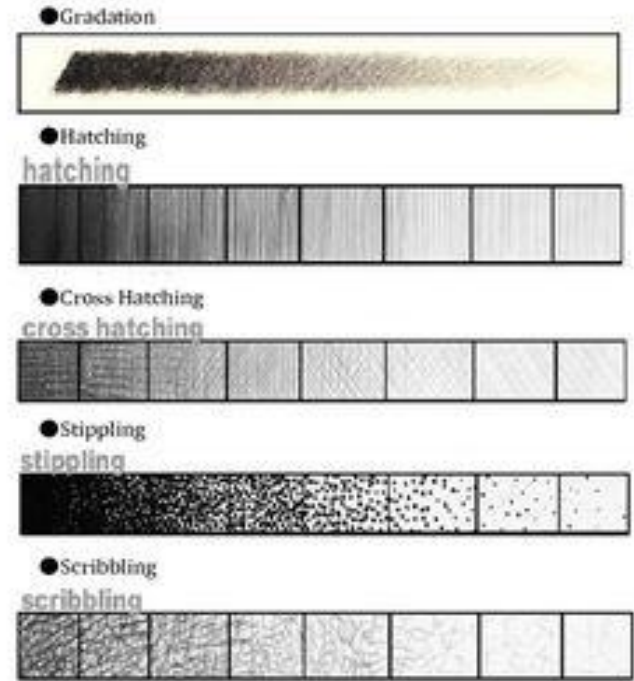
MEDIA

SHADING TECHNIQUES AND STYLES



You can create different shading styles by using different types of marks.

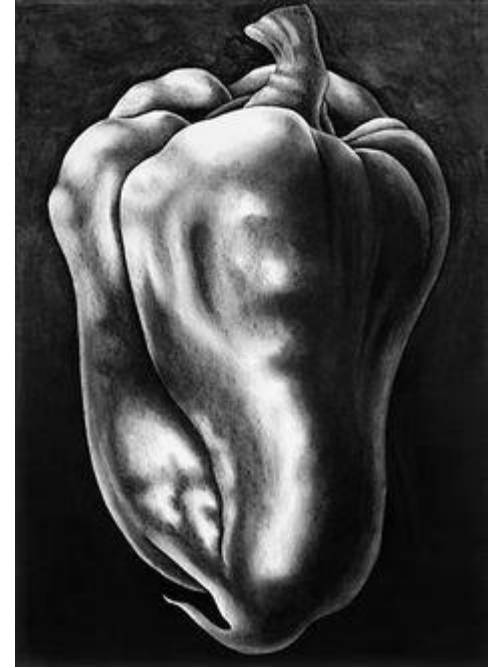
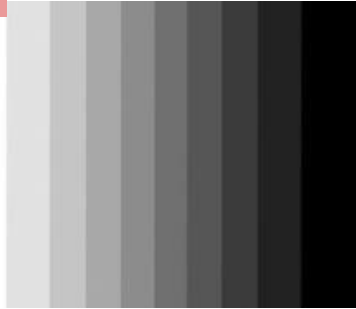
SHADING IS THE
PROCESS OF
ADDING VALUE
TO CREATE THE
ILLUSION OF
FORM, SPACE,
AND MOST
IMPORTANTLY -
LIGHT IN A
DRAWING



TONAL DRAWING

A tonal drawing is done, usually in pencil, using tones of black through the greys to white (the white is the colour of the paper). Coloured pencils, crayons, charcoal, and other mediums, can also be used.

Tonal scale



Tonal value = how light or dark something is.

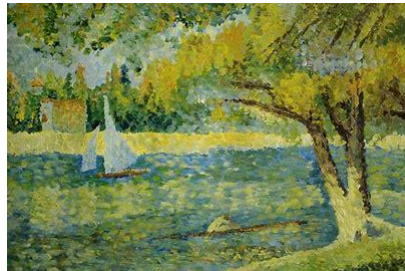
You can create different tones in pencil by applying different pressures when shading.

Showing tonal detail in a drawing helps to show the form of an object

PAINTING TECHNIQUES AND STYLES

There are many different approaches to painting. You may want to explore different styles or types of painting in your own work.

Impressionist
Paintily
Photorealism
Abstract



Oil painting.

Watercolor painting.

Pastel painting.

Acrylic painting.

Digital painting.

Sand painting.

Texture painting

Matte painting.

Spray Painting.

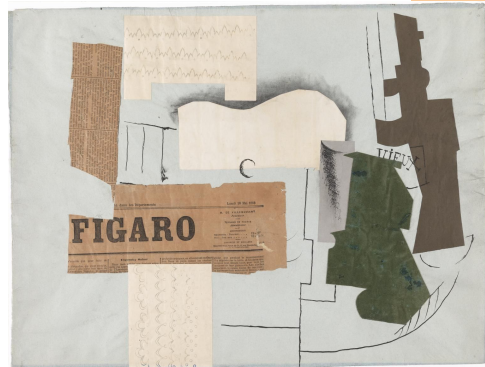
Graffiti Art.



MIXED MEDIA

Using different media together

In visual art, mixed media is an artwork in which more than one medium or material has been employed. Assemblages and collages are two common examples of art using different media that will make use of different materials including cloth, paper, wood and found objects.



THE USE OF MIXED MEDIA BEGAN AROUND 1912 WITH THE CUBIST COLLAGES AND CONSTRUCTIONS OF PABLO PICASSO AND GEORGES BRAQUE, AND HAS BECOME WIDESPREAD AS ARTISTS DEVELOPED INCREASINGLY OPEN ATTITUDES TO THE MEDIA OF ART. ESSENTIALLY ART CAN BE MADE OF ANYTHING OR ANY COMBINATION OF THINGS.

COLLAGE



The term collage derives from the French term *papiers collés* (or *découpage*), used to describe techniques of pasting paper cut-outs onto various surfaces. It was first used as an artists' technique in the early twentieth century.

Collage can also include other media such as painting and drawing, and contain three-dimensional elements.



A **montage** is more formal than a collage and is usually based on a theme

A **photomontage** is a collage constructed from photographs

RELIEF PRINTING

RELIEF PRINTING IS A FAMILY OF PRINTING METHODS WHERE A PRINTING BLOCK OR PLATE THAT HAS HAD INK APPLIED TO ITS SURFACE, BUT NOT TO ANY RECESSED AREAS, IS BROUGHT INTO CONTACT WITH PAPER. PRESSURE IS APPLIED TO PRESS THE PRINT ONTO THE PAPER.

THE RAISED AREA OF THE BLOCK IS THE AREA THAT IS TRANSFERRED ONTO THE PAPER.

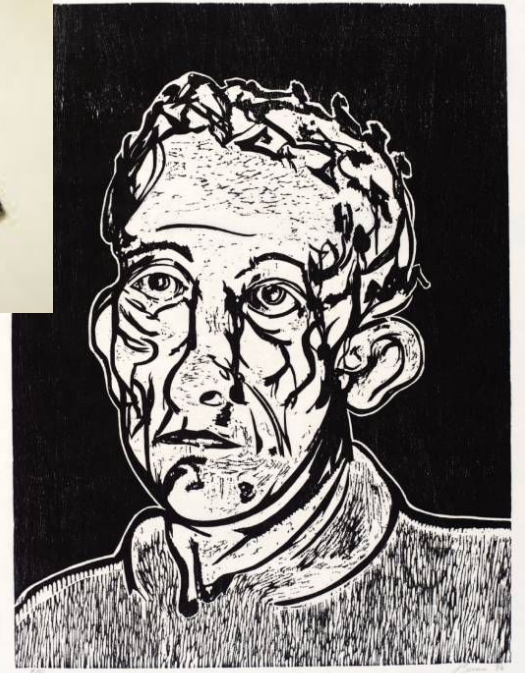
Materials used
to create
reliefs...

Wood
Lino
Polystyrene
Cutting tools
Roller
Printing inks



Thick printing inks should be used to ink up your relief, using a roller to apply the ink.

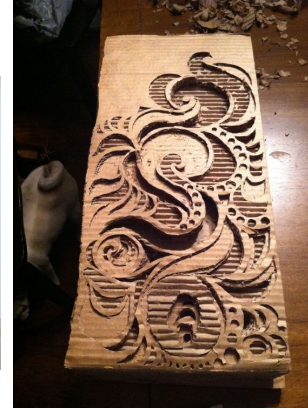
ANGIE LEWIN IS A LINO PRINT ARTIST, WOOD ENGRAVER, SCREEN PRINTER AND PAINTER DEPICTING THE UK'S NATURAL FLORA IN LINOCUT AND OTHER LIMITED EDITION PRINTS.



Wood Cut. A method of relief printing from a block of wood cut along the grain.

RELIEF SCULPTURE

Any three-dimensional element attached to a basically flat surface is said to be in relief or a relief element.



Sculptors make relief sculpture from many materials, including stone, cardboard, paper, clay and wood.

WATERCOLOUR PAINTING

Watercolour is a painting on paper or cardboard with colors diluted in water. The colours used are transparent (depending on the amount of water in the mix) and sometimes reveal the bottom of (white) paper, which acts as another tone.



12 Watercolour Painting Tips

1. Use Quality Paints.
2. Use The Right Paper.
3. Stretch Your Watercolour Paper.
4. Draw Lightly.
5. Use the Right Brush.
6. Loosen Up.
7. Limit Your Palette.
8. Layer Washes.
9. Use Masking Fluid.
10. Create a Full Range of Value.



Explore different brushes to achieve different types of mark

The overall look of watercolour is fluid and light. You can combine water colour with other media such as pencil crayon or pen. Water colours come in different forms, solid, in a tube and even as a pencil crayon.

ACRYLIC PAINT

Techniques for Paint Application

The beauty of acrylic paint is that it can look totally different depending on how you apply it. The more you experiment, the better it gets!



DRYBRUSH

WHEN YOU APPLY STRAIGHT-OUTTA-THE-TUBE PAINT TO A CANVAS USING A DRY BRUSH, YOU'LL CREATE A STRONG STROKE OF COLOR ON THE PAGE. YOUR LINES WILL BE UNEVEN (BECAUSE THERE'S NO WATER TO SOFTEN THE EDGES), BUT DRY BRUSHING CAN GIVE YOU A PURPOSEFUL PAINTERLY EFFECT.



PALETTE KNIFE

APPLYING PAINT WITH A PALETTE KNIFE IS AN INSTANT WAY TO MAKE YOUR WORK LOOK PAINTERLY



WASHING

IF YOU WATER IT DOWN ENOUGH, ACRYLIC ACTS A BIT LIKE WATERCOLOR! YOU CAN USE THE DILUTED PAINT TO APPLY TRANSLUCENT WASHES ON YOUR SURFACE. BUT UNLIKE WATERCOLOR, THE ACRYLIC PAINT WILL SET PERMANENTLY.



DABBING

THINK OF DABBING LIKE VERY ARTISTIC SPONGE PAINTING: USING THE CORNER OF A SPONGE OR EVEN A PIECE OF PAPER TOWEL, DAB ON ACCENTS OF COLOR. THIS CREATES A TEXTURE THAT CAN'T BE REPLICATED WITH ANY OTHER APPLICATOR.



ART TERMS

Line Value/tone Form Colour Texture Shape Space

Line		Horizontal, vertical, diagonal Straight, curved, domed, broken Thick, thin
Shape		2D (two dimensional)/ flat Geometric (square, circle, oval, triangle) Organic (all other shapes)
Form		3D (three dimensional) Geometric (cube, sphere, cone) Organic (all other forms such as people, animals, tables, chairs, etc.)
Colour		Refers to the wavelength of light Refers to hue (name), value (lightness/darkness), intensity (saturation, or amount of pigment), and temperature (warm and cool). Refers to tint, tone and shade.
Texture		The feel, appearance, thickness, or stickiness of a surface (for example: smooth, rough, silky, furry)
Space		The area around, within, or between images or parts of an image Relates to perspective Positive and negative space

KINDS OF LINES:

Contour Hatched Vertical Zigzag	Analytical Cross-Hatched Horizontal Curved	Expressive Implied Line Diagonal Wavy
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SHAPE

FORM

GEOMETRIC FORMS: Also known as inorganic shapes

ORGANIC FORMS: Also known as organic shapes

GEOMETRIC FORMS: Also known as inorganic shapes

ORGANIC FORMS: Also known as organic shapes

The ABCs of Art: The Elements & Principles of Design - Compiled, organized, and edited by ACCA
Contact artist, artteacher@acca.com, to give feedback.
More downloads at www.accaart.com • www.accaart.com

PHYSICAL OR VISUAL?

WAVE

WATER

ROCK

DOG

BRICK

CLOUD

SEAFOAM

BRICK

BUBBLY/FOAMY

GRASS

WOOD

SLIPPERY

LOW BACKS WITH HOLE OR HOLE

WOOD

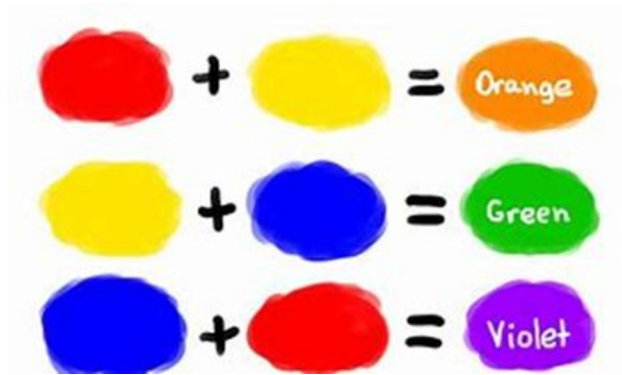
IMPASSO

The ABCs of Art: The Elements & Principles of Design
Compiled, organized, and added to by ♥M.C.Gillis
Contact artist, mo@expandingheart.com, to give feedback.
More downloads at www.expandingheart.com & www.awesomeartists.com

SECONDARY 	PRIMARY 	TIERTIARY
COOL COLORS 	MONOCHROMATIC 	WARM COLORS
ANALOGOUS 	TRIADIC 	COMPLEMENTARY

I WILL LOOK FOR VALUE AND CONTRAST, BOTH NATURAL AND MAN-MADE
IN MY ENVIRONMENT.

COLOUR THEORY - MIXING AND THE COLOUR WHEEL



Groups of colours

Primary Colours



Secondary colours



Tertiary colours



Complimentary

Harmonious colours

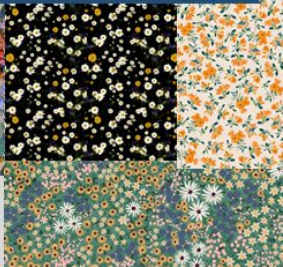
Warm colours

Cold colours



PATTERN

A repeating artistic or decorative design

Knowledge Organiser: Pattern				
 Conversational prints are classified as any print with a recognizable picture in it, such as houses or insects	 Digital print is often a computer manipulated image that is then digitally printed onto fabric	 A ditsy print is quite small in scale, and the design motifs are usually scattered or random	 A placement or engineered print is the controlled position of an artwork within a product	 Skin patterns emulate different animal skins. These patterns can be realistic or abstract
 Trompe-l'œil (French for "deceive the eye", pronounced [tʁɔ̃p lœj]) is an art technique that uses realistic imagery to create the optical illusion	 Tropical pattern is made up of mostly exotic flowers and sometimes birds/insects. Typically they are vibrant and sometimes include fluorescent colours	 Geometric patterns are made up of geometric shapes. This may be graphic or of a more organic nature	 Paisley or paisley pattern is an ornamental design using the <i>buta</i> (Persian: بته (or <i>boteh</i>, a teardrop-shaped motif with a curved upper end. Of Persian origin	 Camouflage was originally used by military force to conceal the wearer or make it appear as something else (mimicry). It has diversified for fashion

ART MOVEMENTS

AN ART MOVEMENT IS A TENDENCY OR STYLE IN ART WITH A SPECIFIC COMMON PHILOSOPHY OR GOAL, FOLLOWED BY A GROUP OF ARTISTS DURING A SPECIFIC PERIOD OF TIME

You may want to look at a particular art movement or style in order to develop ideas for your own work.



Academic Art
1500's-1900's

Academic art is a style which is very precise there is nothing abstract about it. This style was influenced under the academies of European Art.



Symbolism
1750's-1890's

Symbolism as an art form was representing ideas or qualities as a symbol. This was achieved through the use of colour and line strokes.



Romanticism
1750's-1890's

Romanticism reached its peak between 1800-1840 the art form was a revolt against traditional styles. Through this art form artists expressed their feelings, painting even mythical paintings.



Impressionism
1870's-1880's

Impressionism started in France it went against conventional art methods. Artists would skip detail and would rather paint the sensation that they felt, this was created using small brush strokes and unmixed palettes.



Art Nouveau
1890's-1910's

Art Nouveau was another art form that originated in France. The main concept behind the theme was artists stopped looking for ideas from the past and started looking what was around them. This had a huge impact on the style of soft furnishing and furniture.



Expressionism
1890's-1930's

Expressionism is where the artist will strive to achieve an emotional reaction from the audience by manipulating reality.



Fauvism
1900's-1910's

Fauvism was a very short lived art movement, it was inspired by artists like Van Gogh and was all about colour. "The Fauvists believed absolutely in color as an emotional force".



Cubism
1900's-1920's

Cubism was a major art movement led by Picasso. A Cubist will aim to show all viewpoints of a person all at once.



Surrealism
1920's-1960's

Surrealism was the precursor of Dadaism. In many paintings you will see random objects placed next to each other, this was to provoke the subconscious.



Pop Art
1950's- Present Day

Pop art is still today a very big art movement. It started in the 1950's but really took off in 1960's, a lot of themes from Pop art are inspired from adverts or comic books.



Internet Art
1970's-Present Day

With technology improving everyday computers and the internet have drastically changed what artists can accomplish. The Art is digital and can even be interactive, this art movement is yet another step forward and goes against conventional ideas.