

## ***VCE Studio Arts. Unit 2. Outcome 1***

### ***Area of Study 1– Exploration of studio practice and development of artworks.***

# CREATING ART TO COMMUNICATE IDEAS

#### **What you need to do:**

Over the course of Unit 2, you will be developing a folio of work based on a **CONCEPT OR ISSUE** of your own choosing. In order to do this, you must develop both a theme for your folio and an idea of the kinds of media that you would like to work with.

You need to consider a topic that you might like to explore, this may be something from the news or current affairs, or something to which you have a more personal connection. Try to **be clear and specific** when choosing your concept, and try to decide what it is that you want your art to say.

By the end of the outcome you will need to have produced at least one finished artwork; however, the number of artworks will be determined by the nature, the scale and complexity of the work undertaken. Please note that your mark for this outcome will come largely from your developmental work / artistic explorations as well as the finished artwork. As such, it is very important that you document all research and trials in your visual diary. You also must **fully reference** all sources for your research.

#### **How to do it:**

### **1. Seek inspiration (throughout the entire unit):**

#### **Getting started:**

- Create a mind map of ideas about what you might like to do. This mind map should include ideas about your theme as well as the style, methods, media and materials that you might like to use to create a body of work.

#### **Inspiration for theme:**

- Using books, newspapers, the internet etc, research your topic. The kind of research that you do will depend on the topic that you choose. You may look at news articles, images, photos or documents from your own past, work by other artists dealing with this theme, literature etc.

#### **Inspiration for style, materials and techniques:**

- Include a range of research that inspires your style, and materials and techniques. This might be imagery that you have found in books or online, photos that you have taken etc, but also **must include the work of other** artists. When you look at an artist's work for inspiration, you should write a bit about the artist and about a few of their works, analysing and explaining the work and discussing how it inspires you.

#### **Record, annotate and reference your inspiration:**

- Record (write/draw/paste) this research in your visual diary and annotate it, describing why you have chosen it and why it inspires you. Remember to fully **REFERENCE** your sources.

It is a good idea to start the folio process by conducting research, but it is also important to **CONTINUE YOUR RESEARCH THROUGHOUT THE DEVELOPMENT PROCESS** as new ideas and inspirations occur to you. Ideally, rather than just having pages of inspiration, locate your inspiration in amongst your trials so that your folio clearly shows **how your inspiration has informed the creation of your own work.**

### **2. Exploration Proposal.**

Once you have an idea of what you want to do, you need to write an *Exploration Proposal*. The *Exploration Proposal* outlines your ideas for the artwork you will develop and create throughout the unit. This includes the theme, aesthetic qualities, materials and techniques you plan to develop and explore. The proposal also identifies any early inspiration that supports or influences your ideas.

The *Exploration Proposal* may be typed or hand written, and it may be presented as an extended statement or under a series of sub-headings. It may include dot points where necessary to make something clearer; however, the statement cannot simply be a dot point list. It may include illustrations or diagrams as a means of clarification, and must include some images of your inspiration. The *Exploration Proposal* should be written with care, using appropriate art language.

It should address the following things:

- **Theme:** What is the major theme/concept/purpose behind my work?  
Discuss this theme and why it is important or interesting to you. If possible, try to explain your personal

connection to the ideas.

- **Inspiration:** Who/what has inspired me in this theme and what/who has inspired me in this style? Themes may be inspired by artworks, artists, music, culture, history, social or political events, philosophies, beliefs, personal experiences, personal interests etc. Styles might be inspired by the work of other artists, film, graffiti, posters, album covers, fashion, design, things in the world- nature/cityscapes etc. Anything that inspires you. Write a little analysis of each source of inspiration, explaining why/how it inspires you. Use art language. You **must** include some imagery to support this (with references)
- **Materials and techniques:** What materials and techniques would I like to explore? Be broad with this. You must list some specific things to work with, but if you are unsure, give yourself some scope to play.
- **Aesthetics** What aesthetic qualities/style do I want? Here is where your art language really comes in. Talk about the elements and principles of art and design. Discuss why your material choices will help you to achieve this aesthetic.

### 3. Plan

Make a plan to help you approach your studio process. To do this you will need to look at the due date and work backwards to allow enough time for making and presenting your end product. We will work through this together in class early in Term 3.

### 4. Design / Explore / Experiment.

Once you have some ideas, you need to try them out. I expect to see a **broad range of trials** before you settle on what you will do for your finished artwork. Throughout this process you will also need to **annotate** all trials. Write about what works and what doesn't and state why – remember to use your art language for this. Everything that you try (even the stuff you really don't like) needs to go into your folio. If you don't like it, you've learnt that that is not what you want to do- this is the design process!

Remember that you can (and should) continue to **add more sources of inspiration** to your folio while you experiment with art making as your ideas will likely evolve and grow. Ideally, rather than just having pages of inspiration, locate your inspiration in amongst your trials so that your folio clearly shows how your inspiration has informed the creation of your own work.

### 4. Identify Potential directions.

As you work through the design process, you need to identify which design ideas are working and which are not. You will need to look over your visual diary and choose that which you want to go on with and refine into finished works. Clearly identify these things as Potential Directions. For those things which you have identified as Potential Directions, you need to make sure that you have particularly comprehensive and clear annotations.

### 5. Refine.

Once you have your designs, you need to refine and perfect your favorite ones. Make mock ups, test your media and materials on different surfaces and figure out how to make it the best finished product that it can be.

### 6. Create.

Once you know what you want to make – make it! Your work must be fully complete, including any mounting or presentation methods necessary before submission.

**NOTE:** This unit of work is all about self motivation and an ability to work independently. It will be up to you to divide your time between researching, experimenting and making artwork.

### DUE DATES.

- **Holiday Homework:** Seek inspiration and make notes for your proposal. You may also like to start the design process. I will help you to fully draft and edit this proposal in week 1 of term 3, and a good copy will be due at the end of week 2.  
*Exploration proposal – early draft/notes due: In class during Week 1 of Term 3*  
*Exploration Proposal due: End of Week 2 of Term 3*
- **Design Folio and Finished artworks due: Thursday 15th October (Term 4 - Week 2)** We use the fair as our exhibition, so your work must be fully complete, including any mounting or presentation methods.  
*Note: You will write a reflective statement in class the week following your folio submission.*

## **STUDIO ARTS - UNIT 2 PLAN.**

Fill in this plan to help you to structure your time.

### **TERM 3**

Week	
1	<b>Proposal draft due this week.</b>
2	
3	<b>Proposal due.</b>
4	
5	
6	
7	
8	
9	

## HOLIDAYS

Week	
1	
2	
3	<b>Ideally aim to have all artworks done by this point if they need mounting.</b>

## TERM 4

Week	
1	
2	<b>FOLIO AND ARTWORKS DUE 15th OCTOBER</b>
3	<b>Write reflective statement in class this week.</b>