**Welcome to A level Graphic Design**

**Taster Tasks 2023**

Included in this pack are the following activities:

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| **Task** | **Title of Tasks** | **Purpose of Task:** | **Time to be taken** | **Outcome Expected** |
| 1. | **Review of past work** | Develop a self-awareness of skill level Develop understanding of own personal interest in Art and Design  | 1 hour | One page of written work with images |
| 2. | **Visual Mind map**  | Investigate and explore ideas and interest in Art and design  | 1 hour | A3 page |
| 3. | **Graphics research**  | Understanding of graphic design in reference to own interests.  | 3 hours | 6 A4 pages with images |
| 4. | **Title and theme of project**  | Finalise focus of project  | 1 hour | 1 A3 PAge |
| 5. | **Primary source drawings** | Developing and refining of primary source drawing | 4 hours | 2 A3 sheets of drawings |
| 6.  | **Secondary source drawing** | Developing and refining of secondary source drawing | 4 hours | 2 A3 sheets of drawings |
| 7. | **Design work**  | Developing designs for Graphics  | 2 hours | 2 A3 sheets |
| 8. | **Experiments and tests**  | Developing of ideas through experimentation with materials and ideas | 8 hours | 4 A3 Sheets |

**Tasks**

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| **Title of Tasks** |
| **Task 1 - Review of past work*** Write a short statement about your previous work at GCSE.
	+ Discuss what you like and want to take forward into you’re A level work.
	+ Consider themes, materials and processes.
	+ Try to include images of your work as well.
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| **Task 2 - Visual Min Map** * Create a visual mind map exploring topics you could research try to keep topics broad e.g. portraits, body, landscapes, nature.
	+ Have no more than 8 strands coming off the main idea.
	+ Try to interconnect strands to show how different elements connect e.g. emotion, portraits and colour could all interconnect
	+ For each strand include several images from magazines, internet and drawn by you etc. to explore visually your idea.
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| **Task 3 -Graphics research** * Pick one or two of your ideas from the visual mind amp and then research 4 Graphic design styles or artists try to make these all different in style and theme,
	+ Create a page of A4 research for each one. Include images on the page a little biographical and analysis considering the wider issues of what the artist is saying their work.
	+ Discuss the mood or emotion of the work, how it relates to your work and what are you going to take into your work from the artist research.
	+ This could be a good starting point - <https://99designs.co.uk/blog/design-history-movements/history-graphic-design/>
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| **Task 4- Title and theme of project** * Consider the design brief for your project – Contact Mr Edwards via email and discuss with him suitability.
	+ Your Title should be quite broad like design promotional material or a restaurant or music festival
* When agreed, write a Brief-this should outline your project idea, - remember the project lasts till Christmas
	+ Who is your client?
	+ What is their audience?
	+ What do you think you will produce for them?
	+ What is your starting point?
	+ Who has inspired by choices?
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| **Task 5 - Primary source drawings*** Now considering your topic create drawings from life create one A3 pages of drawings
	+ Experiment with mark making,
	+ Experiment with continuous line
	+ Experiment with materials
* When drawing try to be inventive – explore styles and materials e.g. drawing with beetroot juice, or coffee, hot chocolate, can you draw with a toothbrush, or fork, how about a twig dipped in ink
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| **Task 6 - Secondary source drawing*** Take your own images (photography) based on your project
	+ When doing photography always create a range of images
	+ Print them all small to show your work
	+ If you can amend them by cropping, and amending brightness and contrast,
* Now using your images create drawings from life create two A3 pages of drawings
	+ Experiment with mark making,
	+ Experiment with continuous line
	+ Experiment with materials
 |
| **Task 7 – Design work*** Using your drawings start to design a logo for your product or company – across 2 A3 sheets
	+ Create a least 8 different designs
	+ Experiment with composition, font, colour
	+ Experiment with images
	+ Anything you use should come from your drawings
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| **Task 8 - Experiments and tests** * Using your drawings start to develop ideas for a more refined outcome these can include;
* Taking more photographs
	+ Refining drawings
	+ Testing new materials such as paintings/ sculptures/ printmaking
	+ Working bigger or smaller.
	+ Doing more artist research to refine ideas.
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**SUPPORT**

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| **Websites:** |
| [www.tate.org](http://www.tate.org)  |
| [www.pintrest.co.uk](http://www.pintrest.co.uk)  |
| [www.npg.org.uk](http://www.npg.org.uk)  |
| <https://99designs.co.uk/blog/design-history-movements/history-graphic-design/> |
| <https://www.metmuseum.org/> |
| <http://www.museumwnf.org/> |
| <https://www.saatchigallery.com/> |
| <https://activetheory.net/home> |
| <https://buzzworthystudio.com/> |
| <http://stefaniebrueckler.com/> |
| <https://www.designweek.co.uk/> |
| <https://www.creativeboom.com/> |

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| **Podcast:** |
| The Daily creative |
| The Deeply Graphic Design cast |
| Design Matters |

There are hundreds of fantastic Youtube videos, podcasts and websites out there have a look and build up your own resources. For your own personalised project.

**Good luck and see you in September!**

 Mr Edwards - AEdwards@opgs.org