

VISUAL ARTS – DESIGN

FOLIO: FURNITURE & COURTYARD DESIGN

This student response at the 'A' level provides a full folio.

interpreting the briefs

To design a piece of furniture which can be used either indoor or outdoors. The design aspect is left open however the final presentation is to be 3D views. The piece of furniture can be anything from a chair to a lamp.

To design a courtyard with 4 walls, 3 solid with the 4th to be made from glass/aluminium. The walls should be 2 metres high. Plants, sculpture & water features should be used to create an interest in the space. The courtyard should be at least 5x5m.

To design a portable shelter/living space which can be used for a variety of purposes. Must be transportable by rail, ship, helicopter & road. Must also be interchangeable with other PODS. Final presentation to be presented in 3D views.

brainstorming form

To be somewhat larger than a regular chair. To consist of 1 or 2 pieces (blech) which will be combined together to form chair. To be comfortable & inviting. For the inside of chair it should be smooth, outside → possibly, rough. The chair should look contemporary in appearance.

Again, the courtyard will be designed to look very contemporary. The shape may not be exactly square, however it may be rectangular or even curved. The interior may contain a mixture of decking & water features. All these features should be combined together to form a flowing courtyard.

The shape & design of the POD or transportable dwelling should be both contemporary & simple. The pod should be dismantlable, as a whole POD, made of 1 piece would be too bulky. This way the POD can be boxed into crates and easily movable. Can be used for a variety of situations.

brainstorming function

The piece of furniture, which will be a chair, must be able to comfortably accommodate full adult. The design should reflect the nature of a chair → To be inviting as a comfortable place to sit & relax. Must look contemporary & not out of place in the regular home.

Must be a relaxing place for a small family & or couple to sit, relax & bottle. To have several different purposes & to be more functional than the regular courtyard. For example to include feature spa, decking area, & garden, as well as some decking.

The design of the pool should evoke simplicity & ease of set-up. The pool must be easily transportable by road, air & water; this must be packaged, this must be easy to construct, therefore must be simple & contemporary in design.

Knowledge and Understanding
Displays discerning understanding of aesthetic or functional qualities in works of art or design.

brainstorming materials, media, methods

- All research to be done/completed in book.
- Internet explorer will be needed for research.
- Concept drawings to be done in book & research to be stuck in. - Illustrator may be used however Sketch-up is more appropriate for the topic as it is a 3D - Based program. Furtherable into form printing.

- All research to be stuck in book & concept drawings to be completed. As the courtyard must be shown in 3D-views, it should be more ideal for the use of sketchup over Adobe Illustrator. The actual courtyard may consist of materials such as stone & wood for flooring, glass & stone for walls; plus with the inclusion of water-features.

- All research to be stuck in book & concept drawings to be completed. Again the parts must also be shown in 3D-views, thus sketch up will be used. And should consist of various materials as the parts will be interchangeable; for eg; flooring can be changed from wood to tiles.

challenging assumptions

- Does the chair need four legs?
- Does it have to be blechy?
- Does it even need to look like a chair or lounge?
- Can it be curved or have an irregular shape?
- Does it need to be a whole piece? or it consist of 2 pieces which join together?

- Does the confinement of the courtyard need to be square? Can it be irregularly shaped?
- Do all the walls need to be made from brick or stone? Can they be made from plastic, glass, etc?
- Does the layout need to be squares, or can features such as: decking, steps, etc be flowing?

- Does the stone need to be square or rectangular?
- Can the part be made from glass, wood? Does it always need to be made from plastic & steel?
- Can it look like a contemporary designed dwelling?
- Or must it evoke the style of portable toilets?

Knowledge and Understanding
Displays discerning understanding of aesthetic or functional qualities in works of art or

* Furniture Research:



Analysis and Response
 Demonstrates perceptive analysis and interpretation of a variety of works of art or design from different contexts.

Knowledge and Understanding
 Displays discerning understanding of aesthetic or functional qualities in works of art or design.

* Courtyard Research:



Simple example of a metal outdoor furniture set.



Interesting example of a sofa & coffee table for outdoor use.



Although these chairs are very contemporary.



This example of a holiday resort shows just how a pool can be combined with landscaping.



Palm trees will most likely be used in courtyard as they convey a sense of tropical escape.



Interesting pool design, which is combined with paving & flora.



Shade sails are both simple & stylistic. They provide a contemporary solution for shading.



Another possible source of shade may be an umbrella. However, should only be used for a small table.



An excellent example of a pergola/pylone which can be interchangeable from summer to winter.



Shows how hedging can be used as a simple & contemporary solution for fencing.



Just one example of a pot plant which can be used in the courtyard.



An example of a terracotta pot, which is a great design reflective. This also can be used in the courtyard for plant or just display.



Wood decking/flooring will act as a major component for the courtyard as a place to relax.



Another option which will be considered is paving tiles. However, better paving & hard may be used.



Shows how glass can be used as a screening wall in a space. May be used to cover pool area or for water feature.



This wall mounted fountain will most likely be used more to create interest in the courtyard.



Another object or relic which will be used as a statue to create interest in the space it occupies.



An example showing how a pond can be combined with a garden.



Another possibility for fencing is wood timber as it creates a natural look.



A blue print of a yard which is a good example of layout.

Analysis and Response
Demonstrates perceptive analysis and interpretation of a variety of works of art or design from different contexts.

Knowledge and Understanding
Displays discerning understanding of aesthetic or functional qualities in works of art or design.



Fairly simple & easily transportable shelter which expands on the idea of a tent.



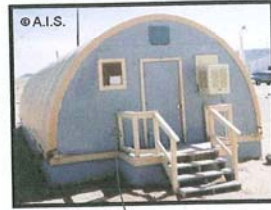
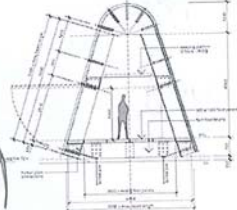
Shows how fabric can be very practical in the use of a temporary shelter.



An example which shows how wood & fabric can be combined to form a practical shelter.



This design shows how the creativity is not limited even though the portability is.



Very simple design of a temporary shelter, it is one which has stood the test of time, being used in WW2.



Very simple construction, panels simply fold out from a container.



An intelligent solution to construct offices with additions, etc.



This diagram shows how the different materials come together to create a shelter.



The famous port-a-potty is a good example of a transportable object with walls & roof. Similar panels will be considered.



This boat house is a great example of how shelter can be used on water.



This boat house expands on the previous as it has a contemporary design with the games use of glass & wood.



Although a little slip the design of this may serve as inspiration for the POD.



Shows a contemporary designed pool with a genius use of glass. This POD is really simple & effective as it blends stunning in the landscape.



This POD, which is more of a micro home has been cleverly designed in order to create a minimalist house.



This transportable dwelling is very practical as the sides extend out but not double its normal size.

Knowledge and Understanding
Displays discerning understanding of aesthetic or functional qualities in works of art or design.

Analysis and Response
Clear and consistent use of visual arts language to interpret and respond to works and their contexts.



This is a good example, showing how a modular shelter can be transported.



Although this looks more like a house than temporary shelter, it shows how the layout can be altered to make it "fit in".



Interesting design of "pod" with a mid-century influence, although very contemporary.



Shows how a home can be designed from portable shipping containers.



Although a portable building, this example shows that the interior doesn't have to be stark.



Very simple and cube-shaped pod which looks contemporary by the use of glass & metal.



This example shows how a container is transported/moved. This will be considered in order to make sure the final pod is easily transportable.



Another example which shows how shipping containers can be used to create a home.



Portable shipping containers which are stacked together and form an interesting house.



These crates give an idea as to how the pods will be produced for the pod.



Although a tent, the frame will have maybe a simplified version of what a pods frame could be.



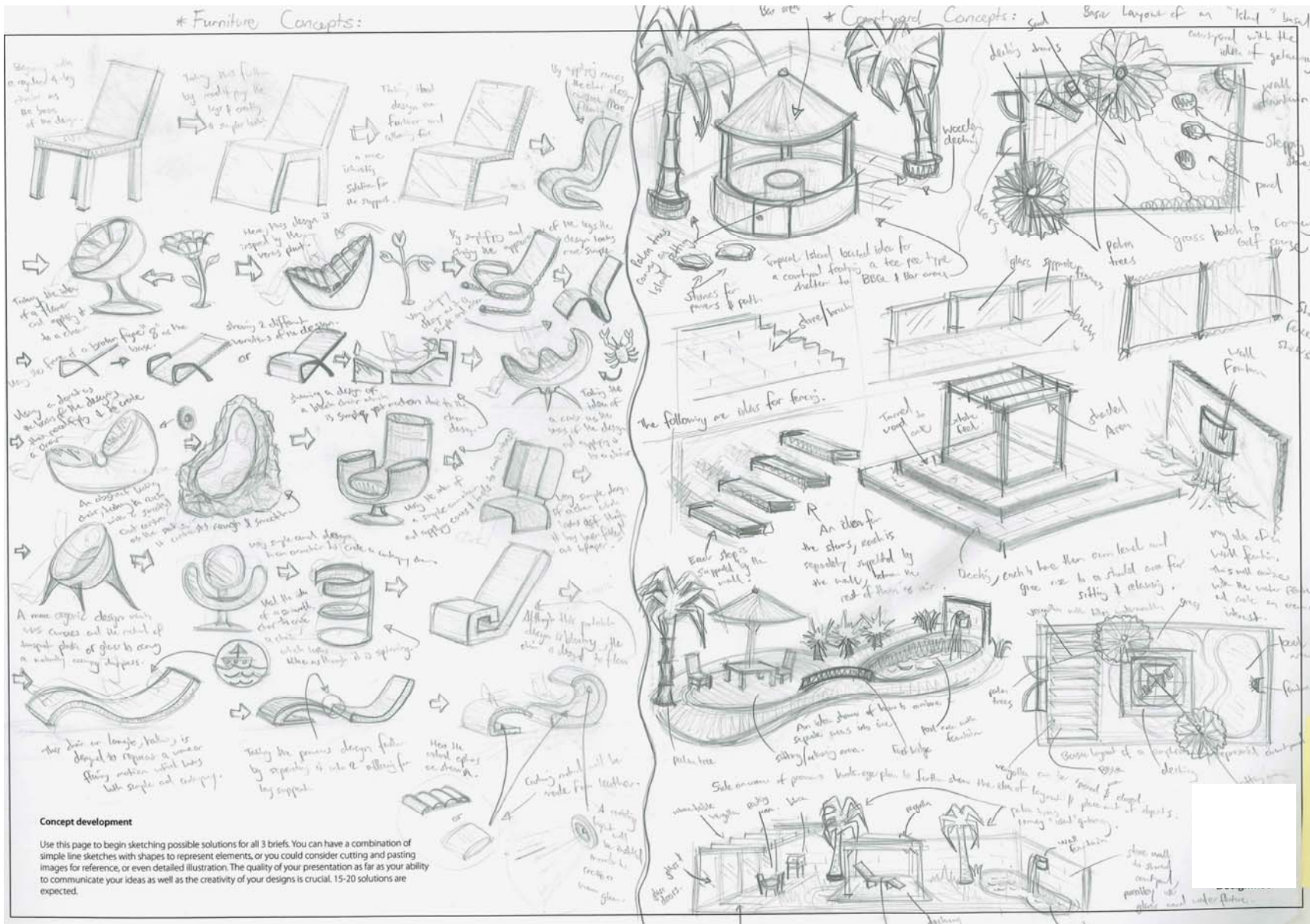
This grandstand is a good example of a shelter which although not transportable gives an idea of how a simple design can do so much.

Knowledge and Understanding

Displays discerning understanding of aesthetic or functional qualities in works of art or design.

Analysis and Response

Clear and consistent use of visual arts language to interpret and respond to works and their contexts.

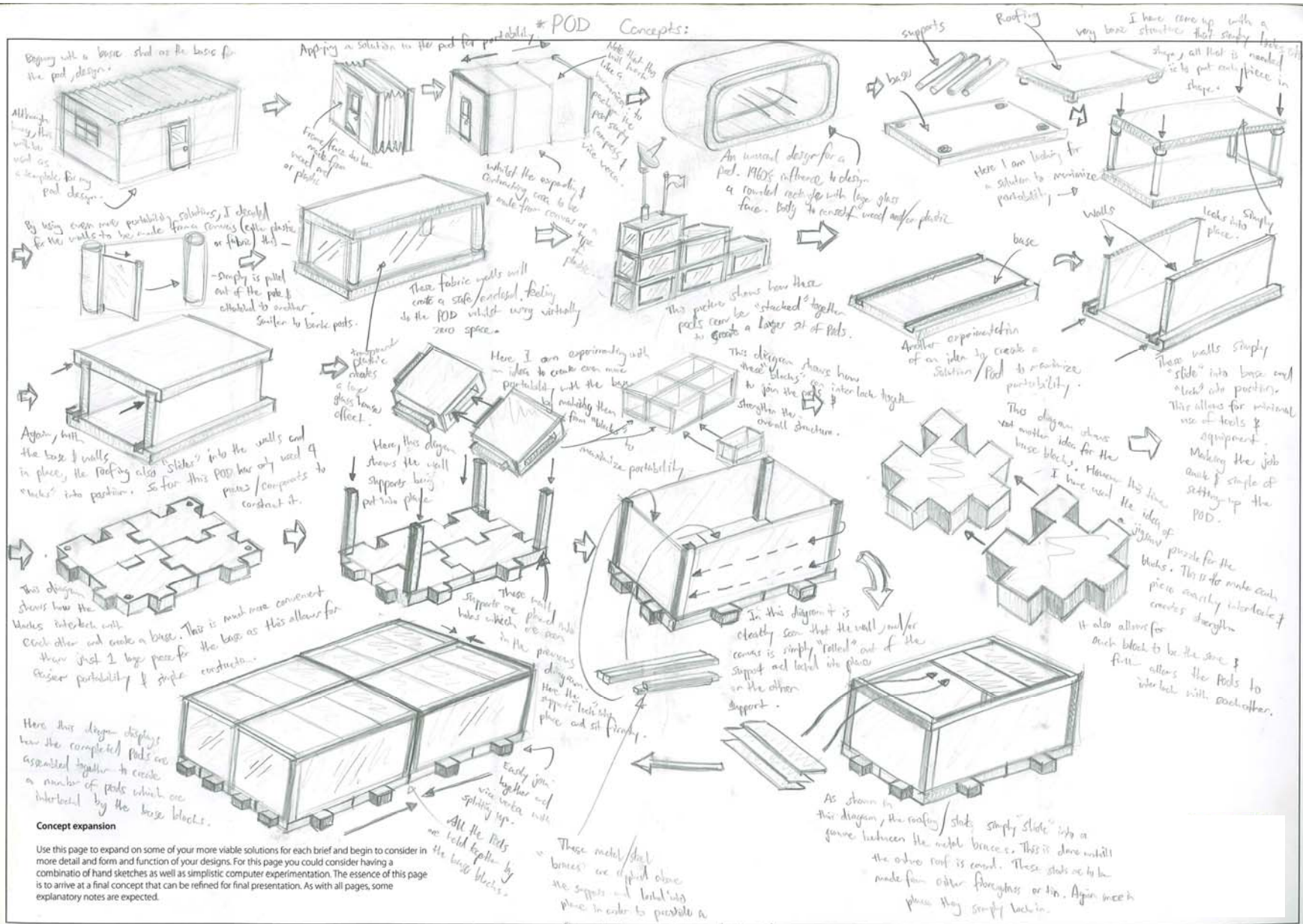


Practical Application
 Demonstrates coherent and well-considered conceptualisation and development of imaginative and personally relevant visual ideas.

Practical Application
 Demonstrates reflective and thorough documentation of creative visual thinking and/or problem-solving processes.

Concept development

Use this page to begin sketching possible solutions for all 3 briefs. You can have a combination of simple line sketches with shapes to represent elements, or you could consider cutting and pasting images for reference, or even detailed illustration. The quality of your presentation as far as your ability to communicate your ideas as well as the creativity of your designs is crucial. 15-20 solutions are expected.



Practical Application
Demonstrates coherent and well-considered conceptualisation and development of imaginative and personally relevant visual ideas.

Practical Application
Demonstrates comprehensive exploration to acquire technical skills, and use media, materials, and technologies.

Practical Application
Demonstrates reflective and thorough documentation of creative visual thinking and/or problem-solving processes.

* Computer Refinement:

1 Drawing a rectangle at the side views the base for the chair design.

2 Using the curved line tool & pencil the basic shape of the chair is drawn in the rectangle.

3 One the chair is drawn in the rectangle base is simply deleted and the shape is extended.

4 Here the chair is shown with both views completed. This gets on the design of the chair.

5 Now drawing a square in side view around the piling block in order to draw the legs of the chair.

6 Once legs & correct is completed, then use the curve tool to draw cushions.

7 Once the chair is completed, I fill it in with colour & materials.

8 Here the glass windows & doors are made for the entry position of the courtyard.

9 In this screen shot it is easy to see that the water feature is in place with a wall fountain.

10 Here a pergola is put into place with small glass ones to let in light in the courtyard.

11 Here the final stage of the design I add shadows for a realistic look.

12 Here the materials are decided. Use the use of wood, glass & aluminium.

13 Show here the "glass covers" is rolled out of the poles & latched into place.

14 Show here is the final step of the design, showing how the pergola is combined by the base blocks which act like a jigsaw puzzle.

15 Here a "base block" is drawn & then extended.

16 Here the 5 block is copied & pasted into a 3x3 base.

17 Here pieces supports are applied to the base through holes in the base.

18 Wall supports are put into place and simply lock into place at the base.

19 Here the roofing slats simply slide into the ceiling supports.

20 Here the pergola simply locks together.

21 Here the pergola simply locks together.

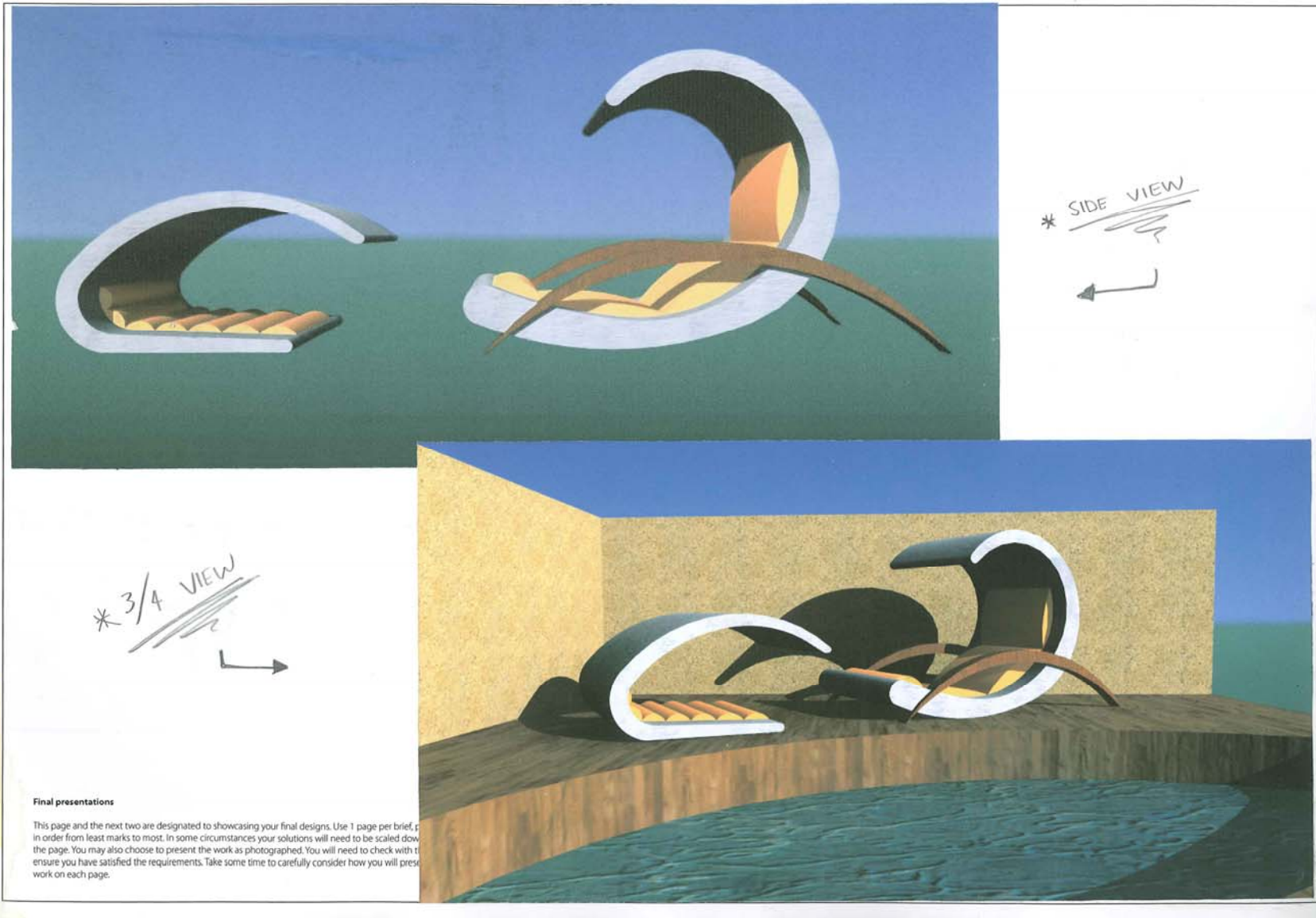
22 Here the pergola simply locks together.

23 Here the pergola simply locks together.

24 Here the pergola simply locks together.

Practical Application
 Demonstrates comprehensive exploration to acquire technical skills, and use media, materials, and technologies.

* Furniture Final:



Knowledge and Understanding
Displays in-depth knowledge of selected core visual arts concepts, forms, styles and conventions.

Knowledge and Understanding
Indicates in depth knowledge of selected core visual arts concepts, forms, styles and conventions.

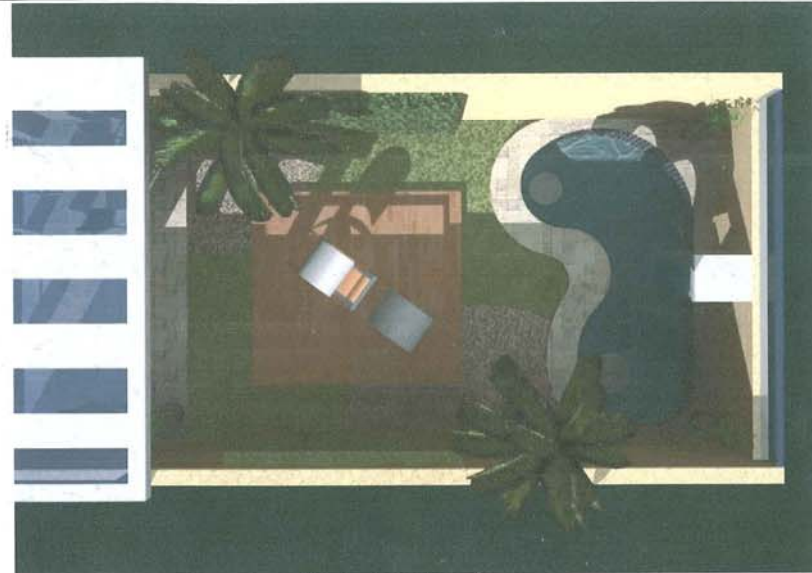
Final presentations

This page and the next two are designated to showcasing your final designs. Use 1 page per brief, in order from least marks to most. In some circumstances your solutions will need to be scaled down the page. You may also choose to present the work as photographed. You will need to check with the teacher to ensure you have satisfied the requirements. Take some time to carefully consider how you will present your work on each page.

* Courtyard Final:



*Interior View →



*Birds Eye View →



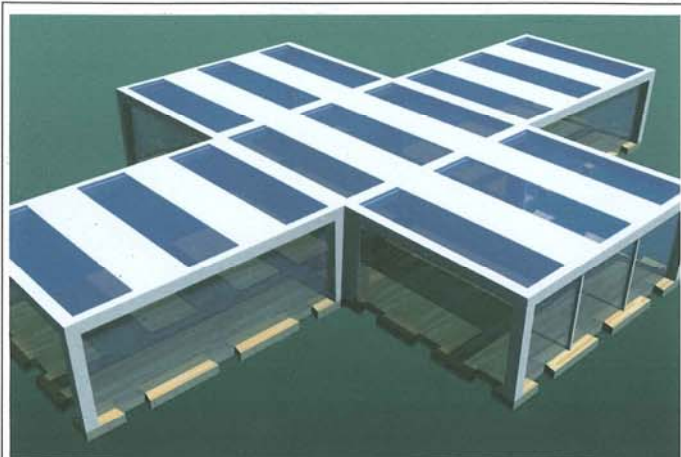
* Rear Central View →



*Inside Central View →

Knowledge and Understanding
Displays in-depth knowledge of selected core visual arts concepts, forms, styles and conventions.

* POD Final:



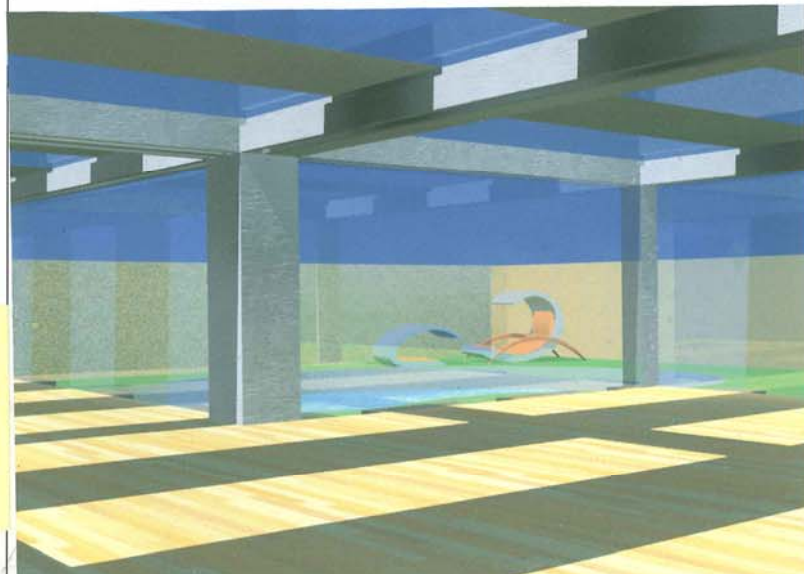
* 3/4 VIEW of Interlocked PODs



* 3/4 VIEW of Single, POD



* Interior View of interlocked PODs



Evaluation

Provide a brief explanation of your final solution. Include references to the initial brief.

- All final solutions were completed by relying on the briefs
- All final solutions are designed to be contemporary and maybe somewhat futuristic.
- They are relatively clean & simple giving off a modern feel.
- All are designed to be functional & look stylistic

What are three strengths of your final solution

- Relatively simple design, yet still stylistic
- Clean cut styling without any unnecessary lines/bulges, etc.
- Originality in design

What are three possible weaknesses of your final solution

- Possibly needs a greater use of colour
- Possible levels/stacking design functionality for the POD
- Only used one program to complete all 3 briefs.

What obstacles did you come across during the topic and how were these overcome

- Coming up with a layout for the courtyard, deciding on where the decking & pool area would be placed without leaving big gaps in the yard.
- However this was overcome by conceptualizing my ideas & drawing diagrams to visualize the placements of objects.

What did you most enjoy about the topic

Having the ability to come up with a solution to problems such as a courtyard & portable living area.

What did you least enjoy

Using some parts of the software (Google Sketchup) It contains glitches which can be frustrating to overcome

What skills have you learnt or improved upon

- Computer skills have largely improved - Especially the use of Google Sketchup.
- The ability of being able to take ideas from my mind & apply them into concept drawings

If you had your time again, what would you change about your approach to the topic

- Managing my time & use. - Not spending too much time on one thing.

For eg. I felt I spent too much time on my chair design & that it put somewhat extra pressure on me to complete my POD & courtyard.

How can the learning in this topic affect your approach to other areas of schooling or everyday life

- Helped me by forcing me to improve my organization skills & make the most out of my times in the design room, which made less work for me in the long run.

Topic ratings (circle as appropriate and be honest)

This topic was (circle one from each row)

not very enjoyable reasonably enjoyable very enjoyable

challenging appropriate easy

in other areas of school by using what I learnt in design and applying it to all subjects.

Analysis and Response
Demonstrates insightful evaluation of own practical work.

VISUAL ARTS – DESIGN

FOLIO: HELVETICA POSTER & DIGITAL DESIGN CHALLENGE

Interpreting the briefs

To design a poster which advertises & uses elements of the "Helvetica" movie. An open ended design, however, it should communicate to the audience the importance of this text. It may even incorporate quotes from designers which were featured in the film.

To design an educational space. This will inform visitors to the olympics about the culture of Beijing and its evolution over the centuries. It should convey the culture of the ancient city.

To design the 2004 design wise front cover. The designer is left up to the student however must reflect what the work book is about. Should contain your own personal style whilst conveying the 11-12 design.

brainstorming function

To advertise the film. But also to convey to the audience, how the helvetica type face has changed advertising, design, life, etc. To show them that it is used every day. Must capture the audience's attention through use of contrast, layout & design.

To convey Beijing's culture to visitors to the olympics & educate them about their culture. To immediately connect with the audience and convey its message. The design of the book will play a major role in this.

To convey what the 11-12 design is all about. Must be relatively simple & uncluttered - Must get to the point. Contrast between background & text should be used to emphasise viewer's eyes. (draw them in).

brainstorming form

To be portrait, as most movie posters are. Must be relatively simple in design → selected use of colours. (only 3-4). Contemporary design → A3 sized final. Must make use of helvetica font/typeface.

The space is to be situated between two buildings. Dimensions are 7 metres wide by 20 metres long. There is no height restriction. Should be relatively open space to convey a larger area than it actually is.

To be either landscape or portrait depending on the way the book is opened. To be of the same size (A3). Design must be contemporary and convey the message immediately. Very simple & eye catching design & layout. Must draw the viewer's eyes.

brainstorming materials, media, methods

- All research to be completed in the book. - Internet explorer to be used for research.
- Concept drawings done in book - Illustrator to be used to design the final product.

- All research + concept drawing to be completed in book. - Google sketchup to be used for final product. - Internet explorer for research. -> materials for actual building may include: wood, glass, concrete, trees, etc.

- Research + concept drawings to be completed in book. - Internet explorer to be used for research.
- Again, Adobe Illustrator to be used for the final product.

challenging assumptions

- Does it have to say "Helvetica"?
- Does the text need to be black?
- Can it be landscape? - can it have
- Does it need colors? shapes?
- Can it use another typeface.

- Does it need to be rectangular?
- Does it need to be bricks + stone?
- Can it consist of wires?
- Does it have to be enclosed? - Can it be open?
- Can vegetation + flora be part of the design?

- Does it need to contain my previous work?
- Can it be made from lines, shapes + text?
- Does it need to be colour full?
- Can it be black + white?
- Does it need pictures? - Can it be hypertext?

* HELVETICA POSTER RESEARCH:



A very bold & contrasting poster, with Helvetica in Red causing the viewer to look at it.



Extremely contrasting poster, mainly black & white but great. With Helvetica's body starts out in white.

The 1234
The ABC567890
DEFGHIJklmnopq
RSTUVWxyz This is
VWXYZof Mate
rialistDialecticsDia
lectics.

Very well structured. The use of separation. Bold & thin are opposite ends of the scale holds in place.

Great sense of direction on this poster with Helvetica's increasing in size as it goes down. Note that the 'e' is exaggerated to show the flat bottom base. A unique feature of Helvetica.



A great visual comparison of Arial & Helvetica. Note that Helvetica has flat bottoms on the ends whilst Arial does not.



Again this image is contrasty as our eyes are drawn to the dark areas. Helvetica is shown in different font styles.



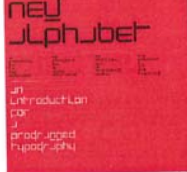
Black & white poster created on all 'a's 'matters' news. As shown by the 2 circles. These show each a blank due to their separation.



These 3 company logos are very famous & well known. They all use the same typeface: Helvetica. As shown by these logos this typeface is very functional. All logos look modern & the text is clean & easy to read.



These 6 images were created by designers who appeared in the documentary 'Helvetica's Face'. Their style, how they use Helvetica or their opinions about it, incorporate this into my work.



* DIGITAL DESIGN CHALLENGE RESEARCH:



Traditional ornamental lion statue which is usually displayed in pairs or groups of great significance.



An example in the architecture for a Chinese temple. Note the loops of the roof line.



A very traditional gazebo in a Chinese garden. Note the use of red on poles & fabric roofline.



Another example of traditional Chinese architecture. However this time the roof is more complex. It has become more ornate.



This image shows how architecture is combined with other elements such as water. Both are in harmony.



Terracotta warriors may be used as inspiration to make a design.



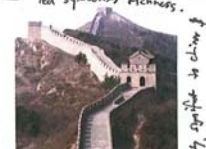
China they should serve as the basis for the design. The use of red symbolises richness.



A festival involving a dragon. A celebration in China which could find its way into my country. Maybe the design or into shape.



An example of a dragon statue. However this may compete with the Lion statue.



The Great Wall of China will definitely find its way into the design of the advertisement.



The bonsai tree is just one example of flora in design. This has originated from China & should be considered.



A small, traditionally designed garden. This may be used as inspiration to create a bridge in the garden or the bridge.



Some stairs which lead from a temple. This is a good idea as it can be used for the 'bouncer' entrance.

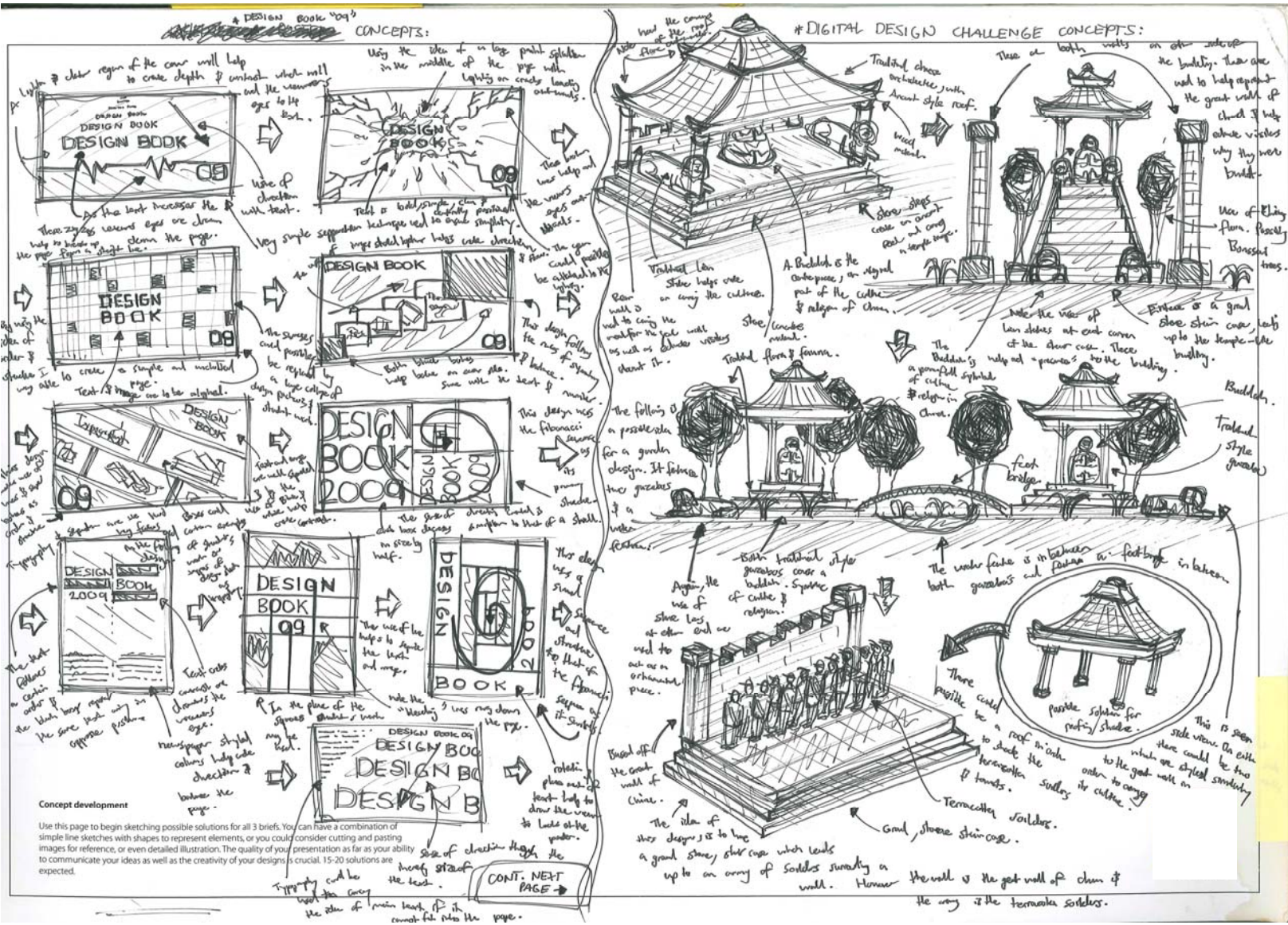


The city of Hong Kong may serve as inspiration to the design of some tall buildings in the architecture.



The map of China can be used in the design of the garden.

Analysis and Response Demonstrates perceptive analysis and interpretation of a variety of works of art or design from different contexts.



Practical Application
 Demonstrates coherent and well-considered conceptualisation and development of imaginative and personally relevant visual ideas.

Practical Application
 Demonstrates reflective and thorough documentation of creative visual thinking and/or problem-solving processes.

Helvetica Poster

1. Copy font design from main poster.

2. Copy the Helvetica font.

3. Copy the Helvetica font.

4. Copy the Helvetica font.

5. Copy the Helvetica font.

6. Copy the Helvetica font.

7. Copy the Helvetica font.

8. Copy the Helvetica font.

9. Copy the Helvetica font.

10. Copy the Helvetica font.

COMPUTER REFINEMENT:

1. Here I am calculating the dimensions of the architectural space.

2. Platforms have been pulled/pushed.

3. All outlines are complete. Here the first object has been pulled/pushed.

4. Material Selection.

5. Show here is the selection of materials which note on the platform & spine.

6. Here I am calculating the dimensions of the architectural space.

7. Show here is a built up view of the installation on the roof.

8. By seeing Google sketchup how here I use able to insert the Buddha statue.

9. Red is chosen, but it appears redness & it is in the change flying.

10. Here I have applied photos of trees. How show how I use model them in the space.

Digital Design Challenge

My original design of the book cover

FRONT COVER

1. Copy of a book split in the middle of the page. Lighter shade helps to create direction.

2. The use of lines & boxes help out structure & color.

3. Use of black & white help create contrast.

4. Here it is shown that the fabric: style is in use.

5. The color space.

6. The skin has been created by using the system. The sequence has a 'Strike' effect.

7. Here I've simply copied & pasted the first show again.

8. Here the sequence is completed.

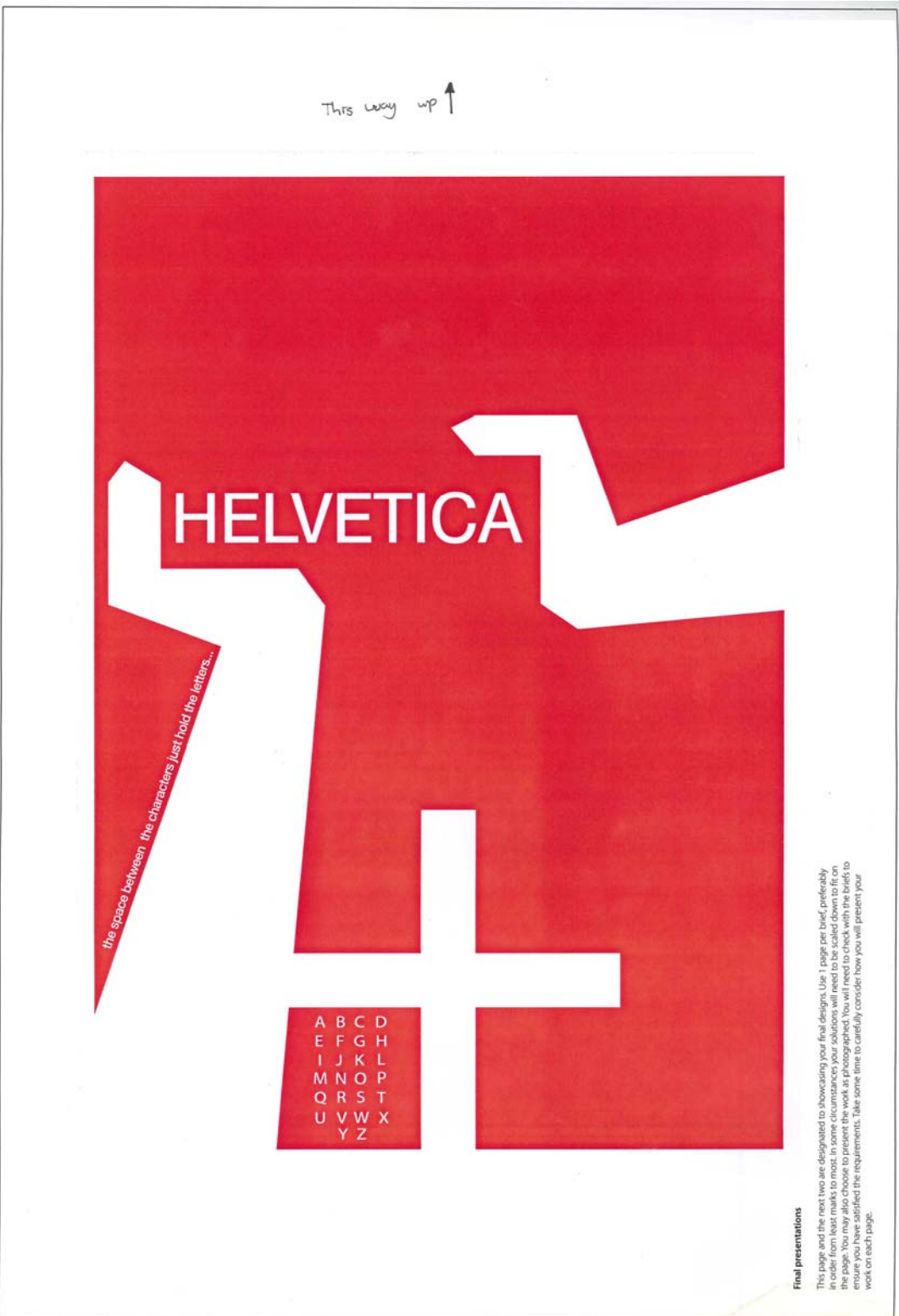
9. Print settings which show the process of my final design.

10. I begin with a black background.

Practical Application
 Demonstrates comprehensive exploration to acquire technical skills, and use media, materials, and technologies.

By now you should be working solely on the computer as you develop and refine your final presentations. Use this page and the next to record the significant developments that you make with each brief whilst using the computer. You may choose to note the changes and then cut and paste them in at the conclusion of the project, or you can perhaps record your progress as you go. If you have a 3D component of your work consider taking some digital photos of your trials and experiments with media. Any illustrations and digital manipulations need to be documented as a step by step process. Layout and typographical changes must also be documented. For this reason, you are likely to have a range of small prints to add to this page and the next for assessment.

* HELVETICA MOVIE POSTER FINAL:

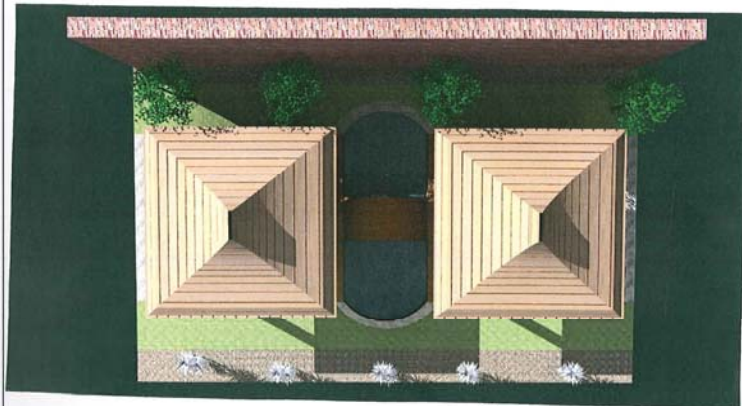


Knowledge and Understanding
Displays in-depth knowledge of selected core visual arts concepts, forms, styles and conventions.

#DIGITAL DESIGN CHALLENGE FINAL:



* PANORAMIC VIEW ↗



* BIRDS EYE VIEW ↗



* SIDE ENTRANCE VIEW ↗

Knowledge and Understanding
Displays in-depth knowledge of selected core visual arts concepts, forms, styles and conventions.

T COVER FINAL:

Knowledge and Understanding
Displays in-depth knowledge of selected core visual arts concepts, forms, styles and conventions.



Evaluation

Provide a brief explanation of your final solution. Include references to the initial brief.

- Final solutions were completed as to the brief.
- All are relatively simple, contemporary & contrasting
- Posters have direction & make use of typography

What are three strengths of your final solution

- Sense of direction in posters
- Contrast
- Contemporary.

What are three possible weaknesses of your final solution

- Too simple
- Lack of images in posters
- Lack of colour

What obstacles did you come across during the topic and how were these overcome

- Defining the layout for the design front cover as it is such a wide topic
- Designing an educational space in such a restricted area \rightarrow x 20 m!
- Researching for the design back cover, again such a varied & wide topic

What did you most enjoy about the topic

- Conveying the Helvetica typeface into a poster (movie poster)

What did you least enjoy

- Using Google Sketchup on a slow computer \rightarrow makes for a lengthy task.

What skills have you learnt or improved upon

- Google sketchup, illustration & general computer skills are greatly improved.
- \rightarrow Conceptualization - From research, drawings to final product.

If you had your time again, what would you change about your approach to the topic

- \rightarrow Allocate most amount of time to the 3rd brief, then 2nd and leave to the 1st. \rightarrow time management with rowing & other subjects.
- \rightarrow coming up with a time table.

How can the learning in this topic affect your approach to other areas of schooling or everyday life

- \rightarrow personal organization skills \rightarrow makes ^{the} most of my time
- \rightarrow Greatly improved computer skills.

Topic ratings(circle as appropriate and be honest)

This topic was(circle one from each row)

not very enjoyable

reasonably enjoyable

very enjoyable

challenging

appropriate

easy

Performance Standards for Stage 1 Visual Arts

	Practical Application	Knowledge and Understanding	Analysis and Response
A	<p>Coherent and well-considered conceptualisation and development of imaginative or personally relevant visual ideas.</p> <p>Comprehensive exploration to acquire technical skills, and use media, materials, and technologies.</p> <p>Reflective and thorough documentation of creative visual thinking and/or problem-solving processes.</p> <p>Effective application of technical skills and sensitive use of media, materials, and technologies to communicate visual ideas in resolved work(s) of art or design.</p>	<p>In-depth knowledge of selected core visual arts concepts, forms, styles, and conventions.</p> <p>In-depth knowledge and understanding of visual arts in different cultural, social, and/or historical contexts.</p> <p>Discerning understanding of aesthetic or functional qualities in works of art or design.</p> <p>Productive and well-considered research, including locating and appropriately acknowledging sources, exploring, experimenting, and developing perceptive and clear insights into a range of aspects of the visual arts.</p>	<p>Perceptive analysis and interpretation of a variety of works of art or design from different contexts.</p> <p>Clear and consistent use of visual arts language to interpret and respond to works and their contexts.</p> <p>Insightful evaluation of own practical work.</p>
B	<p>Well-considered conceptualisation and development of imaginative or personally relevant visual ideas.</p> <p>Thorough exploration to acquire technical skills and use media, materials, and technologies.</p> <p>Thoughtful documentation of creative visual thinking and/or problem-solving processes.</p> <p>Mostly effective application of technical skills, and some sensitive use of media, materials, and technologies to communicate visual ideas in resolved work(s) of art or design.</p>	<p>Some depth of knowledge of selected core visual arts concepts, forms, styles, and conventions.</p> <p>Some depth of knowledge and understanding of visual arts in different cultural, social, and/or historical contexts.</p> <p>Clear understanding of aesthetic or functional qualities in works of art or design.</p> <p>Well-considered research including locating and appropriately acknowledging sources, exploring, experimenting, and developing mostly clear insights into different aspects of the visual arts.</p>	<p>Thoughtful analysis and interpretation of works of art or design from different contexts.</p> <p>Mostly clear and consistent use of visual arts language to interpret and respond to works and their contexts.</p> <p>Well-considered evaluation of own practical work.</p>
C	<p>Considered conceptualisation and development of imaginative or personally relevant visual ideas.</p> <p>Competent exploration to acquire technical skills and use media, materials, and technologies.</p> <p>Appropriate documentation of creative visual thinking and/or problem-solving processes.</p> <p>Competent application of some technical skills with media, materials, and technologies to communicate visual ideas in resolved work(s) of art or design.</p>	<p>Knowledge of selected core visual arts concepts, forms, styles, and conventions usually demonstrated in practical work.</p> <p>Appropriate knowledge and mostly clear understanding of visual arts in different cultural, social, and/or historical contexts.</p> <p>Appropriate understanding of aesthetic or functional qualities in works of art or design.</p> <p>Considered research including locating and appropriately acknowledging sources, exploring, experimenting, and developing some insights into different aspects of the visual arts.</p>	<p>Considered analysis and interpretation of two or more works of art or design from different contexts.</p> <p>Generally clear use of visual arts language to interpret and respond to works and their contexts.</p> <p>Considered evaluation of own practical work.</p>
D	<p>Elements of conceptualisation and some development of visual ideas.</p> <p>Some exploration of media, materials, or technologies.</p> <p>Partial documentation of creative visual thinking or problem-solving processes.</p> <p>Partial application of technical skills in developing works of art or design.</p>	<p>Some basic knowledge of selected core visual arts concepts, forms, styles, and conventions.</p> <p>Recognition of one or more elements of visual arts in a cultural, social, or historical context.</p> <p>Some recognition of aesthetic or functional qualities in works of art or design.</p> <p>Some basic research, including locating one or more sources, with attempted acknowledgment, exploring, and experimenting.</p>	<p>Some basic consideration of at least one work of art or design, with superficial reference to their context.</p> <p>Occasional use of visual arts language.</p> <p>Some description and consideration of own practical work.</p>
E	<p>Emerging skills in the conceptualisation and development of visual ideas.</p> <p>Some attempted exploration of media, materials, or technologies.</p> <p>Limited documentation of creative thinking or problem-solving.</p> <p>Attempted application of technical skills to develop a work of art or design.</p>	<p>Some recognition of selected core visual arts concepts, forms, or styles.</p> <p>Limited understanding of a visual arts context.</p> <p>Emerging awareness of the need to understand aesthetic or functional qualities in works of art or design.</p> <p>Attempted engagement in a directed research process.</p>	<p>Emerging awareness of connections between works of art or design and their context.</p> <p>Emerging use of visual arts language.</p> <p>Some description of own practical work.</p>