

General Certificate of Education
June 2003
Advanced Level Examination



ART AND DESIGN (THREE-DIMENSIONAL DESIGN) ARE7
Unit 7 Controlled Test

To be issued to candidates up to four weeks prior to the start of the examination.

The examination may be conducted any time between 1 March and 31 May 2003.

All teacher-assessed marks to be returned to AQA by 31 May 2003.

In addition to this paper you will require:
appropriate art materials.

Time allowed: 15 hours

Instructions

- Read the paper carefully. Before you start work make sure you understand all the information.
- Answer **one** question.
- You will have four weeks to carry out preliminary studies. This should include visual work and, if appropriate, annotations or written work. Preliminary studies must show evidence of personal work relating to your chosen question. You may continue with further supporting studies until you have completed your examination work. Sketchbooks can be included.
- Practical responses to the work of other artists, designers and craftspeople must show development in a **personal** way.
- Your work during the 15 hour examination must be produced **unaided and under supervision**.

Information

- The maximum mark for this paper is 60.
- All questions carry equal marks.
- This paper assesses your understanding of the relationship between the different aspects of Art and Design (Three-Dimensional Design).
- There is no size restriction on work produced for this examination.
- You are allowed technical assistance with casting, kiln firing and all machine processes, including welding.
- The time required for the preparation of materials, the building of armatures, technical assistance and casting should **not** be counted as time allowed.
- You are advised to photograph your work in case of accidents.

Advice

- You may include written annotations or an evaluation of your work.
- You may use photographs which you have taken, as **part** of your research.
- You may use any appropriate three-dimensional medium, method(s) and materials, unless the question states otherwise.

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This paper will test your ability to:

- record observations, experiences, ideas, information and/or insights;
- analyse and evaluate sources, such as images, objects, artefacts and texts;
- develop ideas using appropriate materials and techniques, and analyse methods and outcomes;
- present a personal response, relating your work to that of other artists, designers or craftspeople.

The questions below should be seen as starting points for personal investigations in which you make reference to critical and contextual material with which you are familiar.

Answer **one** question.

1 *Protection*

Shells, carapaces and spines are some of the ways that nature protects animals, fish and plants from predators and the elements. Research how designers have exploited these ideas for decorative and/or functional reasons in artefacts such as jewellery, body armour, ceramics or packaging. Choose an appropriate area to explore and from your studies develop your own three-dimensional work.

2 *Different Materials*

The particular qualities of different materials can have a major influence on three-dimensional form. For example, James Dyson's vacuum cleaners utilise the particular characteristics of plastics whereas Andy Goldsworthy manipulates leaves to construct delicate structures. Robin Don has successfully used steel and canvas in his set designs. Look at examples in which materials have been used effectively and produce your own work based on this idea.

3 *Simplicity of Form*

Brancusi and Henry Moore are artists who, at some time in their careers, turned to non-European cultures in their search for simplicity of form. Many ceramicists and jewellers have also been influenced by such work. Analyse the shapes, textures, colours and use of materials in a non-European culture of your choice and develop your own three-dimensional work that reflects your observations.

4 *Designing for the Theatre*

It has been said that "stage sets can be a three-dimensional sculptural environment for acting in". Study designs that explore this concept. Develop ideas, in design and model form, for a play or performance of your choice.

5 *Egyptian Influences*

The work of Ancient Egypt has had a strong influence on periods of European art and crafts, in particular Art Deco. A local museum/art gallery is planning an exhibition called 'Egyptian Influences'. Consider the nature of the works that could be shown and design a free-standing unit, in a suitable medium, to be placed at the entrance to promote the exhibition. You should include a visualisation of your work within its setting.

6 *Water*

Water has held a fascination for many architects, and has been incorporated into designs such as the Moorish Gardens of the Alhambra Palace in Granada and the pyramids in front of the Louvre in Paris. Research examples of the use of water in an architectural setting and design a water feature of your own in an appropriate medium, for a location of your choice. Present design ideas and a model or finished piece.

7 *Fantasy Game Show*

A new television company is proposing to screen a game show, similar to Fort Boyard or The Crystal Maze, to be set in a fantasy architectural setting with a strong Gothic or Romantic atmosphere. Research appropriate material, such as ruined abbeys or follies, and develop your work in design and model form. Carefully consider both the nature of the game and its setting.

8 *Enhancing a Particular Location*

Many former industrial sites such as mills and power stations are enjoying a new lease of life as museums and art venues. Rural locations such as forests have also been enhanced with artwork. Design three-dimensional work in an appropriate medium for the entrance of your chosen location that reflects the existing features and the new function.

END OF QUESTIONS