

Pearson Edexcel Level 3 GCE

Summer 2019

Period of sustained focus: 10 hours

Paper Reference **8AD0/02**

Art and Design

Advanced Subsidiary

Paper 02: Externally Set Assignment

You do not need any other materials.

Instructions to Teachers

Hard copies of this paper will be posted to centres on receipt of estimated entries. The paper should be given to the Teacher-Examiners for confidential reference as soon as it arrives in the centre in order to prepare for the Externally Set Assignment.

This paper may be released to candidates on 1 January 2019 and it is also available for download on the GCE Art and Design section of our Pearson Edexcel website from this time.

There is no prescribed time limit for the preparatory study period.

The 10-hour period of sustained focus under examination conditions should be the culmination of candidates' studies.

Instructions to Candidates

This paper contains the theme and suggested starting points to be used for the preparatory studies and the period of sustained focus. You are advised to read the entire paper.

This paper contains the Externally Set Assignment for the following titles:

8AD0/02 Art, Craft and Design

8FA0/02 Art and Design (Fine Art)

8GC0/02 Art and Design (Graphic Communication)

8TE0/02 Art and Design (Textile Design)

8TD0/02 Art and Design (Three-Dimensional Design)

8PY0/02 Art and Design (Photography)

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Assessment Objectives

You should provide evidence that fulfils the four Assessment Objectives:

- AO1** Develop ideas through sustained and focused investigations informed by contextual and other sources, demonstrating analytical and critical understanding
- AO2** Explore and select appropriate resources, media, materials, techniques and processes, reviewing and refining ideas as work develops
- AO3** Record ideas, observations and insights relevant to intentions, reflecting critically on work and progress
- AO4** Present a personal and meaningful response that realises intentions and, where appropriate, makes connections between visual and other elements.

Preparatory studies

Preparatory studies will respond to the Externally Set Assignment theme and may include sketchbooks, notebooks, worksheets, design sheets, large-scale rough studies, samples, swatches, test pieces, maquettes, digital material... anything that shows fully your progress towards your outcomes.

Your preparatory studies should show evidence of:

- your development and control of visual literacy and the formal elements (tone, texture, colour, line, form and structure)
- an exploration of techniques and media
- investigations showing engagement with appropriate primary and secondary sources
- the development of your thoughts, decisions and ideas based on the theme
- critical review and reflection.

Period of sustained focus

During the 10-hour period of sustained focus you will produce your final outcome(s) responding to the Externally Set Assignment theme, based on your preparatory studies. The period of sustained focus may take place over more than one session. You will not be able to access your work outside of these sessions. Once the 10-hour supervised period has ended you will not be able to add to or alter your work.

The theme is: JOURNEYS AND PATHWAYS

Any journey, whether long or short, can yield a wealth of resources for an artist or designer. Actual objects, photographs, sketches and memories can be used to create pieces that form permanent visual time capsules recording the experience. Grayson Perry was following an established tradition of making a journey the artwork itself, when he turned his motorbike (*The Kenilworth AM1*) into a pink shrine for his teddy bear and set off across Bavaria. Simon Starling also used the journey as an essential element of his work *Shedboatshed*. Marianne North and Edward Lear visually documented their travels in watercolour. Howard Hodgkin relied purely on his memory to create dynamic abstract paintings as records of his journeys and adventures.

These artists compare in some ways with the artists of the 17th and 18th centuries who used travel to gather artefacts and acquire knowledge, using sketchbooks and paintings to record their findings. It was a common event for affluent young men to take the 'Grand Tour', which took them on a journey around some of the wonders of the ancient classical world. Inspired by what they saw, they designed buildings such as Blenheim Palace and St Paul's Cathedral that exhibit the influences of the classical architecture they encountered in Greece and Italy. These stand today as bold testaments to their acquired knowledge and inspiration.

Political instability can often cause mass migration of populations and considerable human distress, which provoke artists to respond with powerful visual statements. Mona Hatoum's displacement from Palestine to Britain influenced many of her pieces that comment on her personal experiences of such a traumatic event. Ai Weiwei and Sebastião Salgado recorded compelling accounts of refugees and their plight, whilst Dorothea Lange documented the devastating effects of the Great American Depression.

Artists' obsessive pathways in pursuit of a single goal often leave a trail of powerful work. Bridget Riley's obsession with colour and pattern has resulted in a lifetime's collection of optically challenging pieces. Jean Tinguely's fascination with mechanical structures left a legacy of unique kinetic sculptures.

The journey from youth to old age is often documented by artists intentionally or unintentionally with the self-portraits they create throughout their career. The fascinating changes in the faces of Rembrandt, Stanley Spencer, Käthe Kollwitz, Suzanne Valadon, Alice Neel and Charley Toorop can be followed through their self-portraits as their life experiences become etched into their expressions. 'Selfies' are often used to record adventures, holidays and journeys, with the compositions optimising the negative space to document landscapes and landmarks. Social media has resulted in people presenting their lives as exciting, busy and fulfilled journeys, raising questions about the authenticity of this form of documentation. Adam Curtis explored how the earliest form of social interaction via computers was simply a series of self-constructed delusions in his film *HyperNormalisation*.

The journey to enlightenment is a fundamental principal of the Buddhist religion. Many faiths believe that reaching paradise is achievable through following a path of righteousness. Many magnificent temples and cathedrals all over the world stand as testament to the power of these beliefs.

Here are some other suggestions that may stimulate your imagination:

- trains, cycles, boats, planes, coaches and cars
- hiking, camping, caravanning, hotels
- obsessions, desires, pursuits
- adventure trails, treks, mazes, maps, tunnels
- oceans, rivers, canals, motorways, bridges, corridors, staircases, packed lunches, service stations, mobile cafes, drive-thrus, airport lounges, bus stations, train stations
- escapism, fantasy, science fiction, books, comics, quests
- tracks, footprints, jet trails, bow waves, oil slicks
- detectives, clues, pursuits, bloodhounds, foxhunting, treasure hunts, geocaching, Pokémon, orienteering
- Pied Piper of Hamelin, Hansel and Gretel, Jack and the Beanstalk, The Hero's Journey
- internet, optic fibres, cables, communications, text messages, emails
- letters, shipping containers, parcels, presents, trade routes
- protest marches, processions, pilgrimages.

Theme: JOURNEYS AND PATHWAYS

Title: 8AD0/02 Art, Craft and Design

The starting points in this paper may help you form ideas. You can follow them closely, use them as a source of information or produce your own individual response to the theme. Please read the whole paper as any section may provide you with inspiration.

For 8AD0 Art, Craft and Design you will have been working in two or more of the titles 8AD0/01–8PY0/01 in Component 1. For this Externally Set Assignment, you can choose to work in just one of the 8AD0/02–8PY0/02 titles or continue to work in more than one.

You may wish to begin developing ideas by reading the starting points in the title (8AD0/02–8PY0/02) that you are most familiar with. The five titles are:

8FA0/02 Fine Art – pages 8, 9, 10 and 11

8GC0/02 Graphic Communication – pages 12, 13, 14 and 15

8TE0/02 Textile Design – pages 16, 17, 18 and 19

8TD0/02 Three-Dimensional Design – pages 20, 21, 22 and 23

8PY0/02 Photography – pages 24, 25, 26 and 27

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Theme: JOURNEYS AND PATHWAYS

Title: 8FA0/02 Fine Art

The starting points in this paper may help you form ideas. You can follow them closely, use them as a source of information or produce your own individual response to the theme. Please read the whole paper as any section may provide you with inspiration.

Paul Klee wrote 'A line is a dot that went for a walk'. For him art was a creative journey of discovery that could lead into unexpected places, unearthing ideas directed as much by his subconscious mind as by his conscious will. His watercolour *Twittering Machine* is a good example, being a combination of ambiguous and absurd elements. Creativity can be sequential, but is just as likely to be unpredictable and non-linear. The Surrealists in particular aimed to 'make chance essential'. Francis Limerat was influenced both by Paul Klee and maps to create flowing networks of lines interwoven and superimposed on grids.



Paul Klee

In the Magic Mirror, 1934
oil on canvas, on board

In the Magic Mirror, 1934 (oil on canvas, on board), Klee, Paul (1879-1940) / The Art Institute of Chicago, IL, USA / Bequest of Claire Zeisler / Bridgeman Images

Theme: JOURNEYS AND PATHWAYS

Title: 8FA0/02 Fine Art

It has been suggested that many of us live in bubbles of social media where we only encounter people who are like us and share our views. Artists and writers such as Van Gogh, George Orwell, Paul Gauguin, John Berger, Bernard Leach, L.S. Lowry and Marcus Coates made conscious decisions to encounter and engage with people and cultures who were different, unfamiliar or neglected. These artists have made a journey to cross personal boundaries, sometimes in search of the exotic or the 'other'. In *The Hotel*, Sophie Calle revealed more mundane hidden stories.



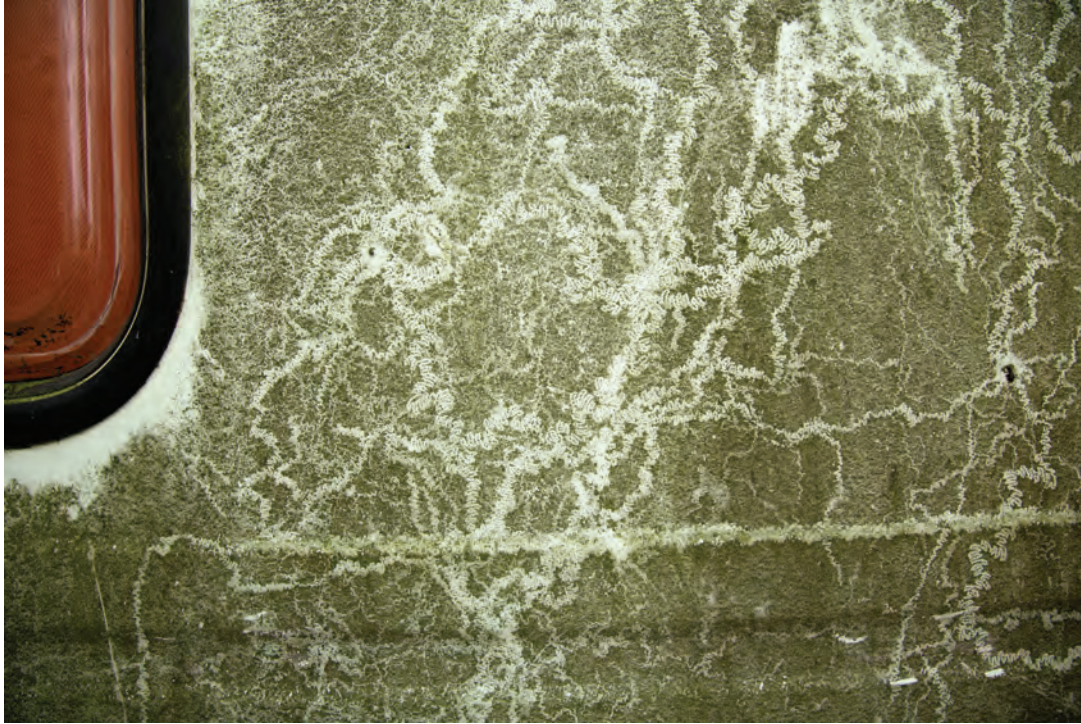
A Volunteer in Nursing Home
photograph

© Katarzyna Bialasiewicz/Alamy Stock Photo

Theme: JOURNEYS AND PATHWAYS

Title: 8FA0/02 Fine Art

Tracks and trails are evidence of journeys that have already happened. Snails leave fantastical jagged traces that reveal their browsing of algae. In *A Line Made by Walking*, Richard Long documents an ephemeral path tramped across a field, whilst Michael Heizer creates more permanent earthworks. The Boyle family made metre square records of the Earth's surface. Jean Dubuffet and Antoni Tàpies recorded palimpsest-like surfaces of graffiti strewn buildings. Robert Rauschenberg attempted to remove every trace of Willem de Kooning's drawing in *Trace*.



Roel Meijer
Eating Tracks of Snails in Algae on Old Caravan
photograph

© Roel Meijer/Alamy Stock Photo

Theme: JOURNEYS AND PATHWAYS

Title: 8FA0/02 Fine Art

In *Between the Two my Heart is Balanced*, Lubaina Himid expresses the struggle for identity and belonging faced by migrants torn between a new life and their homeland. *The Last of England* by Ford Madox Brown captures a similar sense of the danger, anxious anticipation and regret that was experienced by migrants on the long passage to Australia in the Victorian era. Banksy's *Birds of a Feather*, stencilled onto a wall in Clacton-on-Sea, makes a humorous but also serious point about contemporary Britain. Jacob Lawrence, Eddie Chambers, Keith Piper, Ellen Gallagher and Donald Rodney have also made powerful images exploring the theme of migration.



Lubaina Himid
Between the Two my Heart is Balanced
painting



Ford Madox Brown
The Last of England
painting

© Lubaina Himid/Tate
The Last of England, 1852-55 (oil on panel), Brown, Ford Madox (1821-93) / Birmingham Museums and Art Gallery / Bridgeman Images

Theme: JOURNEYS AND PATHWAYS

Title: 8GC0/02 Graphic Communication

The starting points in this paper may help you form ideas. You can follow them closely, use them as a source of information or produce your own individual response to the theme. Please read the whole paper as any section may provide you with inspiration.

Designers are often tasked with depicting the connections between ideas and places. Maps and flow diagrams take many different forms and can be used creatively to engage the audience in a visual journey that the designer has initially controlled. Massimo Vignelli's design for the New York subway is a colour-coded masterpiece of simplicity and clarity.



Massimo Vignelli
New York Subway Map
graphic design

© Randy Duchaine/Alamy Stock Photo

Theme: JOURNEYS AND PATHWAYS

Title: 8GC0/02 Graphic Communication

In the previous century there was a sense of awe at the power of machines and a romance in journeying to far-off places. AM Cassandre produced many of the timeless Art Deco designs from this era. The idea of travel appeals to people in different ways at different times. Today images of travel can involve either an appeal to exotic luxury, adrenalin filled excitement, or a wish to escape to unspoilt nature.



AM Cassandre
Design for Nord Express
graphic design

© AF Fotografie/Alamy Stock Photo

Theme: JOURNEYS AND PATHWAYS

Title: 8GC0/02 Graphic Communication

Pictograms have become part of the common language of signs guiding us through everyday journeys. These were originally inspired by the German designer Gerd Arntz. Jock Kinneir and Margaret Calvert designed signage for the UK motorways and railways for the Design Research Unit. A symbol of their success is that their work has become so ubiquitous as to be almost unnoticeable. Their goal was to achieve extreme legibility, with the test that their motorway font could be read at 55 metres.



Traffic Road Sign Junction 24 M1 Motorway
road signage

© Transportimage Picture Library/Alamy Stock Photo

Theme: JOURNEYS AND PATHWAYS

Title: 8GC0/02 Graphic Communication

Journeys are increasingly becoming as much virtual as real. In *Adventure Time* viewers begin their own unique quest within a world originally based on a TV series with characters such as Kidscreen's Jake, Finn and landscapes like the Land of Ooo. Creating these original characters presents an exciting challenge for designers to populate the new generation of virtual reality gaming. New markets are rapidly opening up, with companies such as Oculus VR, Microsoft and Sony keen to exploit new possibilities with products such as *Oculus Rift*, *HoloLens* and *Project Morpheus*.



Adventure Time
animation still

© Everett Collection Inc/Alamy Stock Photo

Theme: JOURNEYS AND PATHWAYS

Title: 8TE0/02 Textile Design

The starting points in this paper may help you form ideas. You can follow them closely, use them as a source of information or produce your own individual response to the theme. Please read the whole paper as any section may provide you with inspiration.

From the earliest days of space exploration fashion designers have created collections inspired by the technology and new materials invented to solve the extreme conditions of vacuums or thin atmospheres. André Courrèges's passions for astronaut influenced designs were further fuelled by the 1969 Moon landing. In the fictitious book *The Afronauts*, Cristina de Middel created surreal costumes based on space travel. Contemporary designers continue to be inspired by spaceflight as illustrated by Chanel's Ready-to-Wear Winter 2017 collection and Valentino's Pre-Fall 2015 collection.



Pierro Biason

Chanel Ready-to-Wear Winter 2017 Collection at Paris Fashion Week
photograph

© Xinhua/Alamy Stock Photo

Theme: JOURNEYS AND PATHWAYS

Title: 8TE0/02 Textile Design

The act of travelling across spectacular terrain has inspired many artists and designers. Scottish textile designer Lucy Irvine uses a wide range of materials such as cable ties and irrigation piping in her work. Examples of this can be seen in her pieces *Traveller* and *Covering Ground*. In contrast to this, Cas Holmes constructs delicate wall hangings from things she finds on the small everyday journeys she makes. Jean Draper's sculptural textile pieces also derive from her passion for familiar landscapes that she visits to gather inspiration.



Pirate Technics
Under the Baobab Tree
sculpture

© Kathy deWitt/Alamy Stock Photo

Theme: JOURNEYS AND PATHWAYS

Title: 8TE0/02 Textile Design

Many different cultures celebrate religious or festive occasions with processions and rallies such as The Notting Hill Carnival and Braemar Gathering. Imaginative and creative costumes are specifically designed for such events. Many of the outfits designed for the famous Mardi Gras in New Orleans take months to prepare and turn the wearers into living sculptures. In Britain, May Day celebrations historically have been celebrated with Morris Men who have their unique costumes. At Christmas, Yuletide Mummers don unique and strange outfits that were traditionally toured around villages.



Simon Evans
Traditional Morris Dancers
photograph

© simon evans/Alamy Stock Photo

Theme: JOURNEYS AND PATHWAYS

Title: 8TE0/02 Textile Design

The narrative qualities of embroidered, printed and woven textiles have often been exploited by designers throughout history to document and record battle campaigns, myths and stories. Nomadic people rely heavily on fabric for everyday life for protection and warmth. These textiles often recorded the histories of these tribes as they moved continuously around the country. Clothes, carpets, yurts and saddlebags employed designs often built around fables or historic events. An obvious example is the *Bayeux Tapestry* but many carpets of Afghanistan and the surrounding countries demonstrate these narrative elements.



The Bayeux Tapestry
embroidery

© age fotostock/Alamy Stock Photo

Theme: JOURNEYS AND PATHWAYS

Title: 8TD0/02 Three-Dimensional Design

The starting points in this paper may help you form ideas. You can follow them closely, use them as a source of information or produce your own individual response to the theme. Please read the whole paper as any section may provide you with inspiration.

The importation of ceramic wares to the UK from all over the world has had a massive impact on the design of tableware. The still popular Willow pattern, originated from a design imported from China in the 17th century. Other Oriental techniques such as lacquerware and silk painting were extremely popular at this time and adapted to European products such as furniture and fabrics. The influx of ideas and unique styles such as Manga and Anime imported from Japan continue to influence designers today and have had an obvious impact on many everyday products, such as cars and motorcycles. Felipe Roo Clefas, who works for Nissan, freely admits these influences are affecting design. Former BMW designer Chris Bangle said 'for the future of car design, function is the last refuge of the unimaginative.'



BMW i3



Nissan Terra

© Radharc Images/Alamy Stock Photo
© Iain Masterton/Alamy Stock Photo

Theme: JOURNEYS AND PATHWAYS

Title: 8TD0/02 Three-Dimensional Design

Luggage design is continually adapting to modern modes of transport. Many innovative designs are created to solve the problem of confined storage areas on buses and trains. A restriction on the space allocated to bicycles on trains has seen innovations in portable bicycles that fold up to the size of a small suitcase. Fugu luggage is cleverly designed to allow airline passengers to instantly change their carry on case to a maximum capacity to go in the hold and vice versa.



Brompton Folding Bicycle

© Hugh Threlfall/Alamy Stock Photo

Theme: JOURNEYS AND PATHWAYS

Title: 8TD0/02 Three-Dimensional Design

The Tempest by William Shakespeare is a play based on a tale of shipwrecked passengers who land on a mysterious and magical island. More recently, the television series *Lost* followed a similar storyline. Both of these productions challenged the set designers to produce believable environments that incorporated stunning scenery and props. *Jurassic Park*, *The Mysterious Island of Captain Nemo* and *Robinson Crusoe* have also explored the idea of exotic islands with awe inspiring landscapes.



The Mysterious Island of Captain Nemo
still shot

© Everett Collection Inc/Alamy Stock Photo

Theme: JOURNEYS AND PATHWAYS

Title: 8TD0/02 Three-Dimensional Design

Camping is at the forefront of innovative design for leisure products, from the accommodation itself to all the associated equipment. Tents, cookers, furniture, lights, games and amusements have all been designed to produce innovative solutions to the inherent problems of portable living. There are some excellent examples such as the Topeak *Bikamper*, the Quechua *Symbium 3 Backpack*, the SylvanSport *GO Easy*, the Coleman *Rendezvous Stove* and the Studio Dré Wapenaar *Cocoon*.



Camping Gas Stove

© Anna Poltoratskaya/Alamy Stock Photo

Theme: JOURNEYS AND PATHWAYS

Title: 8PY0/02 Photography

The starting points in this paper may help you form ideas. You can follow them closely, use them as a source of information or produce your own individual response to the theme. Please read the whole paper as any section may provide you with inspiration

The daily grind can be a test of endurance. In *Tokyo Compression*, Michael Wolf recorded the extreme discomfort of Japanese commuters pressed up against windows dripping with condensation on their journeys to and from work. In *Harlem Trolley Bus*, Robert Frank showed the divisions within American society in the mid-20th century. Dryden Goodwin took pictures of exhausted travellers on London night buses and wove a protective cocoon of blood capillaries around them. Matt Crabtree transformed commuters on the London underground into 16th century portraits of praying saints.



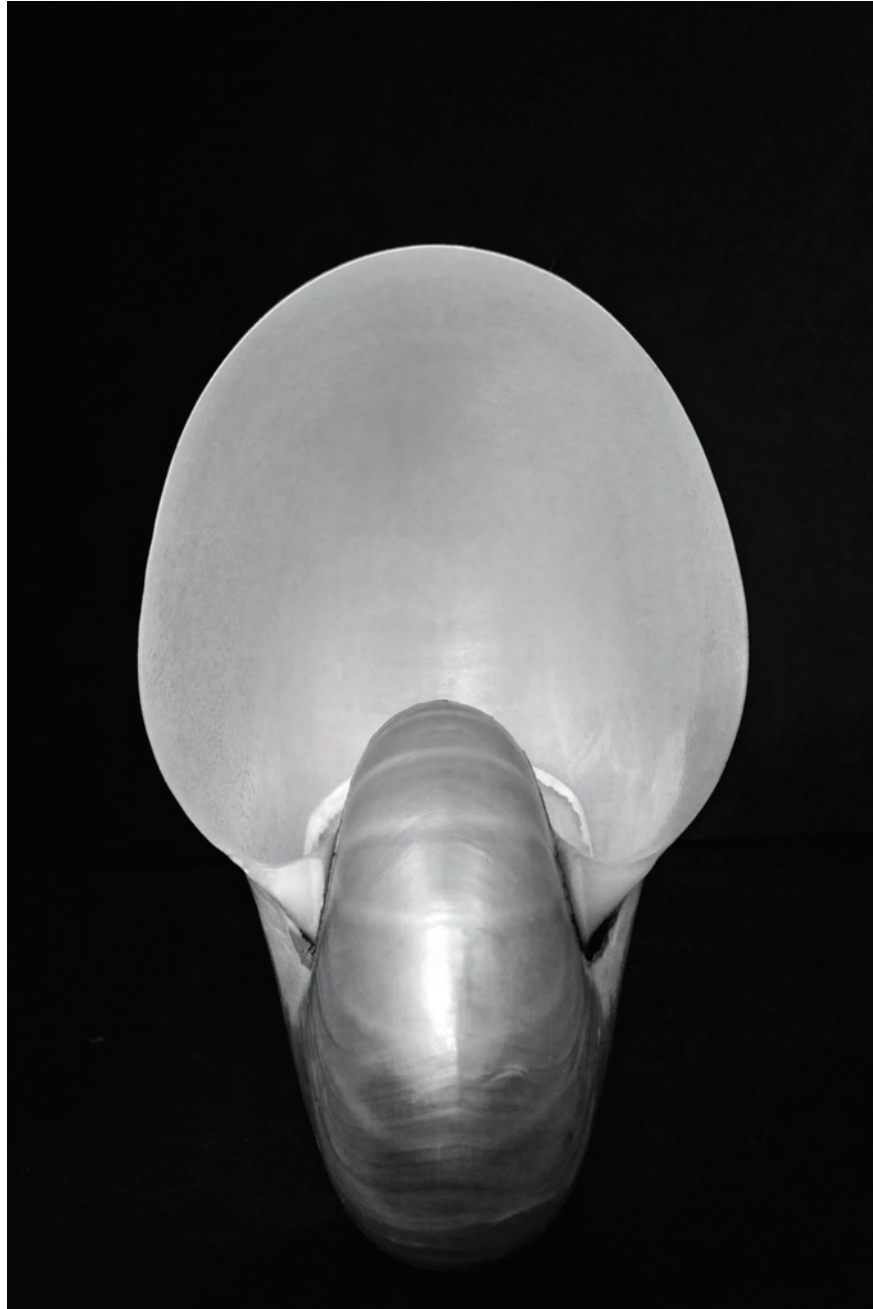
Iain Masterton
Commuters in Tokyo
photograph

© Iain Masterton/Alamy Stock Photo

Theme: JOURNEYS AND PATHWAYS

Title: 8PY0/02 Photography

Creative journeys can derive from ideas that link diverse objects in unexpected ways. These reflect the individual preoccupations of the photographer. Edward Weston's obsession with abstract form led him to transform vegetables, chimneys and toilets into objects of great formal beauty. Rinko Kawauchi's image of a dead wasp on a windowsill and a drop of milk on a baby's chin are both connected by her interest in the poetry of ordinary moments.



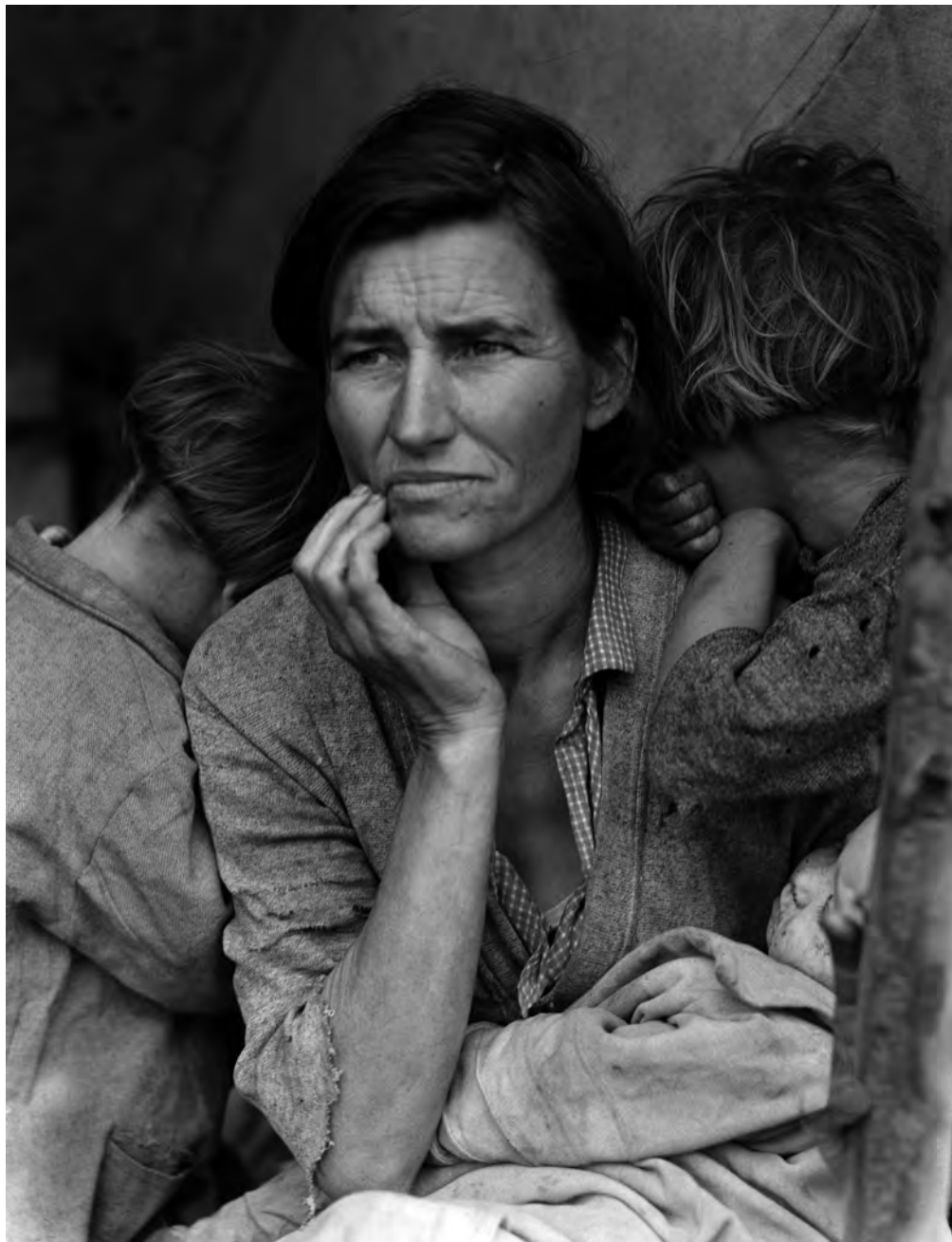
Alex Ramsey
Nautilus Shell, photographed in the manner of Edward Weston
photograph

© Alex Ramsay/Alamy Stock Photo

Theme: JOURNEYS AND PATHWAYS

Title: 8PY0/02 Photography

In the book *We English* Simon Roberts records a two year journey in a motorhome around England. The resulting images are lyrical and calm, as he often found beauty in mundane situations and in the exploration of the relationship between people and place. He purposely avoided the tendency to satirise the English class system in ways that have almost come to be expected by photographers such as Martin Parr. Walker Evans, David Meadows, Guy Bourdin, John Davies, Dorothea Lange and many other photographers have gone on extended journeys to record their view of the country or their immediate surroundings.



Dorothea Lange
Migrant Mother
photograph

© Everett Collection Inc/Alamy Stock Photo

Theme: JOURNEYS AND PATHWAYS

Title: 8PY0/02 Photography

In his installation *Nantes Triptych* Bill Viola simultaneously shows three videos of people at different stages on the journey through life. Other photographers and film makers are also interested in recording changes brought by the passing of time. Richard Linklater's film *Boyhood* was filmed over 12 years to show the actual development of a boy into a young man. Christian Boltanski shone lights on fading images of people killed in the Holocaust. These suggest an interest in the journey that the photographs themselves make on a path to obscurity.



Bill Viola
Nantes Triptych
video footage still



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