



General Certificate of Education  
Advanced Level Examination  
June 2014

# Art and Design (Three-Dimensional Design) ARTE4

## Unit 4 Externally Set Assignment

To be issued to candidates on 1 February 2014 or as soon as possible after that date.  
All teacher-assessed marks to be returned to AQA by 31 May 2014.

**For this paper you must have:**

- 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 must show evidence of personal work relating to your chosen question.
- You must show evidence of research and of investigating and developing ideas. This should include visual work and, if appropriate, annotations or written work. Sketchbooks, workbooks and/or journals may be included.
- Practical responses to the work of other artists, designers, craftspeople and photographers must show development in a **personal** way.
- The work submitted for this unit must be produced **unaided**.
- You must **not** produce work for this unit after the 15 hours of supervised time.

### Information

- The maximum mark for this paper is 80.
- 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 paper.
- You should make sure that any fragile, temporary or ceramic work is photographed, in case of accidents.

### Advice

- You may discuss your ideas with your teacher before deciding on your starting point.
- You may use any appropriate three-dimensional media, method(s) and materials, unless the question states otherwise.

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This paper will test your ability to:

- develop ideas through sustained and focused investigations informed by contextual and other sources, demonstrating analytical and critical understanding
- experiment with and select appropriate resources, media, materials, techniques and processes, reviewing and refining ideas as your work develops
- record in visual and/or other forms, ideas, observations and insights relevant to intentions, demonstrating an ability to reflect on your work and progress
- present a personal, informed and meaningful response demonstrating critical understanding, realising intentions and, where appropriate, making connections between visual, written, oral or other elements.

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

Choose **one** of the following questions.

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### **1 Vertical Forms**

The totemic series of Mark Lindquist, the work of Diana Barraclough and the 'Blacksmiths Needle' are all examples of vertical forms. Consider appropriate examples and produce your own work based on vertical forms.

### **2 Nostalgia**

Exhibitions, such as those at heritage museums for transport, childhood and domestic life, often suggest a nostalgic view of past times. Investigate appropriate examples and produce your own work for an exhibition with a nostalgic theme. You might like to consider display stands, installations, sculptures for the entrance or merchandise associated with the exhibition.

### **3 Public Art**

Throughout history, public art has been a feature of many communities and has become increasingly popular. Tony Cragg's 'Terris Novalis', Katy Hallett's work for Sustrans, and 'Big Fish' by John Kindness contrast sharply with the traditional image of public art. Investigate relevant examples and produce your own work for a location of your choice.

### **4 Architectural Features**

Balconies, staircases and roofs are architectural features that often have interesting structures or decoration. Examples may be found in the 'Khoo Kongsi' house, in Gaudí's 'Casa Milà', in the Scala Contarini del Bovolo and in the hammer-beam roof at Hampton Court. Consider appropriate examples and produce a personal response.

## **5 Historical Links**

Many designers, architects and ceramicists have looked to the past for inspiration and have produced work which has a link with history. Examples may be seen in the work of Bernard Leach, in Steve Dilworth's 'Venus Stone' and in Bill Woodrow's 'Sitting on History'. Consider appropriate work and produce a personal response.

## **6 Heads**

Artists and designers have modelled the human head in many different ways in order to convey emotion or character, or to reveal structure and form. Examples may be found in designs for the theatre and in the work of Naum Gabo, Käthe Kollwitz and Stephen Dee. Consider appropriate examples and produce a personal response.

## **7 Postmodernism**

The work of Postmodernist designers and architects shows the influence of Pop Art, Art Deco and Surrealism. Examples can be found in the work of Philippe Starck, Charles Jencks and the Memphis Group. Consider relevant examples and develop your own work.

## **8 Water Features**

Water features are often a key element of designs for gardens, parks and within buildings. Rills, fountains and other water features can be found in many towns and cities. Examples include the cascade at Chatsworth House and the 'Diana, Princess of Wales Memorial Fountain'. Investigate appropriate examples and produce your own design, in model form, for a location of your choice.

**END OF QUESTIONS**

**There are no questions printed on this page**