

Cambridge International Examinations



0400 Art & Design IGCSE Paper 3: Design Study

Standards November 2007

**Standard:
100**

A : Knowledge with Understanding			
		Max mark	
1	recognise and render form and structure	15	15
2	appreciate space and spatial relationships in two or three dimensions and understand space in terms of pictorial organisation	15	15
3	use chosen media competently, showing clarity of intention and be able to explore surface qualities	10	10
4	handle tone and/or colour in a controlled and intentioned manner	10	10
B: Interpretative and Creative Response			
5	express ideas visually	10	10
6	respond in an individual and personal way	5	5
7	demonstrate quality of idea as seen by interpretation rather than literal description of a theme	-	-
8	make informed aesthetic judgements	15	15
C: Personal Investigation and Development			
9	show personal vision and commitment, through a mature and committed response	2	2
10	research appropriate resources	5	5
11	assess a design problem and arrive at an appropriate solution	10	10
12	show development of ideas through appropriate processes, worksheets etc. before arriving at a final solution	3	3



Preparatory Study

phantom

All look and likeness caught from earth,
All accident of kin and birth,
Had passed away. There was no trace
Of aught on the illumined face
Upraised beneath the rifted stone
But of one spirit all her own:—
She, she herself, and only she,
Shone through her body visibly.

Samuel Taylor Coleridge

BRIDGEMOUNT & ...
Covers
Titles
Lay-outs
Notes
Number No. & Title
Call Number
5100

IGRE HOSSEART & DESIGN

PAPER THREE			Examiner
Class	Maximum	Marks	
A1	15		
2	15		
3	15		
4	15		
B1	15		
5	0		
6	15		
7	15		
8	15		
9	15		
10	15		
11	15		
12	15		
Total		120	

MR. BRIDGEMOUNT
IGRE HOSSEART & DESIGN



Phantom carrying the woman.
 logical being, the phantom is usually a young figure but I thought phantoms could be beautiful women spirits, thus her transparent, they like these.
 The painting and pose adopted by the phantom "here looks sort of unusual space on the bottom right."
 Alternative poses may not be as pleasing and lively like



Phantom, a wild spirit.
 I read up on phantoms and saw people describe nature and scenes with religious. I thought it would be interesting to have a world that was the re-creation of a lady.
 I don't need to visualize my concept. I felt that when I saw a very beautiful scene, understanding them when they built, the spirit making the phantom part of the wall, standing "one".



Phantom of the spirit world.
 I imagined a young figure popping out and coming out of the illustration, thus the illustration.
 Usually, I don't want the woman of the dead on them but I don't think that it would be interesting to have the person on the tombstone as a symbol.
 I did believe this layout because my class makes but can't lay

Form text | Illustration | Form text

Phantom



(Projected idea)
 The text would not fit the illustrated area of paper.
 The number of lines were not equal on each side and it didn't complement.



Combine with picture of phantom

I did not really like this idea because it was too plain. Additionally, it was difficult for me to choose a color "house" pattern that would surround the text.



The beautiful phantom

I considered a dark background with a single figure of the phantom's face and hands because usually it's hard to see ghosts. They are depicted as dark creatures.
 I felt making the phantom part could be a bit odd, it could seem as though the phantom has appeared for someone and is conveying the



Keeping to my visualization of the phantom being a spectral figure, I came up with the idea that the lady phantom could be found in especially mysterious places. (The woman). Relating to traditional Chinese folklore about the lady of the moon "Chang'e" it felt appropriate to have the phantom hugging or holding the woman. Like it was her beloved resting place.
 I later added in the walk on the bottom right-hand corner in my idea for aesthetic reasons. I felt the wall related to the phantom because I feel they are mysterious creatures associated with the moon at night.
 Additionally, I added in the purple mist/haze to show the powerful and strong spiritual relationship between the phantom (mystery) and woman.

DKO COMPONENT 3
approximate date
Center Name: K'it (K'it-...)
Candidate Name: ...





Preparatory Study

Some notes: (10/1/2019)
Cupid's head/face. Tiger's face/eye.



This is a color pencil rendering of the wolf head. The head was done with colour pencil only. It was much more effective in showing texture of the wolf's fur but failed to do the lighter tones in the wolf's fur.



Painting 2 of wolf
Applied wet-in-wet technique which gave a better, smoother effect of the fur color, though it was much lighter in color. However, the rendering of fur still proved difficult and I contemplated using color pencil to touch up (color is not pickable).

Preparatory Study



Preparatory Study

Use of mind and pen:
- border in pencil
- make a sheet for 2mb.

phantom

All look and likeness caught from earth,
All accident of kin and birth,
Had passed away. There was no trace
Of aught on the illumined face
Upraised beneath the rifted stone
But of one spirit all her own; —
She, She herself, and only she,
Shone through her body visibly.
Samuel Taylor Coleridge

Standard: 100

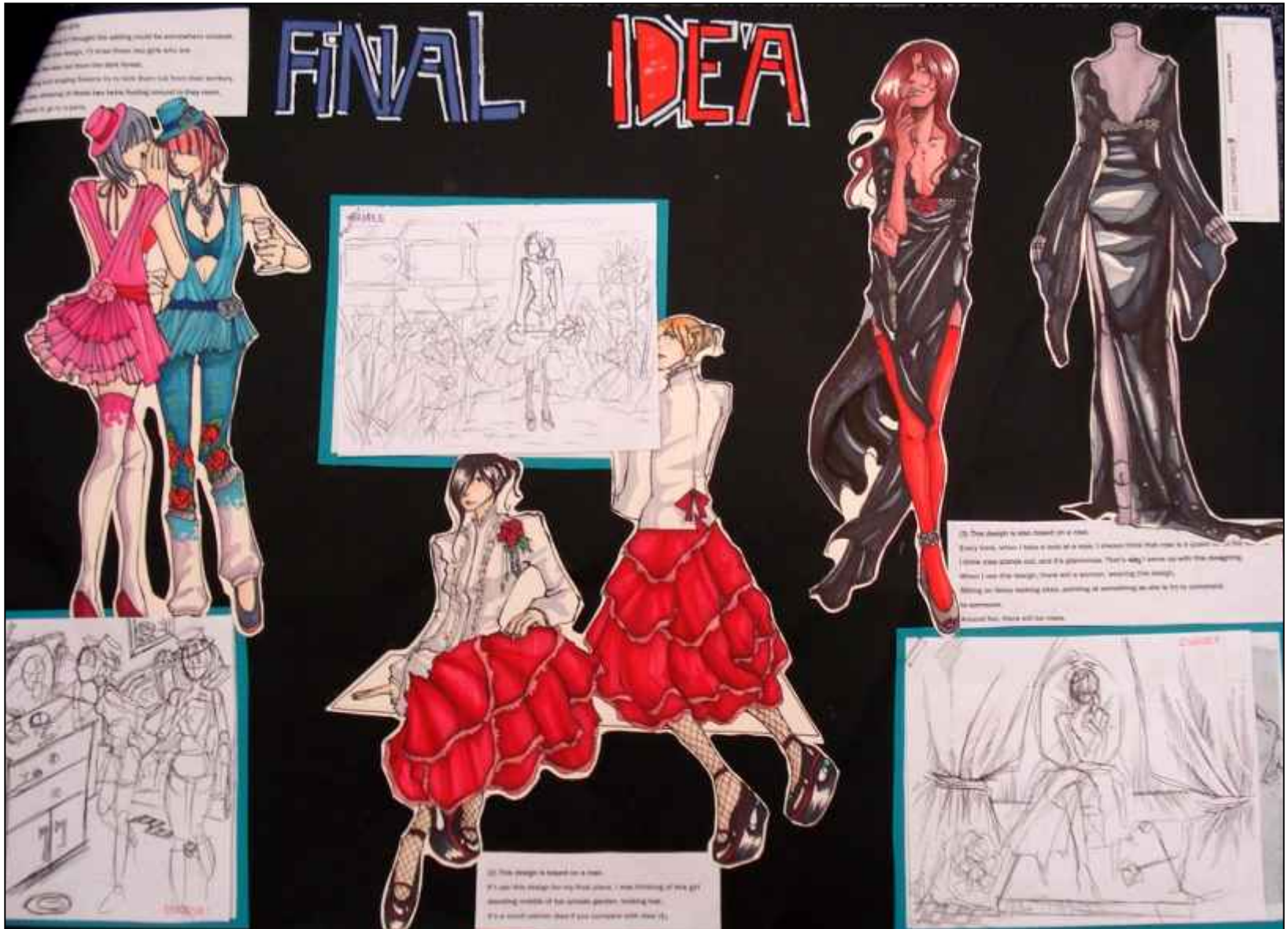
A : Knowledge with Understanding			
		Max mark	
1	recognise and render form and structure	15	15
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3	use chosen media competently, showing clarity of intention and be able to explore surface qualities	10	10
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B: Interpretative and Creative Response			
5	express ideas visually	10	10
6	respond in an individual and personal way	5	5
7	demonstrate quality of idea as seen by interpretation rather than literal description of a theme	-	-
8	make informed aesthetic judgements	15	15
C: Personal Investigation and Development			
9	show personal vision and commitment, through a mature and committed response	2	2
10	research appropriate resources	5	5
11	assess a design problem and arrive at an appropriate solution	10	10
12	show development of ideas through appropriate processes, worksheets etc. before arriving at a final solution	3	3



Detail of Final piece



Standard 100

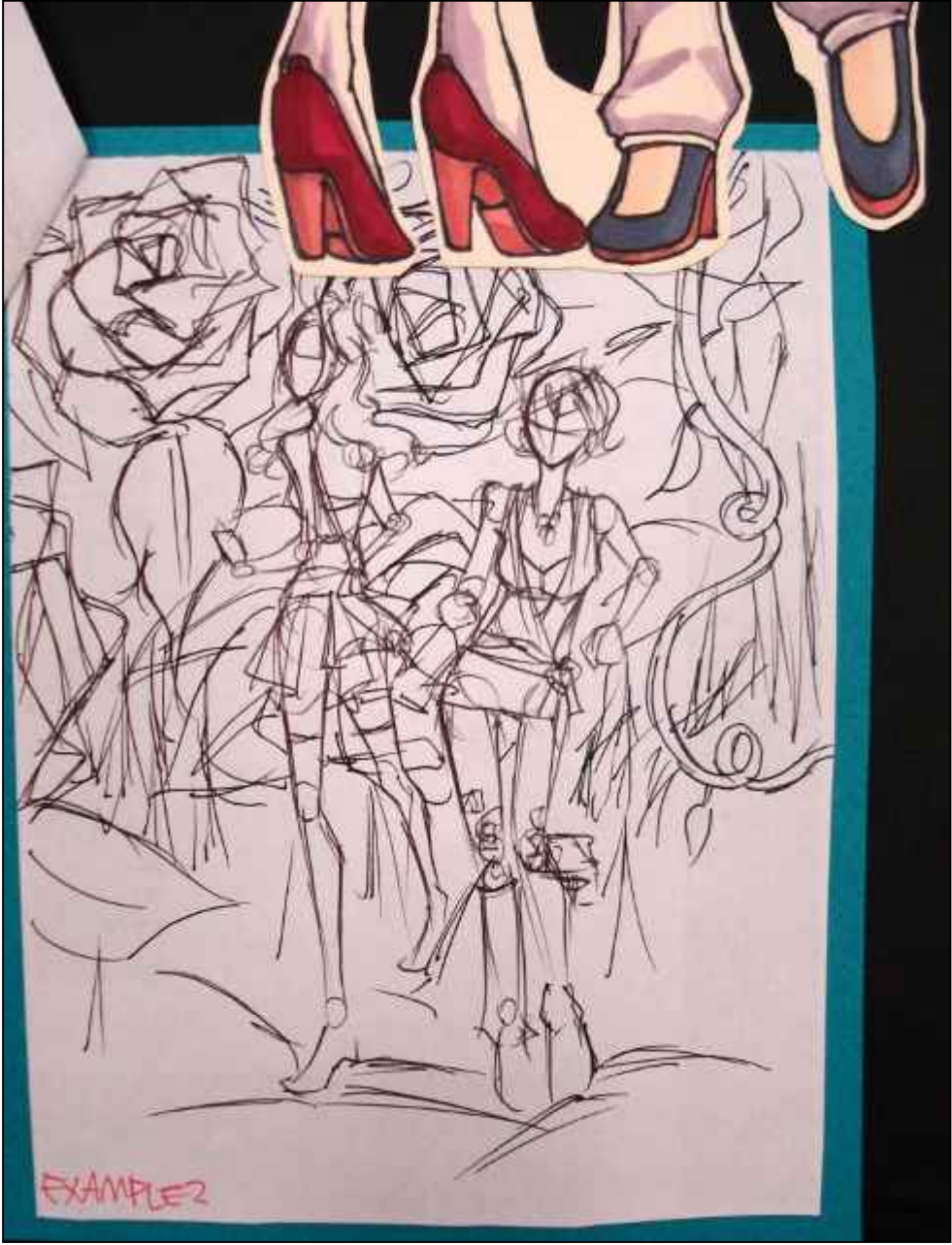


Preparatory Studies

EXAMPLE

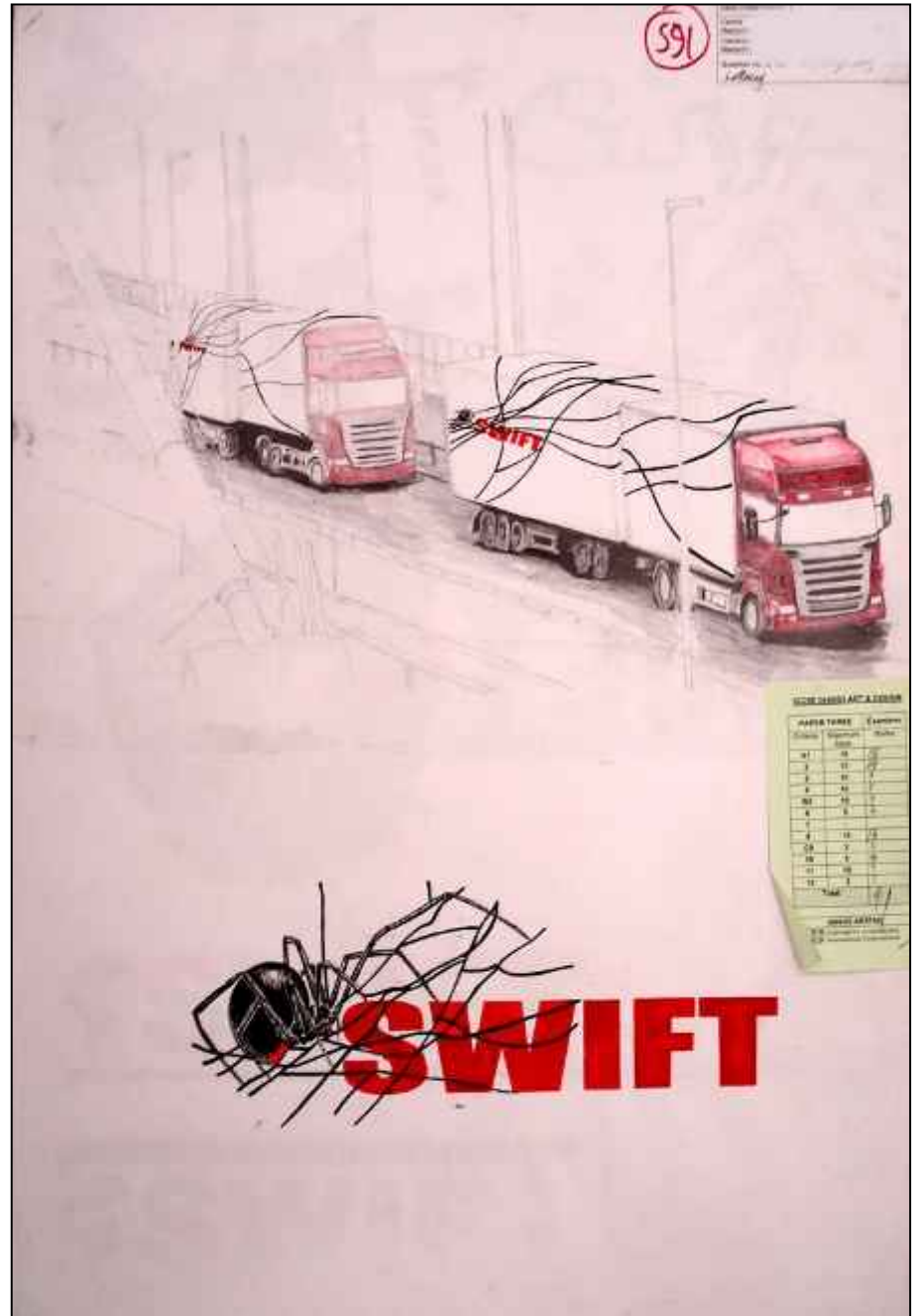






Standard: 91

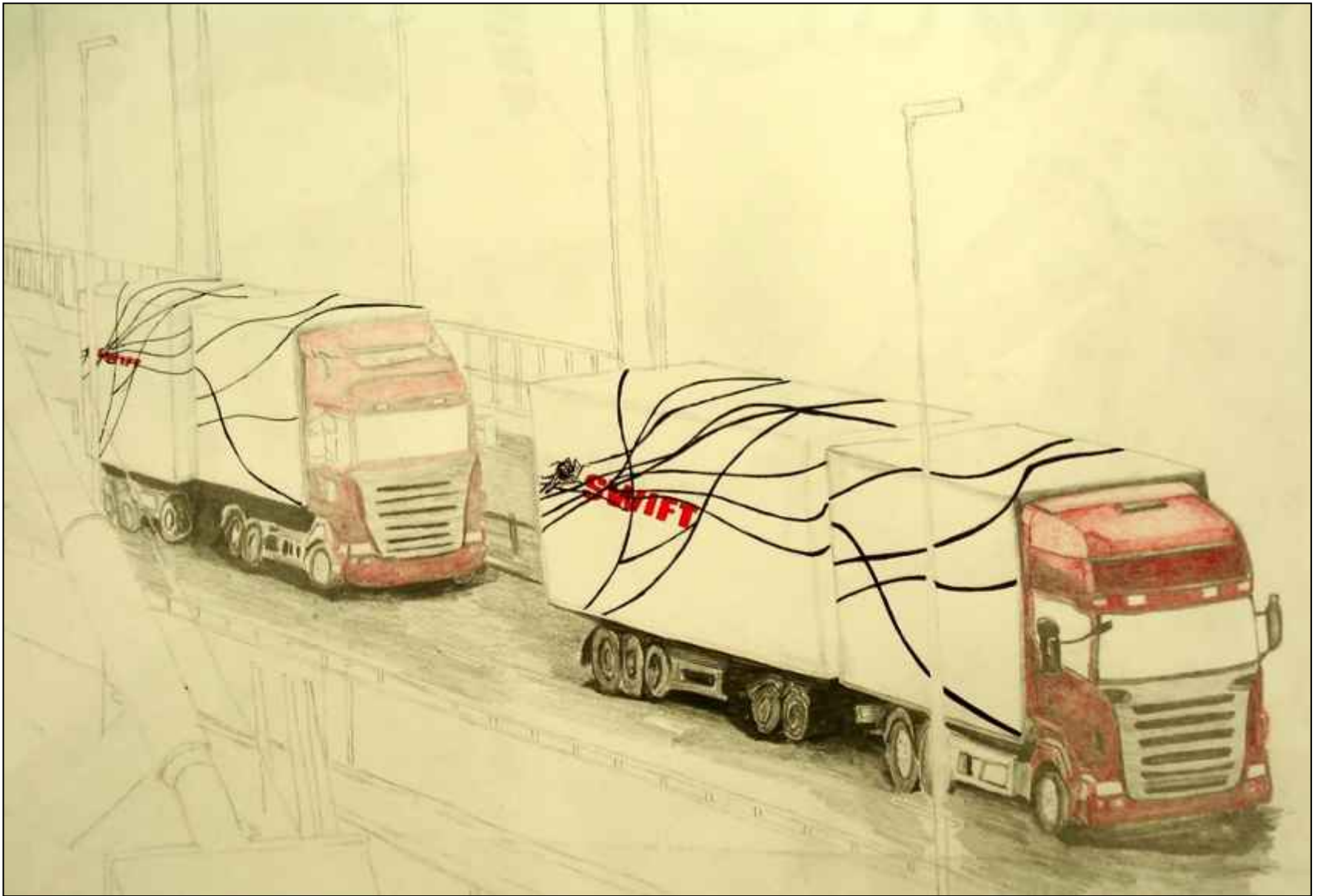
A : Knowledge with Understanding			
		Max mark	
1	recognise and render form and structure	15	15
2	appreciate space and spatial relationships in two or three dimensions and understand space in terms of pictorial organisation	15	14
3	use chosen media competently, showing clarity of intention and be able to explore surface qualities	10	9
4	handle tone and/or colour in a controlled and intentioned manner	10	8
B: Interpretative and Creative Response			
5	express ideas visually	10	9
6	respond in an individual and personal way	5	4
7	demonstrate quality of idea as seen by interpretation rather than literal description of a theme	-	-
8	make informed aesthetic judgements	15	13
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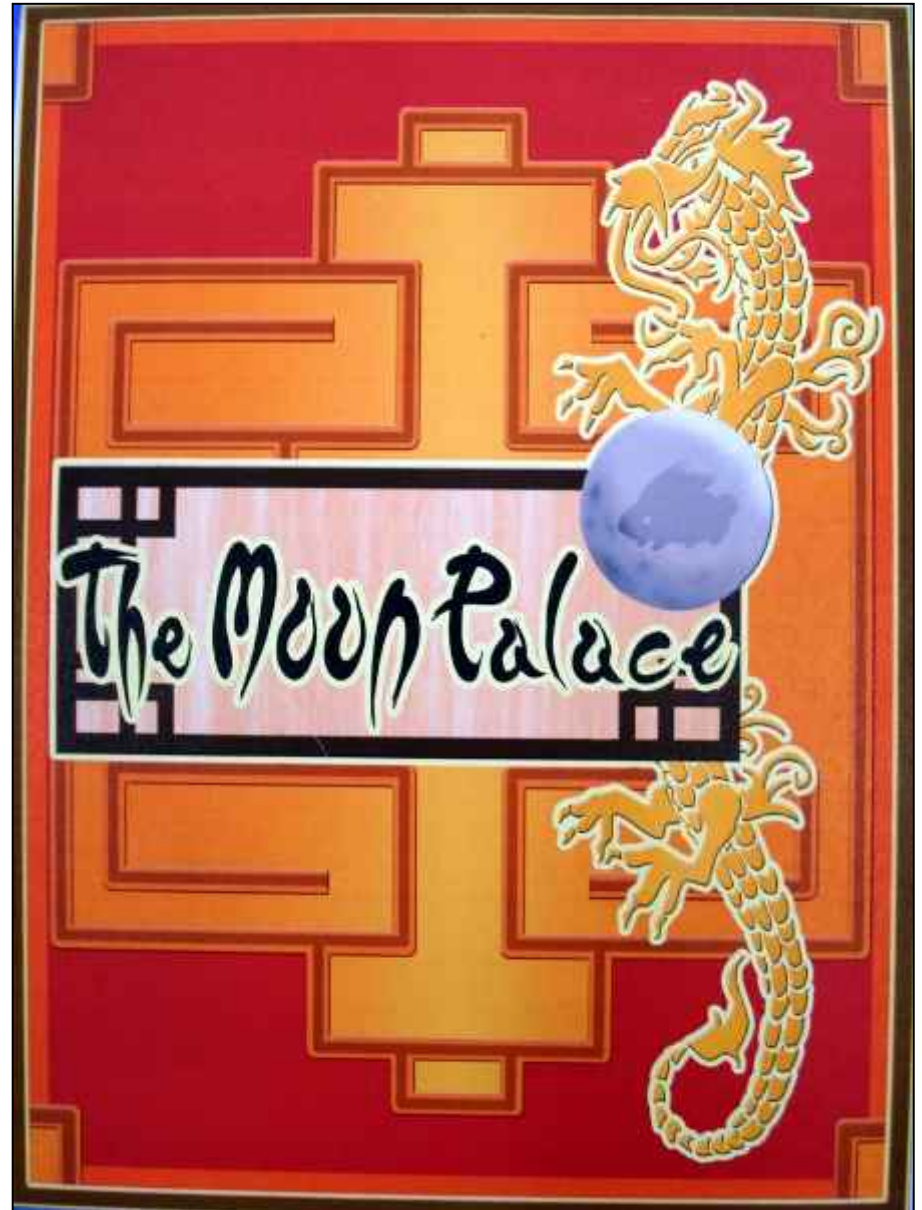
Preparatory Study



Standard: 90

A : Knowledge with Understanding			
		Max mark	
1	recognise and render form and structure	15	14
2	appreciate space and spatial relationships in two or three dimensions and understand space in terms of pictorial organisation	15	13
3	use chosen media competently, showing clarity of intention and be able to explore surface qualities	10	9
4	handle tone and/or colour in a controlled and intentioned manner	10	9
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5	express ideas visually	10	9
6	respond in an individual and personal way	5	4
7	demonstrate quality of idea as seen by interpretation rather than literal description of a theme	-	-
8	make informed aesthetic judgements	15	14
C: Personal Investigation and Development			
9	show personal vision and commitment, through a mature and committed response	2	2
10	research appropriate resources	5	4
11	assess a design problem and arrive at an appropriate solution	10	9
12	show development of ideas through appropriate processes, worksheets etc. before arriving at a final solution	3	3

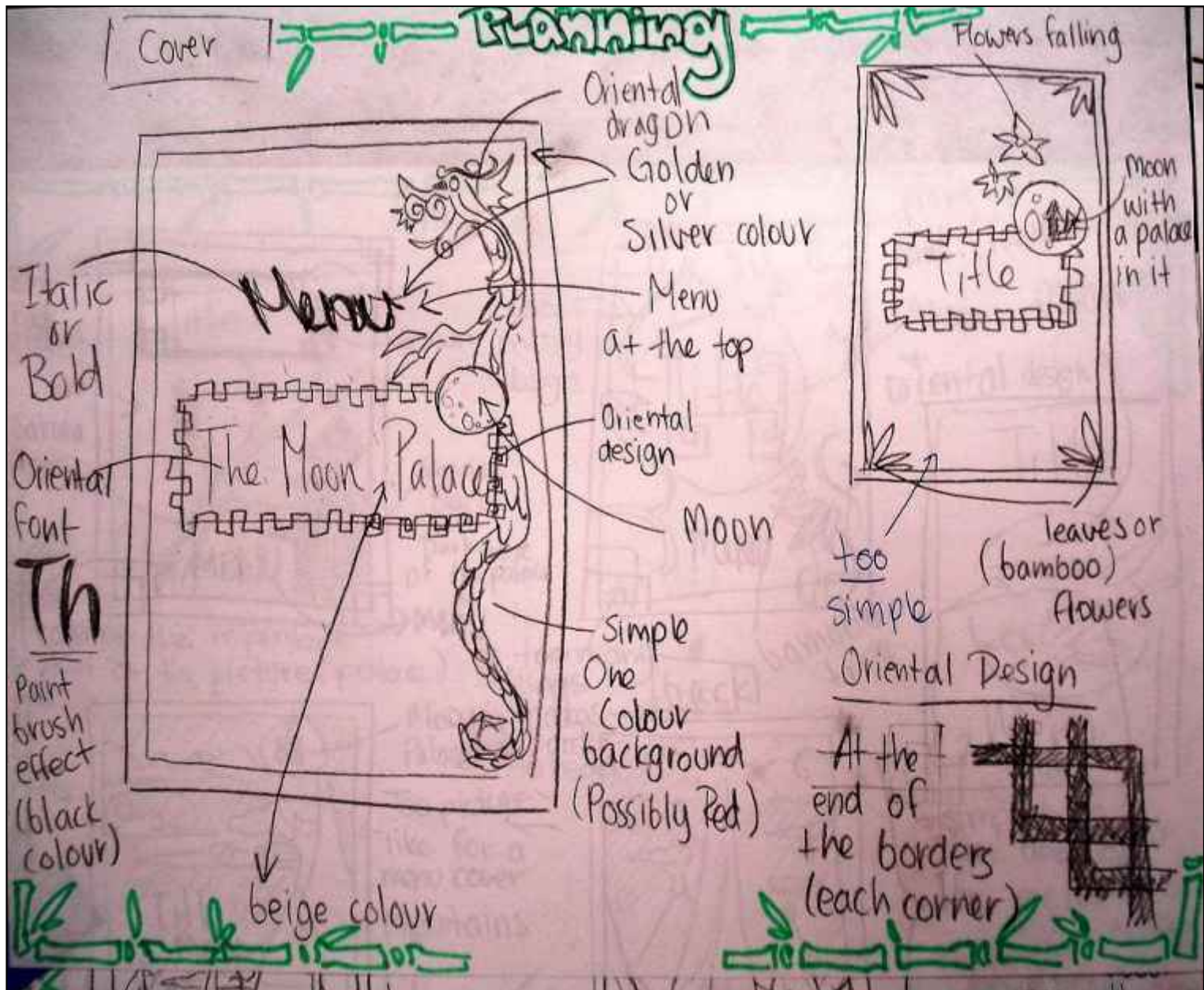
From June 2007

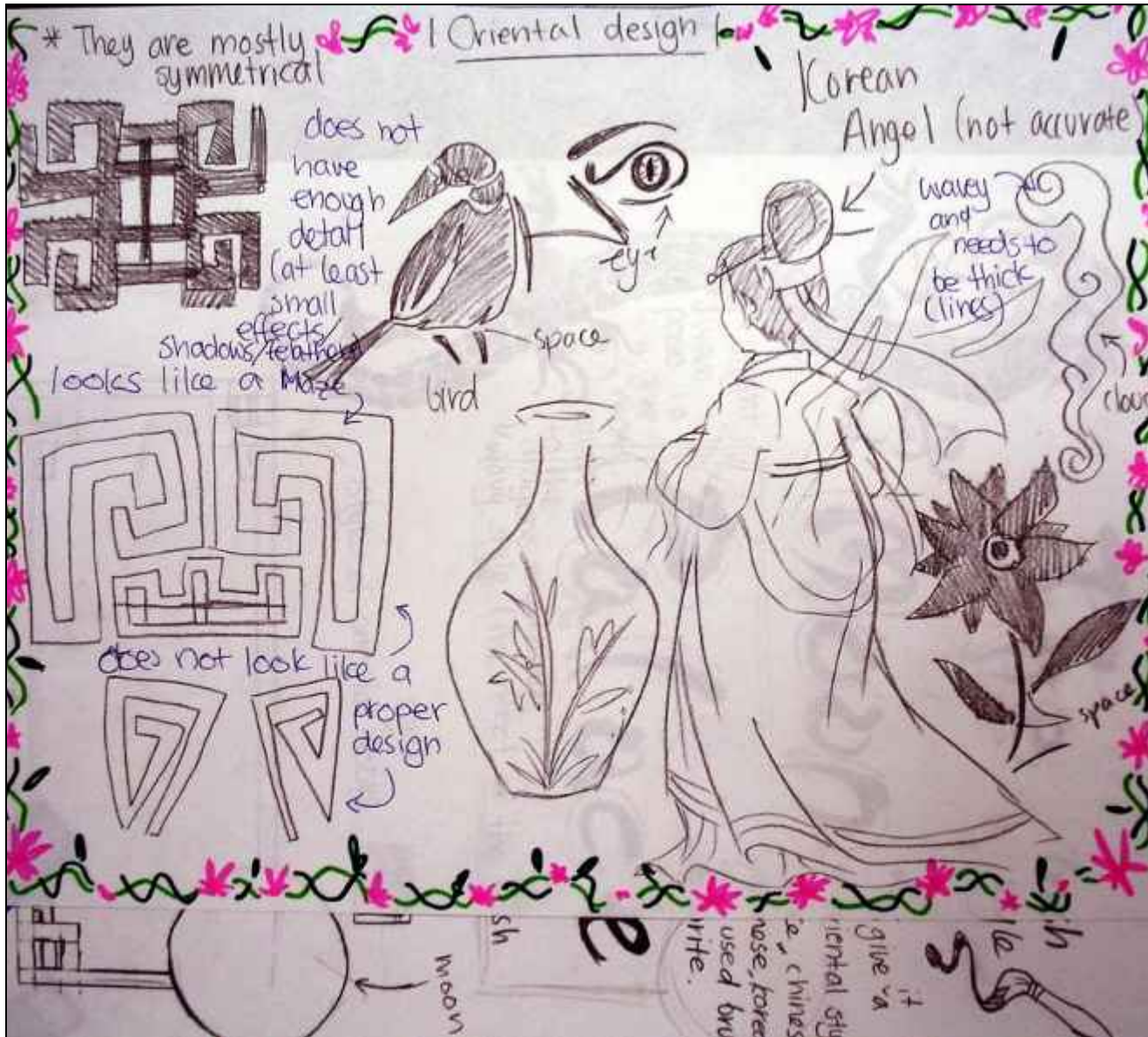




Standard 90

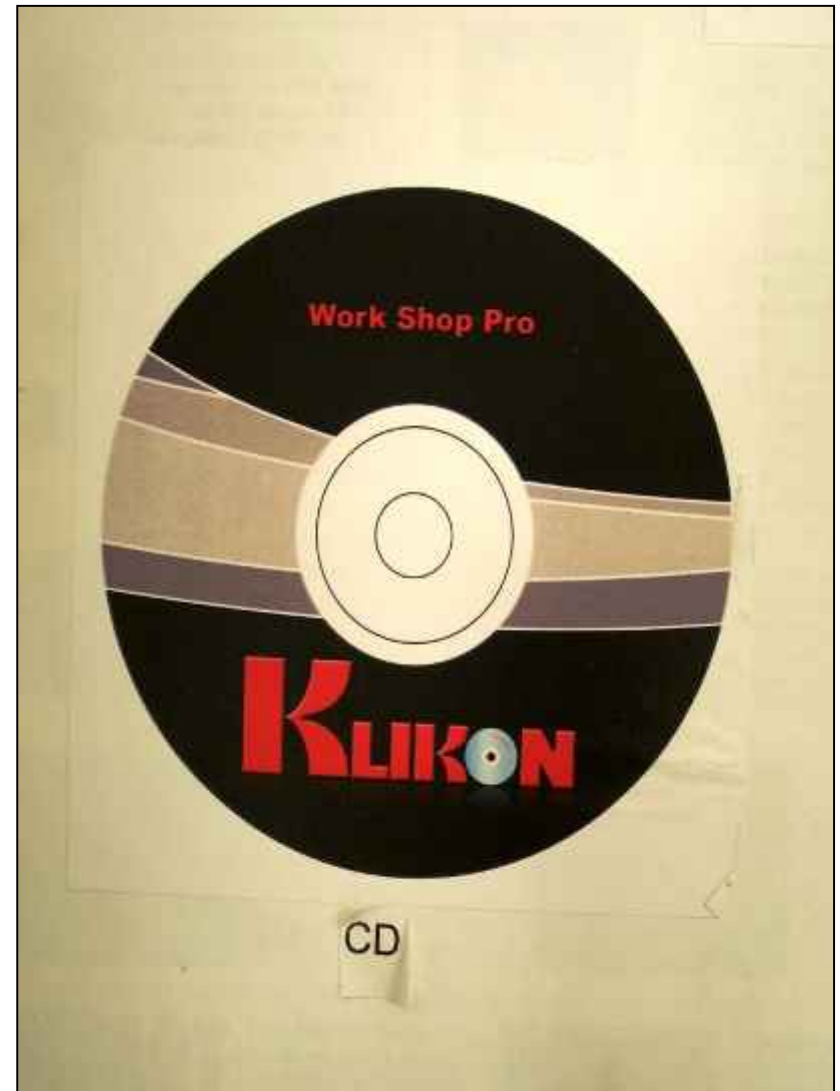






Standard: 82

A : Knowledge with Understanding			
		Max mark	
1	recognise and render form and structure	15	13
2	appreciate space and spatial relationships in two or three dimensions and understand space in terms of pictorial organisation	15	13
3	use chosen media competently, showing clarity of intention and be able to explore surface qualities	10	8
4	handle tone and/or colour in a controlled and intentioned manner	10	8
B: Interpretative and Creative Response			
5	express ideas visually	10	6
6	respond in an individual and personal way	5	5
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From June 2007: Use of ITC

Final Product

This is what it would look like for a CD and a CD Box cover

582
Question Number
TM 1/1/2000



SOBELMURAHATI & SEBENI

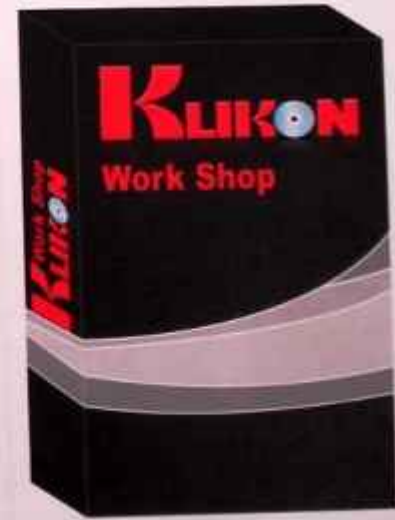
PAPER THREE			Marking
Q.No	Maximum Score	Mark	
1	10	11	
2	10	11	
3	10	11	
4	10	11	
5	10	11	
6	10	11	
7	10	11	
8	10	11	
9	10	11	
10	10	11	
11	10	11	
12	10	11	
Total			

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"KLIKON" Logo



CD



CD Box

Standard 82

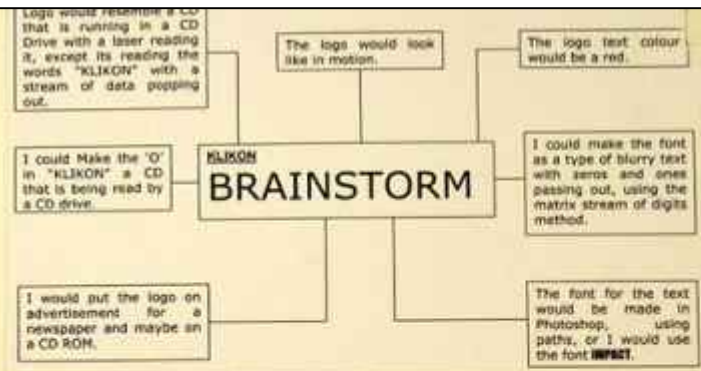
Design Brief

A logo for a software company called "KLIKON". It should appear attractive and catch attention of the public audience. Also that it appears 'unique' or 'different' from other software companies.

- When:** For the 23rd of March.
- Where:** In computer shops where the "KLIKON" software would be sold, or on the "KLIKON" website.
- Who:** The general public who would buy this software for personal use.
- Why:** To provide the company "KLIKON" with a logo, which distinguishes itself from other company logos in the software industry. Another alternative logo is possible.
- How:** Using sketches with support of Visual research, which then would be modified in Photoshop and elaborated until a final result. This would only cost time and effort.

Visual Research

	There is already a company called "KLIKON" and they have a pretty well thought out logo, as I like the idea of the mouse being the centre of the 'O'.		When I thought of "KLIKON", it reminded me of Kodak, because of the double 'K'. The style of the font is good and the contrast with the yellow borders on the top and bottom work out well.
	The 'k' in "KLIKON" resembles the click when you tap the mouse button, so maybe I could use something with a cursor as it is a directed symbol.		The German metal band called Rammstein has a cool logo so I could put a bit of its style in for "KLIKON". I could use the soft cut metal as part of this logo.
	The logo of Adobe has this 'A' with a type of arrow in it, which I find interesting and I would also like to incorporate into the logo.		Command prompt is used to execute files in the DOS environment. I think it would be neat if I could add something about the command prompt into the logo.
	The Symantec logo is a nice 3D figure and I could maybe follow the path of making a 3D figure in this logo for a software company.		Arrows seem very direct, so does the name "KLIKON", so I would make something with arrows.
	I like lasers so I would use something with lasers in my logo.		Since "KLIKON" is a software company, it would be most likely for that they would sell their software in CD ROMs so I would incorporate something to do with CD ROMs there.
	I would like to use the idea of a running CD ROM in a CD drive, so I will use this picture to guess how a CD ROM operates in a CD drive.		I like the Matrix symbols from the movie, moving around, so I might use it in one area in the logo.
	I like the font "IMPACT". I would make something similar using Photoshop, as the style of font is interesting.		Software is made by combinations of zeros and ones, so I would mix this with the running matrix digits.



Sketches



I like this sketch, but it does not have that much text, so I won't use it.



This sketch is good and I used the CD to replace the 'O', which I like

The font sketched is good so I would make this in Photoshop



The logo would look like this But different font.

would be modified in Photoshop and elaborated until a final result. This would only cost time and effort.

Visual Research



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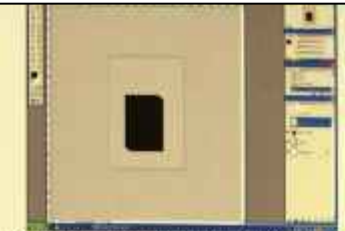
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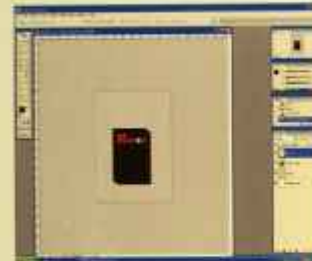
Software is made by combinations of zeros and ones, so I would mix this with the running matrix digits.



Here I'll make a CD box for the company 'KLIKON'. Start with a new file that is at a preset of value of A4.



Using the rectangular marquee tool and make a box. Then cut out some edges to make it look a bit 3D.



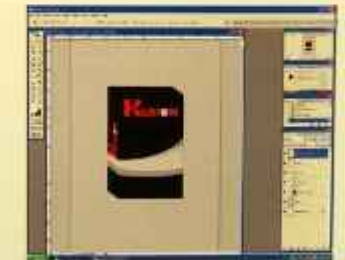
Add the "KLIKON" logo on the top face.



Using the pen tool, make a shape using a white fill and a white stroke of 3px, so this is separate layers. Lower the opacity of the fill.



I placed three different shapes



Then cut out the shapes that did not fit in the box. In the spine of the box, transform the shape so it continues the 3D shape.



Place the logo on the spine of the box and just add a random subheading.



Now make a CD cover and just add the details that were on the CD box, onto the CD.

Standard: 82

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Preparatory Studies



Preparatory Studies



Preparatory Studies

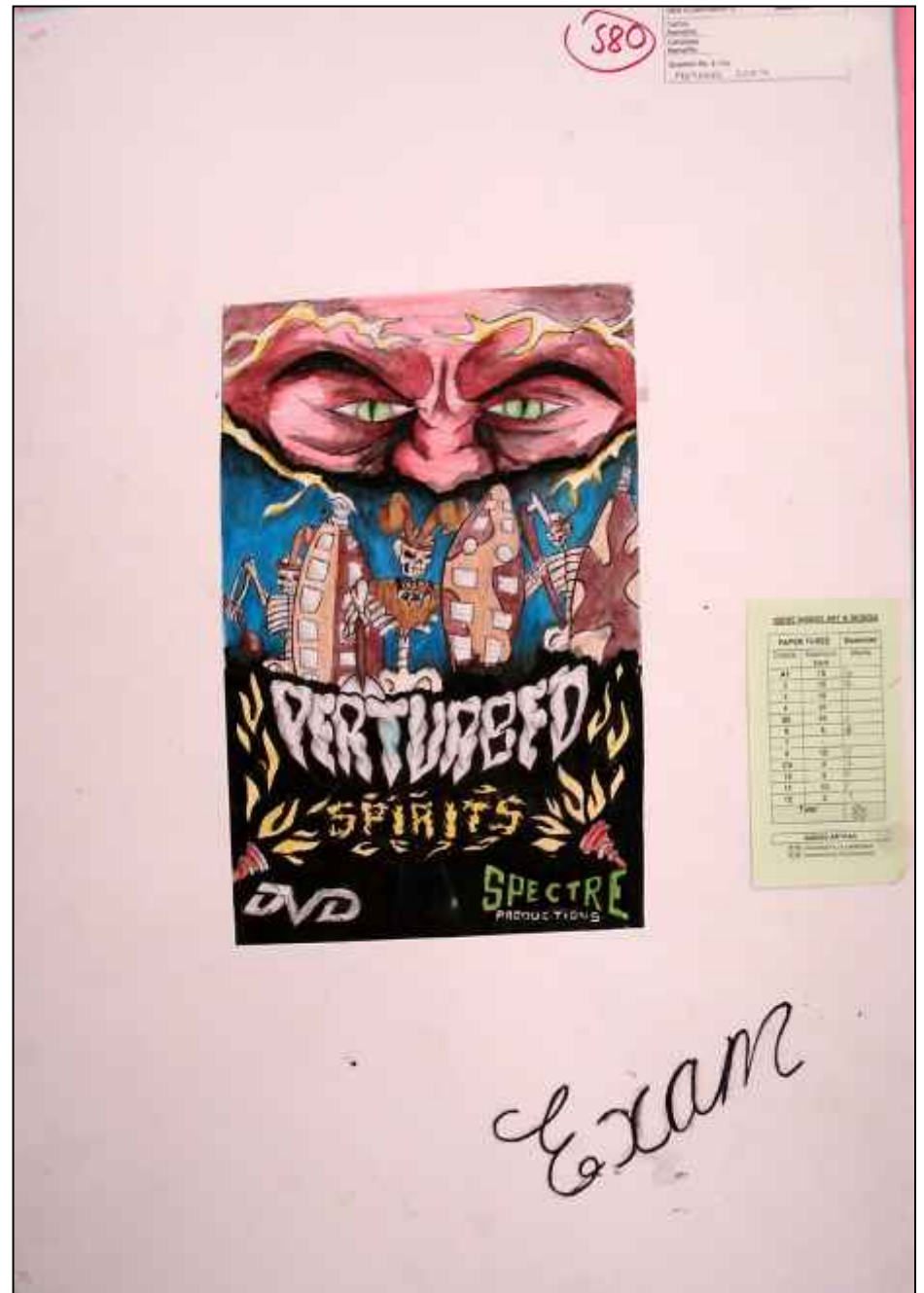


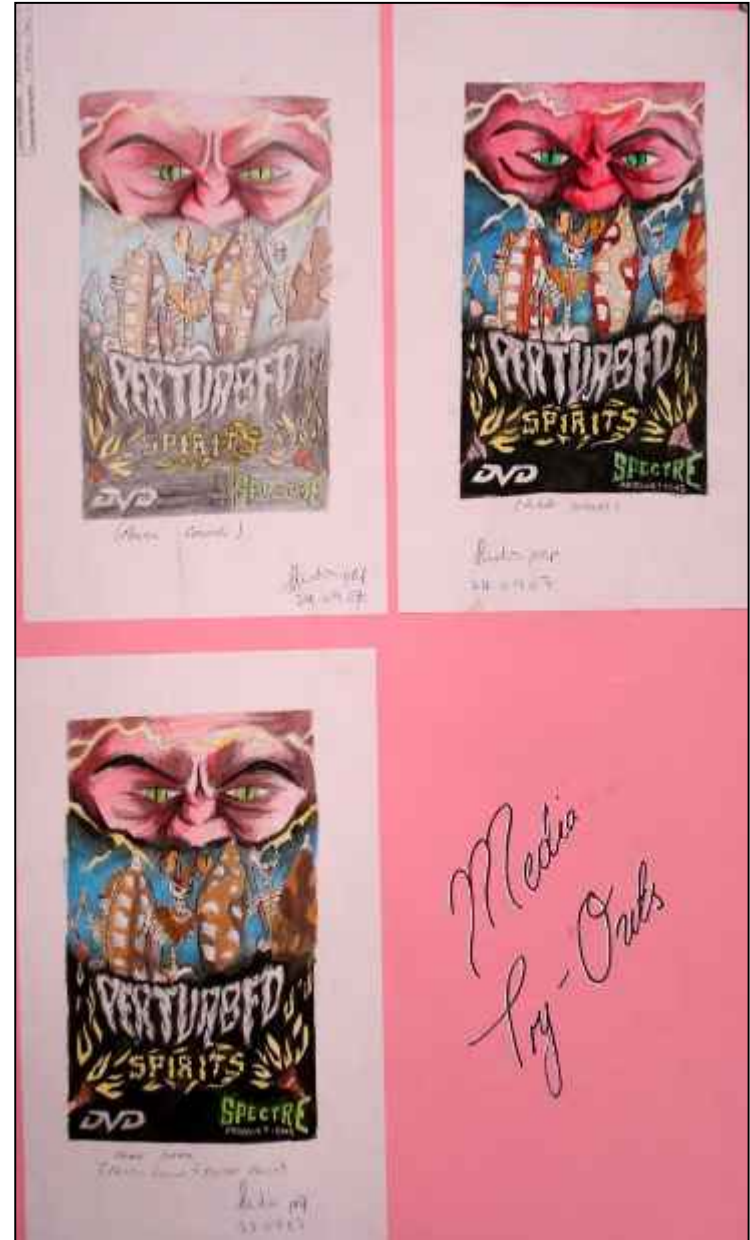
Preparatory Studies



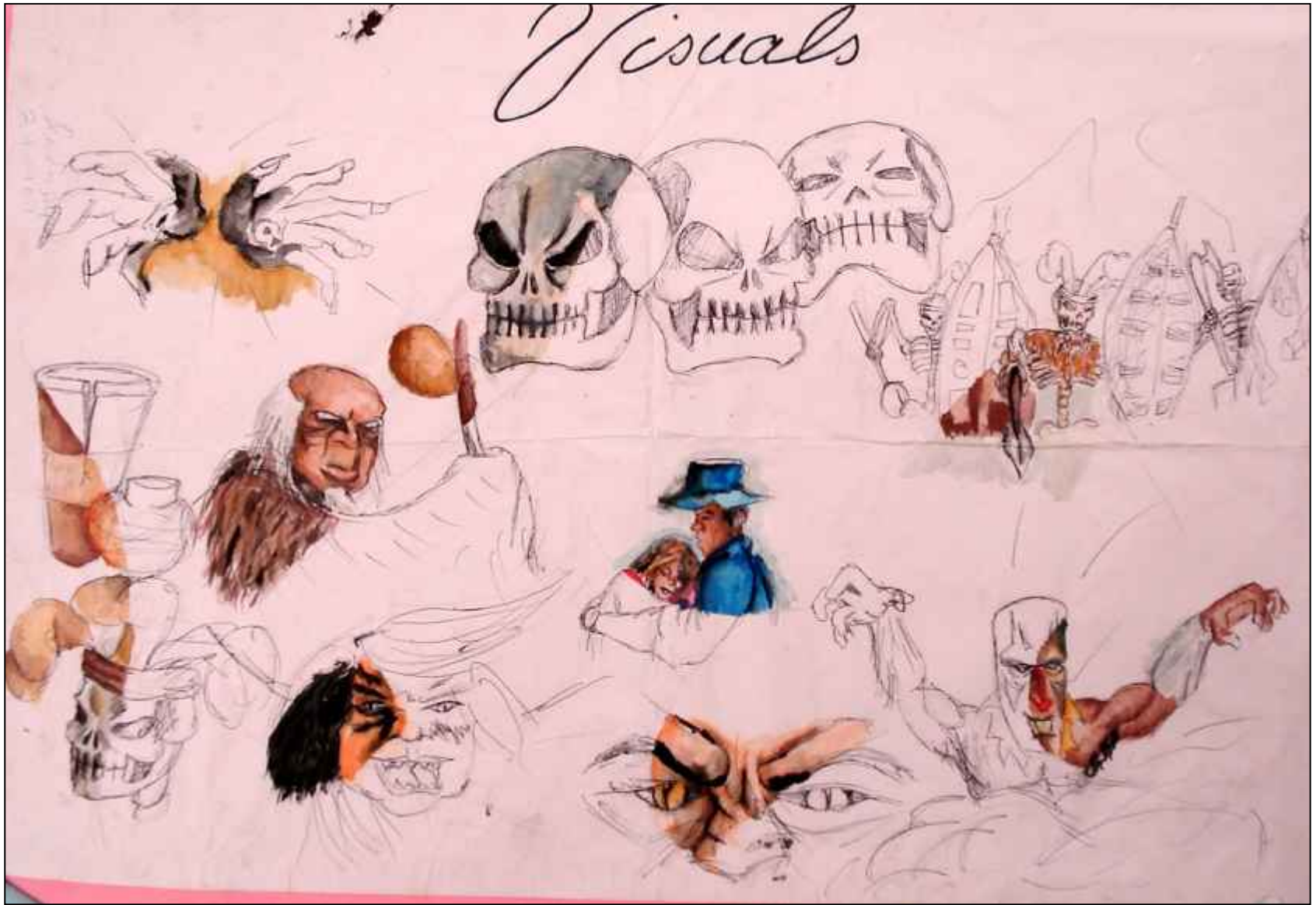
Standard: 80

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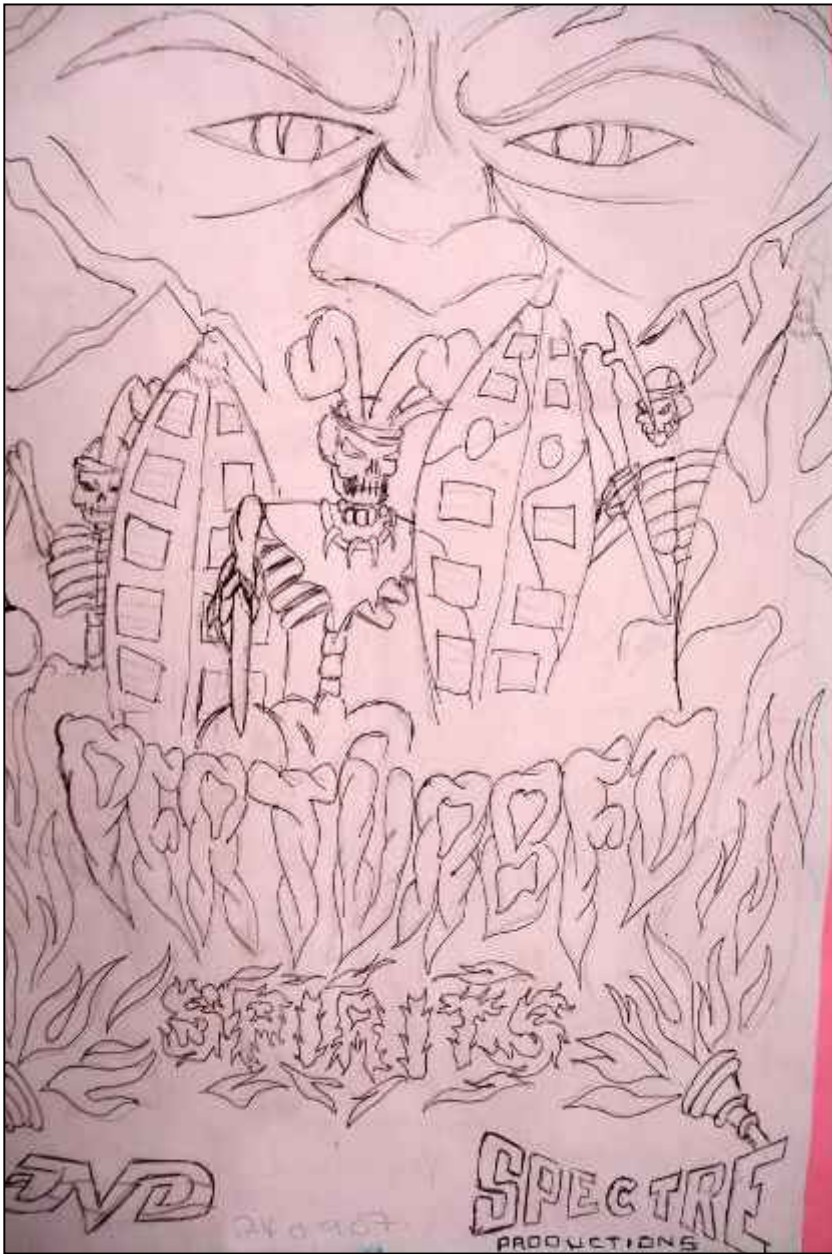
Preparatory Studies



Preparatory Study



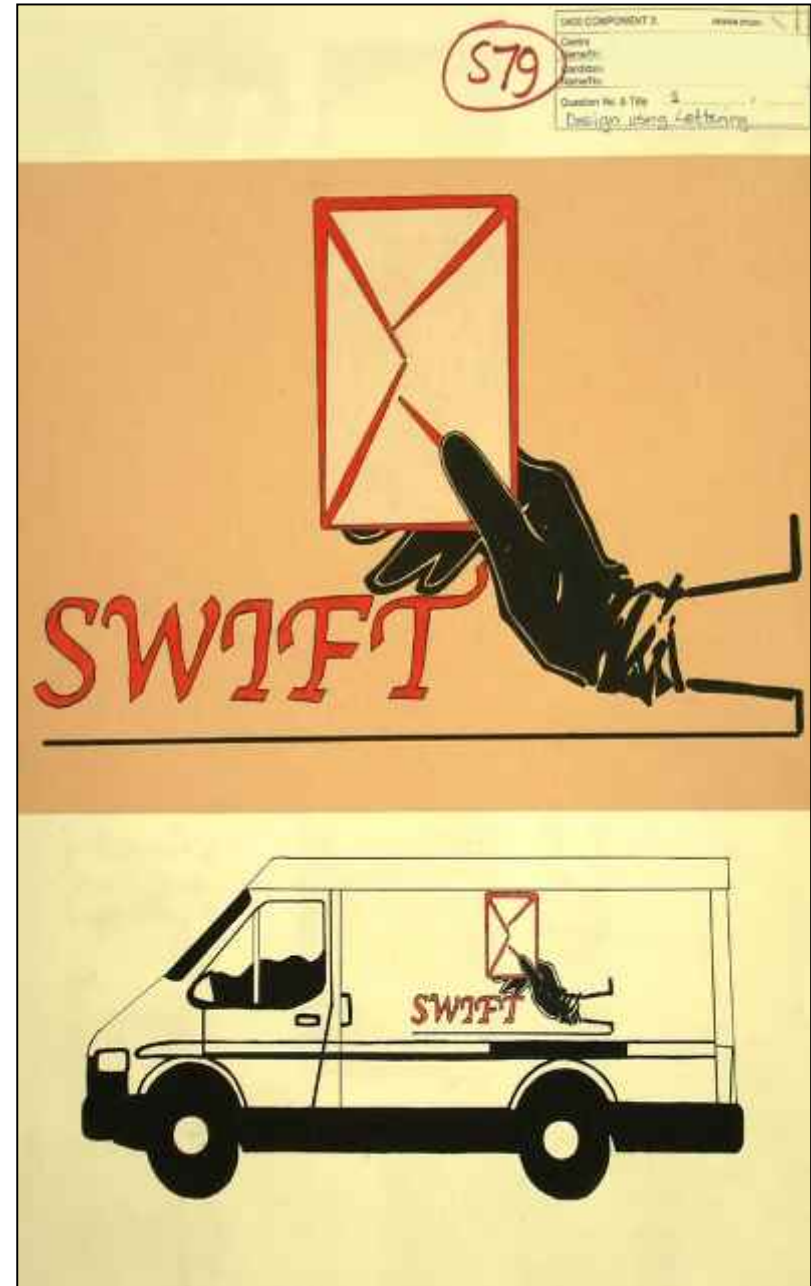
Preparatory Study



Preparatory Studies

Standard: 79

A : Knowledge with Understanding			
		Max mark	
1	recognise and render form and structure	15	12
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B: Interpretative and Creative Response			
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6	respond in an individual and personal way	5	3
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Preparatory Study

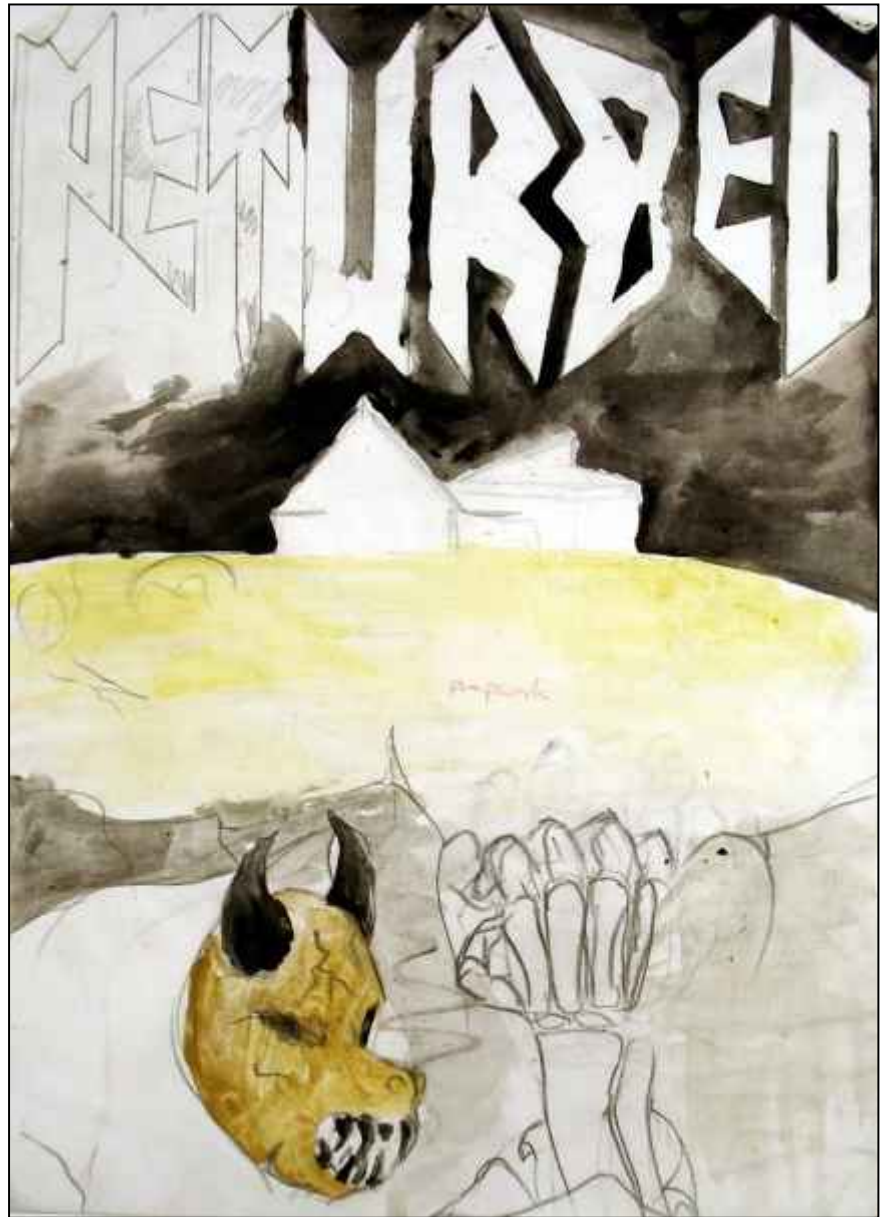
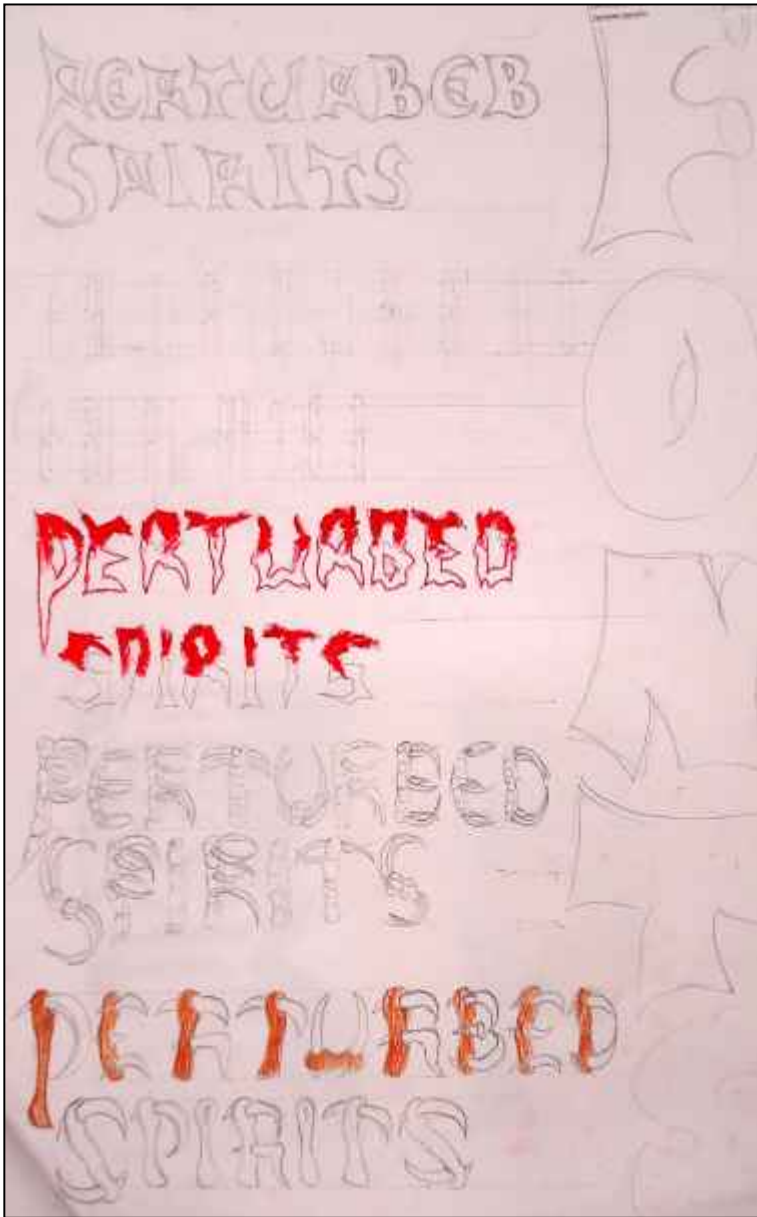
Standard: 70

A : Knowledge with Understanding			
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1	recognise and render form and structure	15	10
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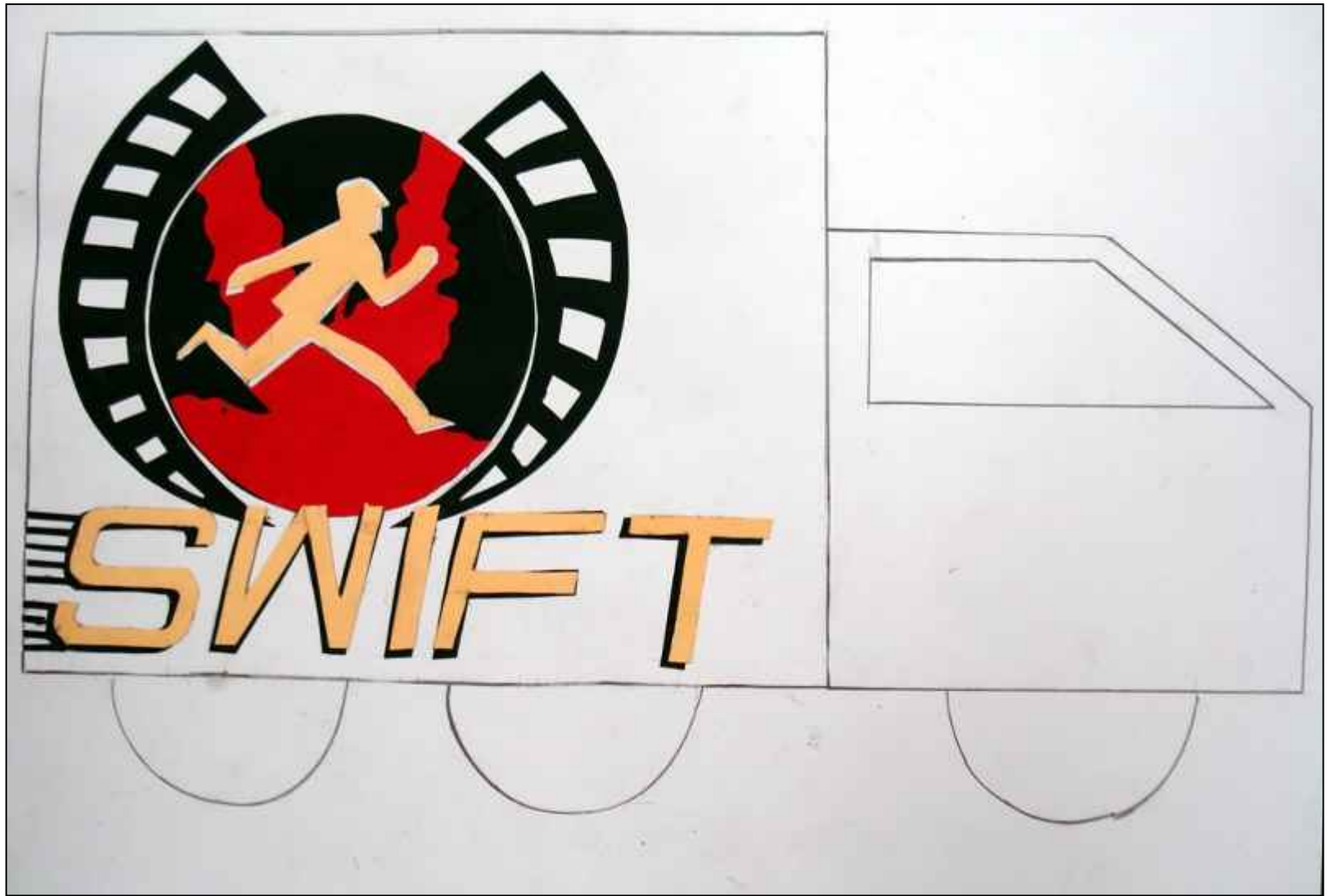




Standard: 61

A : Knowledge with Understanding			
		Max mark	
1	recognise and render form and structure	15	8
2	appreciate space and spatial relationships in two or three dimensions and understand space in terms of pictorial organisation	15	9
3	use chosen media competently, showing clarity of intention and be able to explore surface qualities	10	6
4	handle tone and/or colour in a controlled and intentioned manner	10	6
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5	express ideas visually	10	7
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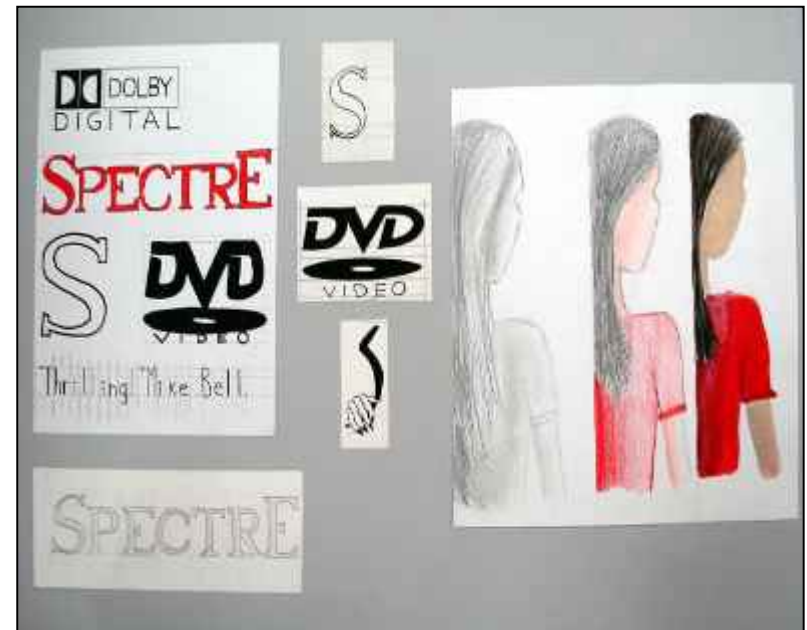






Standard: 60

A : Knowledge with Understanding			
		Max. mark	
1	recognise and render form and structure	15	8
2	appreciate space and spatial relationships in two or three dimensions and understand space in terms of pictorial organisation	15	8
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560

IBDP Paper 3: Devt
Candidate Name
Candidate No.
Candidate Name
Candidate Number

Susan Rhee is a "complete-stranger" now that she moved into the little town of Belle Reve. She is a young painter seeking for a quiet place to use as a studio. There she meets Dean, who came from N.Y to his aunt's funeral. He offers her to rent her a room in the old woman's house. Dean decides to stay for a while and put the lady's things in order. Strange things appear...

THRILLING
US TODAY PRESIDENT.

5 STARS
LIFE MAGAZINE



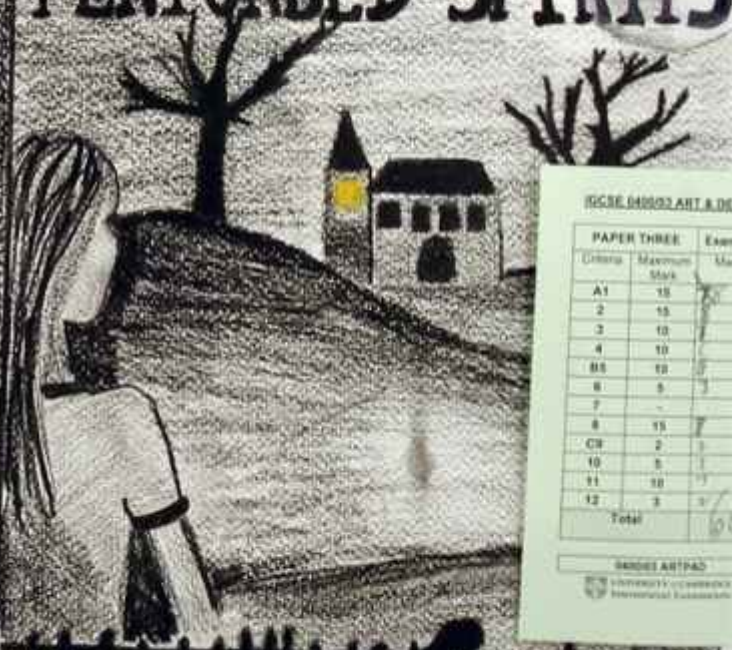
SPECTRE

SPECTRE ENTERTAINMENT
WRITTEN BY OLIVIA TILKSON
PRODUCED BY JENNA MARTIN
MUSIC BY DANIEL FLEMAN
EXECUTIVE PRODUCED BY PETER CARTER
CASTING BY MILAGROS SALAS

PERTURBED SPIRITS

JOSH HARRIS MARY SMITH

PERTURBED SPIRITS



ONCE THEY'RE AWAKEN YOU WON'T STOP RUNNING

IBDCE 04002 ART & DESIGN

Criteria	PAPER THREE		Examiner
	Maximum Mark	Mark	
A1	15	15	60
2	15	15	
3	10	10	
4	10	10	
MS	10	10	
6	5	5	
7	-	-	
8	15	15	
CS	2	2	
10	5	5	
11	10	10	
12	3	3	
Total			60

IBDCE ARTPAD

UNIVERSITY OF CAMBRIDGE INTERNATIONAL EXAMINATIONS

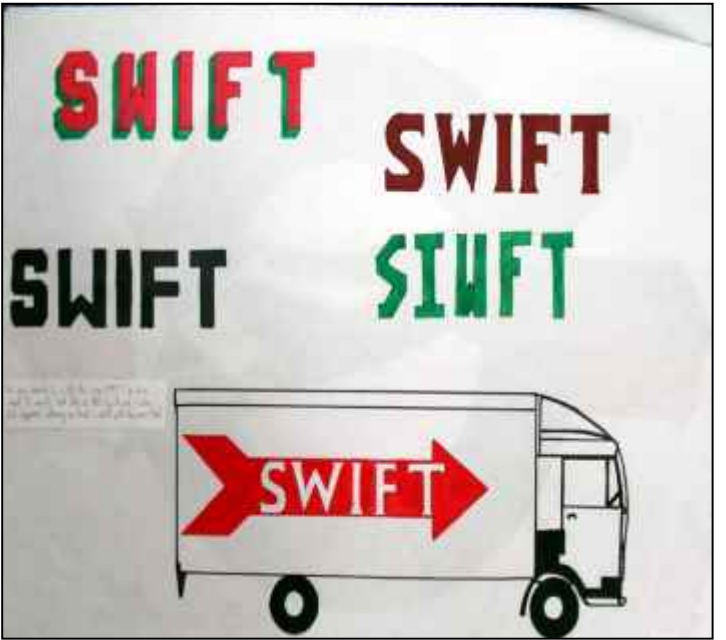


Now I Have 2 Grim
Reapers Looking At
A Cross In Flames.



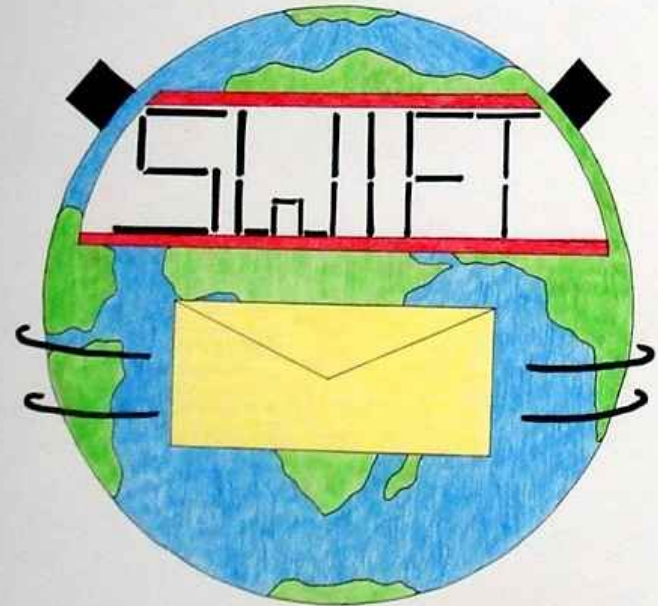
Now I Have My 100th For
My Faith. This Is My
Version of A Grim Reaper.

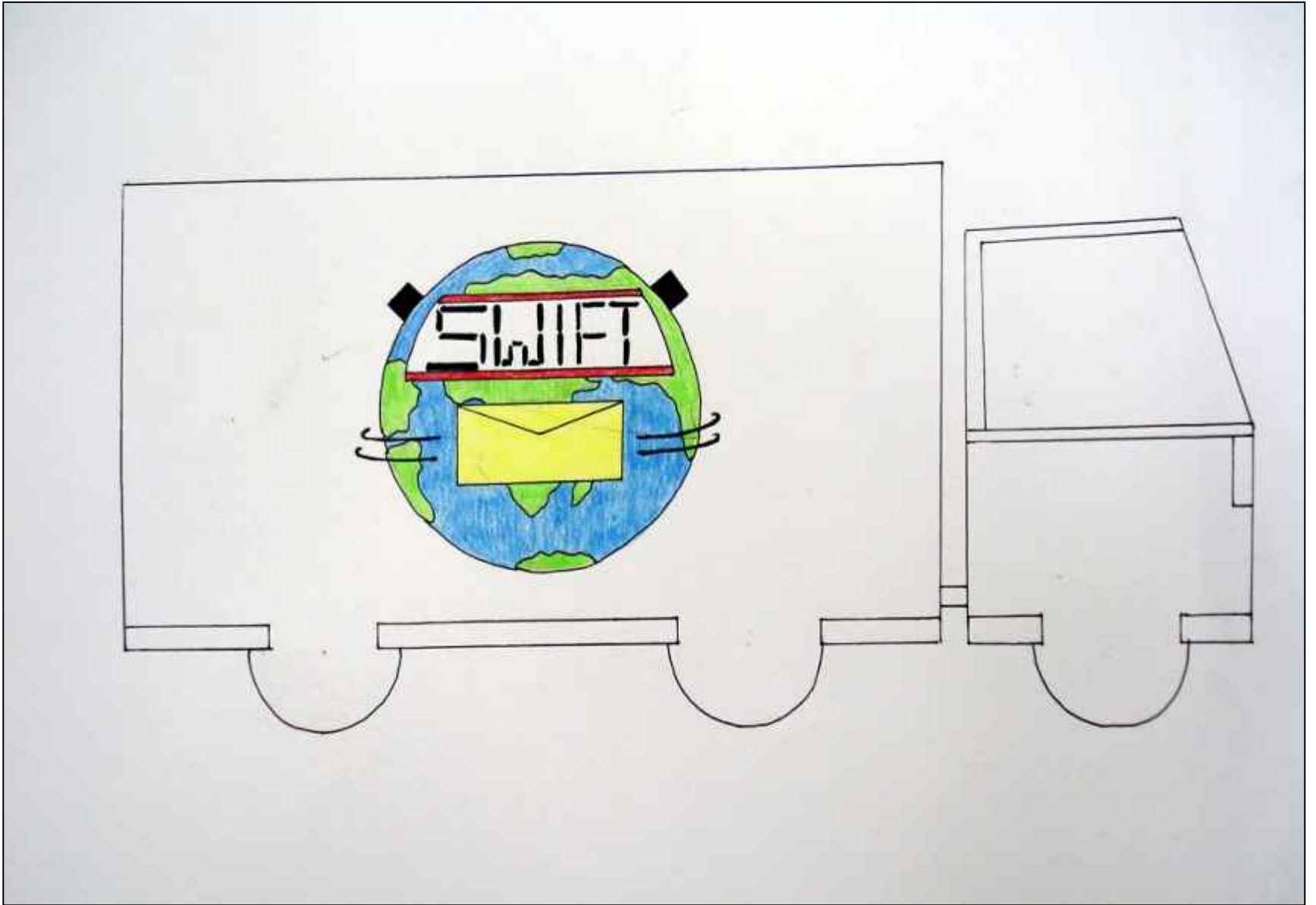




Standard: 41

A : Knowledge with Understanding			
		Max. mark	
1	recognise and render form and structure	15	6
2	appreciate space and spatial relationships in two or three dimensions and understand space in terms of pictorial organisation	15	6
3	use chosen media competently, showing clarity of intention and be able to explore surface qualities	10	4
4	handle tone and/or colour in a controlled and intentioned manner	10	4
B: Interpretative and Creative Response			
5	express ideas visually	10	4
6	respond in an individual and personal way	5	2
7	demonstrate quality of idea as seen by interpretation rather than literal description of a theme	-	-
8	make informed aesthetic judgements	15	5
C: Personal Investigation and Development			
9	show personal vision and commitment, through a mature and committed response	2	2
10	research appropriate resources	5	2
11	assess a design problem and arrive at an appropriate solution	10	5
12	show development of ideas through appropriate processes, worksheets etc. before arriving at a final solution	3	1







SWIFT

SWIFT

Category for 1st design



It's a watch design for Swift



A first sketch for my first design with the stick man



My first idea was to use a globe and a yellow envelope and a red and green shape to make it a Swift logo

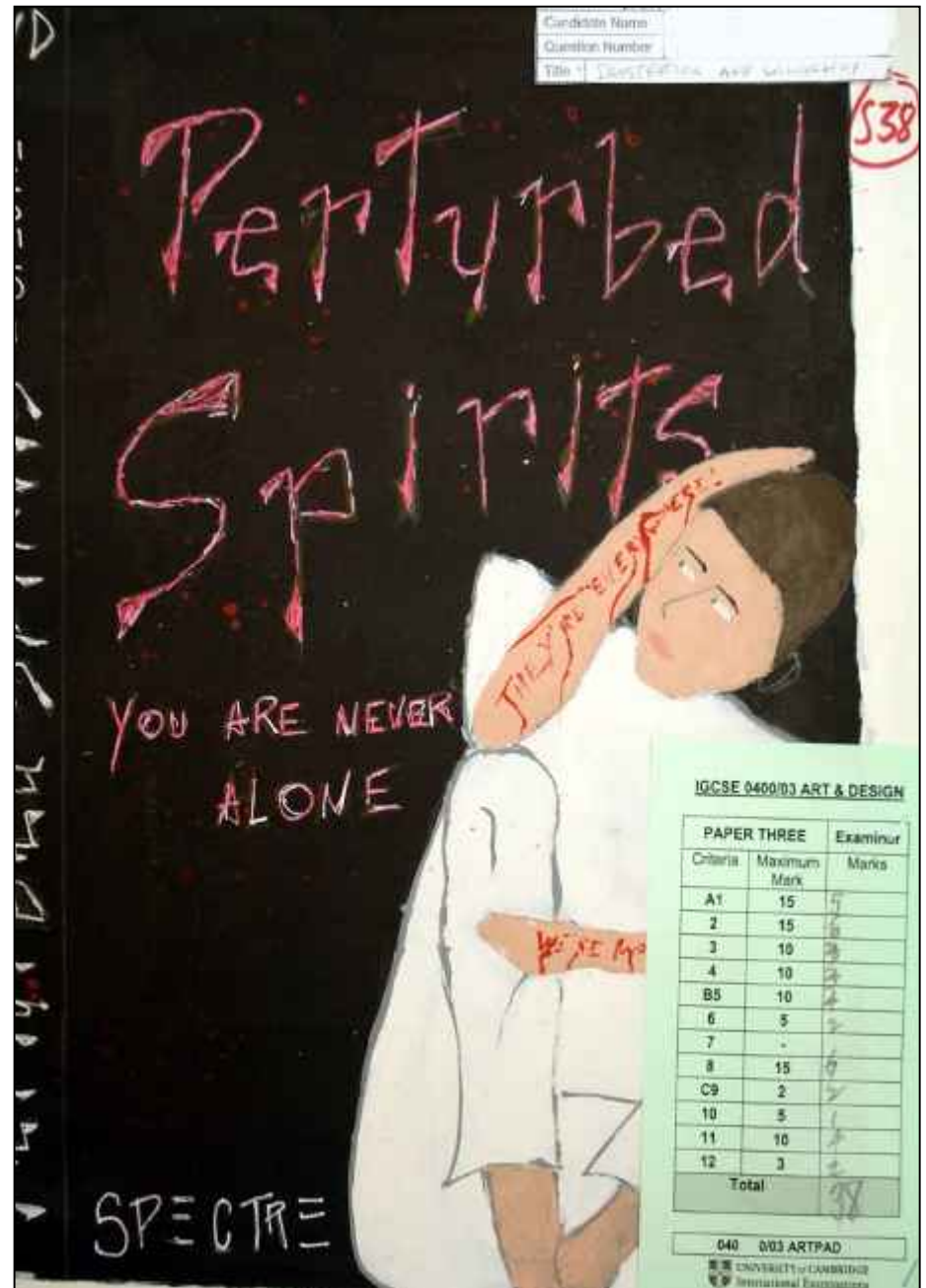
Swift

Swift

Category for 2nd design

Standard: 38

A : Knowledge with Understanding			
		Max. mark	
1	recognise and render form and structure	15	5
2	appreciate space and spatial relationships in two or three dimensions and understand space in terms of pictorial organisation	15	6
3	use chosen media competently, showing clarity of intention and be able to explore surface qualities	10	3
4	handle tone and/or colour in a controlled and intentioned manner	10	3
B: Interpretative and Creative Response			
5	express ideas visually	10	4
6	respond in an individual and personal way	5	2
7	demonstrate quality of idea as seen by interpretation rather than literal description of a theme	-	-
8	make informed aesthetic judgements	15	6
C: Personal Investigation and Development			
9	show personal vision and commitment, through a mature and committed response	2	2
10	research appropriate resources	5	1
11	assess a design problem and arrive at an appropriate solution	10	4
12	show development of ideas through appropriate processes, worksheets etc. before arriving at a final solution	3	2



THEY ARE
EVERYWHERE YOU
GO



THEY LIVE WITH
US

An unexplained death starts to bother Jack Moore, a college boy, who, in some way feels connected with the murderer. As he goes investigating he starts to feel the presence of some SPIRITS, PERTURBED SPIRITS....

THEY ARE INSIDE
EACH ONE OF
US



An unexplained death starts to bother Jack Moore, a college boy, who, in some way feels connected with the murder. As he goes investigating, he starts feeling the presence of some spirits, perturbed spirits....

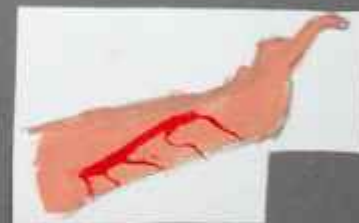
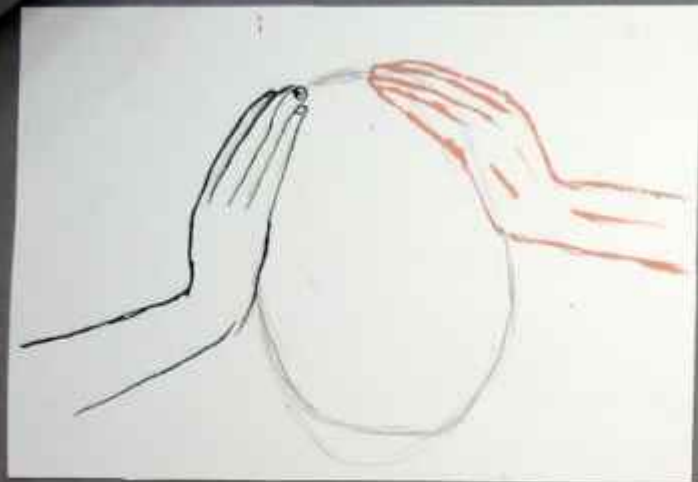
- Perturbed spirits - SPECTRE -

Perturbed

Spirits

SPECTRE

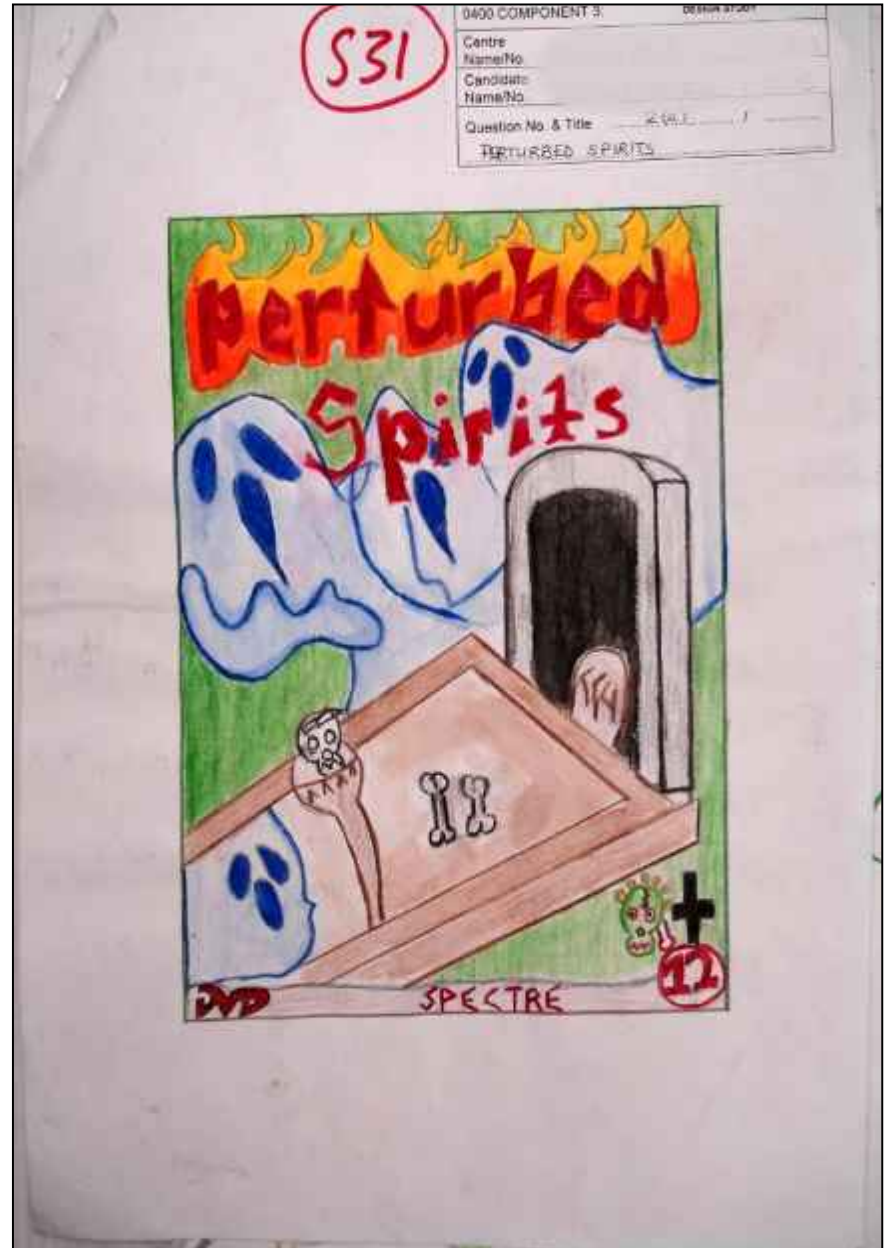


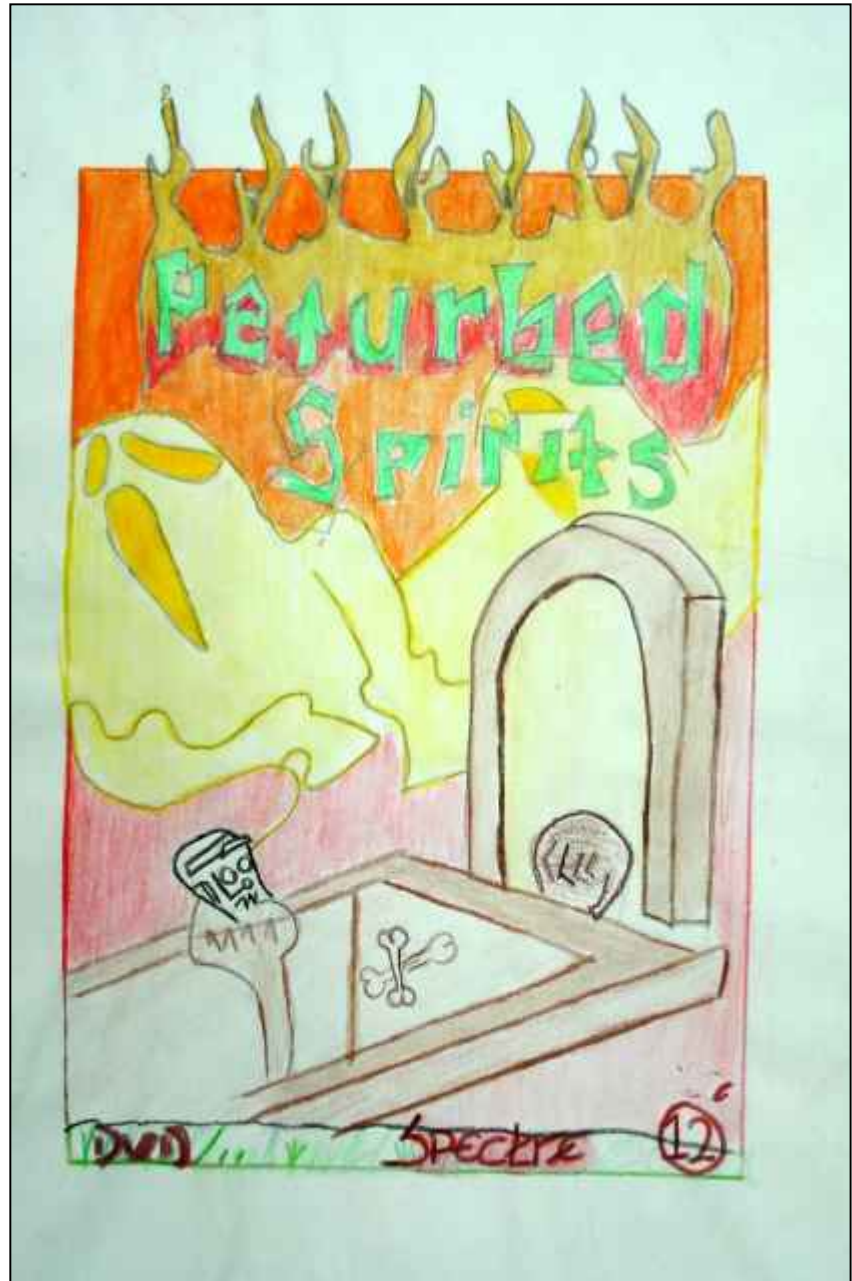




Standard: 31

A : Knowledge with Understanding			
		Max. mark	
1	recognise and render form and structure	15	4
2	appreciate space and spatial relationships in two or three dimensions and understand space in terms of pictorial organisation	15	4
3	use chosen media competently, showing clarity of intention and be able to explore surface qualities	10	4
4	handle tone and/or colour in a controlled and intentioned manner	10	3
B: Interpretative and Creative Response			
5	express ideas visually	10	3
6	respond in an individual and personal way	5	2
7	demonstrate quality of idea as seen by interpretation rather than literal description of a theme	-	-
8	make informed aesthetic judgements	15	4
C: Personal Investigation and Development			
9	show personal vision and commitment, through a mature and committed response	2	2
10	research appropriate resources	5	1
11	assess a design problem and arrive at an appropriate solution	10	3
12	show development of ideas through appropriate processes, worksheets etc. before arriving at a final solution	3	1





Standard: 22

A : Knowledge with Understanding			
		Max. mark	
1	recognise and render form and structure	15	3
2	appreciate space and spatial relationships in two or three dimensions and understand space in terms of pictorial organisation	15	3
3	use chosen media competently, showing clarity of intention and be able to explore surface qualities	10	2
4	handle tone and/or colour in a controlled and intentioned manner	10	2
B: Interpretative and Creative Response			
5	express ideas visually	10	2
6	respond in an individual and personal way	5	2
7	demonstrate quality of idea as seen by interpretation rather than literal description of a theme	-	-
8	make informed aesthetic judgements	15	2
C: Personal Investigation and Development			
9	show personal vision and commitment, through a mature and committed response	2	2
10	research appropriate resources	5	1
11	assess a design problem and arrive at an appropriate solution	10	2
12	show development of ideas through appropriate processes, worksheets etc. before arriving at a final solution	3	1





522

DICK, MINDEL, AND ASSOC.

PAPER THICKNESS	Density	Moisture
60	14	10
8	12	10
9	11	10
4	10	10
20	10	10
6	9	10
7	9	10
8	10	10
10	9	10
11	10	10
12	9	10
Total		

SEE THE BOTTOM



End