

**ART**

**DESIGN - HIGHER LEVEL**

WEDNESDAY 19 JUNE, AFTERNOON 2.00 pm - 4.30 pm

100 MARKS ARE ASSIGNED TO THIS PAPER.

Write your Examination Number clearly in the space provided on the drawing paper. You may work on the reverse side of the paper if you so wish.

The use is allowed of tracing paper, coloured papers, texturing materials and other materials normally required to answer the questions.

It is imperative that beneath your Examination Number you write the title of this paper - DESIGN - and that you also state the craft for which you are designing.

**DESCRIPTIVE PASSAGE**  
**CONTAINING STARTING POINTS**

**N.B. STARTING POINT MUST BE STATED ON REVERSE SIDE**

The centre of the old city has impressive buildings extravagantly decorated with carved beasts, angels, heros and leaves. These architectural fantasies in limestone and granite make a contrasting background for the ordinary men and women who come daily to work there, carrying briefcases, newspapers, umbrellas and mobile phones. Kate and Annie, loaded down with bags and books, hurry through the huge wrought-iron gates of the ART AND DESIGN COLLEGE, where they are students. Gary chains his bike to the railings.

Some other art students are seated outside the grandest building of all, sketching details of its columns, capitals, fanlights and classical urns. James has drawn its limestone facade in shades of grey and silver.

As he draws, he remembers being in a limestone quarry years before. At the entrance were huge boulders of rock, cracked and weathered. A rough track spiralled down into the quarry's depths. Heavy machinery went up and down, to and fro. Here and there, by the edge of the track, wild flowers grew between gaps in the boulders. A crane lifted freshly quarried blocks from deep within the quarry. A huge stack of these blocks had been piled up, ready for transportation. The rock face from which these blocks had been cut was vast, making lorries and quarry workers seem tiny in comparison.

In the evening the art and design students return home to flats and bed-sits. James, who had been thinking all day about the quarry, sat down immediately and designed a nightmare image of yellow machines out of control, pointlessly destroying a pleasant landscape, entitled THE WASTELAND.

His bedsit is crammed with inspiring objects. Specimens of butterflies, moths and beetles are framed under glass. A row of tall vases, a mobile of model aeroplanes and a collection of wild-birds eggs add colour to the little room. An old book is open on the table, its coloured images of rare and exotic birds. Pot plants and a vase of flowers are arranged in front of the window, which looks out over rooftops. A baseball cap and a denim jacket are hung up on the back of the door.

OVER→

His friends Kate and Annie study fashion and textiles. Their large flat has a wide table completely covered with pieces of velvet, silk and patterned cotton, a sewing machine and scissors. A long measuring tape curls across this cluttered table. Three hats on stands are being styled with feathers, beads, sea-shells and fake jewels. A curvy black chandelier hangs high above the chaotic worktable. A wall-hanging of spiky shapes and contrasting smooth ovals hangs above an elegant sofa, which has been draped with a length of cloth, patterned with sunflowers. Cats sleep on a geometric rug. There is also an antique firescreen on which, long ago, a slender, jewelled hand had embroidered EAST OR WEST, HOME IS BEST. Goldfish swim noiselessly in a glass bowl.

Gary makes sculpture in his room, reached by a spiral staircase. Underfoot is a bare wooden floor; overhead are thick wooden beams. By night a half-moon shines through a sky-light window, casting an eerie light over the huge faces Gary has made from wood or paper-maché. One wall is covered with a collection of masks from all over the world - scowling, smiling or blank of all expression. Gary is making a big sculpture under strong light from a single bulb. Tonight he works long after the midnight hour has passed, his ghetto-blaster pumping out LATE NIGHT SOUL CLASSICS. His guitar is propped up against the wall.

### **EMBROIDERY:**

Make a design suggested by the descriptive passage. Your design should be suitable for a fire screen or for decoration on a hat, scarf or belt.

### **WEAVING:**

Using a starting point from the descriptive passage make a design for a decorative wall hanging or for a panel that would form part of a garment.

### **POTTERY:**

Taking a starting point from the descriptive passage design either:-

(a) A free standing sculpture of a head or mask. (Height 26cm approx.)

**OR**

(b) A circular wall plaque - slip or underglaze painting to be used. (Diameter 28cm approx.)

### **LETTERING OR CALLIGRAPHY:**

Design a notice suggested by the descriptive passage. If you would rather carry out a piece of writing, write part of the descriptive passage which appeals to you.

### **LINOCUTTING AND PRINTING:**

Make a design for a print you have in mind after reading the descriptive passage or from some remembered scene suggested by the passage. Use at least three colours. You should choose the size of your print to suit your subject.

### **FABRIC PRINTING:**

Take a starting point from the descriptive passage and design a pattern for fabric. It is suggested you decide beforehand the purpose of your design.

Your design may be suitable for screen printing, block printing, or batik.

### **PUPPETRY:**

Design a dressed puppet figure from an idea suggested to you by the descriptive passage.

### **BOOKCRAFT:**

Design a book-cover suggested by any starting point of the descriptive passage. Briefly indicate the materials used and methods of make up or design end papers for a book on any theme in the descriptive passage.

### **ADVERTISING DESIGN:**

Design a poster or showcard based on any theme or some remembered topic suggested by the descriptive passage.

### **MODELLING OR CARVING:**

Make a design that would be suitable for modelling or carving something suggested by the descriptive passage or the handle of an umbrella or walking-cane.

### **STAGE SETS**

Design a stage to an appropriate scale for any theatrical event suggested by the descriptive passage.