

UAL Level 3 Diploma/Extended Diploma in Creative Practice: Art, Design and Communication (Art & Design) Year 2

This summer project will act as a segway into the second year and supports your first project down at Studio 18. Part 2 of this project will last for the first weeks of September.

Project overview and context

This project asks you to reflect on processes and media that have been successful in your first year and then problem-solve to explore these processes without the use of workshops, at home.

It encourages you to 'PLAY' with materials you can find at home and in your local surroundings, creating drawings, prints, textiles, graphics and 3D constructions, that reveal your interests within the art sector.

The focus should be on the act of experimenting and developing your creative practice. We are not asking you for artist research, rather your research could be that of a process or how a material functions.

Perhaps there was a part of your FMP, or another project, that you had only just touched upon or not fully explored. Perhaps this could now be developed.

Project description and requirements

In this project you'll have to problem-solve because many of the processes you've developed will have included the use of workshops. You won't have this at home, so what can you use? See the artists below who make use of found objects when creating their work.

Reflection

Write a paragraph (mind map also possible) as an introduction to the project, that explains:

- your interests throughout the first year, in terms of preferred materials, media and processes
- subject matter, topics and imagery that have sparked your creative mind
- a section of a project you think has more exploration potential

Development/Experimentation/Play

- A body of work, documented in a sketchbook that plays with media. This does not need to be resolved to an outcome, rather that evidences testing and exploring
- This should constitute about 15 hours work
- Work can be any scale and can include 2D or 3D, moving images but should be recorded in your book
- Explore and experiment with different surfaces to create art on and from

Research (optional) and Portfolio

If you have used a book, video tutorial, webpage to research a process, please reference it.

Sketchbooks – Should be of your own design and reflect industry conventions

Digital outcome – Digital resources can be submitted via OneDrive or e-mail

Moving image – Ensure moving image files/links are fully functioning and accessible

Blogs and socials – It is not mandatory to blog about your project, but it could be a creative way to document work

Portfolio submission evidence must include reflection and developmental project work including drawing.

Visual references

Here are some links to artist work to help you get started:

- Olafur Eliasson <https://olafureliasson.net/>
- Thomas Hirschhorn <https://www.artworksforchange.org/portfolio/thomas-hirschhorn/>
- Phyllida Barlow <https://www.royalacademy.org.uk/art-artists/name/phyllida-barlow-ra>
- Anselm Kiefer <https://www.tate.org.uk/art/artists/anselm-kiefer-1406>
- Mark Hearld <https://www.stjudesprints.co.uk/collections/mark-hearld-prints-1>
- Kurt Schwitters <https://www.theartstory.org/artist/schwitters-kurt/>
- Eric Carle <https://eric-carle.com/>
- John Piper <https://www.tate.org.uk/art/artists/john-piper-1774>
- Valery Koshlyakov
https://www.saatchigallery.com/artist/valery_koshlyakov?section_name=new_art_from_russia

