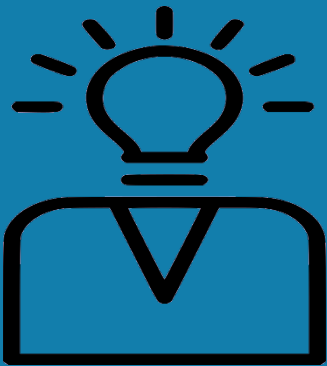


Independent Learning Guide



Subject

You should be working for a minimum of **three-hours per week** per subject for independent work beyond what is set in lesson time.

Level 3 Art & Design (Product Design)

Below is a list of suggested activities:

Ensure notes are completed and filed/stored suitably in a folder or book.

Critical and Contextual Studies in Art and Design

TASK:

You work for an art and design publication. The publication wants to write an article on how practitioners have responded to the theme of '**Art Imitating Life**'. (**Art imitates life**. The observation that a creative work was inspired by true events; based on a true story).

You will be writing an article about the sculptor **Ron Mueck**.

- identify valuable research sources – record websites visited.
- carry out primary research of artworks where possible (not possible due to COVID restriction, art galleries closed and reduced travel).
- undertake visual analysis of images in relation to the theme
- undertake background reading into the chosen artist or designer.
- Visually analyse a wide range of work by your chosen artist or designer
- research the contextual influences on your chosen artist or designer
- identify ideas and contexts relating to the theme of '**Art Imitating Life**'.

The work of Ron Mueck

- Mask, Mask II, Mask III
- Dead dad
- A girl
- Two women
- Man in a boat
- Woman with sticks
- Wild man
- In bed
- Youth
- Standing woman
- Woman with shopping
- Spooning couple
- Young couple
- Drift
- ghost

Use the following resources to support your independent study:

<https://www.youtube.com/watch?v=0ym7kHN4nlk> – intro to Ron Mueck
<https://www.youtube.com/watch?v=g2iPpa4azRc> – at work
<https://www.youtube.com/watch?v=8xk0SrBBxIE> – new works by Ron Mueck
https://www.youtube.com/watch?v=hPE67R3VEzw&has_verified=1 – making 'it's a girl' sculpture
<https://www.youtube.com/watch?v=RpaK36mdFA8> boy close up

https://www.brooklynmuseum.org/exhibitions/ron_mueck - museum info

<https://www.theatlantic.com/photo/2013/10/the-hyperrealistic-sculptures-of-ron-mueck/100606/> - examples of work

<https://www.nationalgalleries.org/art-and-artists/artists/ron-mueck> - national gallery Scotland

<https://www.ropac.net/artist/ron-mueck> - exhibition information

https://www.boredpanda.com/13-hyper-realistic-sculptures-by-ron-mueck/?utm_source=google&utm_medium=organic&utm_campaign=organic – hyper realistic sculptures

Contextual research: Research into Ron Mueck and record information on the following areas:

Creative process: how does the practitioner go about creating their work?

Quotes & views about the practitioner & the theme of their work.

Message & Meaning, What was the work about?

Judgements & views, what do others think about the work?

How do you react when you see the image?

Links to culture: fashion, film, identity, place, race, family, nationality & sexuality.

Technology: what advancements in technology have allowed the practitioner to do?

Politics & Society: Does the work have any political or social intentions?

What does the work communicate about society & history?

Time/era & place: locations & cities in the work of certain movements – where was the artist/designer working when they produced the piece. Did this impact on the work?

Write a description of the visual work

Key work: which piece of the practitioners work best shows what the artist/designer is about?

Personal view point: what do you think of the work, justify your views.

Research into Ron Mueck's work and comment on the 7 formal elements – Line, Form, Texture, Value, Space, Colour and shape

Line:

A line is a path created when a mark moves from one point to another. This can also be seen in 3D work when a material is bent and shaped. A line can be angled, horizontal, vertical, diagonal, straight, curved, free form, bold, jagged, messy, faint, light, dark, dashed, dotted, rough, smooth, zigzagged etc. We are all able to create our own unique lines with the marks we make. Lines can show our individual style. Considered what types of lines have been used and what these lines communicate.

Form:

Form is mostly about illusion and tricking the viewer's eye. Most artworks imply that there are 3D forms within the piece where an actual sculpture shows real 3D form. The idea of 3 dimensional depth becomes form. A circle becomes a sphere, a square becomes a cube and a triangle becomes a cone or pyramid. Light and shade is used in artwork to build this illusion. Using highlights and shadows helps to create this strong sense of form. Use of colour can also make parts of a painting look 3 dimensional. Consider how the artist has incorporated depth into their work. How have they drawn you in and caught your eye?

Texture:

Texture is used to stimulate our senses and engage viewers' sense of touch. Artists may create texture in their work to express or enforce a message that is relevant and important. Texture is the look or feel of a surface. This can be real in the sense of a product or sculpture or implied in a piece of 2 dimensional artwork. If it is implied it means it can be seen but can't be felt. Different lines can help to show texture such as zigzag, cross hatching, blurred or smudged lines. Shape can also be used to imply texture such as repeating pattern. In artworks, actual texture might be applied by the layering of paint which in itself creates a 3 dimensional element to the work. This can be manipulated and shaped. Natural texture

may also be used so that the material that is being worked with shows texture. This can be enhanced to clearly show its texture.

Value:

Light defines objects, value is all about tone and colour values. Value is how light or dark a hue (colour) is. There is a gradient for the values of colours. A gradient may start at pure white and end up in black but in between there may have been many versions of greys. To lighten a hue you would add white and to darken it you would add black. Low contrast images show many shades of one colour and high contrast images have very few tonal values in between. There can be a dramatic contrast between light and dark. Implied textures and lines can help perceive tone.

Space:

Sculptures and 3 dimensional art may be created for site specific art so the piece is created to go in a specific place, this then allows the space to also become the artwork. Space is an area in which the artwork is organised. In 3 dimensional terms it is the area in, outside and around the piece of work. Sculptures become the positive area that the space occupies and the area around the negative space. In 2 dimensional works the space is contained within the border of the work with the main object taking up the positive space and the around area becoming the negative space. Some artworks show the negative space overlapping onto the positive space such as the background overlapping the foreground. Perspective can be used to help give the illusion of space. One point and two point perspective along with relative size techniques where objects further away appear smaller can give the illusion of distance and depth. The terms dense, open, cluttered, symmetrical, shallow, flat etc. can be used to describe the use of space in an artwork. How has the work you are looking at given the illusion of depth?

Colour:

When objects are coloured and rendered exactly as we see them the artwork is considered realistic. Some paintings use just one colour which does not represent the outside world. Some artists feel that colour itself is worthy and beautiful and should be the subject all on its own.

When light hits an object the light is either absorbed or reflected depending on the material. This creates colour. Red, blue and yellow are classed as primary colours, these colours can not be made. When two primary colours are mixed together in equal amounts they make secondary colours green, orange and violet. When a secondary and primary colour are mixed a tertiary colour is created such as red/orange, blue/green. A tint is when white is added to a colour and a shade is when black is added to a colour, when black and white are added the colour becomes a tone. Sometimes artists use just one colour and all of the tones of that colour. This is called monochromatic painting. Some artists create their own palette of colours which they use and it becomes part of their style. Colours can be categorised by temperature, warm colours such as red and orange can remind us of a warm sunny day and cool colours such as blue, violet and green can remind us of an overcast day. Colour links to moods and feelings and thoughts and memories. What effect does the colour have on the message that the work is conveying?

Shape:

When the beginning of a line connects with its end a shape is formed. Shapes are 2 dimensional and are created looking at width and length. There are an infinite number of different shapes. Shapes such as squares, hexagons, rectangles and circles are classed as geometric shapes. Free form one of a kind shapes are classed as organic shapes. Shapes inherit the quality of the line used to construct them. Soft fuzzy lines can produce a different feeling to a sharp jagged line of a shape and how the viewer associates with the shape. Consider how has shape been used, is the shape faithful to the real life shape it is reflecting or is the shape an abstract representation?

Research into Ron Mueck's work and comment on

Visual communication: subject matter, imagery, message, explicit and implicit messages/meanings, symbols and symbolism, intended mood and emotional impact, aesthetics, consideration of alternative readings or opinions about the work.

Subject matter -The term **subjects** in **art** refers to the main idea that is represented in the **artwork**. The **subject** in **art** is basically the essence of the piece. To determine **subject matter** in a particular piece of **art**, ask yourself: What is actually shown in this **artwork**?

Imagery - the ability to form mental images of things or events. What images does the piece of work produce in your mind when looking at the piece?

Message - There are different layers of information in every artwork, like little messages on different levels, for example there can be an intellectual message, the unique style is a message, the technique, but the most important one, the one which captures the widest audience is the emotional message. What do you feel emotionally when looking at the piece of work?

Explicit and implicit messages/meanings - Implicit (unspoken) features of the paintings are properties that are imposed by the observer (e.g. how pleasant, interesting, tense a painting appears), whereas explicit (obvious) features refer to properties that can be directly perceived (form, colour, depth, etc.).

Symbols and symbolism - Symbolism is the practice or art of using an object or a word to represent an abstract idea. An action, person, place, word, or object can all have a symbolic meaning. In **art**, a **symbol** is usually a solid, recognizable thing—an animal, a plant, an object, etc. —that stands for something that would be hard to show in a picture or a sculpture. A force of nature, for example, or an idea. A **symbol** can also stand for someone's whole story.

Intended mood and emotional impact - **Mood** is the atmosphere in a painting or piece of work, or the feeling expressed. Is the art tranquil (calm), or is it dark and disturbing? **Emotion**- can you experience joy, pleasure shivers down the spine, awe in sight of magnificent artworks, or sometimes even negative emotions of fear, anger or disgust in front of visually challenging stimuli. What mood does the work have and what emotions does it bring out in you?

Aesthetics – what do you as the viewer find beautiful or pleasing to the eye about the work you are looking at. What part relates to your own tastes?

Consideration of alternative readings or opinions about the work – What are other people's opinions of the piece of work? Do people see a different meaning or gain a different emotional impact to the one you feel when looking at the same piece?

Research into Ron Mueck's work and comment on

Visual language: Scale & size, composition, viewpoint, framing, materials, process and production methods, techniques, other elements (use of text, time based, series)

Scale and size –**Scale** refers to the **size** of an object (a whole) in relationship to another object (another whole). In **art** the size relationship between an object and the human body is significant. In experiencing the **scale** of an **artwork** we tend to compare its size to the size of our own bodies. What is the scale of the work you are looking at?

Composition - Composition is the arrangement of elements (parts) within a work of art (or three-dimensional space with a **sculpture**).

Viewpoint - describes the position of the subject to the viewer. Painting a subject from a non-traditional **viewpoint** can have a dramatic effect on how one experiences a painting. A sculpture looks different depending on the spectators' position and the direction of their gaze—on what we call the viewpoint. With sculptures you can have many different viewpoints but where is the main place the artists wants you to view their subject from?

Framing- framing is the appearance of visual elements (parts) in an image, especially the placement of the subject in relation to other objects. In sculpture how the parts are presented within the space the sculptures takes up?

Materials – What materials have been used to create the piece of work?

Processes and Production methods – which processes and production methods have been used to create the piece of work? This can refer to the making of something, or to a final product. What methods has the artist used to create the outcome?

Techniques – There are many techniques that can be used to produce a final piece. What technique has the artist used for their final piece? The techniques that they use will help to define them as an artist and may be repeated in other pieces of their work.

Other elements (use of text, time based, series)

Has the artist used text in their work, why? Contemporary artworks that include video, film, slide, audio, or computer-based technologies are referred to as **time-based** media works because they have duration as a dimension and unfold to the viewer over **time**. Is the artist's work time based? If yes over what period of time is the work viewed? A **series** is essentially a collection of paintings that when viewed leaves no doubt the same **artist** created them all. The theme running through the work is stated and restated in different yet interconnected ways, and the viewer can look at the collection and understand more easily what the **artist** is trying to convey. Is the work in a series?

Comparing Sculptures –

Select 2 very different sculptures that link to your theme of 'art imitating life' one sculpture must be the work of Ron Mueck.

Comparison: compare the two pieces of work throughout. One sculpture must be the work of Ron Mueck.

Technique:

Describe the way you think each sculpture has been made. Can you see any texture on the surface or is it very smooth? Do you think that it is a small or large sculpture? Do you think the artist worked quickly and energetically or slowly and carefully? Does this sculpture look as if it is heavy or light? Do you think the artist had help in making this?

Composition (use of shapes):

What types of shapes have been used in each sculpture? Are they rounded and organic or sharp, spiky, angular? Has the artist just chosen one sort of shape or is there a variety? Is the sculpture complex and detailed or is it quite simple and plain, with lots of empty space?

Colour:

Describe the colours in both images. Are they dark and mysterious or bright and colourful? Which colour has been used the most? Is the artist using earthy, natural colours or intense, unnatural colours? Do you think the colour suits each sculpture or would you change it?

Mood:

How do you feel when you look at each image? Is it happy or sad? Peaceful or lively? Mysterious? Gloomy? Exciting? Joyful? Where would you put this sculpture if you owned it?

Your Opinion:

Describe which sculpture you like best and why you prefer it.

What is hyper realism?

Research the meaning of hyper realism and look at other artists who have created work in this style.

How does Ron Mueck's art imitate life?

Magazine article

TASK:

You work for an art and design publication. The publication wants to write an article on how practitioners have responded to the theme of '**Art Imitating Life**'. (**art imitates life**. The observation that a creative work was inspired by true events; based on a true story).

You will be writing an article about the sculptor Ron Mueck.

What to include in your magazine article:

Title - Name of the practitioner the article is about.

Introduction – what is the article about? How Ron Mueck has responded to the theme of '**Art Imitating Life**'. (**Art imitates life**. *The observation that a creative work was inspired by true events; based on a true story*).

An introduction as to who the artist is and some background information about them.

The artists journey, how they became an artist.

Information about their most popular or iconic work.

The artists own philosophy.

What inspires the artist?

Quotes about the artist

- Visually analysis of a wide range of work by Ron Mueck
- The contextual influences on Ron Mueck
- Information about the ideas and contexts relating to the theme of '**Art Imitating Life**'.

Interesting and informative writing.

Pictures that link to the information.