

GCSE GRAPHICS

REVISION GUIDE

How to research, analyse, experiment and develop your ideas

How to research a designer

Research should help you develop your own ideas.

1. Identify the designer
2. Find relevant examples of their work
3. Describe what you can see
4. Analyse colour, shape, typography, imagery and composition
5. Explain what interests you
6. Explain how you could use or develop their ideas

Remember: Don't just copy information about the designer. Explain how their work influences your own.

How to analyse a design

WHAT? What can you see?

HOW? How has the designer used:

- Colour • Shape • Line • Image • Typography
- Composition • Pattern • Scale

WHY? Why do you think these choices have been made?

WHO? Who is the intended audience?

PURPOSE? What is the design trying to communicate?

KEY QUESTION: What could you learn from this design?

How to develop an idea

Good development = making purposeful changes.

Don't simply redraw the same idea.

Try changing:

- ☐ Colour ☐ Composition ☐ Typography ☐ Imagery
- ☐ Scale ☐ Shape ☐ Pattern ☐ Materials
- ☐ Technique

Ask yourself:

What could I change to make my idea more effective?

Which version works best — and why?

How to experiment

An experiment should TEST SOMETHING.

Instead of: “I tried a different font.”

Write: “I experimented with a bold sans-serif typeface because it creates a more modern and eye-catching design.”

Try experimenting with:

- Typefaces • Colour combinations • Image manipulation
- Layouts • Cropping • Scale • Layering • Pattern
- Different materials or processes

Remember: Record what you discovered from the experiment.

How to evaluate

A useful evaluation explains your decisions.

WHAT WORKED? What was successful?

WHY? Why was it successful?

WHAT DIDN'T WORK? What could be improved?

WHAT NEXT? What will you change or develop?

Sentence starters:

“I think this was successful because...”

“The most effective part is...”

“I could improve this by...”

“I would develop this further by...”

“My next step is...”

Graphics key vocabulary

Typography – the style and arrangement of text

Composition – how the elements are arranged

Layout – the positioning of text and images

Audience – the people the design is aimed at

Branding – the visual identity of a company/product

Logo – a visual symbol representing a brand or organisation

Hierarchy – making some elements more important/prominent

Contrast – differences between elements

Manipulation – changing or editing an image/design

Refinement – improving and making changes to an idea

GCSE TEXTILES

REVISION GUIDE

How to research, analyse, experiment and develop your ideas

How to research a textile artist/designer

Research should help you develop your own textile ideas.

1. Identify the artist/designer
2. Find relevant examples of their work
3. Describe what you can see
4. Identify the materials and techniques
5. Analyse colour, pattern, texture and composition
6. Explain what interests you
7. Explain how you could develop your own response

Remember: Your research should influence your practical work.

How to analyse textile work

MATERIALS

What has been used?

- Fabric • Thread • Yarn • Paper • Found/recycled materials

TECHNIQUES

How has it been made?

- Stitch • Embroidery • Appliqué • Weaving
- Printing • Dyeing • Layering • Fabric manipulation

VISUAL QUALITIES

How have they used colour, pattern, texture, shape, line, composition and scale?

KEY QUESTION: What could I learn from this artist/designer?

How to develop a textile idea

Don't just repeat the same sample. Make purposeful changes.

Experiment with:

- ☐ Different fabrics ☐ Different colours
- ☐ Different threads/yarns ☐ Different stitches
- ☐ Different patterns ☐ Layering
- ☐ Texture ☐ Scale ☐ Shape
- ☐ Combining techniques

Ask yourself:

What happens if I change the material?

What happens if I change the technique?

What happens if I combine two ideas?

How to make a useful textile experiment

Before making your sample, decide:

WHAT AM I TESTING?

“I am experimenting with layering fabric to create a rough, textured surface.”

WHAT DID I DISCOVER?

“The thicker fabric created more texture, but made the stitching more difficult.”

WHAT WILL I DO NEXT?

“I will combine this technique with embroidery and use a smaller piece of fabric.”

A successful experiment teaches you something.

How to evaluate a textile sample

MATERIALS – Were they effective?

TECHNIQUE – Did the process work?

COLOUR – Does it create the effect you wanted?

TEXTURE – How has the surface changed?

DESIGN – Is the composition successful?

DEVELOPMENT – What could you change next?

Sentence starters:

“This sample was successful because...”

“I particularly like the texture because...”

“The technique was effective because...”

“I would change...”

“I could develop this by...”

“My next experiment will...”

Textiles key vocabulary

Appliqué – attaching pieces of fabric to a surface

Embroidery – decorating fabric using thread and stitching

Weaving – interlacing threads or materials

Stitch – a method of joining or decorating fabric with thread

Layering – placing materials over one another

Fabric manipulation – changing the surface or structure of fabric

Texture – the way a surface looks or feels

Pattern – repeated shapes, lines, colours or motifs

Surface – the outer layer or appearance of a material

Refinement – improving and developing an idea through further changes

GCSE ART/GRAPHICS/TEXTILES — BEFORE YOU FINISH

Have I...

- ☐ Researched relevant artists/designers?
- ☐ Analysed their work?
- ☐ Explained my ideas?
- ☐ Experimented with different approaches?
- ☐ Developed my ideas?
- ☐ Made purposeful changes?
- ☐ Explained my decisions?
- ☐ Refined my work?
- ☐ Evaluated what worked and what I would change?

DON'T JUST SHOW WHAT YOU DID.

Show what you discovered, developed and decided.

GCSE ART

REVISION GUIDE

How to research, draw, experiment, develop and evaluate your ideas

How to research an artist

Research should help you develop YOUR work.

1. Identify the artist
2. Find a relevant artwork
3. Describe what you can see
4. Analyse materials, techniques and visual elements
5. Explain what interests you
6. Identify ideas or techniques you could use
7. Create your own response

Remember: A copy of an artist's work is not the same as a personal response.

How to analyse an artwork

LOOK CAREFULLY.

WHAT?

What can you see?

HOW?

How has the artist used:

- Colour • Line • Shape • Tone
- Texture • Pattern • Composition
- Materials and techniques

WHY?

Why might the artist have made these choices?

YOUR RESPONSE

What do you find interesting?

What could you learn from this artwork?

How to make a successful drawing

Before you start:

- ☐ Look carefully at your subject
- ☐ Check proportions and shapes
- ☐ Think about composition
- ☐ Use a range of tones
- ☐ Show light and shadow
- ☐ Develop texture and detail
- ☐ Use appropriate materials
- ☐ Refine areas that need improvement

REMEMBER:

Don't draw what you THINK an object looks like.

Draw what you can actually SEE.

How to experiment with materials

Don't just make a sample — TEST A POSSIBILITY.

You could experiment with:

- Different drawing materials
- Different painting techniques
- Collage
- Printing
- Texture
- Layering
- Scale
- Colour
- Mixed media

Ask yourself:

WHAT AM I TESTING?

WHAT DID I DISCOVER?

WHAT WORKED?

WHAT WILL I TRY NEXT?

A useful experiment gives you information you can use later.

How to develop your ideas

Development means making your idea better or more interesting.

Try:

- ☐ Changing the composition
- ☐ Cropping or enlarging
- ☐ Changing colour
- ☐ Changing materials
- ☐ Combining techniques
- ☐ Developing texture
- ☐ Simplifying or exaggerating shapes
- ☐ Responding to an artist
- ☐ Combining successful experiments

KEY QUESTION:

How is this idea different from my previous one — and why is it better?

How to use photographs in your project

Your own photographs can provide important primary research.

Try photographing:

- Objects
- People
- Places
- Details
- Textures
- Interesting viewpoints
- Close-ups

Think about:

- ☐ Composition
- ☐ Lighting
- ☐ Viewpoint
- ☐ Scale
- ☐ Cropping
- ☐ Detail

Use photographs as SOURCE MATERIAL — don't simply paste them into your sketchbook.

How to evaluate your work

A good evaluation explains your decisions.

WHAT?

What have you made?

WHAT WORKED?

What was successful?

WHY?

Why was it successful?

WHAT COULD IMPROVE?

What would you change?

WHAT NEXT?

How could you develop the idea further?

Sentence starters:

“I think this was successful because...”

“The most effective part is...”

“I could improve this by...”

“My next step is...”

GCSE ART — KEY VOCABULARY

Composition – how elements are arranged

Proportion – the relationship between sizes

Tone – how light or dark something is

Contrast – a strong difference between elements

Texture – the surface quality of something

Form – the three-dimensional quality of an object

Perspective – creating the appearance of depth and space

Media – the materials used to create artwork

Technique – the method used to create an effect

Primary research – research you collect yourself

Refinement – improving an idea through further development

Response – your own artwork inspired by research