Pearson

GCE A Level Advanced Art and Design

Photography
Component 1

LAUREN

Total Mark 60 (50+PS10)

	AO1 Develop	AO2 Explore and Select	AO3 Record	AO4 Realise	Personal Study
Mark	12	12	13	13	10
Performance Level	4	4	5	5	4
				Total out of 90	60

Pearson

PERFORMANCE CALCULATOR	Level 1			Level 2			Level 3			Level 4			Level 5			Level 6			
A LEVEL PRACTICAL – SEPT 2016	LIMITED ABILITY			BASIC ABILITY			EMERGING COMPETENT ABILITY			COMPETENT AND CONSISTENT ABILITY			CONFIDENT AND ASSURED ABILITY			EXCEPTIONAL ABILITY			
Taxonomy	partial, inconsistent, literal, elementary, minimal, rushed, sporadic, naïve, little creative intent, disjointed, pedestrian, credible, lacks control over the formal elements, vague aims			straightforward, deliberate, just adequate, methodical, superficial, unrefined, crude visual language, simplistic reflection, plays safe, unresolved, contextual references explored but lack relevance, defines aims with some understanding, developing control over the formal elements			predictable, broadening, makes progress, relevant, description not explanation, demonstrates intentions, appropriate, sufficient control, emerging individuality, thorough, adequate control over the formal elements, contextual references inform journey, pursues aims with understanding			diverse, effective, purposeful, consistent, skillful, coherent, imaginative, informed, some perception, satisfies creative intent, engaged, consistent control over the formal elements, contextual references inspire creativity, realises some aims,			independent, realised, sensitive, creative, sustained, highly inventive, critical, perceptive, comprehensive, in-depth, insightful, original, genuine creative journey, refined, in-depth reflection, exciting, comprehensive control over the formal elements contextual references shows some personal insight, fully realises all aims and objectives			inspired, surprising, unique, authoritative, genuine discovery, adventurous, accepting of the unexpected, challenging, fully informed, questioning, dexterous, erudite, highly intuitive, daring, insightful and comprehensive exploration of contextual references, ideas synthesised into highly sophisticated realisations, goes beyond aims to produce surprising realisations, control over the formal elements demonstrate fluent sensitivity and understanding			
AO1 Develop ideas through sustained and focused investigations informed by contextual and other sources, demonstrating analytical and critical understanding	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	AO1 total: 12
	LIMITED			BASIC			EMERGING COMPETENT			COMPETENT AND CONSISTENT Effective Purposeful Skillful Some perception			CONFIDENT AND ASSURED			EXCEPTIONAL			
AO2 Explore and select appropriate resources, media, materials, techniques and processes, reviewing and refining ideas as work develops	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	AO2 total: 12
	LIMITED			BASIC			EMERGING COMPETENT			COMPETENT AND CONSISTENT Effective Imaginative			CONFIDENT AND ASSURED			EXCEPTIONAL			
AO3 Record ideas, observations and insights relevant to intentions, reflecting critically on work and progress	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	AO3 total: 13
	LIMITED			BASIC			EMERGING COMPETENT			COMPETENT AND CONSISTENT Consistent control over the formal elements			CONFIDENT AND ASSURED Comprehensive Exciting Sustained			EXCEPTIONAL			
AO4 Present a personal and meaningful response that realises intentions and, where appropriate, makes connections between visual and other elements	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	AO4 total: 13
	LIMITED			BASIC			EMERGING COMPETENT			COMPETENT AND CONSISTENT Realises some aims			CONFIDENT AND ASSURED Genuine creative journey Contextual references show some personal insight			EXCEPTIONAL			
																			Total mark: 50

	Level 1			Level 2			Level 3			Level 4			Level 5			Level 6			
A LEVEL PERSONAL STUDY – SEPT 2016	LIMITED ABILITY			BASIC ABILITY			EMERGING COMPETENT ABILITY			COMPETENT AND CONSISTENT ABILITY			CONFIDENT AND ASSURED ABILITY			EXCEPTIONAL ABILITY			
Taxonomy	partial, inconsistent, literal, elementary, minimal, rushed, sporadic, naïve, lacking, disjointed, pedestrian, credible, study naively informs practical work, elementary use of written language			straightforward, deliberate, methodical, superficial, unrefined, simplistic reflection, plays safe, unresolved, study adequately informs practical work, adequate use of written language			predictable, makes progress, relevant, description not explanation, demonstrates intentions, appropriate, sufficient, control, thorough, adequate, signs of understanding, developing analytical skills, study consistently informs practical work, developing and broadening use of written language			diverse, effective, purposeful, consistent, coherent, imaginative, informed, some perception, engaged, fulfils intended aims, study perceptively informs practical work, consistent and effect use of written language			independent, realised, sensitive, creative, sustained, critical, perceptive, comprehensive, insightful, original, genuine creative journey, refined, in-depth reflection, exciting, genuine personal investigation, study authoritatively informs practical work, articulate and highly effective use of written language			inspired, surprising, unique, authoritative, genuine discovery, adventurous, accepting of the unexpected, challenging, synthesis of ideas, fully informed, questioning, dexterous, erudite, intuitive, daring, study informs practical work with sophisticated insight, highly articulate and sophisticated use of written language			
Personal study (AO1/A02/ A03/AO4) Develop ideas through sustained and focused investigations informed by contextual and other sources, demonstrating analytical and critical understanding Explore and select appropriate resources, media, materials, techniques and processes, reviewing and refining ideas as work develops Record ideas, observations and insights relevant to intentions, reflecting critically on work and progress Present a personal and meaningful response that realises intentions and, where appropriate, makes connections between visual and other elements	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Total mark for the Personal Study (part of A level Component 1): 10
	LIMITED ability in the use of written communication and specialist terminology and LIMITED ability across the Assessment Objectives in the personal study			BASIC ability in the use of written communication and specialist terminology and BASIC ability across the Assessment Objectives in the personal study			EMERGING COMPETENT ability in the use of written communication and specialist terminology and EMERGING COMPETENT ability across the Assessment Objectives in the personal study			COMPETENT AND CONSISTENT ability in the use of written communication and specialist terminology and COMPETENT AND CONSISTENT ability in the Assessment Objectives in the personal study Purposeful Informed Some perception Study perceptively informs practical work,			CONFIDENT AND ASSURED ability in the use of written communication and specialist terminology and CONFIDENT AND ASSURED ability in the Assessment Objectives in the personal study			EXCEPTIONAL ability in the use of written communication and specialist terminology and EXCEPTIONAL ability in the Assessment Objectives in the personal study			

Examiner commentary

This sample effectively explores and subverts female role models in the form of Barbie Dolls. The candidate playfully engages with the idea of 'being the doll' with some irony, and then progresses to explore distortion and destruction of form to create new images. These are made with imaginative use of photographic language. The candidate references the work of photographers with some perception, fashion photographers help them to understand how to use a model effectively, Lucas Simones' burning of photographs inspires a development of the core idea, as do Hockney's joiners. We can see that these references inspire creativity and help the ideas to evolve. This submission straddles Performance Levels 4 and 5, with consistent idea development and purposeful direction, and though there is a sustained and inventive use of visual language, the candidate's work does not reach the level of insight to fully achieve Performance level 5 in all objectives.

AO1: Effective and purposeful ideas are developed with competent and at times skilful use of studio and fashion photography. Some perception is evident as the concept of the Barbie Doll is developed with reference to the work of contemporary photographers, and there is coherence in the way ideas progress.

AO2: The use of self-portraits as a doll are effective, and cliché is avoided by a willingness to explore the subject imaginatively. There are diverse photographic processes used, which are not solely reliant on digital software, and these are refined as the work progresses with extensive annotations describing the review of progress.

Pearson

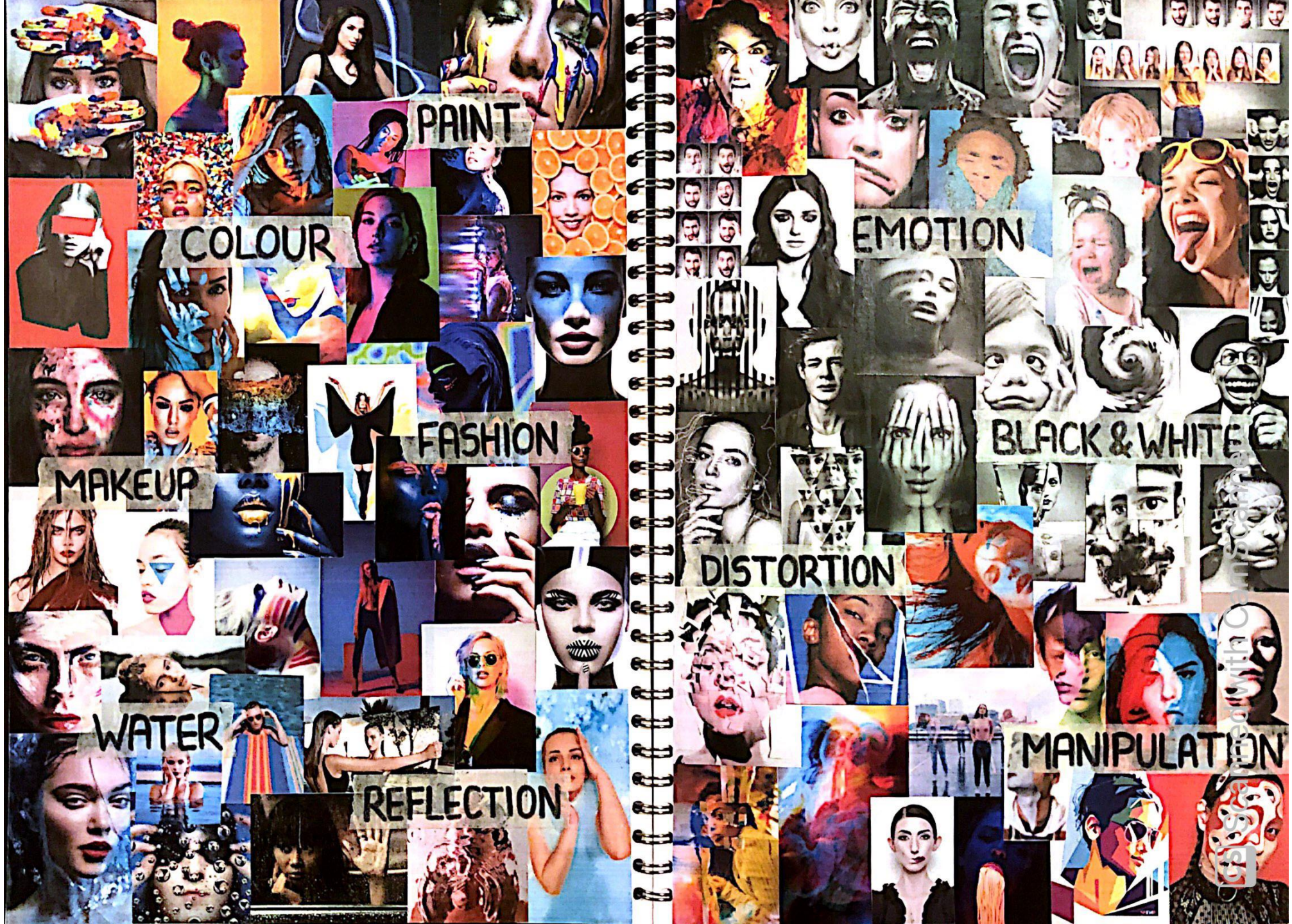
Examiner commentary continued

AO3: The candidate has a skilful use of photographic processes. They skilfully record their observations with a level of control that moves this objective into Confident and Assured, Performance Level 5, but critical analysis of meaning and sources, showing only some perception, keeps the mark at the lower end of this level.

AO4: There is a Confident and Assured realisation of the idea, which demonstrates some personal insight in the way female stereotyping is challenged by the work, and the candidate is able to move beyond obvious solutions to produce a refined and independent outcome. The commentary confirms that there has been a genuine creative journey, and the step to Performance Level 5, Confident and Assured, has been achieved for this objective.

Personal Study: The study informs the practical work with some perception of the ideas of their chosen artists, particularly Margaux Lange, and the candidate demonstrates a consistent use of written language, but analytical skills are still emerging in the way artists and concepts are understood, which places this study at the lower end of the Competent and Consistent, Performance Level 4.

Lauren PY C1
A Level Photography (9PY0 01)
Year 12: Personal Investigation

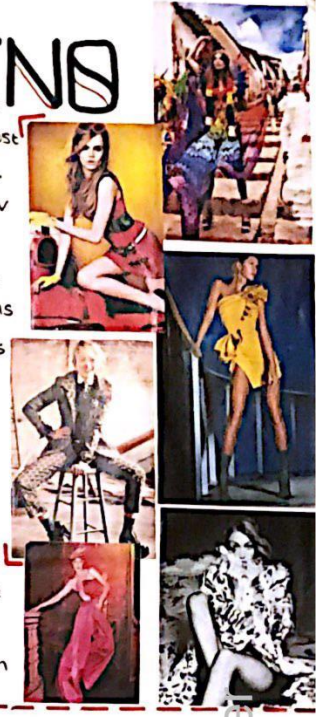

PAINT
COLOUR
EMOTION
FASHION
BLACK & WHITE
MAKEUP
DISTORTION
WATER
REFLECTION
MANIPULATION

LINSAY ADLER

Lindsay Adler is an American portrait and fashion photographer in New York. She is a photographic educator and is one of the most sought after speakers internationally, teaching on the industry's largest platforms and prestigious events and being named one of the top 10 best fashion photographers in the world. Her editorials have appeared in Bullett Magazine, Zink Magazine and Fault. She has also worked with some of the top brands in photographic related industries such as Canon, Adobe and Microsoft. As well as this, she became the first woman to win the Rangefinder Icon of the year award, in 2020.

I really like this artist as she is known for her creativity and collaboration with designers and stylists, creating fresh and bold looks. Her graphic style has become the trademark of her work, whether that be campaigns, jewelry, hair or athletes.

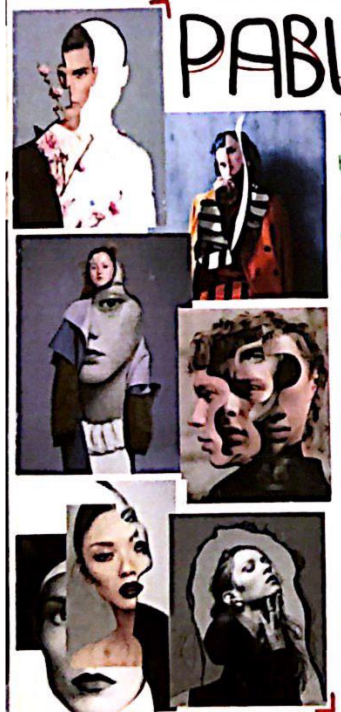
MARIO TESTINO



Mario Testino has become one of the worlds best-known and most celebrated fashion photographer along side portrait photography. His work has featured internationally in magazines such as Vogue, V magazine, Vanity Fair and GQ. He has also created images for brands such as Gucci, Burberry, Versace, Micheal Kors and Chanel. He has documented subject from A-list stars, musicians, supermodels and artists as well as subjects he has encountered throughout his travels. His work muted the 'supermodel' trend as he preferred working with lesser-known models like Kate Moss. Testino has captured many iconic moments, the main ones being the Royal family and their engagements/christenings.

I really like this photographer as he goes into so much detail and creativity when considering the view points, the location and the variety of colours / patterns on his models. His bright and sharp style of photography is different from normal dark and murky fashion photography in the 1990s.

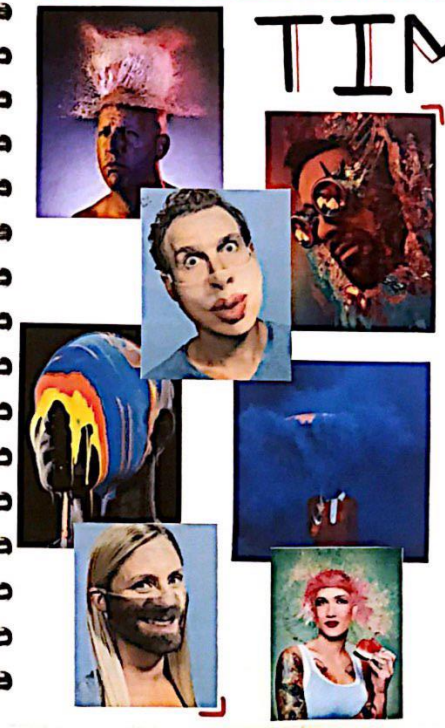
PABLO THECUARDO



Pablo Thecuardo is a Madrid based photographer who creates abstract photo colleges with a surreal touch. He said, "The colleges I make express the duality in the human being, who we want to be versus who we really are and what part of us we show others." He chose colleges as a form of communication/ because its a never ending process. You can overlap, cut and stick over and over again. One of his biggest inspirations, is the internet! All his thought and creativity is pulled apart from various forms of social media and websites to create these beautiful colleges.

I think this photographers form of art and the collection of images he uses, is elegant, yet deep and is a different way to present photography. A college allows him to use his images and combine them in any way he wants as well as interpret and present them in a way that creates a story, which in this case is exploring the 'duality' in a human being.

TIM TADDER



Tim Tadder is an international photographic artist. He is most recognised for his inventive conceptual advertising photography and has been ranked top 200 worldwide photographers. He said he prefers capturing still images as he likes the less is more approach. Tadder finds inspiration from imagery on TV, movies and instagram. He visualises what he sees but also what he doesn't see. He tries to find the 'void' and concepts hidden within the image.

This artist explores various of different concepts and ideas, from America, to behind a mask. He also incorperates paints and bold colours as well as water and smoke. I really find this photographer fascinating and unique as his images take you through a journey and try to tell a story!

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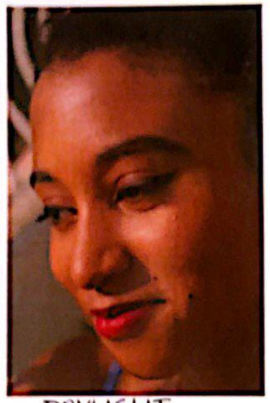
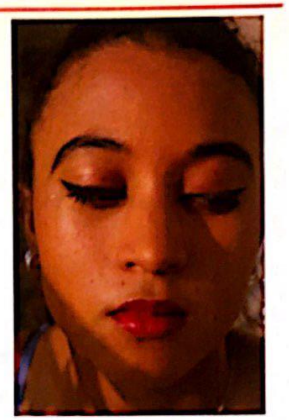
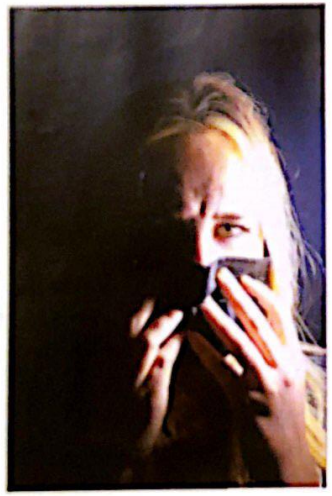
EXPERIMENT SHOOT

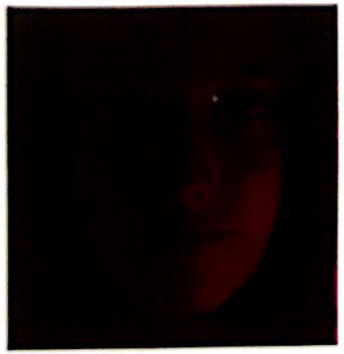


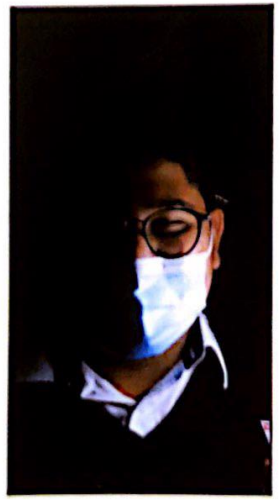
DAYLIGHT





LOW KEY



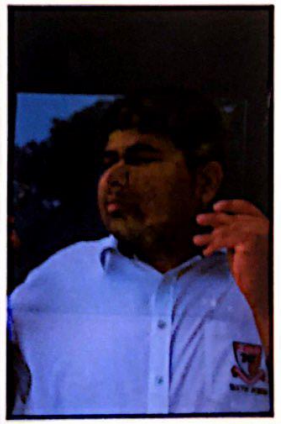


COLOUR

PROJECTION

REFLECTION

DISTORTION



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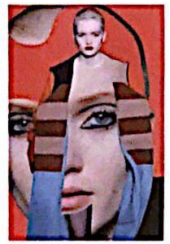
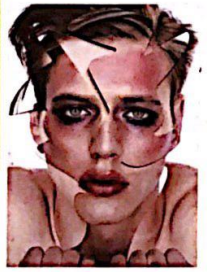
PABLO THECUARDRO



Pablo Thecuardro loves to explore the 'simple' side of photography, while using 'strong images', creating a 'minimalistic' kind of 'collage'. They are 'powerful' but 'straightforward' when put together. He uses a variety of 'techniques' to craft his 'abstract art' from 'cutting' and 'shaping' the images by hand to 'overlapping' and 'combining' them digitally. Thecuardro breaks away from viewing habits in the fashion and advertising industry by playing with the 'social norms' and stopping the usual high end fashion from defining the modeling world as well as 'expressing' the uncertainty and 'mystery of mankind'.

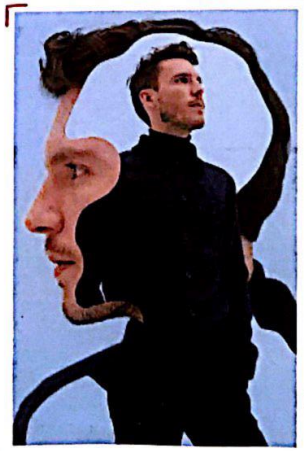
When asked about why he chose to express the 'duality' of the human being through collages, he said its because in collages we see many faces and we see how we really are. The way he views humans, is through change and growth. He recognises how we change everyday but still remain the same person.



ANALYSE:

This photographer primarily uses 'block colour' or 'plain white' 'backgrounds' to keep the subject as the focus of the 'collage' and not to distract the viewer using 'patterns', making it very chaotic. I like how he does a range of different 'manipulations' using 'full body' and 'facial features' as well as 'black and white' images 'overlapping' color images creating a 'contrast' of 'mood' in the subjects.

When it comes to creating my own collage, I could eventually add in 'two models', 'combining' them together and try to show two 'personalities' using 'color / objects' and 'fashion'.



SHOOT PLAN

SHOOT# : 1

DATE : 14/11/2020

THEME : Distortion in Portraiture

EQUIPTMENT :
- Tripod for my camera
- Reflector for shooting in the sun

LIGHTING :
- Studio lighting (black and white/color)
- Natural lighting (day / night / sunset)
- Simple lighting with no patterns
- Some shadows (Highlight / lowlight)

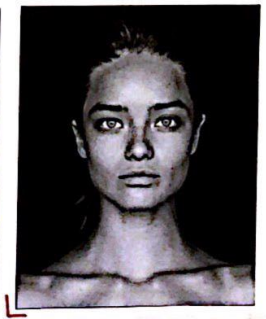
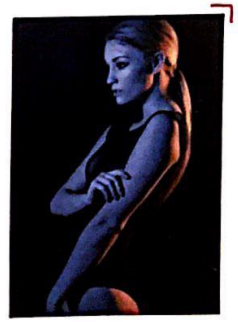
LOCATION :
- Studio
- In natural lighting, I could use the nature and surroundings for a intresting background.
- Possibly a windy location

MODELS / WARDROBE :
- Female and male models
- Simple make up
- Messy hair / hair tied up
- Some images with basic / plain clothing
- Some with baggy / flowing type clothing

TECHNICAL APPROACH :
- In natural lighting, I need a high shutter speed and low aperture to allow less light into the camera and to get a still image when there is wind in my location.

CREATIVE APPROACH :
- Face forward / side profile images
- A well balanced shoot with my model in the center of the image
- Capturing different facial expressions.
- Birds / worm eye view

INSPIRATION

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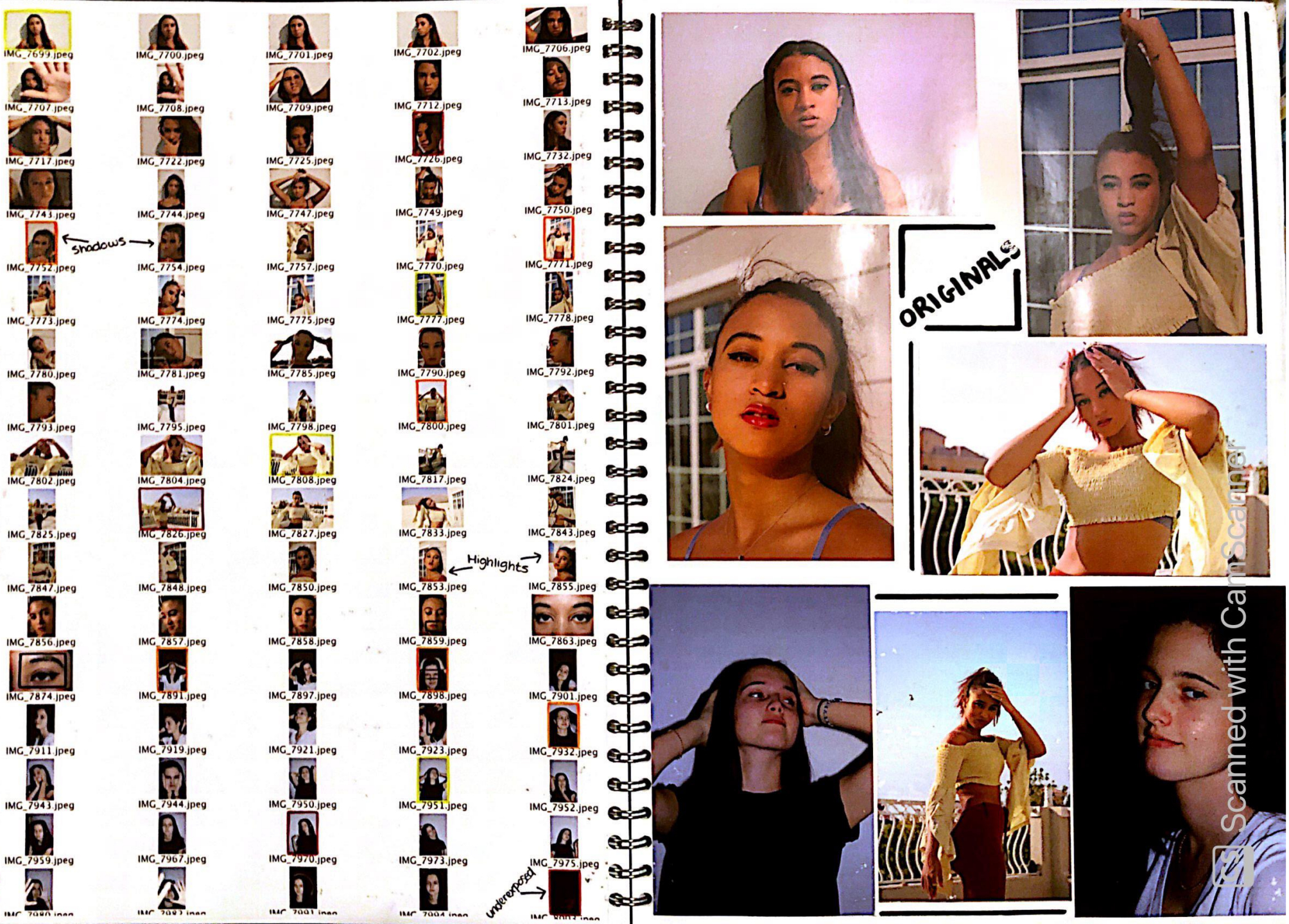
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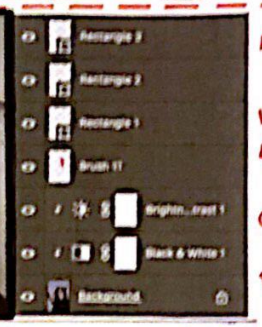
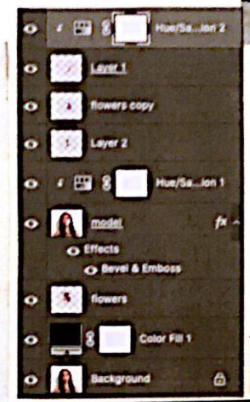
underexposed
ORIGINALS
Scanned with CamScanner

PHOTOSHOP EDITS



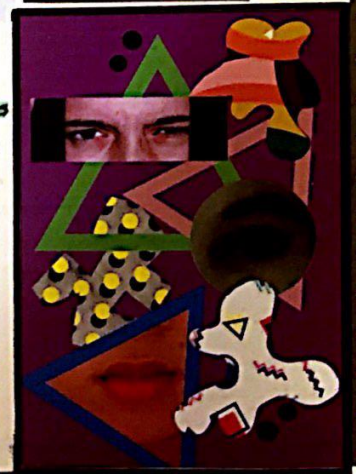
PATTERN
INVERT
LAYERING
COLOUR
PAINT
SHAPES
DISTORTION
COLLAGE



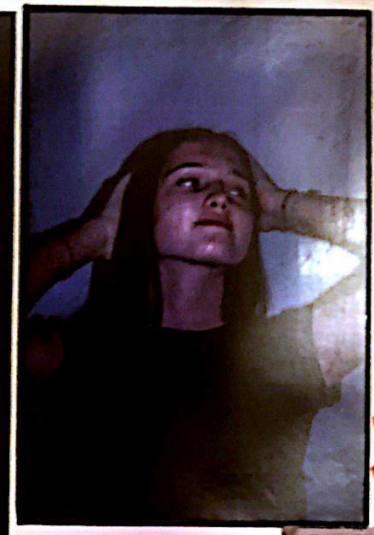
I love the way this **inverted** image turned out as it further emphasises the **color** on the **original** image. I also like the effect the **invert** had on the **pattern** in the **background** as the **lines** are one of the first things you notice.

Using images from my photoshoot, I **experimented** with different **manipulations** through **photoshop**. Each image is using a different **technique**, showing **inverted images**, **collages** and **distortion**.

The **manipulation** on the right is a **collage**, using three different images of my own along with three **pattern** images. Although I am not **distorting** the **facial features**, by **seperating** them it creates a **chaotic nature** and more **fun/interesting** to look at.

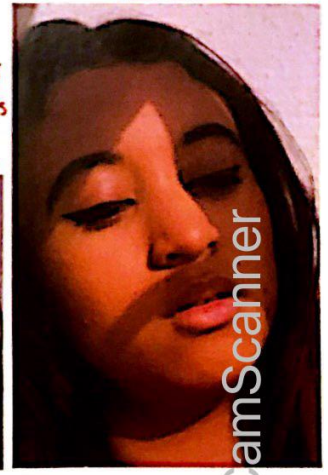


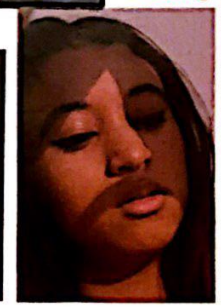
LIGHTROOM EDITS



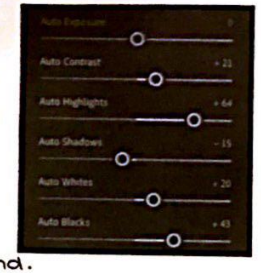
I **experimented** with **colour** in this image as I felt the one I had taken was **simple** and **boring**. Next time I need to make it **brighter** and a more **interesting** image to look at.

CONTRAST
SHADOW
HIGHLIGHT
BRIGHTNESS
EXPOSURE

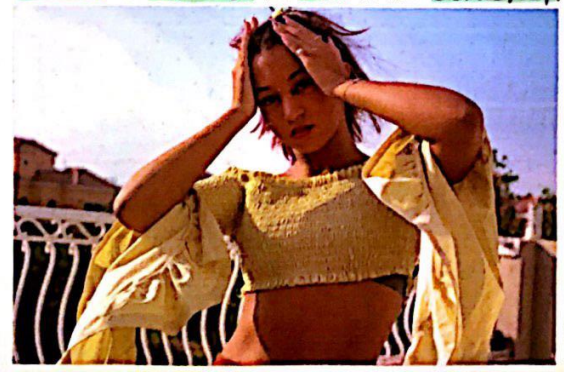


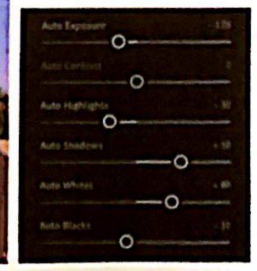


I **emphasised** the **warmer colours** in this image, where the **sun** hits my **model**, as well as the **shadows** created by her hand.



The image below was slightly **overexposed** so I **experimented** with changing the **exposure** and **contrast** to **emphasise** the **color** of her **clothes/sky**.

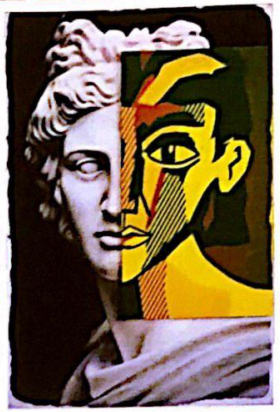




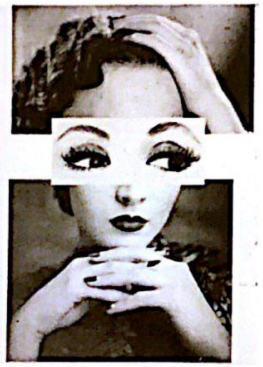
Scanned with CamScanner

SEPHORA VENITES

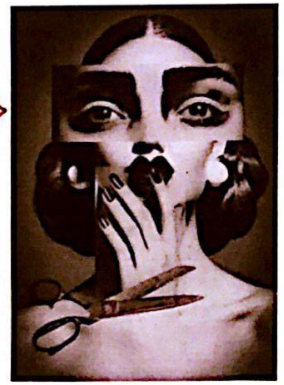
This photographer has inspired me through her colourful and chatic natured collages, made by both free hand and digital. She overlaps and layers images of her own, while also adding bold block colours into her backgrounds and the shapes surrounding. Her colour combinations are mainly a mixture of warm colours and she uses very minimal patterns, which takes some attention away from the background and places more on the subject/model. The models used in her images, usually have some form of distorted or exaggerated makeup on, using bright colours and enlargement to emphasise the facial features and the finer details.

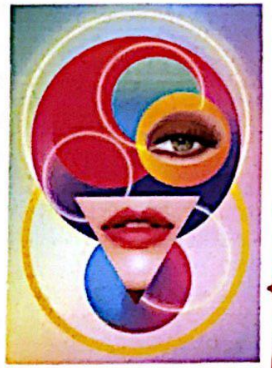


When creating my own collages based on this photographer, I will keep in mind the different colour combinations as well as the use of shapes and the placement of facial features within. My portrait images will be overlapped and cropped to fit the theme of each collage and I will try to add some patterns around my page to create that chaotic nature, like Sephora Venites's work.

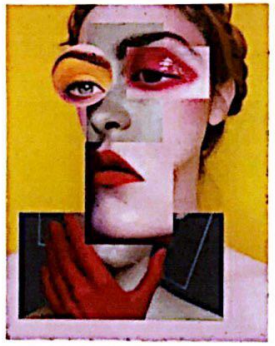


- Enlarged eyes
- Enlarged lips
- Exaggerated makeup
- Hand overlapping the face
- Scissors randomly Placed

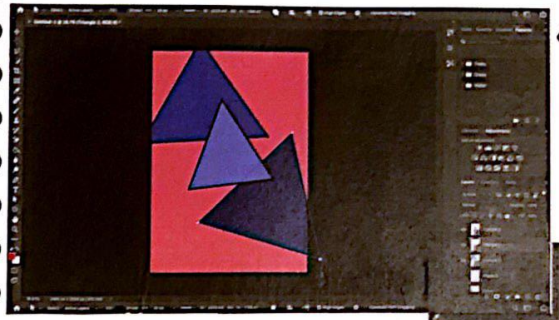




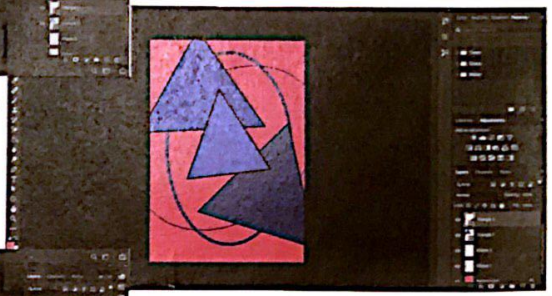
- Mixture of both warm and cool colours
- Use of shapes (circle, triangle)
- Facial features overlapping
- Different layers
- Bold / bright colours



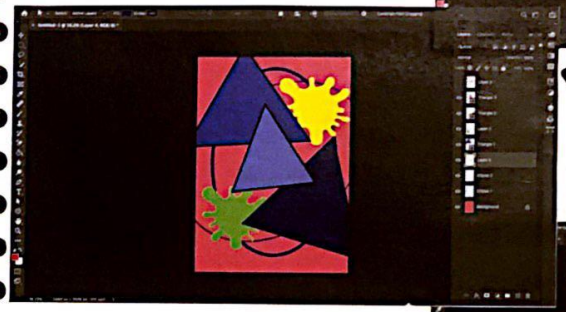
DIGITAL PROCESS:



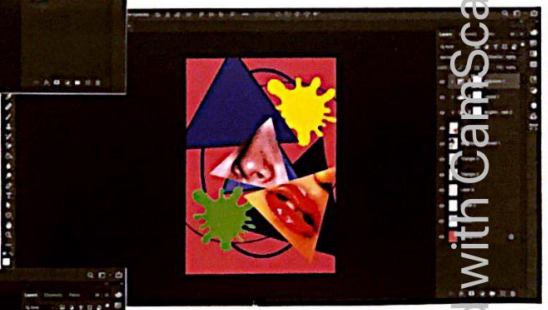
My first stage involved, figuring out a background / colour scheme as well as my first layer which could have been patterns or shapes.



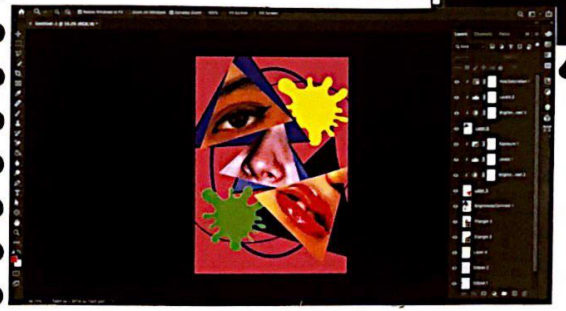
Alone the three triangles looked basic and boring so I added some circular lines under those layers.



I next decided to add in a pop of bright colour (instead of patterns) to bring more chaos to the image.



My next step was to add in my subject/model. I decided to go with facial features. (eye, nose, mouth).

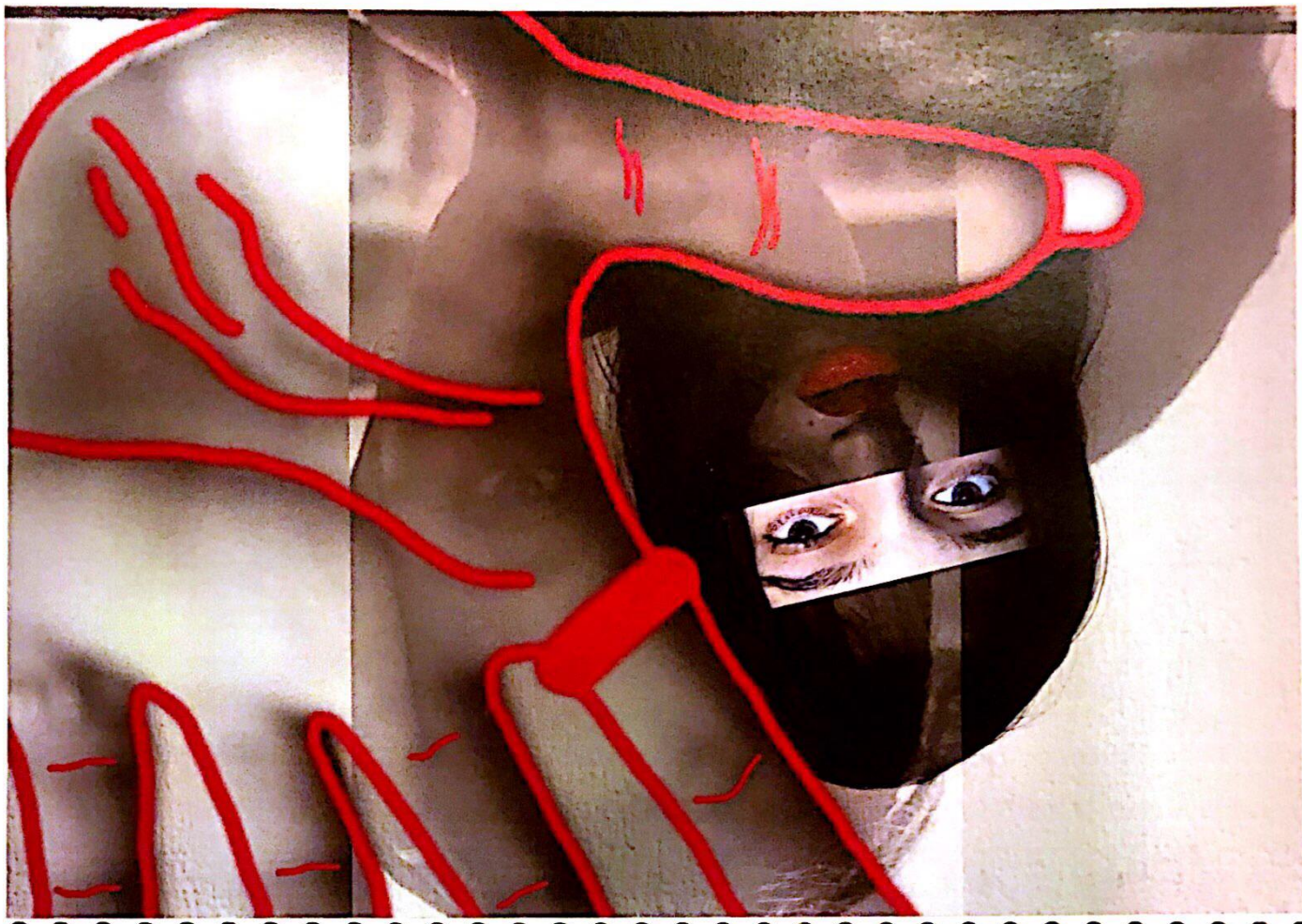


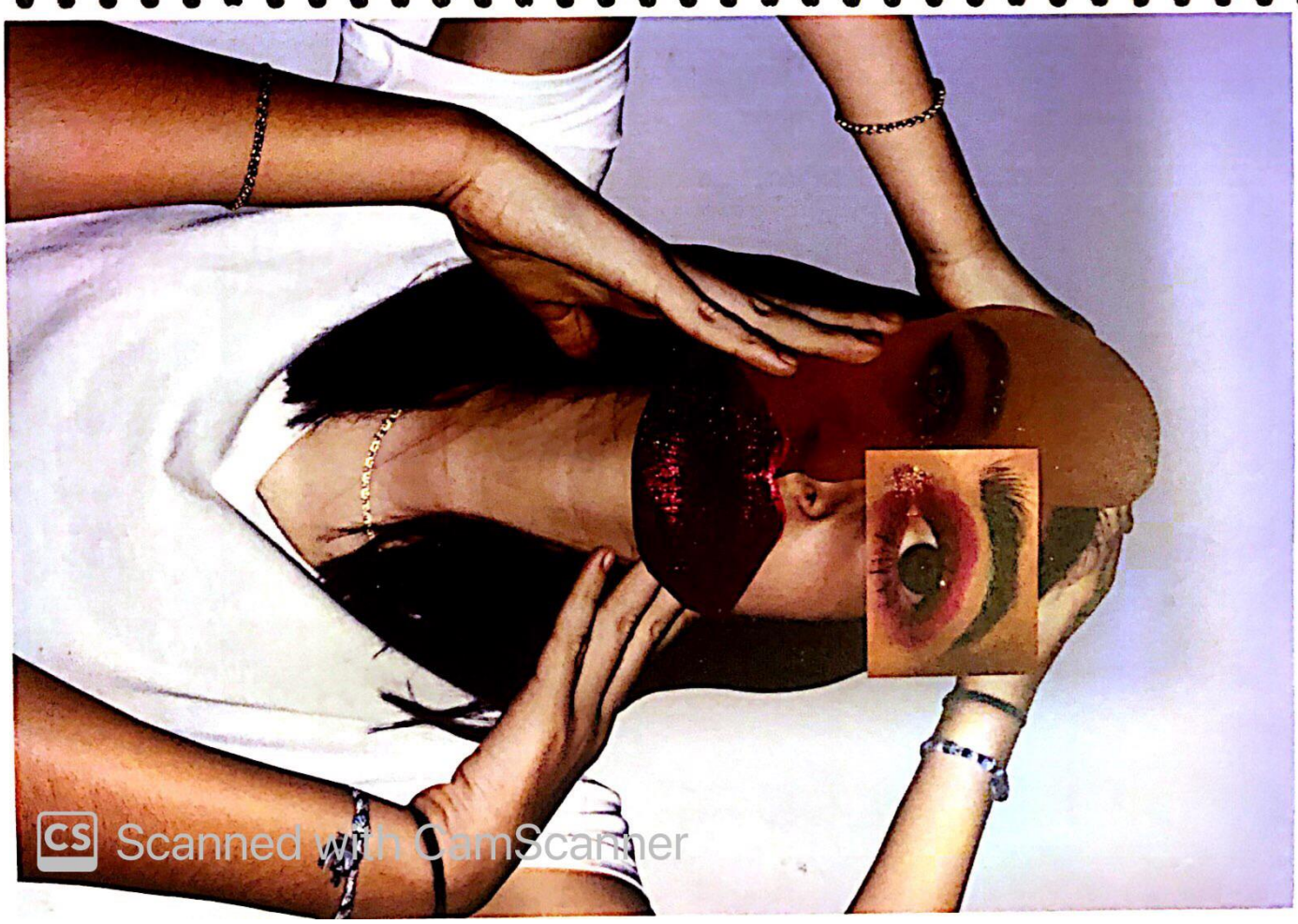
FINAL OUTCOME:

I like the positioning and the shapes I used in this college.
I could add more colour/pattern into it next time.

Scanned with CamScanner

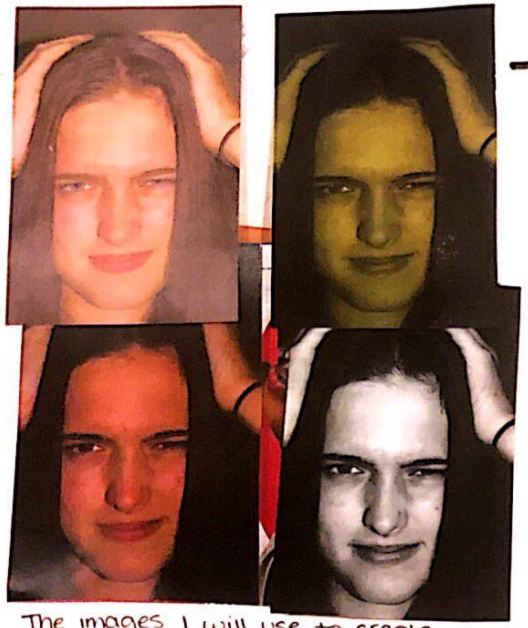
Scanned with CamScanner



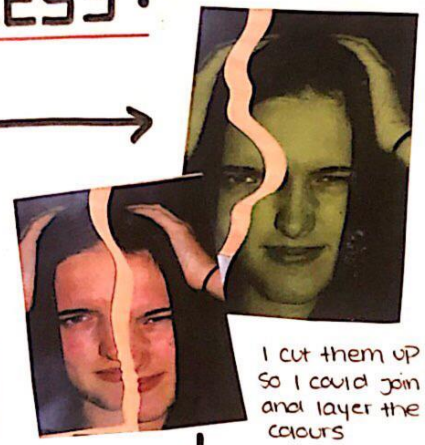


Scanned with CamScanner

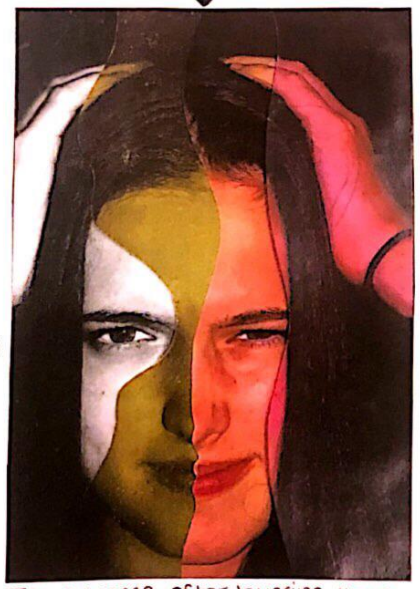
PHYSICAL PROCESS:



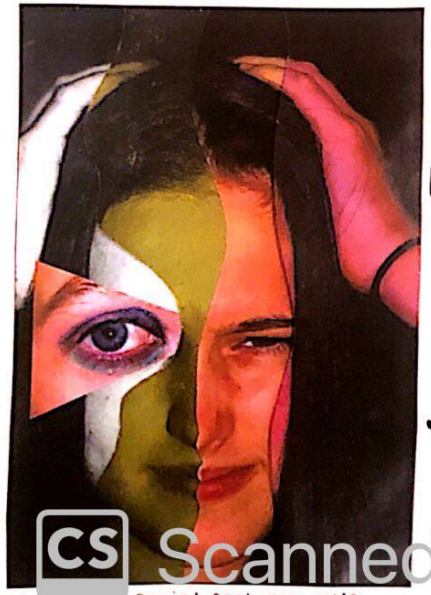
The images I will use to create my physical collage.



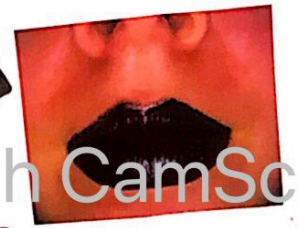
I cut them up so I could join and layer the colours



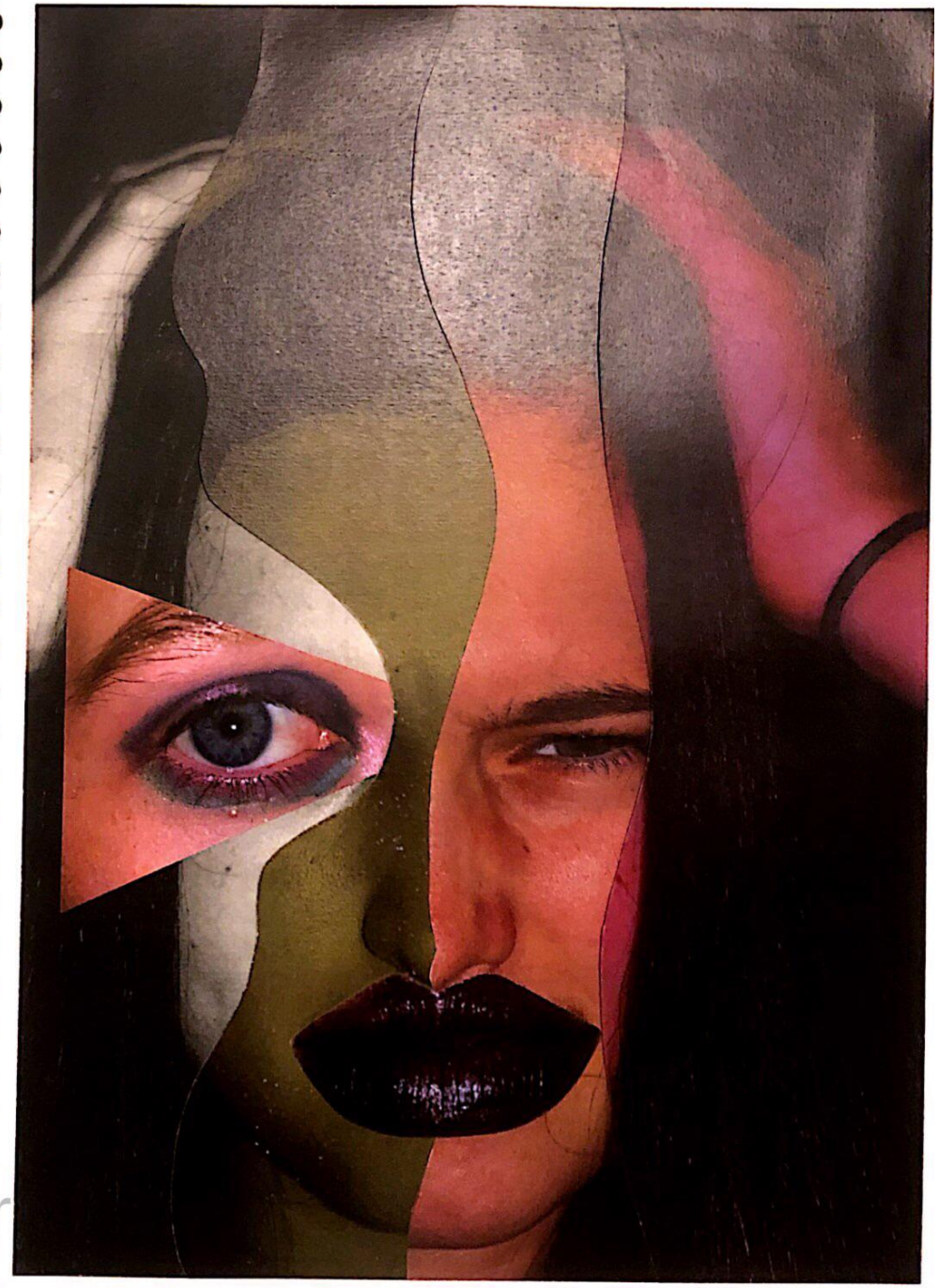
The outcome after layering them all together.



Adding on facial features with crazy makeup to make it visually more interesting.



The final piece I added to my collage.

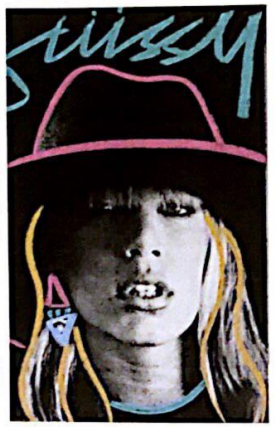


Scanned with CamScanner

Scanned with CamScanner

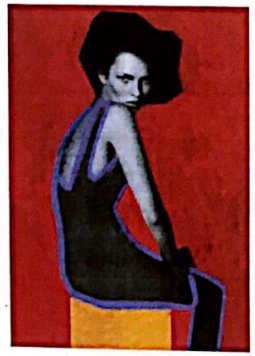
JOE CRUZ

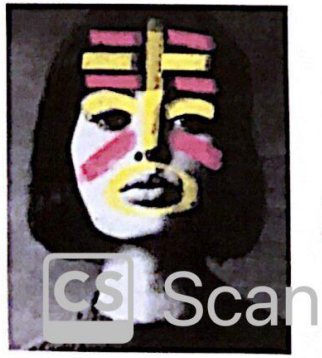
Joe Cruz is a visual artist and also does graphic design. In his work, the main theme is portraiture, expressionism and form, using ready made photographs. The colour he regularly uses symbolises love, youth, acceptance and equality; a mixture of mainly yellow, Pink, blue and green. He focuses on the use of lines; outlining and seperating facial features/objects. The subject/model in his work is usually in black and white on a plain, coloured background. Rarely any pattern is used in his work as he keeps it simple and follows a less is better approach.



As I go into my process and create my own interpretation of Joe Cruz's work, I will attempt two different methods, digital and physical. I will keep in mind his colour scheme and using those colours to show the mood of my image.

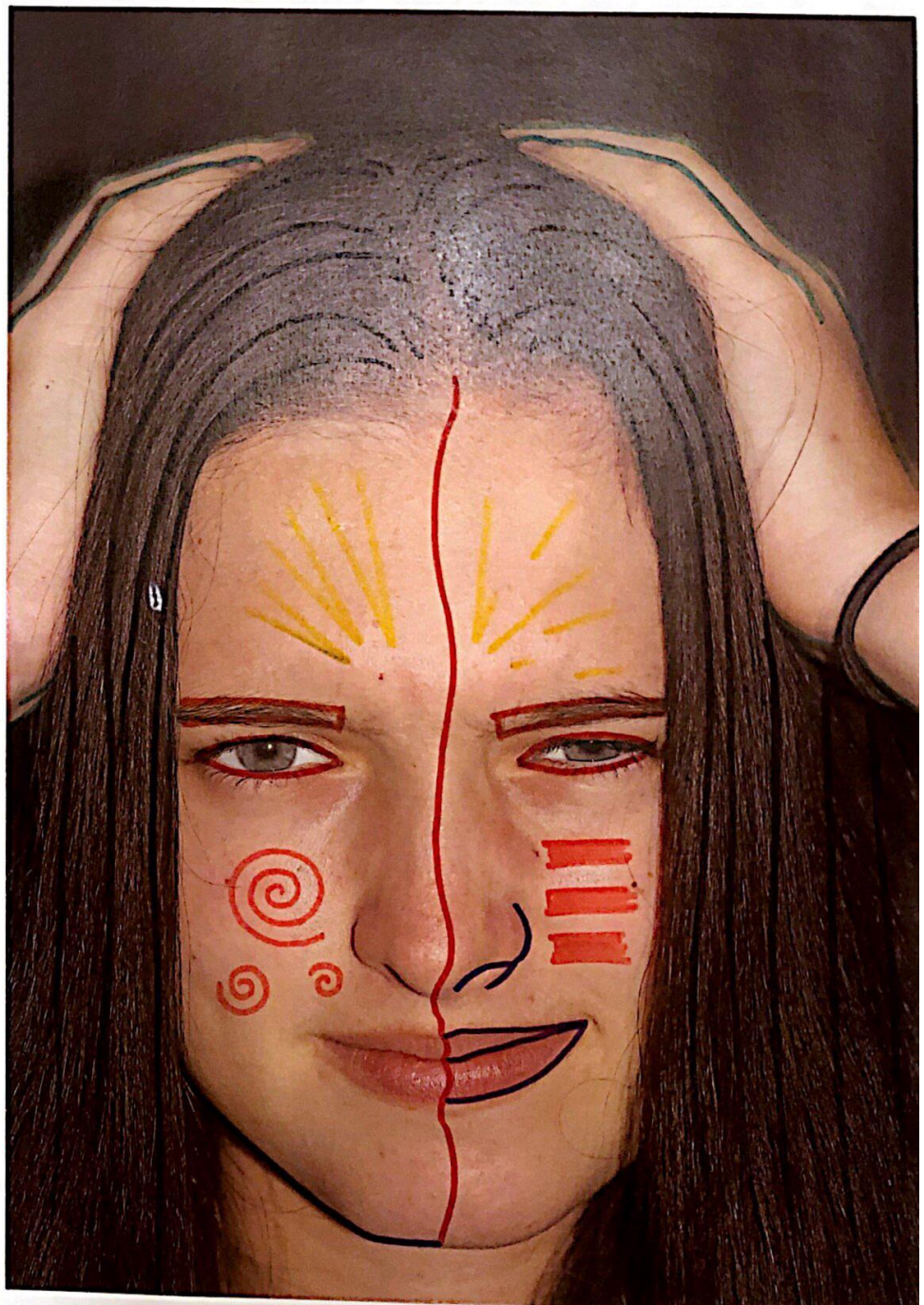
- Black and white model image
- Plain coloured background
- Outlining the body





- Warm colours
- Black and white image

Scanned with CamScanner



EVALUATION!

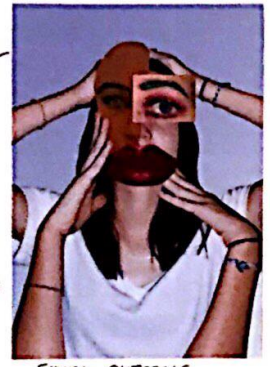
LAYER 1

LAYER 2

LAYER 3

LAYER 4

changes mood ← Background change of image!


FINAL OUTCOME

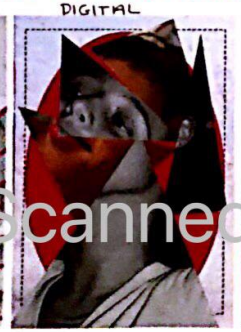
• FAVORITE : SEPHORA VENITES

This piece is my favorite as I feel like it captures and represents my artists sense of work the best, in terms of layering and placement. By using photoshop to cut out the hands from another image, I managed to keep the shadows and highlights giving them more depth and a 3D look on my page. The shadows also help to create a texture of roughness and dryness around the arms. I used a gradient, blue and white, for my background, trying to keep it simple, while adding colourful and crazy features, for example the bright pink eyeshadow and green eyebrows over the top of my model. My composition and layering consisted of 4 images, with each exaggerating colour and distortion, enlargment and shapes. The images were each cropped into different shapes and layering them added more depth and were key to making this collage look effective as without them it would be a basic and boring portrait image. Next time, I could add more pattern to my collage / background, or use a bright and bold colour for the background. I also need to brighten up some of my layers and strengthen the sharpness to make it less grainy. In terms of linking with my other images, they all have the same process of adding cut out features from faces and layering them over eachother as well as a simple and basic background colour. I found it easy to make following a step by step process and keeping my layers organised. However, getting the right lines and cutting the images precisely was harder to do and really time consuming, compared to creating a physical collage.

MORE SEPHORA VENITES MANIPULATIONS:

DIGITAL

DIGITAL



DIGITAL

PHYSICAL

Scanned with CamScanner

FURTHER EVALUATION...

I chose Joe Cruz as my second artist as I like the way he uses the theme, expressionism through portraiture and colour. The colours he uses are specific to symbolize

...rent forms

...nd the

...the model

...the top is

...more visible

...llow and

...e face.

...and white,

...n and the

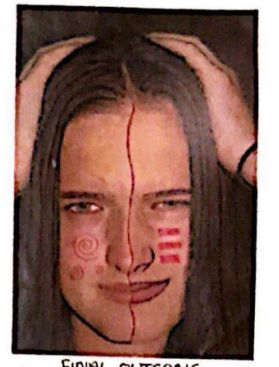
...e skin.

...pointless, so

...something else.

...rushed and

...through longer.


FINAL OUTCOME

OVERALL:

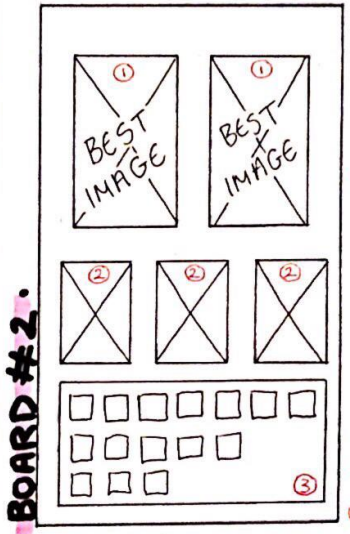
Over the course of this topic I have learnt many skills including how to use photoshop and lightroom. These were two new softwares for me but I love using them as well as seeing the final outcomes that I can make within these. In photoshop I learnt it was best to keep layers organised and follow a step by step process. I can include many layers, shapes and colours to bring my final piece together using photoshop.

I gradually came to my idea of collage manipulation by exploring and experimenting with different techniques. I looked at inverting my images, changing them into black and white and adding brush strokes/ lines and objects around the face.

My mock allowed me time to experiment with physical and digital techniques. However, I found my digital manipulations took the longest to make and therefore took up most my time. I felt like both were equally effective but physical manipulation was the easiest and quickest when it came to cutting, placing and moving stuff around to fit it all together.

...MPLES!

• BOARD #2.

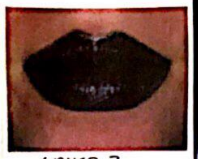


① = My best 2 manipulations
② = My top 3 manipulations/portrait images
③ = My photoshoot images (best)

EVALUATION!

LAYER 1

LAYER 2


LAYER 3

LAYER 4

changes mood ← Background change & image!

FINAL OUTCOME

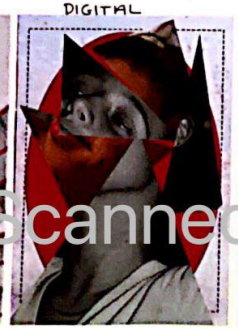
• FAVORITE : SEPHORA VENITES

This piece is my favorite as I feel like it captures and represents
layering and
hands from
Shadows a
3D look on
texture of ro
gradient, bl
it simple, w
example the
over the top
consisted of
distortion;
cropped into
depth and u
without the
Next time, I
or use a bric
need to brin
sharpness to
my other ima
cut out featu
as well as a
easy to make
layers organi
images preci
compared to

MORE SEPHORA VENITES MANIP

DIGITAL

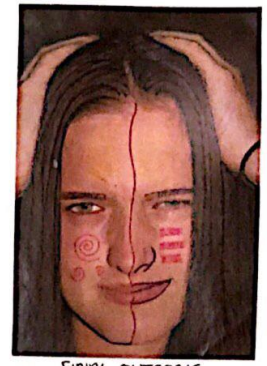
DIGITAL



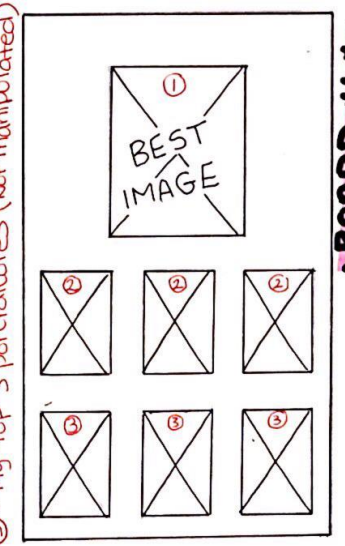
FURTHER EVALUATION...

I chose Joe Cruz as my second artist as I like the way he uses the theme, expressionism through portraiture and colour. The colours he uses are specific to symbolize love, youth, acceptance and equality. The different forms of lines he uses create a figure and shape around the face/features. By keeping the background and the model (image) in black and white the colour used over the top is emphasized and makes the color combinations more visible and interesting.

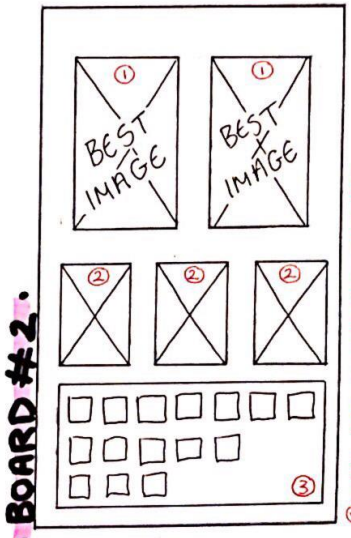
In my image, I used a combination of red, yellow and purple, creating lines and shapes through out the face. However, because my image was not in black and white, I feel like the colour does not stand out as much and the yellow blends in too much with the tone of the skin. Some of the shapes and outlines I created seem pointless, so I could have left them out or potentially added something else. This piece was not my favorite as it felt very rushed and could have been more creative if I had thought it through longer.


FINAL OUTCOME

BOARD EXAMPLES!



① = My best manipulation
② = My top 3 manipulated Portraitures.
③ = My top 3 portraitures (not manipulated)



① = My best 2 manipulations
② = My top 3 manipulations/portrait images
③ = My photoshoot images (best)

Scanned with CamScanner

Lauren.H

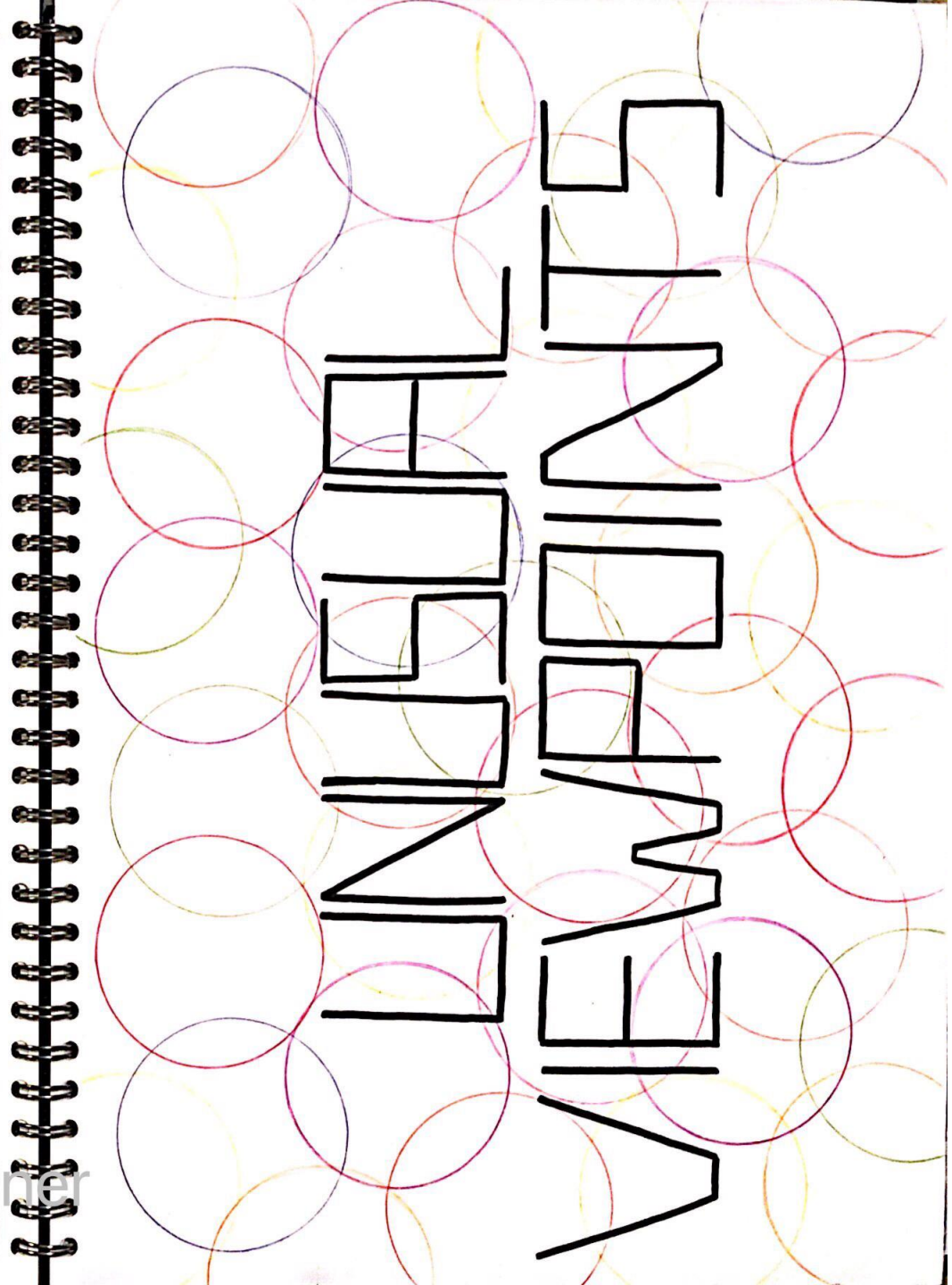
Assessment Areas	AO1: DEVELOP (18)	AO2: EPLORE/SELECT (18)	AO3: RECORD (18)	AO4: PRESENT (18)
	Develop ideas through sustained and focused investigations informed by contextual and other sources, demonstrating analytical and critical understanding DEVELOP ideas by: Development of ideas shows confident and assured ability Sustained and focused investigations are confident and assured, thoroughly informed by contextual and other sources. Confident and assured analytical and critical understanding	Explore and select appropriate resources, media, materials, techniques and processes, reviewing and refining ideas as work develop REFINE work by: Confident and assured ability to explore and select appropriate to intentions Confident and assured ability to review and refine ideas as work develops	Record ideas, observations and insights relevant to intentions, reflecting critically on work and progress RECORD ideas by: Ability to record is confident and assured, and relevant to intentions Confident and assured ability to reflect critically on work and progress	Present a personal and meaningful response that realises intentions and, where appropriate, makes connections between visual and other elements PRESENT a personal response by: Confident and assured ability to present a personal and meaningful response Confident and assured ability to realise intentions and make connections where appropriate
	Risk taking. Imaginative. Artist links – good contextual understanding. Criticality and thinking shown Make appropriate decisions.	Range of exploring media. Range of exploring ideas. Varied/appropriate methods, media, processes Review/evaluate as you progress Refine – skills and ideas!	Visual skills and quality use of media. Recording through observation. Recording through quality written comments. Art language skills – written Art language skills – practical	Final outcomes are complete. Ideas are drawn to a conclusion. Book work finished. Links/connections between book, artists, text are made.

DESIGNATE WHERE YOU THINK YOU ARE FOR EACH ASSESSMENT OBJECTIVES WITH A SMILEY FACE: ☺	AO1 **Develop** ideas through sustained and focused investigations informed by contextual and other sources, demonstrating analytical and critical understanding	AO2 **Explore and select** appropriate resources, media, materials, techniques and processes, reviewing and refining ideas as work develops	AO3 **Record** ideas, observations and insights relevant to intentions, reflecting critically on work and progress	AO4 **Present** a personal and meaningful response that realises intentions and, where appropriate, makes connections between visual and other elements
LIMITED				
BASIC				
EMERGING COMPETENT			✔	✔
COMPETENT/CONSISTENT	✔	✔		
CONFIDENT/ASSURED				
EXCEPTIONAL				

YEAR 12 SKILLS GUIDANCE GRADES AND COMMENTS:

	STUDENT REFLECTION		TEACHER REFLECTIOM
	Positives (box)	Areas to improve (bubble)	Teacher Comments
AO1: DEVELOP	- I looked at a range of different photographers/ artists before choosing the path I went down.	- I need to do more research/experiments with a specific artist.	
AO2: EXPLORE/SELECT	- I explored different manipulations through photoshop and editing in lightroom/experimental shoot	- I could evaluate certain processes and why I chose to experiment with them.	
AO3: RECORD	- I have recorded my ideas and the type of manipulation I want to attempt	- However, I need to go into more depth about how I go about creating it before going into the mock.	
AO4: PRESENT	- My final pieces were presented well with the process shown.	- could possibly experiment more with one artist.	
What would I give myself as a 'guidance grade'?	STUDENT GUIDANCE GRADE B/C		TEACHER GUIDANCE GRADE A

Scanned with CamScanner



Scanned with CamScanner

KELSEY MCCLELLAN

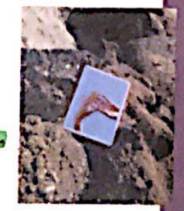
Kelsey McClellan uses daily objects and situations and captures these in a very aesthetic way. McClellan is able to capture the most delicious snacks in a classy way. Along with photographing food, she colour coordinates daily situations in ways you've never seen before. She crops her images so we have a close up of the hands with their colour coordinated food. This leads to viewers thinking about the significance of this colour and the mood it gives off. The food gives a focus and a story to the image as well as something to admire as it is placed perfectly and precise.

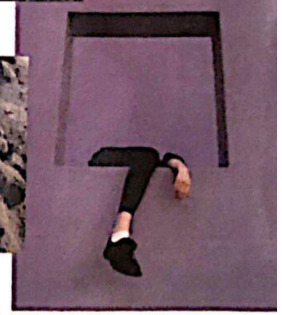
This artist has a creative and unique approach when capturing the aesthetic of food and colour. The various foods and the use of different tones, warm and cool colours creates a range of images to compare and allows McClellan to create moods related to the type of food.

MICHELLE BISAILLON

Michelle Bisaillon is a conceptual artist who is famous for her distorted reality selfie photos using meticulously arranged mirrors. She incorporates everyday props, like cats and flowers, and says she is trying to play with the notion that 'nothing is quite what it seems.' She creates original and organic photographs going against the media and their tendancy to manipulate and alter images they are releasing online. Her goal is to remind people that there is always something missing from a picture, another side to the story. Part of her work is encouraging natural and basic lightening, not over doing the pattern and the colour. Her work catches your eye with its simple and natural, creative viewpoints.

I like how this photographer creates her images naturally without manipulation.





ANETA IVANOVA

Aneta Ivanova, a 23 year old Bulgarian photographer, who after focusing her work and portraits, she also began experimenting with different techniques to give a new meaning to her photographs. She began with 'long exposures', then 'double and multiple exposures', combining a number of portraits and then she focused on portraits with landscape and nature elements. Her experimental work combines portraits with landscape, which results in a dreamlike, surreal experience. She says she can find inspiration in almost everything around her. Besides reading books, listening to music and enjoying the arts, the sea and seemingly untouched landscapes have always been a great source of inspiration.

I like how Ivanova has made some of her images black and white, making them more subtle and expressive, while also making the photographs blend seamlessly together.

Scanned with CamScanner

MARC VICENS

Marc Vicens is a spanish photographer who wanted to capture the stress and pain of the ongoing economic crisis, so he found a bunch of unemployed people and asked them to hang upside-down for right-side-up portraits. His goal of the series, titled "Hanging," was to creatively portray the feeling of anxiety that dominates the daily life of these individuals.

This photographer has a special way of reflecting on the expression of a person in a desperate situation. The angles created by Vicens puts emphasis on that desperation and anxiety as well as the dark and depressing background further showing the mood of these people.

KELSEY MCCLELLAN

Kelsey McClellan draws her inspiration from people she sees out in the world, just going about their business. The way they talk, and walk, and interact with one another while performing routine errands and transactions. Kick-started by the desire to re-create and utilize these small moment she had observed, her idea was to just play around with colour and texture, to create a series of casual, monochromatic 'sets'.

I really like this photographer and her unique idea for photographing food while also combining colour, creating a clear and almost mesmerizing aesthetic. She hasn't limited herself to one colour and instead experiments with all tones and shades, giving her images texture along with shadows and highlights. She uses artificial lighting, keeping the background in the theme of the models clothes and the food they are holding.

IDEA:

I want to experiment with different foods and colours like this photographer and try to connect the colour and food [illegible] parts of the body and what they are doing.

CS Scanned with CamScanner

SHOOT PLAN

SHOOT #: 1

DATE: 28/12/20

THEME: Portrait unusual viewpoints

EQUIPTMENT:
- Coloured backgrounds
- Coloured clothes
- Food
- Possibly use objects (balls, shapes)
- Reflector

LIGHTING:
- I will experiment with both natural and artificial lighting (studio) However, my main focus will be natural lighting.

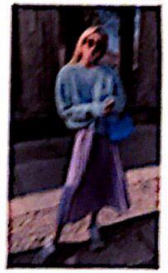
MODELS / WARDROBE:
- Female and male models
- Colour co-ordinated clothes
- Over sized, dramatic clothing.
- Bold colours and possibly some pattern.

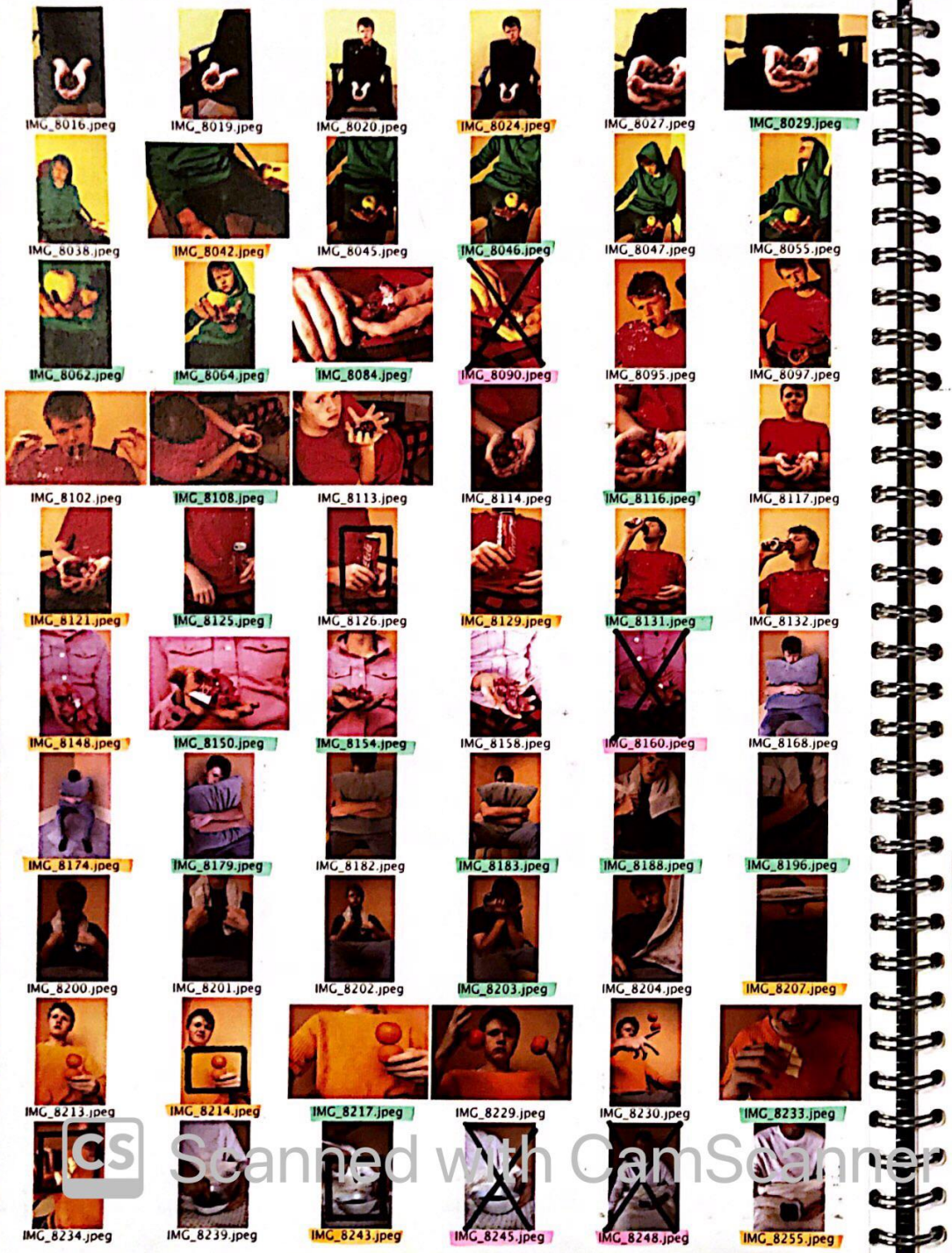
LOCATION:
- Most of my photos will be taken outside with natural lighting.
- Against walls with plain backgrounds, might experiment with landscape / desert backgrounds.

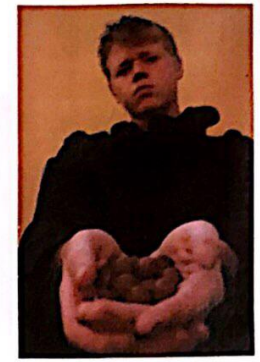
TECHNICAL APPROACH:
- If I am outside taking my photos in the sun, I will need a high shutter speed to allow less light into my camera.
- If I am inside and I am not using a bright light, I will need a low shutter speed.
- A reflector can be used outside to help me with shadows and directing the light.

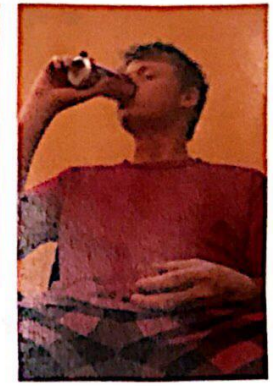
CREATIVE APPROACH:
- My images will be taken from the waist upwards and below the neck.
- The colour of the food will match the colour of the clothes.
- I will experiment with angles, what food is used, where my model is standing / sitting and the parts of the body shown.

INSPIRATION

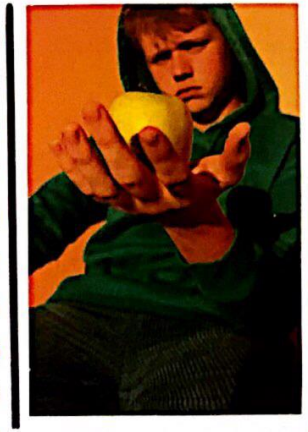


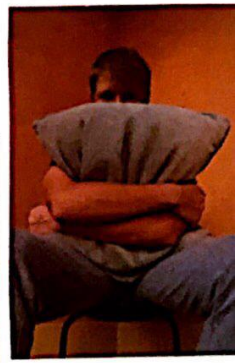






ORIGINALS





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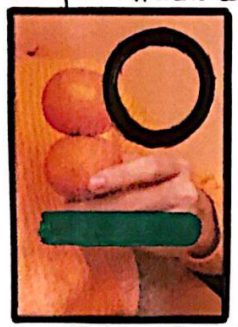
COLOUR ANALYSIS

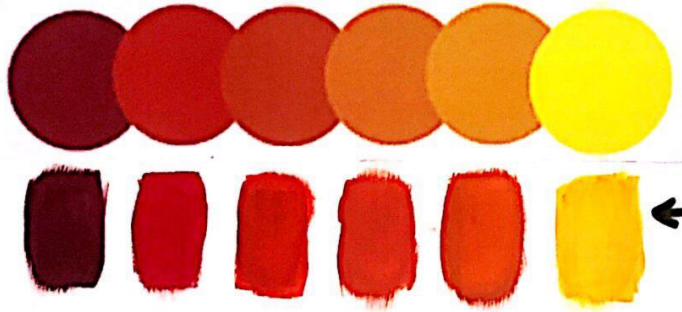
In my photoshoot, I experimented with different colours as well as going further and looking at different tones, shades and lighting I can incoporate into my images.

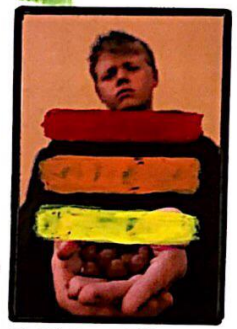


colours used if I did a physical edit

COOL COLOURS

WARM COLOURS





colours used if I did a physical edit

Tertiary Colors

Primary Colors

Secondary Colors

Scanned with CamScanner

MY IMAGES

I really like the quirky and aesthetic look as the objects/ food are similar in shade to the rest of the image (clothes).
I wanted to look at analysing the meaning of colour used for my images and see if there are any links and if not possibly think about that in my next photoshoot.
For example, pink linked to sweetness so I used chocolates.
In terms of my color combinations, instead of making them the same colours I could to opposing colours, like cool and warm (red and blue).

NATURE

POWER

HAPPINESS

JOY

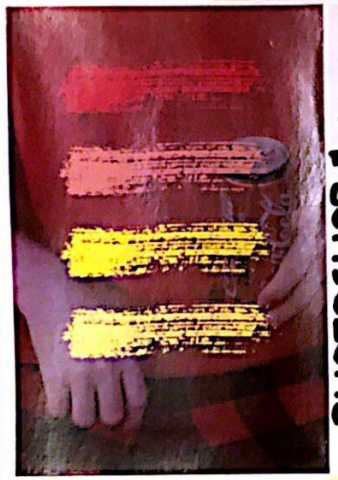
SWEETNESS

EXCITING

STRENGTH

INNOCENCE

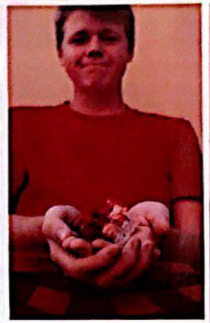
PHOTOSHOP EDITS

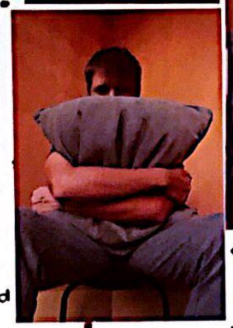


• PHOTOSHOP 1 •

In this edit, I played around with the brightness of the background image and the brush strokes to make those colours pop and stand out.

• PHOTOSHOP 2 •

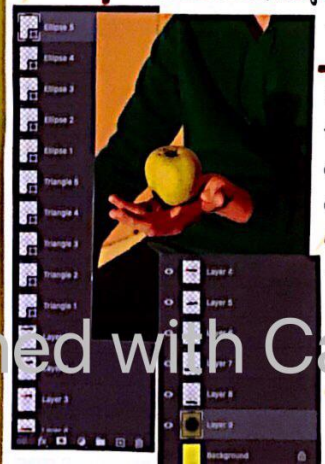




← Images used in my edit

I really like this edit and the way my two images are combined. The two opposing colours compliment each other very well as they are both classic and sophisticated. I could change the saturation / brightness more on one image to make it stand out more.

• PHOTOSHOP 3 •

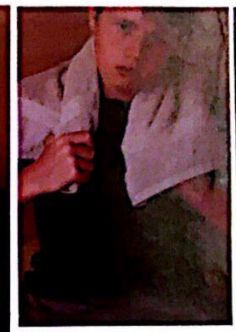


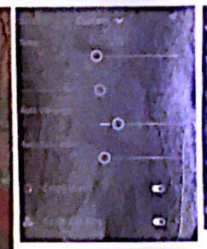
I kept the focus on the center of my image and used green as the main colour in the piece, showing different shades by making the image darker in the middle and progressively lighter [illegible]

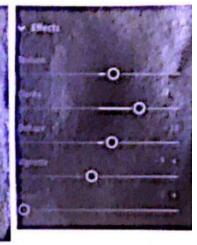
Scanned with CamScanner

LIGHTROOM EDITS

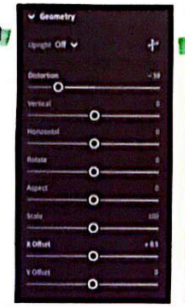
The image I had taken looks under exposed so I increased the exposure as well as the contrast to give the image a warmer and brighter look. I also increased the clarity to bring out the detail in the face and on the towel / clothing.



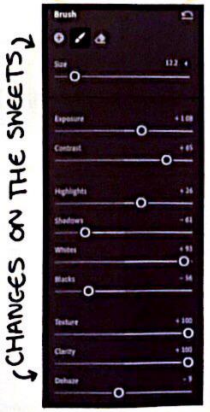


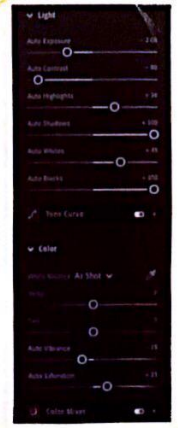


In this image I wanted to put the focus on the sweets in the hand, so I zoomed in on that area and distorted it. I then changed only the look of the sweets using the brush and increased the white areas and the highlights to give them a bright and glowing effect. I changed the contrast to make them a warmer pink and also increased the texture and clarity to get rid of any blur and emphasis the detail.



CHANGES ON THE SWEETS

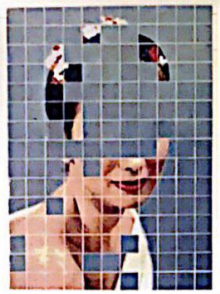


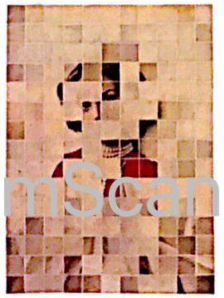


ANTHONY GERACE

Anthony Gerace is a London-based photographer who focuses on the visual history of contempory arts. Gerace's colleges recall the avant-grande movements of the '30s and '40s, and his photograph series American homes. The contents and focus are researched and represented through his aesthetically fulfilling photographs and collages, producing a sort of abstract-figurative art. He began to think of collages in terms of typology, trying to see how pliant a rigid system can become through repetition. He explored using the same technique, doing the same thing over and over again, using different sources. The title of his project is, "There must be more to life than this." began as a way of him trying to approach collages on a more minimal framework based on a figurative image.

I really like this photographers approach to manipulation. It is simple but effective and fits well with his selected photos.

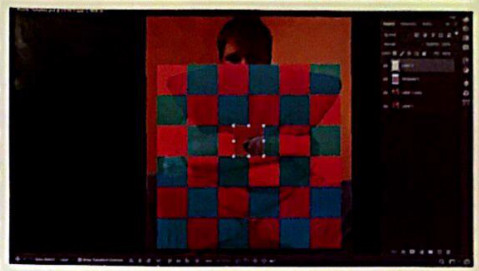


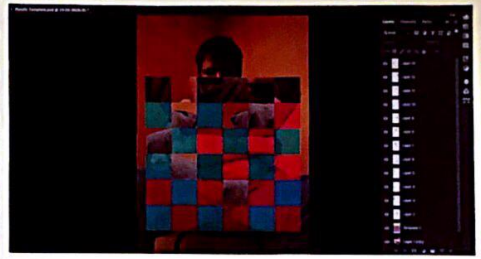


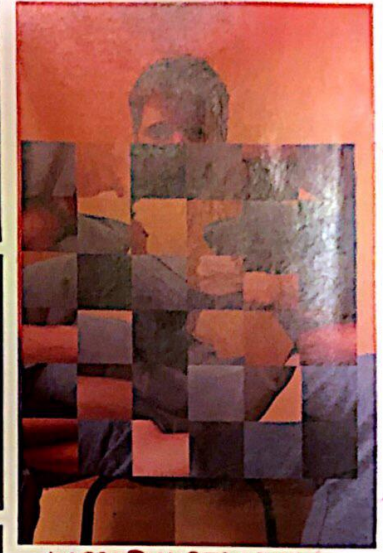
TEMPLATES:

4x4

6x6







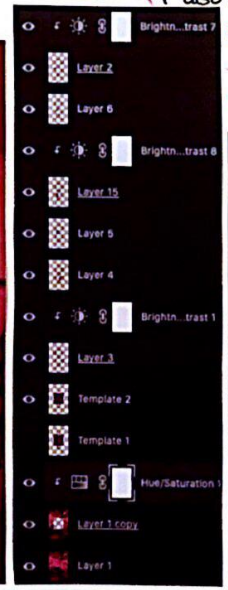
I didn't change much about the lighting in this image because I liked the saturation and the shadows/highlights on the face. I used the 4x6 grid as to show all the different shades against each other.

MANIPULATION 1

I really like this way of manipulating an image, giving it a puzzle like effect. It requires a minimal framework and with my images being focused on the colour combinations and using different shades, this manipulation is perfect to compare them and experiment with highlights/shadows.

I also want to experiment with a full image manipulation instead of just sections and also play around with the individual squares and seperate them.

MANIPULATION 2



In this manipulation I used a 4x4 grid as I only wanted to manipulate a small section. I increased the brightness and contrasts of the images in the grid to make them stand

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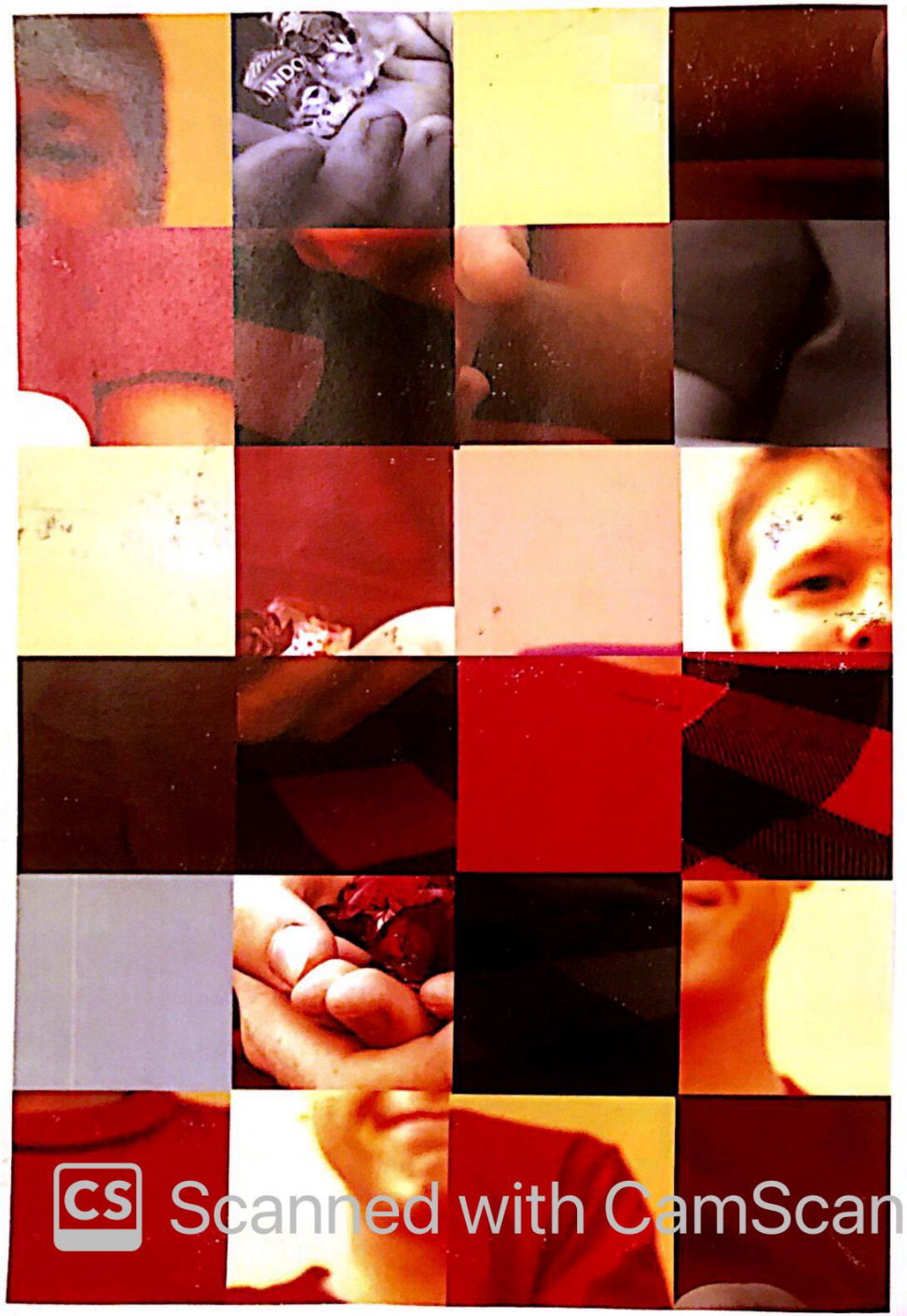

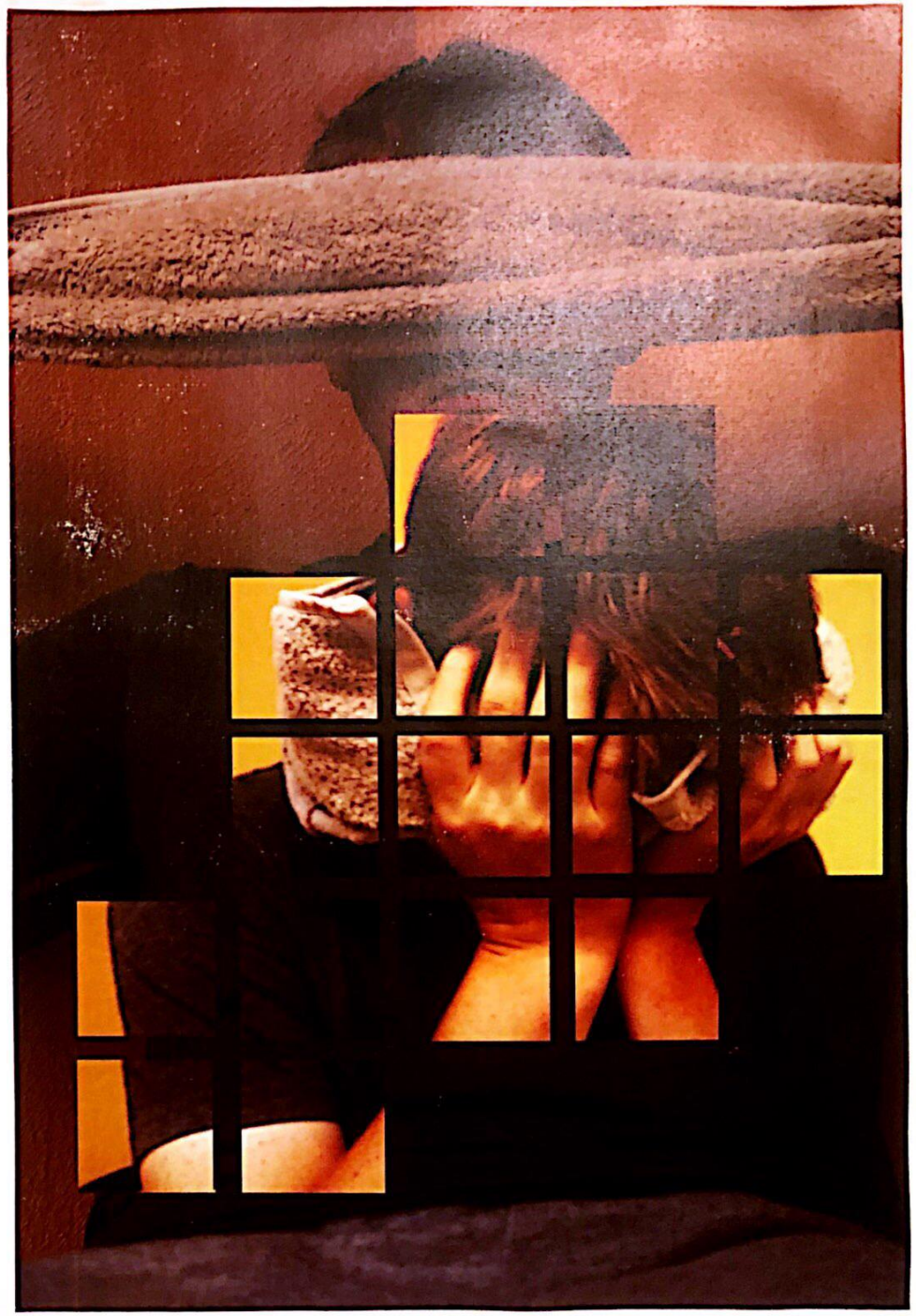

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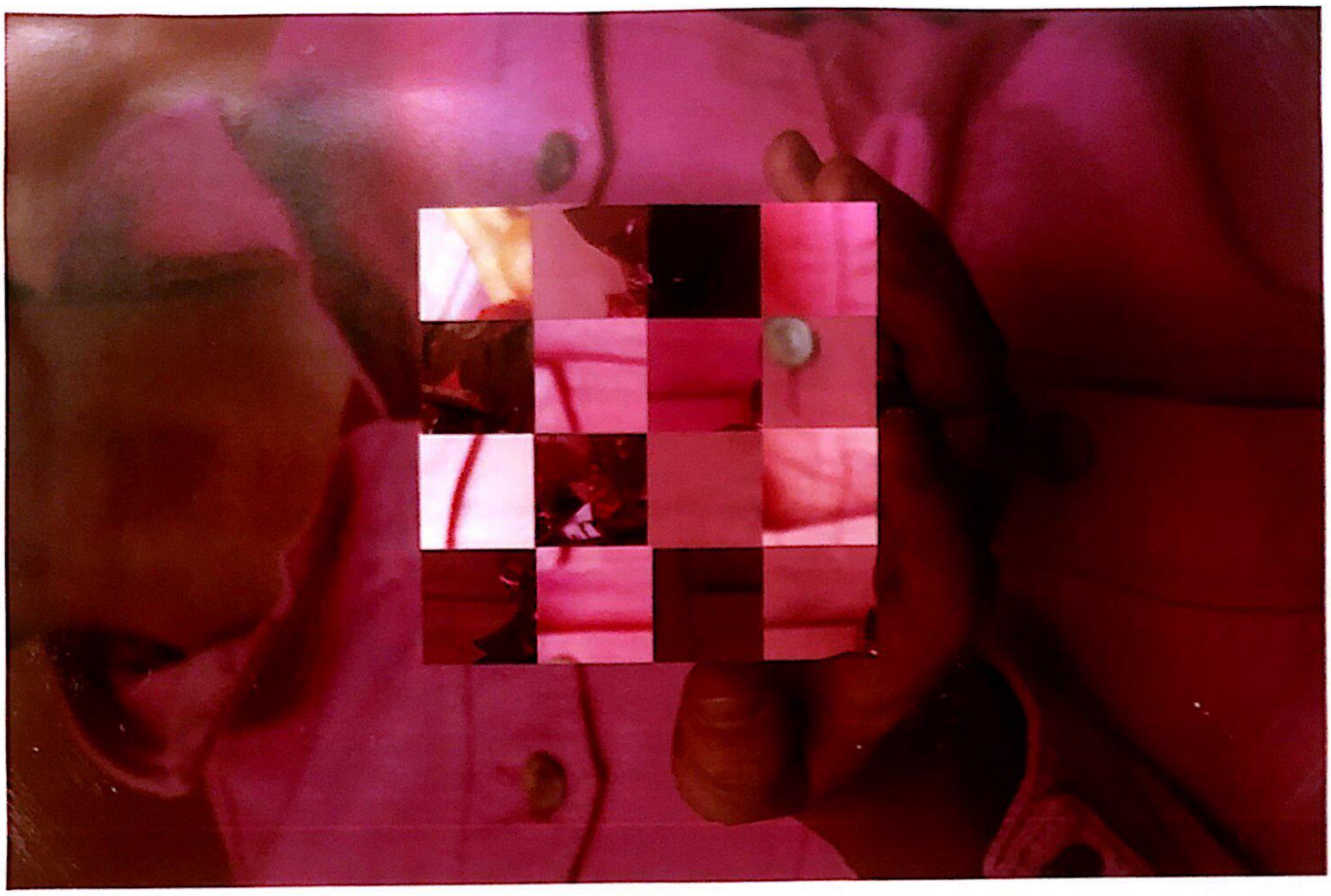

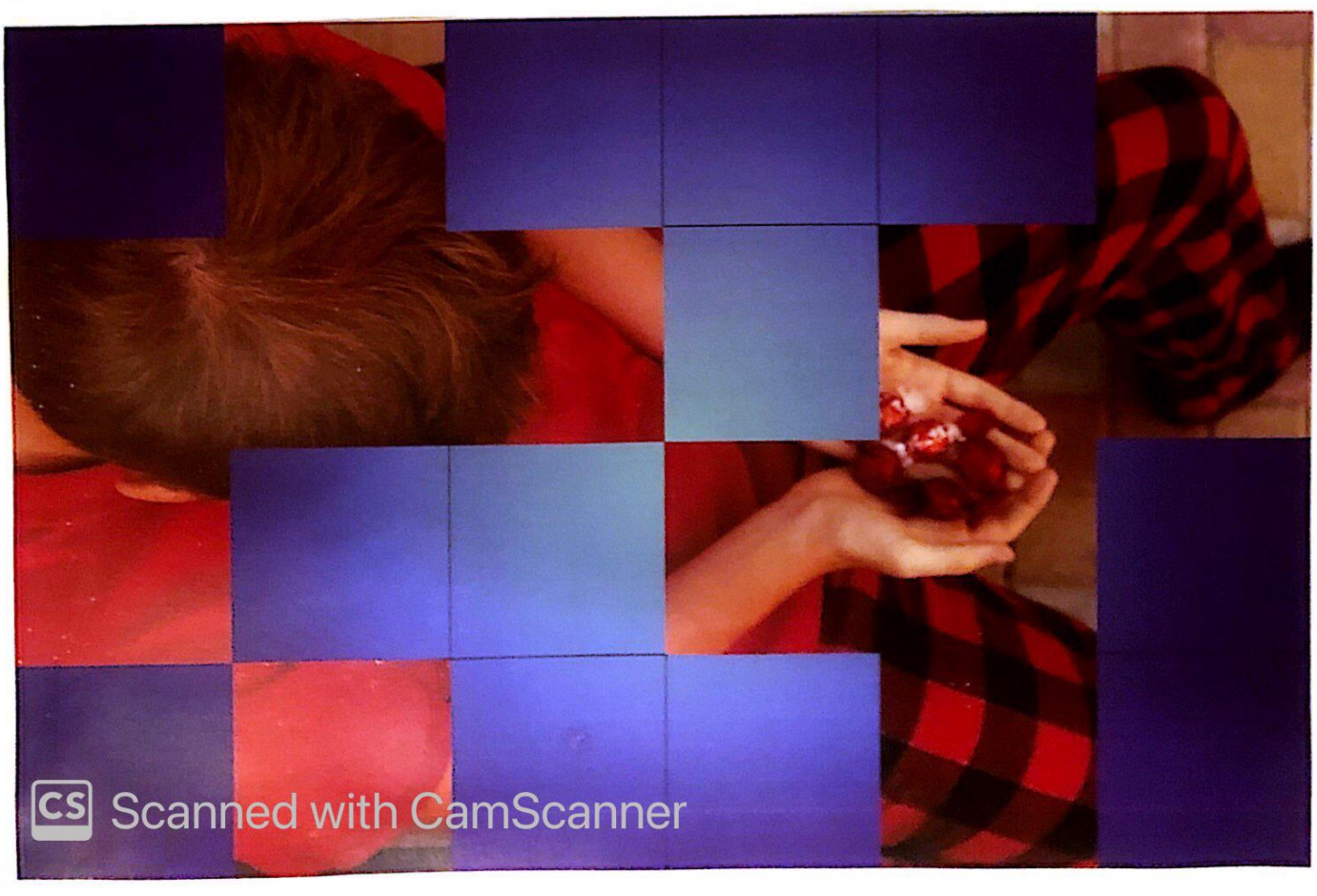

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CLAIRE LUXTON

Claire Luxton is a british contempory multidisciplinary artist who exhibits internationally. She works with photography, painting, poetry and installation. Claire is drawn to the concept of the truth and how people weave beautiful lies around their lives. In her work she presents femininity, vunerability, luring the viewer with intrigue and uncertainty. It draws on both the modern anxiety of society and the environment; each piece of her work becoming an exploration of isolation, desire and uncertainty. She taps into parts of the world and herself that nobody sees.

I like how this artist uses different materials / props in her images, e.g. flowers, match sticks, plasters. She uses natural settings / people presenting minimalist pieces of work but also shows creativity and uniqueness within the details.

KIRSTEN HATGI SINK

Kirsten Hatgi Sink is a visual artist and photographer, working in digital, film and sculpture. Kirsten loves beautiful minds, faces, bodies and often shows these of in her pictures by covering them with flowers and glitter. She combined two of the biggest art genres/ portraits and floral still lives. The series 'flower face' meshes together the two genres to create a very unique and beautiful images which can sometimes be disturbing. To prepare for her images, she arranges her flowers by gluing, pinning and tying them around her subjects.

I really like this artist and her creative, chaotic approach to presenting flowers and beauty on her subjects. In her images she keeps the same combination on each. For example, purple and blue or yellow and orange. Showing interesting ways of presenting colour, keeping it very natural looking in some images and in others creating a fantasy, magical feel.

SHOOT PLAN

SHOOT #: 2 | DATE: /01/2021 | THEME: unusual viewpoints

EQUIPTMENT:
- Coloured flowers / objects
- coloured clothes
- Reflector

LIGHTING:
- Natural lighting

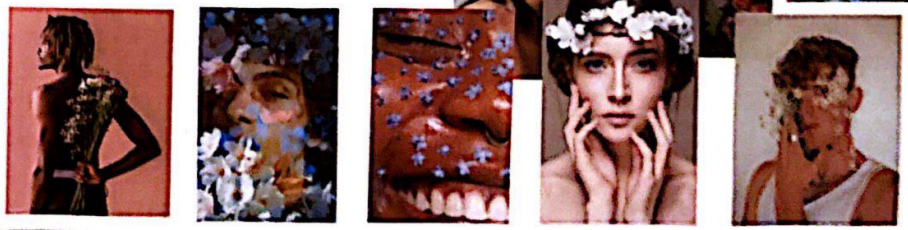
MODELS/WARDROBE:
- Female and male models
- Coloured clothes
- Bold colours
- Flowers
- Hats
- Socks
- Bags

LOCATION:
- Most of my photos will be taken outside
- I want natural lighting so under the sun / midday will be best for my photos.

TECHNICAL APPROACH:
- If I am in a bright light I will need to use a high shutter speed to allow less light into the camera.
- I will need a reflector incase I need help directing the light onto certain parts of the body, creating shadows.

CREATIVE APPROACH:
- I will be focusing on different parts of the body rather than the figure as a whole (legs / face / hands)
- I will try to keep warm / cool colours together but I will experience with opposing colours.

INSPIRATION:



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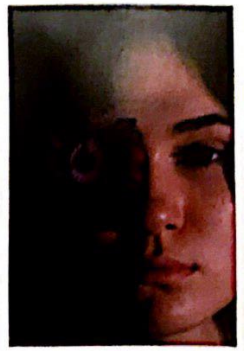
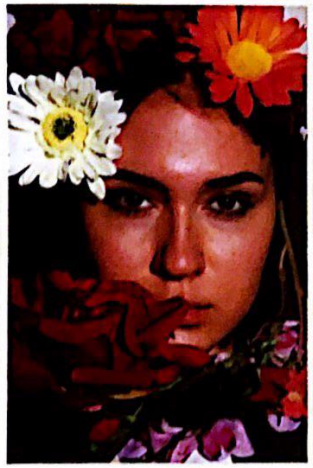
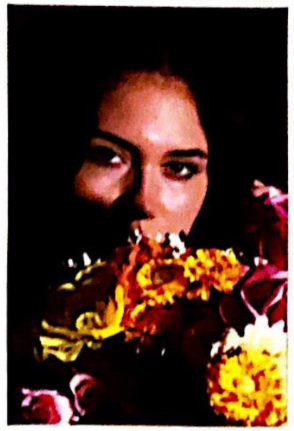
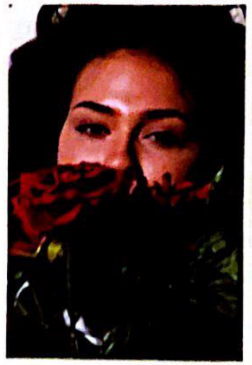


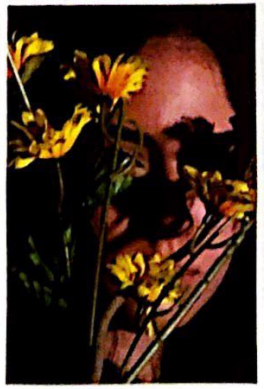
ORIGINALS

(Studio shoot)

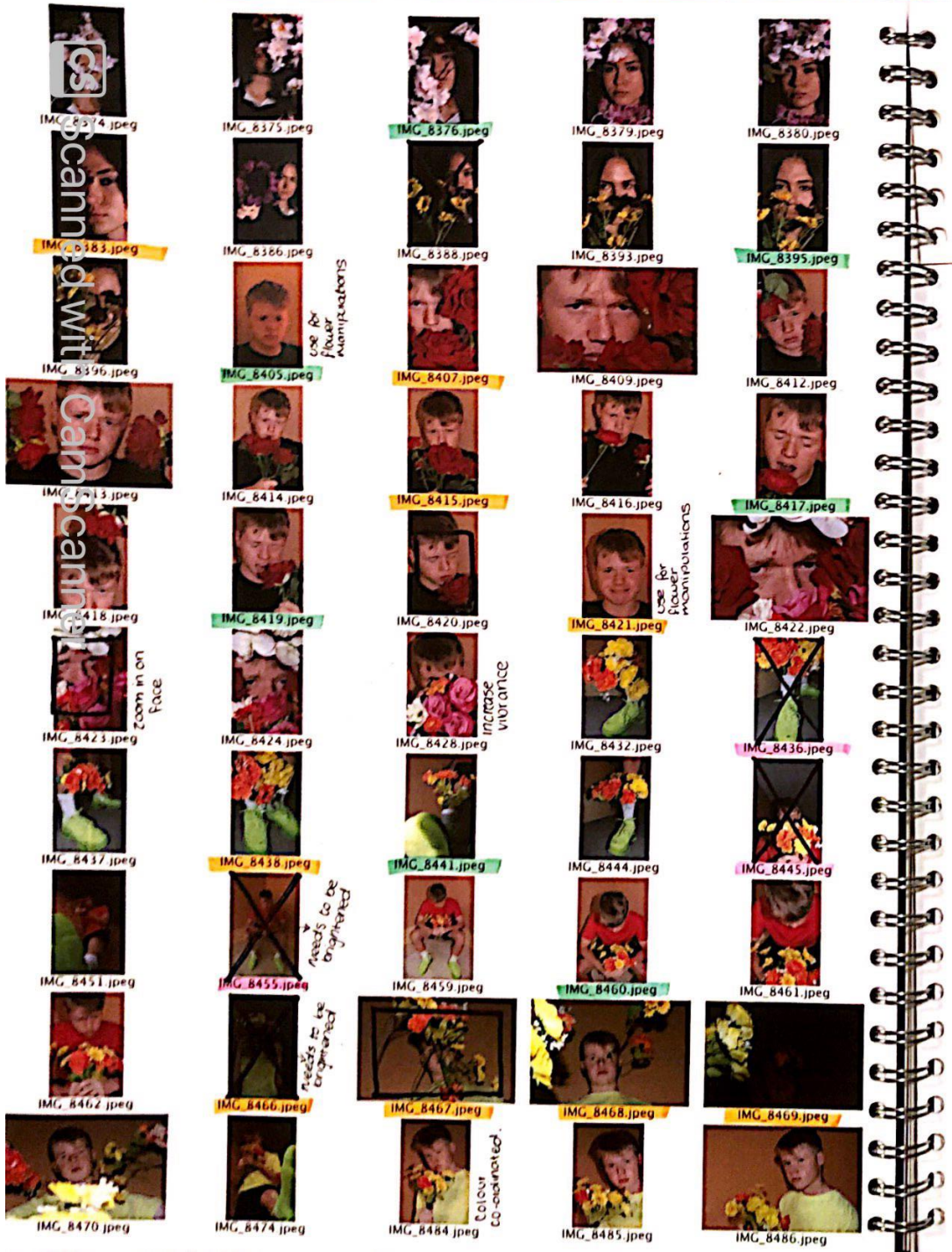






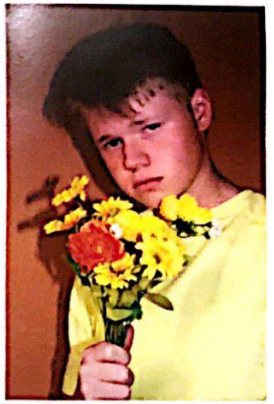


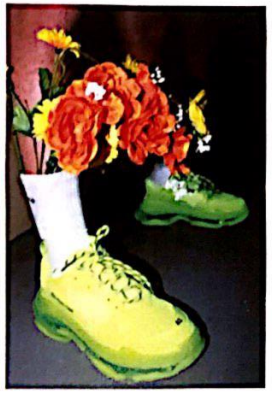
Scanned with CamScanner

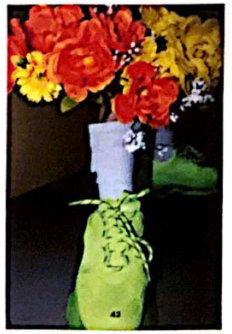


ORIGINAL

(Natural Shoot)







Continuation of my Studio Photoshoot

Scanned with CamScanner

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IMG_8396.jpeg
IMG_8405.jpeg
use for flower manipulations
IMG_8407.jpeg
IMG_8409.jpeg
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IMG_8413.jpeg
IMG_8414.jpeg
IMG_8415.jpeg
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IMG_8417.jpeg
IMG_8418.jpeg
IMG_8419.jpeg
IMG_8420.jpeg
IMG_8421.jpeg
use for flower manipulations
IMG_8422.jpeg
IMG_8423.jpeg
zoom in on face
IMG_8424.jpeg
IMG_8428.jpeg
increase vibrance
IMG_8432.jpeg
IMG_8436.jpeg
IMG_8437.jpeg
IMG_8438.jpeg
IMG_8441.jpeg
IMG_8444.jpeg
IMG_8445.jpeg
IMG_8451.jpeg
IMG_8455.jpeg
needs to be brightened
IMG_8459.jpeg
IMG_8460.jpeg
IMG_8461.jpeg
IMG_8462.jpeg
IMG_8466.jpeg
needs to be brightened
IMG_8467.jpeg
IMG_8468.jpeg
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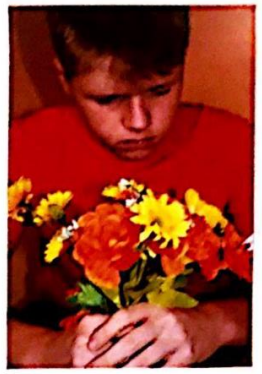
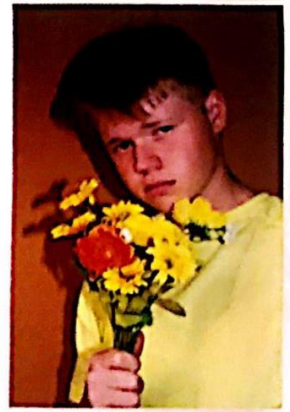
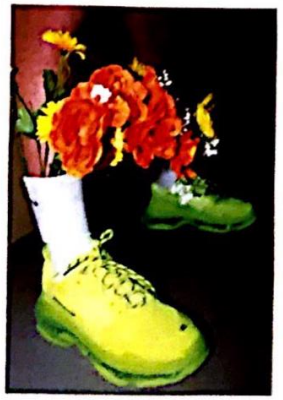
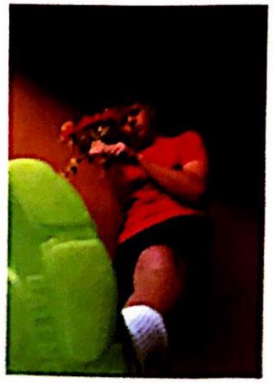
colour co-ordinated.
IMG_8485.jpeg
IMG_8486.jpeg

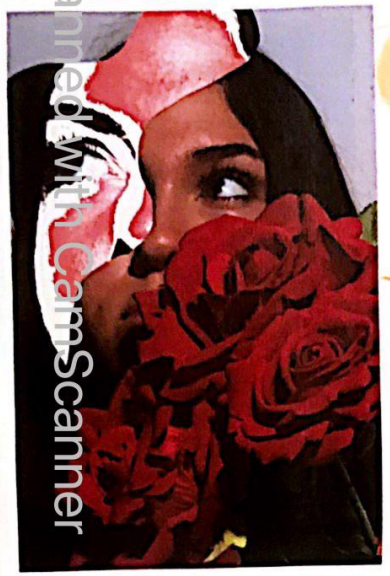


ORIGINAL (Natural Shoot)

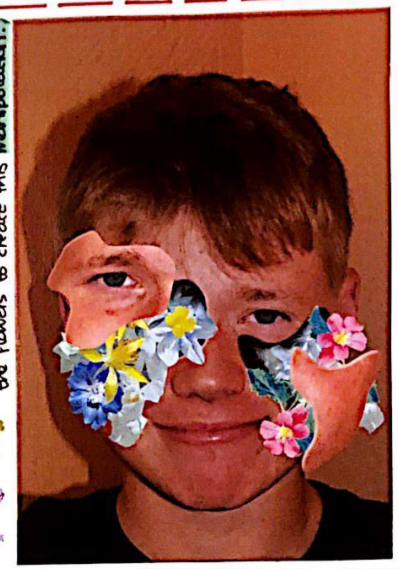




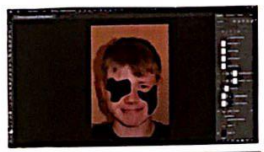
PHOTOSHOP EDITS

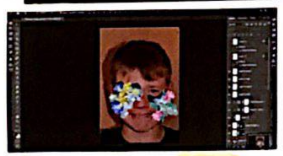
Scanned with CamScanner

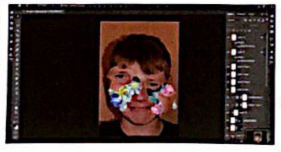


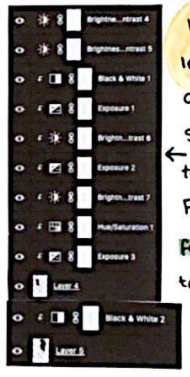
I took a basic portrait from my photoshoot and tried to stick with my theme of flowers and colours. I used both cool and warm colours for the flowers to create this manipulation.











In the two manipulations on the left, I brightened up the images and increased the saturation slightly on both, to give more color to the roses at the front.

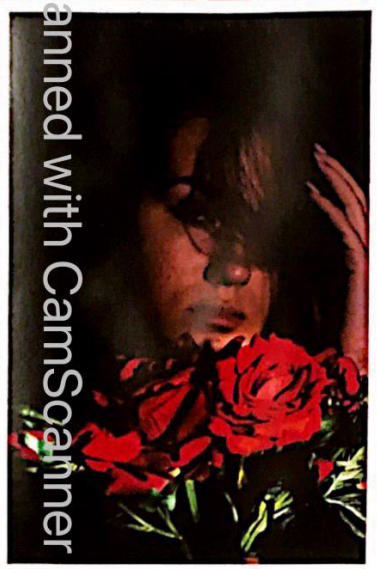
For parts of both images, their features were cut out and overlapped to create a collage like image.

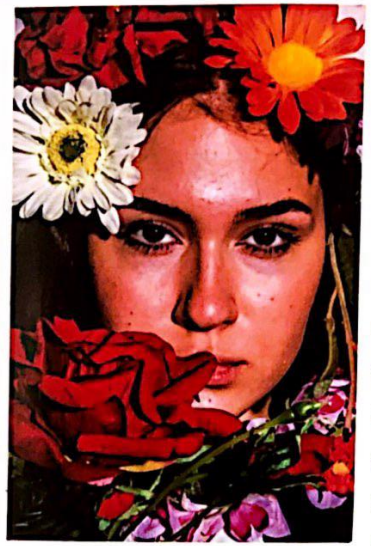
Top = inverted

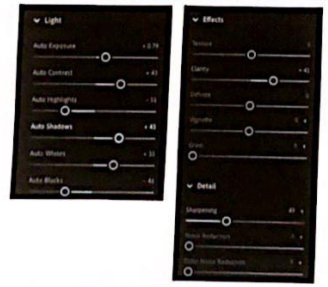
Bottom = Black and white

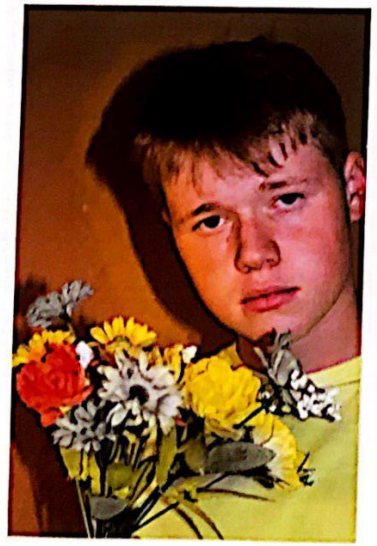
LIGHTROOM EDITS

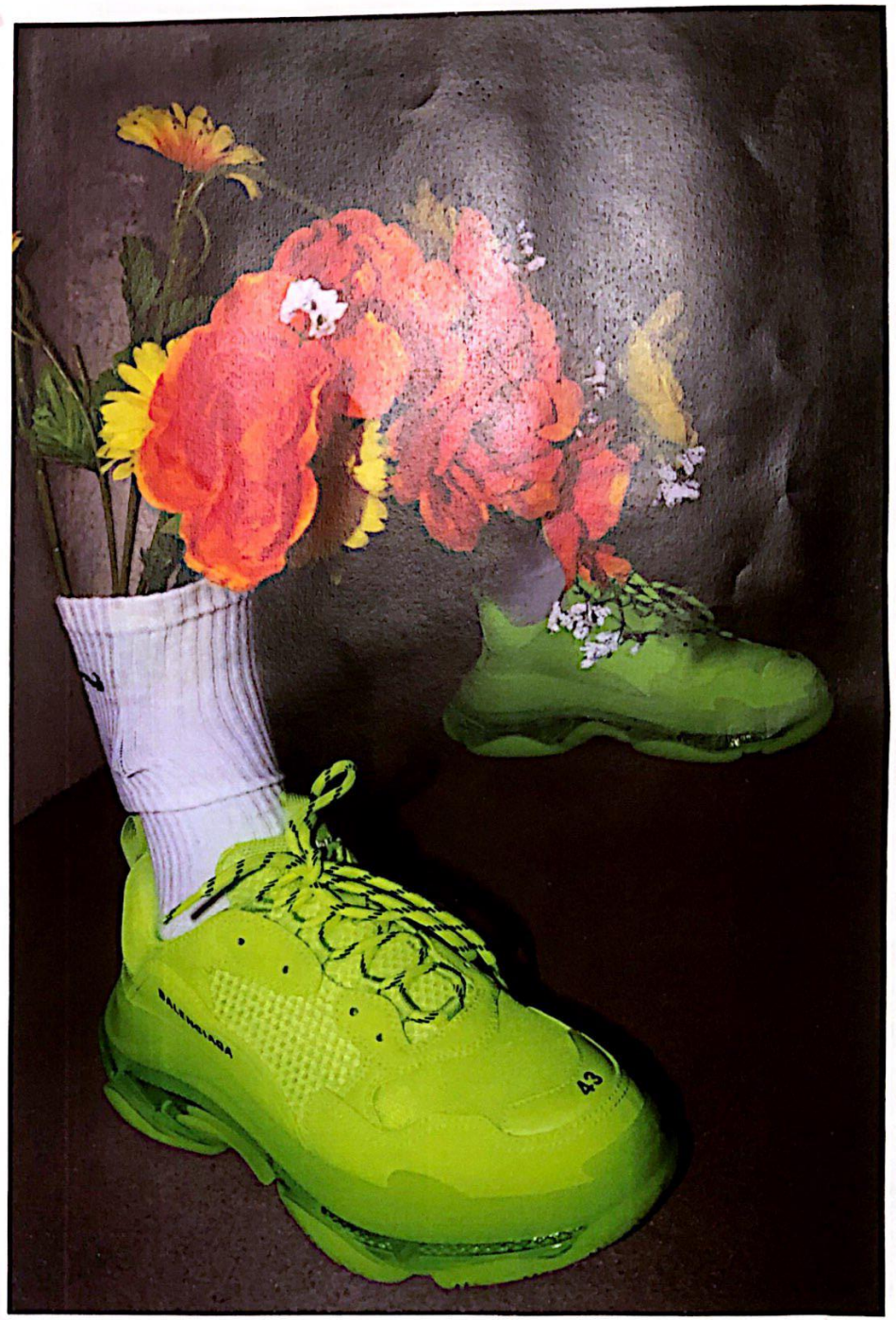
Scanned with CamScanner



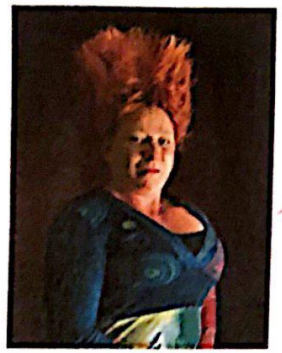




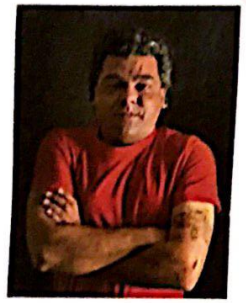


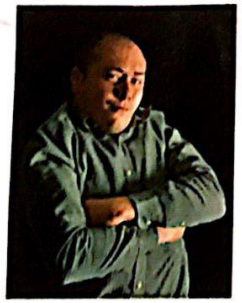


MARC VICENS



The Spanish photographer, Marc Vicens, wanted to capture the stress and pain of the ongoing economic crisis. He found a group of unemployed people and asked them if they would take part in his project and hang upside-down for right-side-up portraits. His project, a collection of portraits, was named, "Hanging - The faces of unemployment". Vicens has a special and creative way of looking at unemployment and has tried to reflect the "new expression" that occurs when someone is in this desperate situation.





ANALYSIS:

I love Marc Vicens way of adding humor to a stressful and depressing situation. He recognises the unemployed and puts emphasis on their desperation and anxiety. The upside-down concept is different and I like how the facial expressions, along with the dark, depressing background further emphasises the mood of these people.

- When I take my photoshoot, I will experiment with different coloured backgrounds and different lightings (Natural / Studio).

SHOOT PLAN

SHOOT #: 3	DATE: 21/02/2021	THEME: unusual Viewpoints

EQUIPTMENT:
- coloured clothes
- camera
- Reflector

LIGHTING:
- Natural lighting

MODELS/WARDROBE:
- Female or male model
- coloured clothes
- coloured make-up (possibly)

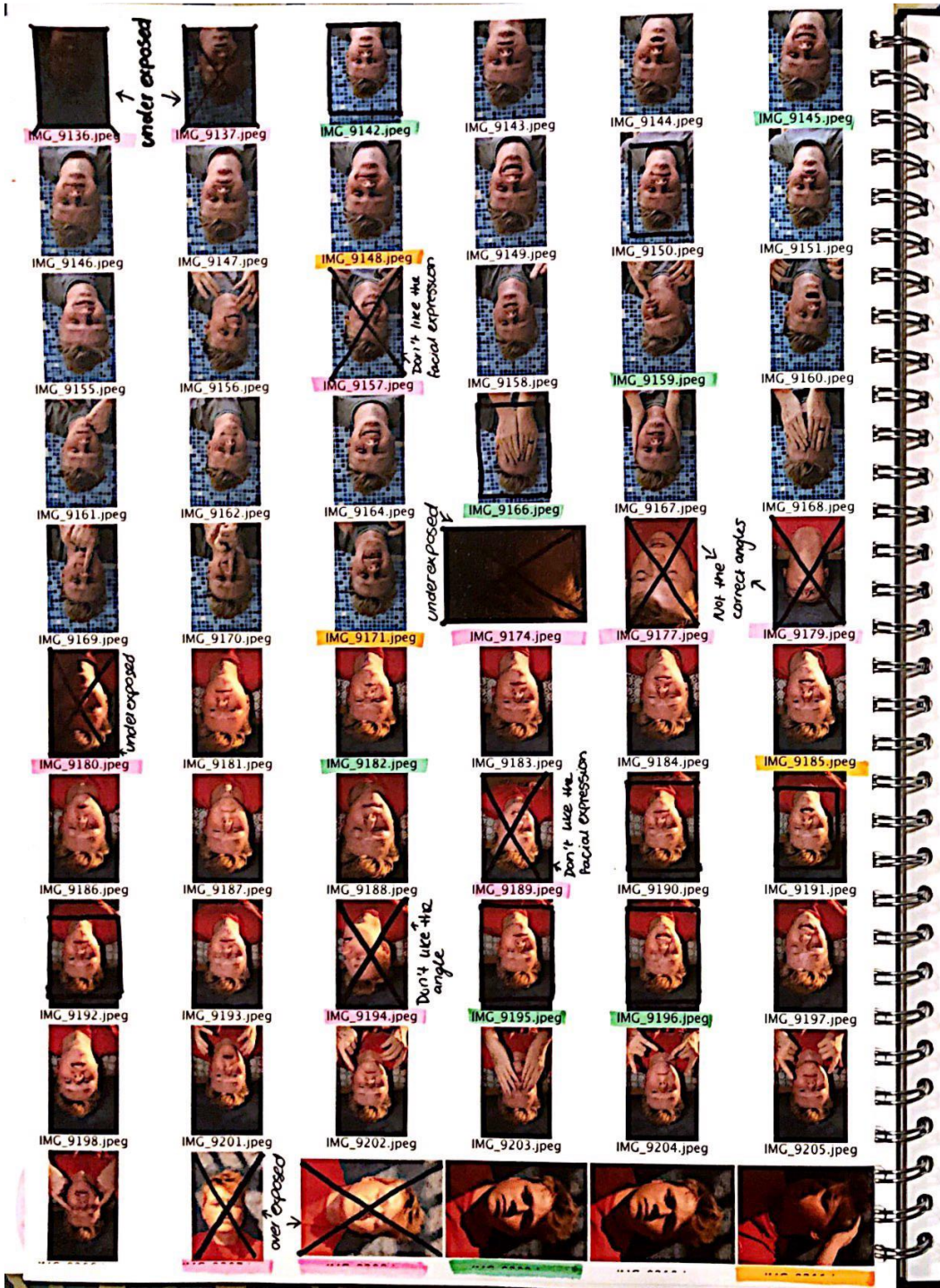
LOCATION:
- outside location
- somewhere with plain/pattern backgrounds

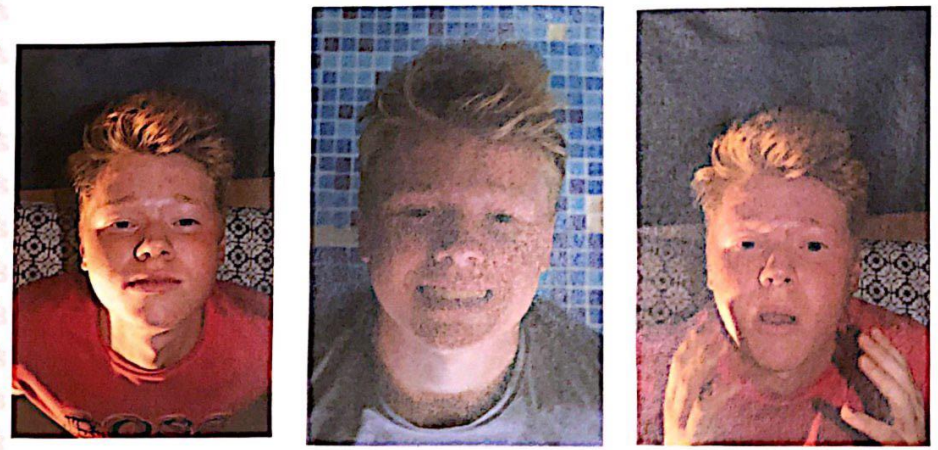
TECHNICAL APPROACH:

CREATIVE APPROACH:
- My focus will be on the head and will involve my model hanging upside-down for a right-side-up portrait.
- I will capture different expressions and experiment with different coloured/pattern backgrounds.

INSPIRATION:

Scanned with CamScanner





— ORIGINALS —

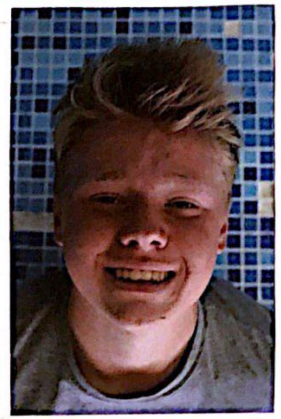
Scanned with CamScanner

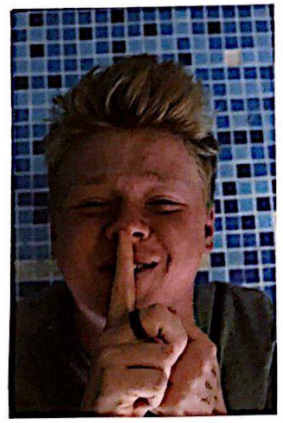
EVALUATION

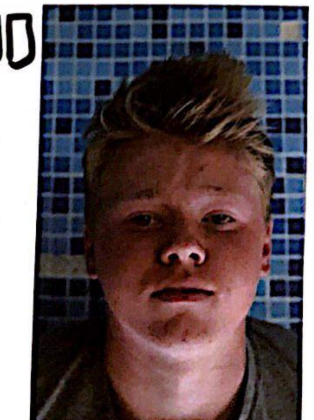
This photoshoot was not my favourite and did not come out the way I wanted it to. I felt I had no effective shadows or highlights on my model, making my lighting appear very basic and the photo coming out dimmer than I would have liked. This shoot would have been more effective, done in a studio with correct studio lighting. This way, I could have directed my light and changed the mood of the image.

As I used a male as my model, I did not get the same effect with the hair as I would if I used a long haired, female. Although there is a slight lift in the hair, I wanted the chos and flow of long hair to represent the feelings of distress and uncertainty.

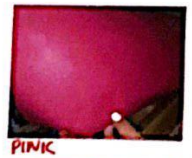
However, I did like the background of the images (different tones of blue) but unfortunately, my lighting did not reflect the true brightness of the colors. I like the contrast between the dark blues and my model, a blonde light skin male. This colour combinations is something I will consider when re-doing this shoot.







POSSIBLE BACKGROUND


PINK

GREEN

WHITE

BLACK

YELLOW

BLUE

SHOOT PLAN

SHOOT #: 4 | DATE: 24/02/2021 | THEME: unusual viewpoints

EQUIPTMENT:
- camera
- camera stand / trigger
- studio
- Backgrounds

LIGHTING:
- Studio lighting
- ring light

MODELS/WARDROBE:
- female model
- long hair
- Plain clothing / colour

LOCATION:
- The studio

TECHNICAL APPROACH:
- I will be experimenting with studio lighting
- I will need a high shutter speed
- I might need a reflector to direct or soften the light.
- I will use studio lighting (ring light possibly)

CREATIVE APPROACH:
- In this photoshoot, I will use Plain coloured backgrounds
- My model will need long hair so it can hang / be flipped.
- I will need different but natural facial expressions on my model.

INSPIRATION:

Scanned with CamScanner

G_8670.jpeg MG_8671.jpeg MG_8674.jpeg MG_8675.jpeg MG_8679.jpeg MG_8680.jpeg MG_8681.jpeg MG_8682.jpeg MG_8683.jpeg MG_8684.jp
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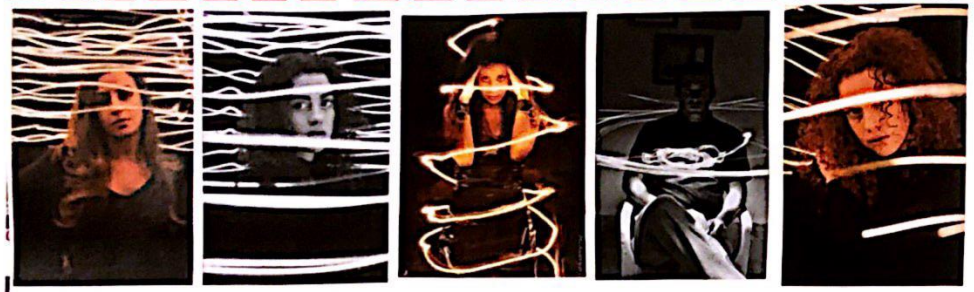
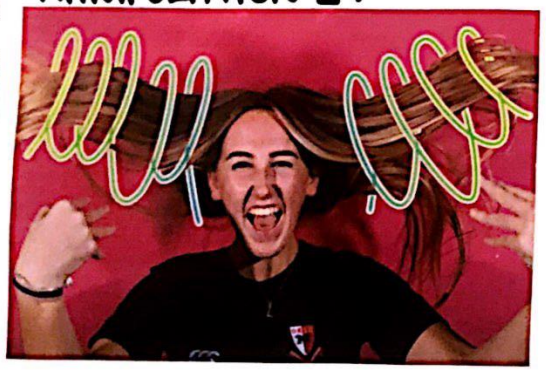
under exposed
shadows

-ORIGINALS-

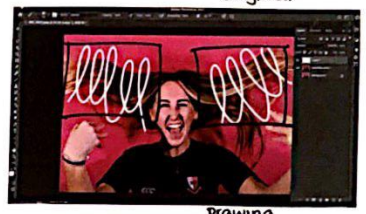
STYLE: LIGHT TRAIL



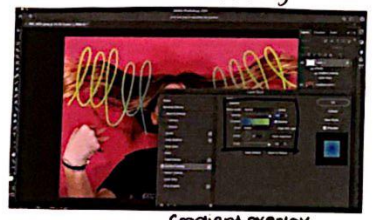
MANIPULATION 1:



original



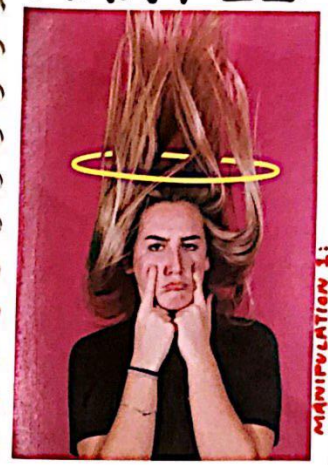
Drawing



Gradient overlay

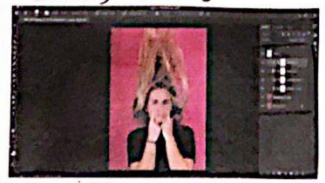
outer glow

MANIPULATION: *digital* TRIAL AND ERROR



MANIPULATION 1:

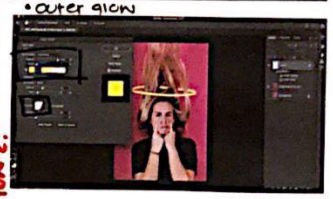
- Editing my image



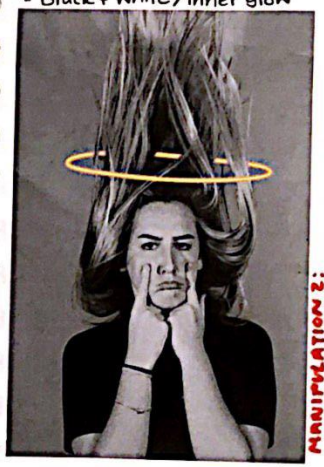
- Drawing

- Colour overlay

- outer glow

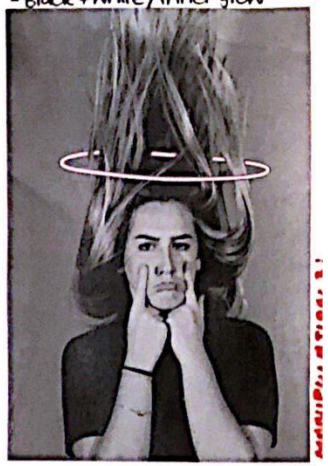


- Black + White / inner glow

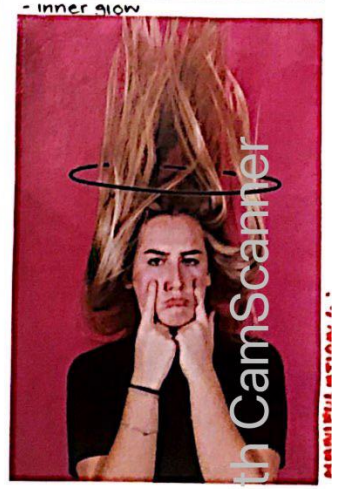


MANIPULATION 2:

- Black + White / inner glow

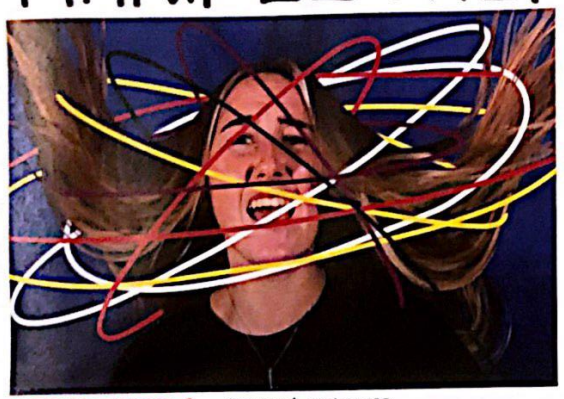


- inner glow

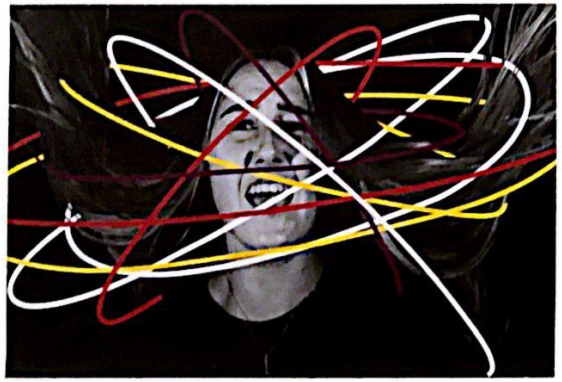


Scanned with CamScanner

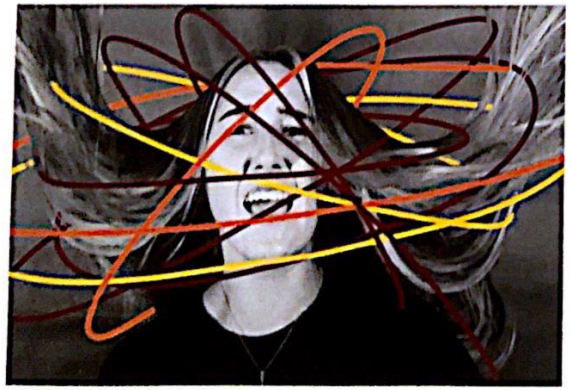
MANIPULATION: digital TRIAL AND ERROR



MANIPULATION 1: Mixed colours

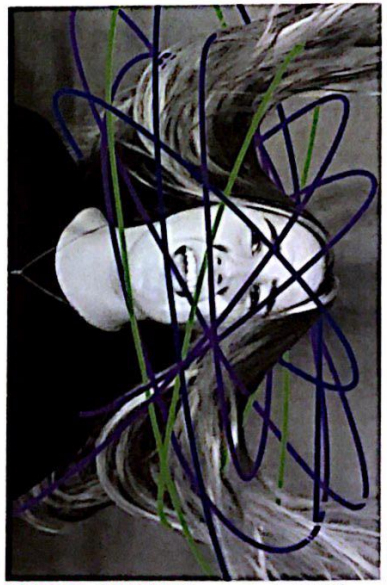


MANIPULATION 2: Mixed colours



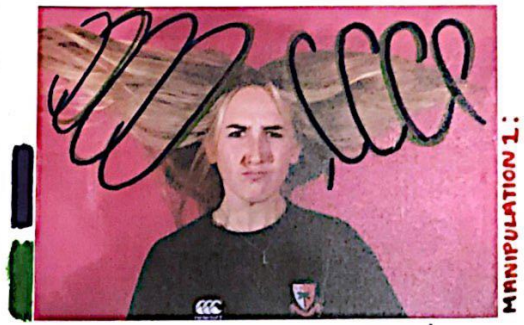
MANIPULATION 3: Warm colours

MANIPULATION 4: Black + White



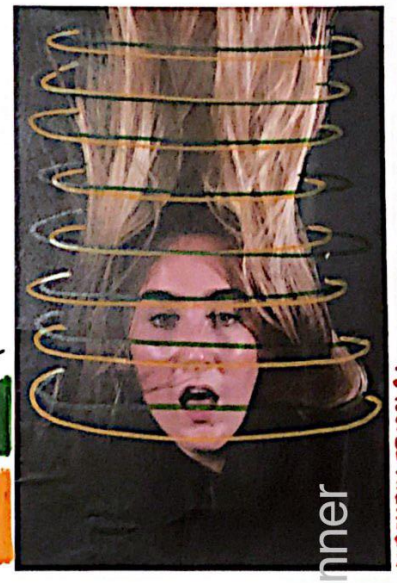
MANIPULATION: 5 cool colours

PHYSICAL EDIT

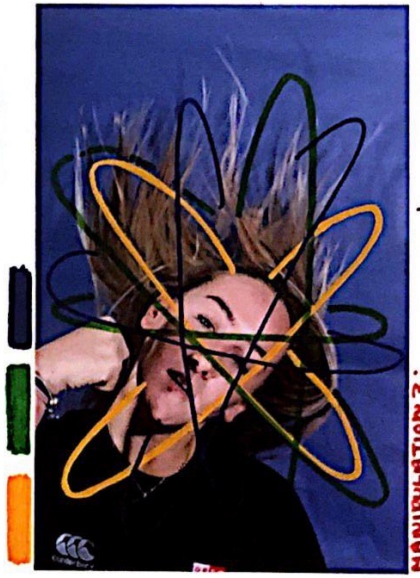


MANIPULATION 1:

I tried to create a physical edit that relates to my chosen style, light trail. These two images did not come out as I would have liked. I experimented with different forms of line to see which is more effective, as well as try different colours to see which works best with the different backgrounds.

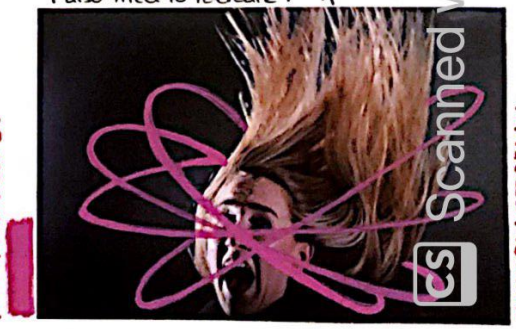


MANIPULATION 2:



MANIPULATION 3:

These two edits are my favourite physical edits and are similar to the digital manipulations on the previous page. I really like how the pink stands out against the black background and the design itself, emphasises the anxiety and distress my photographer Marc Vicens tries to show that I also tried to re-create.



MANIPULATION 4:

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DIGITAL EDIT : 1

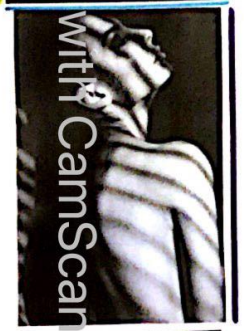
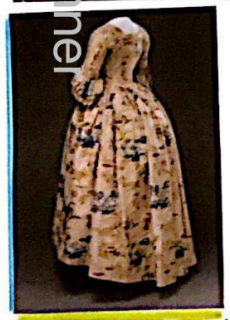
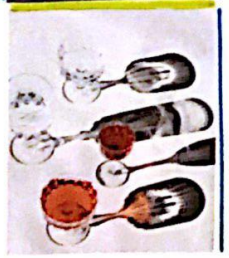
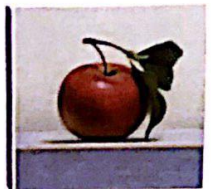
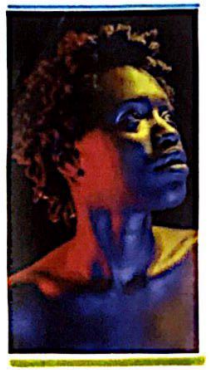
DIGITAL EDIT : 2

Scanned with CamScanner

FANTASY
LIGHT
STILL LIFE
HUMAN FIGURE
EXIT
Scanned with CamScanner

RANKIN
MARGARITA KAREVA
KATERINA PLOTNIKOVA
GRACE ALMERA
JENNY VAN SOMMERS
SHIHYA KOWATAKI
HENRY HARGREAVES
STEPHANIE GOWOT
PATRICK ROCHON
MAYER GEORGE
SOLVE SUNDSBO
MEG COWELL
LINDSAY ADLER
KEN BROWAR DEBORAH OKY
ALEXANDER YAKOVIEV
RICHARD AVEDON

INITIAL IDEAS

-IDEA 1-

I could explore the shadows and highlights that can be created by experimenting with light on my model/object. This could be natural or artificial lighting. Experimenting with these will add further detail to my images and allow me to focus on certain areas.

-IDEA 2-

I can experiment with the human figure to create images showing movement and emotion. The human figure could also be a way for me to present clothes and create images with a ghost like figure in an unusual setting.

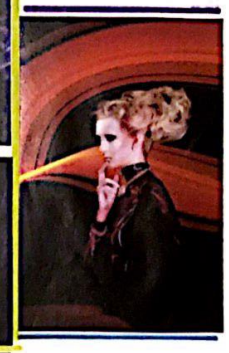
-IDEA 3-

Through exploring the theme of still life, I could create different viewpoints of food/objects, and looking into positioning and advertisment as well as colour to inspire me for my photoshoot.

ARTIST LINK

PATRICK ROCHON

I like the way this artist uses light trail to create shapes/patterns across his subjects. He experiments with different colours as well as different technology to be the source for his light.



MEG COWELL

This artist has an interesting take on the human figure as she creates a ghost like figure through the use of a dress submerged in water. The motion of the dress is emphasized by the water and helps utilize the space.

HENRY HARGREAVES

I like how creative this artist is in terms of presentation and colour. These images of still life, have a plain background with a series of similar food as the focus of the piece. The positioning allows the detail to come through and utilizes space.

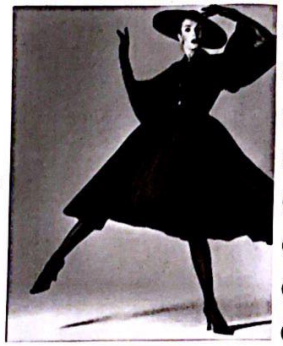
Scanned with CamScanner

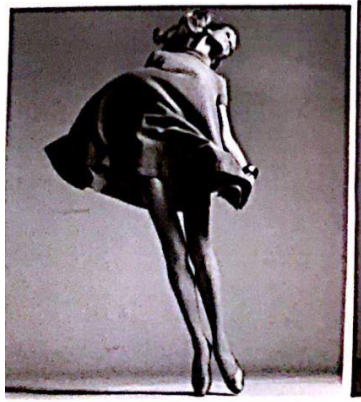
RICHARD AVEDON

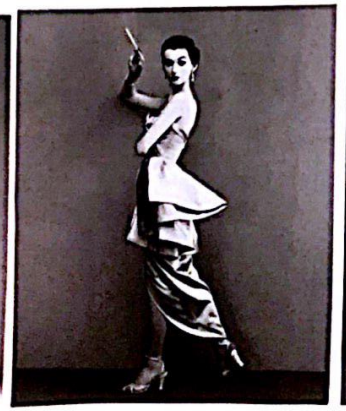
Richard Avedon is an American fashion and portrait photographer who reinvented fashion photography by creating dynamic images of women in motion. He extravagantly staged his photo shoots and captured moments when women felt most beautiful. The projects he worked on focused on producing images of fashion, movement and dance, helping to define Americas style, beauty and culture.

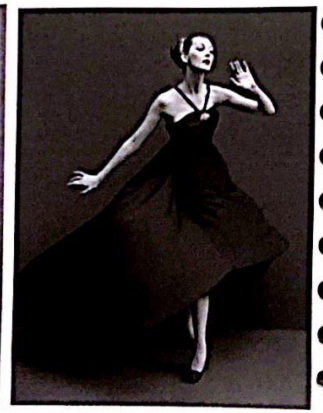
He didn't follow the standard technique of taking photos, where models stood emotionless and seemingly indifferent to the camera. Instead, he showed models full of emotion, smiling, laughing as well as in action in outdoor settings. However, towards the end of the 1950s he became dissatisfied with daylight photography and open air locations and so turned to studio photography using strobe photography. He has always been interested in how portraiture captures the personality of the models so he experimented with this a lot with many famous people, such as Marilyn Monroe.

I am going to link to the artist by keeping a minamilistic style but also focusing on positioning and clothing to help shape my model to show their movement. Richard Avedon puts his model in a range of different clothing so that his experiment with personality and emotion can be seen. This also helps exaggerate their movement and emphasizes their expressions. The images are kept in black and white, using only the lighting to show light and dark tones, focusing on certain points of the model. I will experiment mainly with studio lighting to create focus points, keeping the background plain and smooth.

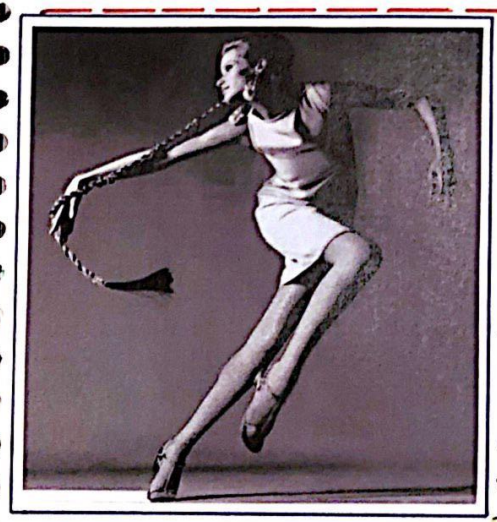








ANALYSIS!



This photograph was taken by Richard Avedon and was constructed in 1967. The model was wearing a plain black dress with black fishnets and it was her first shoot with this photographer, she was only 17!

TEXTURE :

The background texture of this image appears smooth but the main area of texture in this image is created through the ruffling and creased lines on the dress, which is mainly shown where the model is moving her body. Texture is also shown in the hair as we see pieces of it falling out of place removing the smooth look to the hairstyle.

LINE / SHAPE :

The model is using her body to create an unusual shape, as it looks like her legs are running one way but she has turned her body to extend and face the other way. One of her arms is extended, holding her hair extension, to utilize the space and appear bigger.

SPACE :

In this image, the space is very open, so there is more room to be utilized by the model, allowing her to exaggerate the movement created.

LIGHT :

The photographer uses studio lighting to create this piece, creating shadows and highlights. The harsh lighting emphasises the lines and texture where the model is turning her body. It is a monochrome image with a range of tones from very light to very dark on the sides of the body.

COMPOSITION :

The composition of this image is made up of movement as the model turns her body. As a viewer we seem to be eye level with the models hips, suggesting the photographer is crouched or sitting. This allows for the models pose to become more angular and exaggerated.

Scanned with CamScanner

SHOOT PLAN

SHOOT #: 1 | **DATE:** 26/04/21 | **THEME:** The Human figure

EQUIPTMENT:
- Camera
- Plain/smooth background
-

LIGHTING:
- I will be focusing on studio lighting.
-

MODELS/WARDROBE:
- Female model
- Dress
- Hat
- Coloured/fun shoes

LOCATION:
- My location will be a studio
- I will be using plain background, possibly experiment with colour but mainly white.

TECHNICAL APPROACH:

CREATIVE APPROACH:
- I will take both full body and close up images
- My model will be in a range of different and unusual poses.
- I will experiment with my angles and what my model is wearing.

INSPIRATION

Scanned with CamScanner

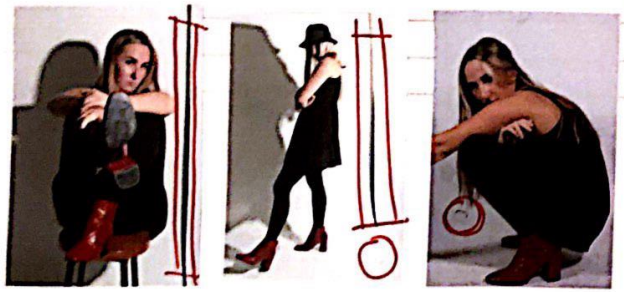
ORIGINALS

EVALUATION

Overall, I am happy with the way my photoshoot has turned out as I managed to replicate similar movements and poses as the photographer, Richard Avedon, who inspired this shoot.

I will experiment with different ways of editing my lighting, for example increasing the exposure and changing the colour, to see if it will effect my image. I will have to edit the background of my images as there are areas that showed a dirty floor and areas with ripped places ruining the aesthetic of that smooth background.

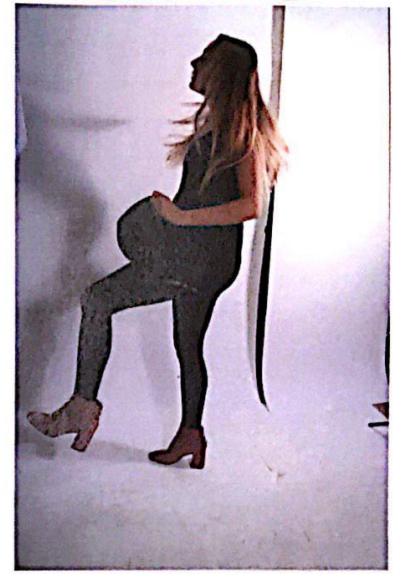
However, I did follow Richard Avedon by keeping my background plain and simple as well as using similar clothing, plain black dress, to one of the models he used in his photoshoots



Scanned with CamScanner

~~edit~~ EDIT 2 ~~two~~

~~edit~~ EDIT 3 ~~three~~



~~edit~~ EDIT 1 ~~one~~

IMAGES I AM GOING TO EDIT

EDIT 1:

- Cropping my image to remove all the empty space →

I had a split in my background so I used the clone tool to remove it

I used the clone tool again to remove some dirt and rips in the door

SETTINGS:

After changing my image to black and white, I used the brush to remove that filter on the shoes.

The final product after cleaning up and doing some basic editing to the lighting.

My black and white edit

SETTINGS:

RICHARD AVEDON: Black and white

Scanned with CamScanner

EDIT 2

Increasing the contrast
Decreasing my brightness →

Increasing the saturation ↓
Making my colour more vivid and lively.

Experimenting with the shadows and different tints/temperature →

↕ Colour

Final piece after basic changes to lighting

RICHARD AVEDON : Black and white

Scanned with CamScanner

EDIT 3:

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I used the clone tool to remove the unwanted areas in the background of my image

I edited my lighting and contrast because my image appeared very dark and I wanted expose the image to more light and colour.

Colour edits

Final piece after cropping and basic lighting changes

RICHARD AVEDON: Black and white

RICHARD AVEDON : Black and white

EDIT :

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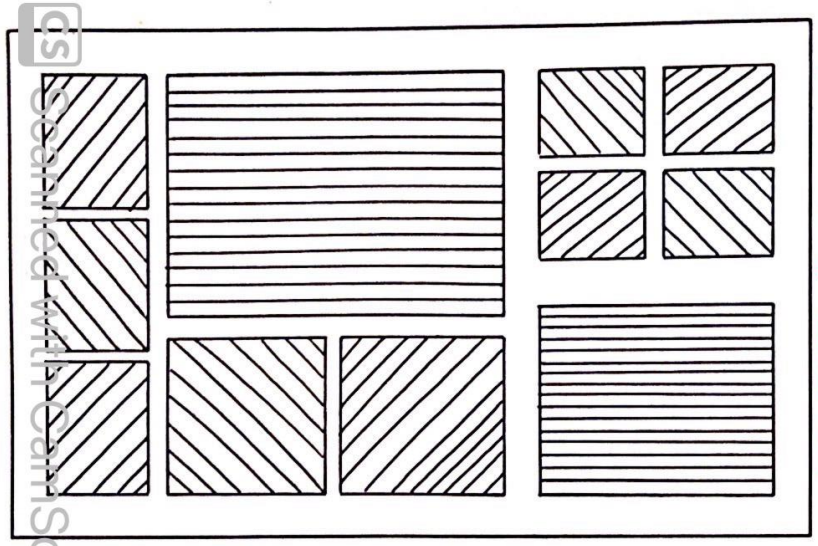
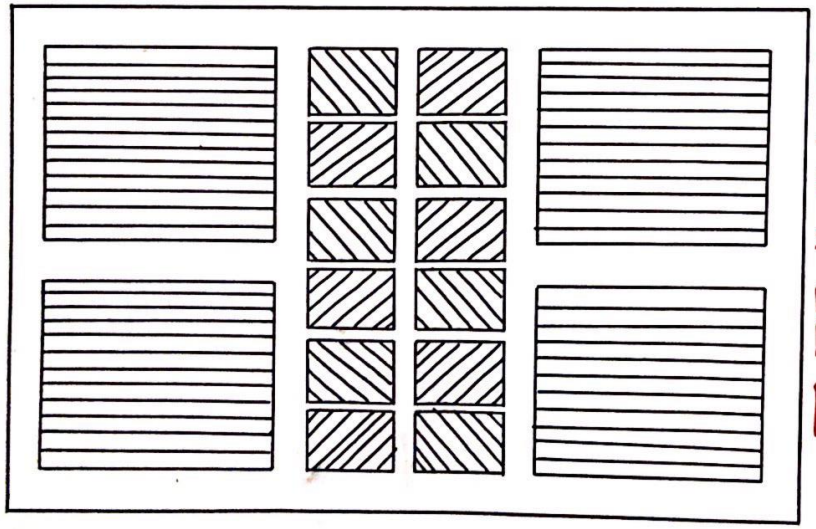


EXAMPLE 1

DISPLAY BOARD IDEAS



EXAMPLE 2

Mock exam

TIAN KIM

is a Brooklyn based photographer, born
travelled and saw a lot as a child, when he
the war. He first got into photography at
ther bought him a camera. He studied
high school and pursued it in college at,
of Photography. He then worked for Richard
n fashion photographer) in 1996. Sebastian Kim
go to names for big establishments like Vanity
ogue and Harpers Bazaar.
ursue fashion and portraiture because he
balance eachother out. Fashion is very
a collaborative, it allows him to work with
in different places. Where as Portraiture is
and personal, capturing models more closely
erotion. Sebastian said to get the best portrait
tabish trust and build a connection.

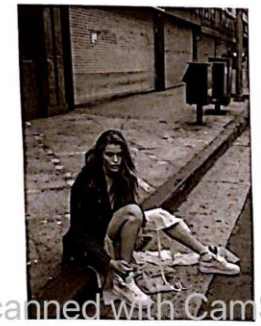
rk to Sebastian kim, I am going to
in different poses with the possible use of
ptions full body and close ups) keeping
plain. My final step will be to convert my
c and white.

SEBASTIAN KIM

Sebastian Kim is a Brooklyn based photographer, born in Vietnam. He travelled and saw a lot as a child, when he was fleeing from the war. He first got into photography at 15, when his mother bought him a camera. He studied photography in high school and pursued it in college at, Brook's Institute of Photography. He then worked for Richard Avedon (well-known fashion photographer) in 1996. Sebastian Kim is now one of the go to names for big establishments like Vanity Fair, American Vogue and Harpers Bazaar.

He chose to pursue fashion and portraiture because he feels as if they balance eachother out. Fashion is very aspirational and collaborative, it allows him to work with different people in different places. Where as Portraiture is more intimate and personal, capturing models more closely with intensified emotion. Sebastian said to get the best portrait you need to establish trust and build a connection.

To link my work to Sebastian Kim, I am going to have my model in different poses with the possible use of props. I will capture full body and close ups, keeping my background plain. My final step will be to convert my images to black and white.



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SHOOT PLAN

SHOOT #: 1

DATE: 01/06/2021

THEME: Human figure

EQUIPTMENT:
- Camera
- Reflector
- Stool/box/step

LIGHTING:
- Studio lighting

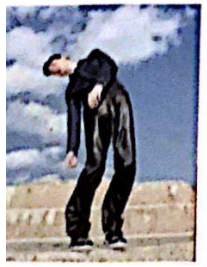
MODELS/WARDROBE:
- Female model
- Hair down
- Props
- Colourful clothes

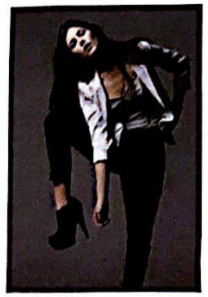
LOCATION:
- I will be using a studio as I want the plain/smooth background

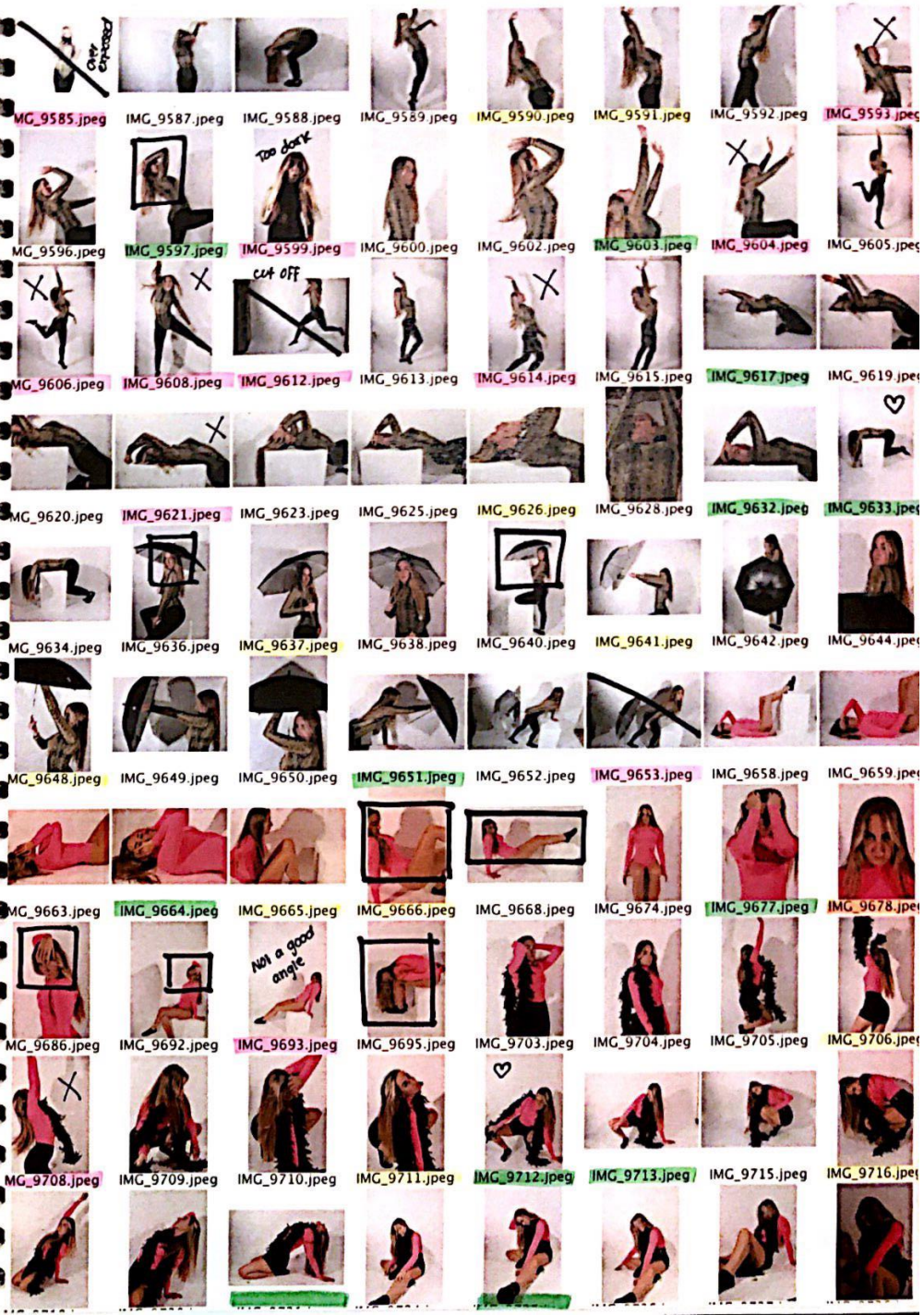
TECHNICAL APPROACH:

CREATIVE APPROACH:
- Like Sebastian Kim, I have used a plain smooth background while experimenting with poses as well as props.
- My lighting was basic and I did not use any filters/colours.

INSPIRATION







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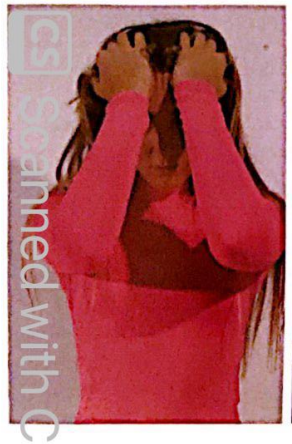
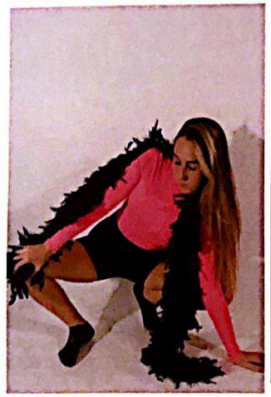
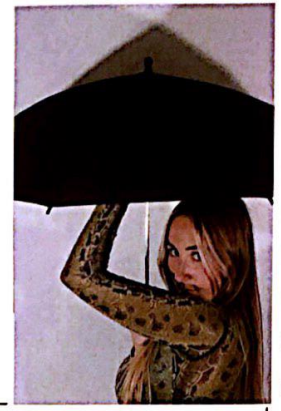
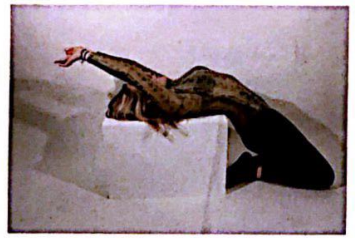
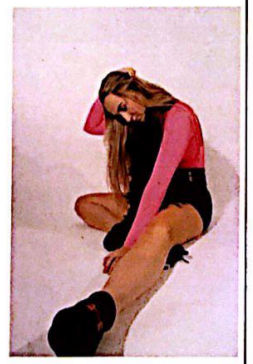
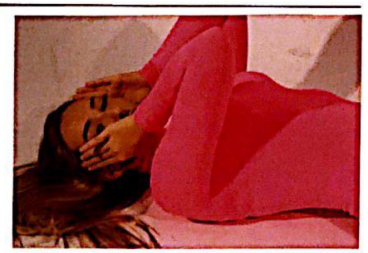
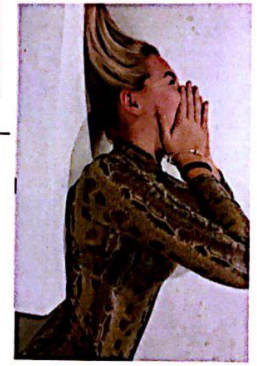
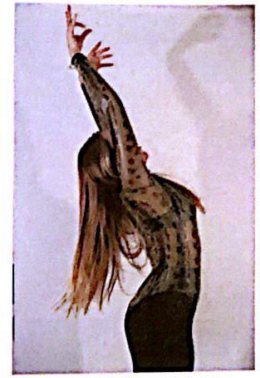
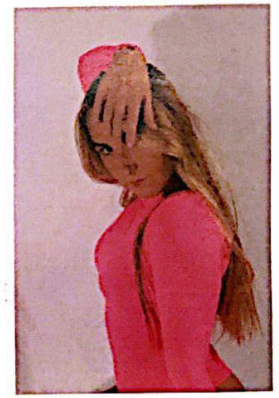
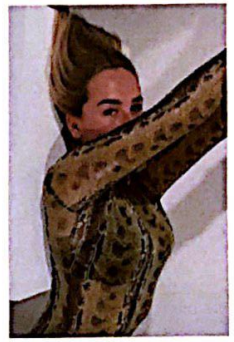
ORIGINALS

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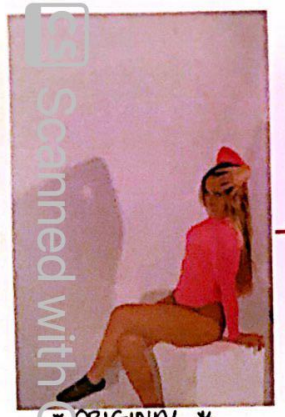
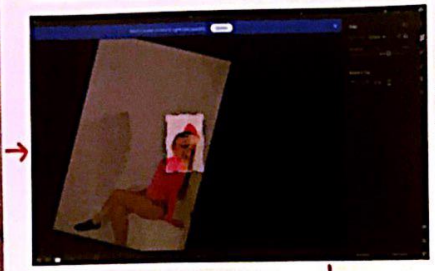
Scanned with CamScanner

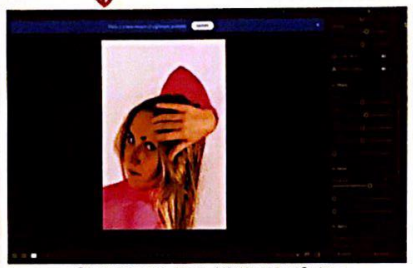
EDIT 1



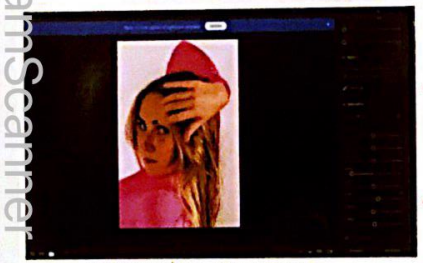
* ORIGINAL *



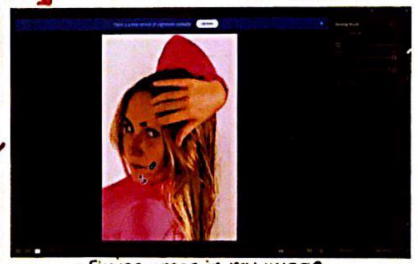
- Cropping my image
- I focused on the most interesting part of the image.



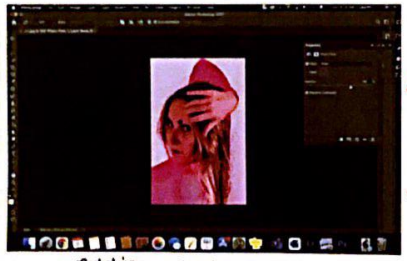
- Changing the texture of the image and sharpening it.



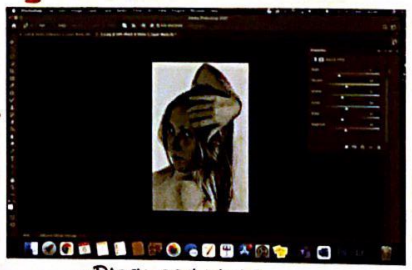
- Distorting my image
- Rotation



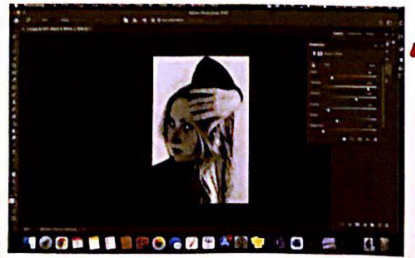
- Fixing areas in my image using the clone brush



- Adding a tint (violet)



- Black and white
- Link to Sebastian Kim



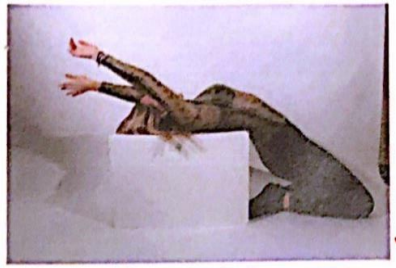
NORMAL EDIT

COLOUR TINT

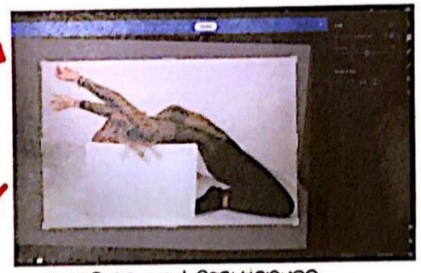
LINK TO SEBASTIAN KIM

Scanned with CamScanner

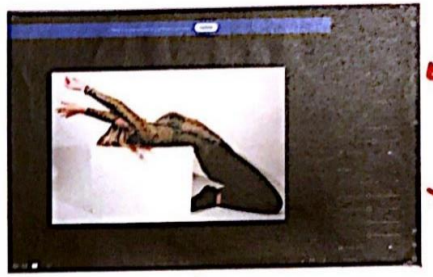
EDIT 2:



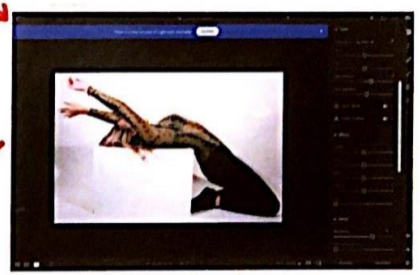
- original image before edits



- cropping and positioning



- changing the lighting
- increasing the highlights



- increasing the vibrance
- sharpening the image

- Distortion (changing the scale)

- Experimentation with black and white
- Link to Sebastian Kim

- Experimenting with colour

NORMAL EDIT

COLOUR TINT

LINK TO SEBASTIAN KIM

Scanned with CamScanner

Scanned with CamScanner

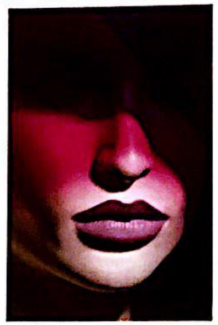
~~edit~~ EDIT 3 :

- Black and white link to my artist sebastian kim

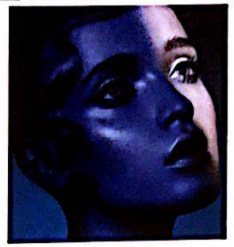
ARTIST 2

LINDSAY ADLER

PHOTOSHOOT INSPIRATION!



American portrait and fashion photographer, Lindsay Adler, is a photographic educator and is one of the most well known speakers across the world. She teaches on the industry's largest platforms and is being named one of the Top 10 fashion photographers in the world. Her edits have featured in top magazines and she has worked with some of the biggest brands in the industry; Canon, Adobe, Microsoft.



Lindsay Adler loves to play with colour and lighting when taking photos. I am going to experiment with colour gels and try to control the lighting, like Adler, to show light/colour in certain areas more than others. My background will be plain.

MIKE MONAGHAN

INSPIRATION FOR MY MANIPULATION!

Monaghan is a Seattle-based fashion, portrait and travel photographer. After high school he quit graphic design to pursue a degree in photography at the Art Institute in 2010. He studied there for 3 years before he took on a full time career as a photographer. He loves to experiment with vibrant colours and lighting when taking his photos. This can be seen through overlapping, flashing lights and the projection of colours and patterns across the models face.

I am going to use studio lighting to create my images based on this photographer and will try to control the direction of the light, creating areas of highlight and shadows, like Monaghan. I will use colour gels infront of my lights to show a range of vibrant colours across my models face.

cs Steamed with CamScanner

SHOOT PLAN

SHOOT #: 2

DATE: 02/06/2021

THEME: Human figure / Portraiture

EQUIPTMENT:
- Camera
- colour gels (sheets)
- Stool / box
- white background

LIGHTING:
- Studio lighting
- I will be using coloured lighting

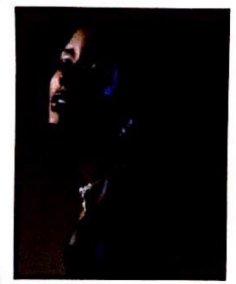
MODELS/WARDROBE:
- Female model
- Basic clothing

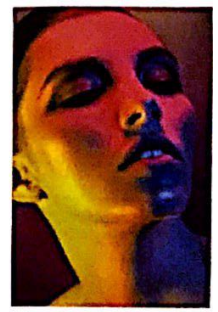
LOCATION:
- Studio

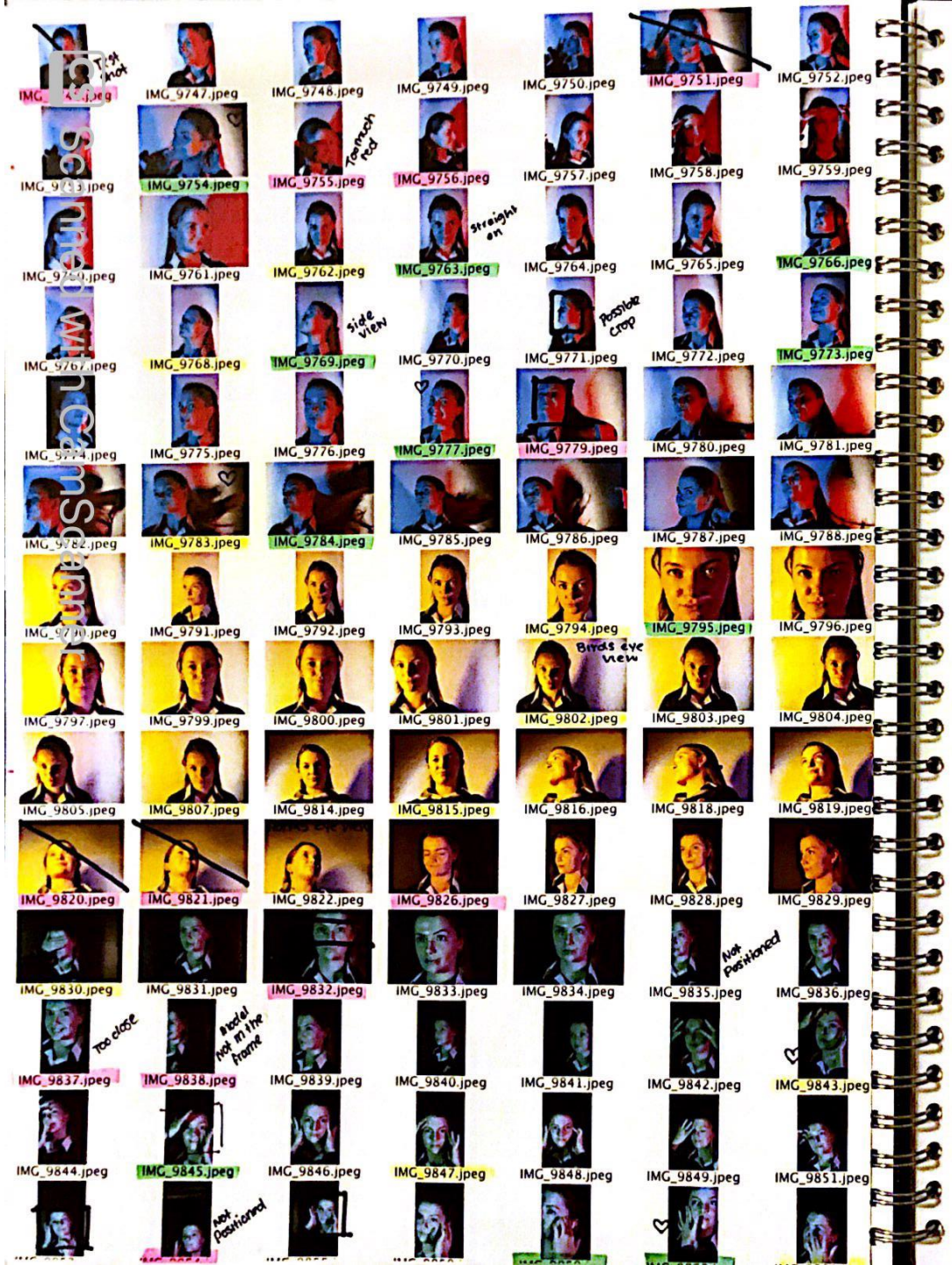
TECHNICAL APPROACH:

CREATIVE APPROACH:
- Like my inspiration, I am going to incorperate colour into my photoshoot and show it across my models face.

INSPIRATION



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IMG_9749.jpeg
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IMG_9751.jpeg
IMG_9752.jpeg
IMG_9754.jpeg
IMG_9755.jpeg
Too much red
IMG_9756.jpeg
IMG_9757.jpeg
IMG_9758.jpeg
IMG_9759.jpeg
IMG_9761.jpeg
IMG_9762.jpeg
IMG_9763.jpeg
Straight on
IMG_9764.jpeg
IMG_9765.jpeg
IMG_9766.jpeg
IMG_9768.jpeg
IMG_9769.jpeg
Side view
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IMG_9771.jpeg
Possible crop
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IMG_9796.jpeg
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IMG_9799.jpeg
IMG_9800.jpeg
IMG_9801.jpeg
Birds eye view
IMG_9802.jpeg
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IMG_9804.jpeg
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IMG_9832.jpeg
IMG_9833.jpeg
IMG_9834.jpeg
IMG_9835.jpeg
Not Positioned
IMG_9836.jpeg
IMG_9837.jpeg
Too close
IMG_9838.jpeg
Model not in the frame
IMG_9839.jpeg
IMG_9840.jpeg
IMG_9841.jpeg
IMG_9842.jpeg
IMG_9843.jpeg
IMG_9844.jpeg
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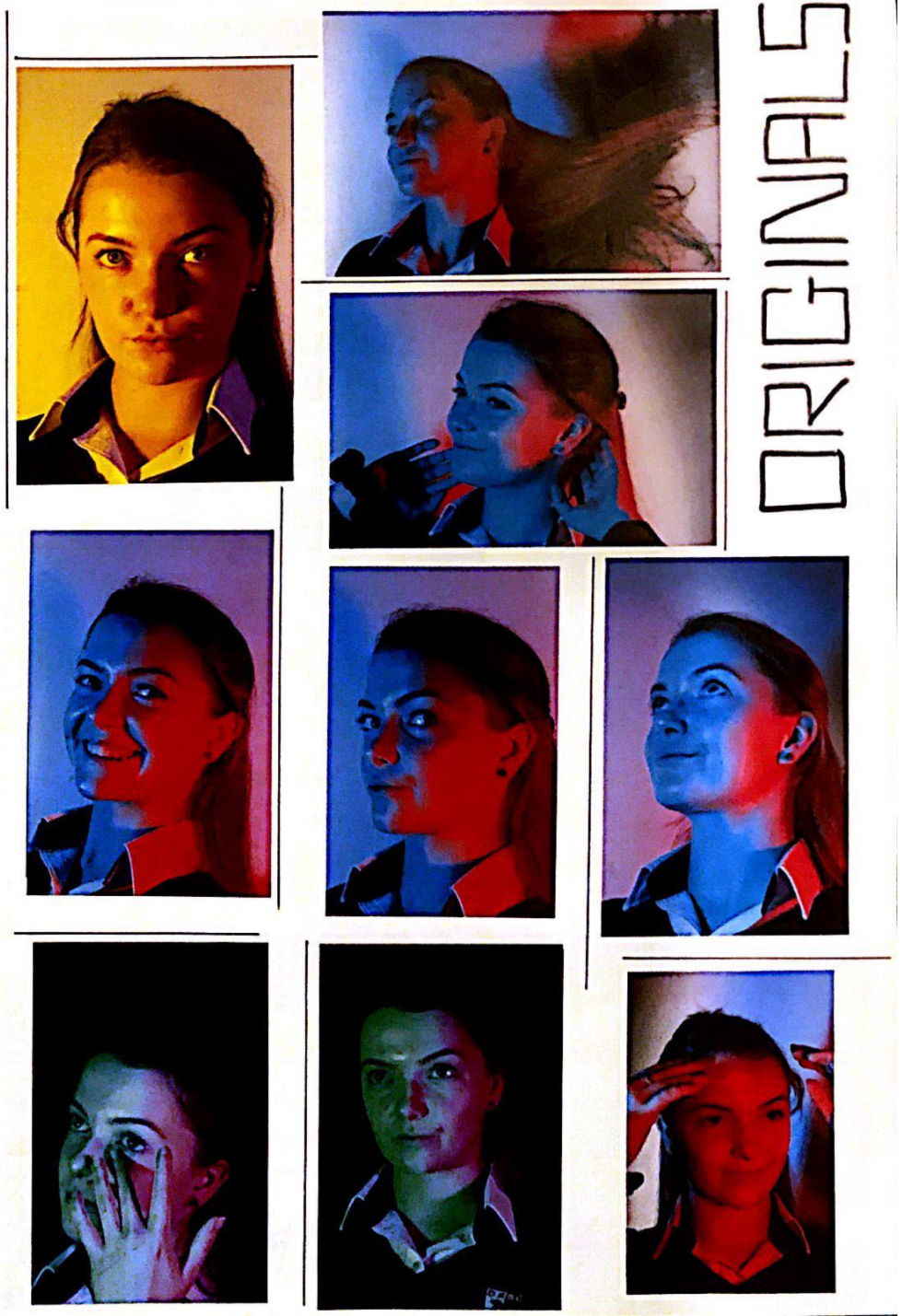
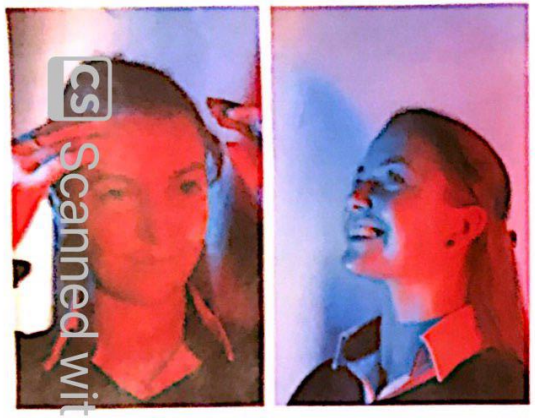
Not Positioned


ORIGINALS

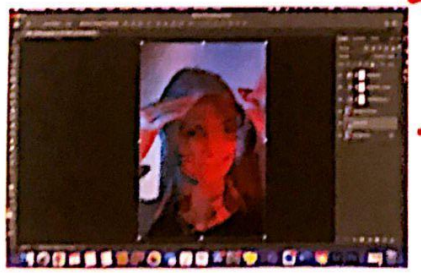


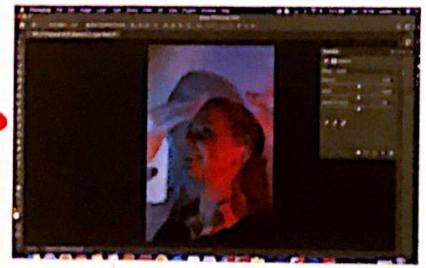
~~edit~~ EDIT one

- Editing the lighting IMAGE 1

- Editing the lighting IMAGE 2

- re arranging the layers and changing the opacity of the top layer





- changing the lighting of the bottom layer

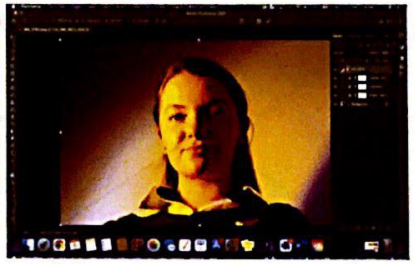
Scanned with CamScanner

EDIT 2

edit two

- Editing the lighting

- Editing the exposure



- Adding my second image
- Overlapping

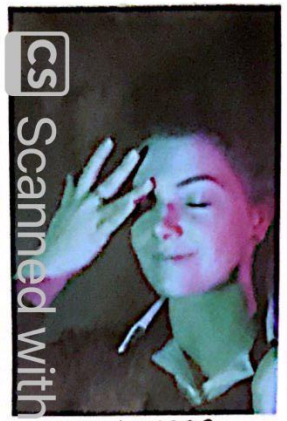
- Decreasing the opacity of the top image, so the bottom layer will show

- Experimenting with the position of my second image

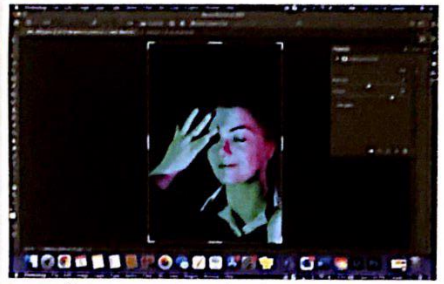
- Cropping

Scanned with CamScanner

~~edit~~ EDIT 3 three



- original image

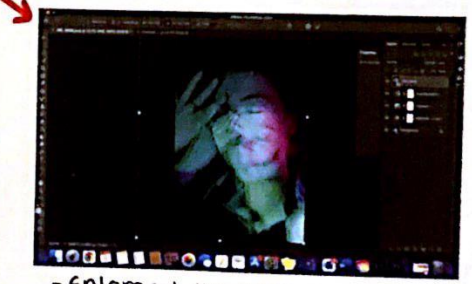


- Editing the lighting

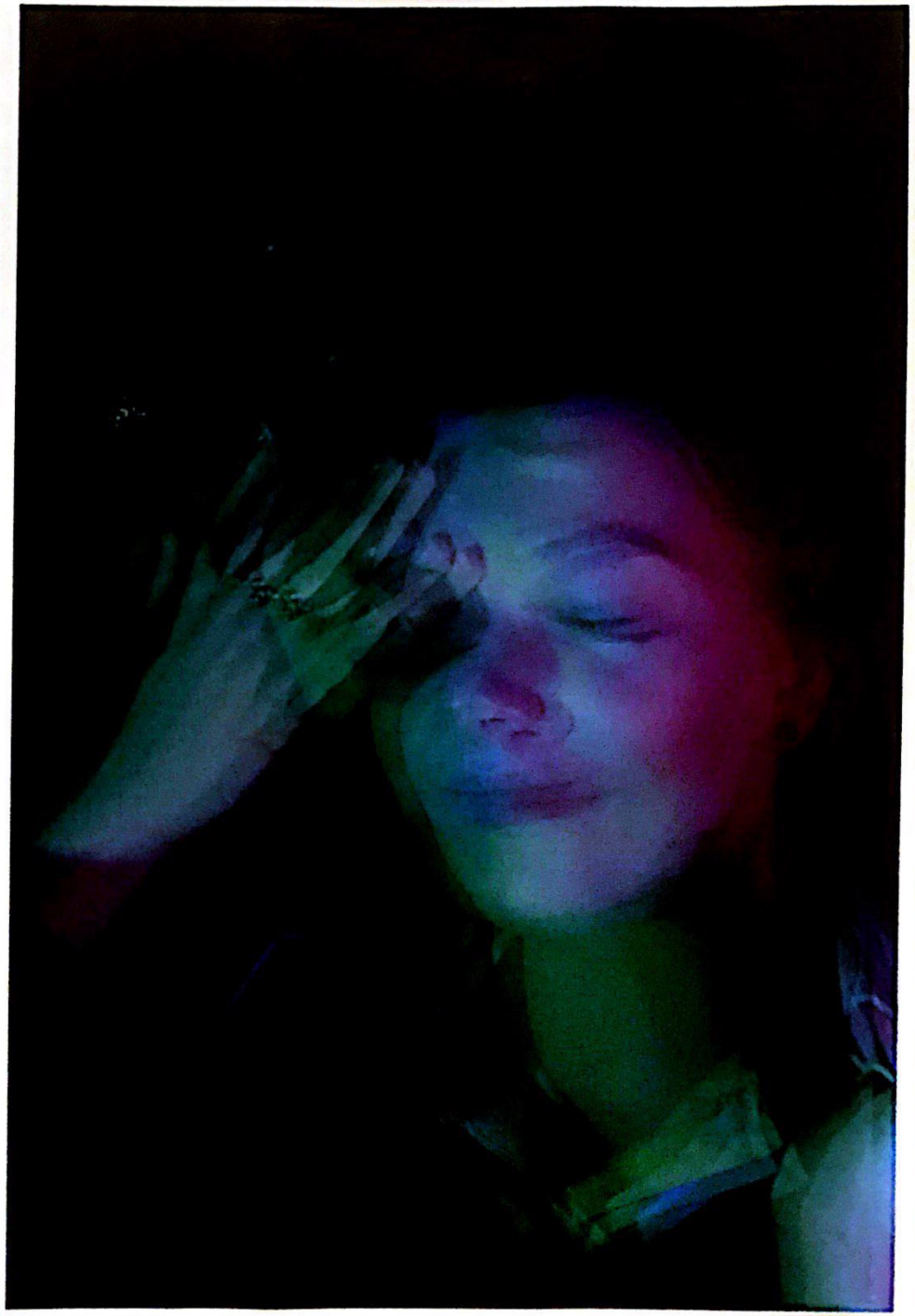
- Use the clone stamp to duplicate the original image

- clone stamp

- Overlap the exact same image ontop of the edited version



- Enlarged the new image and decreased the opacity



Scanned with CamScanner

Scanned with CamScanner

ARTIST 3

MARTIN TREMBLAY

Scanned with CamScanner

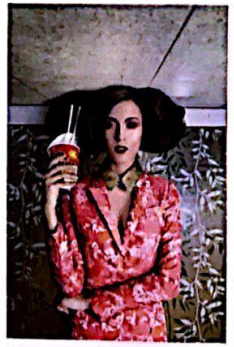
MANIPULATION + PHOTOSHOOT INSPIRATION

Martin Tremblay is a native of Abitibi region of Québec. He excelled in his studies where he was intrigued and inspired by the schools of **modernism**, **geometry** and **minamilism**. He developed an exceptional eye for the play between **shadow** and **light**, spending hours and hours **retouching images**, **constructing hyper-realistic images** and **mastering tools** and **subtleties** of play on **shadow and light**. From school he went on to **assist** major **photographers** before opening his own studio in 1999. He has a major respect for **lighting** and **unique vision for different worlds**, which lead him to create many **magical universes**.

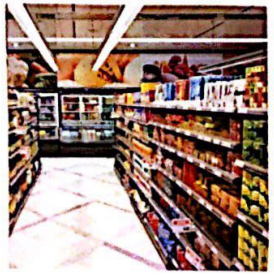
* Upside-Down World series

I am going to use **studio lighting** for the images of my **model** and use **photoshop** to cut around my model and place them infront of a scene.

My model will be wearing **unusual and mismatch clothing** to emphasis the **uniqueness** and unusual side to the image.



EXAMPLE * BACKGROUNDS



SHOOT PLAN

SHOOT #: 3	DATE: 06/06/2021	THEME: The Human figure

EQUIPTMENT:
- camera
- white background
- Box / stool
- Food objects

LIGHTING:
- Studio lighting
- I need a clean and basic lighting to be able to cut around my model.

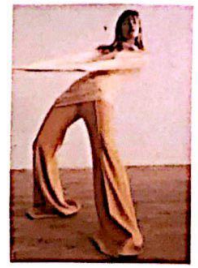
MODELS/WARDROBE:
- female model
- crazy clothing
- tied up hair (basic)
- no shoes

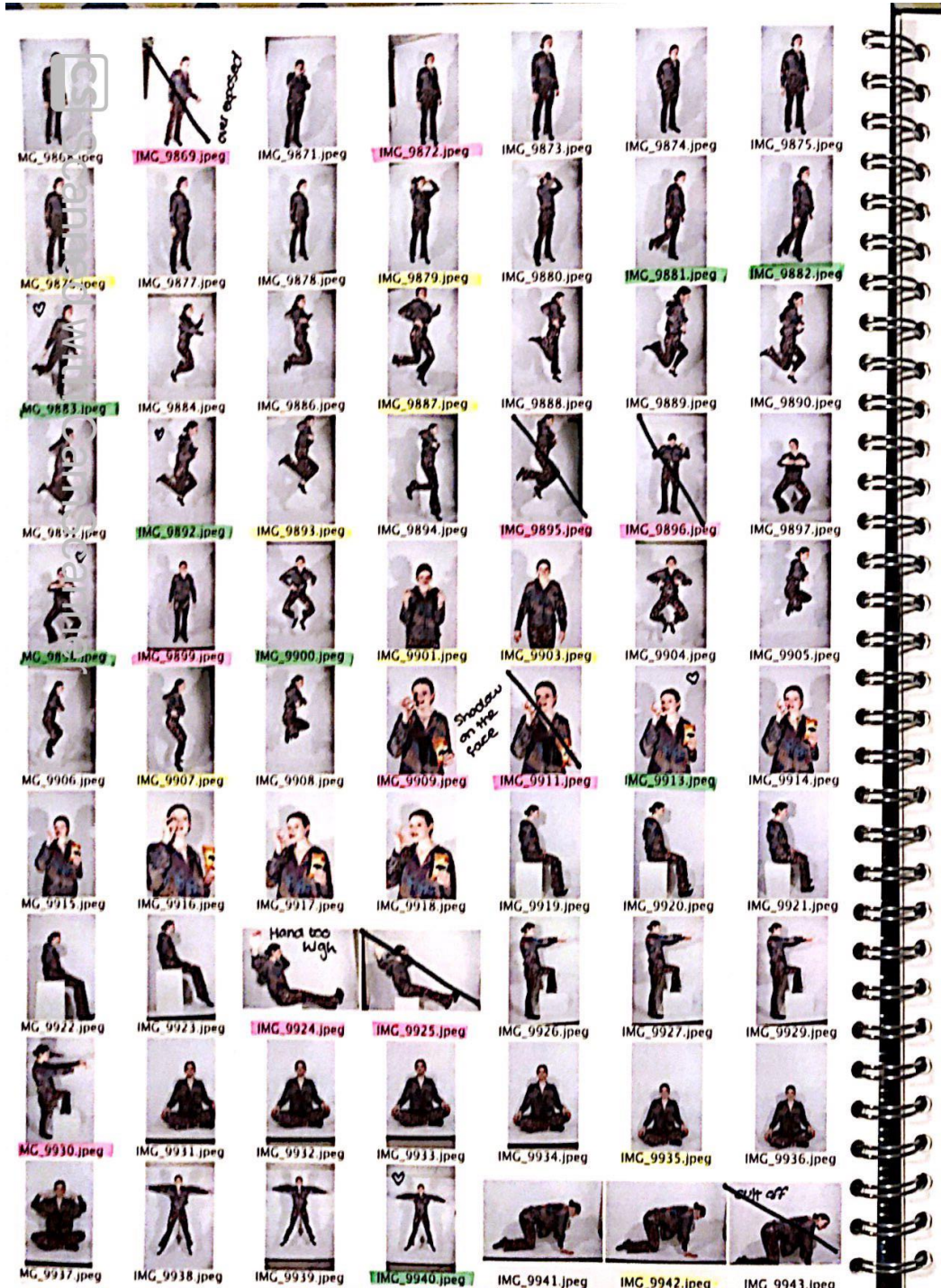
LOCATION:
- studio
- plain background

TECHNICAL APPROACH:

CREATIVE APPROACH:
- I am going to have my model pose in various different ways, making it look like they are on their head when I flip the image.
- wearing patterned / colourful clothing.

INSPIRATION

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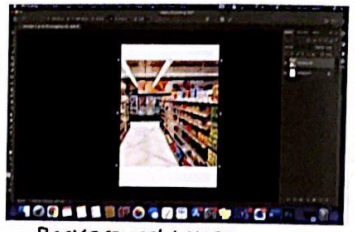
ORIGINALS

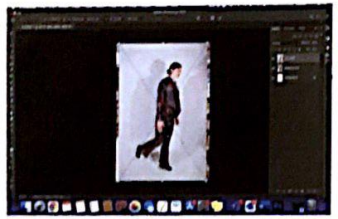
Scanned with CamScanner

~~EDIT~~ 1

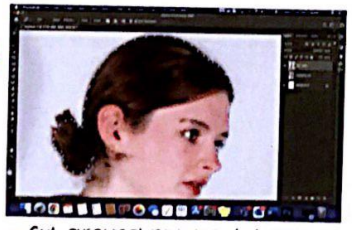
one



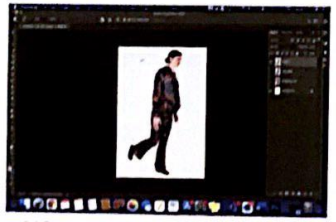
- Background layer



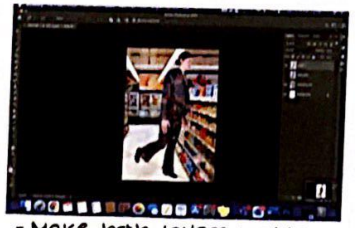
- Top layer



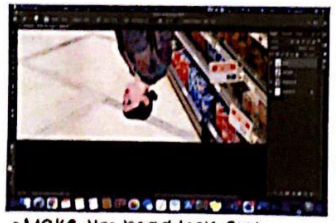
- Cut around my model



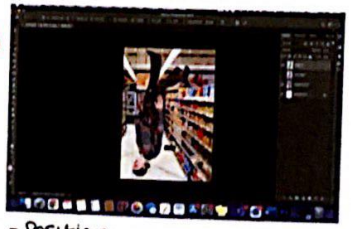
- copy + paste onto new layer



- Make both layers visible

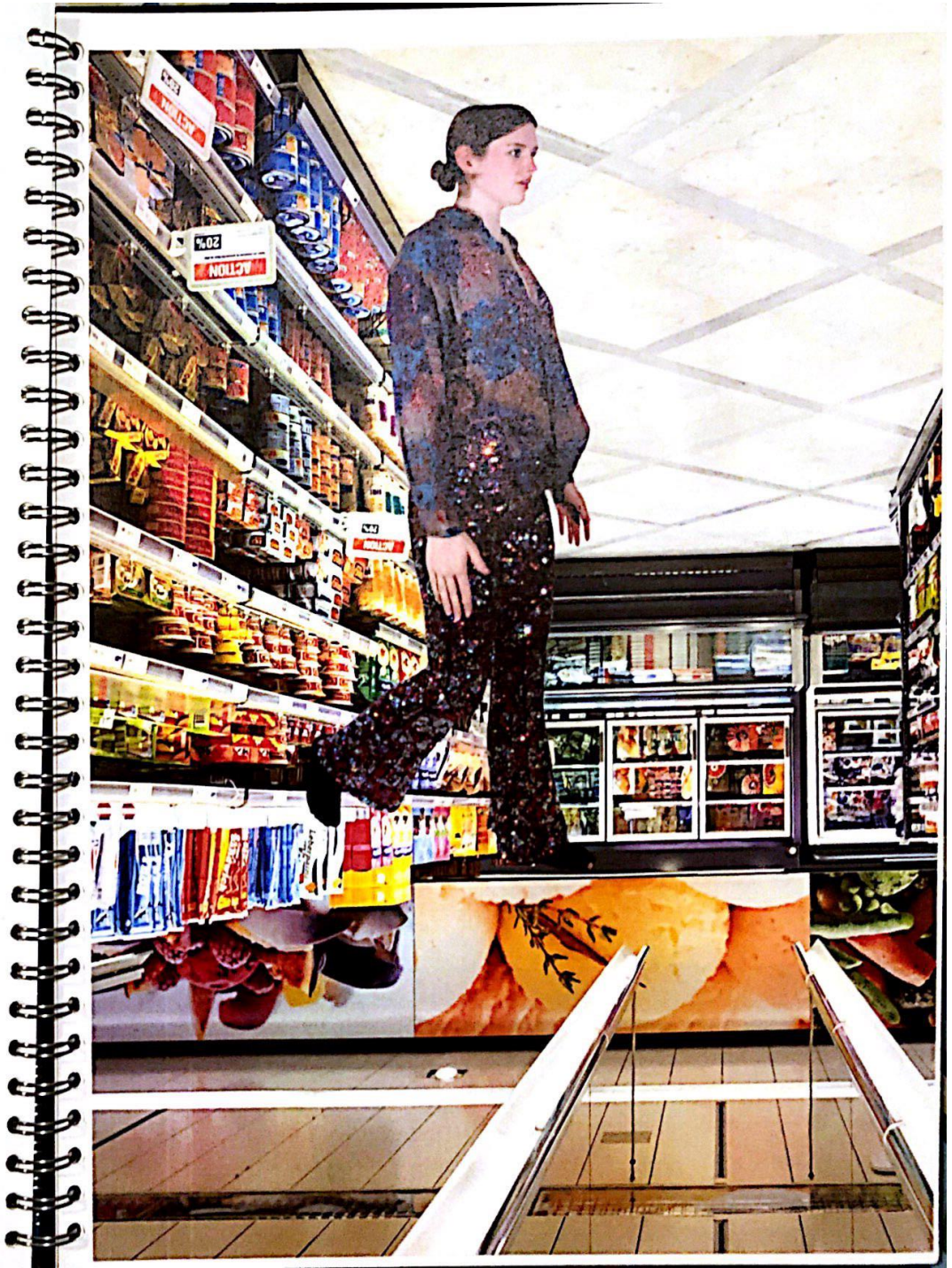


- Make the head look flat
- Use eraser tool



- Positioning

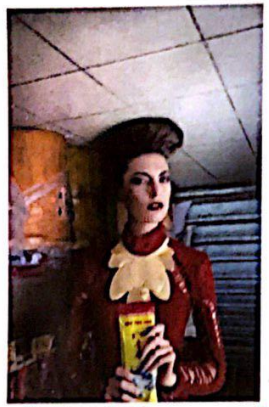
- rotating



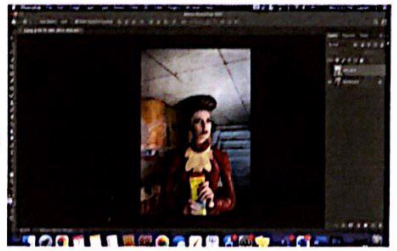
EDIT 2

edit two

- original images

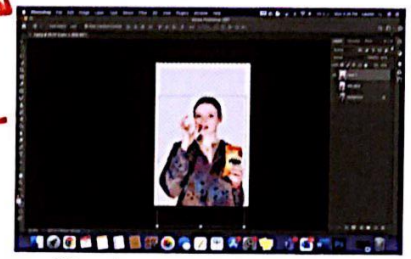


- Background

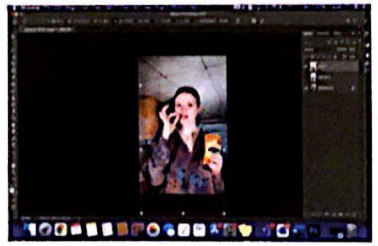


- Bottom layer (background)

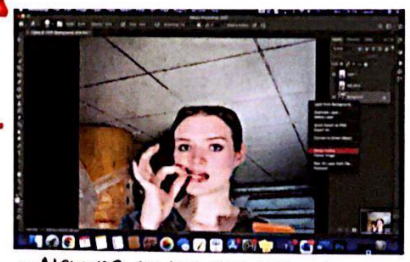
- Cutting around my top layer



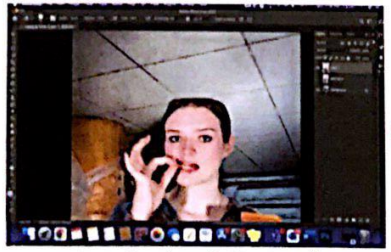
- changing the size of my image



- Putting my image and background together



- Merging my top and bottom layer



- erasing the top of the head

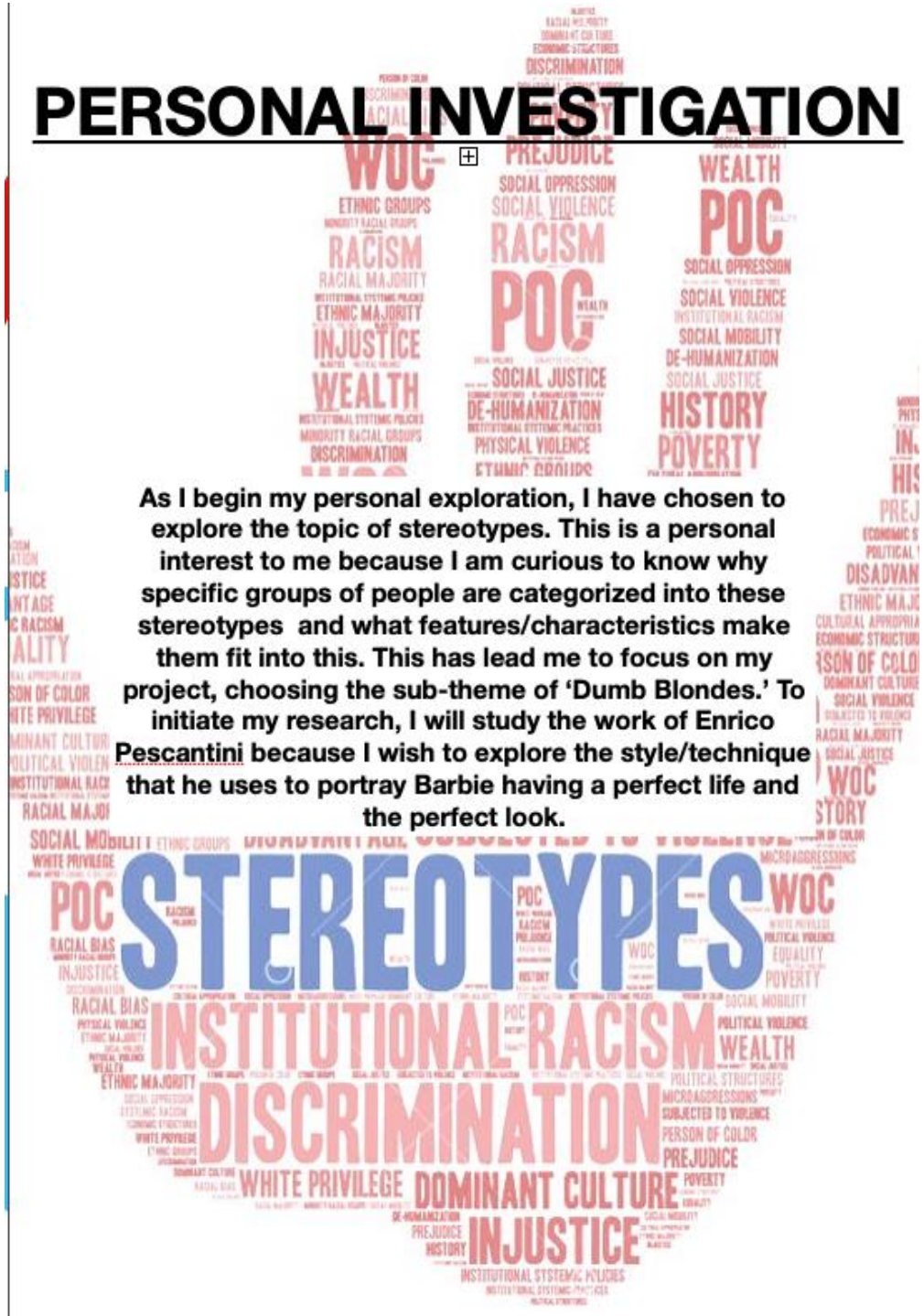
Scanned with CamScanner

Lauren PY C1

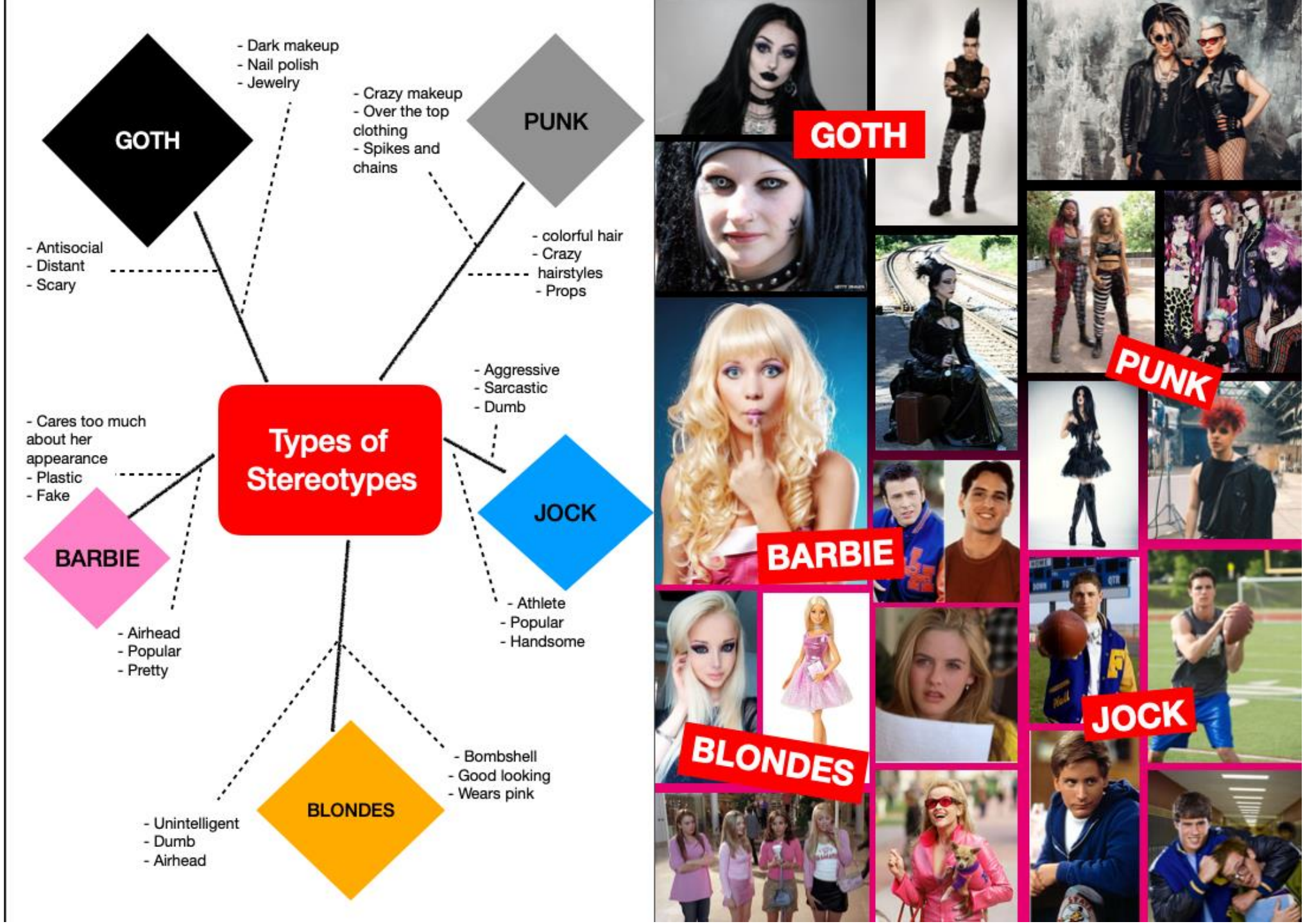
A Level Photography (9PY0 01)

Year 13: Personal Investigation

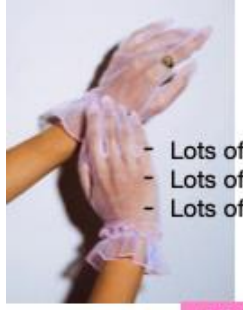
PERSONAL INVESTIGATION



As I begin my personal exploration, I have chosen to explore the topic of stereotypes. This is a personal interest to me because I am curious to know why specific groups of people are categorized into these stereotypes and what features/characteristics make them fit into this. This has lead me to focus on my project, choosing the sub-theme of 'Dumb Blondes.' To initiate my research, I will study the work of Enrico Pescantini because I wish to explore the style/technique that he uses to portray Barbie having a perfect life and the perfect look.


Types of Stereotypes
GOTH
- Dark makeup
- Nail polish
- Jewelry
- Antisocial
- Distant
- Scary
PUNK
- Crazy makeup
- Over the top clothing
- Spikes and chains
- colorful hair
- Crazy hairstyles
- Props
BARBIE
- Cares too much about her appearance
- Plastic
- Fake
- Airhead
- Popular
- Pretty
JOCK
- Aggressive
- Sarcastic
- Dumb
- Athlete
- Popular
- Handsome
BLONDES
- Unintelligent
- Dumb
- Airhead
- Bombshell
- Good looking
- Wears pink
GOTH
PUNK
BARBIE
JOCK
BLONDES

DUMB BLONDES



- Lots of makeup
- Lots of pink
- Lots of accessories

APPERANCE

- Looks like they are not very intelligent
- Very bubbly/giggly
- Pretty

- Different outfits
- Looking at bubbles/ eating
- Doing typical girl things

TYPES OF SHOOTS

- Looking lost/ confused
- Daydreaming
- Looking at themselves

- Not very smart
- Always daydreaming/ airheads
- Dry and boring

WHAT DO PEOPLE THINK

- Only cares about their looks
- Follows others
- Cant think for themselves

- Bubbles
- Anything pink
- Candy

POSSIBLE PROPS

- Costumes
- Handbags
- Glasses/ jewelry

STEREOTYPES

WHAT IS A STEREOTYPE?

A stereotype is an oversimplified belief of a group of people. For example, how they look, how they act, how they sound and their gender or race.

WHY DO WE CREATE STEREOTYPES?

We think in terms of categories that we make up from our experiences.
By creating these categories we are trying to clarify and understand the world around us, however our brain oversimplifies it and it leads to stereotypes. As we can't think without categories, it often becomes difficult to differentiate between making sense of things and these categories stopping us from clarifying what and who we see.

In Western-cultures, people tend to over-estimate the extent to which people do what they want to do and under-estimate the extent to which people do what they do due to their social roles.
When we see people in a particular role we assume they are made or petter suited for that role rather than others. For example, we assume because women are always looking after children that they naturally have a more nurturing mature and are better at childcare than men.

Characteristics of a person like their race, gender, appearance, language and even jobs can determine what role people have in their country and what category they fit into.

EMOTIONAL EFFECT:

- When someone you have associated with a stereotype walks past you, emotionally you could get very anxious and scared if it is a negative belief or you could feel happy and safe if it was a positive belief.
- You might try to avoid that person or become obsessed with trying to be around them.
- It could make you think there is something wrong with you if you think very highly of them.

For example, in school there is a group of people stereotyped as 'popular' making other students perceive them as mean or scary to talk to.

DUMB BLONDES

A conspicuously attractive but stupid blonde woman

"Woman who relies on her looks rather than on intelligence."

"I've never forgotten a date in 2016 when, after an evening of what I believed to be pleasant chatter with a man, he uttered the immortal words: 'Well, you don't look clever.' -A Blonde white woman

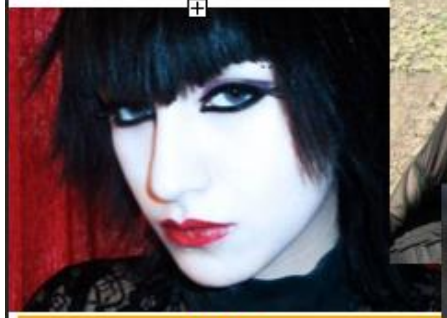
Blonde hair has been considered attractive for long periods of time in various European cultures, particularly when coupled with blue eyes. Guys assume they will have more fun and be more entertained, as the saying "Blondes have more fun," which has been portrayed in many advertising commercials and movies.
The idea that blondes as attractive and like to have fun, makes people think they have no interest in being intelligent and are seen as airheads who have no clue what is going on.

CONTRADICTING EVIDENCE:

NLS's IQ data with the hair color information from the same group of teenagers provides an answer to: are blondes actually dumb?

The surprising answer is that among white women, those reporting having blonde hair have the highest average IQ and the second-highest median, or midpoint, IQ. Plus both the mean and median are above 100, which is the value given to a person who has exactly average intelligence.

THE OTHERS



GOTH =

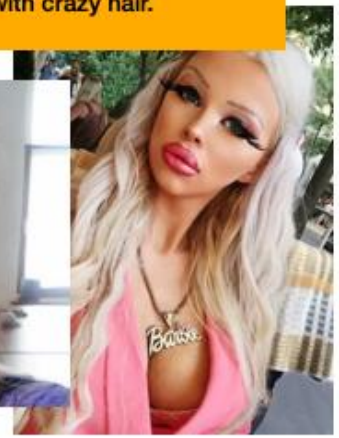
Nomadic Germanic people who fought against Roman rule in the late 300s and early 400s A.D.
- Often dressed in all black, very dull and plain clothing.

JOCK =

An athlete, or someone who is primarily interested in sports and sports culture, and does not take much interest in intellectual activity. Always wearing varsity sports jacket or are walking around flexing their muscles.

PUNK =

Politicized and full of vital energy beneath a sarcastic, hostile facade, punk spread as an ideology and an aesthetic approach Promote freedom and DIY.
Often found wearing colorful clothing with crazy hair.



BARBIE =

A fashion doll manufactured by an American toy company and launched in 1959. The unrealistic form and look of the doll has caused many people to transform their bodies to look like her.

ENRICO PESCANTINI

TITLED: BARBIE AROUND THE WORLD

This shoot was inspired by Enrico and his long distance relationship with his girlfriend. This was when he was living in India and she was living in Italy, and they were planning to meet halfway in Israel. They wanted to have a different kind of photo memories, so they had the idea of using alter egos as protagonists of their trip, Barbie and Ken; the perfect couple.

He travelled to over 66 countries and took all kinds of different photography with Barbie. He used a polaroid for some of his image to give them that old vintage, memory look.

With original dolls and accessories from the '70s, all the photos were shot with an original Polaroid camera, replicating in photography the vintage look of Cuba, from the American vintage cars in the streets of Havana to the Che Guevara graffiti all around the country.

My shoot is going to represent the poses of a typical 'blonde barbie doll'. The poses will be based off this photographer and I will be recreating them with my own barbie, however my background will be plain and the outfit will be pink with some possible accessories as I want to focus on how a blonde barbie would look in real-life. This will help me progress my investigation as it will lead me into looking at real blonde people in these poses looking, plastic, perfect and confused.

SHOOT PLAN

DATE: 25/09/2021 **SHOOT NUMBER:** #1 **THEME:** Stereotypes- Dumb Blondes

EQUIPTMENT:
- Camera (Canon camera)
- Tri-pod
- Studio lighting

LOCATION:
- I will be doing this in the studio that is provided to me.
- This is close and available to me so I will have access to spotlights and colored lighting.

MODEL/ CLOTHING/ PROPS:
- No model
- Barbie doll
- Possible different backgrounds (colors)
- Preferably pink clothing and some accessories

LIGHTING:
- I will be using studio lighting so that I have a clear, plain background allowing me to see the shape and the positioning of the barbie. This will be easier when it comes to re-creating the shape the barbie is in.

TECHNICAL APPROACH:
-I will be using a small aperture as I will be using very bright spotlights and I don't want to allow too much light into my camera. I also want to make sure my image isn't over exposed as the light can reflect off the face of the doll.

CREATIVE APPROACH:
- I am going to have a barbie doll in different poses that can be recreated by a real life model so they look and act like that typical 'blonde barbie'

INSPIRATION:

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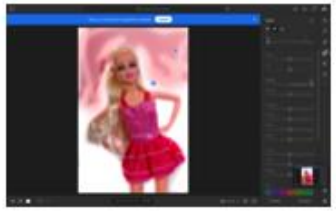
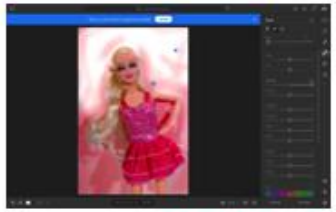
ORIGINALS

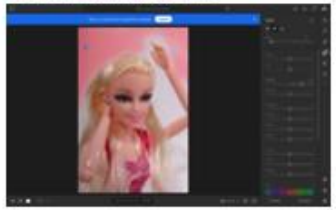
LIGHT EXPERIMENT

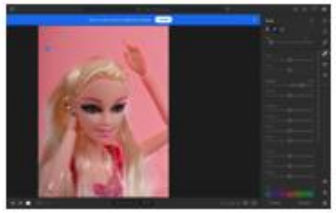


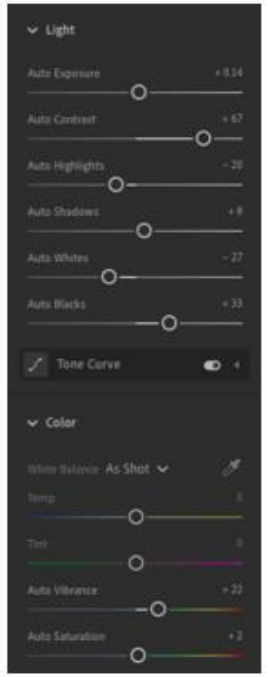


I first used the brush tool to highlight the background around the doll and increase the exposure. This got rid of any imperfections in the background and unwanted shadows. Next I increased the contrast and highlights on the doll to remove any dullness and lack of color of the skin.

ORIGINAL 1



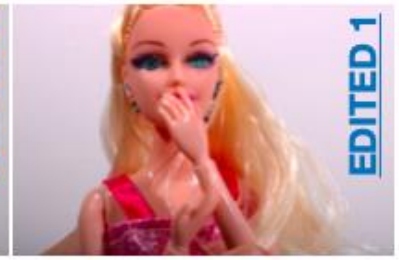


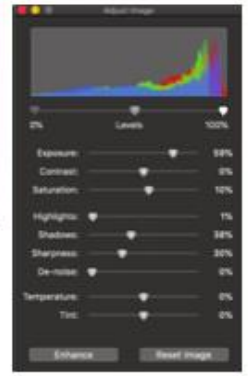


I used the same process for as above but in this image I also increased the vibrance and saturation of the doll. This was because the image was very dull and needed more color.

ORIGINAL 2

DIGITAL EXPERIMENT





STEP 1

STEP 2

STEP 3

STEP 4

STEP 5

STEP 6

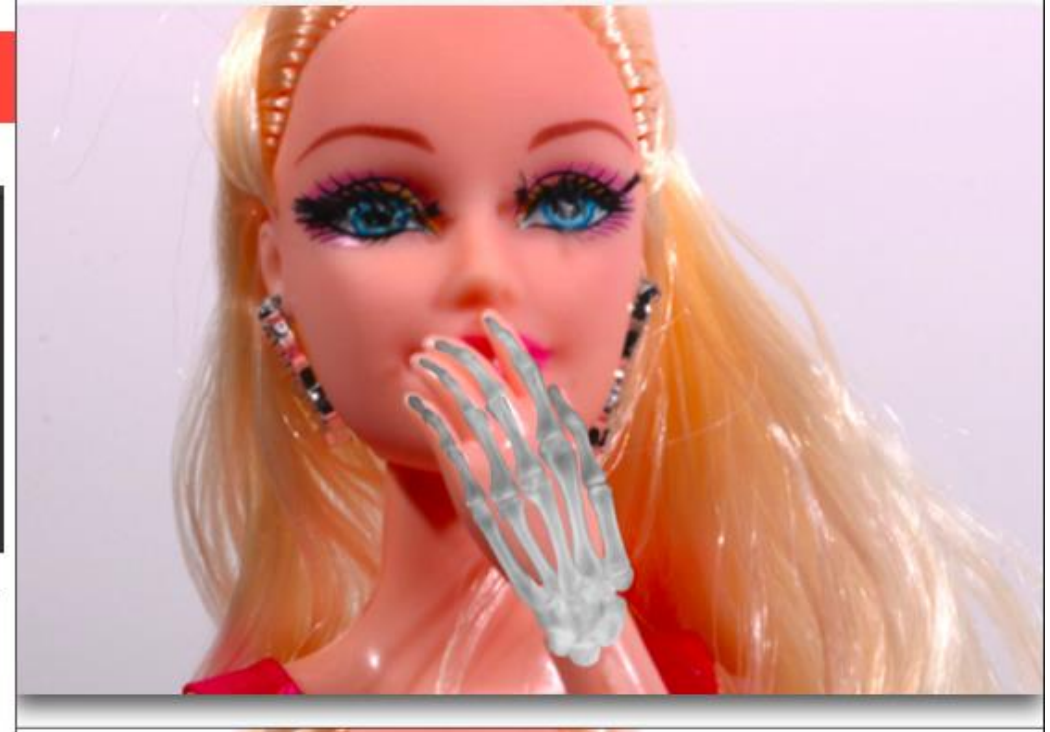
STEP 7

STEP 8

Collected from the internet

I will also experiment with other body parts and put an x-ray over the top to show the difference in size and how unrealistic the Barbie doll is compared to real life.

For this edit I went through a process of cutting and rearranging the bone structure of a hand. This x-ray is of a left hand, however to fit it directly onto of the Barbie image I had distort, resize and flip the direction of the bones. The proportions of the hand in the image are comparatively different to a real hand and shows the unrealistic expectations of having small hands as a girl.



ORIGINAL

Collected from the internet

My intension of this edit was to fit the ribcage in the Barbie dolls body but the waist was too snatched and an unrealistic shape for the x-ray to fit in.
I had to cut and erase the parts around the x-ray to get its shape and then place it and position it in line with the limbs on the body.

EXPERIMENT 2

STEP 1

STEP 4

STEP 2

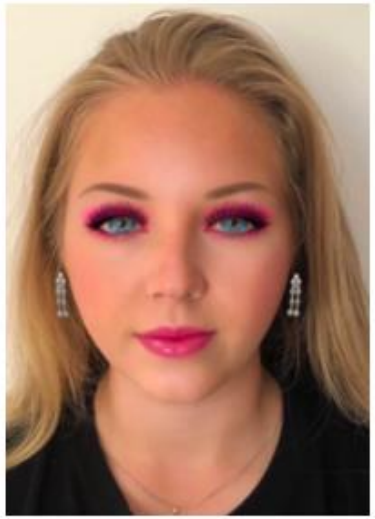
STEP 5

STEP 3

STEP 6

The size of a normal persons ribcage is too big and does not look right/cannot be placed correctly on top of the Barbie doll. This is a realistic size of what our body shape should look lie. Instead the doll has a snatched waist and the ribcage does not support her body size.

REAL OR PLASTIC

PLASTIC		EXAMPLE ON A MODEL
	The skin on a Barbie doll is made to look clear, smooth and shiny. I am going to experiment with the use of oils and photoshop to make the skin very smooth and give that bran new and perfect effect.	
	The waist and overall body proportions of the Barbie doll are very thin and very skinny. I will use photoshop to slim down the models body to an unrealistic size and replicate the dolls body in real life.	
	The Barbie dolls face is very clear and smooth, with over exaggerated eye makeup (bright pink eyeshadow and long eyelashes) and perfect narrow eyebrows. She also has big eyes and a small nose and smile. For this I will use an app called BeautyPlus that will allow me to edit these face features and make it smooth. The hair is also perfectly pulled back into a half up half down hairstyle. I will experiment with the use of hair gels and hairstyles keeping it pulled back so the face shape can be seen.	

SHOOT PLAN

DATE: 02/11/2021 **SHOOT NUMBER:** #2 **THEME:** Stereotypes- Dumb Blondes

EQUIPTMENT:
- Camera (Canon camera)
- Tri-pod

LOCATION:
- I will be using the studio again.

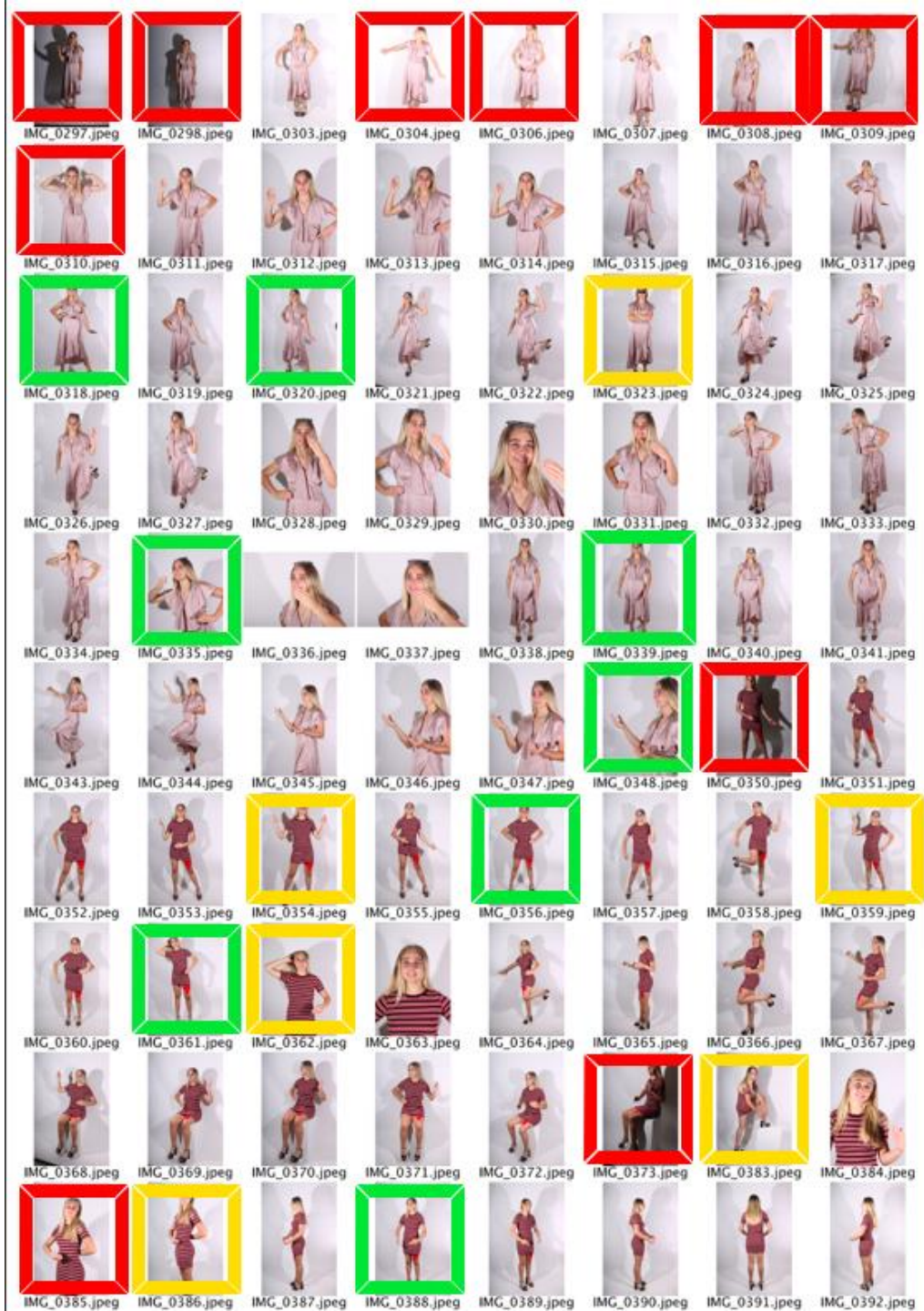
MODEL/ CLOTHING/ PROPS:
- Female (preferably blonde)
- Pink clothing
- Basic but bold makeup (like a barbie)
- Simple accessories (glasses, bags, hair clips)

LIGHTING:
- I am using studio lighting for my shoot.
- This will be similar lighting to my previous shoot as I want to replicate what the Barbie doll looks like in real life.

TECHNICAL APPROACH:
- I will be in the studio so I will have to use a small aperture so my model isn't too over exposed.

CREATIVE APPROACH:
- For this photoshoot, my model will be wearing pink clothing and typical girly accessories. They will also be positioned in a plastic, fake way similar to the barbie doll shoot.

INSPIRATION: My first shoot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ORIGINALS

REAL OR PLASTIC

PINK CLOTHING

STIFF/ FAKE SMILE

STRAIGHT BODY

All the images on the Left (Fake Barbie) were my inspiration for my shoot with a real life person. I tried to create movements/poses with my model that mimicked the Barbie doll and represented the look of stiffness, plastic and unnatural.

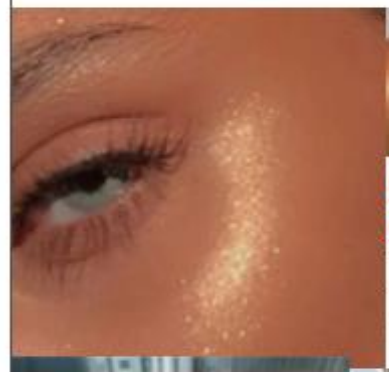
I think my model looks awkward, and uncomfortable in the images with the fake smile. That is what I tried to capture and felt it was successful and I captured real life Barbie poses.

TIGHT DRESS

AWKWARD HAND MOVEMENT

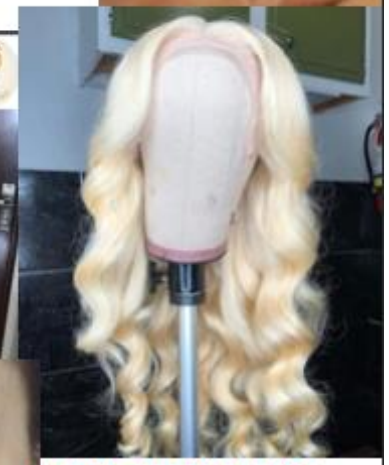
CURVED/ CLOSED HANDS

EXPERIMENTATION



OIL + HIGHLIGHTER ON THE SKIN

This should help create that fake, plastic like skin as light reflects off it.



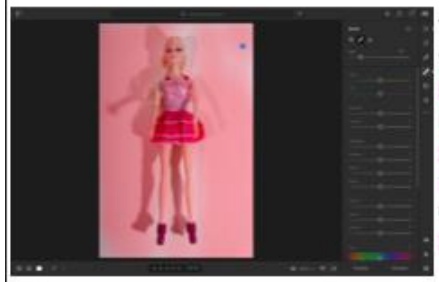
FAKE HAIR/ WIG

This will give my model the blonde, waterfall hair effect like Barbie.

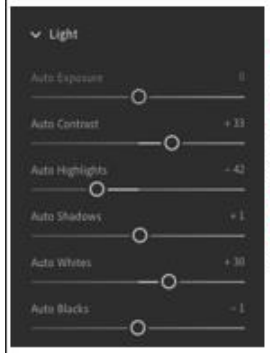
DRAW ON EYELASHES

This give the effect of the big eyes and lashes.

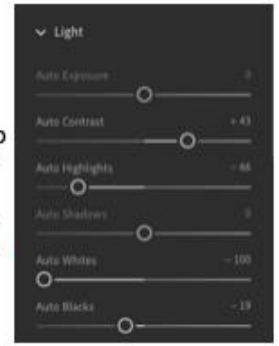
LIGHT EXPERIMENT



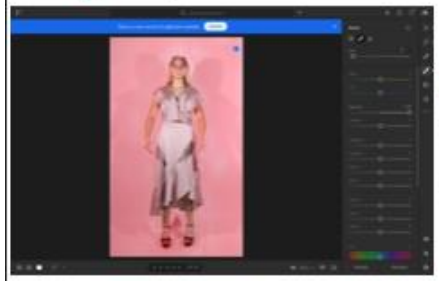
This first images was taken from shoot 1, where my aim was to photograph Barbie I'm different positions.



To create this edit, I used Lightroom and planned to increase the exposure of the background. I used the brush tool and covered the background of the doll and increased the exposure and decreased the shadows/ black areas.



This image if from shoot 2 and the idea behind it was to mimic the same pose as the Barbie doll. I did the same process as the image above and increased the exposure to make the contrast between my model and the background greater.



I had to use the eraser tool for this image as the dress had a lot more texture and ruffles on it.

ORIGINAL 1

SHOOT 1

ORIGINAL 2

SHOOT 2

DIGITAL EXPERIMENT

For this edit I used two similar images, one of the Barbie doll and the real person mimicking the position. These two images had already been edited in Lightroom so the lighting was perfect and they both had a bright, overexposed, white background. This made it easier when combining the two. I wanted to show the comparison in the skin color and the shape and size.

STEP 1

STEP 5

ORIGINAL 1

STEP 2

STEP 6

STEP 3

BLACK & WHITE

ORIGINAL 2

STEP 4

I used a tool on photoshop to cut out areas of my top layer (real person) and have the bottom layer show through. This allowed me to combine two images and see the difference.

I then experimented with lines to split up the two images as I felt they were hard to separate in the image due to the clash of all the pink. I used black lines, on two areas of the image and it created a more of a divide, emphasizing the difference between the two.
I then wanted to experiment with color to show that the Barbie doll isn't real. So I used the black and white tool to edit my bottom layer leaving the realistic image in color.

EDIT 1

EDIT 2

EDIT 3

BODY RECONSTRUCTION

BEAUTYPLUS APP

With the use of this app, I am going to slim my models body and make her look more like a Barbie and an unrealistic size. I will also smooth out her skin and make her features smaller. However, I will keep her eyes wide as when the makeup is added it will make them stand out.

STEP 1

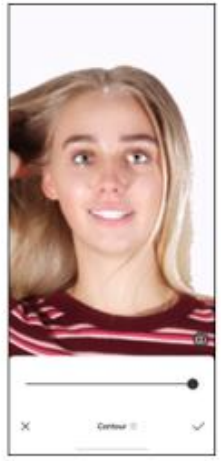
STEP 2

STEP 3

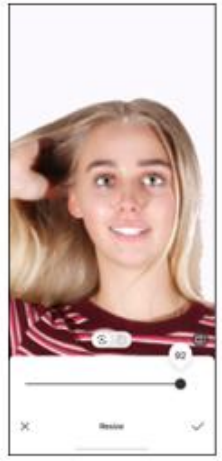
STEP 4

STEP 5

STEP 6



STEP 7



STEP 8

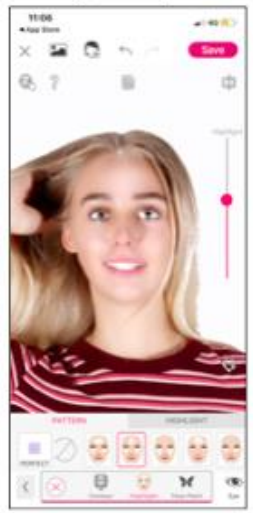
FACE RECONSTRUCTION

YOUCAMMAKEUP APP

This time instead of changing the way her body looks, I tried to change her face look through makeup. A Barbie usually has striking eyes with big lashes and small features and that is what I have tried to mimic through this app.

STEP 1

STEP 2

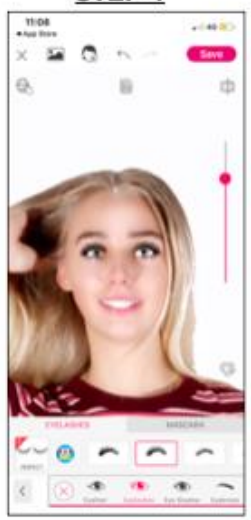


Highlights on the face makes her look more shiny and plastic

STEP 3

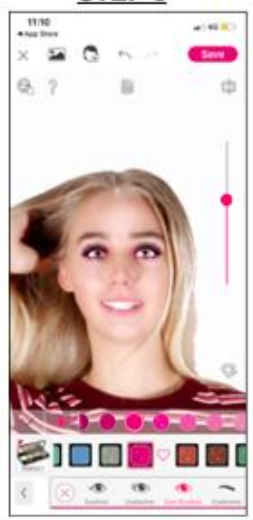
Eyeliner as the base of the eye makeup to make it look more dramatic

STEP 4

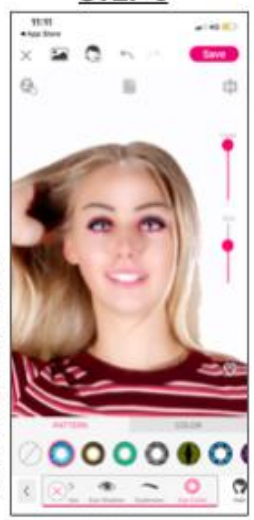


Pink eye makeup and long dark eyelashes to mimic the picture of the Barbie that I used for my first shoot

STEP 5



STEP 6



Adding Blue contacts to my model and making th pupils wider

DIGITAL EXPERIMENT

For this edit I used the same image; one in Black and White and one from the previous edit (reconstruction). I layered them together and cut out one half of the top layer to over lap the two colors and have them contrasting against each other. I then experimented with three different types of lines and chose one to separate the two, along the line where the images join.

STEP 1

STEP 2

STEP 3

STEP 4

STEP 5

STEP 6

STEP 7

STEP 8

LAYER 2

Layers for the lines

EVALUATION OF RECENT EDITS

EDIT 1

The idea of this edit was to show the comparison between the 'fake Barbie' and a real life model posing as Barbie. This shows the difference between the proportions, the coloring and the quality.

A problem with these edits is the point at which the two images join. I made the lines too harsh, and too random. I wanted to show the comparison of body parts on both images but the way I split it up was not effective.

If I were to do this again, I would use more subtle and simple lines to separate the two and do it straight down the middle rather than in random places. I would also not go over it with black lines as a Barbie is meant to look very elegant and perfect.

EDIT 2

The black and white in this image was meant to show that the 'perfect' Barbie doll wasn't always the better one and that its better to be natural as 'perfect' is boring. However, that wasn't the message that came across to other viewers. Therefore, I need to be more specific and try to do this a different way.

POSSIBLE NEW IDEAS:

- **Using a creative way to split and combine the two images. E.g. Using a physical manipulation/ going straight down the middle/ Blending the two images together**
- **Using the same image but splitting it into two**
- **Increasing the saturation/ smoothness of one side of the image.**

RECONSTRUCTION EDIT 1

I manipulated my real model, who mimicked Barbie movements and expressions, to look more like Barbie.
I edited the proportions and the size of the features to be more like the Barbie doll. This involved making the waist look more snatched and thinner, narrowing and shaping the face, decreasing the size of the facial features and slimming down the arms.

To make this more like Barbie, I need to resize the eyes and make them wider as well as make the eye makeup (eyelashes/eyeshadow) more exaggerated and princess like.

EDIT 2

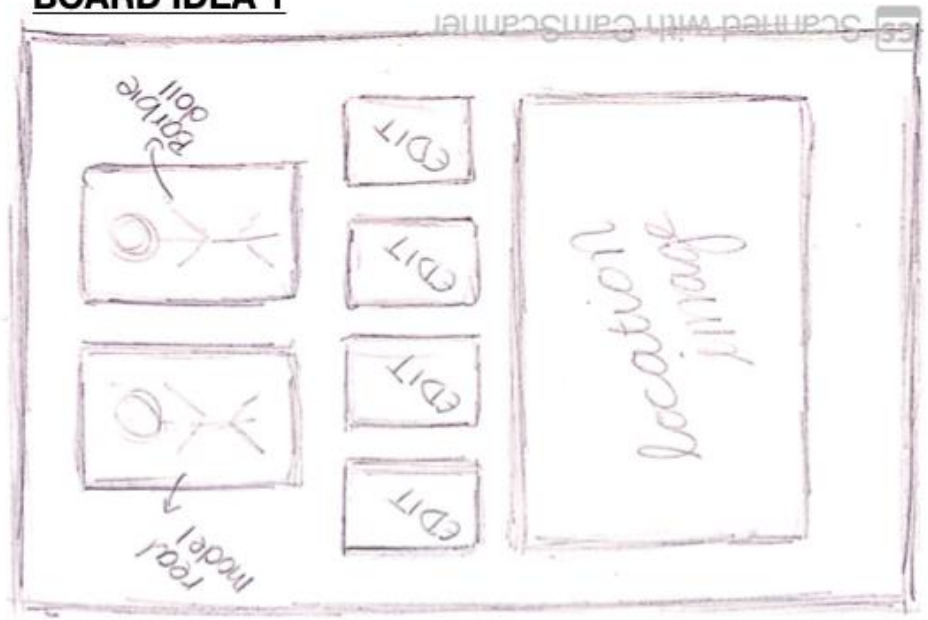
Close up of the face and makeup

In this edit, I split the model down the middle rather than in random places and I found this made the comparison easier. However, my line was still too harsh and too dark for it to be used on a Barbie/ princess image so I need to either blend together the two images or join them together without the use of lines.

21/11/2021

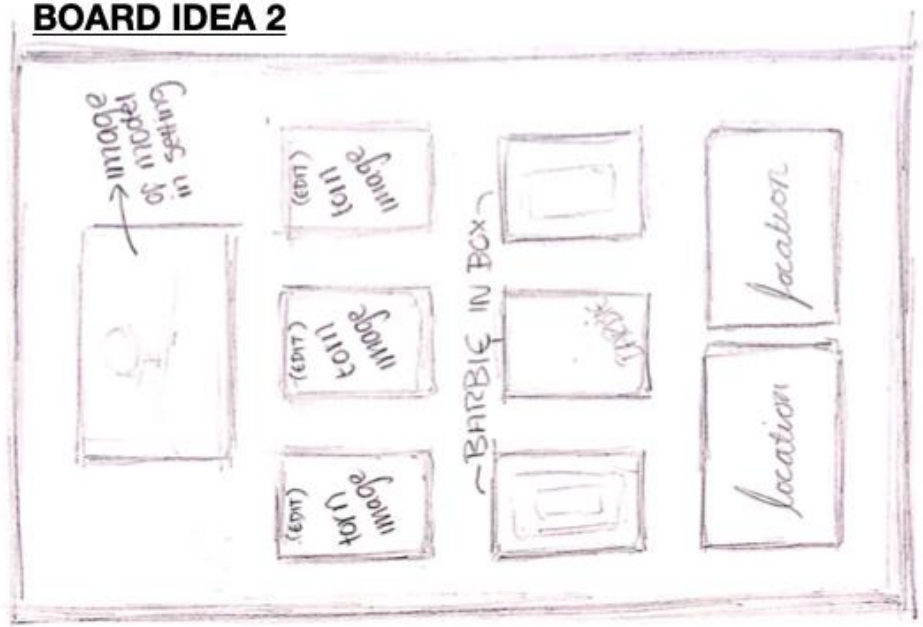
MOCK EXAM

BOARD IDEA 1



- Possible pink board background

BOARD IDEA 2

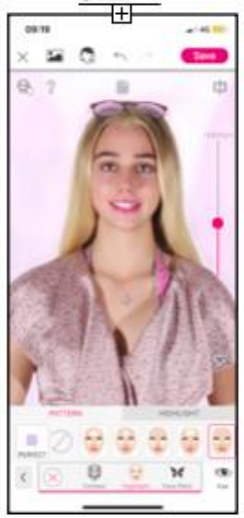


EXPRESSION
PINK
LIPS
LASHES
DRAMATIC
POSING
BLONDE
Blonde waterfall hair
Perfect small nose
Perfect lips/ white teeth
Pink eyeshadow
Shaped eyebrows
Long eyelashes
Big blue eyes
Long thin legs
Snatched waist
Pink

YOUCAMMAKEUP APP

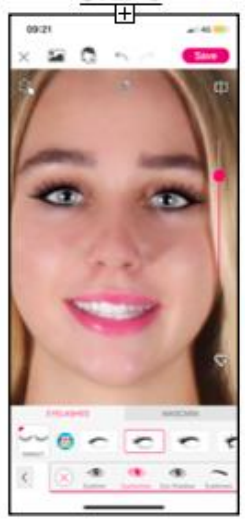
I am now going to add makeup to my models face. This app allows me to choose very bright and pixelated colors which is ideal when trying to follow a certain color scheme.
I am also able to change the shape of some features and add color to the eyes.

STEP 1



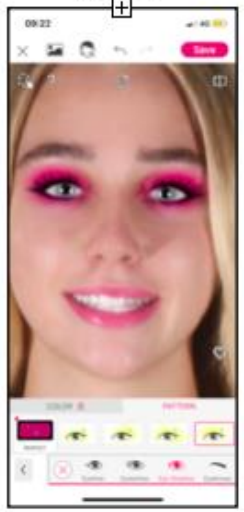
STEP 2

STEP 3

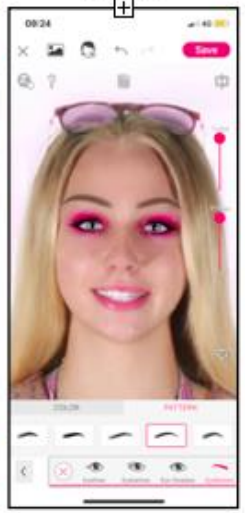


STEP 4

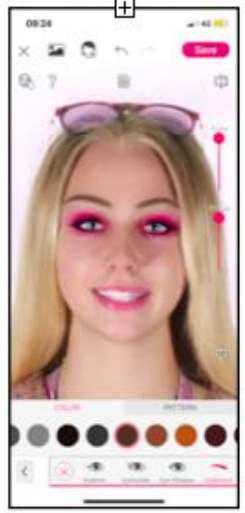
STEP 5



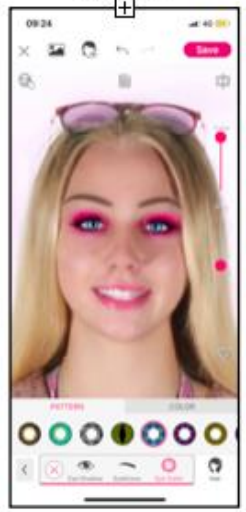
STEP 6



STEP 7



STEP 8

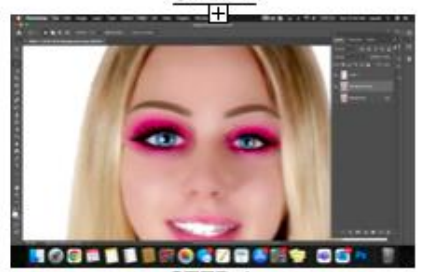


CHANGES NEXT TIME:
- Elongated neck
- Bigger eyes
- Contoured nose
- Lighter hair
- Longer eyelashes

FINALISING MAKEOVER

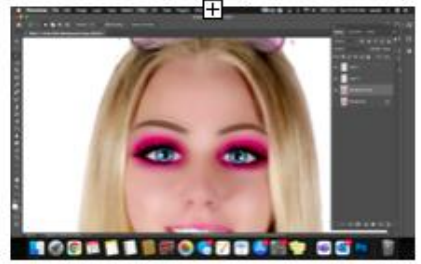
STEP 1

STEP 2

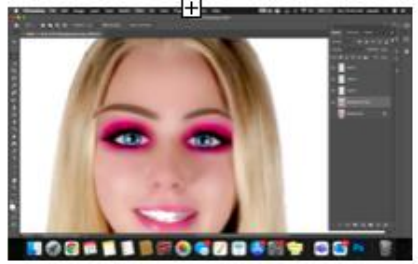


STEP 3

STEP 4



STEP 5

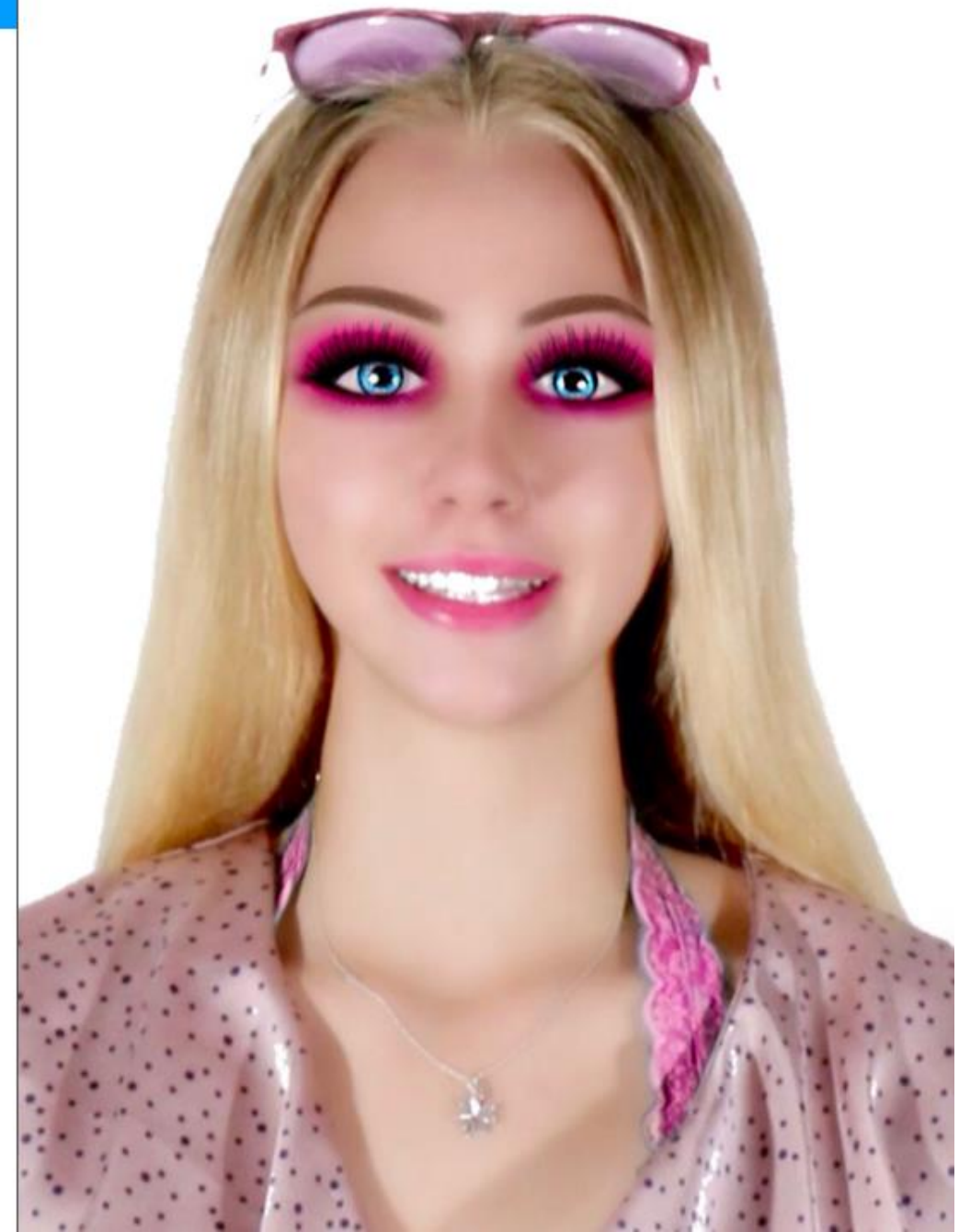


STEP 6

STEP 7

I used the lasso tool to cut around the eye so that I could enlarge it. I had to use the eraser to remove any part of the layer that overlapped with the hair and I then used the blur tool to blend the new layer (the eyes) into the old one, making it look more

Following the changes I wanted to make to my model, I used the app Youcammakeup to change the appearance of the face. I added more and longer eyelashes to the model to enhance the eyes and make the bolder and fuller. Also used contour to emphasis the narrowness of the nose as well as using highlight to make my model look more shiny and plastic like.



TORN APART - PART 1

IMAGE 1

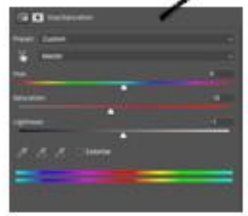


IMAGE 2

STEP 1

STEP 4

STEP 2

STEP 5

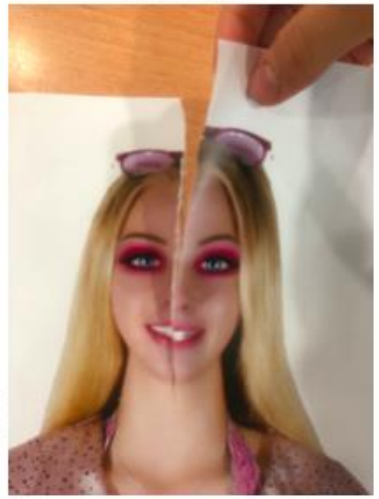
STEP 3

This was my first attempt at combining two images and contrasting them against one another. Instead of using harsh lines to separate the two images, I used a torn piece of paper to make it look more childish and fun.
The left image was the unedited version, unsaturated and dull. The right was the edited version with high contrast and increased exposure.

TORN APART - PART 2

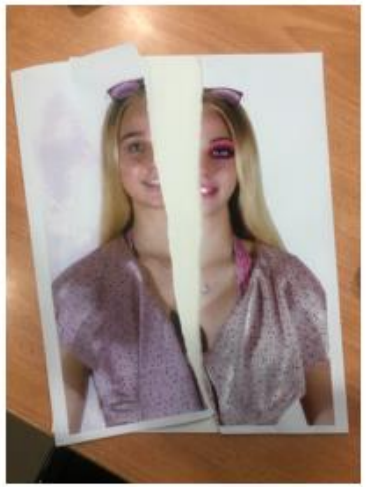
STEP 1

STEP 2



Overlapping the two images to tare them the same.

STEP 3



This is a physical version of the edit above. I prefer the digital version as it comes out a lot cleaner and I can make the tear look more random. Tearing a piece of paper does not create the shapes and lines that i want instead it is more symmetrical and straight.

OTHER COMPOSITIONS

I played around with different compositions and curving the paper as I tore it. This meant one side was bigger than the other and I didn't like it as much as i do when it is split down the middle.

TORN APART - PART 3

IMAGE 1

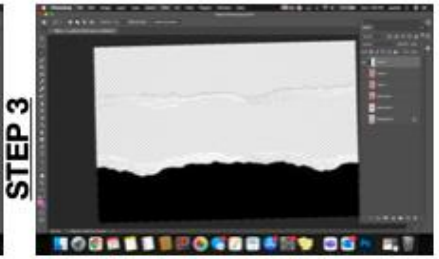
IMAGE 2

IMAGE 3

This is a simple comparison edit. I will show these three images (edited model, Barbie and unedited model) side by side with a tear at the point the images meet. I will use an image from the internet to make the tear.

STEP 1

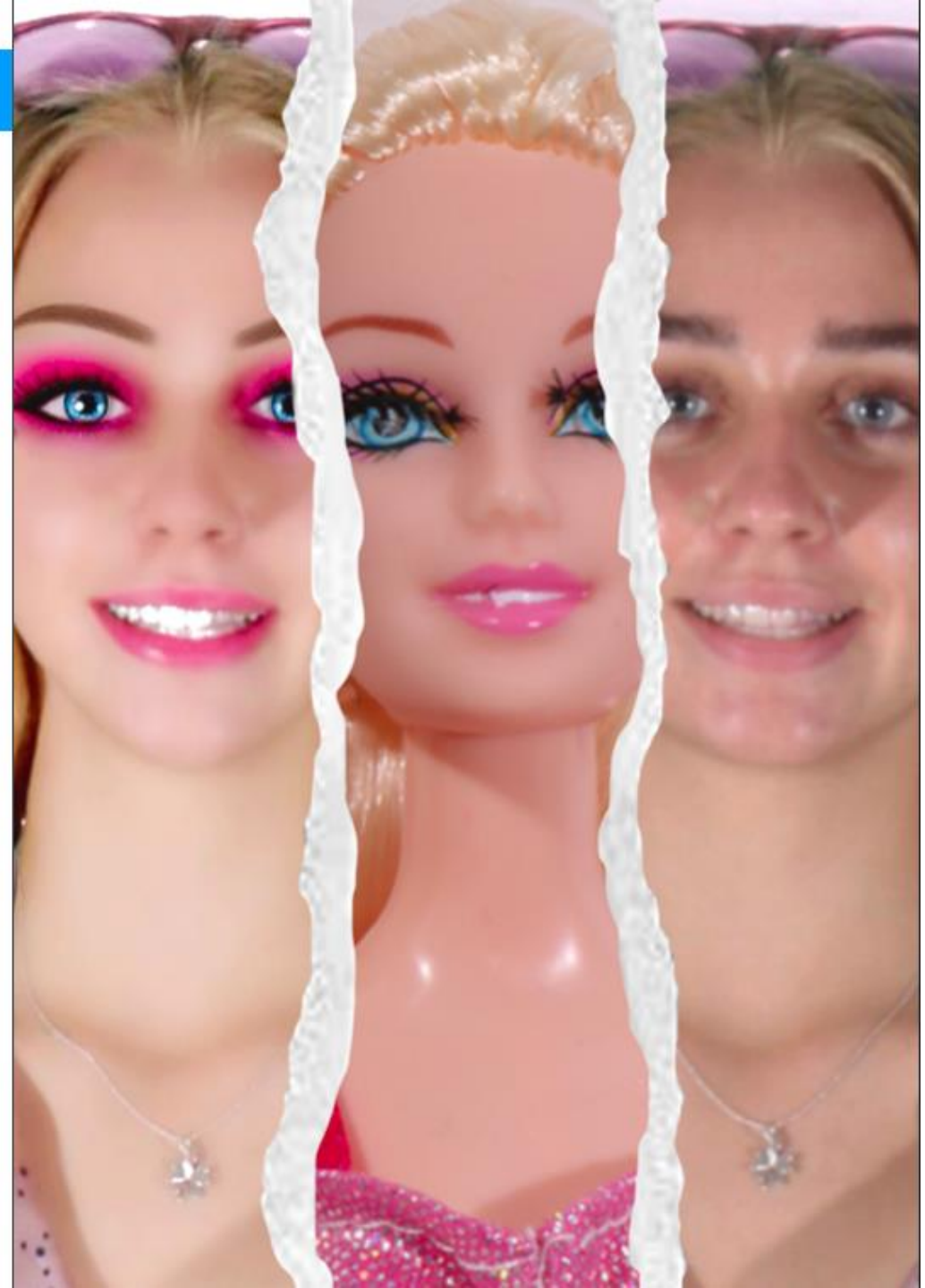
STEP 3



STEP 2

STEP 4

I like how this image turned out. You can see from the unedited version on the left, that the real Barbie and my edited model is far from realistic or natural. Their skin has been smoothed out and their facial features slimmed to meet an idealistic, perfect face.



TORN APART

I started by editing the look of my model. For example, the skin tone, the size of her features and the makeup. I do this using two apps that allow me to pinpoint areas on the body to manipulate.

STEP 1

STEP 2

STEP 3

STEP 4

STEP 5

STEP 6

STEP 7

STEP 8

IMAGE 1

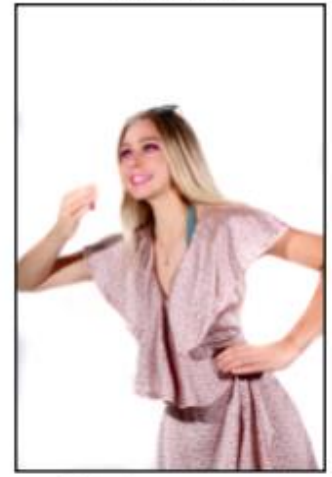
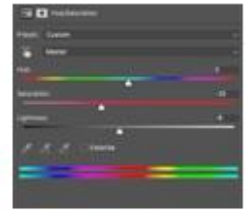


IMAGE 2



STEP 1

STEP 2

STEP 3

STEP 4

STEP 5

STEP 6

After slimming down my model and doing her makeup like a Barbie doll, I used photoshop to combine my unedited version with my manipulated version. I used the tear on the right to show the real person underneath covered by the 'perfect' version.

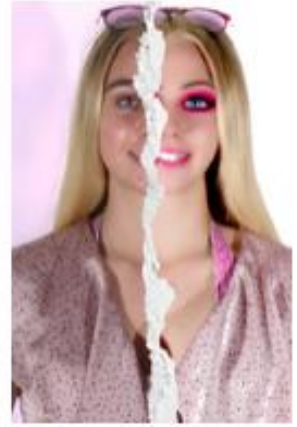
EVALUATION

First edit of face

When I first did this edit of my models face, I only change the shape of the chin and cheeks. I used an app to slim her face down and elongate it. I realized that it still didn't look like a Barbie face, so I used my app again and made the eyes bigger and wider, I made the nose smaller and the neck longer.

Final edit of face

Favorite 'torn apart' image



Least favorite 'torn apart' image

This was the **best final edit.** It showed someone hiding away, pretending to be something and someone that they're not. I used the same editing skills to change the shape of my model, however this time I used photoshop to add in the torn piece of paper. I layered the images and used the eraser tool to get rid of any unwanted ares of the image underneath and the top layer.
I really like how this edit turned out.

THE BARBIE BOX

SHOOT 1 IMAGES

EXAMPLES OF BARBIE DOLLS IN BOXS

SHOOT PLAN

DATE: 16/11/2021 **SHOOT NUMBER:** #3 **THEME:** Stereotypes- Dumb Blondes

EQUIPTMENT:
- Camera (Canon camera)
- Tri-pod
- Possible use of a reflector

LOCATION:
- I will be using the studio again.

MODEL/ CLOTHING/ PROPS:
- Female (preferably blonde)
- Pink clothing
- Basic but bold makeup (like a barbie)
- Simple accessories (glasses, bags, hair clips)

LIGHTING:
- I am using studio lighting for my shoot.
- This will be similar lighting to my previous shoot as I want to replicate what the Barbie doll looks like in real life.

TECHNICAL APPROACH:
- I will be in the studio so I will have to use a small aperture so my model isn't too over exposed.

CREATIVE APPROACH:
- For this photoshoot, my model will be wearing pink clothing and typical girly accessories. She will be mimicking a Barbie movement and I will focus on the positions she would be in if she were stuck in a box and trying to get out.

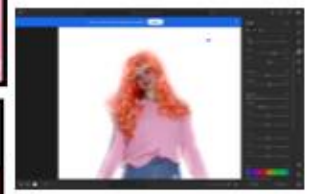
INSPIRATION: My first shoot

ORIGINALS:

BOXED

STEP 1

STEP 2



For this edit, I imagined Barbie trapped in the box with her blonde hair and pink clothes, stuck in a stiff and unnatural position. I edited one of my images as normal, including the reconstruction of the body and face and then used photoshop to place her in the box behind the screen.

STEP 3

STEP 4

STEP 5

I had to decrease the opacity of the original screen and put another one over the top when the doll was placed in the box.

ORIGINAL

THE HAND

BARBIE BOX

STEP 1

STEP 2

STEP 3

STEP 4

STEP 5

STEP 6

STEP 7

STEP 8

STEP 9

STEP 10

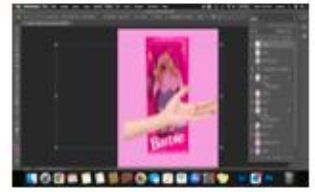
STEP 11

STEP 12

STEP 13

STEP 14

STEP 15



STEP 16

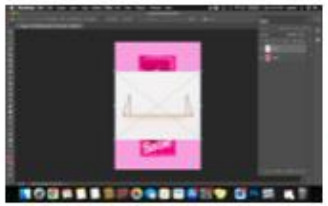
LIMITED EDITION
Barbie
NOT SUITABLE FOR CHILDREN
LIMITED EDITION
Barbie
NOT SUITABLE FOR CHILDREN

MASS PRODUCE

ORIGINAL

ORIGINAL

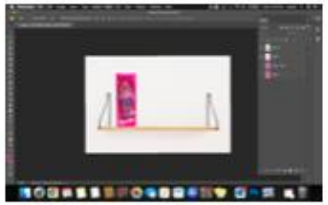
STEP 1



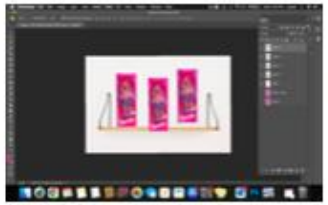
STEP 2

STEP 3

STEP 4

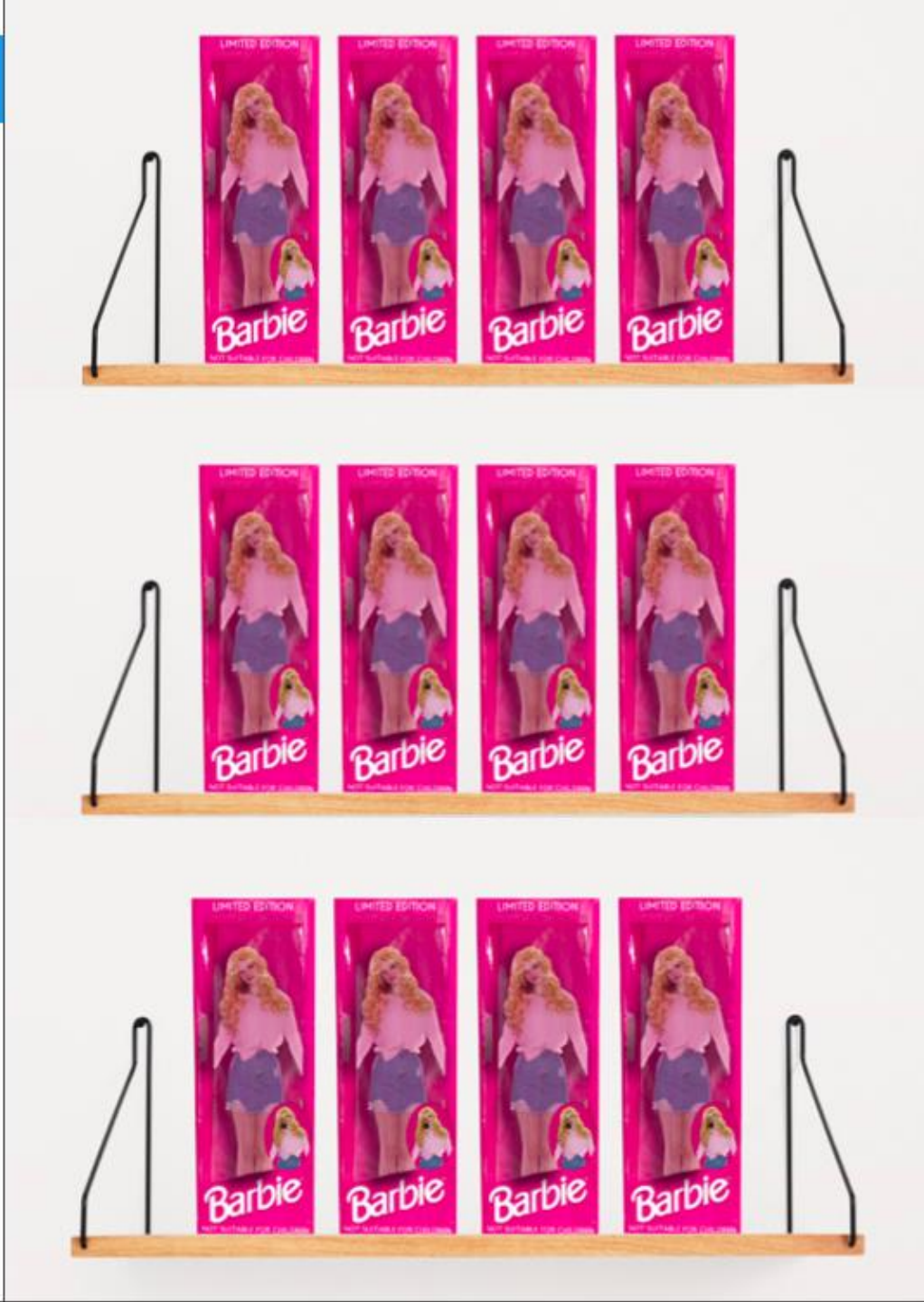


STEP 5



To create my first 'mass produce' piece, I used the same box edit from the previous page and duplicated it multiple times. I then found a shelf of the internet and copied that three times.

By placing one above the other it gave the effect of shelves in a store.
It reminded me of when a little girl would be walking down the isles and see the endless boxes of perfect pink Barbie dolls.
Next time, I want to add more shelves and more boxes of Barbie Dolls to emphasize the fantasy and the love people have for the doll.



MASS PRODUCE

ORIGINAL

ORIGINAL

I tried to recreate a store like scene where a girl is looking at shelves full of this 'perfect' pink Barbie doll.

STEP 1

STEP 2

STEP 3

This was my original Barbie doll in a box. I had to erase the background from the image.

I continued duplicating my Barbie doll until I filled each shelf.

STEP 4

STEP 5

STEP 6

Duplicating the box until it covers every shelf.

For the last step of the edit, I erased all of the areas of the box that covered the bar on the shelf and that sat onto of the girl.

ESCAPE PLAN

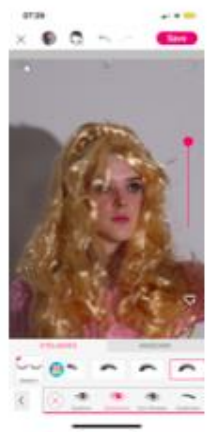
I used the same two apps that I used for the reconstruction part of my project.
- BeautyPlus
- Youcammakeup app

I first started by changing the skin color of my model. A Barbie doll has a much paler skin tone so I decreased the bronze and darkest color of the skin.

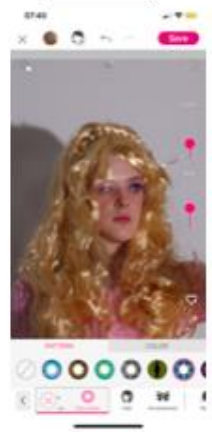
STEP 1

STEP 2

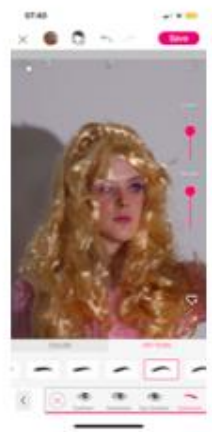
STEP 3



STEP 4

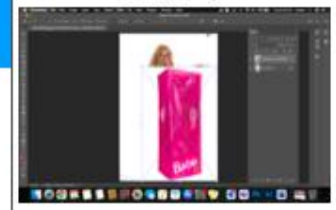


STEP 5



I then used the slimming tool to manipulate the size of my model. I tried to make the waist look more snatched and the face thinner and longer.
Next, making the eyelashes of my model look bigger and boulder, giving them more volume.
Changing the eye color to a light and bright blue to link to the Barbie dolls beautiful and stand out facial features.
Lastly, editing the size/color of the eyebrows, trying to make them look fake and plastic.

STEP 1



STEP 2

STEP 3

STEP 4

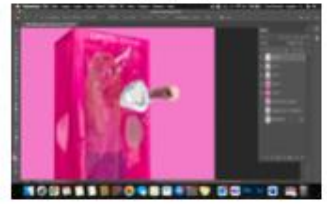
STEP 5

STEP 6

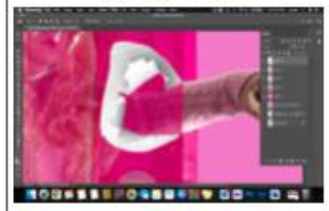
STEP 7

STEP 8

STEP 9



STEP 10



STEP 11

STEP 12

BARBIE BOX

MODEL DOLL

TORN PAPER

ESCAPE PLAN - PART 2

STEP 1

STEP 2

STEP 3

STEP 4

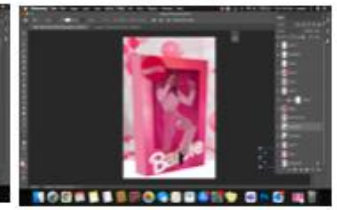
STEP 5

STEP 6

STEP 7

STEP 8

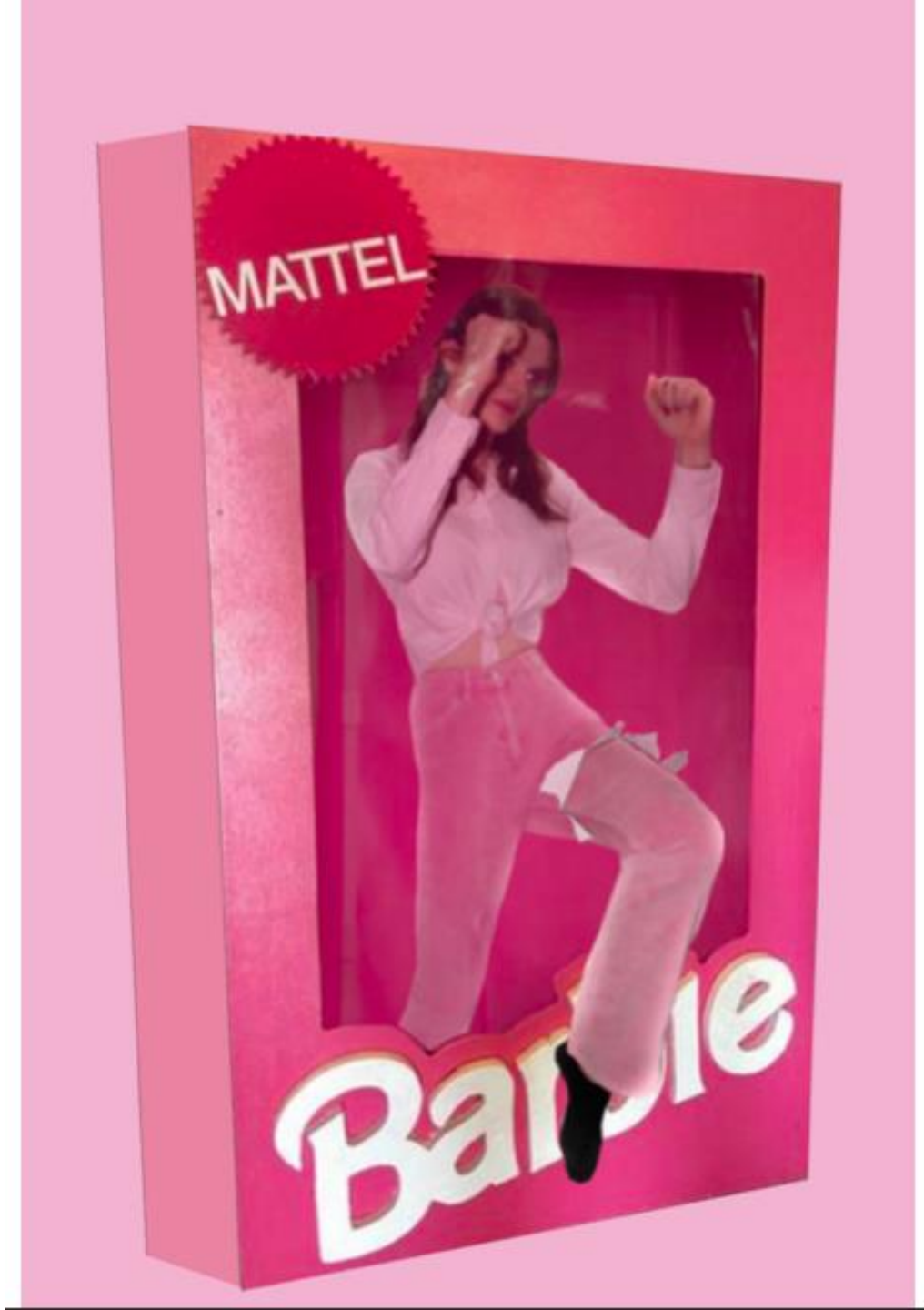
STEP 9

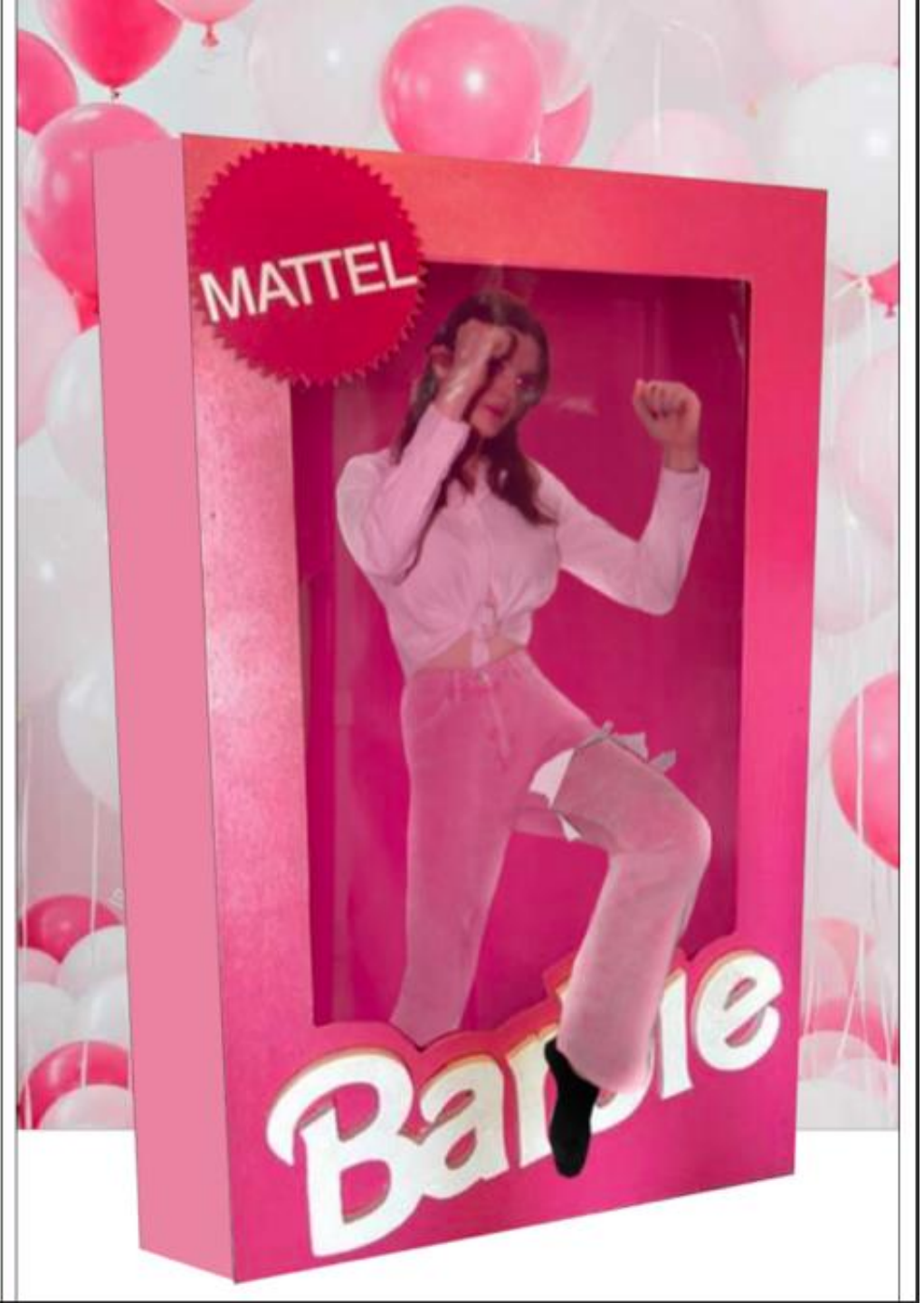


BARBIE BOX

MODEL DOLL

TORN PAPER


MATTEL
Barbie


MATTEL
Barbie

EVALUATION

BOXED

This was my initial edit for this section of the phase. I experimented with putting my Model, dressed up as Barbie, in a box. I tried to mimic the look and movement of a Barbie doll by making her look stiff and the skin looking smooth and plastic.

MASS PRODUCE

This next part of the process was me experimenting with the idea of little girls, looking up at Barbie and wanting one. Shelves full of them and them being very popular. I used photoshop to put my original image, of Barbie in a box, onto shelves in a store.

ESCAPE PLAN

This is leading onto the next stage of my project and people rebelling against the stereotype of a dumb Blonde Barbie. I got my model to pose in positions that look like she's escaping and then used photoshop to manipulate them and place them into a Barbie box. I love how this turned out but next time need to make more shadows.

23/11/2021

END OF MOCK

CHANGING OF THE DOLLS

How people envision a Barbie doll:
- Long legs
- Skinny
- Snatched Waist
- Sculpted face
- Big blue eyes
- Blonde hair

The idea that a Barbie doll has to be thin and sculptured is slowly going out of fashion and this evolvement of the dolls is shown through different brands and more diverse looks and characters. For example, the Original Barbie doll was the typical Blonde hair, Blue eyes, covered head to toe in pink. These days Barbie has entered a world full of different professions that encourage and give hope to young girls who want to be part of that industry.

Barbie dolls are also becoming more diverse. Different nationalities, races and cultures is becoming more and more popular and accepted in the toy world. These days you can find Barbie with every skin tone and different colored hair/ hairstyles to express where you're from.

LINK: TOY STORY

The Toy Story franchise is a series of animated comedy movies created by Pixar Animation and released by Walt Disney.

It is about a group of living toys, who assume lifelessness around humans. They live with their owner Andy (A little boy) before he grows older and moves away to college. The toys go through a series of events which they have to overcome and return home safely to their owner. One challenge they encountered is Sids room. Sid is a little boy who destroys toys and attempts to put them back together, creating some disturbing outcomes.

SIDS ROOM!

The event in Toy Story that took place in Sids room, is a good link to my next theme of 'rebellion.'

Sid dismantles the toys he collects and turns them into something disturbing. He goes against what they stand for and their purpose and decides to do his own thing with them. For example, he tries to blow up Buzz Lightyear.

He doesn't play with the toys, he instead destroys them and has a very aggressive attitude/ behavior when around them. This could be due to his intensions with the toys and what they stand for themselves.

How do toys impact children's development?

Toys impact the cognitive, social, emotional and language development of children. They can affect how they act and certain personality traits they get. Depending on the toy and how they look, it can effect their perception of the world and affect their behavior. For example, a more aggressive toy can make the child have a more aggressive attitude.

INTRODUCTION OF BARBIE PROFESSIONS

EVOLVEMENT OF DOLLS

MARGAUX LANGE

Margaux Lange is a New York born jewelry designer. She created "The Plastic Body" Series jewelry collection. This is her way of repurposing mass produced materials into handmade, wearable art. She said it's her way to examine and celebrate her own relationship with the icon, Barbie.

Her childhood obsession with the doll led her to use these plastic pieces in her jewelry as an attempt to bring out the fantasy she had imagined when playing with Barbie as a child.

While her relationship with Barbie has led her to creating beautiful pieces of jewelry, I want to represent the relationship between Barbie and society, which is not so beautiful. To do this I will have to experiment with different techniques and viewpoints.

HOW HAS SHE INFLUENCED ME?

The idea behind her jewelry has influenced me to create a phase of work where I can experiment with different ways to show the relationship between society and Barbie.

These are more of Margaux Langes work and she has captured individual features of the doll, showing it has been destroyed and ripped apart.

The way she has photographed individual features of both Barbie and Ken has inspired me to experiment with different techniques and create similar images but in a less positive and in more of a disturbing way.

This single image represents the way Barbie is viewed in society these days. This is what I need to evidence in my work by capturing Barbie in a unique and creative way, removing the 'perfect' image she portrays.

POSSIBLE TITLES FOR A NEW PHASE:

- **"Perfect no more"**
- **"Destruction"**
- **"Rebelling"**
- **"Childs play"**
- **"Fake and Plastic"**

PHASE 3 - REBELLIOUS

- Stereotypes

Goth/ Rock/ Hippie/ Sports person/ Geek/ Jock etc…

- Going against what people think
- Not agreeing with the stereotypes

APPERANCE

- They are destroying things
- Looking angry and annoyed

⊞

WHAT DO PEOPLE THINK

- Annoyed with the typical image of what people should look like
- Getting out of their comfort zone

- Different stereotypes
- Destroying/ damaging dolls

TYPES OF SHOOTS

- Angry
- Possibly more than one person in a shoot

⊞

- Fire
- Bubbles
- Coloring pens

POSSIBLE PROPS

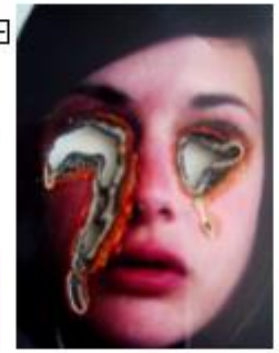
- Scissors
- Clothing
- Hats

⊞

Lucas Simones

WHAT HE DID

Lucas Simones uses his passion for portraiture to capture images of girls and layer it with orange after burning it. With these burnt images, he wanted to work on sensations and how to make them feel more abstract.
He experimented with dissolving, boiling, cutting but in the end the burning edits looked the best.



MATERIALS

Simones aims to push the limits of the materials he uses. Concrete, Paper, Steel and Foam are the most recent materials in his work. In the past he has used Maps, books and photographs which was what sparked the interest of these images.

For my edits, I will experiment with burning the Barbie doll and the images to see which gives me the most desirable look when burnt

SHOOT PLAN

DATE: 21/01/2022 **SHOOT NUMBER:** #4 **THEME:** Stereotypes- Rebellious

EQUIPTMENT:
- My camera (Canon camera)
- Barbie doll
- Light box
- Ring light

LOCATION:
- Studio shoots for pictures of the Barbie
- Outside/sidewalk for Barbie getting destroyed

MODEL/ CLOTHING/ PROPS:
- For this shoot I will not be using a model, I will be using a different Barbie doll.

LIGHTING:
- I will possibly use a Lightbox for some images of the Barbie doll getting destroyed
- I will need natural lighting when setting my Barbie on fire

TECHNICAL APPROACH:
- I may have to use the flash
- Blur out the background/ foreground
- Need to make sure my images arent too overexposed

CREATIVE APPROACH:
- For this shoot, I will be destroying and burning a Barbie doll. This will represent a rebellious attitude and the lead up tp my next phase. I will take close ups of the Barbie dolls and full body images to show her melting/ getting destroyed.

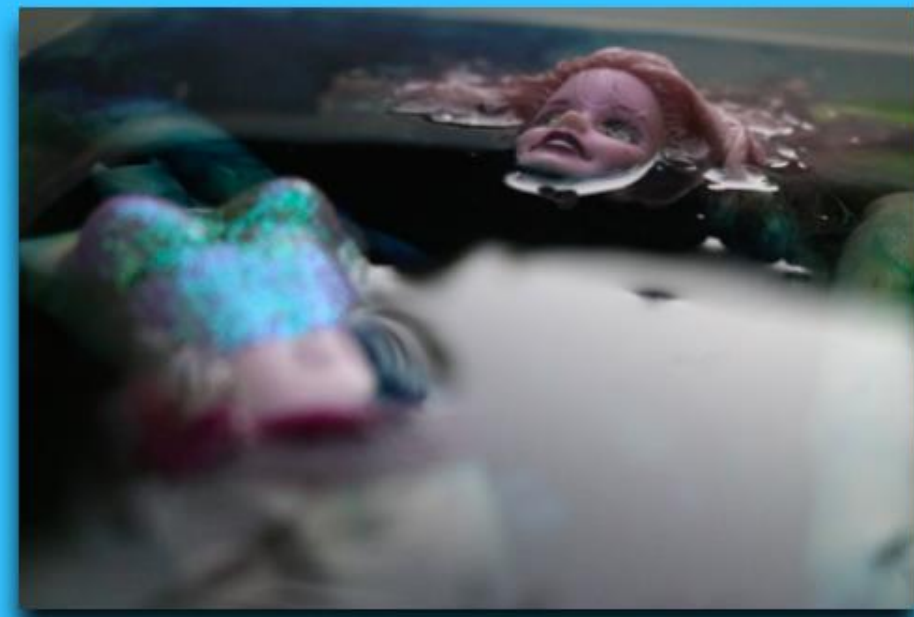
INSPIRATION:

ORIGINALS:

BARBIES FUNERAL:

HEATED UP:

UNDER WATER:



ENRICO PESCANTINI PT2

TITLED: BARBIE AROUND THE WORLD

This shoot was inspired by Enrico and his long distance relationship with his girlfriend. This was when he was living in India and she was living in Italy, and they were planning to meet halfway in Israel. They wanted to have a different kind of photo memories, so they had the idea of using alter egos as protagonists of their trip, Barbie and Ken; the perfect couple.

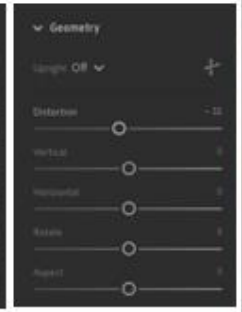
Enrico Pescantini's photography is based upon a fantasy and a life he wishes to have. He uses one of the most popular couples in the doll world and creates an unrealistic viewpoint of life and relationships.

The fakeness of this relationship is emphasized by the lighting and the angles the images are taken at. He oversaturated all of his images to emphasis the color and the contrast between them but this just further shows how fake and

Undersaturated: **Oversaturated:**

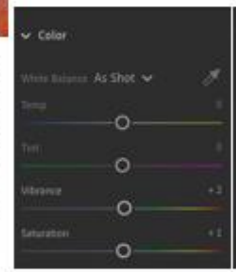
OVERSATURATED FLAME 1

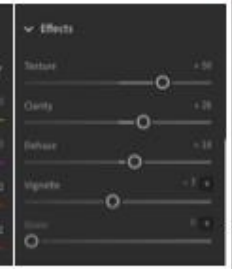
ORIGINAL:



STEP 1:

PROCESS:





STEP 2:

Here I created two simple Lightroom edits. My first edit was in color and involved me increasing the saturation and vibrance of the colors within the flame and in my object (Barbie doll). The second edit, I created in black and white. I decreased the saturation and the contrast of the colors.

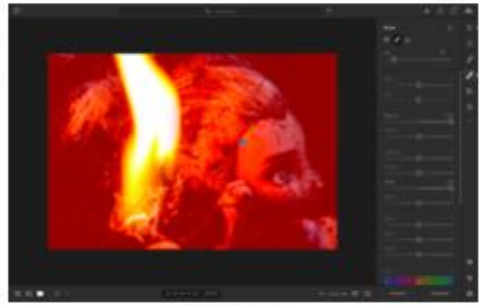
I will merge both of these in my next edit.

B & W PROCESS:

B & W:

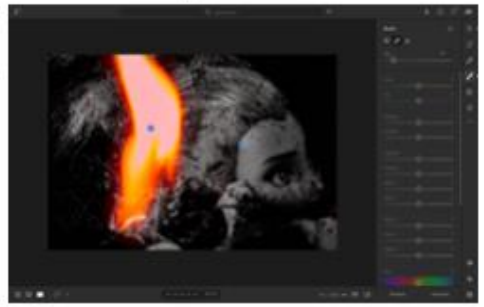
STEP 1:

STEP 2:



STEP 3:

STEP 4:



THE ORIGINAL:

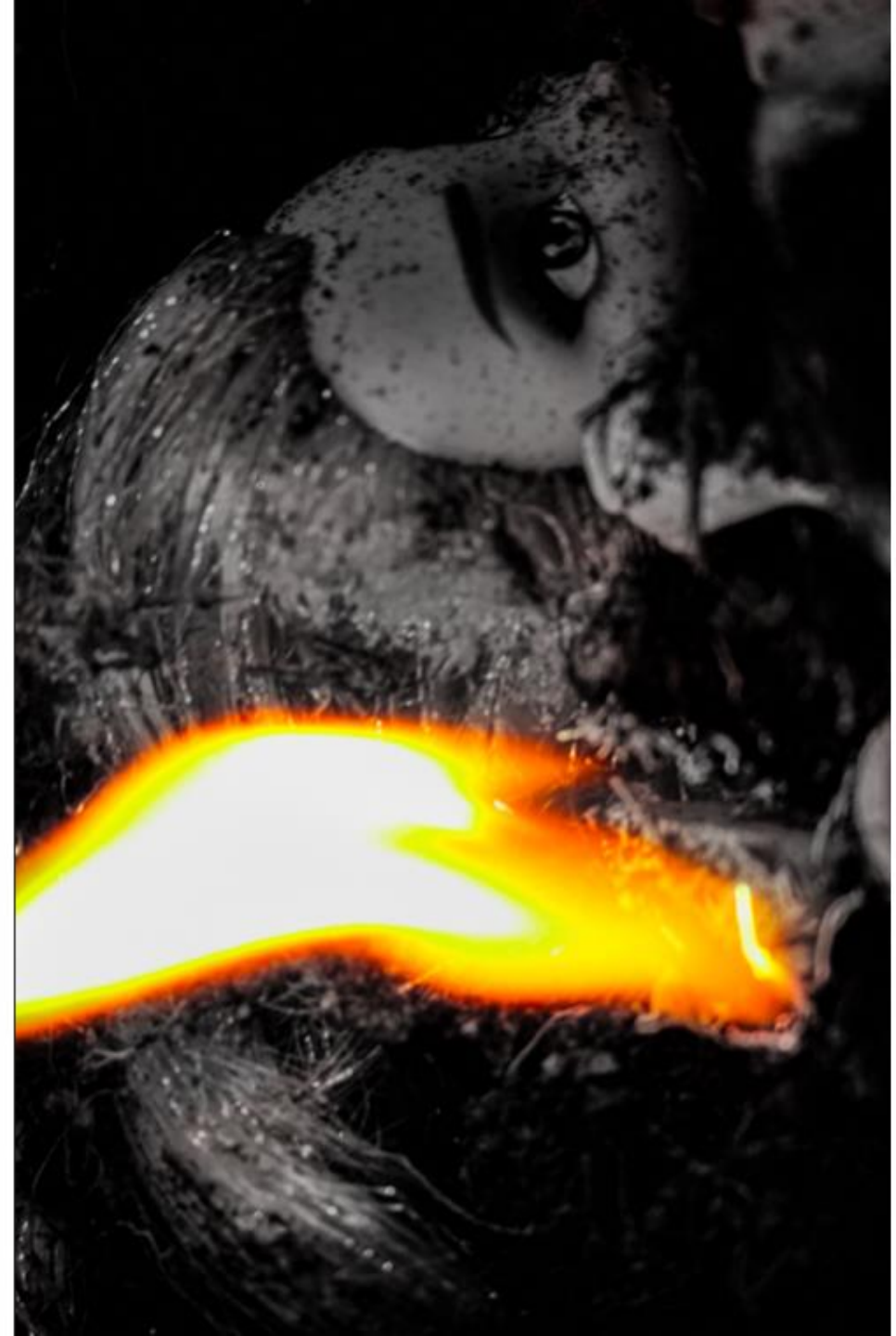
THE BACKGROUND:

THE FLAME:

In this edit, I combined both of the images above (the color edit and the black and white edit). I used the black and white image for the background and the color image for the foreground.

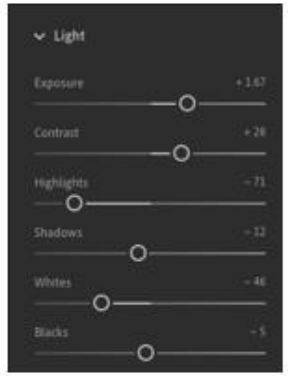
I increased the saturation and slightly increased the exposure on the flame to brighten it and to emphasize the color. To aid this, I also decreased the shadows.

With the background, I increased the contrast so that there is a clearer difference between the light and dark areas. I also increased the texture so the pieces of dirt and smaller-sized objects were emphasized.



OVERSATURATED FLAME 2

ORIGINAL:

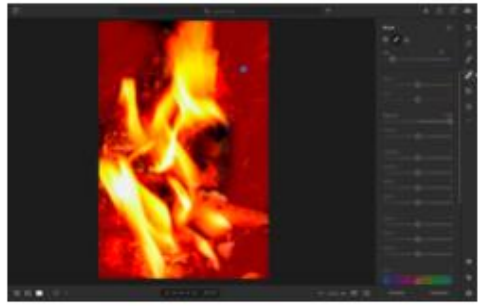


PROCESS:

B & W PROCESS:

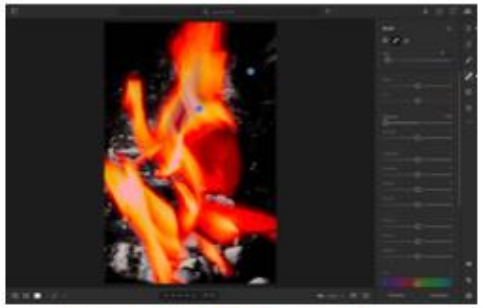
For my color edit, I wanted to emphasize the colors of red, yellow and orange however, I didn't want the Barbie doll to look too saturated so I increased the saturation slightly and increased the exposure to lighten the dolls face. I also decreased the white areas within the flame.

STEP 1:

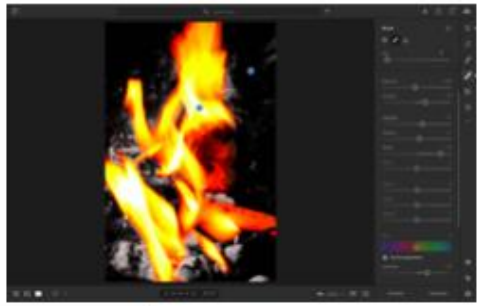


STEP 2:

STEP 3:



STEP 4:

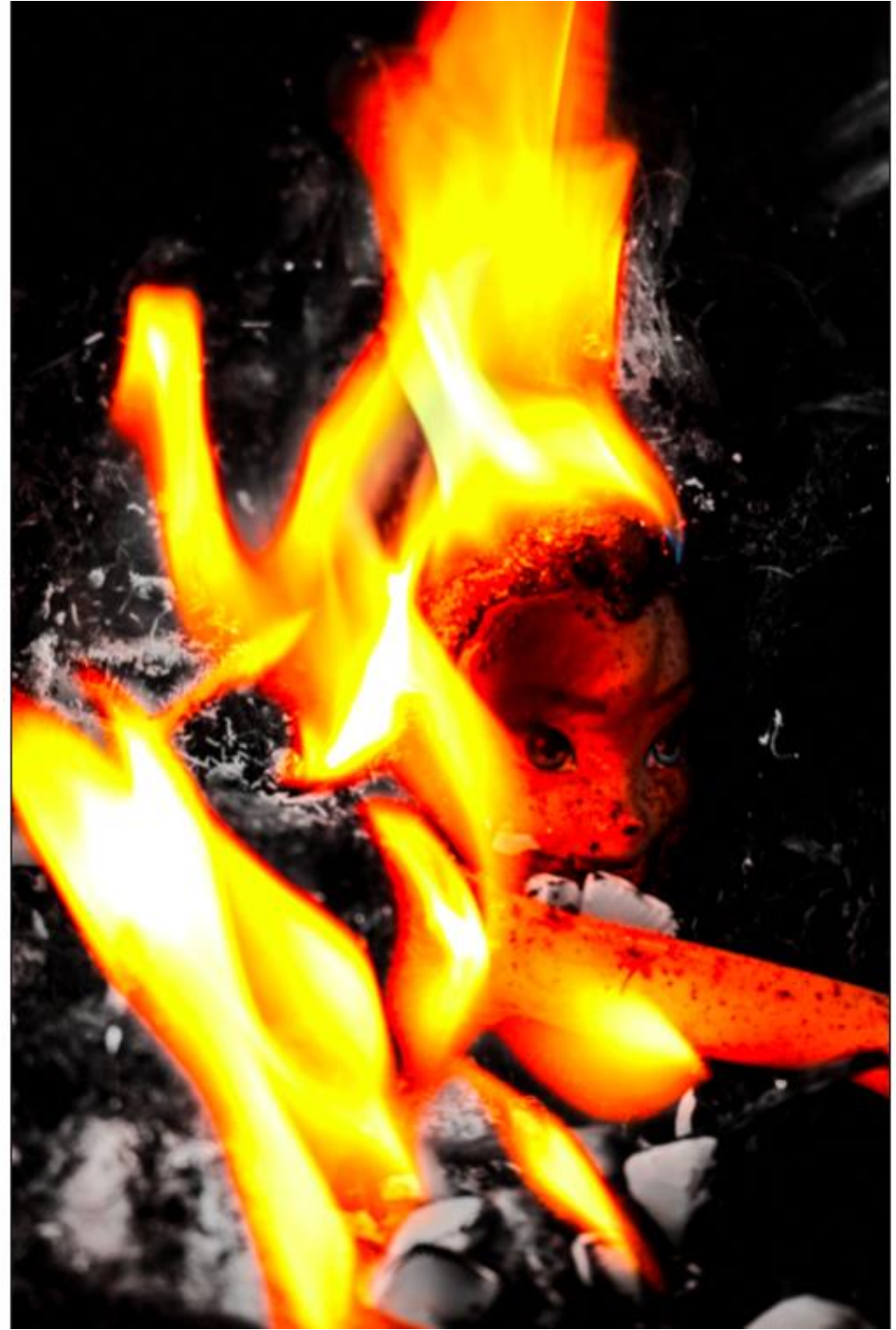


THE ORIGINAL:

THE FLAME:

THE BACKGROUND:

For this edit, I kept the focus (color) on the flame and the Barbie doll buried in it.
For the flame, I wanted to emphasize the yellow, orange and red outline to build an image of heat and anger. To do this, I increased the saturation and the contrast to created a greater difference between the lighter and darker areas of the color.
The background I wanted to keep relatively dark so I decreased the highlights and the exposure.



OVERSATURATED FLAME 3

ORIGINAL:

PROCESS:

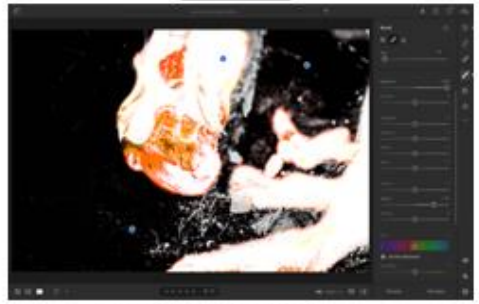
This image was under saturated and the colors seemed very dull, so I increased the contrast between the light and dark areas while also increasing the saturation and sharpening the flames so the stand out and are more defined.
For black and white image, I also increased the contrast to show the difference between the colors and I decreased the highlights to remove any overexposed areas.

B & W PROCESS:

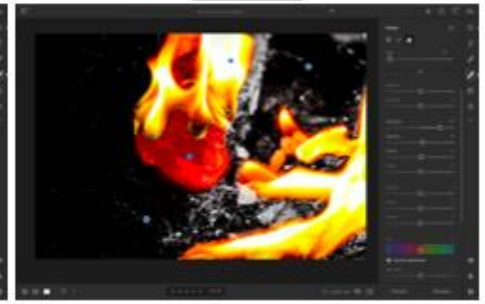
STEP 1:

STEP 2:

STEP 3:



STEP 4:



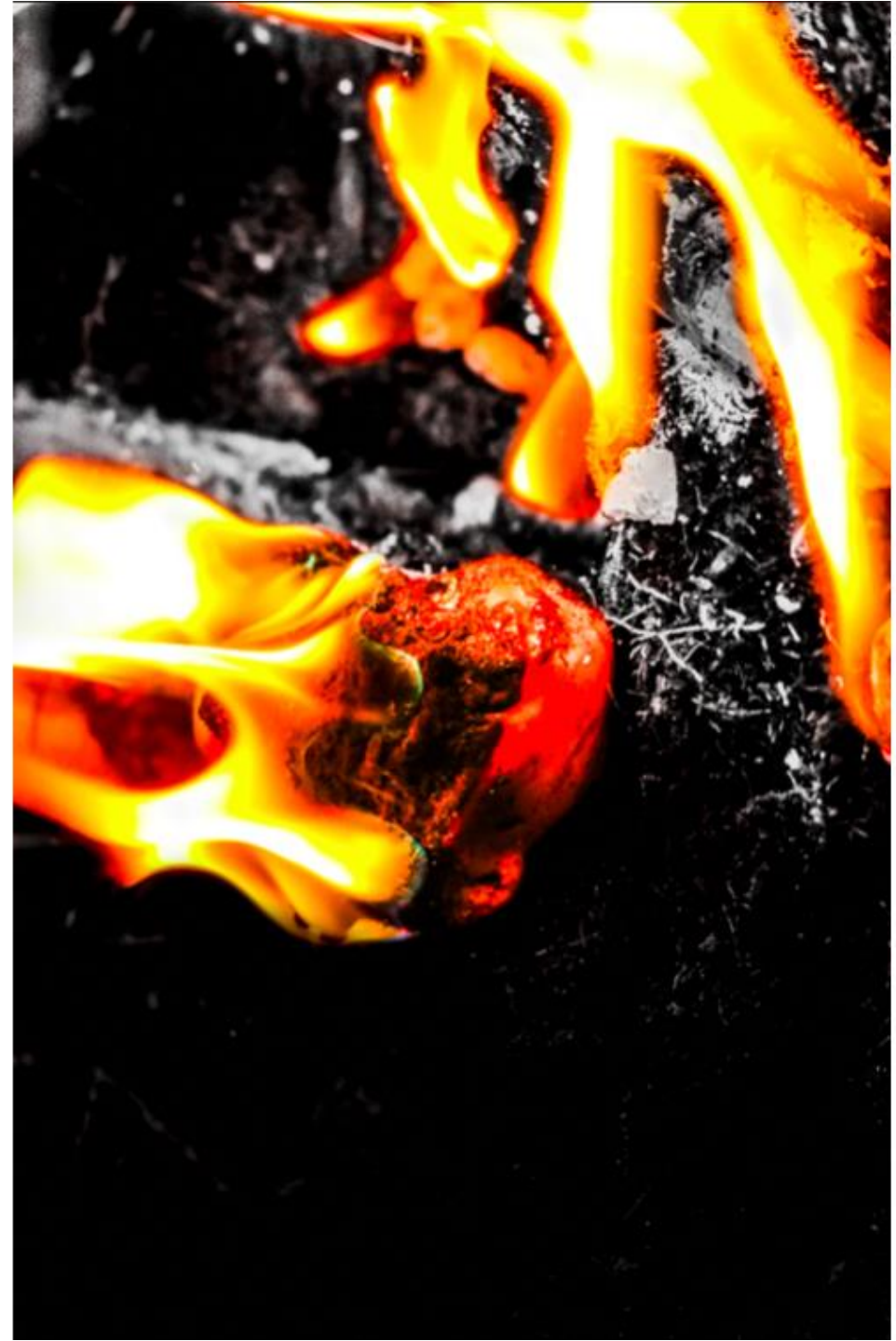
THE ORIGINAL:

THE FLAME:

THE BACKGROUND:

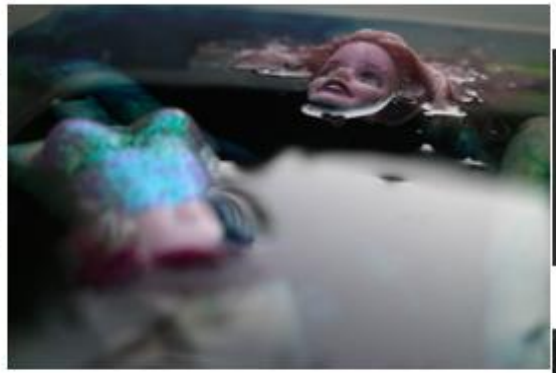
THE HEAD:

Similar to my other edit, I wanted the focus on the flame and the dolls head. For the head and the flame I increased the saturation and the highlights to emphasizes the brightness and the colors on it. The background was the opposite and I wanted to darken it and decreased the saturation.



OVERSATURATED WATER 1

ORIGINAL:

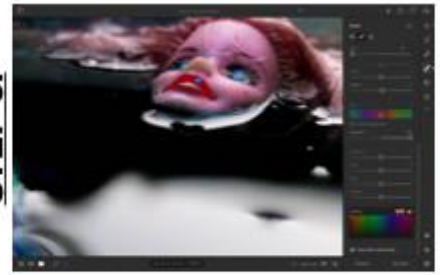


PROCESS:

STEP 1:

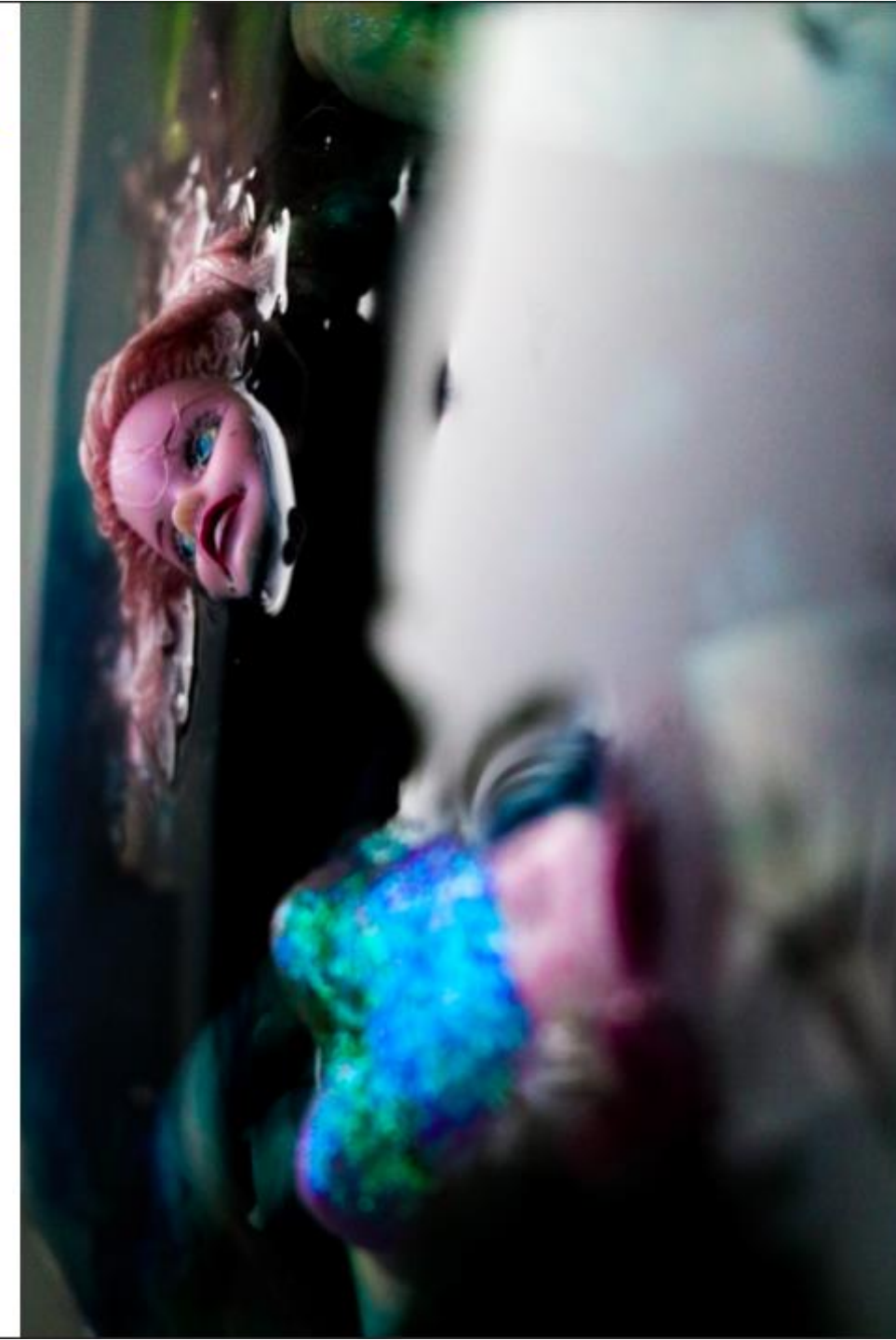
STEP 2:

STEP 3:



Emphasizing the color of the eyes and the lips.

Before this edit, my image was underexposed and the color on the Barbies clothes and face appeared very dull. To fix this, I slightly increased the exposure to add some light to the image and also increased the contrast to create a clear difference between the light and dark areas of the image. I wanted more of a cooler toned image so I decreased the saturation slightly and increased the vibrance so the viewer could become more aware of the blues and greens in the image.

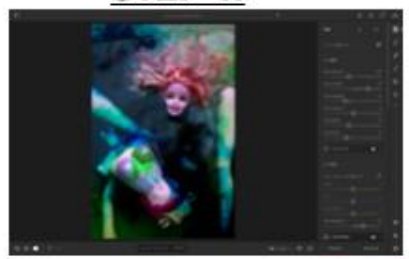


OVERSATURATED WATER 2

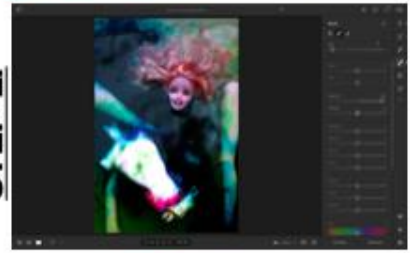
ORIGINAL:

This image was originally overexposed and had highlights over the face and body of the doll. The colors weren't very bright and there wasn't a clear contrast between the colors in the water. By increasing the saturation and contrast as well as decreasing the highlights, I am putting emphasis on those different colors.

STEP 1:

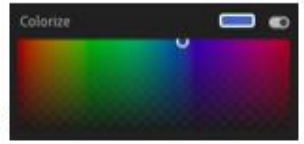


STEP 2:

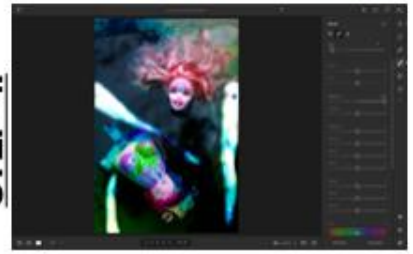


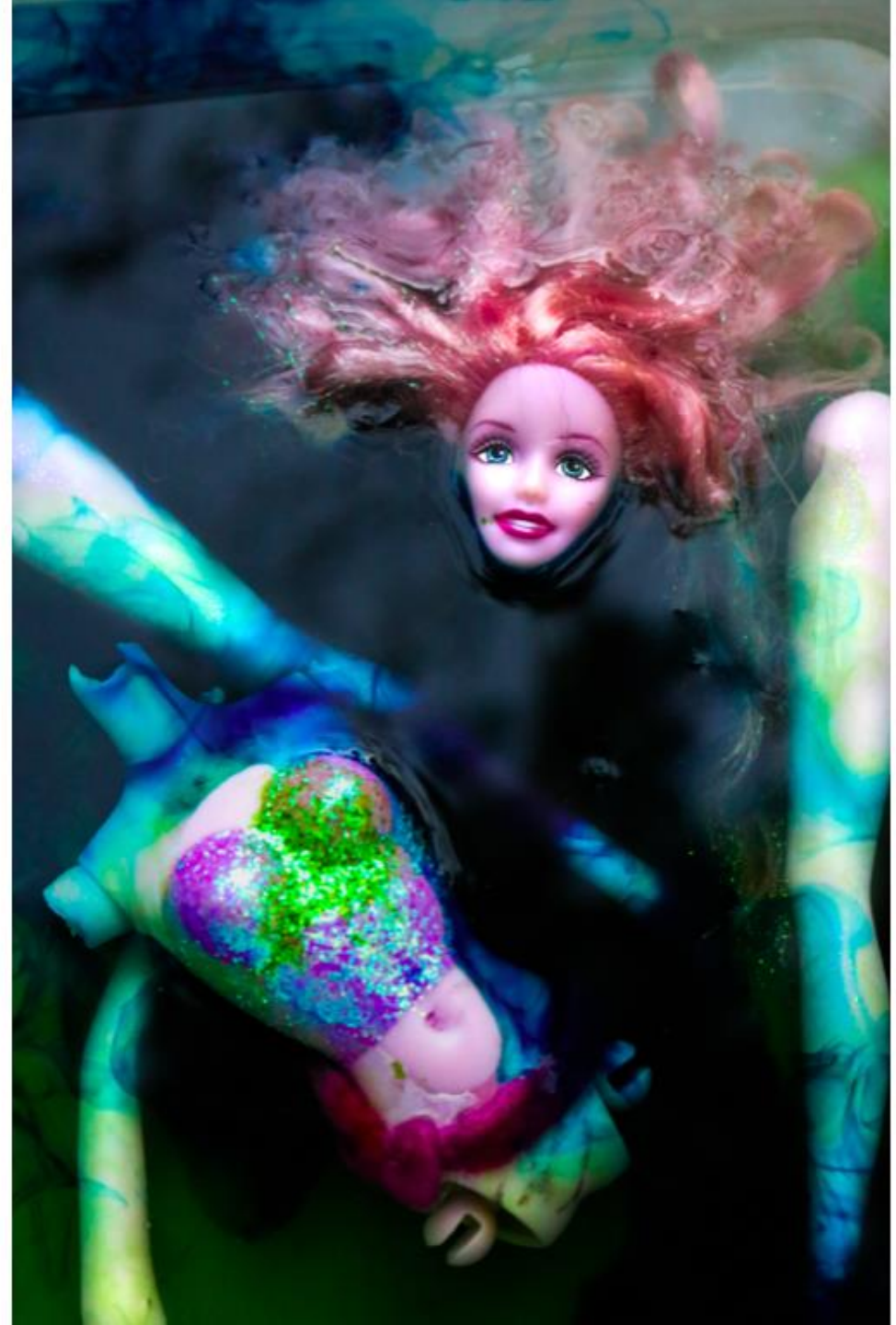
STEP 3:

EYE COLOR



STEP 4:





OVERSATURATED WATER 3

ORIGINAL:

INITIAL LIGHTING CHANGE:

STEP 1:

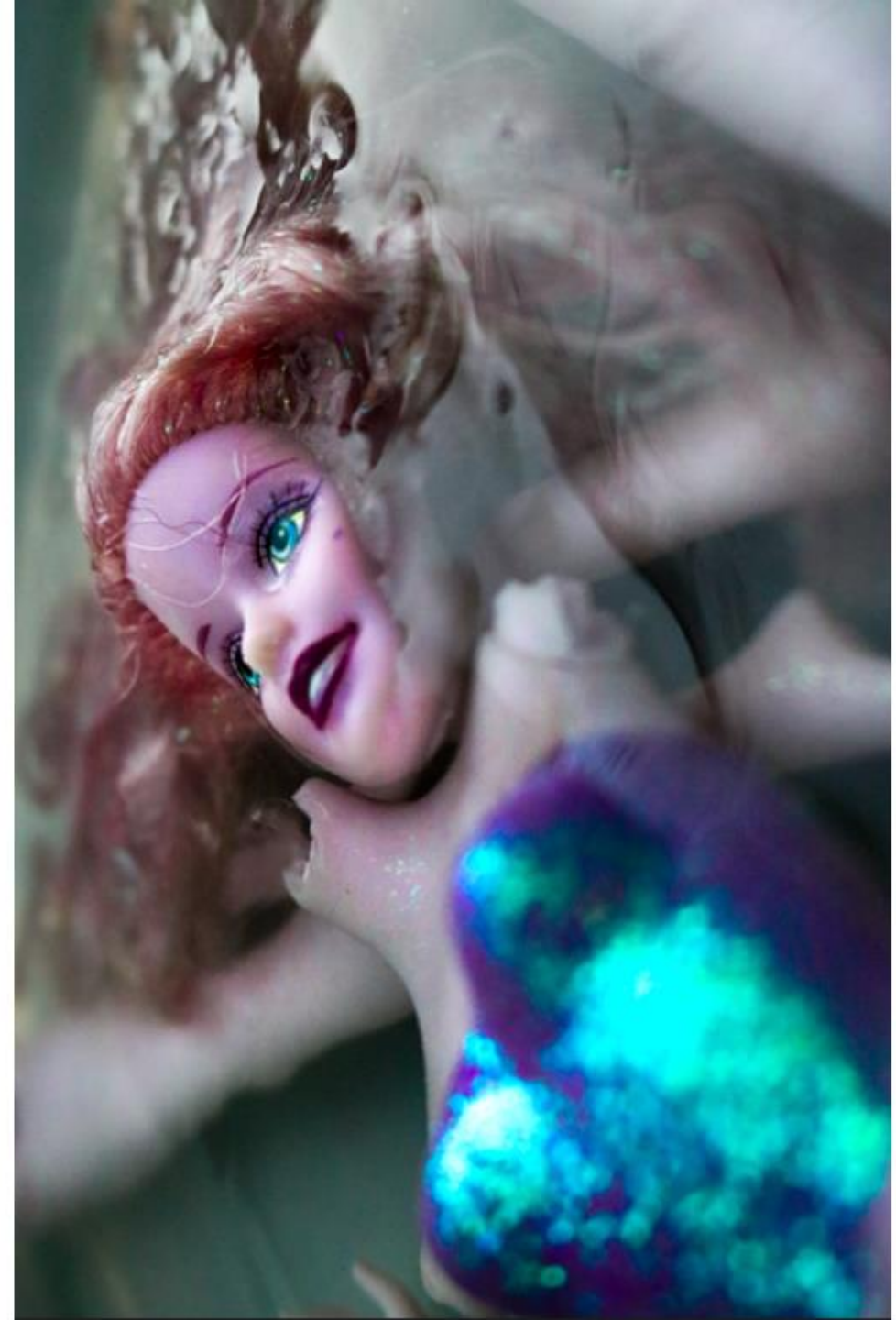
STEP 2:

STEP 3:

STEP 4:

EYE COLOR:

I Increased the saturation of this image by a lot as my original image was a pale skinned Barbie and didn't reflect the intensions of Enrico Pescantini and his oversaturated images. I also increased the exposure and the highlight on my image to emphasis the fakeness of her skin.



POSSIBLE IMAGES FOR EDIT

For my next edits, I am going to use the same images from my photoshoot to carry on the theme of rebellion and Barbie being destroyed. I will layer the images together, for example the face over the fire, and decrease the opacity to merge the images more effectively.

DAN MOUNTFORD

Dan Mountford is a British photographer ho studied Graphic design at the University of Brighton. His work experience varies across brands like Urban Outfitters, Le Monde and Capital Records.
His main project, shown by the pictures provided, involves him experimenting with the use of double exposure, changing the tone and adding vectors to an image.
The double exposure technique creates a surreal feeling as the merging of two images together can covey symbolism or a deep meaning. He does all his work in-camera with little bits of post production to give a filter effect (the camera has a double exposure mode which allows the layering of two images in the camera). While he plays around with the lighting and coloring off the images, he also experiments with the composition and finds different ways to layer them. While most of them are embedded with in an image, for example a head, he also shows the blending of the two and how one merges into the other, representing some sort of connection between the two.

For my experimentation, I will be merging my images using double exposure to represent the ideas and importance of Barbie in 2022; lit on fire, distorted and broken apart.

REBELLIOUS MERGE 1

ORIGINAL 1:

ORIGINAL 2:

For my first double exposure edit, I extracted the face of my Barbie from an image and layered it onto of the fire. I played around with the composition to make sure the fire was effective and creating the look of hair and the Barbie being lit on fire. I layered the fire back over the face again to create the flames on top of the Barbie and have the orange tones throughout the whole image.

STEP 1:

STEP 2:

STEP 3:

STEP 4:

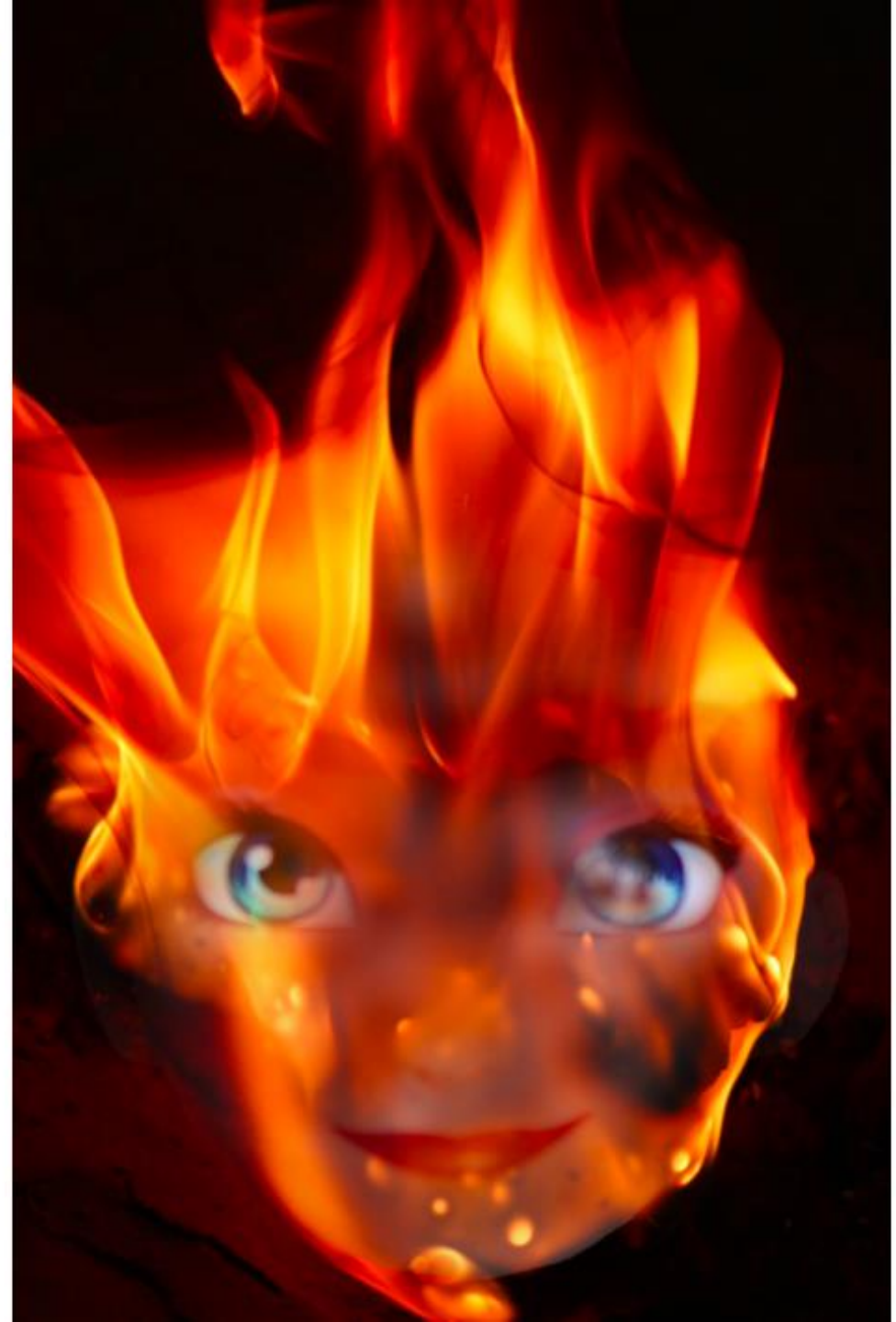
STEP 5:

STEP 6:

STEP 7:

STEP 8:

STEP 9:



REBELLIOUS MERGE 2

ORIGINAL 1:

ORIGINAL 2:

I experimented with the double exposure technique again to create this edit. While still following the idea of the fire representing the hair and the doll being destroyed, I tried to create it from a different viewpoint. I used different Barbie image, where the face is being captured from a different viewpoint.

STEP 1:

STEP 2:

STEP 3:

STEP 4:

STEP 5:

STEP 6:

STEP 7:

STEP 8:

STEP 9:

POSSIBLE IMAGES FOR EDIT

My next edits will involve me completely distorting the images and breaking it down into sections.

DAVID HOCKNEY

David Hockney is an English painter, draftsman, printmaker, stage designer, and photographer. As an important contributor to the pop art movement of the 1960s, he is considered one of the most influential British artists of the 20th century.

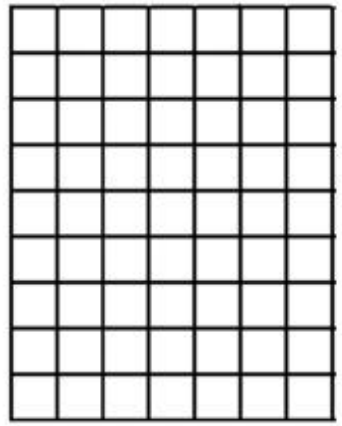
From 1982, Hockney used his camera to explore different ways to capture and present his work. He made composite images of polaroid photographs and arranged them in a rectangular grid. He later went on to using 35 millimeter prints to create collages and a series of individually detailed photographs.

The idea behind the use of the square grids was to make him images more cubist. He wanted to remove the the single perspective of an image and create multiple reference points. I think he succeeded at this and gave his image more detail and more for the viewer to think about.

I am going to link my work with David Hockney's by using a square grid to rearrange the composition and make up of my image. The idea behind this is that I am distorting my Barbie and turning something that was once perfect into something that no longer is an image of perfection.

REBELLIOUS MIX 1

ORIGINAL 1:



This grid was sourced from the internet to create the divisions of my image.
I made this smaller and instead used a 6 by 9 grid as I wanted to see more detail which meant having bigger areas to manipulate.

STEP 1:

STEP 2:

STEP 3:

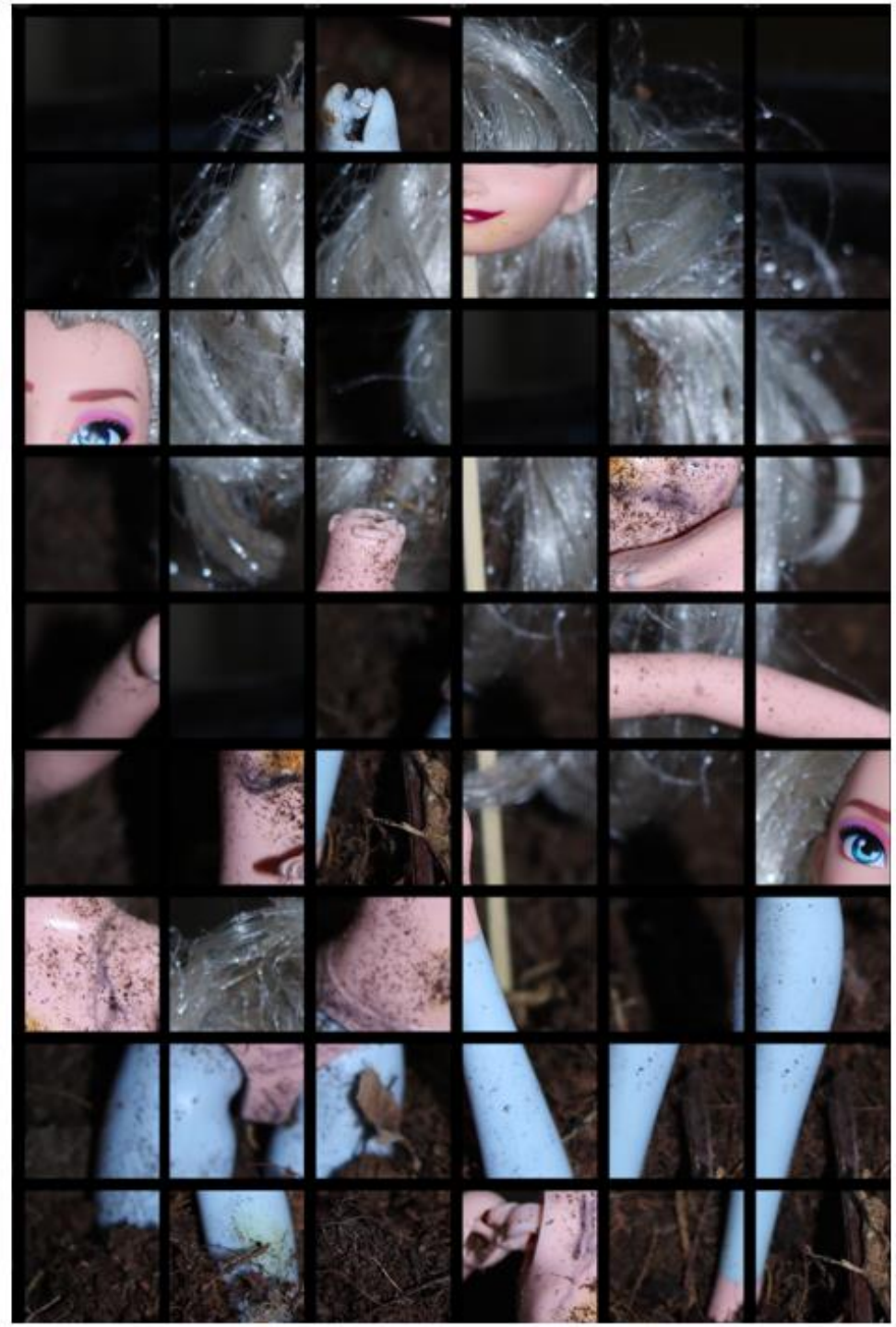
STEP 4:

STEP 5:

STEP 6:

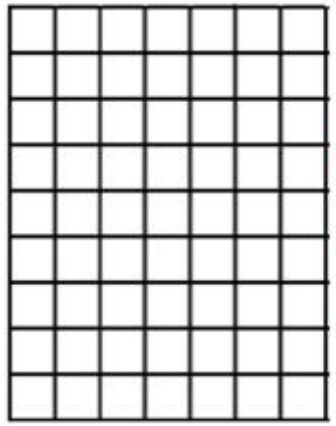
STEP 7:

The next set of edits I completed involved a square grid that I collected from the internet. I layered the square grid over my original edit of the image (the lighting edit) and made sure it fit in the lines (6x9). I then cut out and copied individual areas (squares) and layered it back onto the image but in a different place. I continued to do this until multiple areas of the image were in a different square on the grid.



REBELLIOUS MIX 2

ORIGINAL 1:



This experiment followed the same steps as my previous edit, however I used a water image instead of a 'Barbie in the ground' image.
I used the same square grid and manipulated it to a 6 by 9.

STEP 1:

My first layer and my original image.

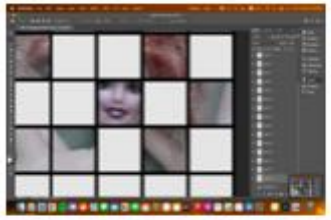
STEP 2:

My second layer. I made the square grid smaller to fit my image (6x9).

STEP 3:

I used the square lasso tool to cut out a square of my first layer (my image).

STEP 4:



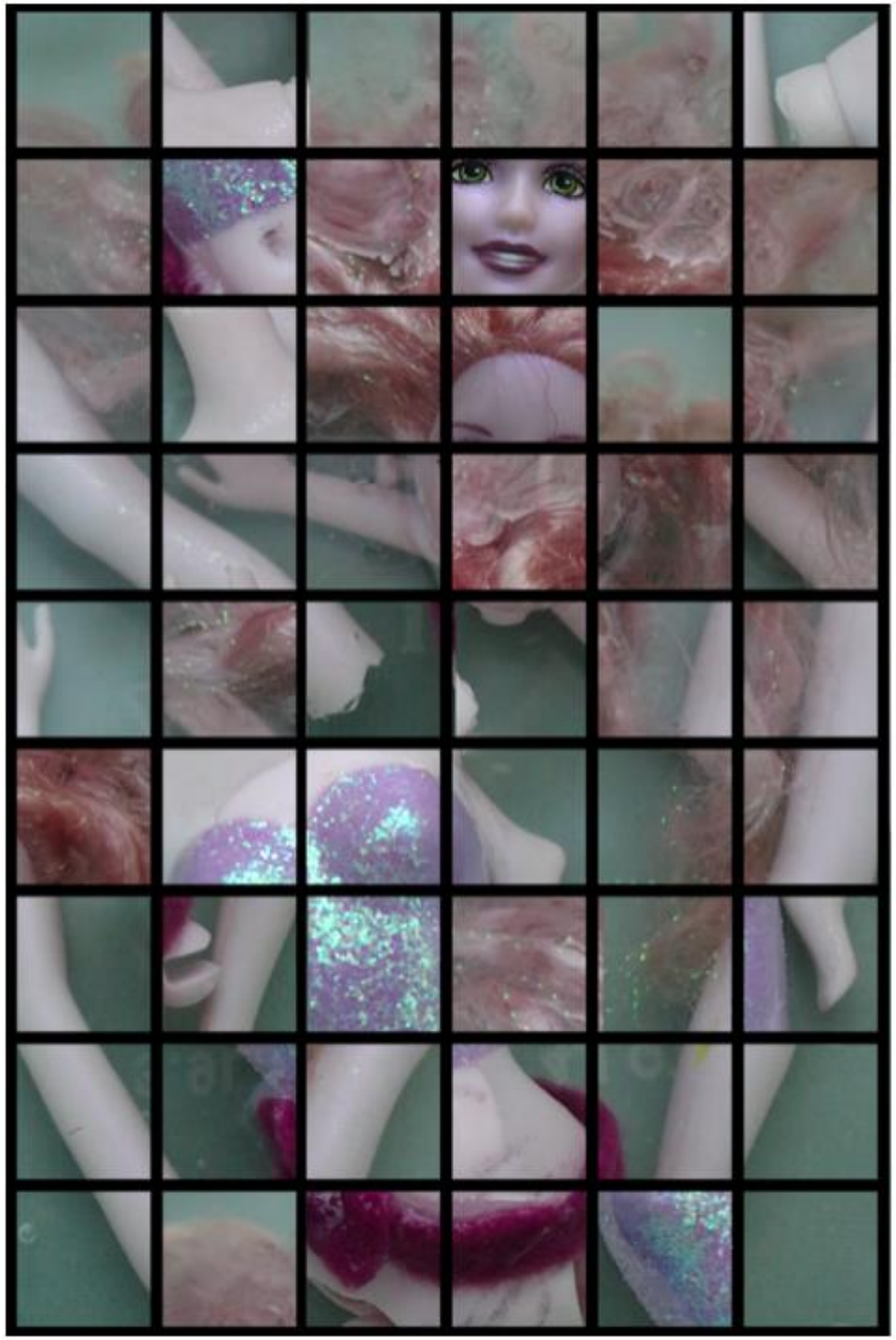
I cut out squares of my first layer, multiple times, and placed them in different areas in the square grid.

STEP 5:

This was the result after I had manipulated all the areas I chose and placed them back onto the grid.

STEP 6:

This was the final result after making my original image visible.



POSSIBLE IMAGES FOR EDIT

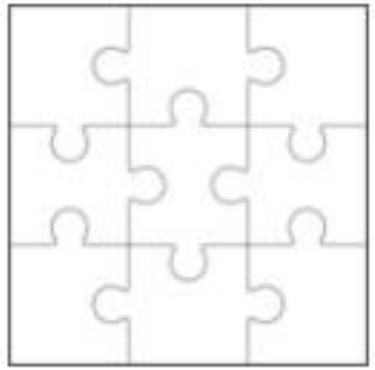
For these edits, I will be blocking out areas of the images in white, while also distorting them and mixing up sections of the broken Barbie doll.

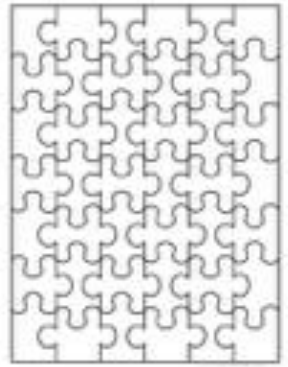
DAVID HOCKNEY

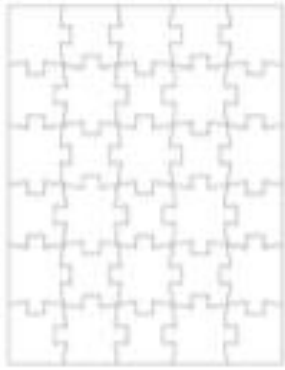
Not only does David Hockney link to the edits above but it also links to the puzzle edits I will be making. Hockney's work can be linked to a child's toy when they have to put pieces together and make an image, like a puzzle.

Instead of filling in the whole thing and creating a full image, I am going to leave areas blank. The puzzle links to a child's toy, which links to Barbie as this is specifically aimed at young children.

POSSIBLE PUZZLE TEMPLATES I CAN USE TO CREATE MY EDIT:



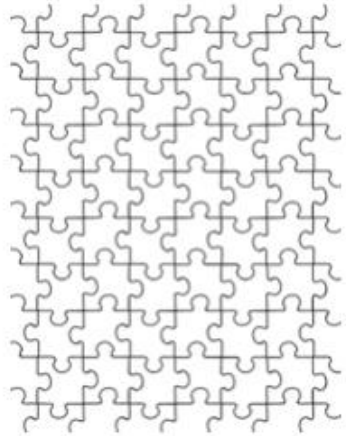




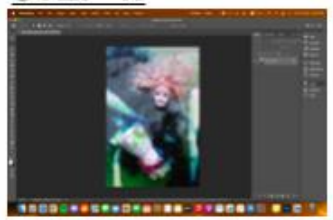
REBELLIOUS PUZZLE 1

ORIGINAL 1:

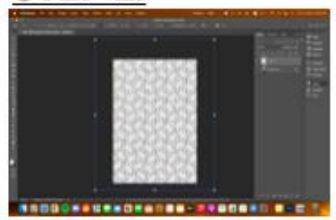
Puzzle template



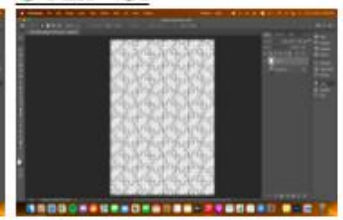
STEP 1:



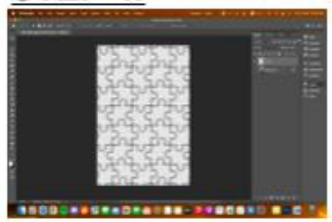
STEP 2:



STEP 3:

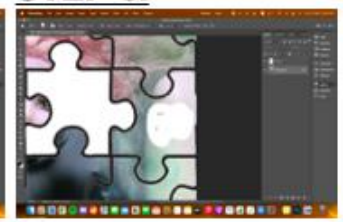


STEP 4:



STEP 5:

STEP 6:



STEP 7:

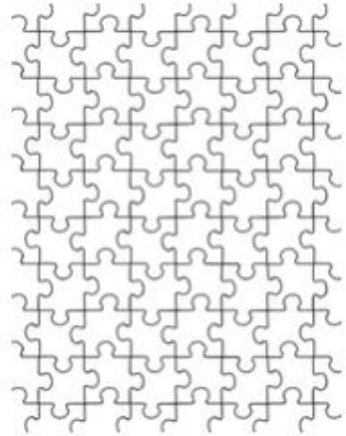
STEP 8:

STEP 9:

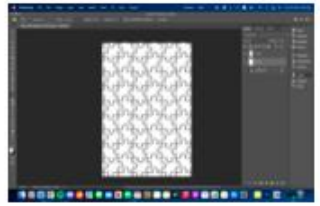
REBELLIOUS PUZZLE 2

ORIGINAL 1:

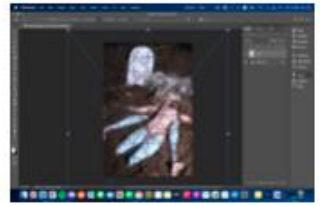
puzzle template



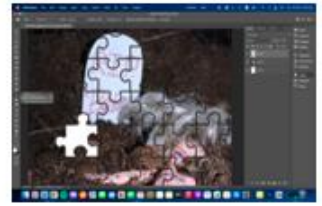
STEP 1:



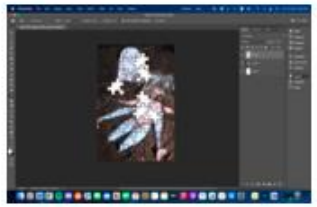
STEP 2:



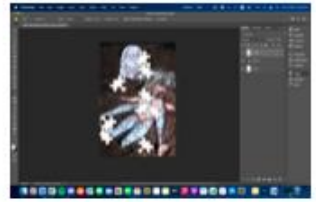
STEP 3:



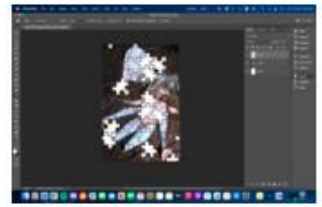
STEP 4:



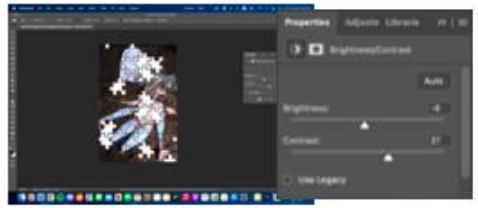
STEP 5:



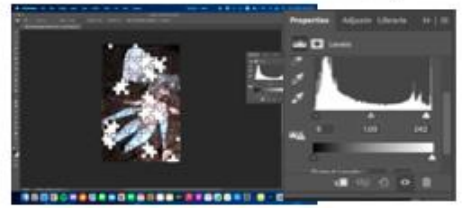
STEP 6:



STEP 7:



STEP 8:



‘Rebellious’ edits - Evaluation

EDIT 1

The aim of these edits was to use the fire as a mean of destruction and the fading out of Barbie.

Through the use of the technique, double exposure, I was able to layer two of my own images (Barbie face and fire image) over one another.

For this first edit, I wanted the blue eyes and part of the dolls facial features to be present and very visible, so I increased the brightness and the vibrance of those areas. The flames of the top of the head was perfect for the effect of hair and the Barbie slowly fading away as I merged the two together.

If I were to recreate this edit, I would try to lose more of the shape of the face and try to use the fire as the outline.

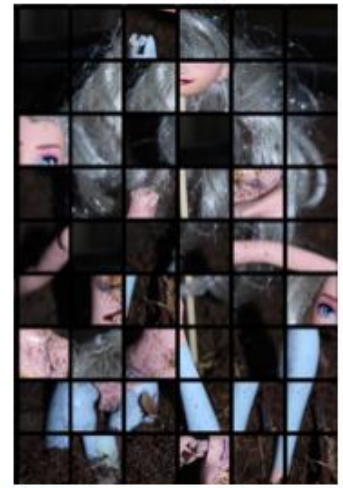
EDIT 2

I really like the way this edit turned out. It's almost as if the flames are moving the with doll as it passes through time and is slowly getting destroyed as the world evolves.

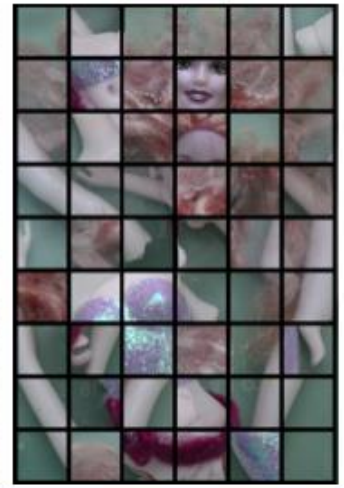
I approached this edit from a different angle and used two different images. I again merged the two images and used the fire to act as hair coming off the top of the head.

EVALUATION 2

EDIT 1



EDIT 2



These edits took a while to complete as I had to move around pieces to create a composition that was distorted and unnatural. This shows Barbie as delicate and plastic as she can easily be broken apart and rearranged.

Next time, I would change the coloring in these images and bring back in more pink to link to my original idea.

While these edits represent my idea of distortion and tearing Barbie apart, the edit technique itself has no link to my work. I think the best approach to my edits is the burning of the material with the doll on (paper, acetate) to create a scene of destruction.

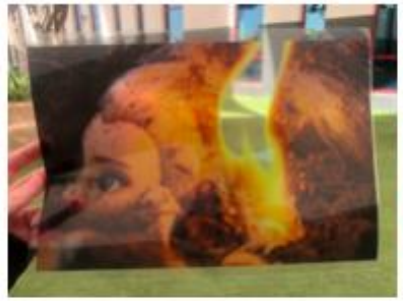
If I wanted to link these to Barbie, I could say they are both toys and represent pulling something apart.

These edits took a while to complete as I had to follow the outline of the puzzle piece but the edit turned out how I wanted. You can see the idea behind Barbie having missing pieces and linking it to her not fitting in anymore or being what society deems as ‘perfect’.

EDIT 1

EDIT 2

IN FLAMES - ACETATE

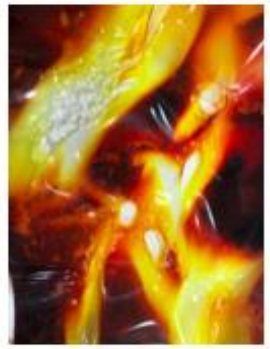


STEP 1:
- I first picked out my images and printed them onto sheets of acetate. My images were all from my garden shoot when I lit the Barbie on fire and dug the doll into the ground.

ACETATE SHEETS WITH IMAGES:
THE IMAGES I USED

STEP 2:
- After printing out all my images onto acetate. I used a mini blow torch to melt the sheets and create a crippled/ burnt look. Holding the flame further away from the acetate allows me to get the paper to shrivel up and closer created a gooey/ uneven burnt hole.

EXAMPLES OF THE SHRIVELED/ BURNT AREAS:



^^Original acetate sheets after burning them.

Scanned images of the acetate sheets

After taking photos of each acetate sheet, burnt with my image on, I then scanned the images and sent them to myself to see what textures I could pick up.

ACETATE SHEET:

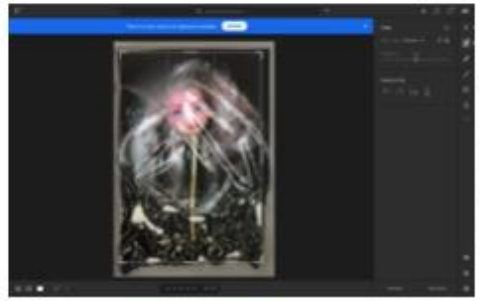
ACETATE SHEET:

SCAN OF ACETATE SHEET:

SCAN OF ACETATE SHEET:

LIGHTING

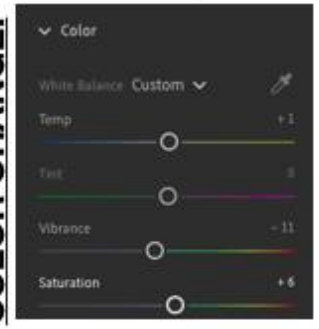
ORIGINAL:

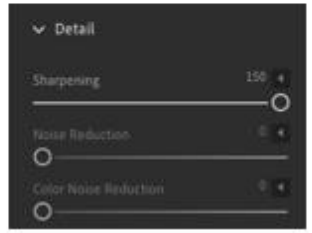


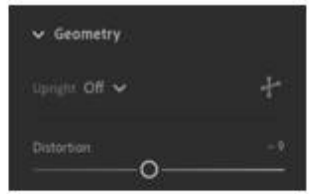
CROPPING:

LIGHTING CHANGES:

COLOR CHANGE:

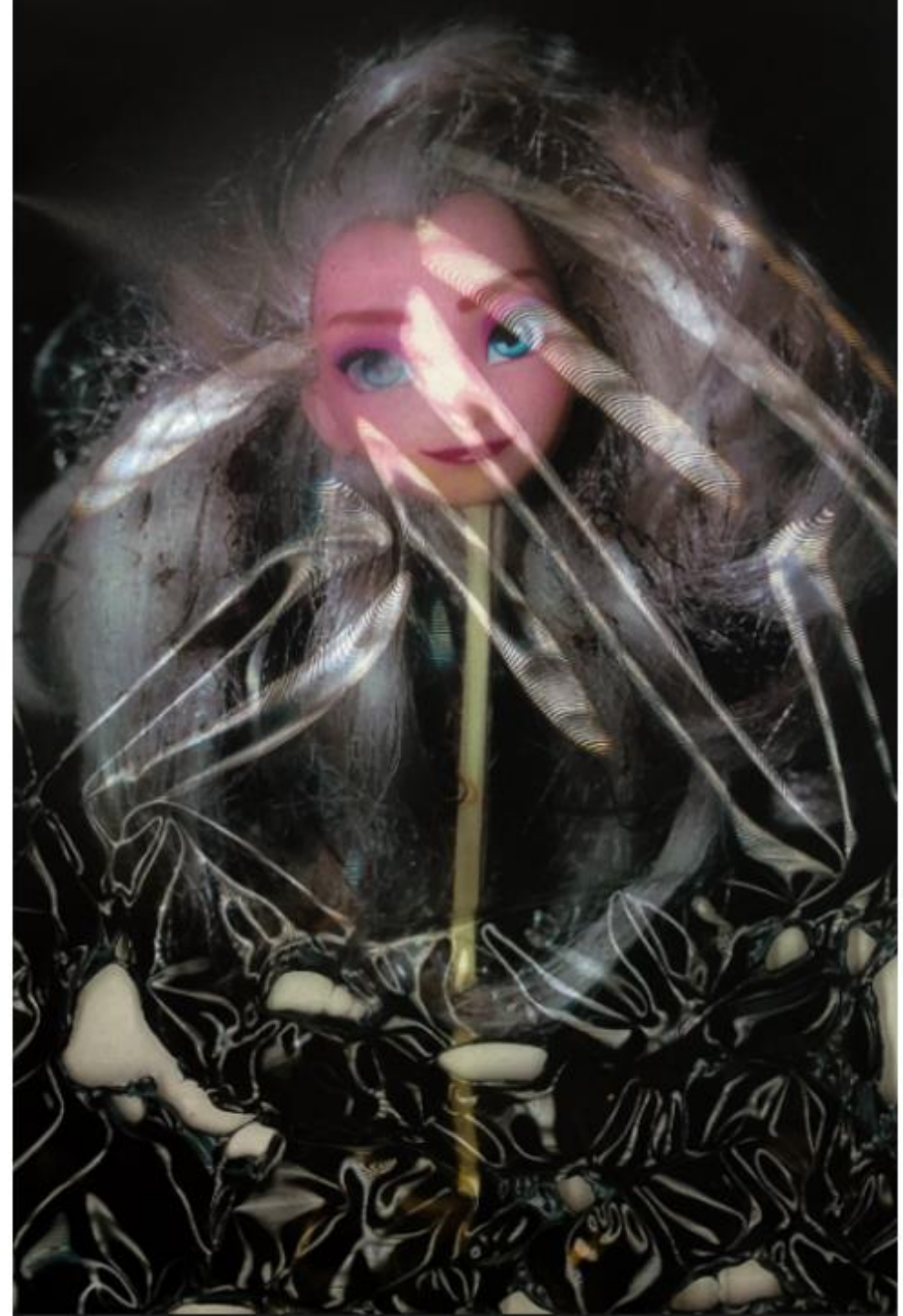






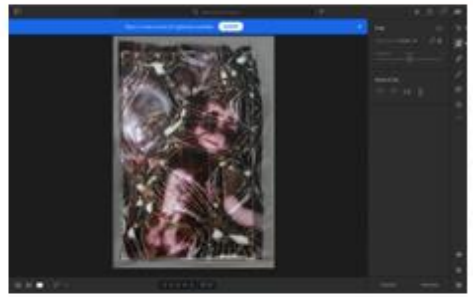
BLACK AND WHITE:

By choosing to melt the bottom of the acetate, I am creating the first step of destruction. It shows Barbie slowly fading away and getting destroyed.
For the lighting, I increased the sharpness to make the shriveled sheet appear more detailed and decreased the exposure to make the contrast between the highlights and the darkness greater.



LIGHTING PART 2

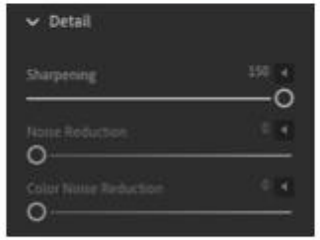
ORIGINAL:



CROPPING:

LIGHTING CHANGES:

COLOR CHANGE:

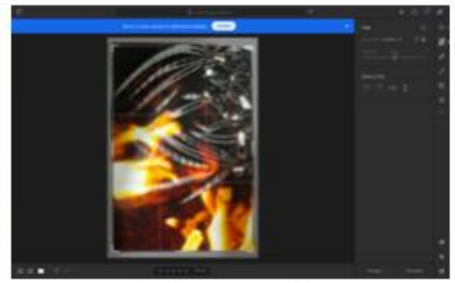


BLACK AND WHITE:

This image consisted of Barbie buried in the ground creating a funeral type scene.
I melted and shriveled all the brown/ ground areas around the Barbie doll to create some distortion across the image.
Increased the whites to emphasize the shriveled areas across the acetate sheet which was effective against the darker background.

LIGHTING PART 3

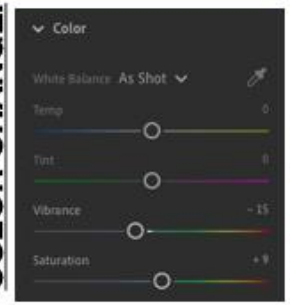
ORIGINAL:



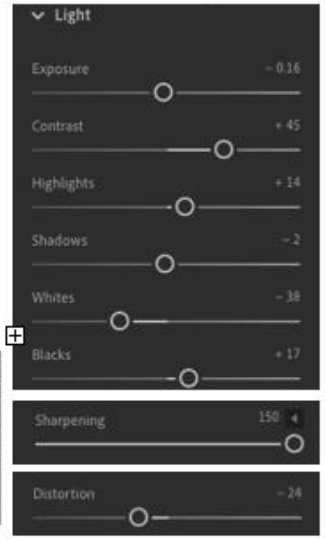
CROPPING:

For this image, I melted the corner of the acetate sheet and created more shrivelled areas going up into the center of the image. This image was very vibrant with emphasis put on the orange in the flame, so I decreased the vibrance and increased the contrast so that the dark areas became more visible.

COLOR CHANGE:



LIGHTING



BLACK AND WHITE:

Decrease saturation and vibrance

PACKAGING

KEY POINTS TO PACKAGING THAT ARE IMPORTANT:

1. The color of the packaging
2. The size of the box/ object
3. The price
4. What slogans are used to promote it
5. Whats the first thing that catches your eye

EXAMPLE

By looking at the packaging of the Barbie doll, I can experiment with my images and acetate to create the look of plastic covering the doll and acting as a seal, keeping them trapped inside the box.
I am going to create a new photoshoot and have a collection of images that involve my model acting as Barbie when she is in a perfect state. i will then capture my model acting as the Barbie doll when ruined a d destroyed. For example, mascara running down the face, tangled hair or messy clothes.

Clear plastic covering the center of the frame.

Preferably a pink frame to represent Barbie

BARBIE PACKAGING BOXES

Another idea, is to have perfect Barbie next to or seeing the reflection of destroyed Barbie. Showing the difference and how the doll no longer represents what girls want or look like.

Barbie has many different slogans to represent the different dolls. There are also a lot of online, controversial quotes that represent Barbie as a toxic and unrealistic role model. This is part of the packaging and can be used when creating my final piece or within my next shoot.
These are some of the online ones that I came across and I feel as though they show how society views Barbie these days.

DIFFERENT SHOOTS

SHOOT IDEA 1:

My first idea for the shoot is to capture my model, who looks like Barbie, in a state where she no longer looks perfect. I will smudge her lipstick and make her mascara run to create a broken, destroyed look.

This links to Barbie in the 21st century. She is no longer the image of the 'perfect girl' as this idea of the skinny and unrealistic body and has gone out of fashion has evolved into something more natural and believable.

SHOOT IDEA 2:

My second idea for a shoot, is to have my model lay down in a pool/ bath and take pictures of them looking depressed/ destroyed. I can use clothes that Barbie wouldn't usually wear, for example blue colors, and this will also show how Barbie has evolved and that the original version is no longer acceptable.

SHOOT IDEA 3:

My final idea for the shoot is to include some mug shots. This creates an image of Barbie being punished for the way she is making girls feel and for presenting them with an unrealistic image of beauty and life. I will continue to make the Barbie look like she has been destroyed and will possibly use her original pink clothing but ruin it completely.

SHOOT PLAN

DATE: 17/03/2022 **SHOOT NUMBER:** #5 **THEME:** Stereotypes- Rebellious

EQUIPTMENT:
- My camera (Canon camera)
- Makeup
- Ring light

LOCATION:
- Studio shoots for pictures of my model

MODEL/ CLOTHING/ PROPS:
- I will be using a model
- She will be wearing pink clothing with heels
- No props
- Makeup

LIGHTING:
- I will need to use the studio lighting
- Normal bright lighting

TECHNICAL APPROACH:
- As I am using studio lighting, I will need to use a small aperture so my model isn't too over exposed.

CREATIVE APPROACH:
- I am going to have my model mess up her hair and smudge all her makeup
- This follows the idea that Barbie isn't perfect and she is getting destroyed

INSPIRATION:

ORIGINALS

MAKEUP DISASTER 1

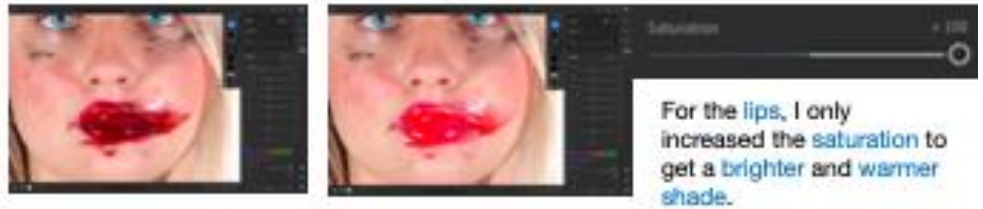
ORIGINAL:

STEP 1: BACKGROUND

STEP 2: EYES

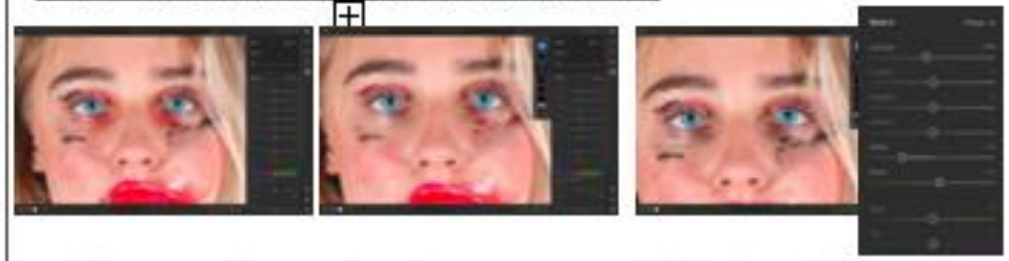
Changing the eyes to blue.

STEP 3: LIPSTICK



For the lips, I only increased the saturation to get a brighter and warmer shade.

STEP 4: DARK UNDER EYE/ MAKEUP



The next step is to use photoshop to make my model look slimmer, like a Barbie doll and to change some features on the face.

STEP 5:

STEP 6:

STEP 7:

These were the final steps for editing my model. I used "BeautyPlus" to edit the size of the eyes, the nose and slim down the body. I then used "YouCamMakeup" to make my models eyelashes bigger and add more pink to the eyelids.

STEP 8:

STEP 9:

STEP 10:

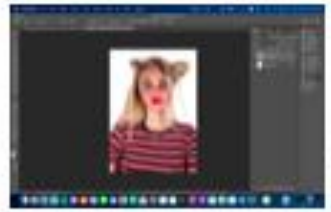
EXPERIMENT

EDIT:

ORIGINAL:

I had to edit this to fit with my Barbie theme and make up a crime linked to the project.

STEP 1:



STEP 2:

STEP 3:

STEP 4:

STEP 5:

STEP 6:

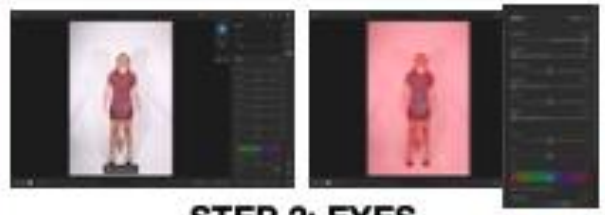
STEP 7:

I really like how this edit turned out and think it is effective when trying to destroy Barbies 'perfect' reputation. The editing of the face and the original makeup on the face works well in making my model look defeated and caught in the act.

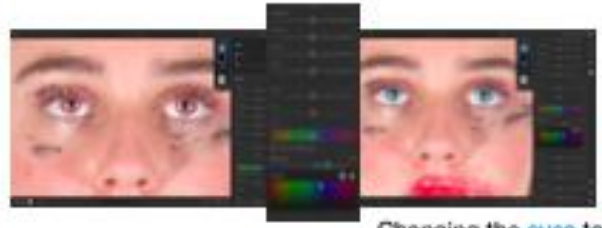
MAKEUP DISASTER 2

ORIGINAL:

STEP 1: BACKGROUND



STEP 2: EYES



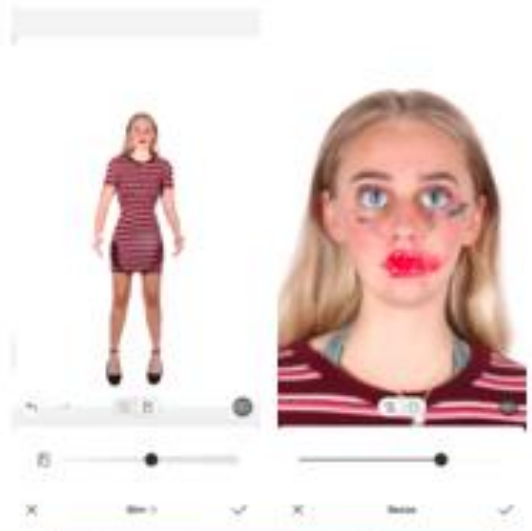
Changing the eyes to blue.

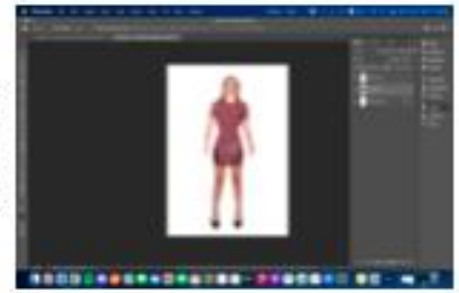
STEP 3: LIPSTICK

For the lips, I only increased the saturation to get a brighter and warmer shade.

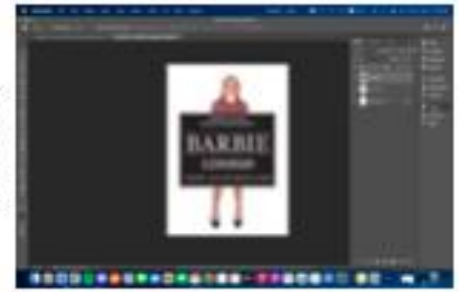
STEP 4: DARK UNDER EYE/

The next step is to use photoshop to make my model look slimmer, like a Barbie doll, and to change some features on the face.





STEP 1:



STEP 2:

STEP 3:

EVALUATION

The idea behind these edits was the beginning phase of the rebellion. This shows Barbie being photographed as a criminal with the crime 'being fake'.

Her makeup and hair is all messed up and is showing her in a new light as she is no longer looking beautiful.

This piece was successful and I found it worked well when put in order with the rest of my images.

While this image has the same intensions as the one above, I feel as though she doesn't look as much of a mess as I would have liked.

If I were to do this shoot again, I would have taken more images like this but made the face and makeup more like the first image to show more of the destruction to the doll.

I really like this image, but it doesn't show the stiff movements of Barbie.

EXHIBITION BOARD

EXHIBITION BOARD PLANNING

WHAT i WILL NEED:

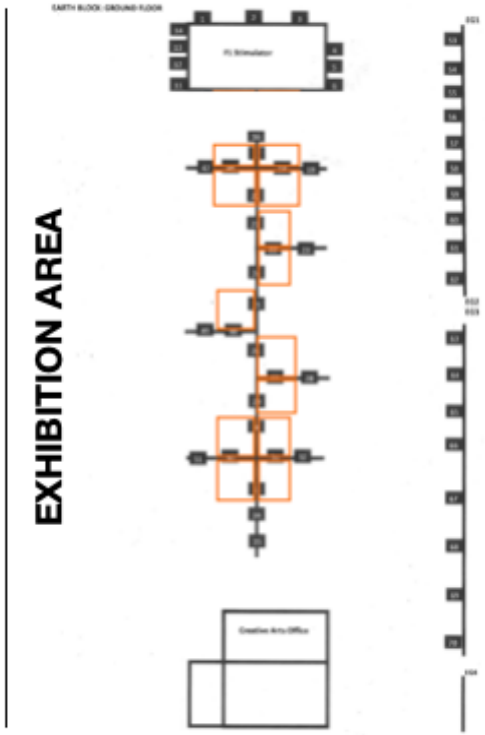
1. 2 boards
2. Corner plot
3. 2 Plinths
4. Projector
5. Access to a power source
6. Shelf

PROJECTOR:

The projector will show a video I took while destroying my Barbie doll.
It involves the Barbie burning and collapsing to the floor.

PLINTHS:

The first plinth will be used as a stand for my projector.
The second plinth will be used to either:
- Hold a Barbie doll box or
- To hold pieces of a Barbie doll



BOARD NUMBER 1:

- The projection video is completed
- For this board I will show multiple edits where my Barbie has been buried and burned.
- Acetate images hanging from a string at the top of the board
- Following my theme of rebelling against the doll and destroying the stereotype.

CONSIDERING:

- Do I want to wrap the board in black paper or possibly burn areas/ destroy areas?

BOARD NUMBER 2:

- Around the main piece I will have Barbie images (my model) before she was destroyed

CONSIDERING:

- Do I want to wrap the board in pink paper, to show the contrast between the pretty and ugly?

BOARD 2 - PHYSICAL DESIGN

Do I have the house on the floor or hanging from the board?

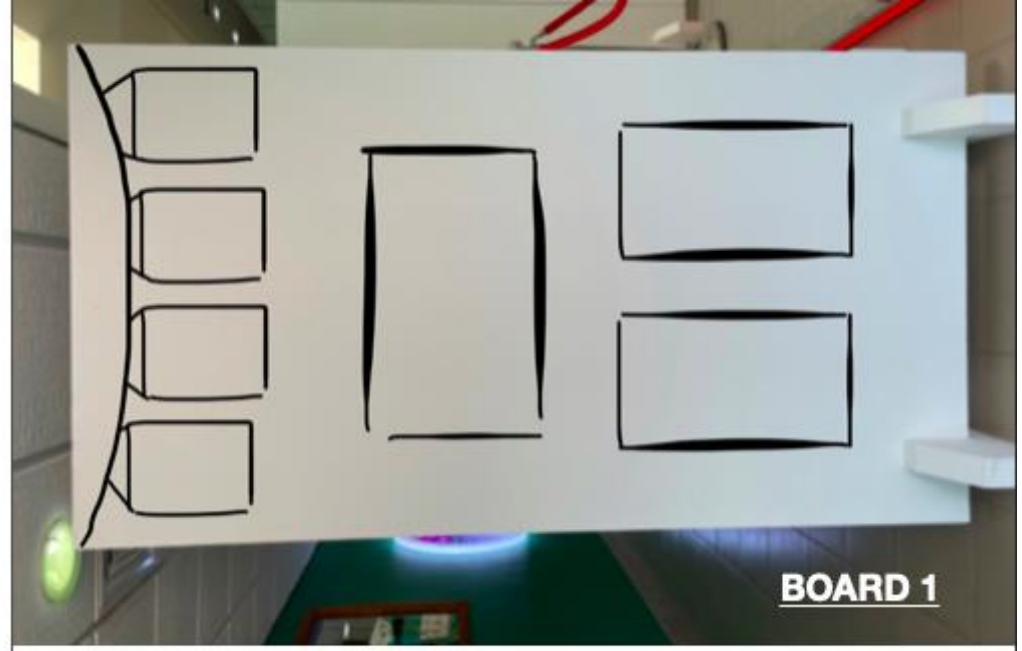
I will include slogans on my Barbie box and will add some accessories to the outside.
For example:
"Looking for a perfect girl, go buy a Barbie doll."
"I wish I could be like Barbie."
"Keep calm and look like Barbie."

BARBIE HOUSE - EXPERIMENTATION

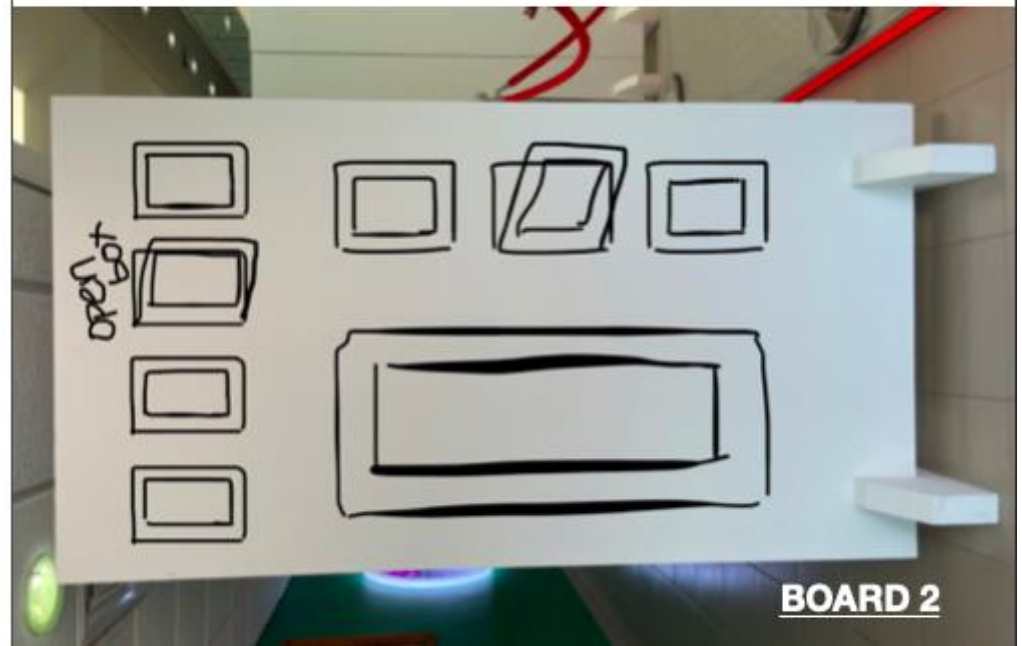
Can I create a Barbie house and have rooms sectioned off?

- The idea of this design is to allow viewers to look inside the box.
- I want the outside of the box to be pretty and pink to represent the stereotypical Barbie doll.
- When the box is opened I want the inside to show edits/ images from my rebellious shoot. This where viewers will see how the doll has influenced the world in a bad way and is now not seen as 'perfect' but unrealistic.
- I could either buy a Barbie doll house or create one out of cardboard and either attach it to the board or have it on the floor.

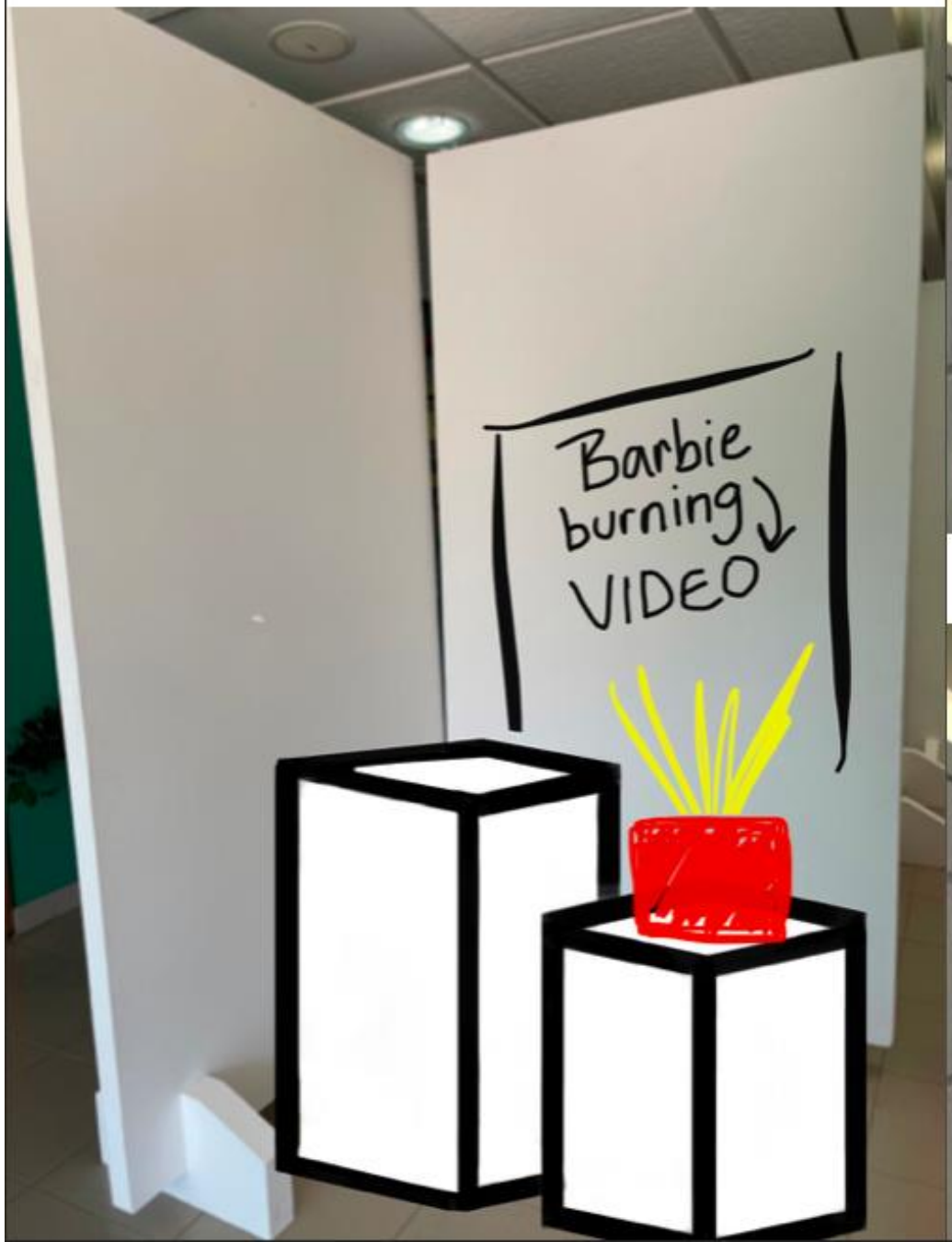
While this idea showed the difference in the beautiful and destructive side of Barbie, I felt that it had no link to some of the edits I had done previously in my project. Therefore, I decided to change the layout of my boards and come up with a new idea for my composition and physical creation. This will allow me to be more effective when getting my point across to potential viewers.

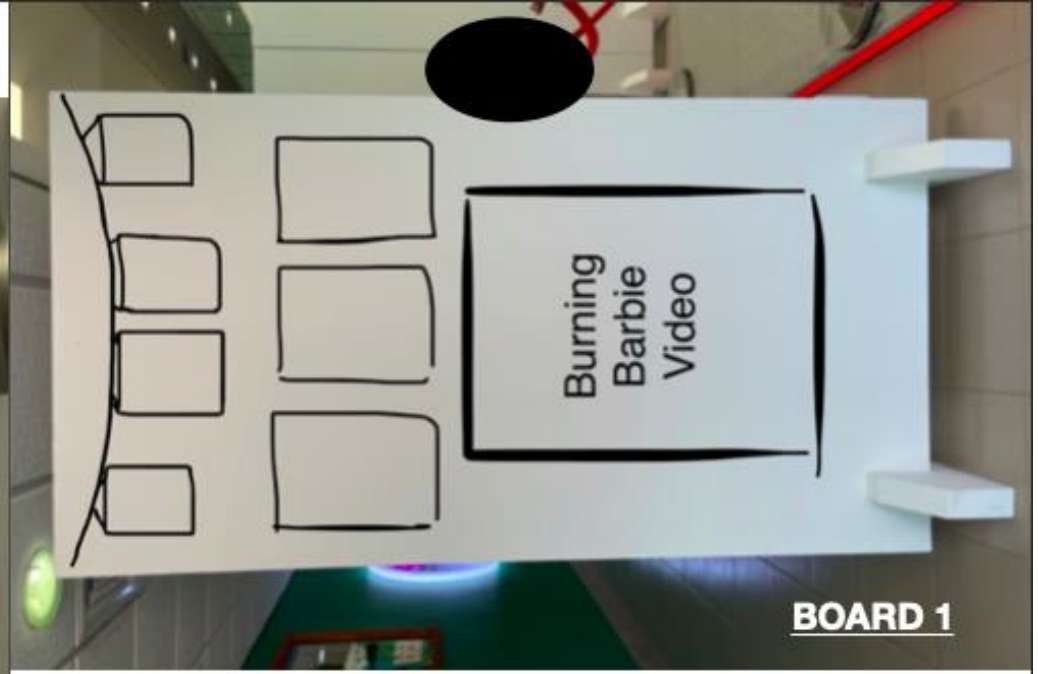


LAYOUT - SIDE BY SIDE, 1 PLINTH, 4 IPADS



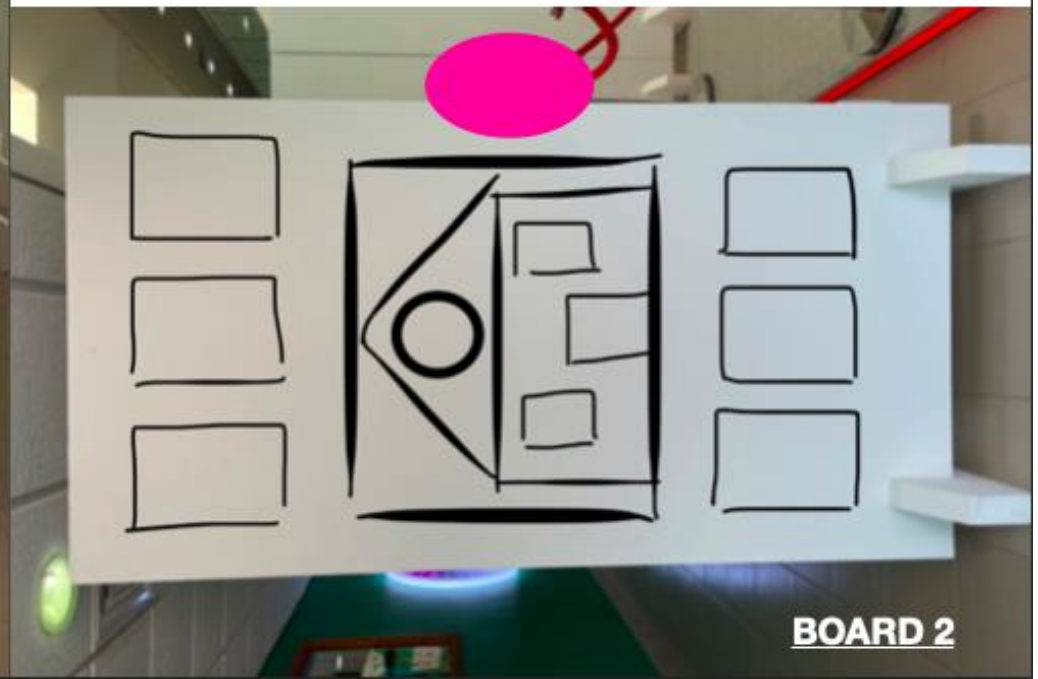
POSSIBLE EXHIBITION LAYOUT





BOARD 1

POSSIBLE LAYOUT OF MY EXHIBITION BOARD



BOARD 2

BOARD 2 - PHYSICAL DESIGN

THE DESIGN FOR THE BARBIE BOX

+

I will make the Barbie boxes out of cartridge paper to give them some stability and will then use acetate sheets to act as the plastic on top of the box.

How the Barbie boxes will work:

+

=

Underneath the box (the image):

OR

In some of the Barbie boxes I will use an iPad to show a video of a barbie being lit on fire (from one of my previous shoots). Some of these will look like glitches and some on a loop. Other boxes will have one of my images in them. I will attempt to leave some open and some damaged.

23/03/2022

FINAL EXAM

BARBIE BOX PROTOTYPE

STEP 1:

STEP 2:

STEP 3:

STEP 4:

STEP 5:

STEP 6:

STEP 7:

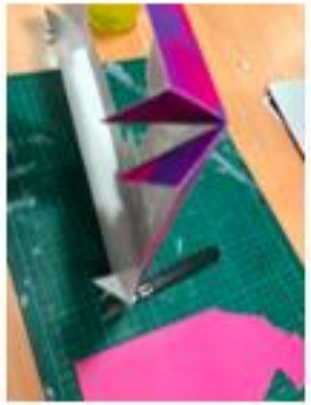
STEP 8:

STEP 9:

POSSIBLE ADD ONS TO THE BARBIE BOX

This is a Barbie inspired box and will be used to show my edits of Barbie and the videos of her burning.
The middle of the box will be cut out. The outside frame will be folded to create the 3D dimensions of the box to make it look as though it is on a shelf.

3D BARBIE BOX



My original Barbie box, was too complex and had too many details around the frame, causing the focus to be taken away from my photography. To take the focus of the frame, I chose a baby pink color instead of a dark pink, I removed the gradient circles at the bottom and removed some of the extra pieces around the frame.

BOX PROCESS - LAMINATE

After attempting to make the box out of just cartridge paper, I realized that it wasn't sturdy enough and kept collapsing.

I decided to try and laminate my cartridge paper to make it stronger and also give it that shiny, finished look that a Barbie box would actually have.

I printed my A3 sized box onto cartridge paper.

To make the box I had to cut out the middle and through the corners so that i could fold the sides. When assembling it, the lamination sheet started peeling off the paper and forming bubbles, which made it difficult to fold and correctly cut. Therefore, I had to change my material again. This time I am going to try normal paper and use card to make it stable.

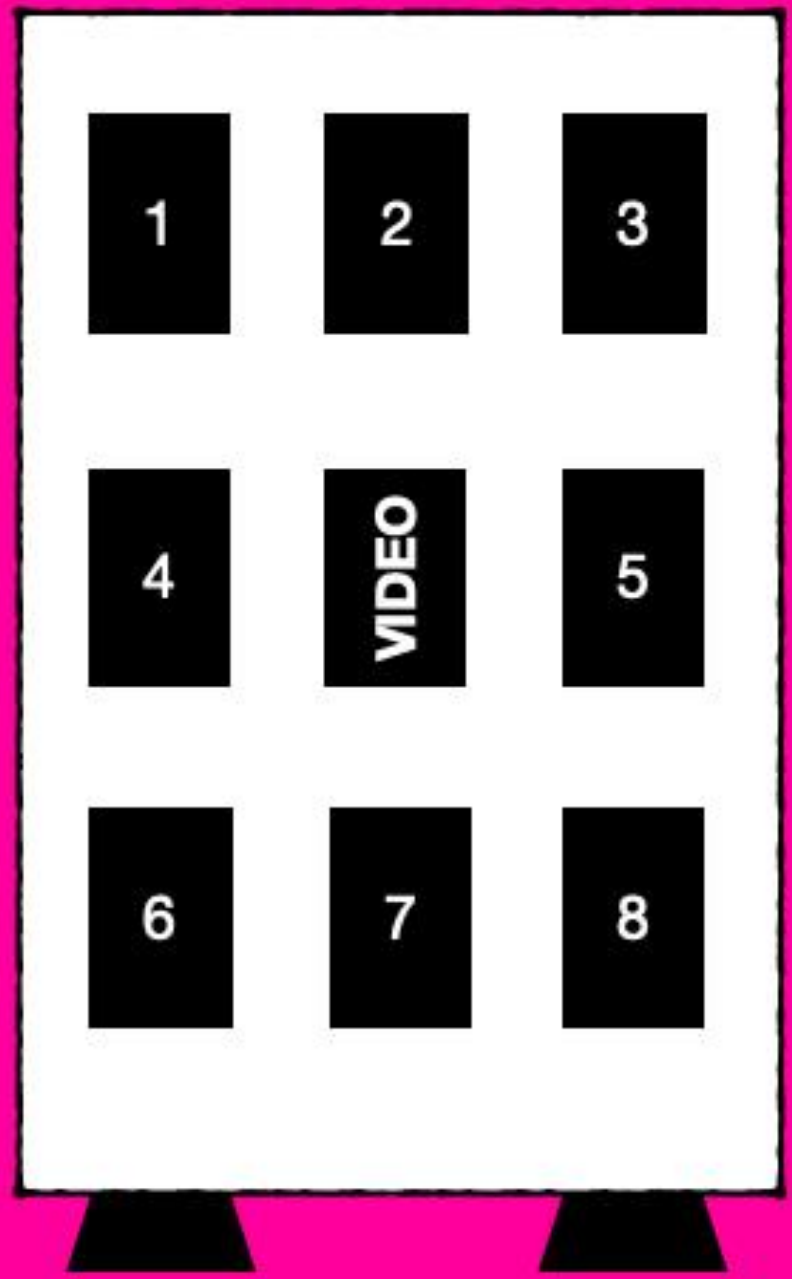
BOX PROCESS - CARD

To start with I had my box printed on normal A3 paper. As this wasn't sturdy enough, I glued it to cardboard (card would not go through the printer). I cut out the middle and scored the sides to fold it, sticking the corners together with double sided tape.

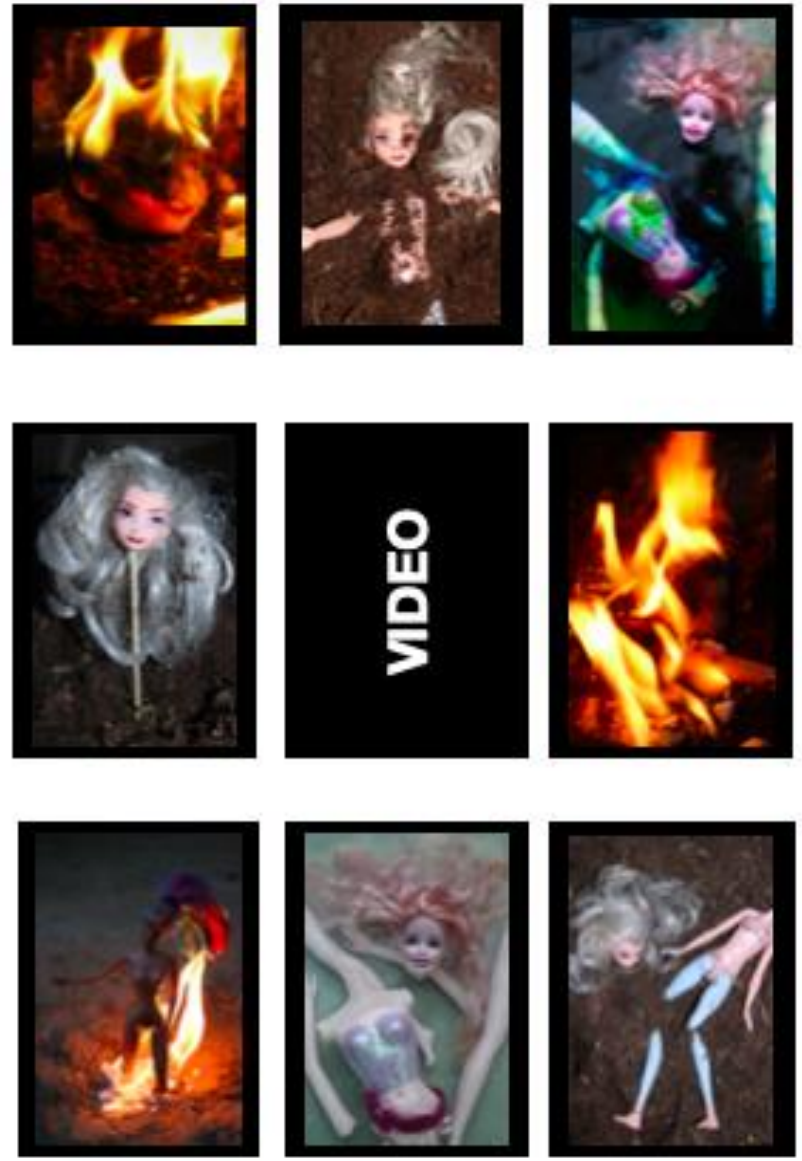
The boxes turned out good and were strong enough to hold together and stand up.
To hang them on my board I will use wood or card as a tab to connect it to the wall.

I made 9 boxes.
The next step is to burn the acetate and possibly a couple of the boxes. I also need to chose images, to go behind my box. These images will be based on my rebellious shoot and also my most recent one, with Barbies makeup disaster.

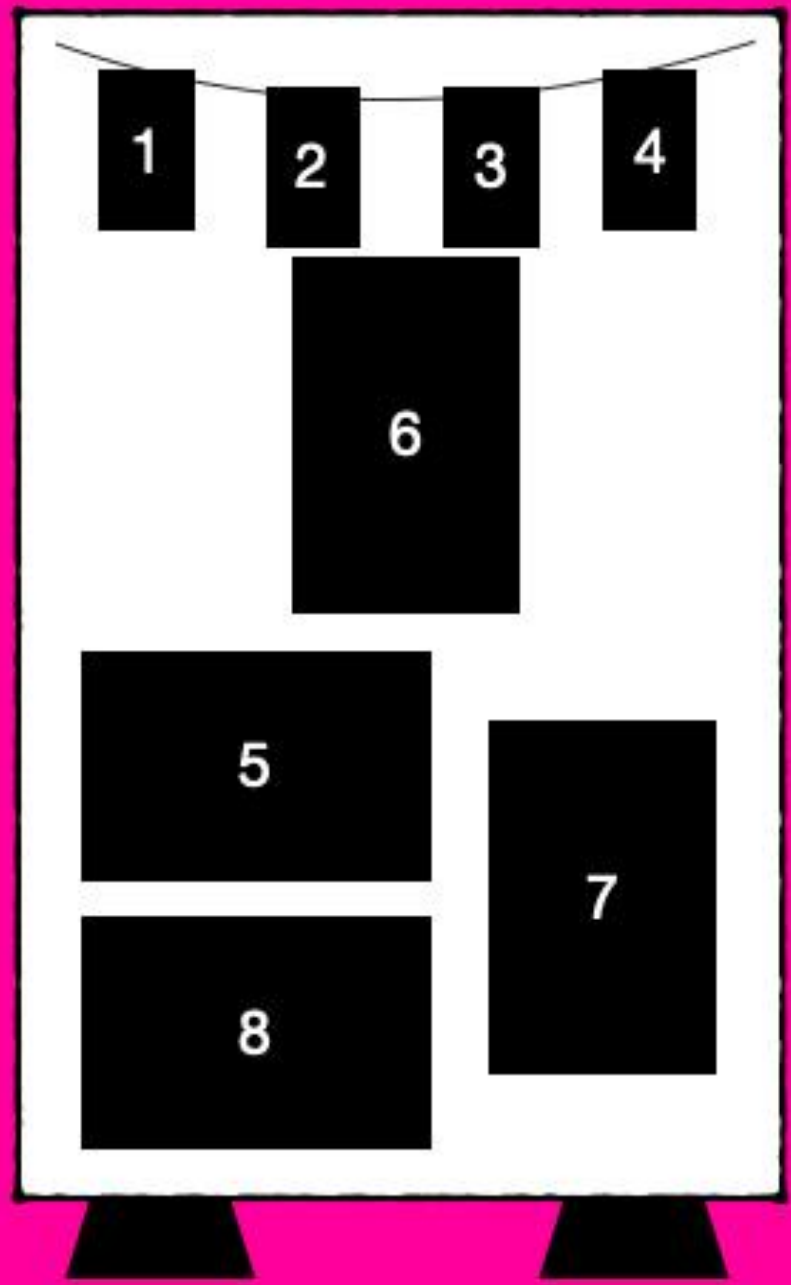
BOARD 1 INTENSIONS



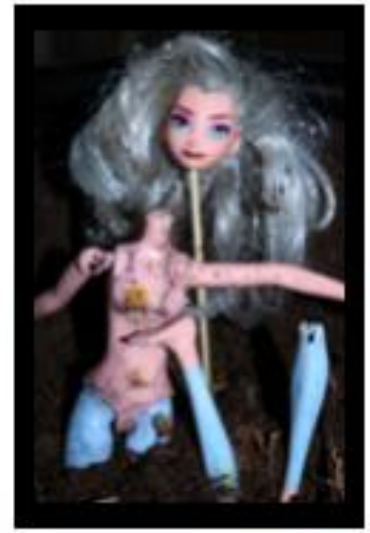
POSSIBLE BOARD IMAGES



BOARD 2 INTENSIONS



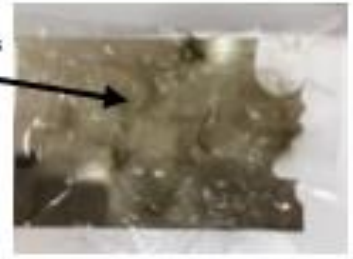
POSSIBLE BOARD IMAGES



BOX BURNING

To burn the acetate I used a lighter and did two different techniques.
To burn holes in the acetate, I held the lighter closer and in the same area for a longer period of time.
The second technique allowed me to create the creasing and lines on the acetate. To do this I had to move the lighter around slowly, to allow the heat to reach the acetate but not enough to burn it.

This piece of acetate was not very successful as I created too many lines and it was distracting, taking the attention away from the rest of the box/ image.



I also attempted to burn areas of one of the boxes to add the the destruction. I found that the box caught fire and burned very quickly so I decided less was more when burning it.
I only did this on one of the boxes as I want the main focus to be my images rather than the look and the detail of what's around them.

BOX DISPLAYING

ORIGINAL- TOO MUCH

After burning the acetate this is what they looked like when placed with a Barbie box.
I found that when putting an image behind the acetate, some of the detail and attention was drawn away from the image itself and instead drawn to the acetate. Too much was happening and the acetate was becoming the focus point. Therefore, I had to tone down the burning and the melting of the acetate and instead create areas that didn't get in the way but were still effective.

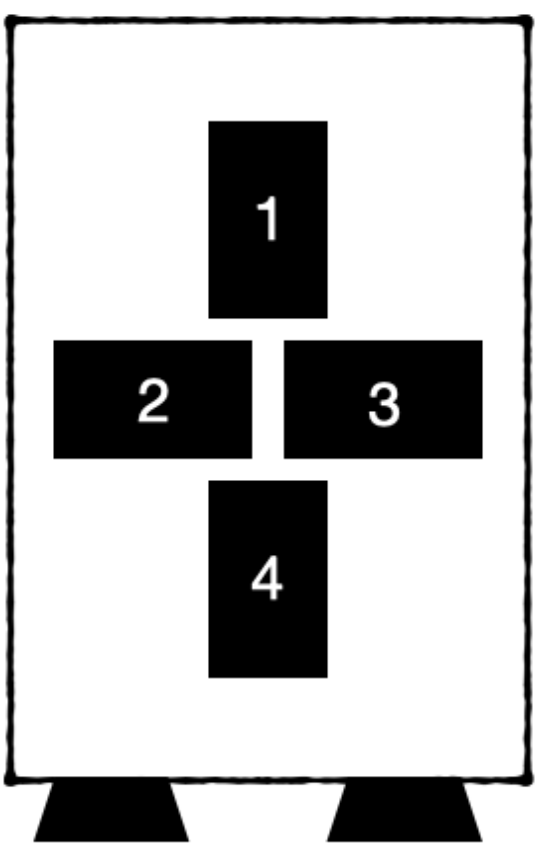
CLEARER VIEW OF IMAGE BEHIND

The final board will look like this with an image placed behind each box. The space will either be for a stand or another box.

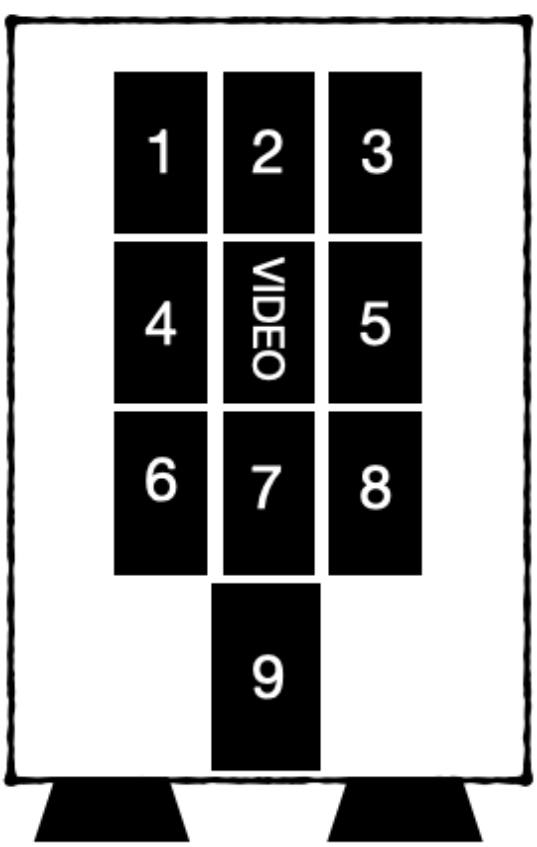
In this image, I was playing around with the composition and positioning of the boxes. One box is slightly tilted to the side and this might be something I consider doing for the final outcome.
CONSIDER:
Does it follow the theme?
What am I trying to say?

FINAL EXHIBITION

EXHIBITION BOARD 2



EXHIBITION BOARD 1



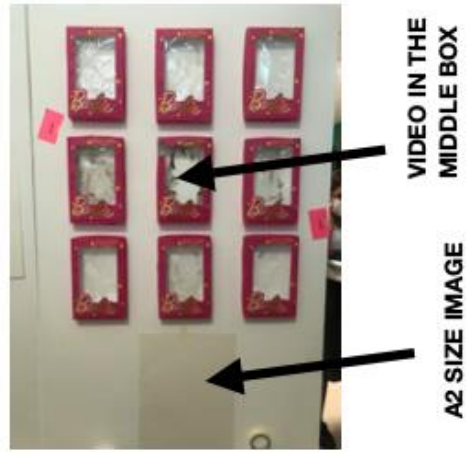
EXHIBITION BOARD PROCESS

STEP 1:

STEP 2:

STEP 3:

STEP 4:



Before I started sticking anything onto my exhibition boards, I used masking tape and normal paper to figure out where I was going to place my images. I had to make sure they were all in line with each other and in the center of the board. I also had to make sure they were level and straight before placing them.

STEP 5:

STEP 6:

STEP 7:

STEP 8:

The last step to completing my first board was to add the IPad to the middle Barbie box.
To attach the boxes to the boards, I created two little tabs at the top of each box and then use velcro to attach the tabs to the board.
The velcro kept the boxes strongly attached and held up.

STEP 9:

STEP 10:

STEP 11:

STEP 12:

This was the process of Board 2.
I used velcro to attach each image to the board and also used a level to make sure the images were placed correctly and all in line. I attempted to use my best images, unedited.

BOARD NUMBER 1 VIDEO

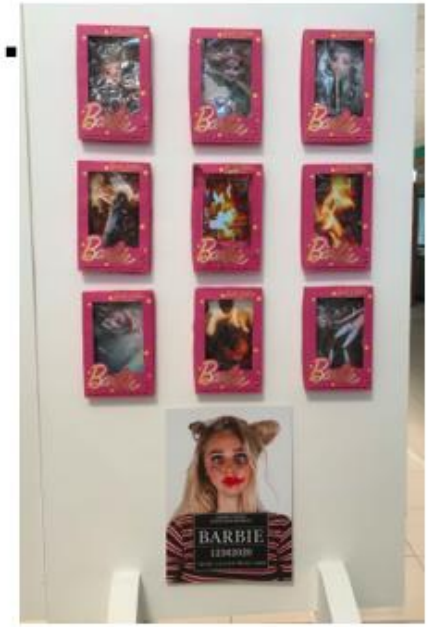
This is the video that will be used to go in the middle box. It follows the rebellious theme and makes the board itself more effective.

https://youtube.com/shorts/1Bh0ql-YT9k

SCAN ME

EVALUATION OF BOARDS

1.



I really like the final look of this board. While I was worried that the boxes would look tacky and not very put together, I actually found that they fit with my theme of rebellion and not looking perfect.
The video in the middle adds to the dramatics of the burning Barbie doll and it was the perfect way to finalize this board.

I decided to add the image of Barbie going to jail at the bottom of this board as it adds an explanation to the idea behind the boxes. It shows that Barbie is being arrested and has then been put in these boxes where she is getting destroyed. It acts as the beginning of a story.

This board was used to display my best images. I had originally planned for 5 images but after moving the one to the other board, it made it easier to display the 4 that were left.

My images were printed A2 on boards but I would have liked certain images, like the fire one, to be slightly bigger. However, when printing the images A1, they came out very grainy and looked like they weren't in focus. This could have partly been because the images had been edited and copied so many times. To make sure I got the best images, I used the original ones and printed them A2.

2.

EXHIBITION BOARD

https://youtube.com/shorts/PsOIYV1Femk

SCAN ME

Barbie
BARBIE
12302020

EVALUATION

What is my theme and why did I choose it?

- My theme is the stereotypes that society has created. However, my main focus for the project was the Dumb Blonde stereotype, which lead me into looking at Barbie.
- I chose to focus on this theme as I was curious as to what makes someone fit into a certain stereotype and what characteristic make them unique.

Did my theme develop over the course of the project?

- My project started of with a broad theme of 'stereotypes.' I realized that I needed to zoom in on a specific stereotype to make my project more effective so, I chose Dumb Blondes. After thoroughly researching the topic and gaining a better understanding, I needed to chose a model/ subject to focus on and I found that Barbie linked best to the theme as she was stereotyped as looking perfect and having the perfect life.
- I progressed the project by looking at ways I can make a real person look more like Barbie. This involved manipulating the face and the body. This was evidence of the 'perfect' look Barbie has as it required a lot of editing.
- Moving on, I started to look at Barbie trying to escape this stereotype and the way people perceived her. I used the Barbie box to act as a prison and show her being trapped.
- This led me on to my final phase, the 'Rebellion.' This was a very successful phase as it was what led me to create my exhibition board. I focused on how people react to the doll itself and showed society trying to destroy the idea of stereotypes, specifically ones that are unrealistic and fake.

What was the most pivotal point of your project?

- The most pivotal point of my project was the 'Rebellious' phase. After starting to research and create some edits, I started to see the story and progression of my project come together. I could link this to each phase of my project. For example, the manipulating of the barbie and her being trapped.

How did the artists I chose inspire my project?

- I found that Margaux Lange was a perfect link to the last phase of my project. She dismantles Barbie dolls and tries to put them back together. This inspired me to dismantle the dolls myself and see what images I could capture throughout this process.
- Another artist that I found helped me progress my work was Lucas Simones. This was another artist I used to inspire my rebellious phase. She burnt and removed areas off the image to distort the look of the models face. This led me to burning the physical Barbie doll and distorting her image.

What concept have I achieved as part of my final outcome?

- My final outcome shows the Barbie doll (the stereotype) being imprisoned in the boxes and being destroyed as a result of the image she portrays and her fakeness. The boxes and destruction of Barbie represent society going against the stereotype and trying to destroy the expectations.

What did I learn about my theme through this investigation?

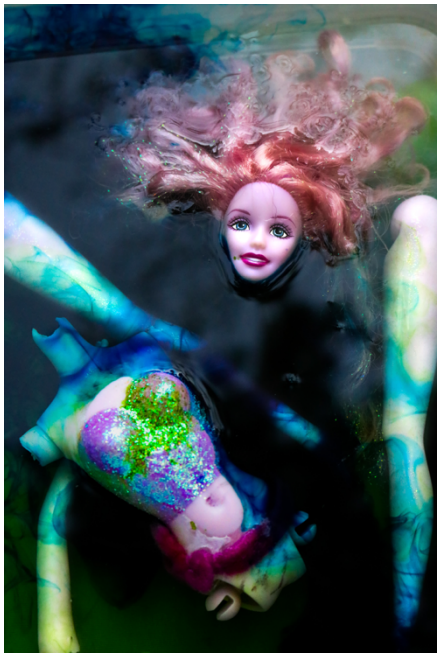
- During the course of my project, I learnt that people are perceived to be a part of certain groups based on their characteristics and what they look like. These are created by society.
- I also learnt that when toys, such as Barbie, portray a certain image or expectation, it can effect those children who play with them and can effect their development.

Is there anything I would have done differently?

- If I were to re-do this project, I would do more experimentation and editing of the Barbie doll. I felt that I didn't spend enough time on this and I could have gone a lot further with the experimentation process.
- In terms of my images and photography, I could have done some more unique and exciting photoshoots as they were mostly done in a studio with basic lighting. This could have possibly limited my experimentation.

NAME: Lauren PY C1

An exploration of the female form through fantasy and reality



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INTRODUCTION

In this personal investigation of the representation of the female form, I will be investigating the history and concept behind Barbie as well as the progression of the doll and how artists have used it to create conceptual comments on social norms. I will then be exploring the works of Meg Cowell and her vision of the female garments with the use of magical and fairy-tale dresses. This topic of the female form has sparked my interest as it could be argued that the message being projected across the world about the 'perfect' female body is toxic and disheartening to all the young girls who do not look like this. It is the leading cause to many eating disorders and is providing them with unrealistic expectations of what a girl should look like.

The Barbie doll was created in the late 1950s and too this day the same figure is still sold and portrayed as 'perfect'. The idea that perfect is wrongfully projected as skinny and pretty is becoming less important and people are looking more for a realistic and authentic look. I am trying to explore how fantasy and reality can present the body in different ways and create a sense of what's desirable but also how things can be interpreted.

MEG COWELL

Meg Cowell is a large-scale Photographer, who captures feminine garments in a way that gives the viewer a sense of fantasy. When asked about her work, Victoria Hammond stated, "The dancing light, caressed, confection of a gown in a Sweet House is the stuff of fantasy or fairy-tale" (Hammond, 2022).

Her love for photography was on going through her childhood and College, as she graduates with an Honours Degree in Photography, at the University of Tasmania in 2007. Her work was inspired by her photo-artist partner during a mentorship programme in South Australia and is what lead her onto her current interest on the feminine garments.

FIGURE 1 (Meg Cowell, undated)

Figure 1 is ghostly in appearance, with the missing body yet old fashioned garment, showing a sense of life, is a strong visual created by Meg Cowell. I was drawn to the lighting and composition within the image, showing a purposeful arrangement. The emerald green on this dress creates a sense of royalty and importance while also elegance and innocence. It layers the top, while the underneath is white with touches of champagne pink on the sleeves and the lace of the neck. She uses the texture of the ruffles to elevate the dress and put emphasis on the size suggesting the wearer of this dress was important. It is brought to life through the texture as it leads the design of the dress to create shadows within to again show its bulk. The white underneath the dress, is illuminated by the light and is juxtaposed against the black background. A line of symmetry, proposing organization and manual alignment of composition, is shown down the middle of the dress, as you see the ruffles carefully positioned and placed to show the detail and effort put into this female garment suggesting movement and fullness to a figure that we assume must be there. Cowell uses soft lighting to create a subtle and gentle shadow leading away from the ends of the dress, leaving the light in the middle of the dress as the central focal point.

FIGURE 2 (Meg Cowell, undated)

Meg Cowell said, “I think an image is successful when it shows metamorphosis. Good images require an imaginative collaboration from the viewer to interpret what they are seeing” (Cowell, 2022), and in figure 2 the viewer interprets the dress as fairy-tale like, creating a sense of joy and magic through its fluidity in the arrangement, making the viewer sense the wearer is magical and full of life. The soft floating textures of the dress contrast to the harsh background to create some depth,

which gives the illusion that the dress is disappearing into an imaginative state. The color of this dress is very pleasing to the eye, with the base colour being white and subtle areas of light pink coming through, which is perceived as very feminine and delicate. This leaves an interpretation of fantasy and princesses, suggesting it could be for a young female going to a formal gathering. This satin material is frozen in a fluid movement yet looks as if it is alive and dancing. By decreasing the opacity and blending the ends of the dress with the background, a graceful motion is shown and can be interpreted as magical and hopeful. There are no rigid/sharp edges shown from the ruffling of the layers or the ends, as well as no organised structure to the layers. The layers and folds in the dress are displayed through the different colours (pink and white) and emphasised through the lines on the torso, through to the bottom of the dress. It is perceived as a ballroom dress with its large and thick skirt, which can emphasize that elegance and fantasy ballroom event. Soft lighting is used, as the transition between the small shadow at the very ends of the dress is fading out into the background in a subtle and fluid motion.

FIGURE 3 (Meg Cowell, undated)

Figure 3 gives a sense of innocence, as the ghostly wearer is presented by Meg Cowell through a basic composition utilizing two elementary colours, blue and pink. By keeping the arrangement simple, it puts more emphasis on the wearer and who they are. She uses this image to give the impression of youth as it conisists of noticeably light and calm colours juxtaposing against a dark, depressing background. While it is a basic style and design, the volume created from its position and the glossy fabric, gives the impression of a pincess dress and joy. Again, we look at this image initially as a figure, to only realise that it is a garment of clothing. The suspended dress is portrayed as still movement, yet the smoke effect edited post-production allows transparency to the bottom of the dress adding to the idea of movement and the ghostly outcome.

Cowell uses a 1000-litre pool, filled with water, as symbolism of re-birth and to show the movement in the dress as well as to hold and suspend it in an open space, separating it from the wearer. One of her key inspirations is the idea of 'Princesses' in fairy tales, where the female garments operate as a form of metamorphosis. This is seen in Disney, as the downtrodden character becomes a princess through wearing a big, beautiful dress. From an early stage in life, the idea of being a princess is projected onto young girls through dress up and idolisation from their parents. They are automatically put into the world of fantasy where the learnt behaviour of believing in a fairy-tale and dressing perfect like a princess develops. Cowell tries to show, that young women think we need to include this in our identity for the future and eventually hold the hope of growing out of this into wearing a white wedding dress.

THE BARBIE DOLL

"The first 10 years of a girl's life is spent playing with Barbies and the next 10 are spent trying to look like one."- Anonymous

FIGURE 4

Bild Lilli – German Barbie doll

FIGURE 5

Barbie– First American Barbie doll

The first ever American Barbie doll was called 'Barbara Millicent Roberts' and was put on display in 1959, New York City. She was the first ever mass-produced toy in the USA with adult features. The Barbie doll was created by a woman called Ruth Handler and the company Mattel and was inspired by 'Bild Lilli' a German doll in 1956.

'Bild Lilli' the German doll was originally a comic strip character marketed as a racy gag gift to adult men in taco shops, the doll later became more popular with children.

Ruth created this idealistic form of a barbie doll following on from 'Bild Lilli,' after seeing her own daughter ignore her baby dolls and play make-believe with paper dolls of adult women. It was then she realised that there was room in the market for these dolls giving little girls hope and imagination for the future. The extreme demand for the doll lead to the creation of Barbies boyfriend, Ken, a best friend named Midge and a little sister called Skipper.

The original doll measured 11-inches tall, with blonde waterfall hair. If Barbie was a real woman, she would be 5'9" tall, have a 39" bust, an 18" waist, 33" hips and a size 3 shoe. Her weight would be 110lbs and at 5'9" this would be considered anorexic. The physical proportions and expectations of looking like barbie is impossible to reach.

Although the aim of the doll was to entertain children and empower girls to do what they want, the doll's look had some backlash and went through many controversial conversations about the immensely unrealistic image it portrays, and the female form it is presenting. Her fantasy body proportions were projected around the world and targeted towards little girls, giving them unrealistic expectations and hopes for their future selves. A real-life study of these dolls and how it harms girls body image, concluded: "The ubiquitous Barbie doll was examined in the present study as a cause for young girls' body dissatisfaction. Girls exposed to Barbie were reported to have lower body esteem and a greater desire for a thinner body." This follows the idea that promoting skinny and unhealthy body images is having a lasting effect on young girls and can affect their perception of their own bodies.

ENRICO PESCANTINI – TRAVEL

Enrico Pescantini is a photographer who captured the idealistic world and lifestyle of Barbie and her boyfriend Ken in a project called 'Barbie Around the World.' The project was born out from his long-distance relationship with his girlfriend. They were living at different ends of the world and as a way of coping and feeling close to her, Enrico used alter egos as protagonists to mimic the 'perfect' couple, an icon of POP culture and

documented their lifestyle as he travelled around the world with the plastic dolls. He documented Barbie in beautiful and luxurious locations, sitting in vintage cars, travelling to different countries, relaxing at the beach, and lying in the Dead Sea.

FIGURE 6 (*Tel Aviv life is a beach, undated)*

FIGURE 7 (*Malecon de Havana, undated)*

FIGURE 8 (*Floating together on the Dead sea, undated)*

These images all have an increased saturation creating the feel of vividness of the scene in the attempt to make it more life like and feel real to represent Pescantini and his long-distance girlfriend. The angle of the photography is taken from a low viewpoint making them seem more grounded. A low viewpoint can also elevate the figure which can be interpreted as someone looking up to them or seeing them as heroic, which relates back to Barbie and Ken being seen as 'the idealized and perfect couple.' Seeing them from this perspective allows the photographer to capture more of the surroundings and emphasize the extravagant environment and them on holiday travelling the world.

These images can be seen as a method of escapism. Barbie and Ken are being put in real life everyday settings, with an unrealistic harsh contrast and an unrealistic

appearance. The dolls are naturally stiff and unnatural making them look out of place and fake. This emphasises the fact that they are not real, and this is not real life, showing that the visions the artist is trying to create about his long-distance relationship, is nothing more than his own idea of a fantasy.

LINKING MY WORK – Enrico Pescantini

FIGURE 9 (My own work)

To link my work to Enrico Pescantini, I used my edit of my real model in the Barbie box.

Enrico Pescantinis work is based on an idealistic life where him and his long-distance girlfriend go travelling around the world, his idea of a fantasy. He puts emphasis on this idea of fantasy when he oversaturates his images and tries to force this sense of perfection. This relates to my work as I aimed to make my piece question the difference between fantasy and reality as I place my model, edited to look like Barbie, within a Barbie box. This shows a strong contrast between materials as I had to heavily edit my model. I used photoshop to recreate her look and this involved changing everything from the face shape to her body size and even asking my model to wear a wig. Real vs plastic comes into question when it is clear my model no longer looks like her real self but instead looks plastic and fake.

MARGAUX LANGE – ART

Margaux Lange is a New York designer who uses plastic body parts from dolls as part of her jewellery collection. She utilizes the Barbie doll parts with sterling-silver to create these pieces. Her work featured arms, legs, and parts of faces all joined together. Her series of work has been on-going for fifteen years and has been published in many books,

international press, fashion, design, and some of the World's top art magazines. Her work is known both local and internationally shown in boutiques and galleries.

Her creativity behind her project 'The Plastic Body Series,' came from her obsession of Barbie and her miniature world at an early age. Her project involved her dissected parts of the Barbie doll and then piecing them back together. Through piecing together segments of 'perfection,' Lange is creating the unusual and something disturbing to a viewer.

The creation of sculptures from limbs has a sinister connotation of society rebelling against the Barbie doll and idealized look. Lange had a desire to repurpose mass produced materials into handmade jewellery emphasizing the plastic and fakeness of the doll. She is destroying and pulling apart something that was once seen as perfect and creating something more modern and wearable.

FIGURE 10 (Margaux Lange, 2011)

FIGURE 11 (Margaux Lange, Barbie bracelet)

Within the bracelet there are multiple variations of doll hands, for example, distinct colors. This brings to light the idea of diversity, but due to the formatted porportions and the lack of identification with different sizes and shapes, we assume that all nationalities have very similar features and have no uniquness to them.

HOW HAS THE PROGRESSION OF BARBIE CHANGED OVER TIME?

Barbie has always been presented with the idealized body and perfect look but today the idea of the ‘perfect body’ is overlooked and there is a more diverse idea of what women should look like.

FIGURE 12

In 2005, the Bratz Dolls popularity grew and took 90% of the Mattel doll market while Barbie Doll sales declined. Several young African American girls were interviewed for a book called “Growing Up with Girl Power” and a 9-year-old girl said, “I buy Bratz dolls because they’re all treated right.” The Barbie dolls are casted in such a negative light with the clothes they wear and the way they are perceived whereas Bratz dolls are not perceived with the perfect body with the perfect life. From when they were first introduced, they provided diversity in terms of colour, culture, and clothing.

Barbie sales declined from 2012 to 2014, after the typical blonde hair, blue eyes and perfect body look began to go out of fashion. This was a wake-up call to the creators and encouraged them to change their leadership and their approach to sell these dolls to the wider population of young children. Mattel launched their most recent Barbie doll ‘Fashionista’ in 2016. This came in three varied sizes – “tall,” “Curvy” and “petite” – and was made more diverse with the different skin tones, face structures and hair styles.

FIGURE 13 and FIGURE 14 ((The new Barbie series has 'tall, petite and curvy' dolls | DW | 28.01.2016, 2022)

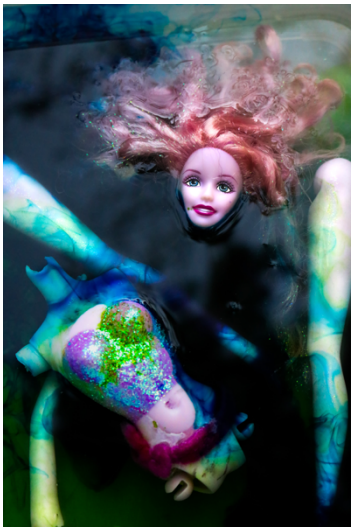
Following on from the new and improved versions of Barbie being released to the world, this now means younger and new

generations are less inclined to buy the original Barbie doll. …… This lead me on to the idea of the ‘rebellion’. This involved shoots of Barbie being destoyed and …

LINKING MY WORK – MARGAUX LANGE

FIGURE 15
(My own work)

FIGURE 16
(My own work)



Margaux Lange is a good link to my rebellious themed shoot, during which I destroyed a Barbie doll, breaking them into body parts and positioning them for the camera in different scenes.

Langes creativity, links to the idea of being vulnerable and realistic. This identifies with the idea behind my shoot and societys expectations being destroyed. The idea of Barbie being ‘perfect’ and what young girls look up to is being changed and is now seen as unhealthy. The seperation of the body parts shows the vulnerability and how the doll is just plastic, linking back to Margaux Langes work and how the destruction of the doll is more realistic. She uses beautiful images of the doll and turns them into a foreign object that is disturbing to viewers, especially a child who would usually find joy playing with the original doll.

Both of our pieces represent the realistc view that Barbie is just plastic and how the porportions of the dolls and their looks are all similar and show no uniqueness. Figure 1 and figure 2 both have similar porportions and body type, showing no diversity or link to a difference in culture. Having some diversity within an object is massively important in this day and age as people feel more secure and recognised when they can identify with something and believe they are being noticed and valued.

Linking back to my question about the female form, I think the influence of Margaux Lange has given me a way to represent how Barbie was key to creating the idealistic views of the female body and the way females want to look. Her work also allowed me to create pieces that challenge these expectations and create a new look for Barbie in 2022.

CONCLUSION

These artists all link nicely to my final exhibition as they represent the fantasy and reality side of my project. My exhibiton will display my images during the 'rebellious' phase of my project, which will further emphasis the idea that Barbie is not perfect and is plastic and fake. I have gone against what the doll stands for and instead of making something pretty and put together, I am evidencing the reality side of Barbie, the side that isn't so perfect.

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