



Pearson

GCE A Level Advanced Art and Design

**Photography
Component 2**

RENE

Total Mark 28

	A01 Develop	A02 Explore and Select	A03 Record	A04 Realise
Mark	6	7	6	9
Performance Level	2	3	2	3
			Total out of 72	28

Truth, Fantasy & Fiction



Introduction

Truth, fantasy and fiction was the given title to relate to within the duration of the A2 photography exam unit. I was initially drawn to the fictitious aspect of the project but then settled to focus on fantasy and how it can be portrayed in numerous different ways through the aid of various photographic as well as digitally manipulative techniques and underlying ideologies.

On my first photoshoot trip I visited a nearby village which was relatively famous for a row of houses that dated back centuries (1380) called Arlington Row. I decided to go down there because of the potential fantasy I could find. Cotswold villages have the reputation for romantic beautiful villages with idealistic countryside. Whether this is true or not could be a way to explore the difference between truth and fantasy.





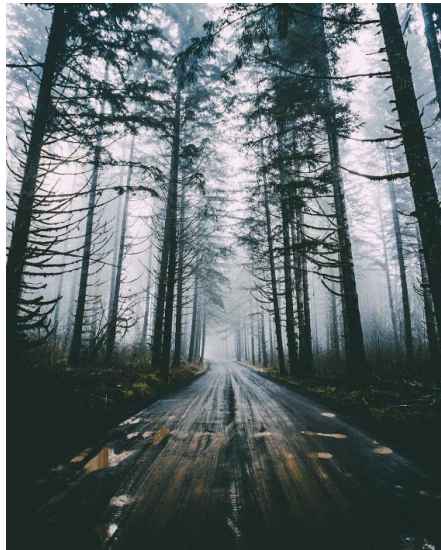
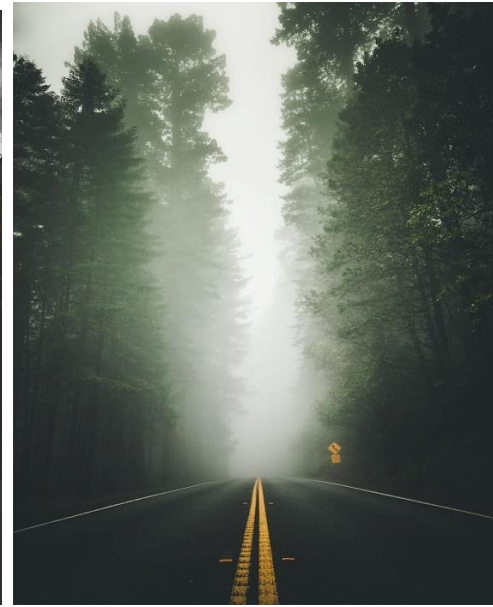
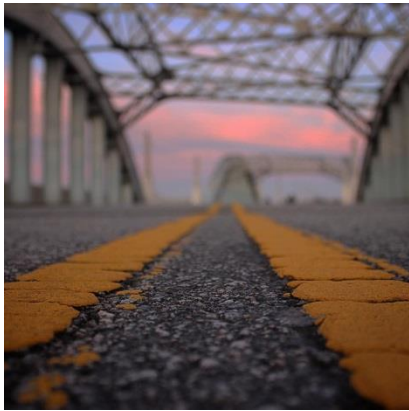


Photoshoot 1
Location : Bibury
Camera : G7X

During the photoshoot, I noticed that I took a handful of photo's consisting of fantasy-like features. The whole area has romantic qualities to it and the reflection of the water in the streams gave an almost surreal mood to the photographs. The row of little houses looked as if were home to smaller beings. And the stone eagle by a gated driveway which is reminiscent of a gargole gives of a fairy-tale kind of mood.

Having visited the Cotswolds I found that the buildings were a bit uninspiring. What was actually more interesting was the journey there. The roads have no ending and they seem to hold a majestic presence. In my next photoshoot I will be documenting and trying to capture this.

These are some images of urban and rural roads two of which are taken at a very low altitude from the ground. I like the range of aperture these pieces show as well as the parallelism and symmetry of the lines cutting through the roads. The mood really intrigues me as its very calming and relaxing to observe.





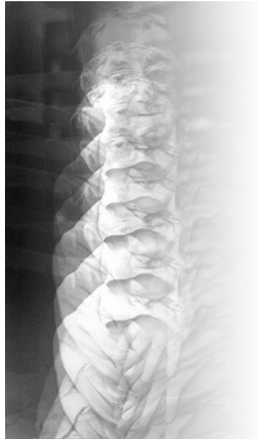
This photo came out pretty well with focus on the land rover

The tilt-shift like effect of the horizon smoothly blending out of focus appeals to me.

This vehicle also came out well and will be considered as an enlargement.

Photoshoot 2
 Location : Route to Cirencester
 Camera : G7X

Man Ray



Man Ray (born Emmanuel Radnitzky, August 27, 1890 – November 18, 1976) was an American visual artist who spent most of his career in France. He was a significant contributor to the Dada and Surrealist movements, although his ties to each were informal. He produced major works in a variety of media but considered himself a painter above all. He was best known for his photography, and he was a renowned fashion and portrait photographer.

I have chosen this artist to relate to my work because of how he takes advantage of the darkroom process to use imitate double-exposure and alternating transparencies.

I have also noticed that he uses a certain technique to reverse the colours of a specific photo or part of a photo. This would probably be done by using the negatives straight from a film camera rather than processing them beforehand.

The technical creativity employed by Man Ray is what drew me to his work, I really want to attempt to not replicate but pull certain aspects of it into my own work. I think it is achievable as I have built upon my foundation of using photo editing software such as Adobe Photoshop.



I want to look at motion blur and try to play around with it in post-processing as a result of previous study of roads and an interest in movement.

Man Ray's use of double exposure shares a lot of features with the effect of motion blur which is why he is a good artist to have as a stepping stone throughout the duration of this unit. I particularly like how the blur distorts the surroundings of the subject and makes it seem like a flashback or an event in a parallel reality.

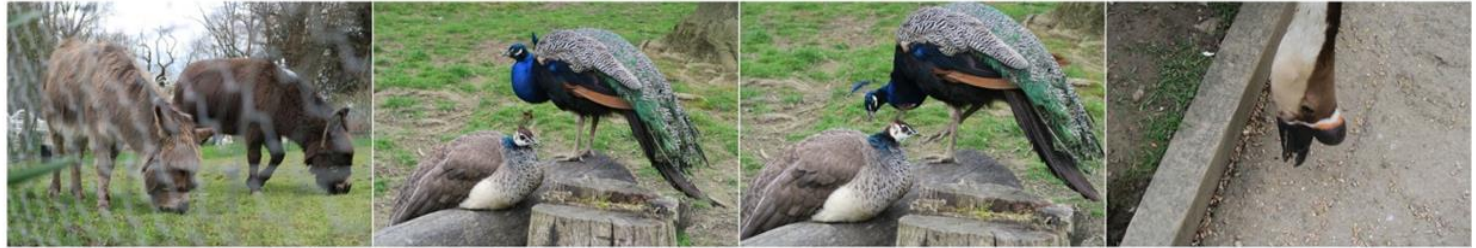




I chose this image to respond to Man Ray. It utilises motion blur but is different to any other photographs which did. The motion blur instead of being around the subject is actually only on the subject while everything around it is stable and in focus. I know want to experiment with more geometrical forms within naturally occurring creatures in contrast with the sculptural ones studies before.



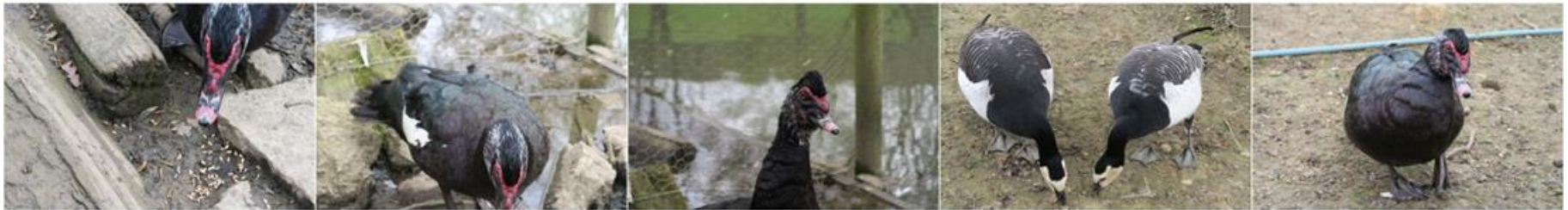
Photoshoot 4
Location : Prinknash
Camera : G7X



I find birds to be unique animals, there are so many different types which live in their own unique ways. **They also remind me of supernatural beings because of their weird biology and their relationship to dinosaurs.** To take this photoshoot further I will act on my previous goal of implementing some kind of geometric form into my work and idea flow.

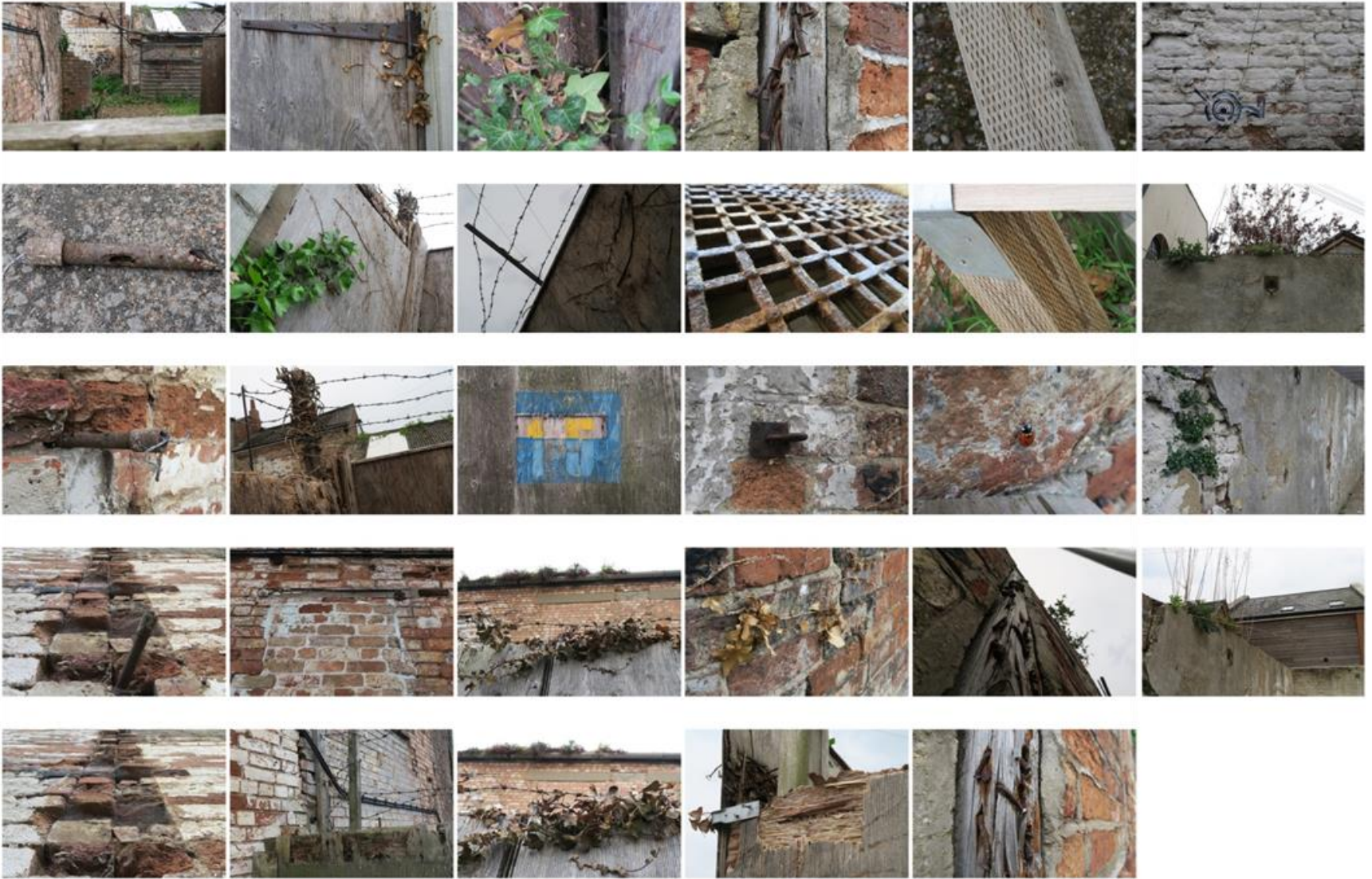






I have attempted to incorporate some geometric qualities into one of my photographs using Photoshop. As you can see I the piece is very colourful and made up of many shards of shapes generated to highlight the peacock's contours. This has finally given me a direction in this project, I now want to look at Cubism, futurism and design as a way to make a point about how normal objects can become part of a fantasy or fiction





Interim

Having looked at Cubism and Surrealism I have now realised that I want to create a fantasy based photographic image using everyday objects. This interest me because of the pattern and the ability to create new visual dimension within reality. I have looked at the Cubist still life's and I am really interested in the different view points and abstraction that occurs.

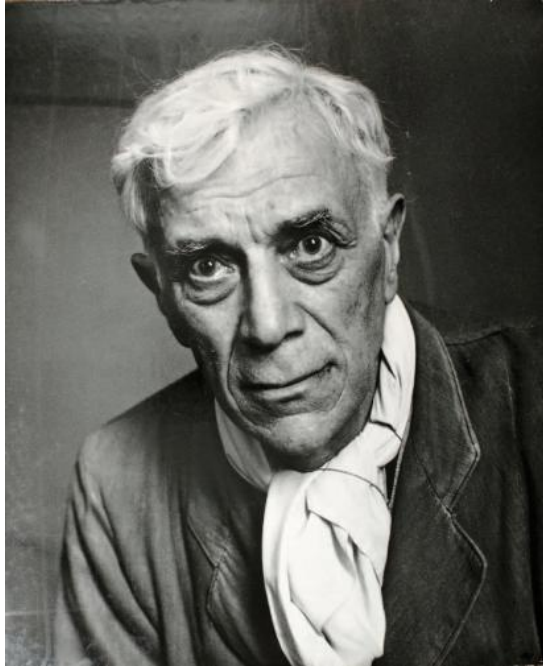
Throughout my project I have been very interested in the use of line. I firstly used this when I investigated the road to Cirencester. As my project has developed the linear qualities of my abstractions has become more important to the compositional qualities of my work.

Next I am going to evaluate Georges Braque and look at his portraiture work because I'm beginning to become interested in the alien form of his faces and how they can be constructed from the realistic features of the face. As dinosaurs have evolved into birds I want my objects to evolve into something new and futuristic.

Artists such as Giger and Duchamp's have worked in this way. But I feel my work is more graphical and therefore I plan to look at the work of a of the art deco poster designers



Georges Braque



Georges Braque (13 May 1882 – 31 August 1963) was a major 20th-century French painter, collagist, draughtsman, printmaker and sculptor. His most important contributions to the history of art were in his alliance with Fauvism from 1906, and the role he played in the development of Cubism. Braque's work between 1908 and 1912 is closely associated with that of his colleague Pablo Picasso. Their respective Cubist works were indistinguishable for many years, yet the quiet nature of Braque was partially eclipsed by the fame and notoriety of Picasso.

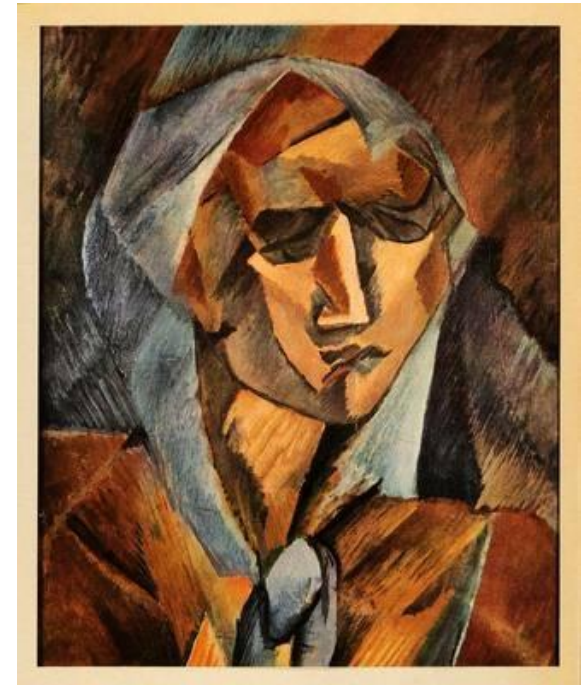
Braque's paintings of 1908–1913 reflected his new interest in geometry and simultaneous perspective. He conducted an intense study of the effects of light and perspective and the technical means that painters use to represent these effects, seeming to question the most standard of artistic conventions. In his village scenes, for example, Braque frequently reduced an architectural structure to a geometric form approximating a cube, yet rendered its shading so that it looked both flat and three-dimensional by fragmenting the image.

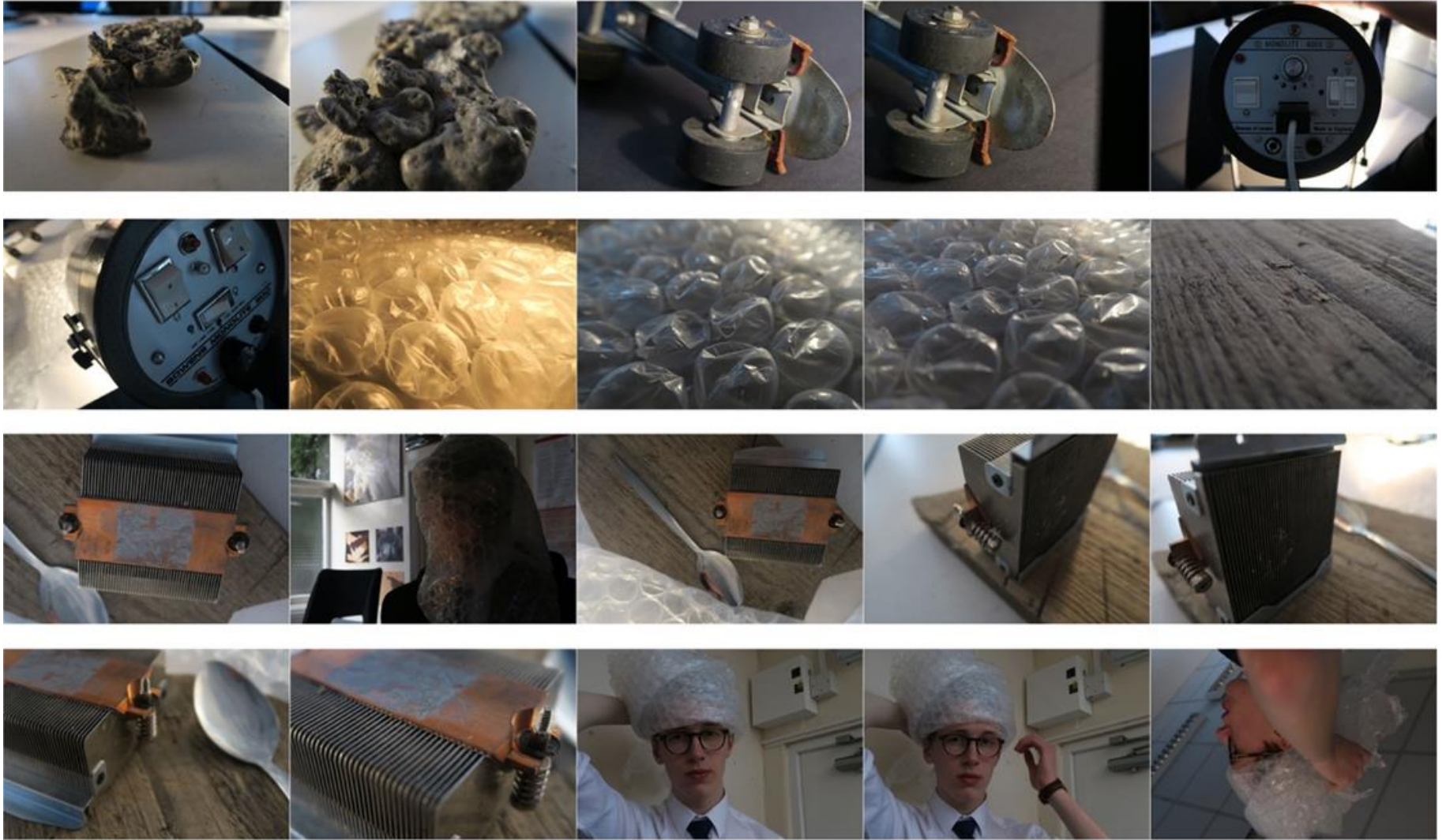
“Head of a Woman”

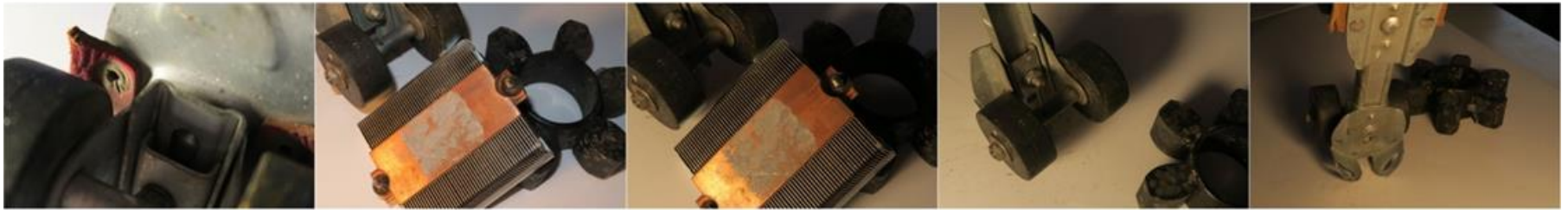
The composition is a classical portrait layout. The focal point is the right hand eye and the various lines lead your eye around the whole study.

What interests me most about Braque's work is his use of geometric form and abstraction. This is clearly apparent in this particular portrait because of the sharp edges and tonal range which can be seen throughout the person painted. Result of this technique is the creation of a being that is partly human and partly robot/alien/mask. The technique of abstraction has given him the creative freedom to create a painting that is more striking and futuristic. Braque also used this technique of abstraction in his still life work and this is something I want to experiment with as well.

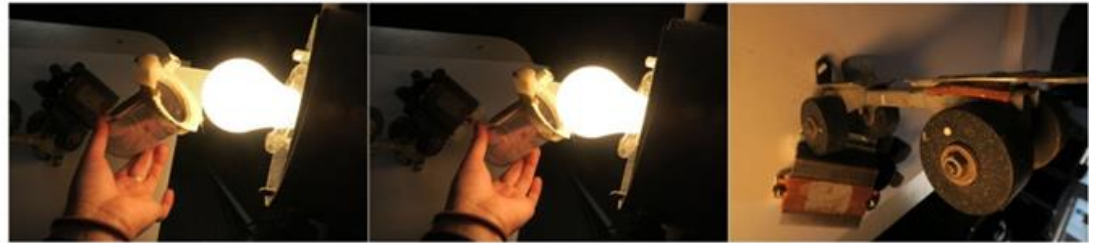
The use of colour is typical of Braque. He always choose to use a palette of warm browns and oranges complemented with cold shades of blue. The mood of this painting is very calm and relaxing because of his careful choice of colour. Nevertheless I do not think I will restrict myself to this palette in my own work instead experimenting with brighter, more vibrant and expressionist colours.

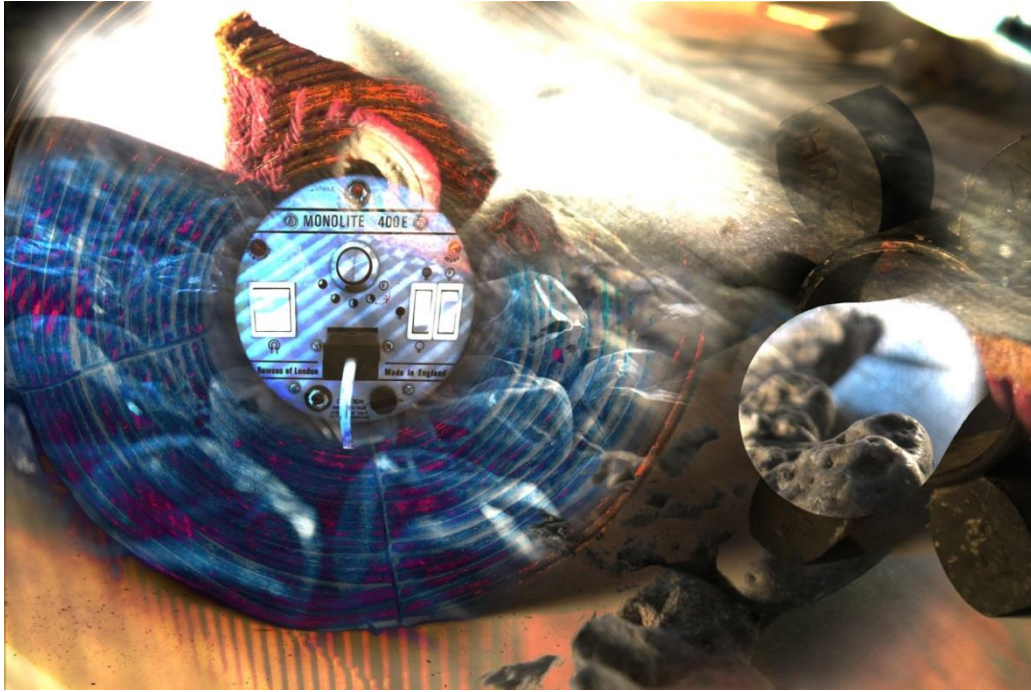






Photoshoot 1
Location : School
Camera : G7X





How is this photograph giving you control over design. Why is design important? How is it used to create fantasy?



Following my first photoshoot I have played around with double-exposure, drastic contrast adjustments and overlaying photos into borders of objects which stand out.

Photoshop has helped me develop my photo manipulation skills as made available many more possibilities to further portray my ideas and thought processes.

Boris Bilinsky



Boris Bilinsky is a poster artist who was working predominantly in the first half of the 20th century. His work seems like a natural progression from the styles of cubism and futurism.

This poster on the next slide as well as most of Bilinsky's other pieces of work are in the art deco style.

"Art Deco or Deco, is an influential visual arts design style that first appeared in France just before World War I and began flourishing internationally in the 1920s, 1930s and 1940s before its popularity waned after World War II. It took its name, short for Arts Décoratifs, from the Exposition Internationale des Arts Décoratifs et Industriels Modernes (International Exposition of Modern Decorative and Industrial Arts) held in Paris in 1925. It is an eclectic style that combines traditional craft motifs with Machine Age imagery and materials. The style is often characterized by rich colours, bold geometric shapes and lavish ornamentation.

Deco emerged from the interwar period when rapid industrialisation was transforming culture. One of its major attributes is an embrace of technology. This distinguishes Deco from the organic motifs favoured by its predecessor Art Nouveau.

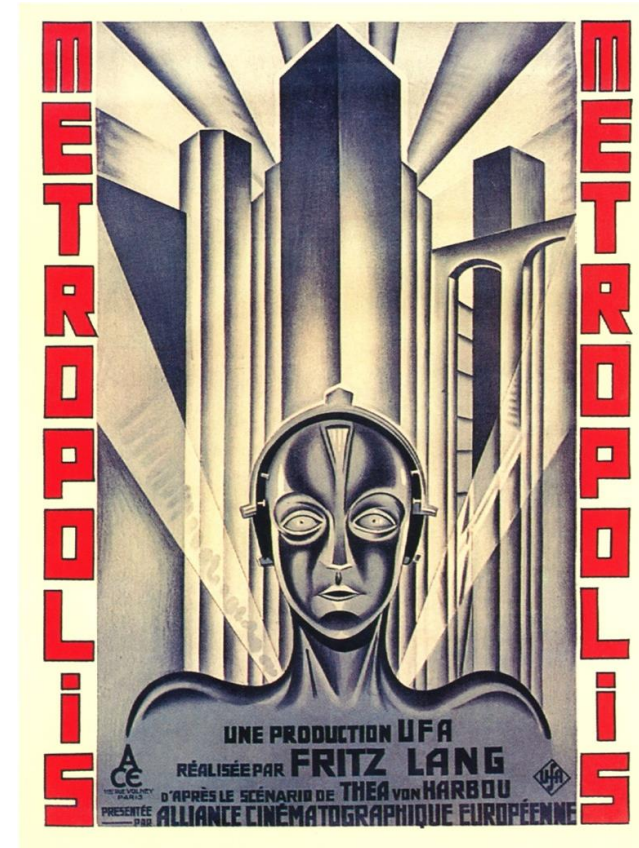
Historian Bevis Hillier defined Art Deco as "an assertively modern style [that] ran to symmetry rather than asymmetry, and to the rectilinear rather than the curvilinear; it responded to the demands of the machine and of new material [and] the requirements of mass production".

Metropolis Poster

This poster by Bilinsky has a very strong central composition and uses bold lines of design to create perspective. It represents the mass production of modernising society by trying to use symmetry and a robotic form. Its colours are sepia and this adds to the feeling that the objects are metal and industrial. The type on either side contrasts the rest of the poster by being bright, bold red. Overall the poster is a representation of what a future city might look like.

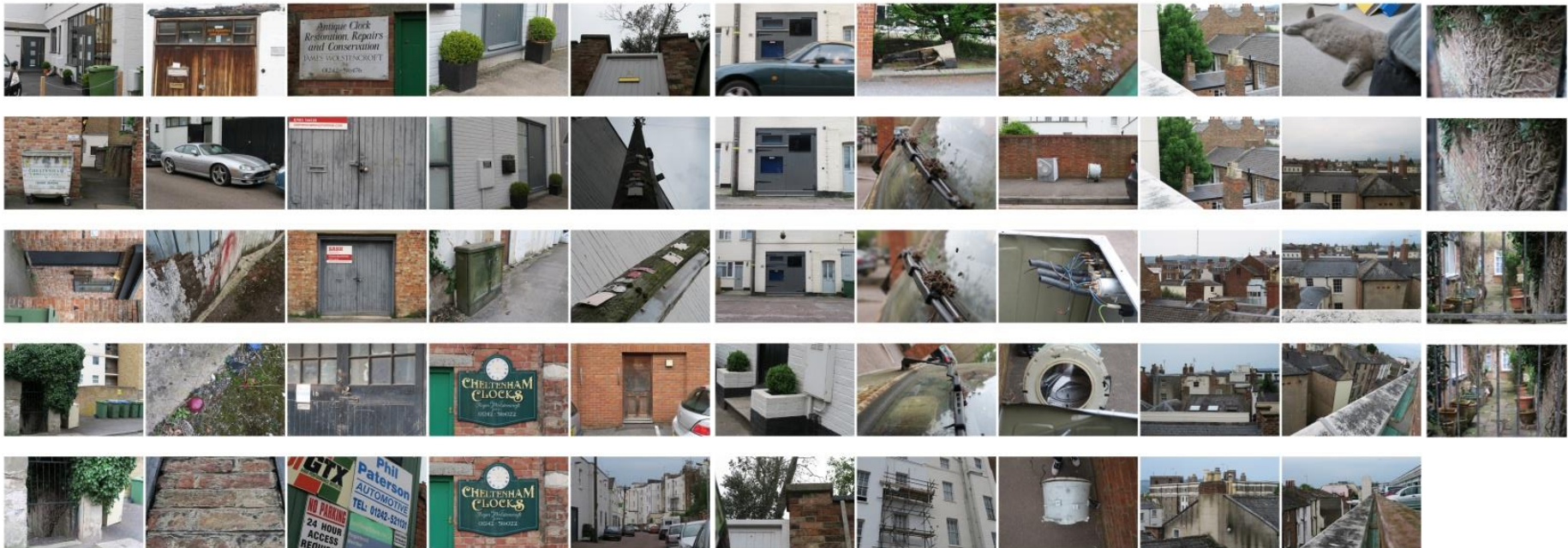
I'm mainly interested in the design qualities of this poster and its where I want to go with my own work. It perfectly encapsulates the title truth fantasy and fiction because its style is very modern and shows how human inventiveness can create a design, such wonders like architecture and such robots like droids.

In my final piece I want to produce a series of portraits that uses the design qualities of art deco as well as takes into account Braque's cubist tendencies. I want to create faces because they create characters and personalities. This in itself allows me to relate to story telling, narratives, and science fiction. It gives me complete artistic freedom and allows me to experiment and develop my graphic design skills.





Here I have set out to gather material to construct my final pieces from. I went out to take photographs of things which could resemble the biological structure of a person or which could be digitally manipulated to do the same things.





Cubism was a truly revolutionary style of modern art developed by Pablo Picasso and Georges Braques. It was the first style of abstract art which evolved at the beginning of the 20th century in response to a world that was changing with unprecedented speed. Cubism was an attempt by artists to revitalise the tired traditions of Western art which they believed had run their course. The Cubists challenged conventional forms of representation, such as perspective, which had been the rule since the Renaissance. Their aim was to develop a new way of seeing which reflected the modern age.

Exam Piece 1 Process



During the process of my final exam piece I had to create a collage of several photos and mould the structure of a face out of the. I played around with the base layer used for each of the three individual pieces. On the first (which is shown above) I photographed a styrofoam head and cleared the background. On another one I took photographs of a fellow student and used her facial features as inspiration to use certain objects to replace them. On the last one I created the piece from scratch meaning no base foundation layer to work off.



Final Evaluation

For my final piece I have put together a selection of photographs which I took over the past few months. I took those photos and cropped them to the main and relevant portions. I then allocated about 30 of these into each of three different groups which would be separate pieces in the end. I planned to spend four hours on each as I would be allowed to have 12 hours total to complete the final exam piece.

I have chosen to digitally create three portraits out of my own photographs because of my recent interest in human facial structure and how it can be manipulated and toyed with to achieve various results. As well as working with facial structure, I attempted to make facial structure in one of the pieces from scratch.

I wanted to incorporate styles from Art Deco and Cubism because they gave me the techniques and creative freedom to create a futuristic sci-fi set of images. The final photographs are very graphical and could be used for poster art like Bilinsky's work but to me they are more fantasy characters that I could base fictional stories on. Much like how Giger created aliens, I want to create believable beings that could have been created by a childhood imagination.

As the exam progressed my creative mind expanded and I found myself creating 3 characters which I could turn into characters in a picture book. I think they are really impacting images which go nicely together as a trio. Proving that science fiction has a visually impacting style.

