

# Component 1 Three-dimensional Design

## Standard Mark – 52

	A01	A02	A03	A04	TOTAL
<b>Mark</b>	13	13	12	14	52
<b>Level</b>	5	5	4	5	
	Just confident and assured ability	Just confident and assured ability	Fully competent and consistent ability	Mostly confident and assured ability	

### Examiner comments:

The coursework theme of 'merging forms' inspires the candidate to consider the sculptural intent of a comprehensive range of contemporary artists, including Mestre and Hudson (A01). Focused experiments with Styrofoam and cut plaster blocks enable the candidate to develop and refine technical competencies (A02) (A03). A convincing photographic shoot of signs and symbols fuel the candidate to create a larger site-based sculpture of plaster blocks, using found objects from the workplace environment (A04).

Keyword descriptors from the taxonomy:

Comprehensive

Focused

Techniques: Techniques I use include taking direct inspiration from those artists and making my own sculpture out of clay or plaster, and developing it even more. Changing materials would also be a possibility.

# Merging

Artists:

- Camilla Low
- Lisanne Lammers
- Enric Mestre

I think these artists are interesting, and I like how their work came together.

The meaning of is not complicated together and form or model

synonyms :

- Blend
- Joining shape
- Combine sculpture
- Connecting design
- Consolidate
- Incorporate.

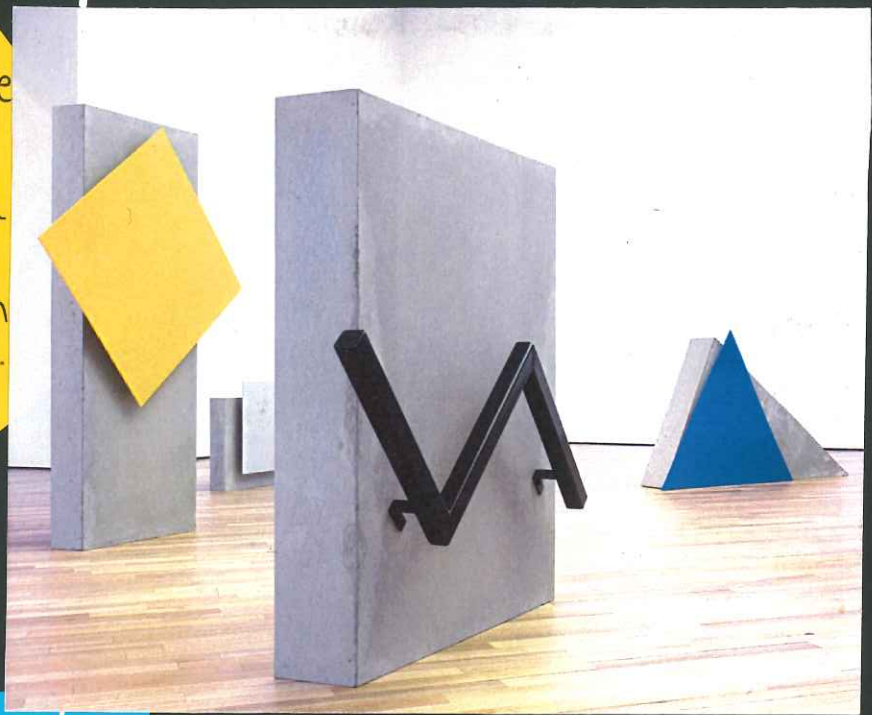
# Forms

merging forms  
Merge is to join  
is like a sculpture

Materials :

Materials I'm gonna working include  
clay, painting on the clay and maybe  
plaster, card, plastic or wood.  
I'm mainly focusing maybe on the  
clay and plaster.

The one on the right is like the banister in our daily life, and Camilla Low did a very good job of showing the pieces in our daily life, which I think is very interesting.



# Camilla

I think this is very interesting, because it looks like a gray wall at the back and then Camilla Low integrated things from life into this artwork.

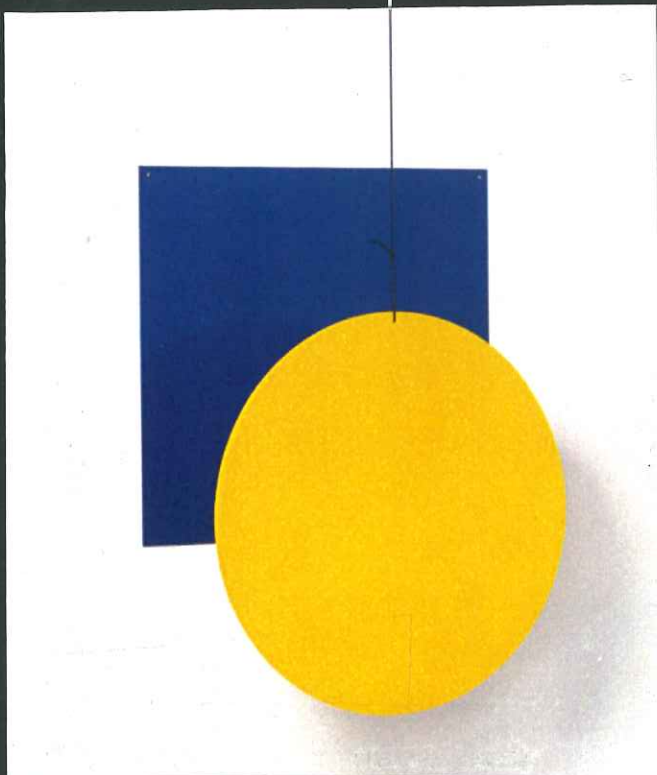
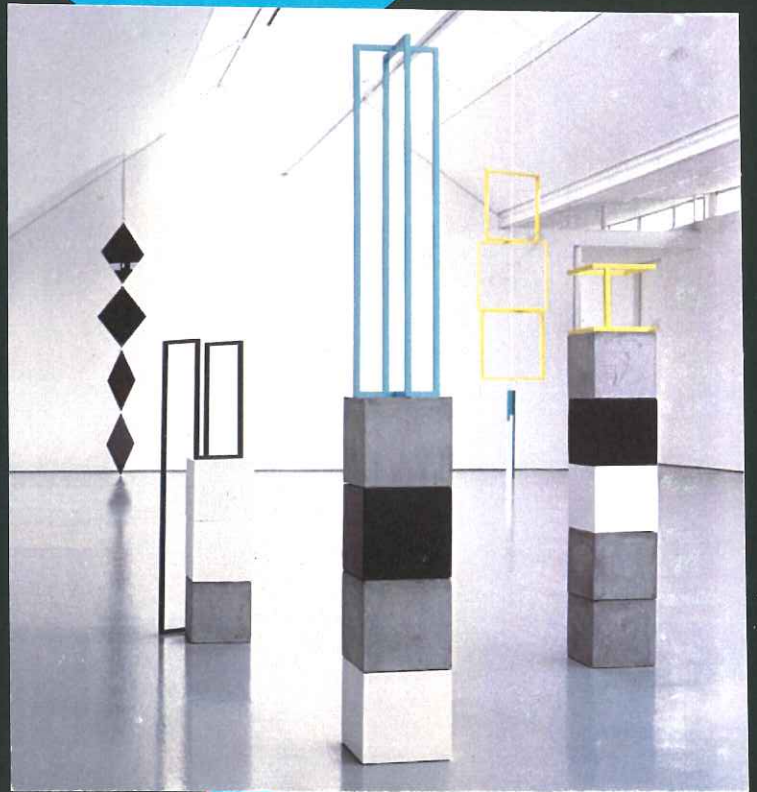
Camilla Low will integrate the graphics we can see in our daily life. So I think this is very interesting and thoughtful.



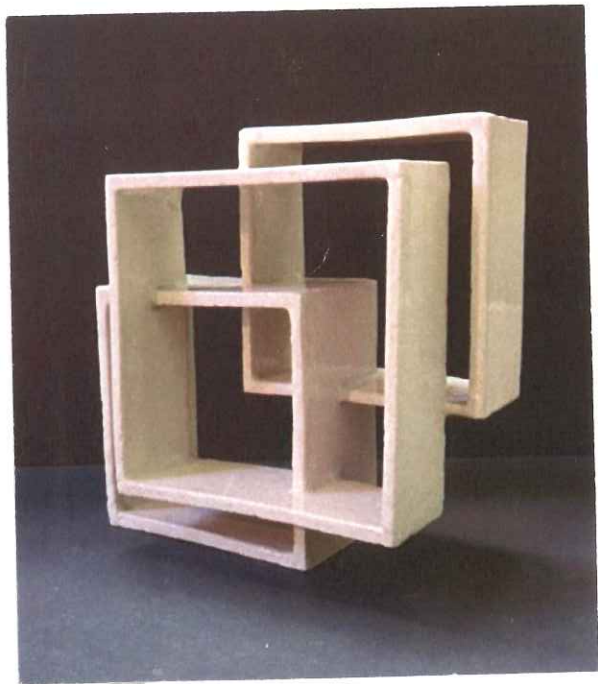
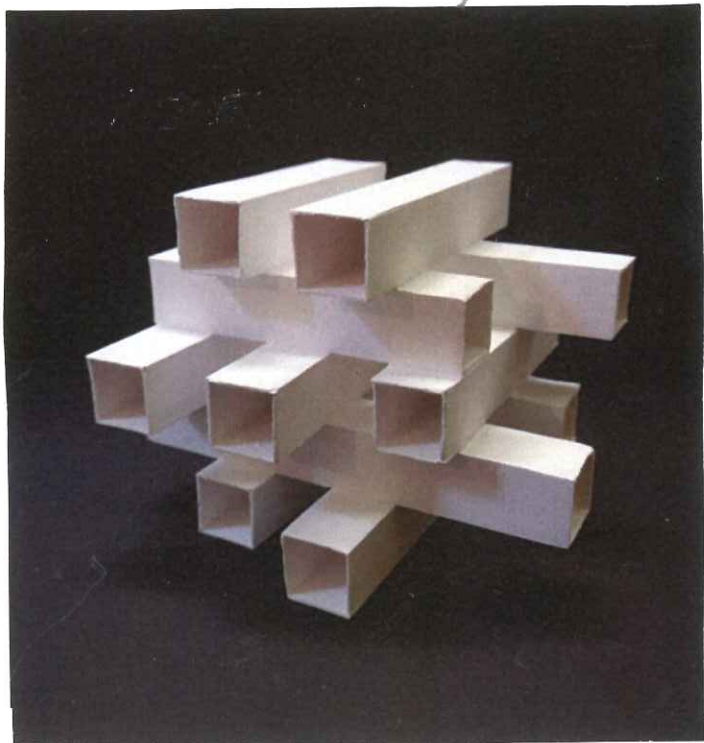


Camilla Low (1976-) is a contemporary Norwegian artist currently living and working in Oslo. She graduated from Asker Kunstskole in Norway in 1998. After this, she left for Glasgow, where she graduated from the Glasgow School of Art in 2001 with a BA in Fine Art and lived for 8 years.

LOW

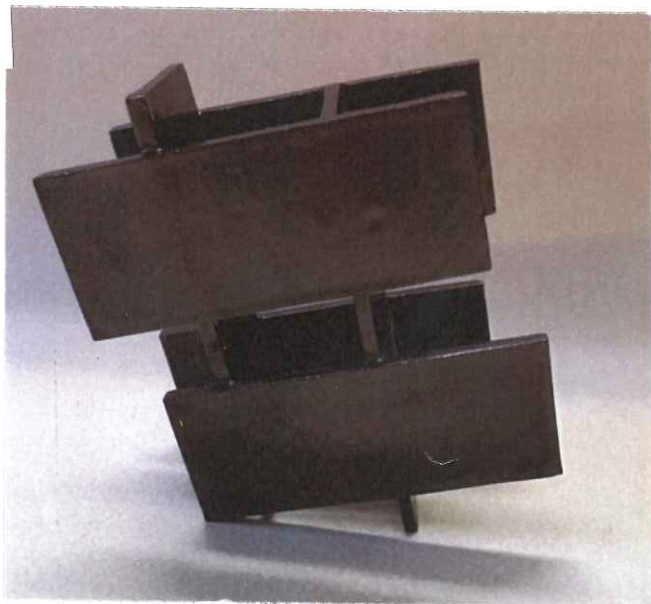


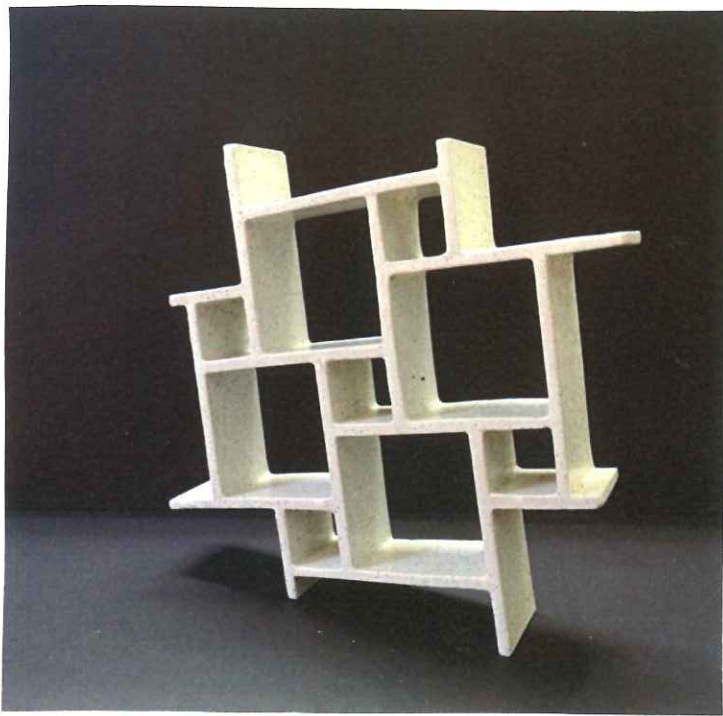
Lisanne Lammers is a fulltime artist, based in Beek en Donk, The Netherlands (1970). And she is Ceramist, Sculpturist, Mixed media graduate from Koninklijke academie voor schone kunsten te Antwerpen (1995-2000)



Lisanne

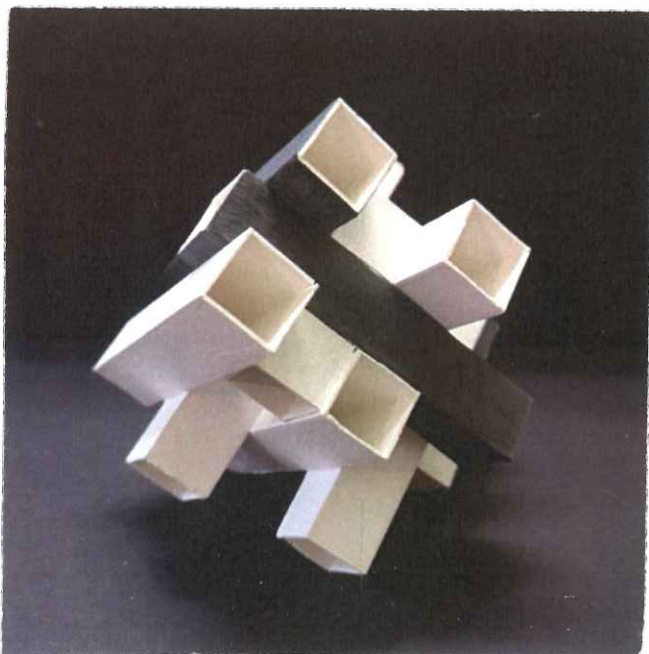
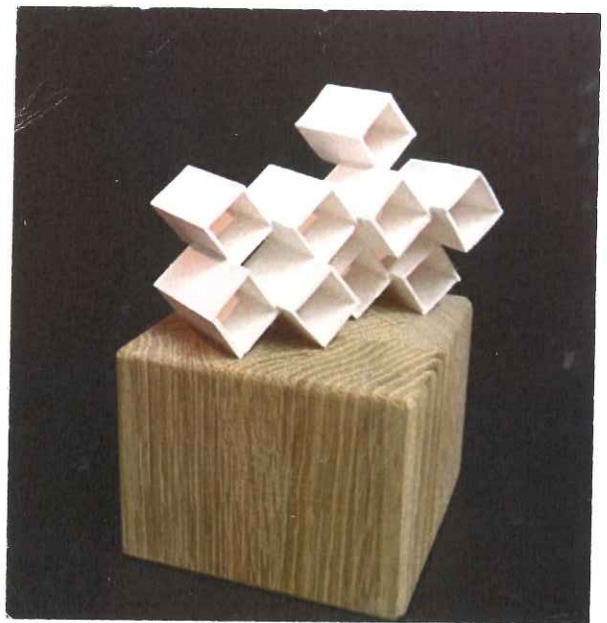
I chose this artist because her work really caught my eye. I like how her art work is quite special and has a unique design. It's also slanted, so it looks like part of the sculpture is potentially floating.





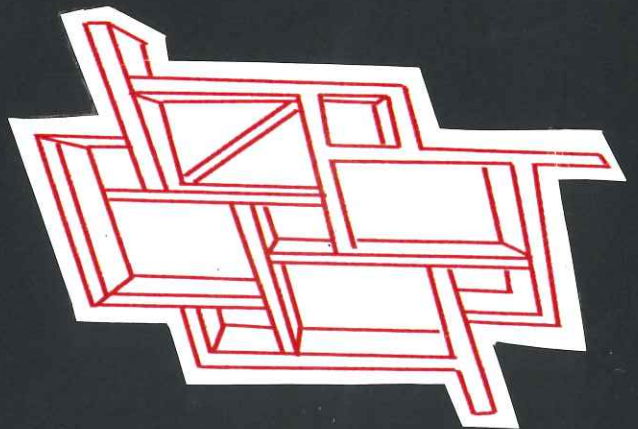
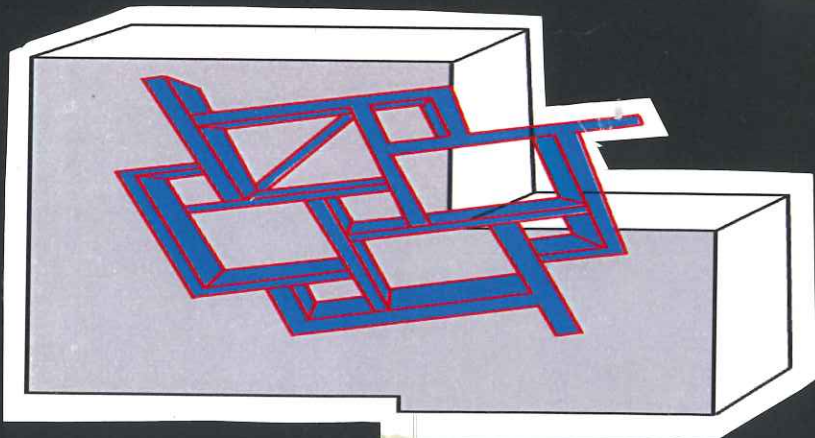
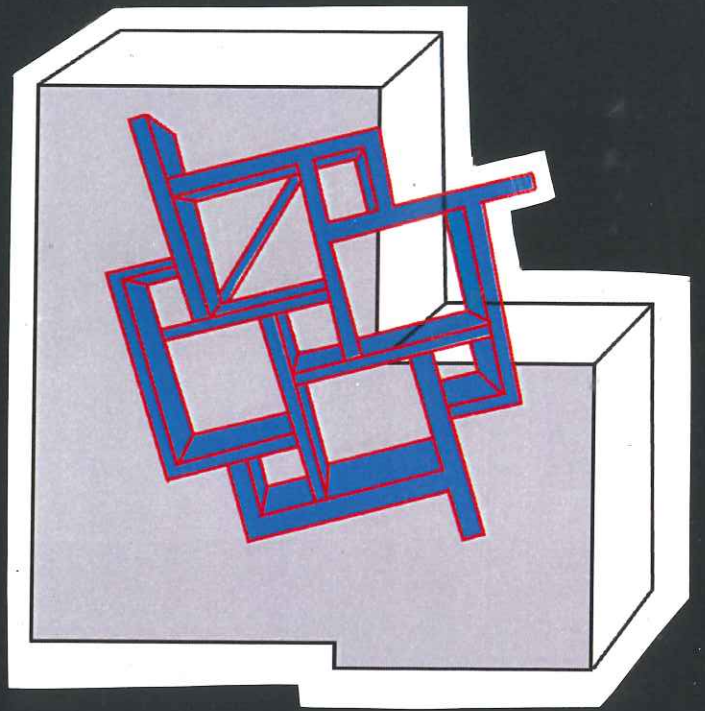
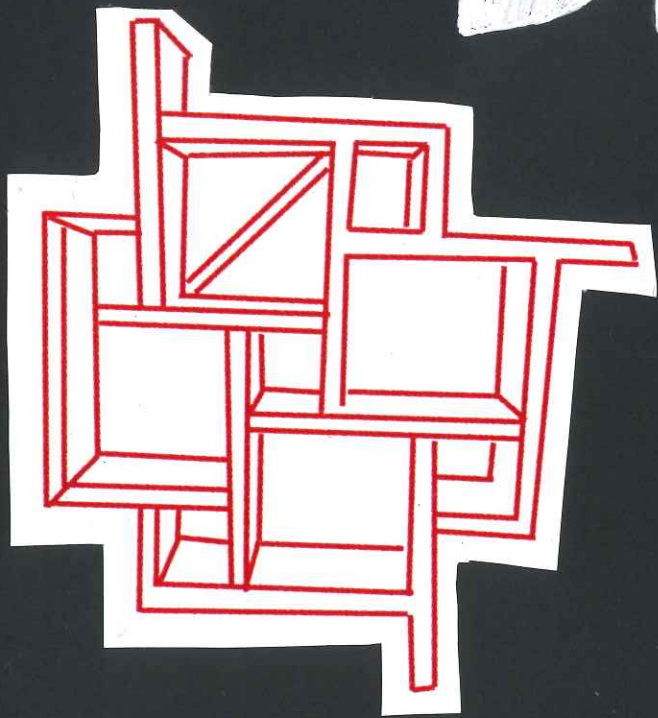
I especially like this design out of all of them therefore I incorporated this design into my final. I was mostly inspired by this one in particular, so I intended for my final piece to look very similar to this.

## Lammers

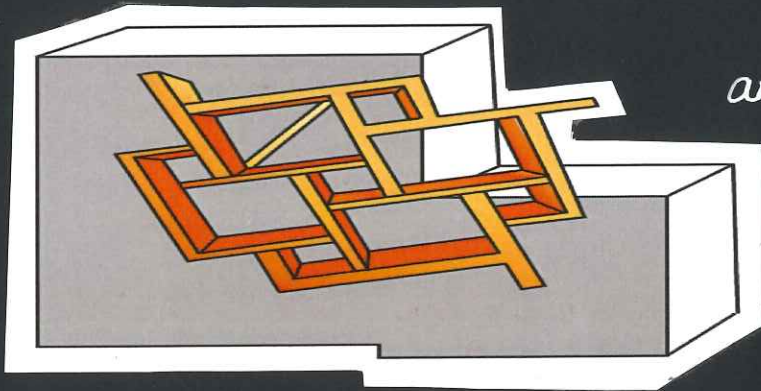
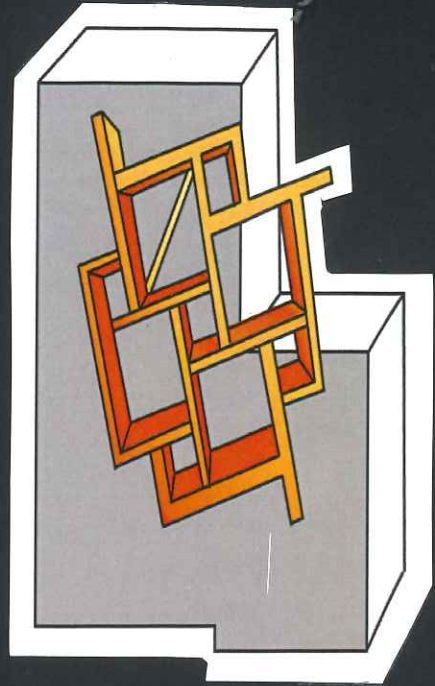
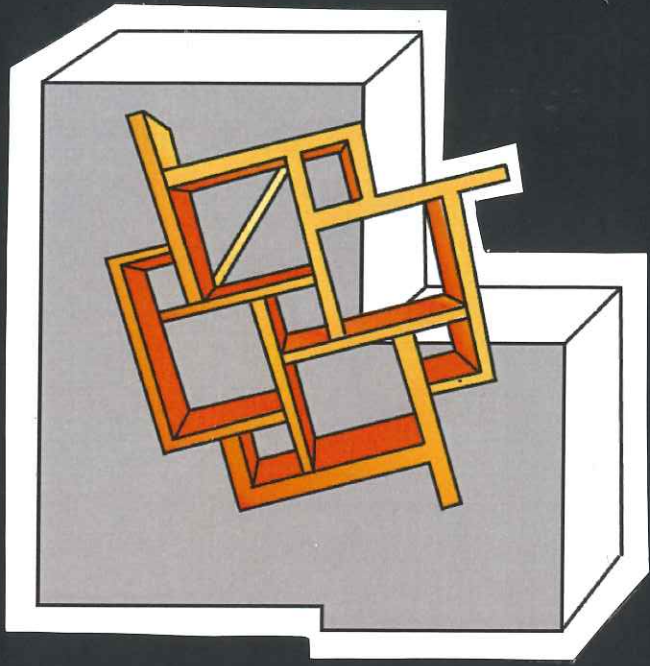


I love these 2 images a lot as well, but not as much as the other ones therefore I wasn't too inspired by them. I added this artist and my other artist (Camila Low) to make my project.

# FINAL DESIGN



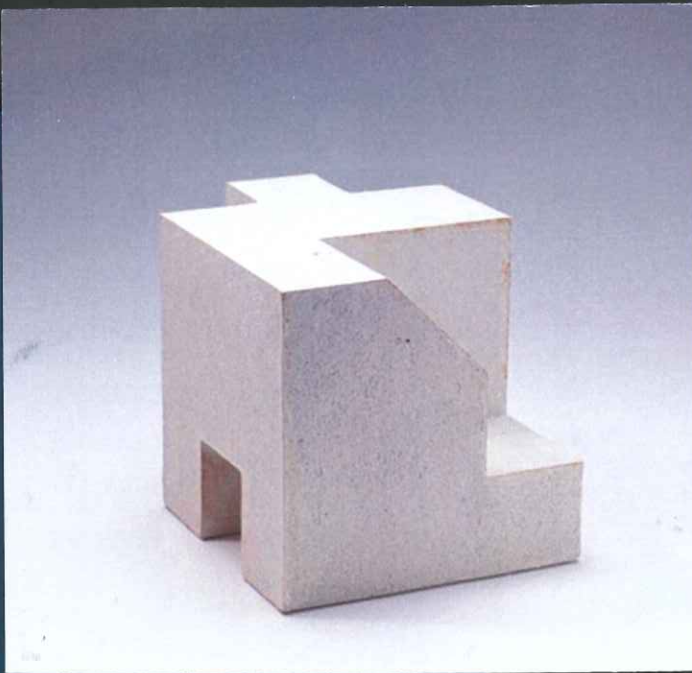




This is my final design, and I combined the work of my two artists that I choice and I take some idea, Combine with my own idea.

From this design, I learned a lot of skill, for example, from the beginning of the design graphics, I had to use lines to a shape, and then I learned how to make the graphics look like the 3D, At the end I learned how to color and how to make it look like texture and 3D. From the beginning to the end, I thought it was very complicated, because you have to make it look like this from a thread, and it was very complicated, so I spend a lot of time on it. But when I look at my own design in the end, I think it all paid off because it turned out pretty good.

# EN MES

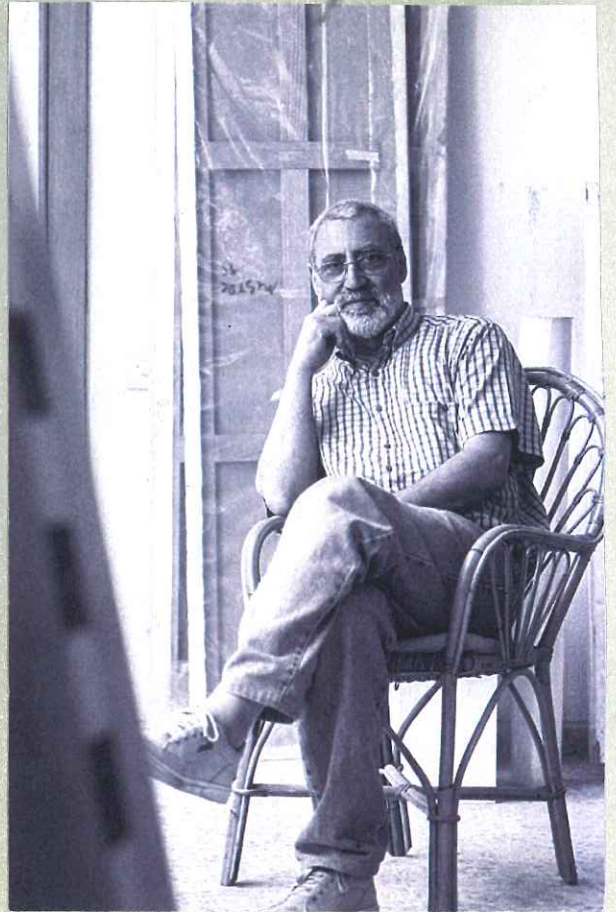


I chose the artist Enric Mestre because I thought his work was really interesting, and his work was really in line with what I wanted to do next, because I thought it's going to be interesting, and when I first saw his work I decided what do I want to do next.

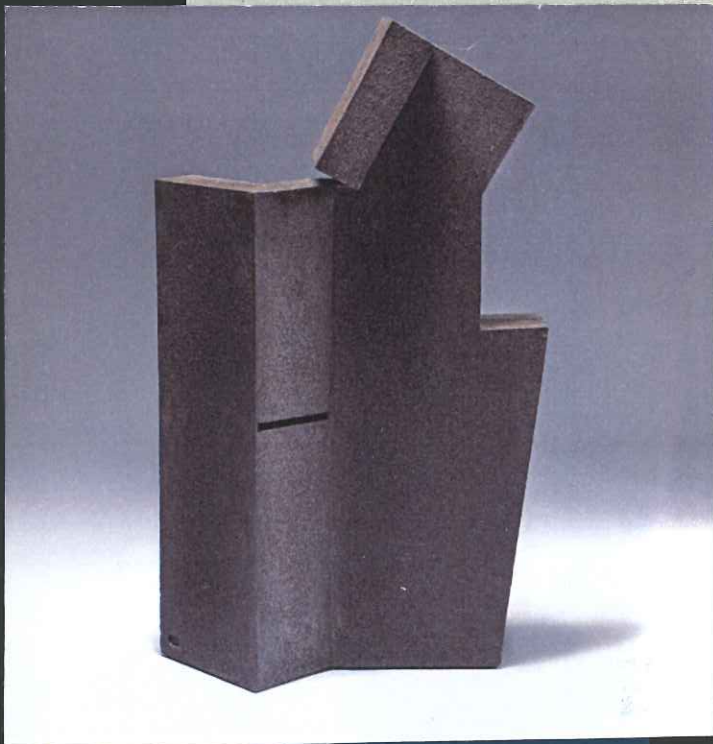


This one is really interesting to me, because Enric Mestre's work is basically in this style, like for example irregular shapes and then there's a little space or big space there, to make it very interesting.

# ERIC MESTRE

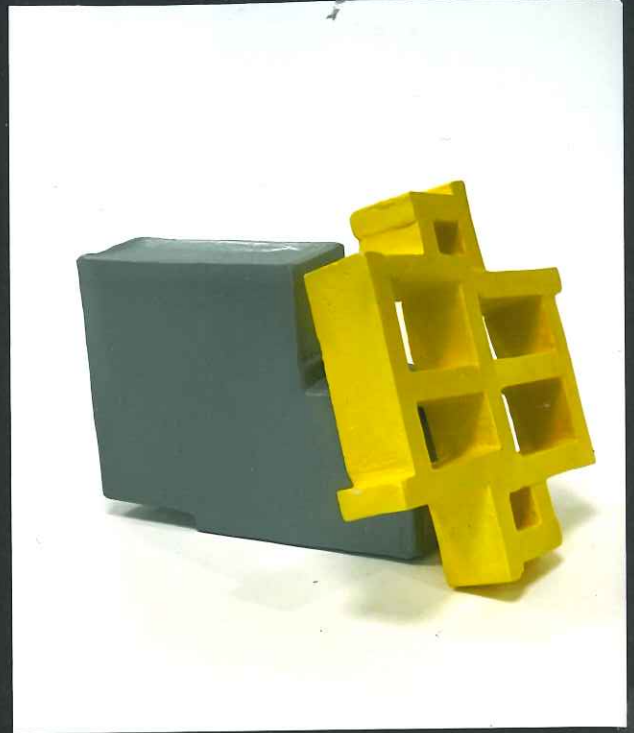
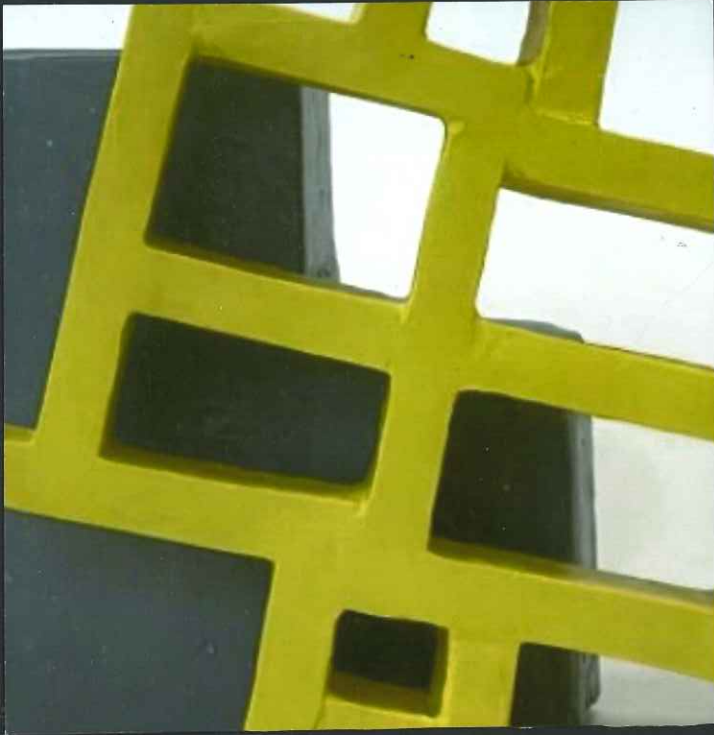


Enric Mestre, born 1936 lives and works in Valencia Spain. Mestre is recognized worldwide and member of the International Academy of Ceramics.



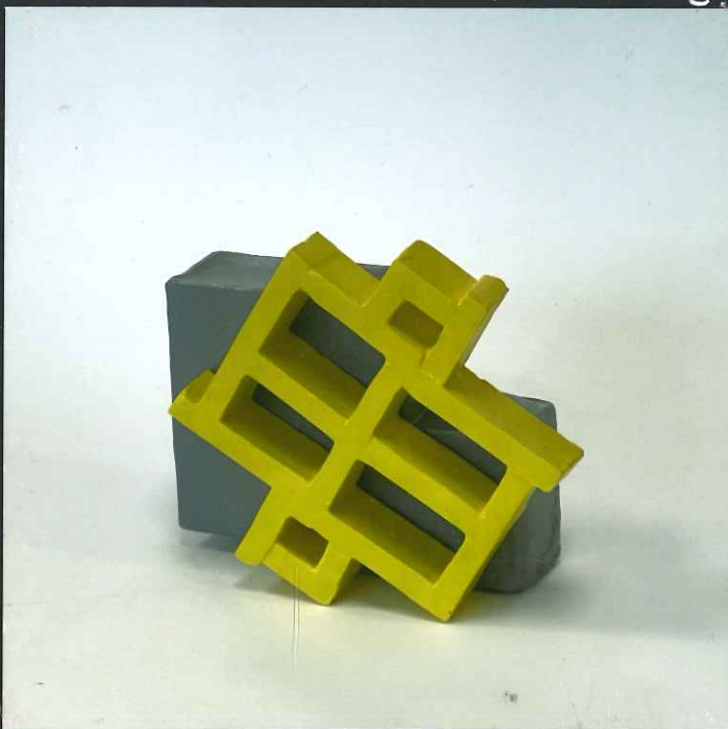
↑ This it's made up of irregular shapes, its lines and its irregular shapes are very interesting and then it has a little bit of space in the middle, so I think this is also interesting.





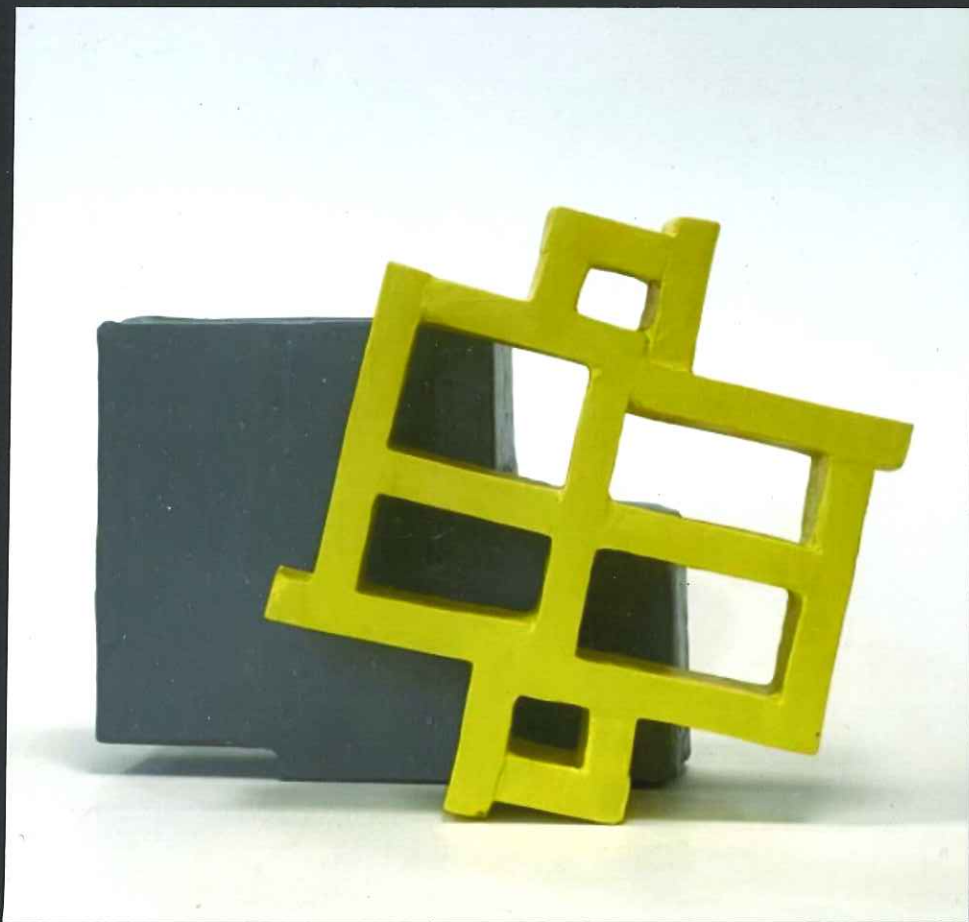
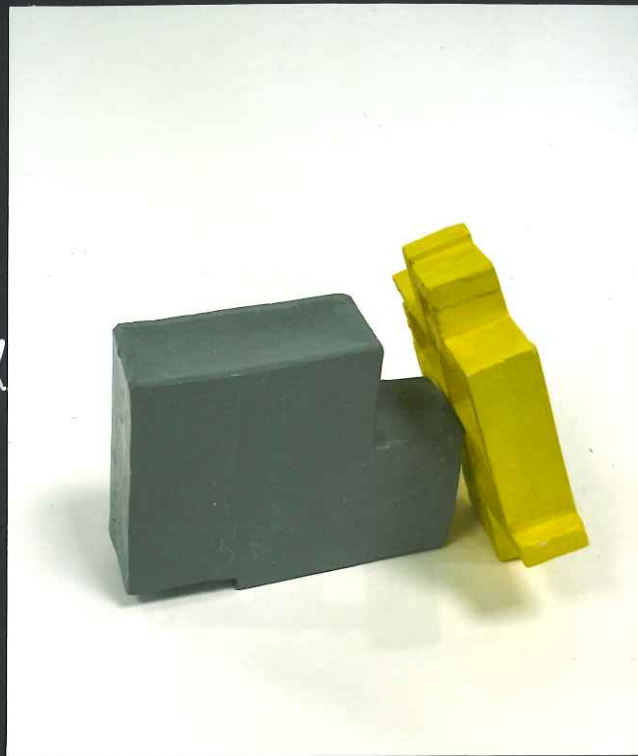
### Evaluation:

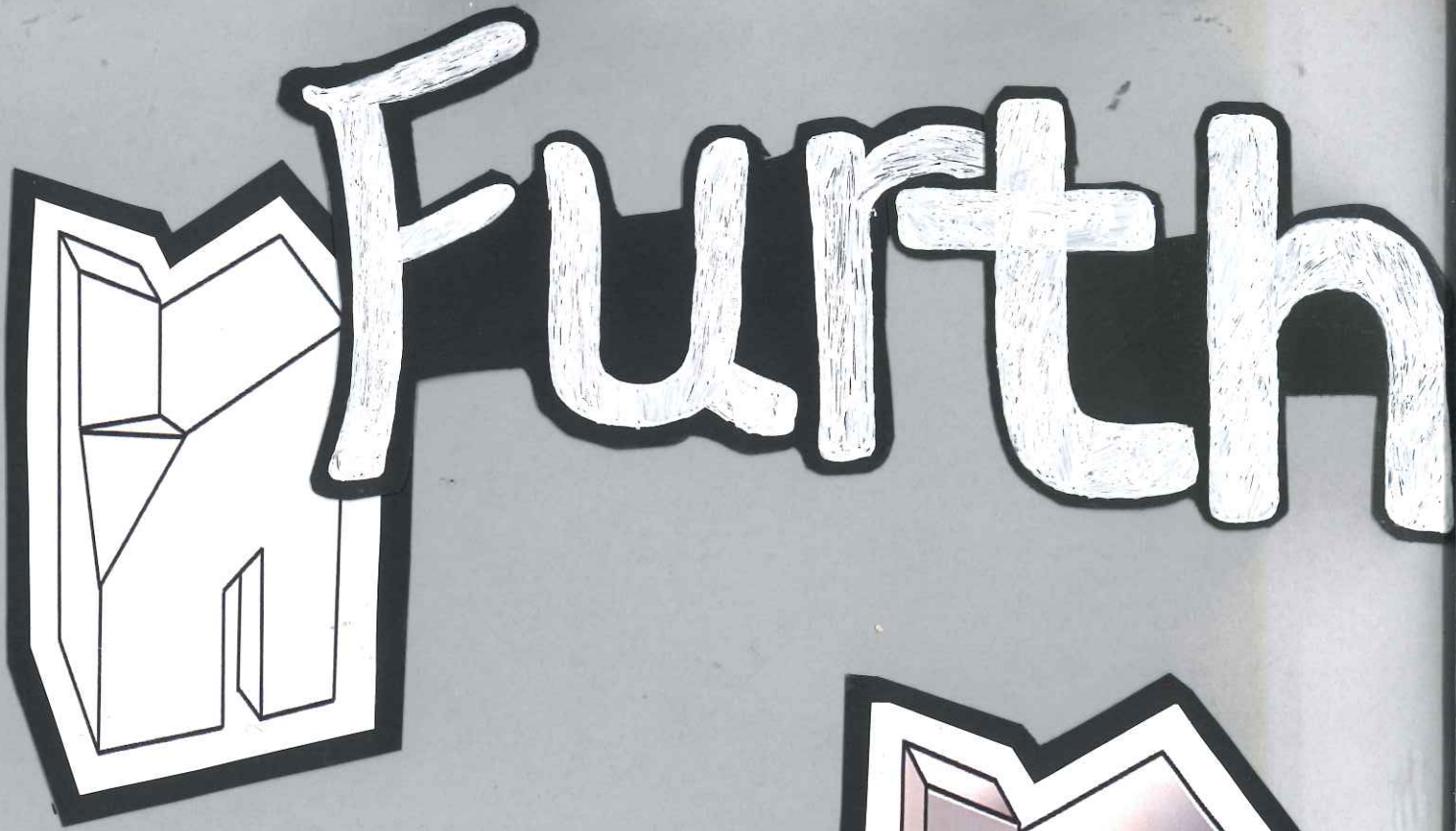
I ended up with yellow and grey color. I think these two colours together is very good, because it is very highlights, can catch your eye, although I spend a lot of time on it, It worth, because I think the effect of the present is very interesting, I also learned a lot of things, such as make it more smooth of sand paper burnish, And coloring, these are very practical techniques that I think I can use later. also I think I did a good job, but I can still improve and make my work more interesting.



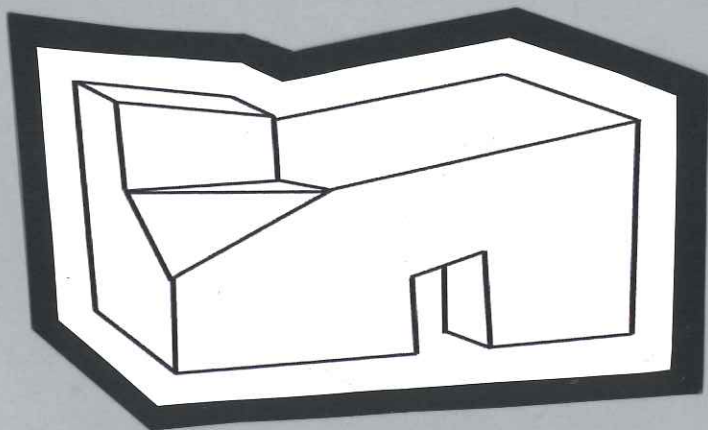
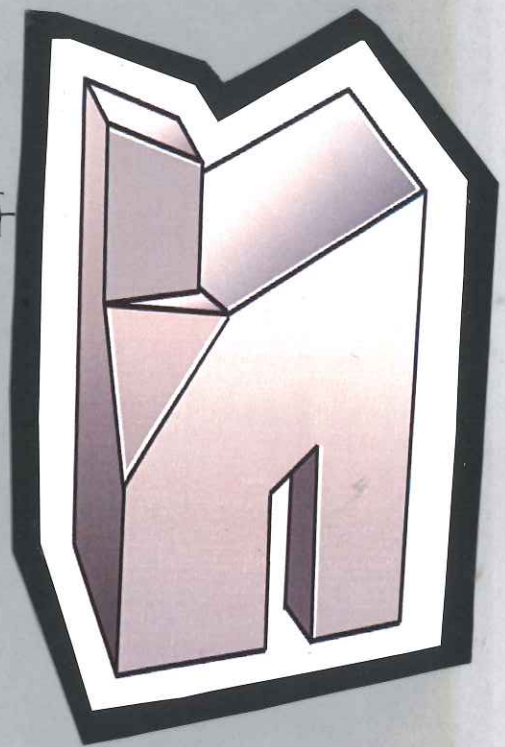
Next step:

So what I'm going to do is I'm going to continue to work on this, and I think I can make the gray part little bit more interesting, so I did another artist research (Enric Mestre).



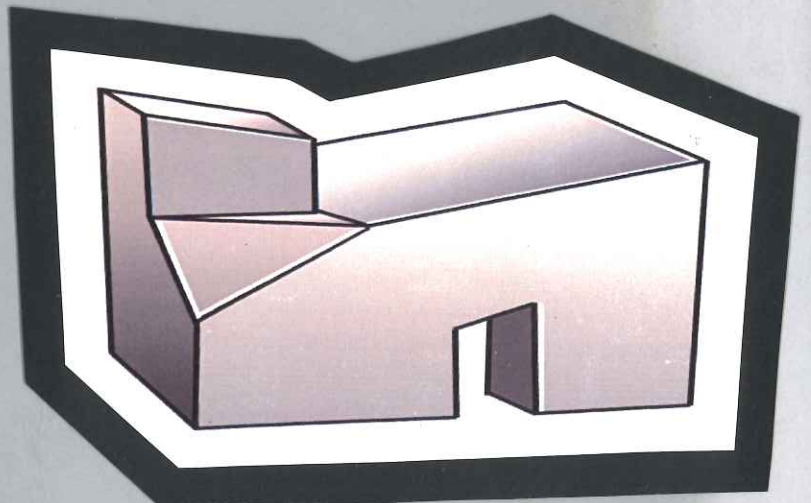


I got the inspiration from the work of the artist I chose before (Eric Mestre). I saw his works and found them particularly interesting.

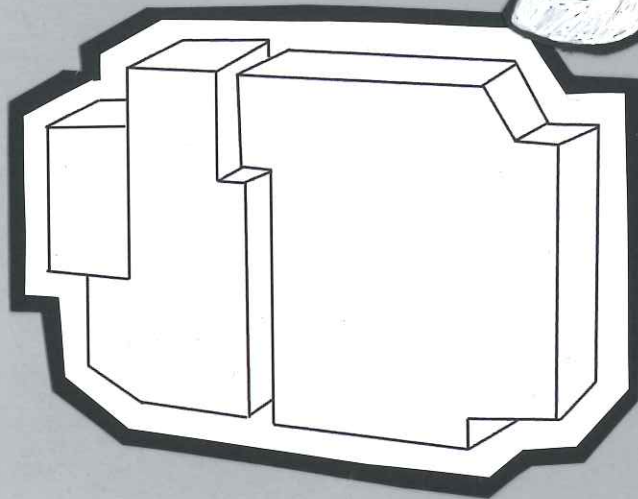
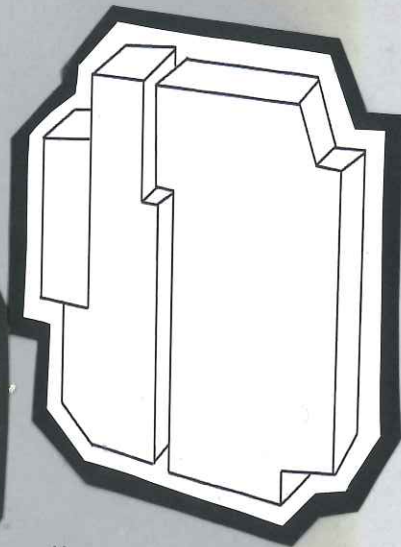


I made the style of my next works similar to his.

I extracted some of his styles to make my own design more interesting.

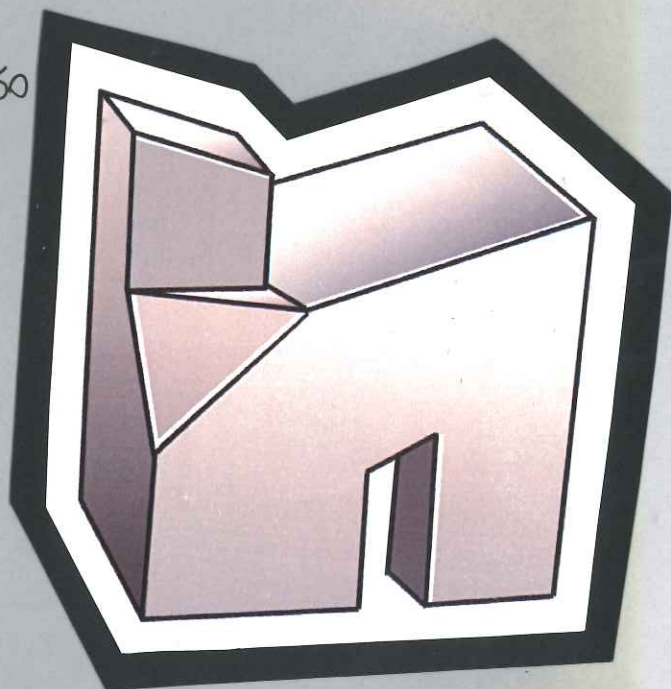


# er design



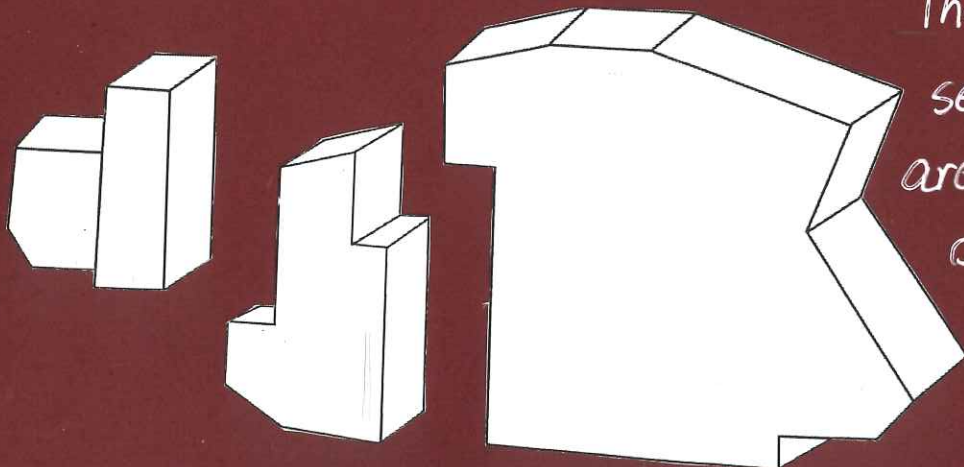
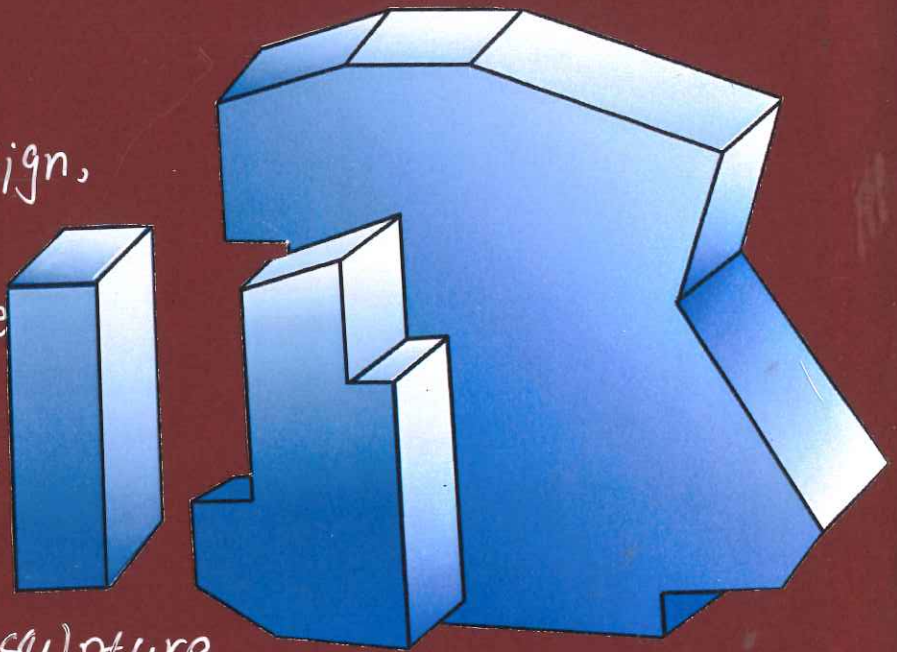
I made those two shapes, and I thought this could be added to my previous works, which would be more interesting. I added Enric Mestre's style because it would enrich my works.

It can be seen that I also left some space in my design, and I made the color of this design as much as possible to have a three-D feeling and look better.



# Final

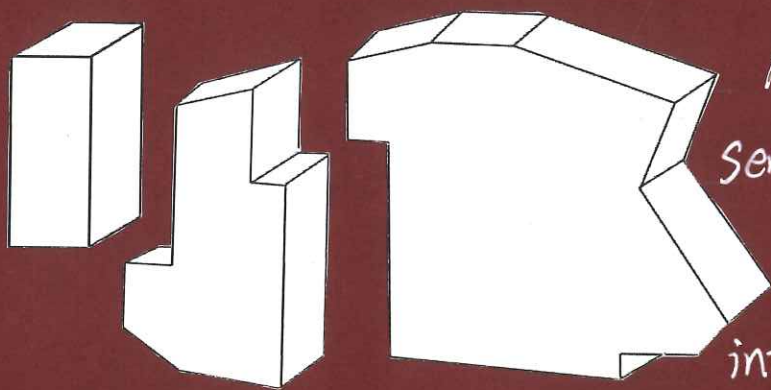
This is my final design,  
and I got the idea  
from the artist I chose  
before (Enric Mestre).  
Also I add some of my  
own thoughts, which I  
think can make the sculpture  
more interesting.



The shape and the  
sense of space  
are very important,  
otherwise it will  
be very boring.

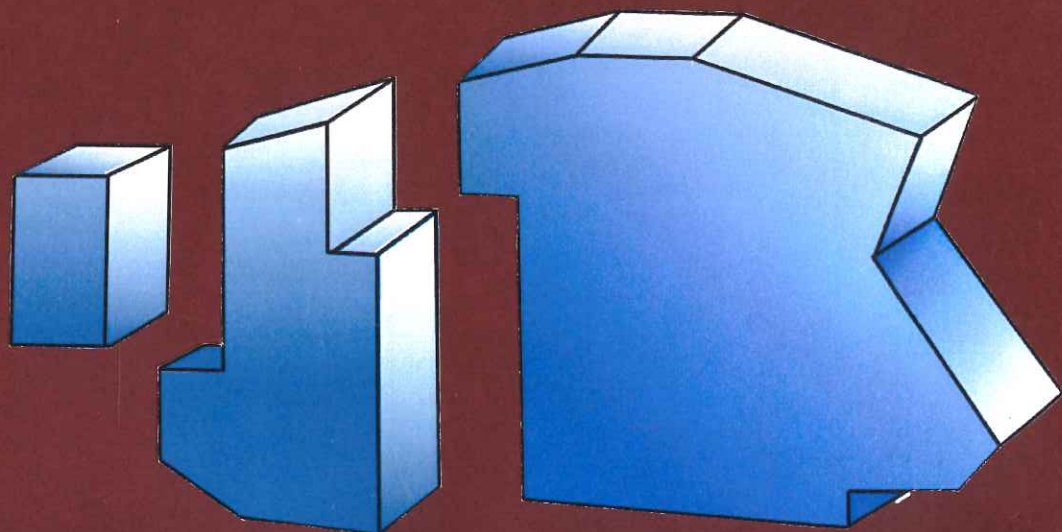


# design



My design is to have a sense of space between them, which will be more interesting, so I made

more irregular shapes, and I want the distance between them is the same. Then I chose blue, because I thought it would fit my sculpture well, and they would work well together. Also I made the colors gradient to show the effect under the light.



This is my practice piece, and I used grey and yellow, I think this is good and reached my expect. So for next sculpture, I will keep working and develop more and more.



The one on the left is Artist Camilla Low's work, this is very interesting and my practice piece was based on this, plus my own ideas.

The one on the right is the work of Enric Mestre's, when I saw his work I knew it was perfect for my sculpture, and in my final design I added his work idea. For example the space in his sculpture is very interesting and it make the sculpture not boring.

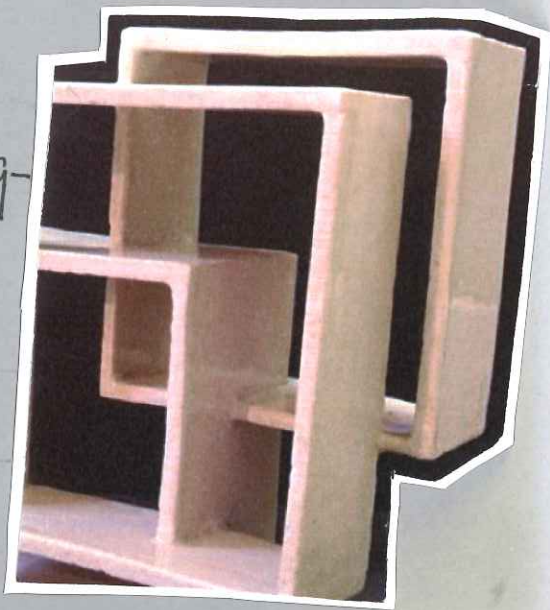


PIECE

FINISHED

# PLAN

I like how her art work is quite special and has a unique design. I got the inspire from her work, I think its very interesting and the space in her sculpture can be very interesting if I put in my design.

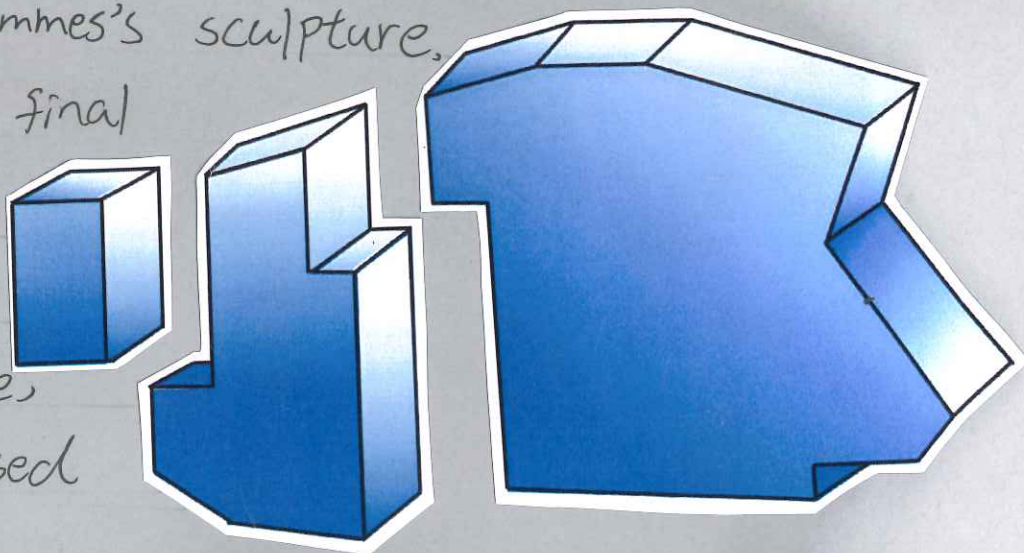


This is my final design, and I got the inspire from (Enric Mestre) and (Camilla Low), Also I add some ideas from (Lisanne Lammes's sculpture,

and this is my final

design, so for my next step, I will work on sculpture,

Do another one based on my design.



# Pro Pa



↳ Use a ruler and pencil to trace the areas I want to cut out.



→ I'm using a saw to cut through this plaster until it's exactly what I want.

Because this is a whole piece of plaster, so I need to cut each side to what I want it to look like. ↗



# ess ge



I'm using tools  
to make the  
plaster smooth.



I need to  
make every  
side as  
smooth as  
I can, because  
it just cating  
by saw, so  
is not that  
smooth as I  
want.

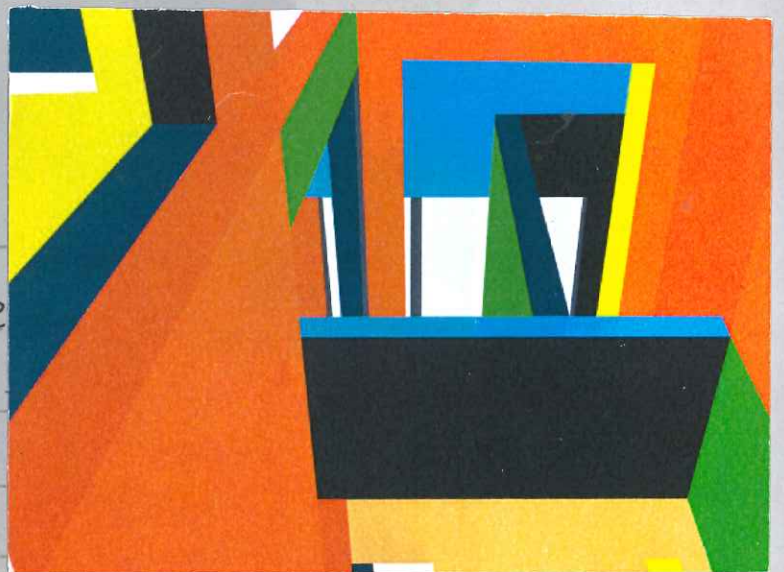
→ This is  
final piece  
and I still  
need work  
on it.



# Bryce



Bryce Hudson's painting doesn't look as simple as it really is. When you look closely at his painting you will see that it is actually quite complicated.

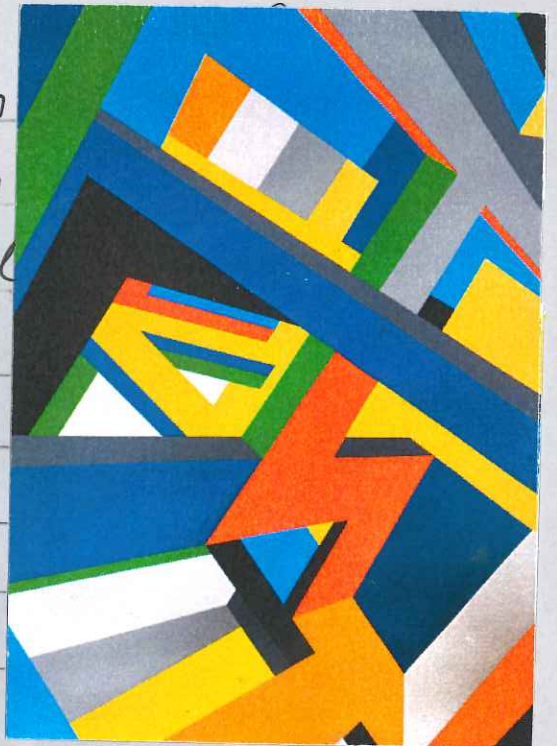


Bryce Hudson's using a strict geometric language, limited palette and consistent yet sophisticated compositional

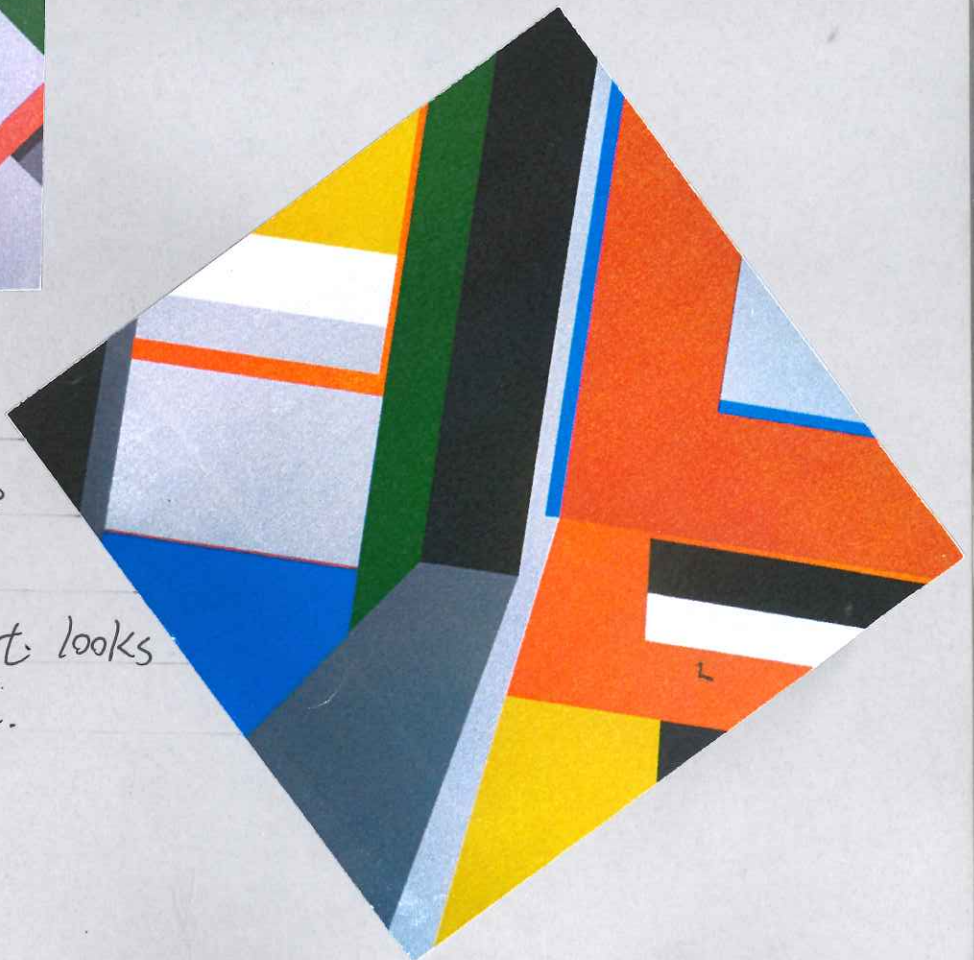
format, Hudson achieves a remarkable diversity within a narrow framework. Hudson's edges are taut and sharp, and there is an inner tensile strength expressed in the forms.

# Hudson

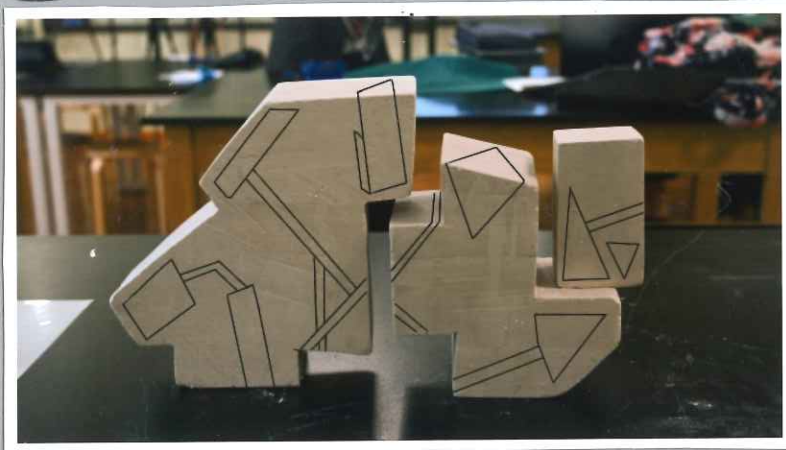
I want add his style of painting on my sculpture, because I think it can develop my sculpture much more and make my sculpture more interesting and more complicated.



Hudson's painting make people thinking, because is complicated and visual effect make it looks like 3D and very solid.

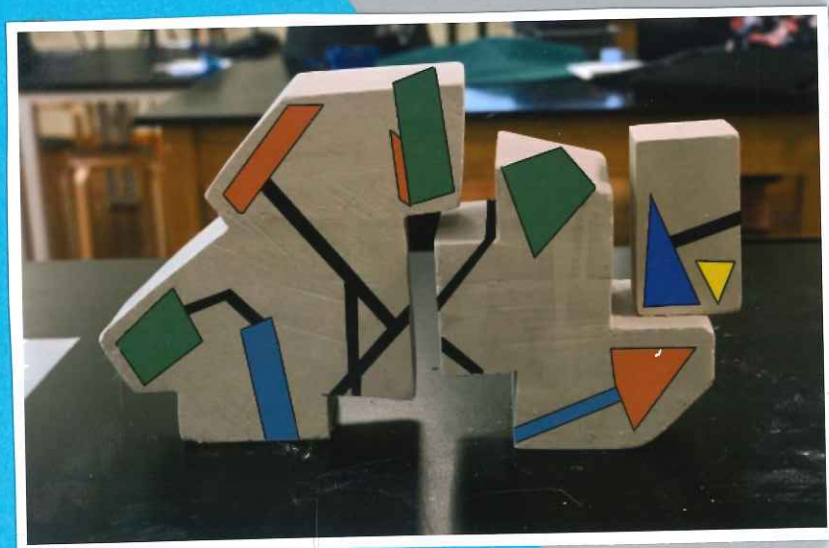


# 3D Design



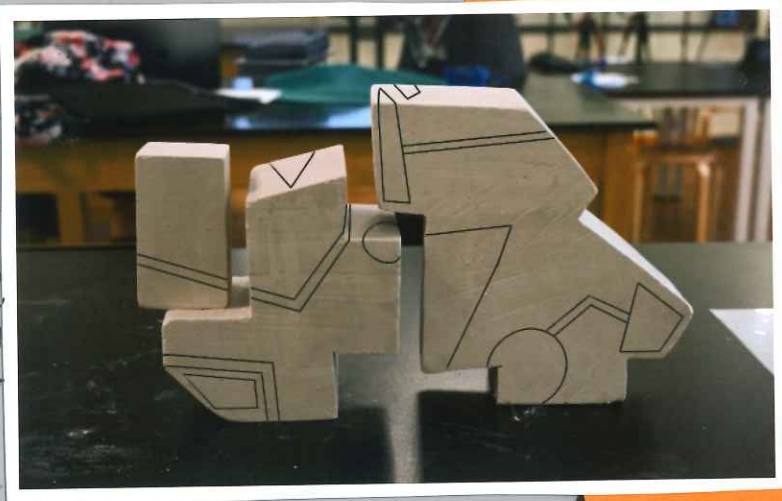
This is my design, I refer to Bryce Hudson's painting as a reference. His painting is made up of different lines, shapes and strong colors.

At first I start to thinking about how to make my sculpture more interesting and how to make my work more profound

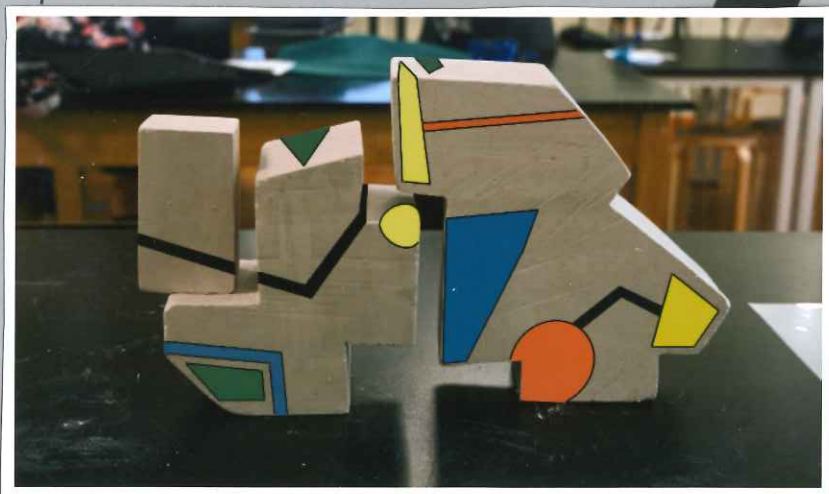




I try to use lines  
irregular shapes to  
make my sculpture  
more 3D and profound



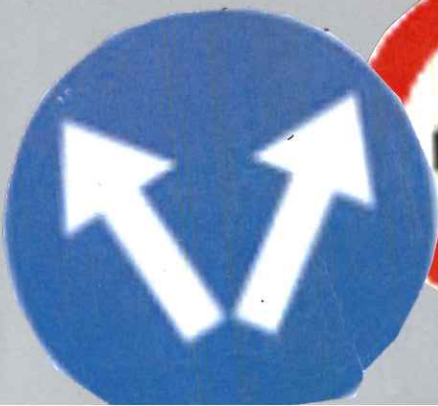
I try to use different color shape to  
make my sculpture less monotonous.  
And I link all the shapes together  
with lines, Make them look like one  
whole pieces.

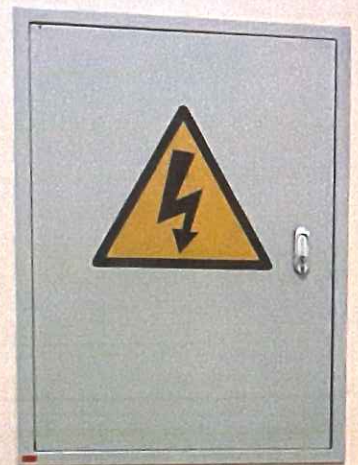


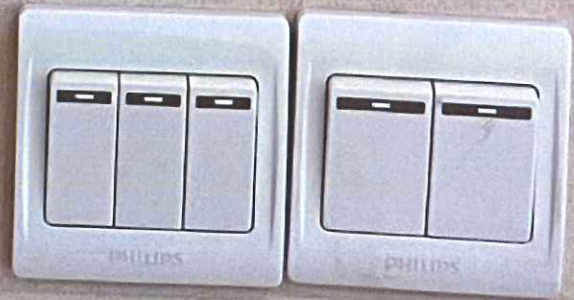
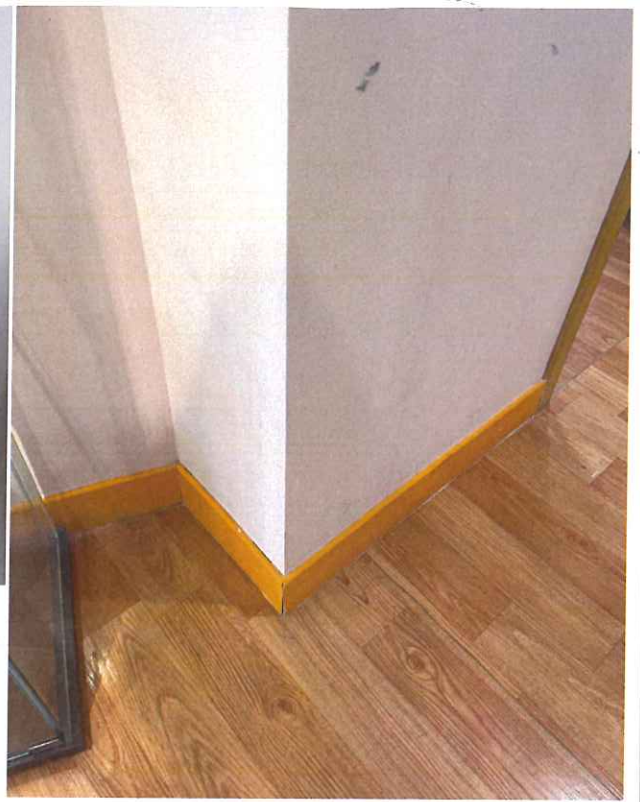




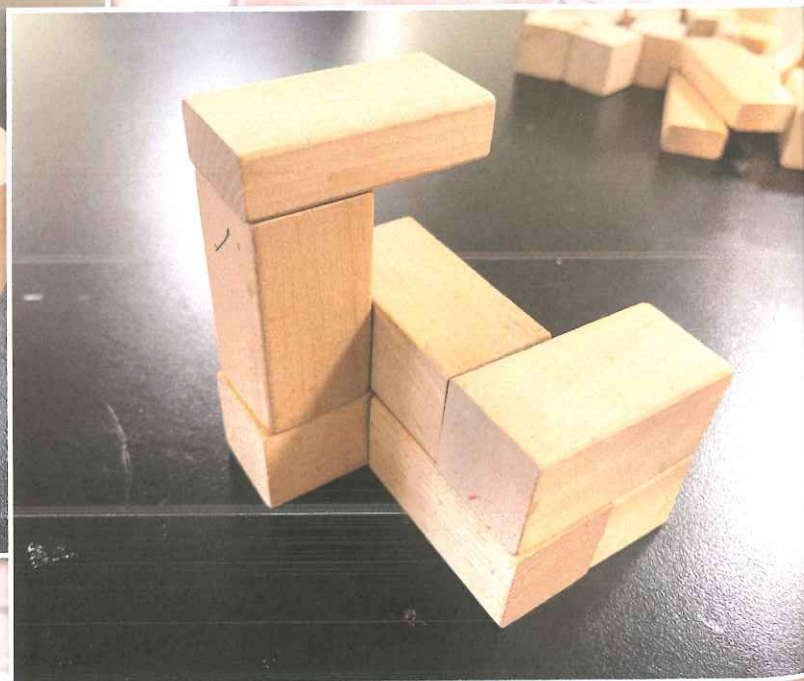
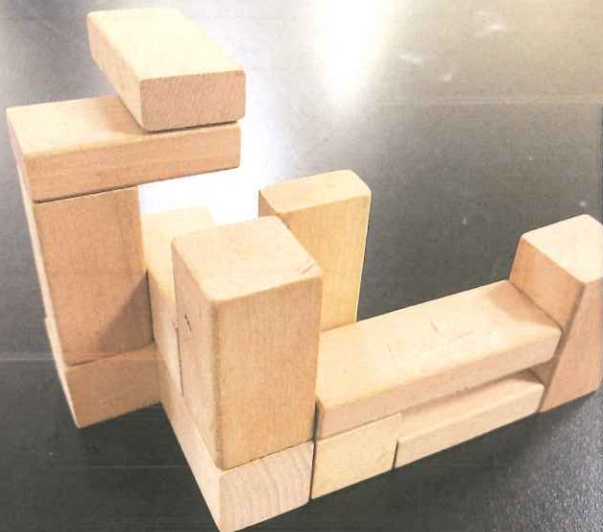
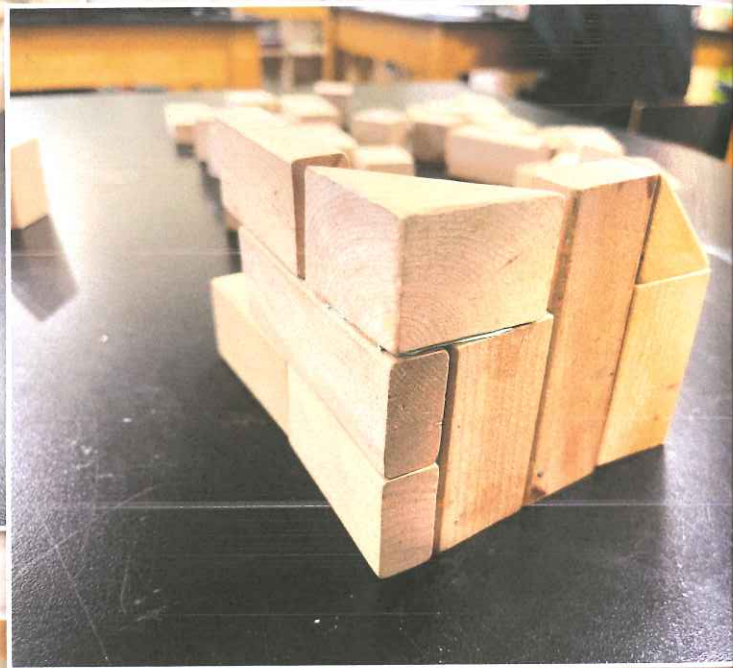
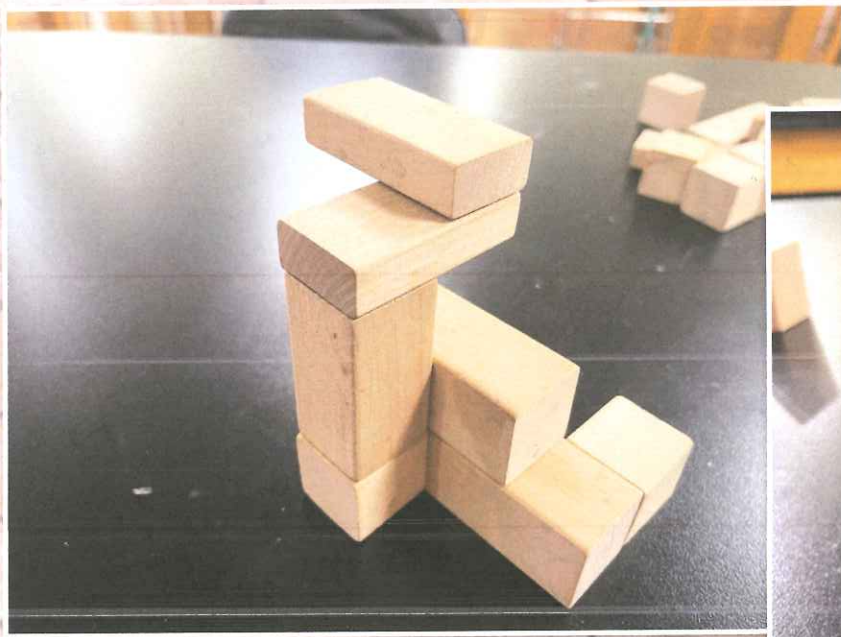




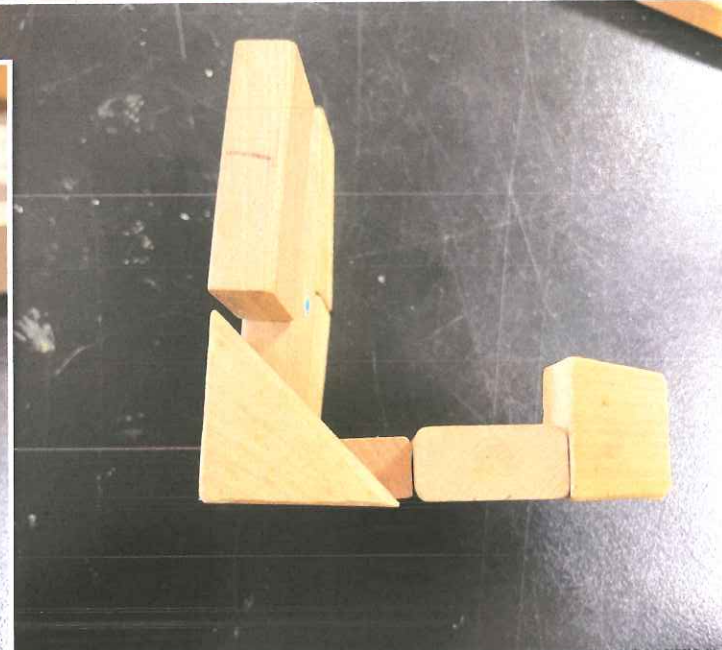
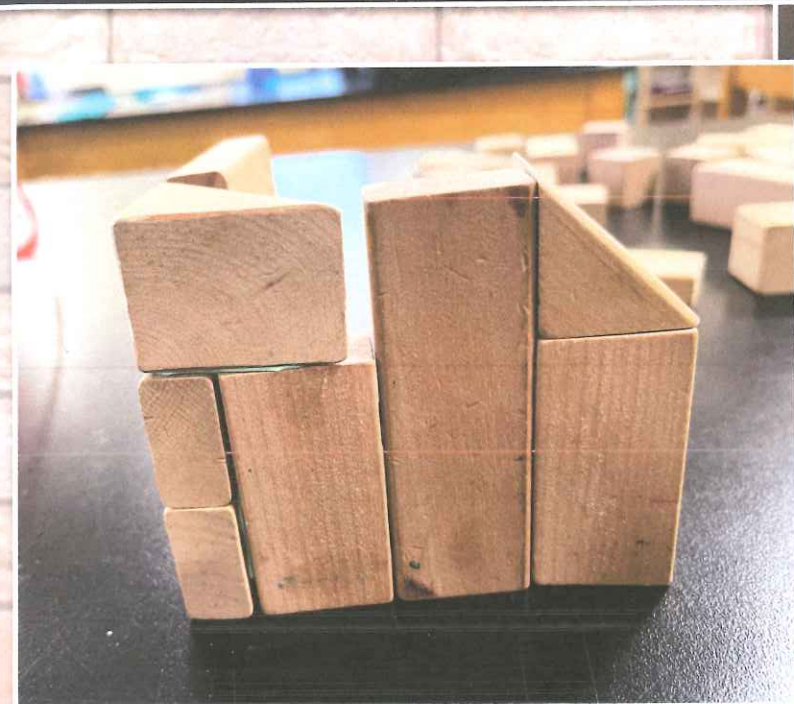
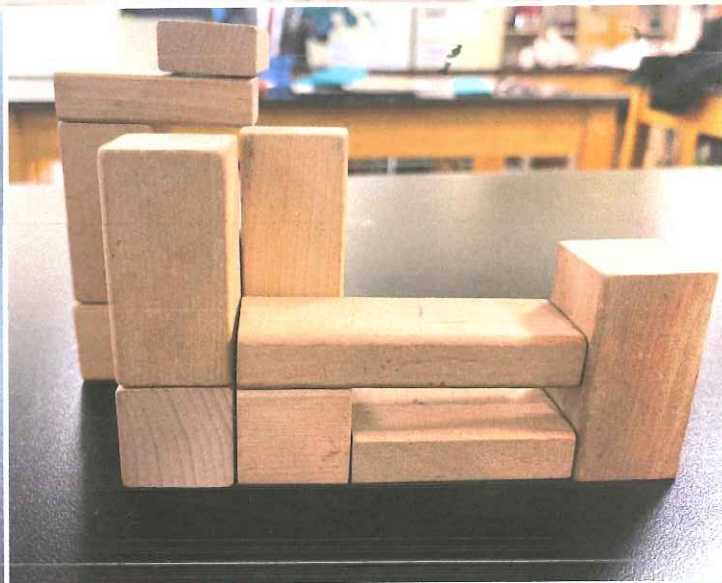
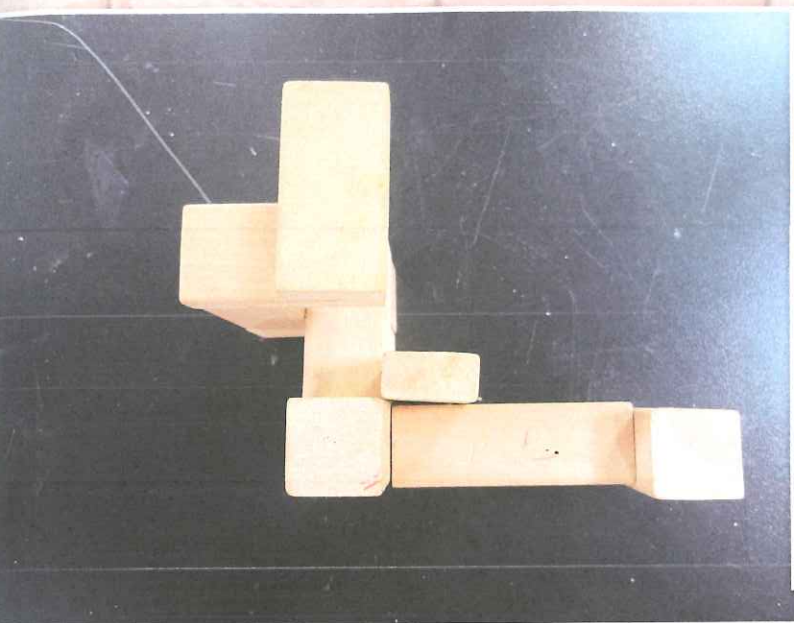




# Primary Idea

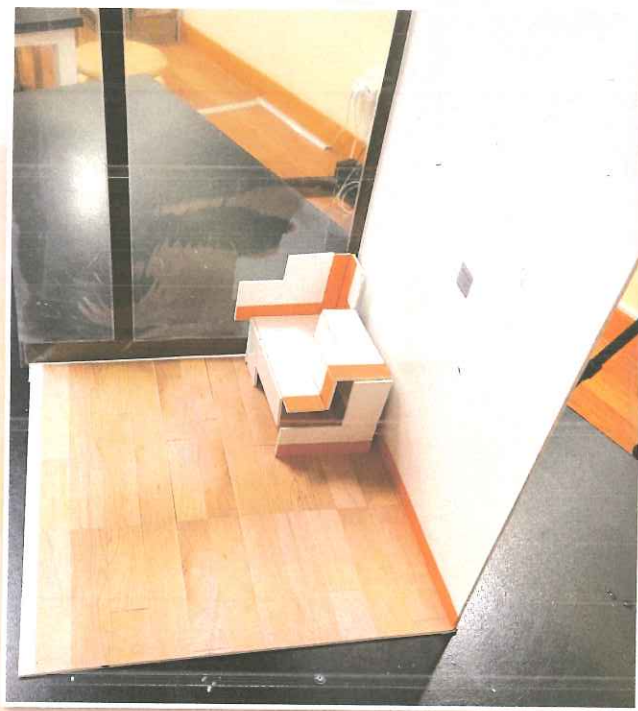




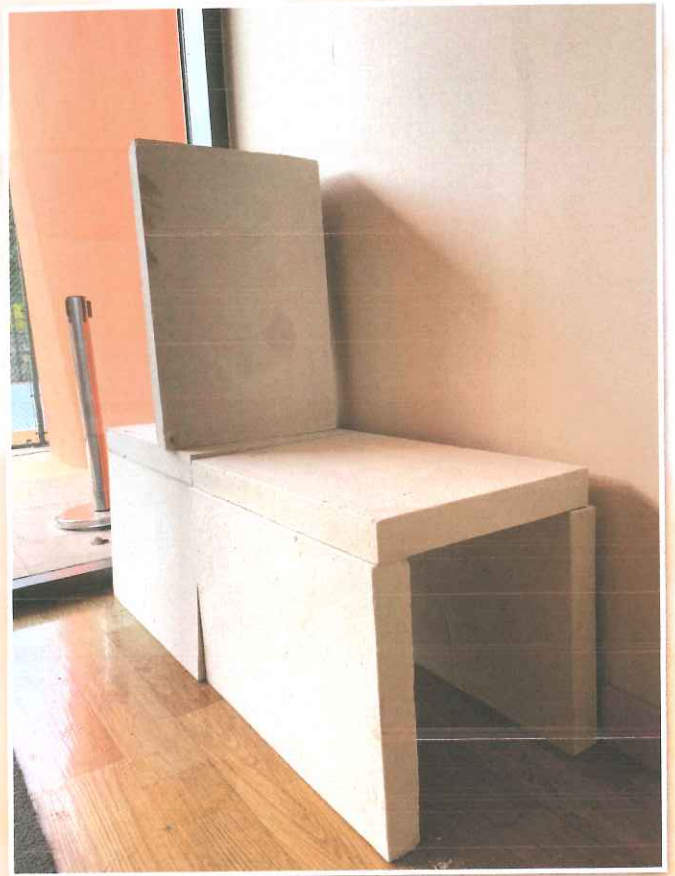


*I looked at the fire alarms on the walls of the school and the escape exits and the corners that were coming out of the walls, and I had the idea that I could make a derivative wall and put it all up, like it was part of the real wall.*

# Further Design



I started with a small background to give me an idea of how big my final sculpture should be and what the effect should look like. Then I made a small model out of cardboard, cut them into the shape I wanted, and glued them together with super glue.



And then I put my plaster blocks in different position. I envisioned what it would look like in the end



# Final Coursework Evaluation

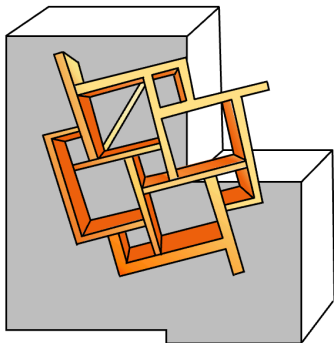
## My Theme is 'Merging Forms'

When I got the theme at the beginning of my coursework, I did some research about the word 'Merging Forms' and I thought its meaning is not complicated: merge is to join together and form is like a sculpture or model. I started to do some research, and there is an artist that inspired me called Camilla Low.



## Start of My Coursework

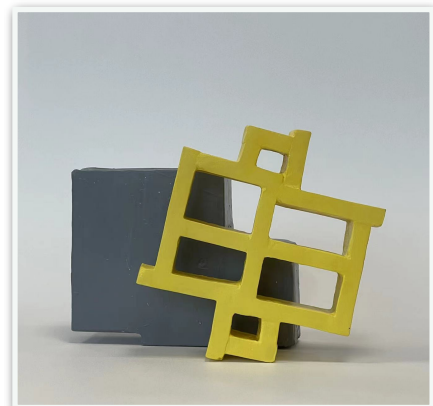
Camilla Low was very important to my project.



I started with an idea that her project looks like the banister in our daily life, so I start my project with this idea. And I have done some design for my first sculpture.

My sculpture is made of plaster and clay. For the sculpture in the back, I first glued several pieces of wood together with clay, then poured the plaster into the grinder, and finally saw it into the shape I wanted, and polished it with sandpaper. And then I'll paint it the grey color that I want. I made the sculpture in the front out of clay, and I rolled it out and I cut it into the shape that I wanted and then I glued it and painted it yellow. These processes are very important and I have learned a lot of different techniques.

My sculpture is made of plaster and clay. For the sculpture in the back, I first glued several pieces of wood together with clay, then poured the plaster into the grinder, and finally saw it

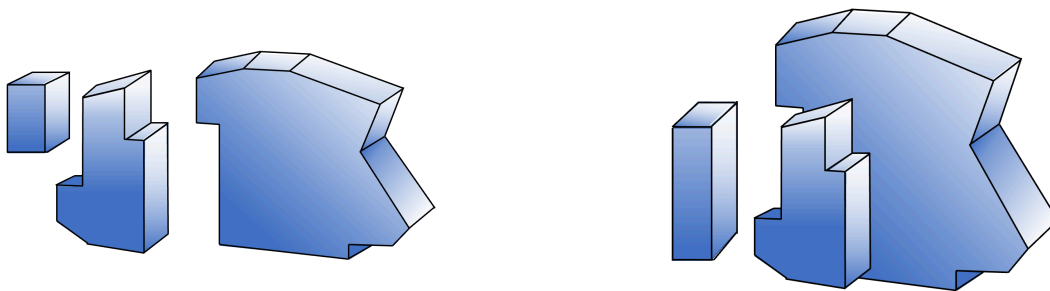


# Developing My Project

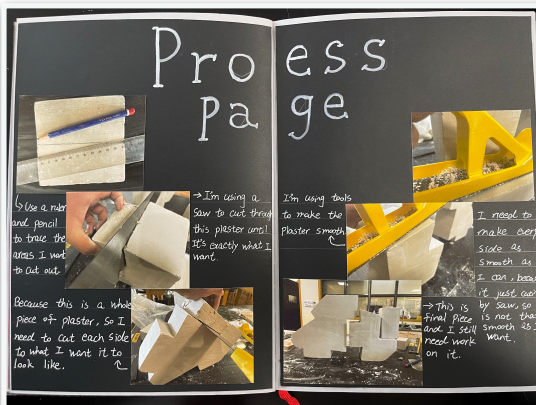
Moving forward, I found an artist called Eric Mestre. His work is all made up of irregular shapes and it has a little bit of space between them.



I did some different design based on his work. My design is to have a sense of space between them, which will be more interesting, I made more irregular shapes.

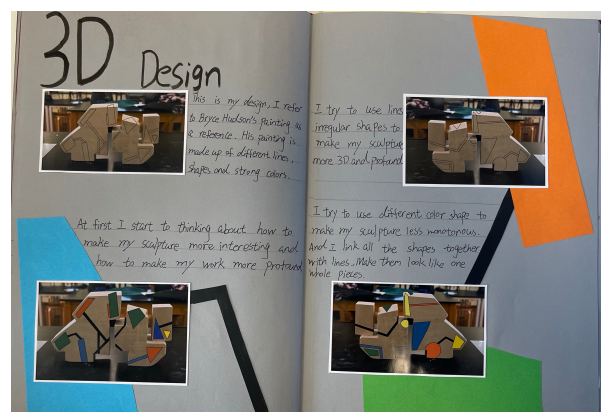


Then I made three rectangular plaster blocks with plaster, and I needed to use a saw to cut these three plaster blocks into the shape I wanted and sand them. The whole process takes a long time because the plaster is very hard and I have to polish it smooth.

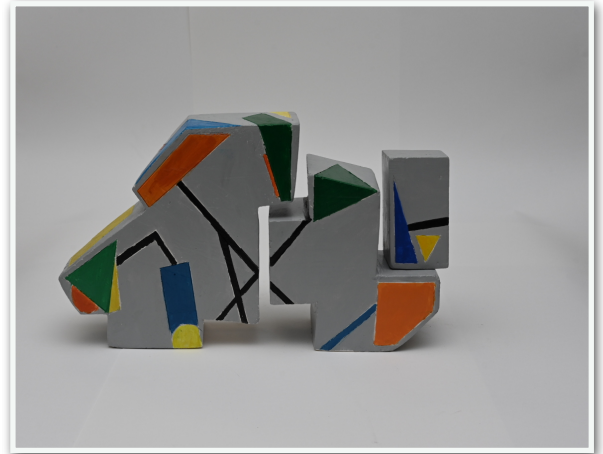
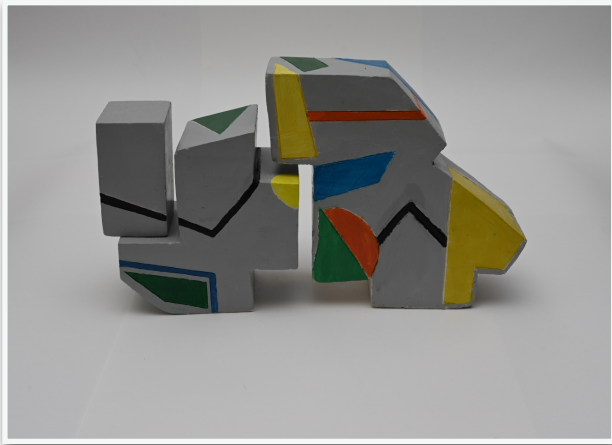


After that I started to do the design for this sculpture, so I did some artist research, finding an artist called Bryce Hudson. I think his work is very geometric, with holding deep meaning, connecting well with my sculpture.

I think the design I created linked this artist in well and it was a good idea for the next steps in my project. Next, I started to preparing to put these designs onto my real sculpture



Starting to put it on my sculpture, I started by using a pencil to sketch out the design, and then using paint to fill in the colors. I'm very pleased with how it turned out, my next step was to increase in size (preparation for my next sculpture). I especially made it so the two sides looked different, but when you look at it in person, you'll see the lines are actually connecting.



## Moving Forwards

Moving forwards, starting my next sculpture, I wasn't sure what direction I was planning to go in. Then after walking around my school campus, I noticed in more detail switches and symbols on the wall (e.g. fire alarm, exit signs, light switches), also noticing corners of walls, and how they were inconsistent. I suddenly had a moment of inspiration. I had an idea of creating a **“glitch in the wall”**. From this, I started making designs using different materials. I used card



# My Final Sculpture

Starting my final sculpture, I based it a lot on my designs. A lot of the skilled I used in this sculpture is what I learnt previously from my two other sculptures. My material was plaster, and I made eight big pieces. I based my final design of three designs. I decided for the glitch to be on the first floor - as if it merged out of the walls.

I measure the size with a soft tape. I had an idea of what the final thing would look like. This image below was also used off the school (it was a mini model), which gave me direction in where my sculpture was heading



After these designs I started carving my sculpture, into different pieces Each section I cut would eventually join together in my final sculpture. I then out it on the wall to see how it would look, realizing it was what I wanted, and I started grinding it down to smooth it out. Finally, I stuck the wallpaper onto the surface, and then drilling the holes onto the plaster and putting in the things like fire alarms. After sticking the identical wallpaper and orange wood onto my sculpture, it finally looked as if it merged out of the walls.

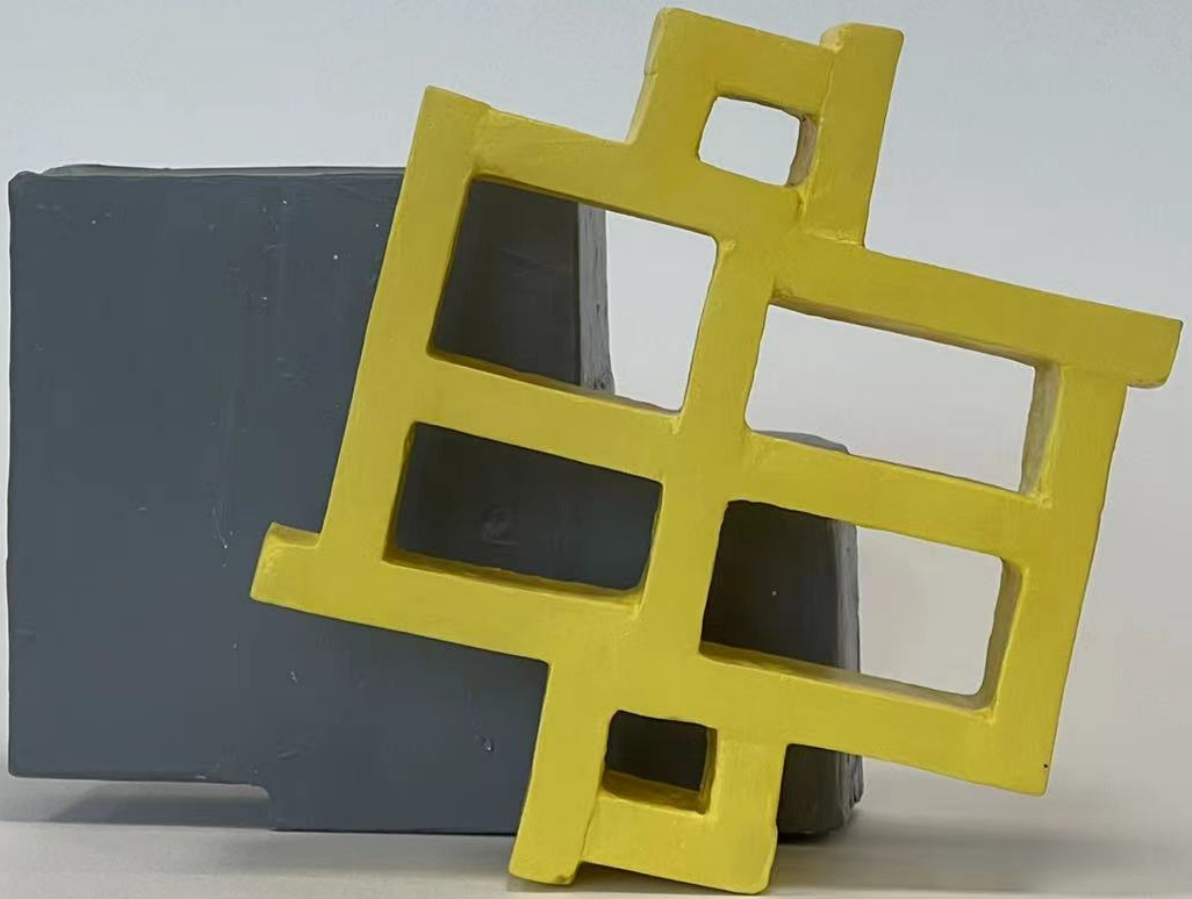




## Conclusion

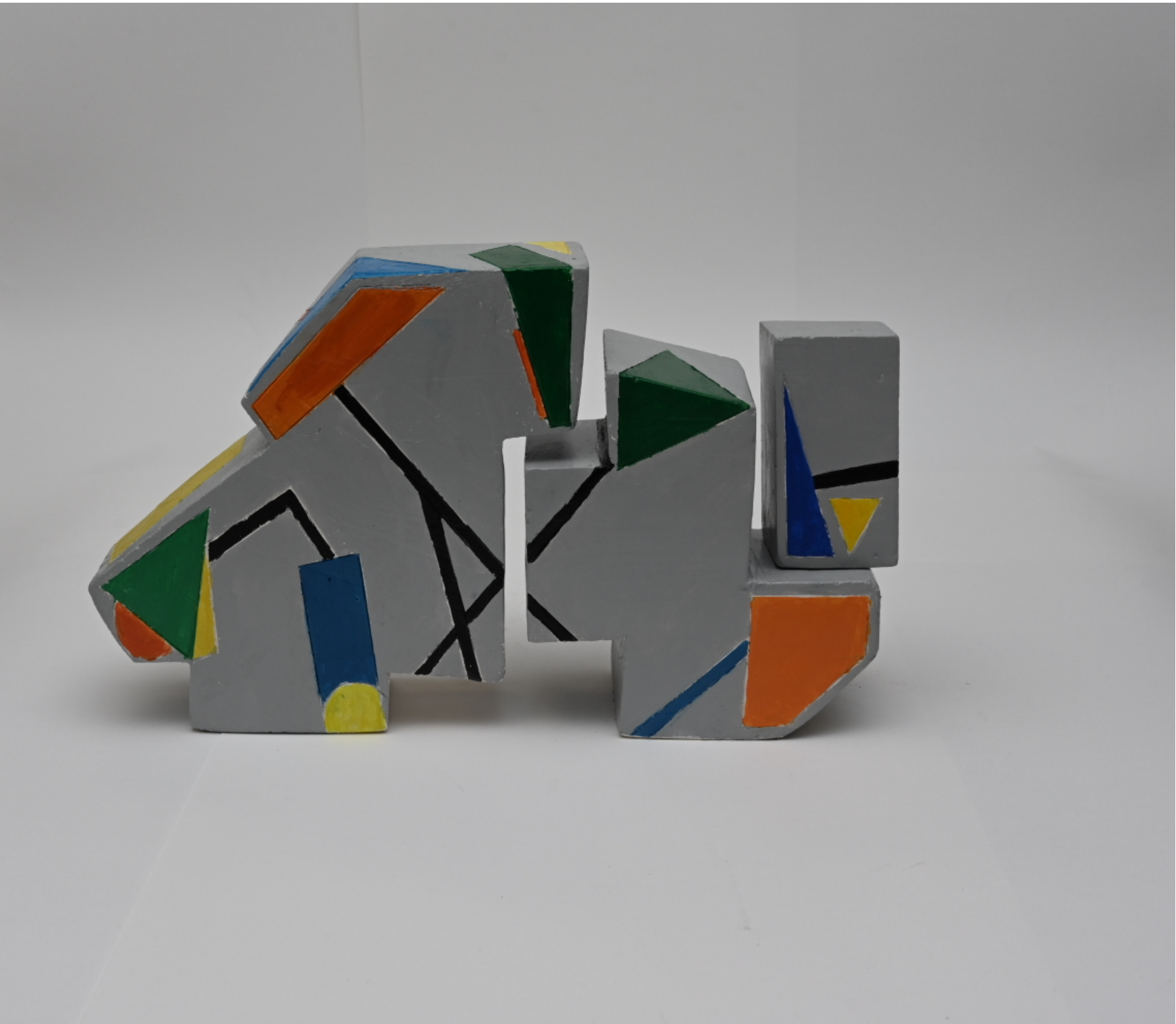
In conclusion, throughout my coursework project, I'm very pleased for all of the outcomes that I made. I learnt many different techniques and materials to build up my outcomes. From the journey my first practical to my final outcome, I enjoyed and satisfied the whole process of my project. The outcomes that I made allow me to gain more experience and to be more prepared for my future project. Although there were many challenges and difficulties for me when I was making my outcomes, but then I overcome the challenge and made a very good outcome piece.

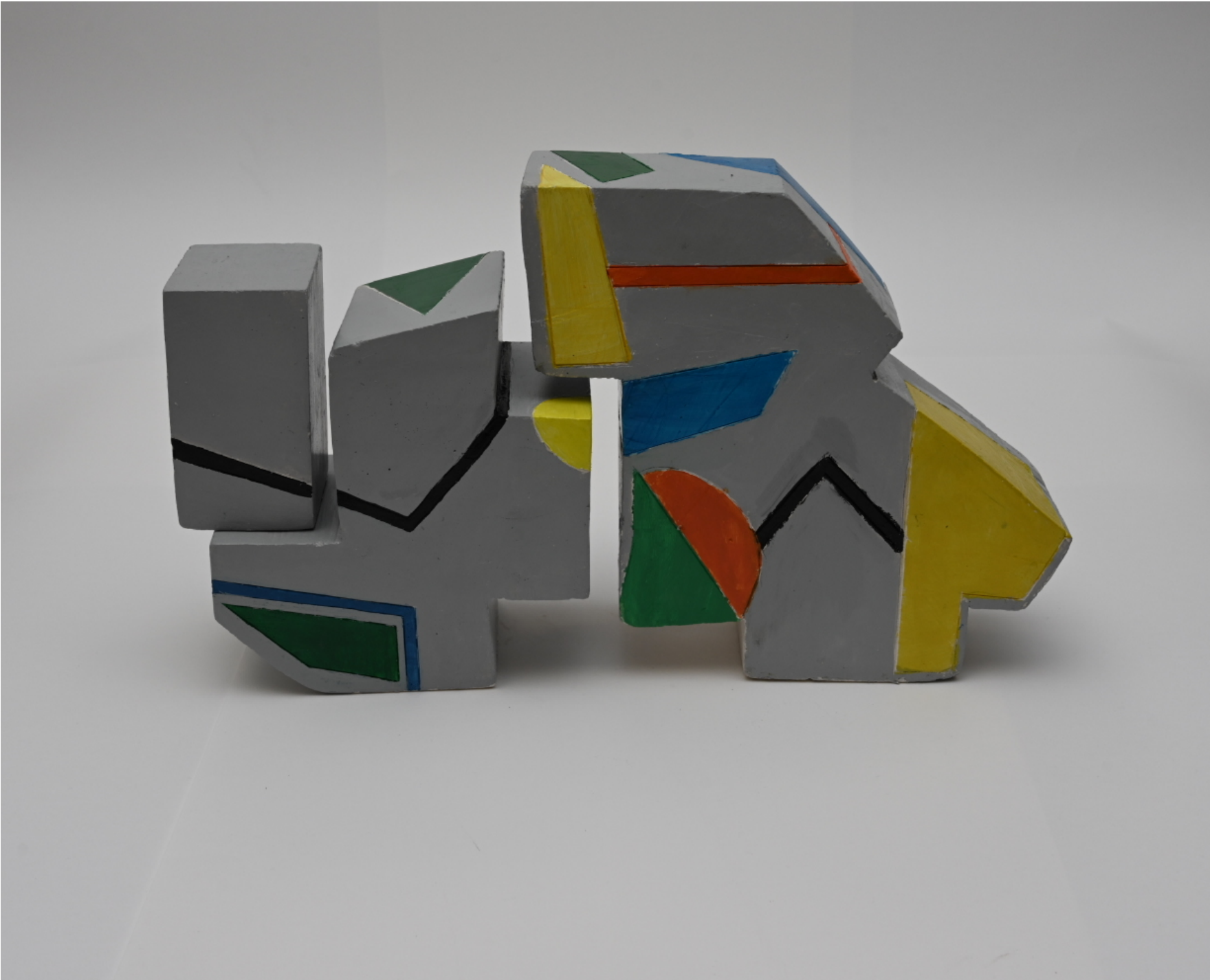




**Outcome 1**

# Outcome 2







# Outcome 3

