# Component 2 Graphic Communication Standard Mark – **52**

| | AO1 | AO2 | AO3 | AO4 | TOTAL |
|---|---|---|---|---|---|
| **Mark** | 13 | 14 | 12 | 13 | 52 |
| **Level** | 5 | 5 | 4 | 5 | |
| | Just confident and assured ability | Mostly confident and assured ability | Fully competent and consistent ability | Just confident and assured ability | |

Examiner comments:

The candidate produces a digital submission of work exploring the personal theme 'Locked in Time' for their externally set assignment. The work develops with clarity and focus taking inspiration from Salvador Dali and Anthony Clarkson (AO1). Refinement of work is driven by insights gained through a confident and assured ability to explore ideas, reflecting with thought on the comprehensive sources explored (AO2). Recording is relevant to intentions and is engaged and purposeful (AO3). The personal response is a culmination of the ideas investigated and realised in the form of a resolved digital collage poster (AO4).

Keyword descriptors from the taxonomy:

Focused

Comprehensive

Resolved

GCSE Art & Design
Graphic Communication

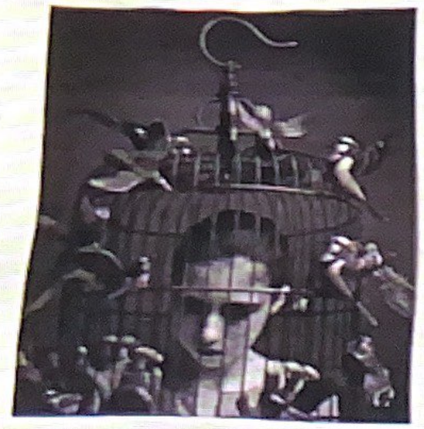
1GC0/02

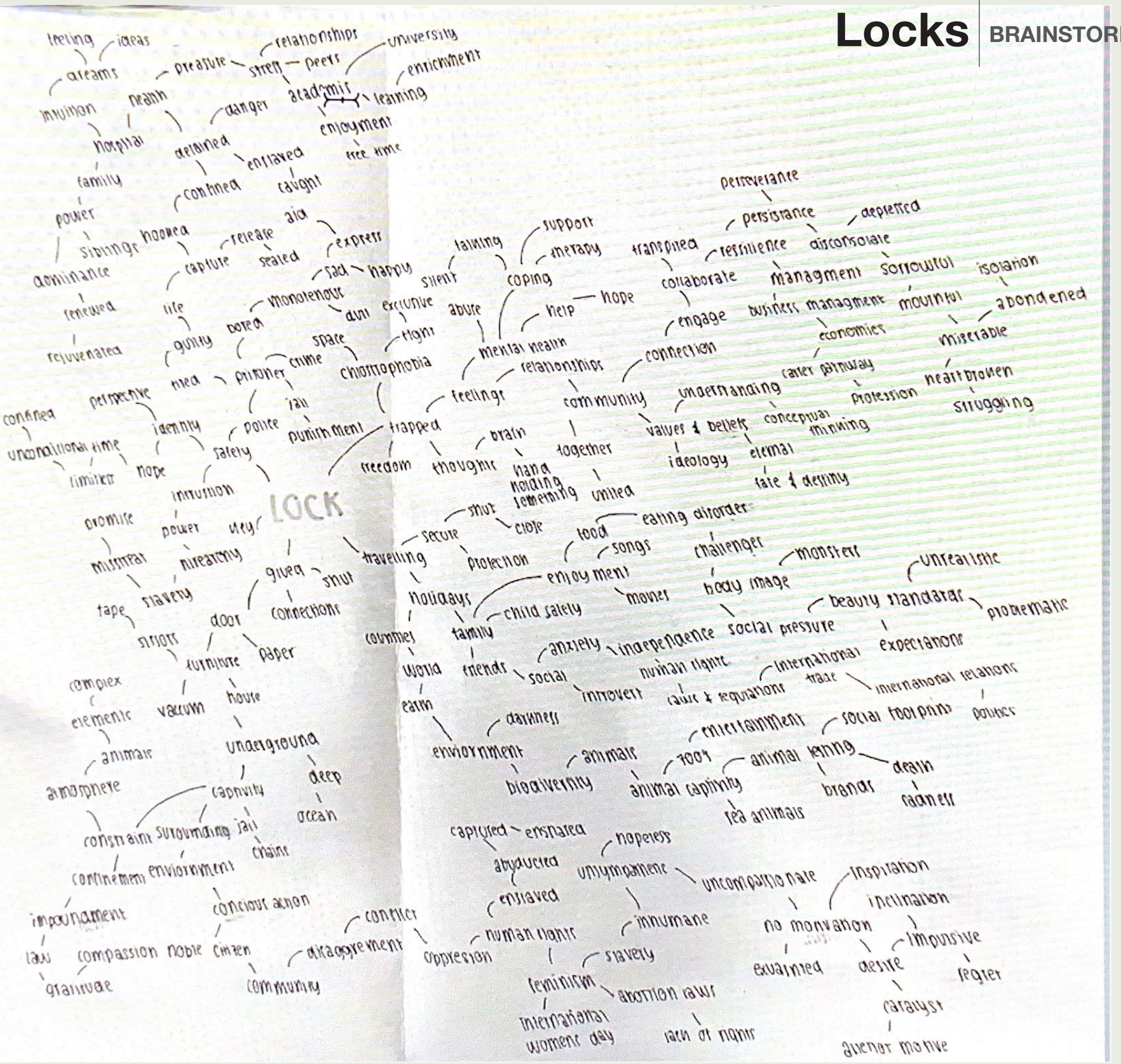
[redacted]

# ESA - Lock

[redacted]

# Locks | BRAINSTORM





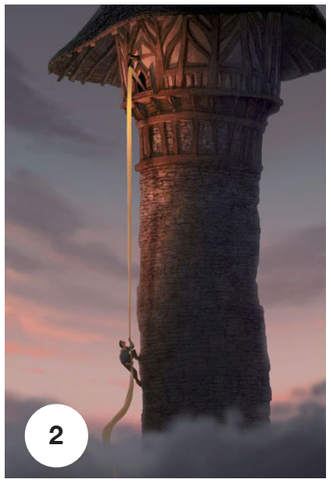
# Image citation


1. Broken dreams by photographer Aleksandra Parhomenko
2. Disney Princess Photo: Rapunzel - A Future Disney Princess
3. Words of wisdom by Erik Pevernagie
4. Stop abused by Shampa_art
5. Photographic Portraits Behind The Canvas By Luca Pierro
6. Imprisoned mind by Ipraa Ahmed
7. Juxtapoz Magazine - Engravings and Collages by Paula Braconnot
8. LOUI JOVER by Saatchi Art
9. Anatomical Heart Locket by MissAngelinaR on DeviantArt
10. Being trapped by Ruibhosale
11. Portal by Skalabrin on DeviantArt
12. Manipulations by Sarolta Ban
13. Inner Optics by Andrea Galluzzo
14. Controversial Illustrations By Polish Artist Reveal The Darker Side Of Modern Society
15. Futuristic Art (face and Feelin') - Duchy renaissance


# Locks

## Moodboards

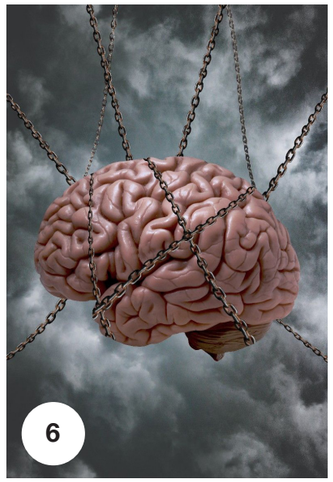
1


2

3

4

5


6

7

8

9

10

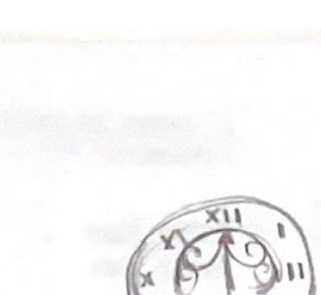
11

12

13

14

15



TIME IS FINITE RUN

clouds/smoke (creates the illusion of time disappearing)

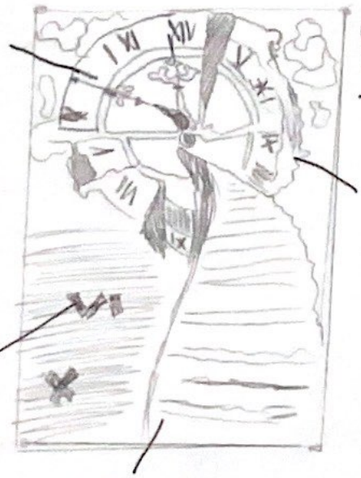
monochromatic color scheme

typography of time or perhaps phrase 'depth of time'

stairs maintaining the mystery & unfamiliarity of where time will take you

exploring focus points

- the primary focus point here changed to the clock, placing emphasis on the clock
- the depth of the stairs



more flat approach when viewing

different view point from first one (above)
- adds perspective due to the long stairs

ink bleeding onto the clock to show the vintage aspect

floating numbers in the sea

increased depth

focus point:-

- I put the clock as the primary component here. & I moved the position of it, thus making it look enlarged
- I maintained the concept of the worm, but was trying to explore focus & shapes

clock is floating away & disintegrating

looks like the stairs are leading to the clock (symbolism)

2 people walking on the steps (may dont know what they are walking into)

systems to add more fragments

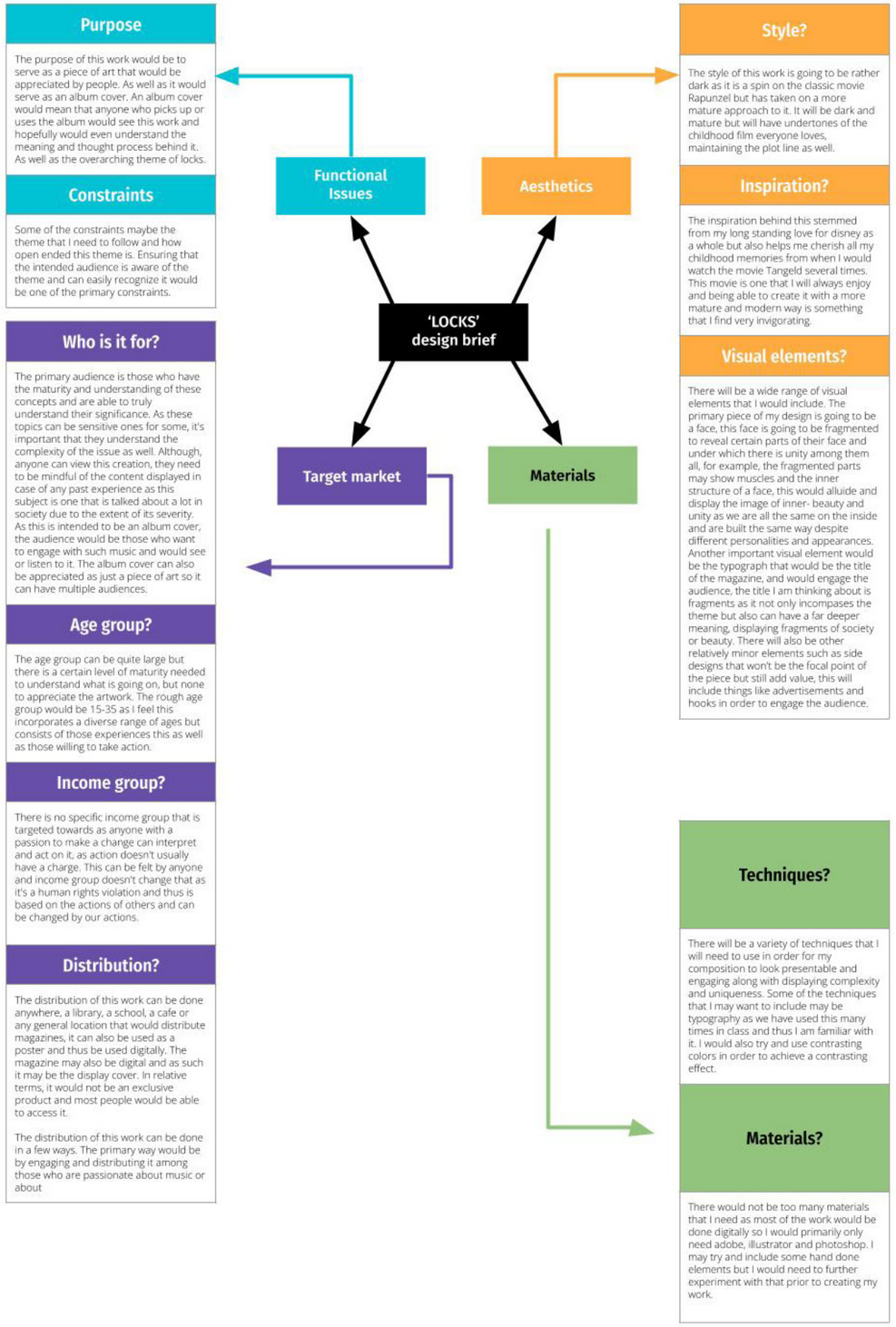
fragmented:-

- I tried to fragment the clock into 4 parts in order to add more depth & complexity.

forest or ink splashes

# Locks

Artist Research




## Design brief

**"Locked in time"**

An illustration for a article about being locked inside. The illustration should illustrate the theme of being "locked" and should be suitable for spreading awareness on this very important matter. Inspirations for this illustration should be based on images of locks, hourglasses and ideas of being trapped and concepts of finite time.

The illustration should appeal to those with an interest in the topic of being locked in time and possibly those who face or want to learn more about the struggles and limitations of time. The design must have traditional elements of images surrounding mental health concepts but first and foremost images surrounding the idea of time being finite.

The design must be susceptible to being printed or be used as a digital illustration. The illustration should be able to be displayed on multiple mediums and used in various settings.

This is the link to the article that I will be illustrating for- an article for Forbe's magazine: https://www.forbes.com/sites/esade/2019/05/07/running-out-of-time-from-a-problem-to-an-opportunity/?sh=70418fb843e7

# Locks

Initial research

## HISTORY OF LOCKS

The history of locks can be traced back to ancient civilizations where simple locking mechanisms were used to secure doors and containers. In Egypt, around 4000 years ago, the first known lock was created using a wooden bolt that was secured by a key made of wood. The Romans improved upon this design by inventing the "wafer" lock, which used a key with flat metal blades to move the locking mechanism.

During the Middle Ages, locks became more sophisticated and were used to secure castles and homes. The most common type of lock during this time was the padlock, which used a shackle and a hasp to lock doors and gates.

In the 17th century, the first spring-bolt lock was invented, which used a spring to keep the bolt in place. This paved the way for the creation of more advanced locks such as the lever tumbler lock, which used a set of levers to prevent the lock from opening unless the correct key was used.

Today, locks have evolved to include electronic and biometric locks that use digital technology to ensure security. These locks can be controlled through smart devices such as smartphones and can be programmed to automatically lock and unlock based on specific conditions.

## USES OF LOCKS

Locks are used for a variety of purposes, including:

Security: Locks are used to secure homes, businesses, vehicles, safes, and other valuable items to prevent unauthorized access.

Privacy: Locks are used to provide privacy in rooms, bathrooms, and other personal spaces.

Safety: Locks are used to secure dangerous or hazardous items, such as chemicals or firearms, to prevent harm.

Regulation: Locks are used to control access to restricted areas, such as laboratories, prisons, and military facilities.

Convenience: Locks are used for ease of use, such as combination locks for luggage, padlocks for lockers, and keyless entry systems for cars.

Protection of property: Locks are used to protect property, such as bicycles, motorcycles, and storage units, from theft or damage.

Authenticity: Locks are used to prove the authenticity of an item, such as a locked display case for a valuable artifact or a lock on a medicine bottle to prevent tampering.

Overall, locks serve as a barrier to entry and play a critical role in ensuring security, privacy, and protection for individuals, organizations, and communities.

## FAIRY TALE CONNECTION

Many fairy tales feature characters who are locked up in a tower, usually for their own protection or as a form of punishment. For example, in the story of "Rapunzel," the titular character is locked up in a tower by a wicked witch and can only escape with the help of a prince. In the story of "Sleeping Beauty," the princess is put under a spell and locked in a tower until she is awakened by a prince. These stories often contain themes of captivity, rescue, and true love, and they have been passed down through generations, captivating audiences of all ages. This phrase can have different meanings depending on context, but most commonly it refers to a situation where someone is trapped, confined, or imprisoned in a tower-like structure, either as a form of punishment or for protective purposes. The phrase is often associated with fairy tales, where the princess is locked up in a tower to keep her safe from harm. Fairy tales are a genre of folklore that feature fantastical characters, such as dwarves, fairies, and magical creatures, and often involve themes of good vs. evil, bravery, and true love. They often feature a young hero or heroine who must embark on a quest or overcome obstacles to achieve their goal. Fairy tales have been told for centuries and are an important part of many cultures, serving as a way to pass on cultural values and beliefs. They have been adapted and reinterpreted over time, and many famous writers, such as Charles Perrault and the Brothers Grimm, have collected and published well-known fairy tales. Today, fairy tales continue to be popular in various forms, including books, films, and other forms of media.

## LOCKED UP MINDSET

The phrase "locked up mindset" refers to a state of mental rigidity and inflexibility. It is characterized by a narrow and closed way of thinking, which can limit a person's ability to adapt to new situations, consider alternative perspectives, and grow as an individual.

A locked up mindset can arise from various sources, such as fear, past experiences, cultural or societal norms, and personal beliefs. This type of mindset can prevent people from pursuing new opportunities, forming meaningful relationships, and experiencing personal growth.

To overcome a locked up mindset, it is important to become aware of limiting beliefs and to challenge them. This can involve seeking new experiences, surrounding oneself with diverse perspectives, and being open to feedback and constructive criticism. Engaging in self-reflection, therapy, and personal development can also help to unlock a locked up mindset and promote growth and flexibility.

## THEME

The "lock" theme is a common motif in various forms of media and is often used to symbolize restriction, protection, confinement, or secrets. In literature, locks are often used as a metaphor for something that is hidden or inaccessible. For example, a locked diary might symbolize someone's inner thoughts or secrets.

## LINK TO REAL WORLD

Locks are physical or electronic devices used to secure buildings, rooms, containers, or other objects to prevent unauthorized access. Locks are an important aspect of security and have been used for thousands of years to protect valuable items or to restrict access to certain areas. There are many different types of locks, including keyed locks, combination locks, electronic locks, and biometric locks, each with their own strengths and weaknesses. Keyed locks use a key to unlock the mechanism, while combination locks use a series of numbers or symbols to unlock. Electronic locks use a code or a keycard, and biometric locks use a fingerprint or other biometric data to unlock. The level of security provided by a lock depends on the design of the lock and the materials used to construct it. Locks are an essential aspect of modern society, and advances in technology have led to the development of more secure and convenient locks for a [redacted] applications.

# Locks

Artist Research

IgorMorski

**Igor Morski biography**

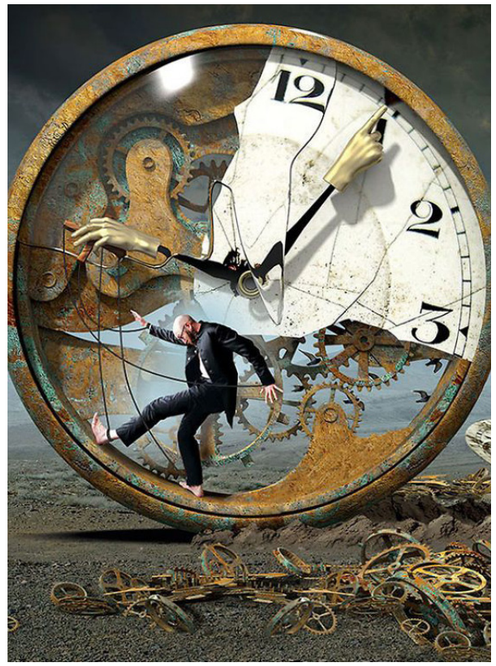
Born in Poznan/Poland in 1960, the artist now lives and works in Poland and on the island of Mallorca.
Morski mixes contemporary graphic techniques with classic methods and analogue materials. Conscious imperfection unmistakably breathes life into the surfaces of his works. His artworks have depth - literally and visually containing many layers. However, Morski is not a trend follower. He prefers to be a trendsetter. He is highly talented and eveny hugely influencial artists themslelves take inspiration from him. He prefers to be a trendsetter, creating and dfying his own rules and creativity. Furthermore, he was wored immesnly hard throughout his career to be where he is today, and although it wasnt an easy feet he managed to pull through and succeed in an area is so hugley passtionate for. Igor Morski is a Polish graphic designer, illustrator, and art director. He is known for his surreal and thought-provoking illustrations, which often have a strong social or political message. Morski's work has been recognized by various international design awards and publications, and he has collaborated with a range of clients, including major brands and advertising agencies.

**Design description**

Igor Morski has a multidue of ideas, however the predominant number of them invlove some form of  layering, wether it be digitally or physically. Now although this concpet of layers isnt directly co-related to my greater theme of being trapped in time, its more his use of various compositions and his high degree of exploration. His ideas often revolve around a central theme which varries from work to work. Igor Morski's work is characterized by its strong visual composition and use of symbolism. He often uses surreal imagery to create thought-provoking and powerful messages. In his illustrations, Morski blends realistic and abstract elements to create a unique visual style that is both captivating and unsettling. Morski's work is characterized by its ability to communicate complex ideas through simple and powerful visual metaphors. He often uses everyday objects and symbols to represent abstract concepts, making his work accessible and relatable to a wide audience.

**Link to my idea**

Igor's work links to my idea as some of his work that revolves around the concpet of time, further exemplifies the idea I am trying to achieve. The overarching theme of my work is centered around locks, that being the primary focus. Throughout the development of my idea I ensured that I constantly kept that in mind and thus I found that Igor's work resonated with that. His piece of work that caught my attention was the one with the man running around in the clock. The intened theme of his work may not have initally been centered around time being a finite resource, it branches off my idea but provides a different perspective to it.



**Form vs Function**

This work is primarily concerned with visual communication of a particular function as it uses a clock as a mean of communication, although it may also be a form of art, it is also spreading awarness of time being finite. Form and function are both important here because they work in conjunction with one another to complement each other. The function is used to convey the meaning, but the form is the visual representation and the way it's conveyed to the audience is engaging.

**Image**

The image of the clock used is an illustration, moreover a raster illustration. The use of an illustration was very important in this insatnce as it allowed for clear communication of the idea trying to be presented. The smaller components were also illustrations, and all of them were combined to make this illustration so meaningfull and impactfull.

**Layout**

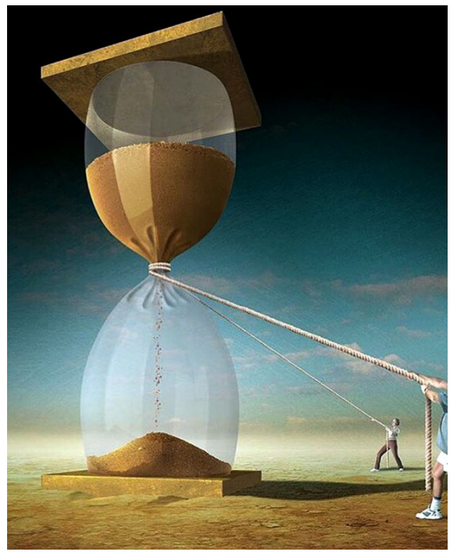
The work is structured with one centre component, which is the clock and then amidst the primary component, there are many smaller ones, which draw the viewer's attention. The visual elements in the design also compose a more visual centre layout as there is one primary focus and then there are many subsequent finner details. The layout of this work is more towards a radial approach, with the clock being the center of that. Morski's work is typically composed in a way that draws the viewer's eye towards the central focus of the image, often using elements such as contrasting colors, textures, and shapes to create a sense of depth and hierarchy. He also employs a variety of techniques such as photo manipulation, collage, and digital illustration to create unique and impactful compositions.

**Tone and delivery**

The tone of this was quite bold and the speed of delivery was also quite efficient as upon first glance of the piece,  you can see the message that the artist was trying to convey and thus making the speed of delivery fast. The tone of voice was bold as it displayed the message without having to look deep into it. Although th e tone would be considered effect, the deeper you look at it the finner details you see which allows you to make further interpretations about the themes. Each symbol has a different meaning thus adding to the complexity of the artwork.

**Color**

The colors in this piece all work in cojunction with one another. Although, they are not contrasting colors on the color wheel, the complement one another beautifully. The mixture of the subtle colors achieves almost like a rustic look, adding emphaises to the man who is in black. The use of colors that work in tandom with one another allowed for a smoother delivery as well.



Ideas to take forward

After analysing his work so greatly, I have had a few takes aways that I would like to implemnet in my own work and take forward. One thing that I particularly liked would be his use of personifying inanimate objects, eg. the clock. By adding hands and a person to it, it adds another level of complexity.

**Style and method**

Igor Morski's style can be described as surreal, thought-provoking, and symbolic. His works often feature elements of science fiction and fantasy, blending reality with the absurd to create powerful and impactful visual narratives. He uses a variety of techniques, including photo manipulation, digital illustration, and collage, to create images that are both aesthetically pleasing and intellectually stimulating. His style is contemporary as he wants to be a trend-setter not a trend follower, this often makes his work out of the box and unqiue, however it doesnt follow any restricted pattern.

**Visual hiearchy**

The visual hierarchy starts of with the clock as that is the first object that is seen when viewing the work. When viewers first see his work, they look at the clock thus making this the primary element of his work. Although there are many components to this piece, the pirmary one has to be the clock. The secondary layer of components is the person and the geers of the clock. The order of this is achieved in his work by him displaying the different components on different scales, enlarging those that are more imporant. This attracts attention to that component and thus makes it the first layer of the visual component. The visual hierarchy of work can be very imporant at times as it communicates the intentions of the work but also what viewers should be placing more empahsises on when perhaps analysing it.

# Locks

Artist Research

Anthony Clarkson

**Anthony Clarkson biography**

Anthony Clarkson, an artist hailing from Los Angeles, is skilled in designing, painting, and illustrating. He has developed his own style of hyper-realistic digital photo manipulation that he learned while working as a graphic designer in the music industry. Since 2005, he has been a prominent member of the Los Angeles new contemporary art movement, and in his work, he combines his youthful drawing styles with depictions of child-like innocence, troubled spirits, broken hearts, and a sense of emptiness. Anthony Clarkson is an artist who has dedicated his life to creating art. He has likely been passionate about art from a young age, spending hours drawing, painting, and exploring various mediums. In his early years, he may have taken classes to hone his skills or pursued self-education by studying the works of other artists and experimenting with different techniques. Throughout his career, Anthony has likely continued to develop his skills and expand his artistic horizons. He may have experimented with new mediums, collaborated with other artists, or explored new themes and subject matter. His work may have continued to be exhibited in galleries and museums around the world, gaining him international recognition and accolades.
Overall, Anthony Clarkson's life as an artist would have been marked by creativity, dedication, and passion for his craft. His works would likely continue to inspire and captivate audiences for years to come.

**Design description**

Anthony Clarkson has various different ideas and methods of communication. However, his primary mean of communication is through visual illustrations. His work is often an illustration and the mean of communication eg a book can be varied depending on each artwork individually. As alot of his ideas consist of darker, more mature themes, his intended audience appears to be of someone with a higher level of maturity and understanding, in order for them to comprehend the meaningful work. Clarkson's work is typically done through digital photo mutilation, this creative way of playing with images and distorting and manipulating them to work and appeal to a certain audience is something that I want to take forward, as I believe its a very crucial component to the development of an idea. His main design which I will be analyzing, is targeted towards those who have an interest in the field of graphic illustration but also those who may resonate with the message of his work. Some of his work is also based on childhood fairy tails and he takes a more mature and darker spin to them.

**Link to my idea**

His illustrations link to my idea, as I am also trying to use visual illustrations to convey the idea of being trapped in time and the finitism of time. I wanted to display this using the symbol of an hourglass. As an hourglass is often used to display time, it can also hold meaning for other things, such as in his illustrations he used an hourglass to display both time but also the concept of limitless love and how that can be portrayed, amidst the challenges. I would also like to try and implement his use of colors in my work, as he uses a very scarce range of colors, however they are uniformed with all of his work. Additionally, he always ensures he adds a component of color, highlighting it.

**Form vs Function**

This work is primarily concerned with visual communication of a particular function as it uses a clock as symbolism and the lady to add depth and character. Although it may also be a form of art, it is also spreading awarness of time being finite. Form and function are both important here because they work in tandom with one another to complement each other. The function is used to convey the meaning, but the form is the visual representation and the way it's conveyed to the audience is engaging.

**Image**

The image of the clock used is an illustration, moreover a raster illustration. The use of an illustration was very important in this insatnce as it allowed for clear communication of the idea trying to be presented. The smaller components were also illustrations, and all of them were combined to make this illustration so meaningfull and impactfull.

**Layout**

The illustration's layout consists of one primary component; the clock with the lady inside it. The composition used is a tono as its round, being a circle, it also uses a circular composition. The viewpoint of this work is frontview, however the lady is presented from a side angle in order to use a variety of angles to add depth. The scale of the image is quite large and most of the component were easily visible. There is also use of negative space involved as the space outside of the clock is used to draw attention to the main element due to being black. Furthermore, the composition is balanced and there is some aspect of symetry involved.

**Tone and delivery**

The tone of this illustration is quite bold, although being monochromatic. Tone is a very important aspect of a succesful illustration as it is open for interpretation, allowing viewrs to interpret and determine their thoughts on the work individually. Furthermore, the delivery of this illustration is quite direct as you can clearly see the outline of the work and its primary message. Although, there are other implicit messgaes, when looking at the illustration you can gauge an understanding of the theme.

**Color**

The colors in these piece contribute the tone and delivery of the illustration. The tone is black and white, with a few pops of color to draw attention to essential components. Silhouetted contrejour was used as a dramtic effect. The use of this technique is done to draw attention to the primary silhoute. The myraid of colors involved in this illustration, add to the depth of the work and highlights key components too. There were warm colors used throughout the illustration and there is use of darkness to add to the intensity of the work.

**Ideas to take forward**

After analysing his work so greatly, I have had a few takes aways that I would like to implemnet in my own work and take forward. One of the things would be his implementation of scale and focal point. As well as his use of color tones to place emphasis. Lastly, I liked his use of abstraction and creativity.

**Style and method**

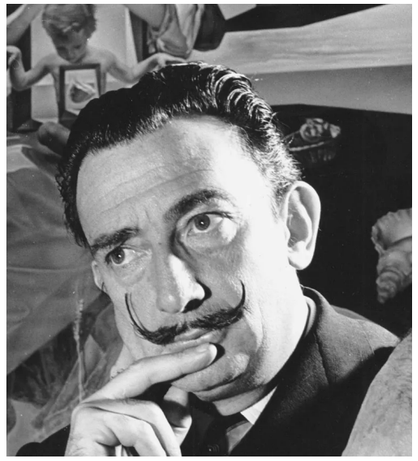
Anthony Clarkson's style is often uniformed and he uses similar techniques and styles to develop his work. In this particular piece, he engages with a darke r approach to his work. The medium usedt to create this was digital as it is an illustration. The use of a digital illustration can be effective as it allows clear dipiction of thoughts. I dont think there were several materials invloved, I think it was primarly the use of digital manipulation and experimentation. Throughout his work, he is often seen to use morphological symbols. Additionally, the use of symbolism is often presented in his work, this also adds meaning and symbolism to his work, furthering his motives. Lastly, in terms of techniques he uses a wide variety of techniques as he does not want to be constrained to only engaging with certain methods.

**Visual hierarchy**

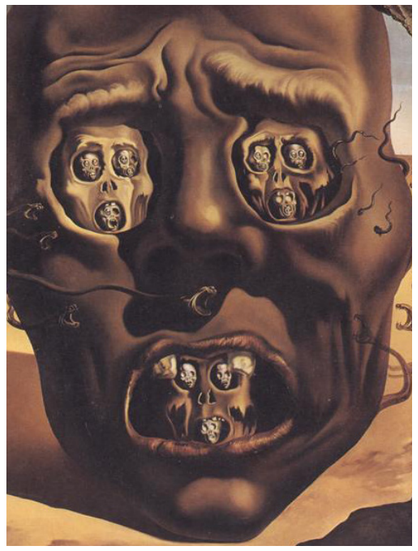
The visual hierarchy of the illustration is quite explicit as there is one primary component; the lady biting the apple. This is one of the main components of the illustration and thus its very important that adequete emphasis is placed upon it, highlighting and displaying it. There are other important compenets of the work as well, however most emphasies is placed on the primary component. The main components of visual hierarchy are compostion, color and size and scale. All of these work in tandom with one another in order to produce the desired outcome. There are many nuances and complexities to the hirearchy and requires carefull consideration, depending on intentions and outcome.

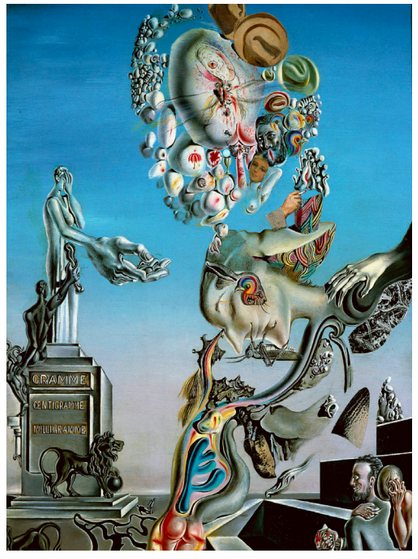
# Locks

Artist Research



Salvador Dali






**Salvador Dali biography**

Salvador Dalí was a Spanish artist born on May 11, 1904, in Figueres, Catalonia. He was known for his surrealist paintings and eccentric behavior. Dalí showed an interest in art from a young age and attended the Municipal Drawing School in Figueres. In 1922, he moved to Madrid to study at the Royal Academy of Fine Arts of San Fernando. However, he was soon expelled for "disturbing the peace." Dali was a very famour artist and was world renound, and still do this day continues to be very influencial. In the 1920s, Dalí became involved with the Surrealist movement, which was characterized by its exploration of the subconscious mind. He developed his unique style, which included dreamlike images and distorted forms. Some of his most famous paintings from this period include "The Persistence of Memory," "The Great Masturbator," and "Metamorphosis of Narcissus." From the late 1920s, Dalí progressively introduced many bizarre or incongruous images into his work which invite symbolic interpretation. Furthermore, over the course of his work there was a lot of fluidity in terms of what he produced, due to his constant change in enviornment, which he was often influenced by. Presently, there is a museum located in Girona, Spain which is dedicated to displaying his honorable work and showcasing his life, but morever his legacy. Salvador Dalí (1904-1989) was a Spanish painter, sculptor, and filmmaker known for his surreal and bizarre artwork. Born in the small town of Figueres in Catalonia, Spain, Dalí was interested in art from an early age, and he attended art school in Madrid. In the 1920s, Dalí moved to Paris, where he met the Surrealist group of artists and writers, including André Breton and Max Ernst. Dalí quickly became one of the leading figures of the Surrealist movement, creating works that combined dream-like imagery with meticulous detail. Dalí's work has had a profound influence on art, and he remains one of the most recognizable and popular artists of the 20th century.

**Design description**

Salvador Dalí was inspired by a variety of sources throughout his career, including his own personal experiences, dreams, and delusions. He was also influenced by other artists and movements, such as Surrealism, Cubism, and Renaissance art. Dalí's work is characterized by its surrealist and dream-like qualities, and his themes often revolve around the exploration of the subconscious mind and the irrational aspects of human experience. One of the major themes in Dalí's work is the concept of time, which he explored in his famous painting "The Persistence of Memory." This painting features melting watches, which represent the fluidity and instability of time. Other works by Dalí also depict time as a fluid, subjective experience rather than a fixed, objective reality. Religious and mythological themes also appear in many of Dalí's works. He often used religious symbolism to explore complex philosophical and metaphysical ideas, such as the nature of reality and the existence of God.

**Link to my idea**

Dali's artwork links to my idea as he illustrates the concept of time; he displays this using innovate means thus making his work more engaging. I would also like to demonstrate the concpet of time and the extensive impact it has on the world.

**Form vs Function**

This work is primarily concerned with visual communication of a particular function as it uses a clock as symbolism and the lady to add depth and character. Although it may also be a form of art, it is also spreading awarness of time being finite. Form and function are both important here because they work in tandom with one another to complement each other. The function is used to convey the meaning, but the form is the visual representation and the way it's conveyed to the audience is engaging.

**Image**

The image was hand painted. He used either natural resin on its own or mixed with linseed oil paint to create a more liquid media which could be laid down easily and fluidly with a very small brush. Creating such images by hand requires not only alot of skill but also requires precision.

**Layout**

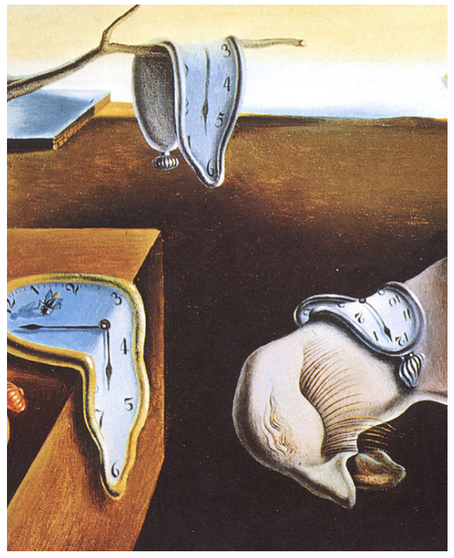
The illustration's layout consists of a few primary component. The face in the middle , being one of them. The portrait of the face has been fragmented to illustrate different components of his work. The rule of thirds may have been used in some aspects as the fragments of the face apear to be in different apparent sections. The use of this rule helps to create asymmetric compositions, which adds counterbalance of elements creating a much more dynamic picture. Although, this illustration has one primary component, it still apears to be complex and has various different elements that work in tandom with one another in order to achieve the intended delivery.

**Tone and delivery**

The tone of this illustration is quite bold, although only using a limited range of color tones. The tone of this work can be confrontational as upon first viewing you are imeditalty faced with a myraid of components. The delivery of this was quite effective, however there are both implicit and explicit components to it. The explicit components are visible to the audience upon first glance and thus they are able to make decisions accordingly. However, there are also some implicit symbols and motifs, that can be used for interpretation and further analysis of the artwork.

**Color**

The colors in these piece contribute the tone and delivery of the illustration. The tone is primarlly cool tones. This contrasts the point he is trying to convey. The juxtaposition of the cool tones against the more confrontational message, provides for a more visual pleasing illustration but also adds depth to his work. Cool tones were used for the most part, however, there was some use of more pastell warm tones too but the outcome is perecived to be more cool upon first glance due the conjunction of the colors.



**Ideas to take forward**

After analysing his work so greatly, I have had a few takes aways that I would like to implemnet in my own work and take forward. One of the things would be his use of abstractation, as his work is often unsymetric, but that further accentuates his ideas.

**Style and method**

Salvidor Dali's style is often uniformed and he uses similar techniques and styles to develop his work. In this particular piece, he engages with a darke r approach to his work. The medium usedt to create this was digital as it is an illustration. The use of a digital illustration can be effective as it allows clear dipiction of thoughts. I dont think there were several materials invloved, I think it was primarly the use of digital manipulation and experimentation. Throughout his work, he is often seen to use morphological symbols. Additionally, the use of symbolism is often presented in his work, this also adds meaning and symbolism to his work, furthering his motives. Lastly, in terms of techniques he uses a wide variety of techniques as he does not want to be constrained to only engaging with certain methods.

**Visual hierarchy**

The visual hierarchy of the illustration is quite explicit as there is one primary component; the lady biting the apple. This is one of the main components of the illustration and thus its very important that adequete emphasis is placed upon it, highlighting and displaying it. There are other important compenets of the work as well, however most emphasies is placed on the primary component. The main components of visual hierarchy are compostion, color and size and scale. All of these work in tandom with one another in order to produce the desired outcome. There are many nuances and complexities to the hirearchy and requires carefull consideration, depending on intentions and outcome.

# Locks

Developments
01

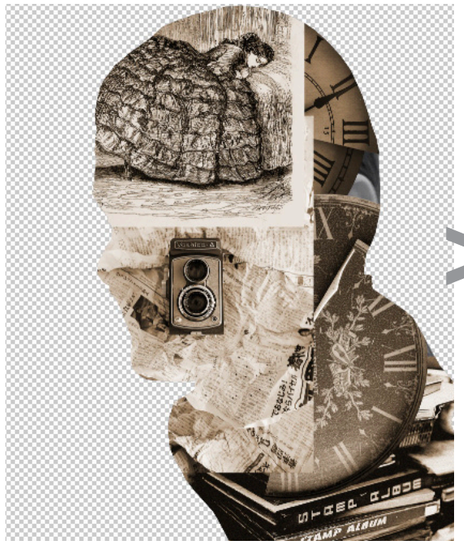
## Silouhette

*This is an identity Silhouette, which collates different symbols and illustrations in th*

### Best photos from photoshoot

*The main component of this work was the angle and positition of the silhouette. I also had to work with a few other elements such as clocks which would be placed inside the outline.*

## Process



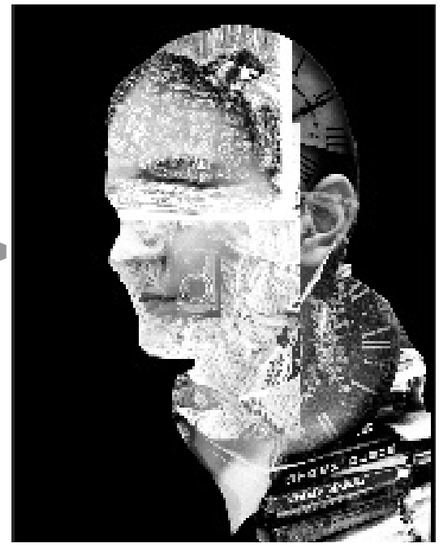
This was my first step in the creation proccess. I worked towards getting my intial picture from being a plain photograph, to creating a layer mask and then collating a vairety of different photos, all with symbolsim. After having done this, I added the collage of photos to the shape of the face, thus creating this base mask.

This was the stage where I started to explore different color paths and the mainpulation of colors to my benefit. At this stage I also had to add different layermasks in order to maintain the saturation of the work and to allow me to build the layers suffieciently.

This was when I had to get creative with the use of saturation and hue tones in order to achieve the vinatge look I was going for. At this stage I was adding different overlays in order to make this happen. Also ensuring that I am always building on top of my pervious layers.

At this stage I made the background of my work black as although my inspiration work did not have it, I felt like it would better help me develop my final idea and would allow me to work towards the final outcome of my work.

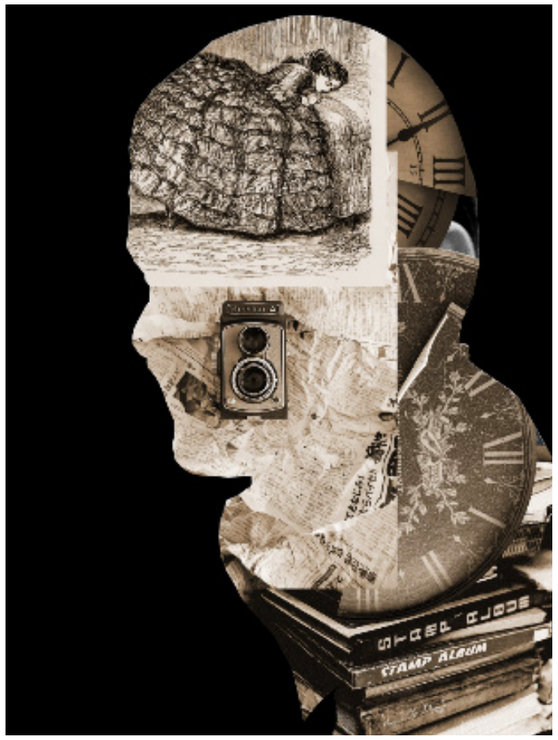
At this stage, I started to explore with how I can use the same Silhouette layered over one another in order to create a fragmented affect. I used three different Silhouette's, all with different color paths in order to do this.



This was nearing the end of recreation as when making this illustration, I wantted to ensure that I maintain my theme of the wider topic whilist doing so.I changed the color theme to monochromatic as an iteration.

## Final version

This is my final outcome of my recreation. While although, the re-creation is far from the inspiration, I believe that it is more fitting for my theme. However, there are a few things I would like to further improve, one being the layout of my images; I would have liked for them to look like more of a college as opposed to placed images. I am going to further develop this in order to acheive that. Another thing I think I can work on is the color pallete. Although the inspiration behind the colors was the idea of wanting a vinatge look, I think exploring different color schemes may be benficial. After creating this illustration, I have learnt so many new tools that I can now carry over to my other work and thus I can countine to develop my ideas.



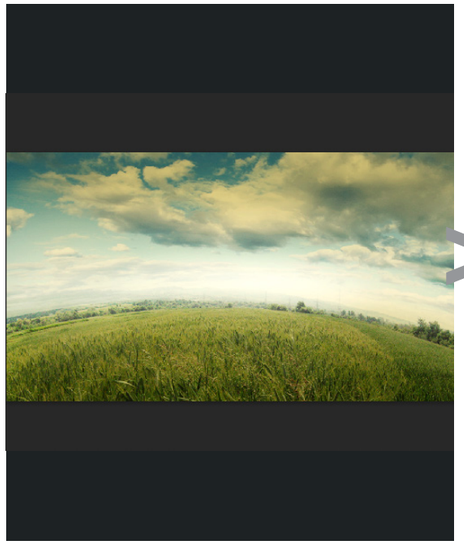
## Shattered Clock

*This was the inspiration behind my work, although I had a different pathway I wantted to follow to be better fitted for me work.*

**Best photos from photoshoot**

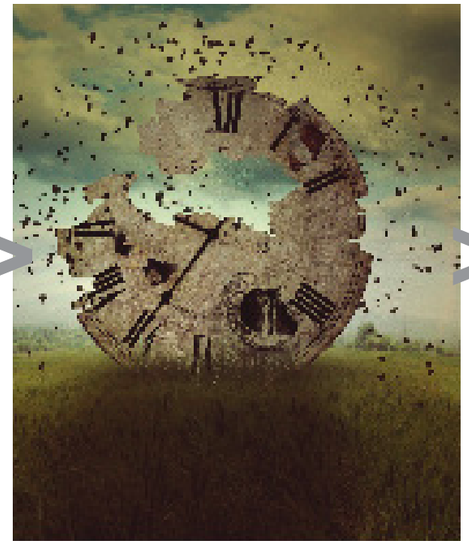
*This piece didnt require an indepth photoshoot, as the components were all rather explicit and needed further developments, as opposed to different photography angles, etc.*

## Process



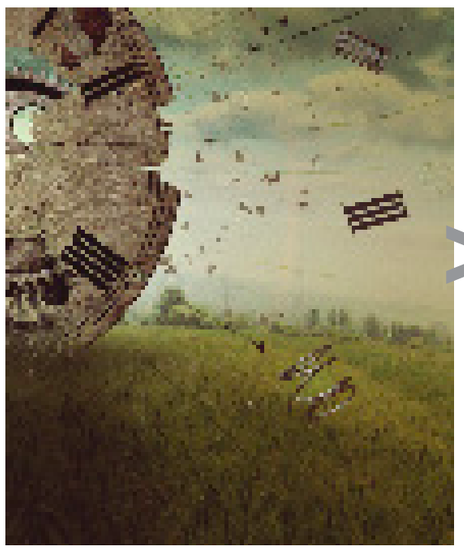
The first step of this creation was making the background. Making the background was very challenging and took several steps in order to achieve. The intented illusion was to create a background that would foreground the clock being implaced in the ground. I also played around with saturation and exposures.

This was the step where I started to create the actual clock. Once I had the base clock done, I started to add different texture layers in order to achieve the antique rustic effect I was trying to achieve. I think this was a cruical step as this in cojucntion with the background formulated a strong base to work with.



This step was rather challenging for me as I had to create a whole another font- in order to create the specs for the fragments. After creating this, I had to scatter it around the clock and ways such that it looks like the clock is erroding. This step was rather curciual for the development of the piece as it added depth

During this step, I had to add the geers and the systems in the background of the clock and the overlay it. Adding the geers was almost like an extra element that would help me improve my work even more. Although, it wasnt necessary, I felt like it challenged me and pushed me to try something out of my comfortzone.

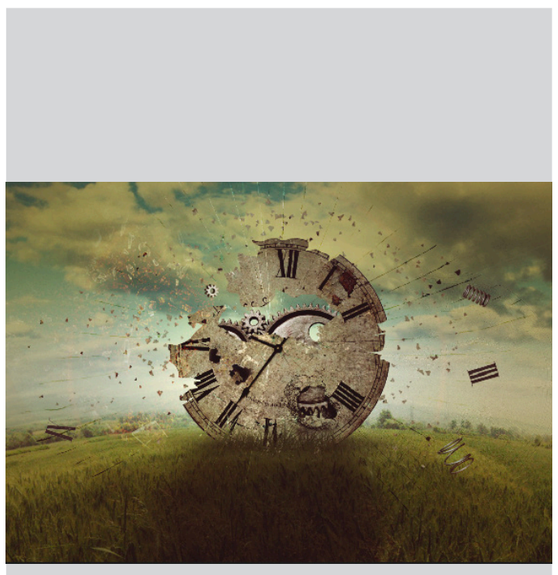


At this stage, I started to play around with the “clone tool”. This was a tool that I have never used before and thus it was rather enriching to explore it. It definetly took me a while to figure out the complexities of it, but I am really happy with the way it turned out!

At this stage, I was just adding final touches to my work and refining it. I played around with different texture overlays and with the saturation and brightness. This just added a cohesive final touch to my illustration in order to fully complete it.

## Final version

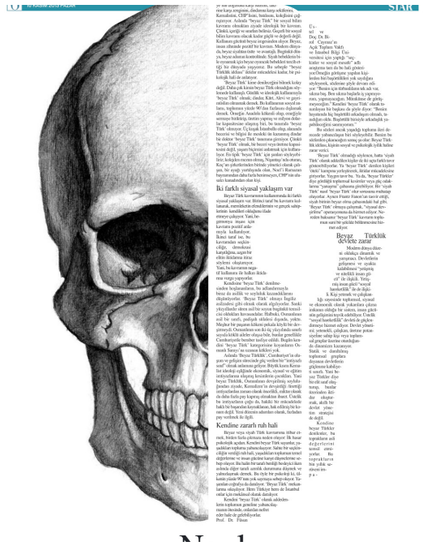
While this process was definately a tough one, I feel like it was very rewarding in the end, as I could see all of my hardwork payed off.
I think that the most challenging part of this process was definately learning and trying to enage with new tools and processes that I have never encountered before, such as the clone tool. But at the same time, I feel like it was these obstacles that taught me the most and I have aquired skills that I can use going forward. I believe that it was the experimenation throughout this illustration that has allowed me to obtain so many new skills, and I truly feel like this work really challenged me and gave me a helping hand in stepping outside of my comfort zone. Going forward, I will definately try and expand my work using this knowledge!



# Locks

DESIGN
RE-CREATE
03

## Skull

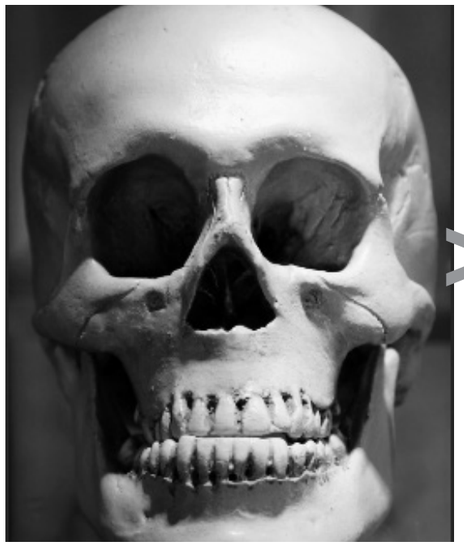


*This was something along the lines of what I wantted to create, however, I wantted to add my own twist.*

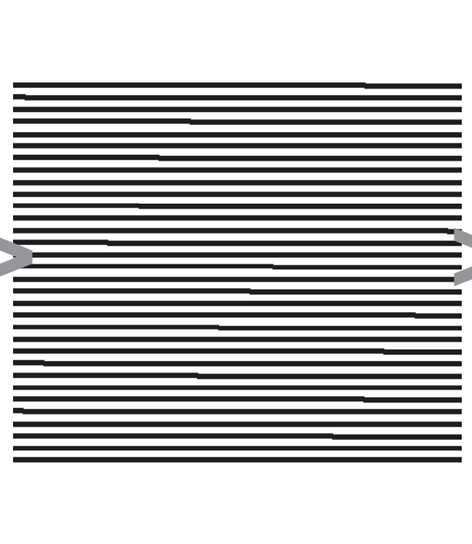
### Best photos from photoshoot

*This was one of the iterations that I really liked, due to the contrast that was present.*

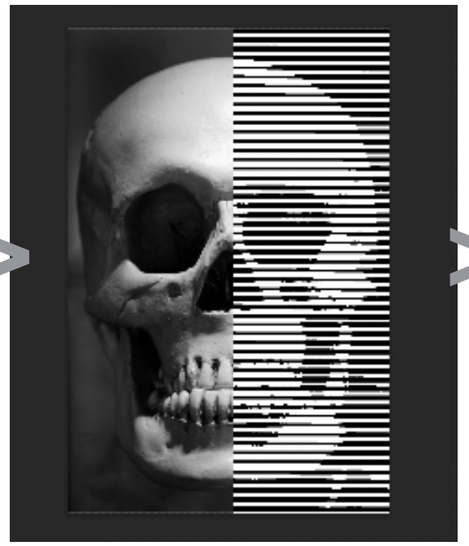
## Process



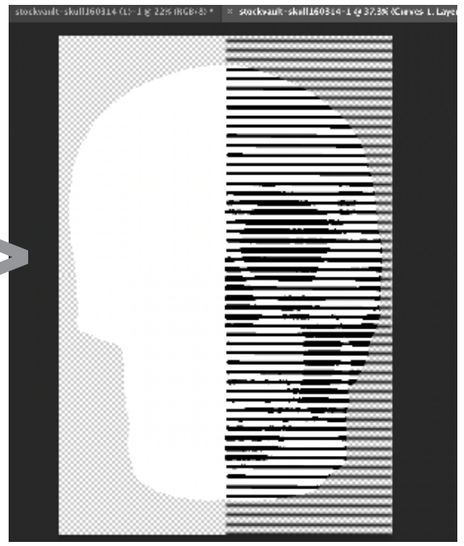
This was the photo that I chose to use. After choosing my photo, I had to make edits to it in order to achieve the right contrast and expourse for my intended outcome. Firstly, I made the picture black and white. After that, I played around with saturation and tones.



After having selected my photo, I had to create a set of symetrical lines that would overlay the skull in order to have the staggered effect.



In this step I placed the individually composed layers togther. Intially, the over lapped on another and didnt have the half tone lines. It looked quite monontounus, thus I had to add different overlays in order to make it more attractive.



Over here, I created a layer mask which allowed me to have the components distinghused and ensure that the effects were only placed on the lined side of the skull and not the photo side.

I wantted to experiment with contrast thus the red. As well as in this step I removed the background and made it and indvidual mask.

This was my final step and it was just compiling all of the layers and then experinmenting with different over lays, such as soft tone.

## Final version

This is my final version. Although, it was a rather basic desgin I felt like it helped me explore what direction I would want to take my illustration in and thus was a good learning experince for me. From this experince, I gained many valuble skills that I will be able to apply in the future, such as how to apply half tone lines.

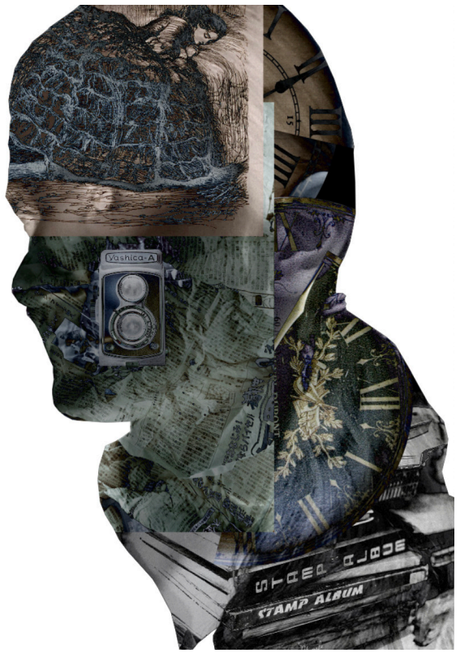
I wantted to esnure that my version of the illustration was different to the orginal one as I wantted it to be a reflection of my creativity and thoughts. I like the idea of the lines as opposed to the words as it also adds a sense of an illusion.

# Locks

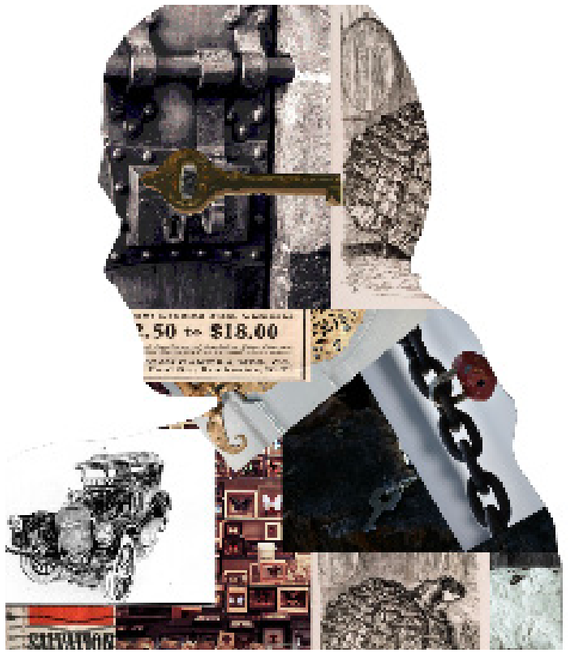
## DESIGN ITERATIONS AND IMPROVEMENTS

*Purple version*

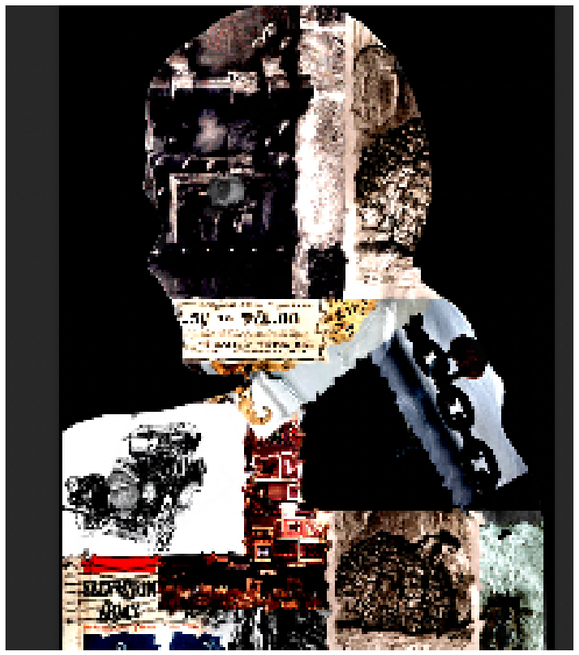
*Black and difference layer*



*white and difference layer*

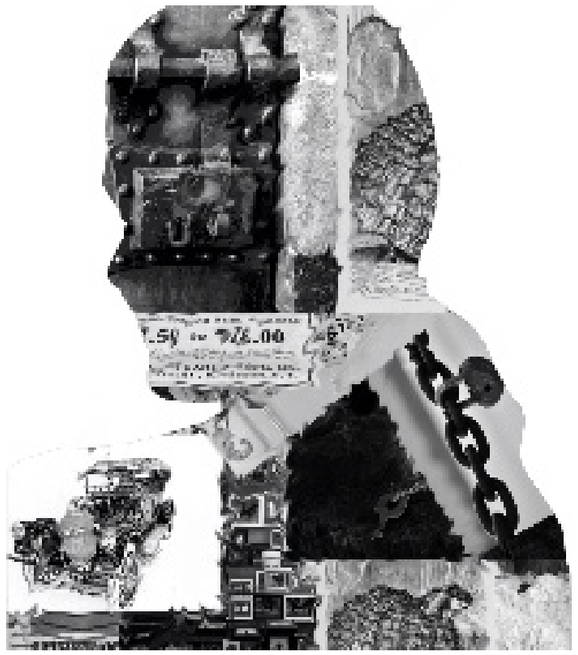


*real colors with darken layer*



*black and saturation layer*

*saturation + increase in noise*



*monochromatic*

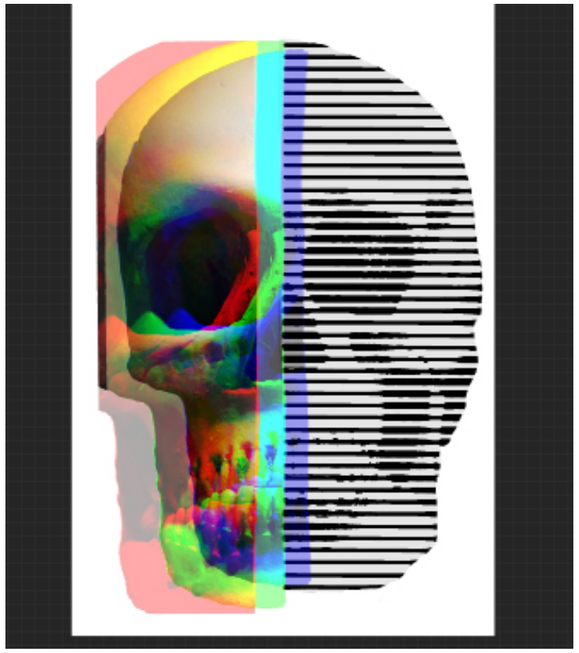
*pink version*

# Locks

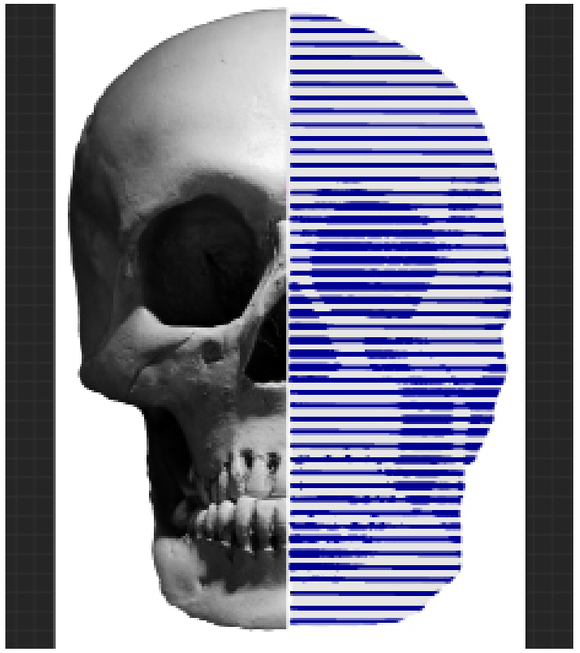
## DESIGN ITERATIONS AND IMPROVEMENTS

*Quidenet, commolorem aspis paria saeriosam aspidisimpor siminve*

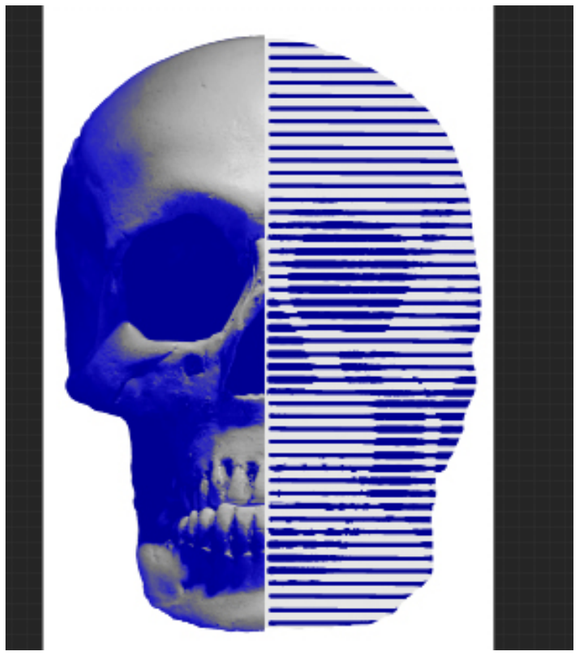
*Quidenet, commolorem aspis paria saeriosam aspidisimpor siminve*



*Quidenet, commolorem aspis paria saeriosam aspidisimpor siminve*



*Quidenet, commolorem aspis paria saeriosam aspidisimpor siminve*



*Quidenet, commolorem aspis paria saeriosam aspidisimpor siminve*

*Quidenet, commolorem aspis paria saeriosam aspidisimpor siminve*

*Quidenet, commolorem aspis paria saeriosam aspidisimpor siminve*

*Quidenet, commolorem aspis paria saeriosam aspidisimpor siminve*

# Locks

improvment

Initial collage

These were there the collages that I made. I much prefer the one on the right as I feel like its more represenative of an actual collage and looks more cohesive as a whole as well. The one on the left was my first attempt and thus was a little bit more ambitious. I much prefer my second version of the collage, as I not only belive that it better represents the theme of locks but also is also a more apporpriate layout given the theme.

# Locks

improvment

Final collage

These were there the collages that I made. I much prefer the one on the right as I feel like its more represenative of an actual collage and looks more cohesive as a whole as well. The one on the left was my first attempt and thus was a little bit more ambitious. I much prefer my second version of the collage, as I not only belive that it better represents the theme of locks but also is also a more apporpriate layout given the theme.

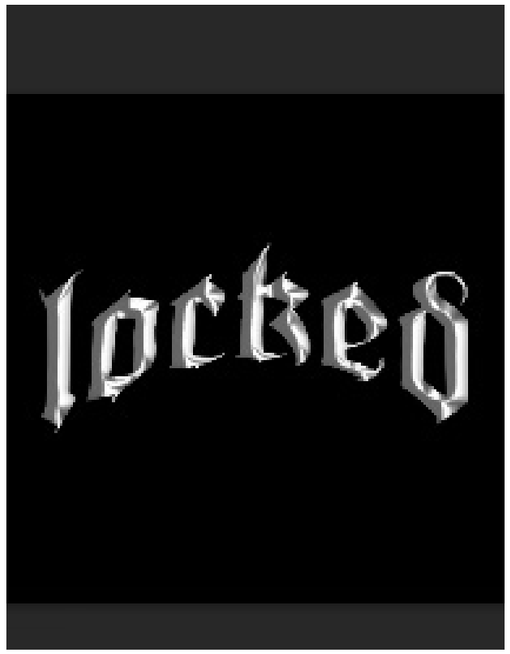
*This was a collage that I made of varios different elements that I would like to use. I ensured to add varius formats of locks in addtion to other pictures.*

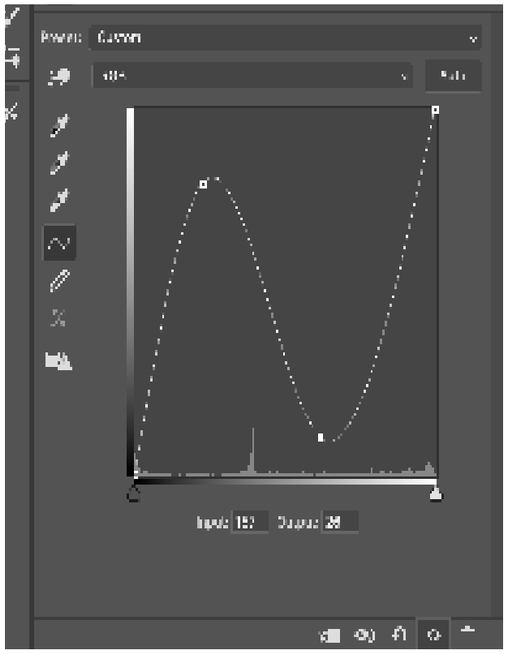
This was the compliation of the collage I created being overalyed on top of the outline of the clock.

This was me developing my work in order to experiment what works and what doesnt. From this compostion, I liked the idea of over laying the collage, however,  I am not too keen on the way it looks when in regards to the lock as I feel like it lacks unity.

# Locks

TYPOGRAPHY



This was my attempt at typography. I really wantted to try and include some format of unqiue typography that I had no yet explored as it was something that intrigued me. I used the bevlel and embose tool on photoshop in order to create the 3D look. I also warped the text in order to give the illusion of it being curved, thus adding depth.

LOCKED

Name: Billy Maggie Regular

Locked

Font: FINE GOLD

LOCKED

NAME: AMONTESA

LOCKED

Font: Classy

LOCKED

Name: KILLIGREW STILETTO

Locked

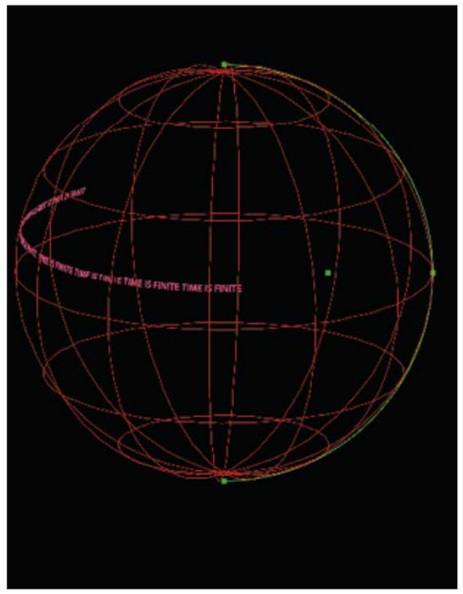
Font: Mingolia

LOCKED

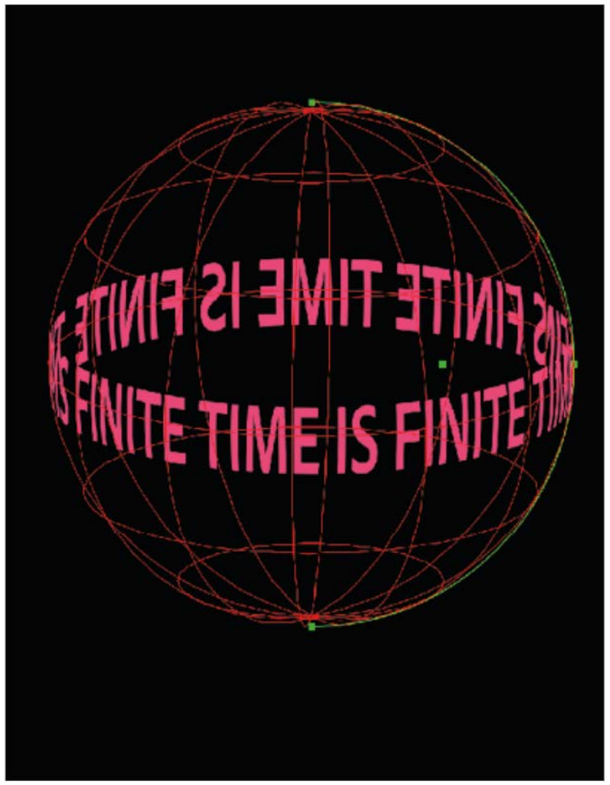
NAME: AWESOME SHOW

LOCKED

Font: Agosea



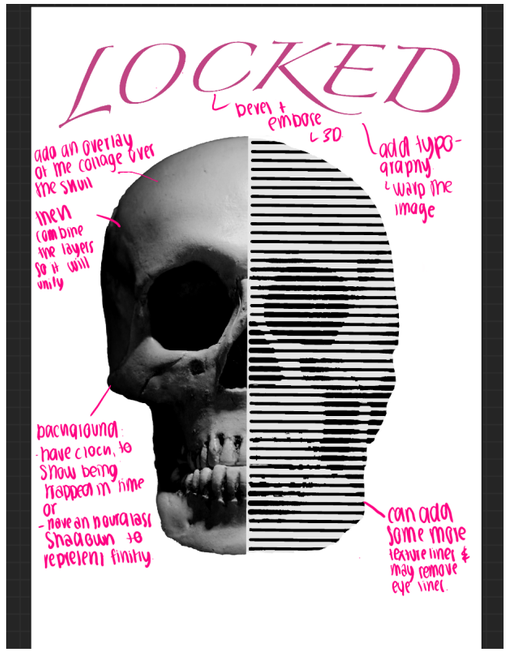
*I used the 3D revolve effect in order to create an axis to have the words rotate around.*



I add the solagn that I wantted to the axis and thus it made it 3D and added a really cool effect. I would ideally like to have this around the middle curve of the hour glass.

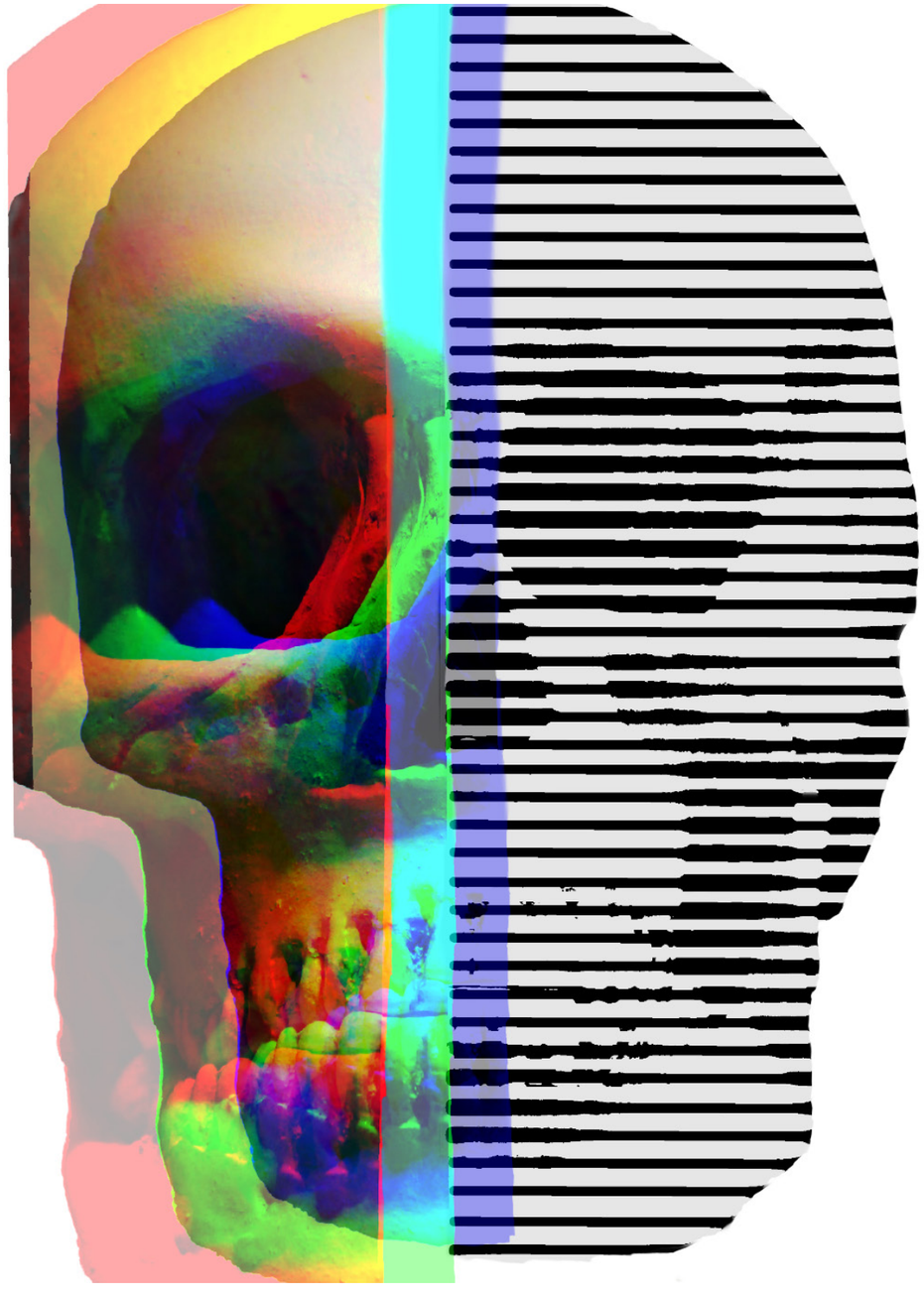
I experimented with a few different fonts in order to see which one worked best.

YOUR NAME

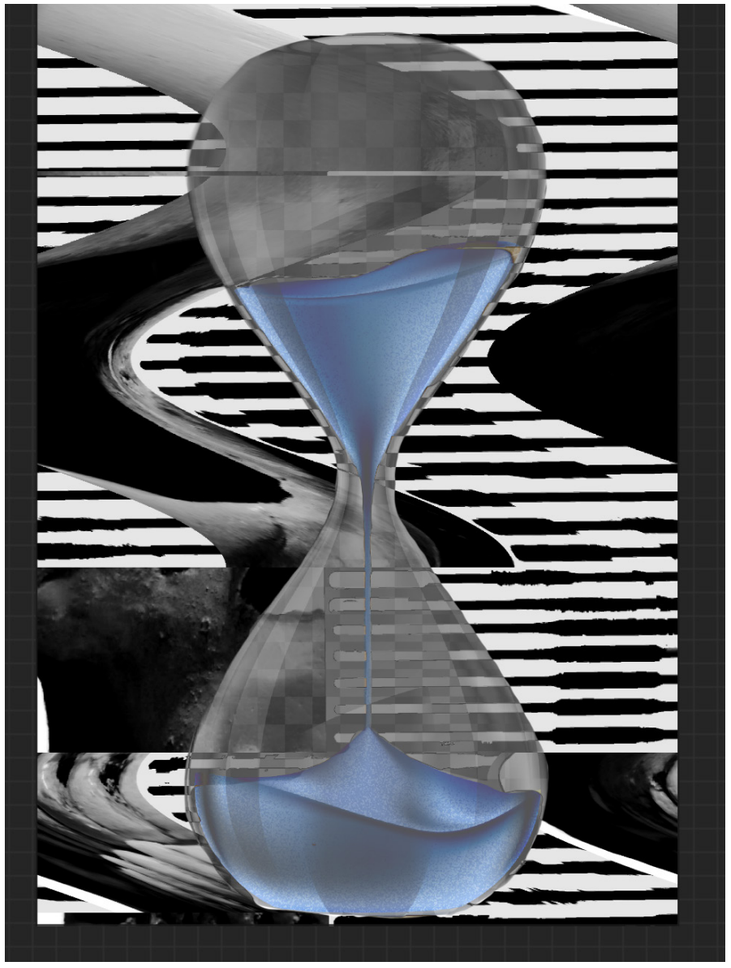


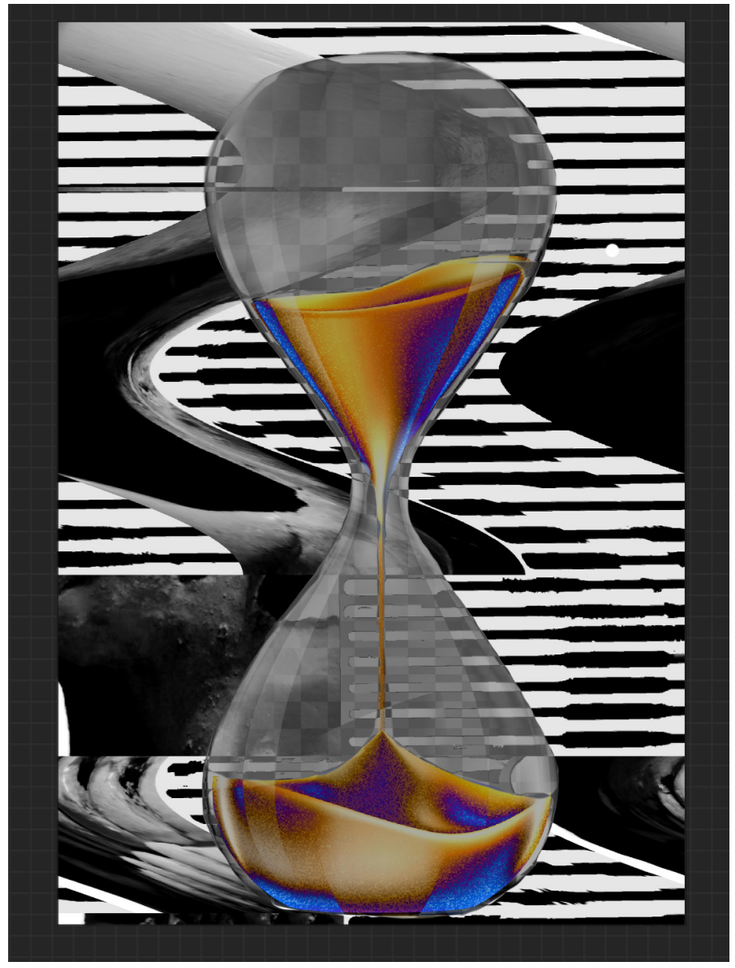

*This was a rough plan of my final work. I created it to give me direction and provide as a good refrence point.*

This was an element that I actually quite liked the look of as it incorporated both of collage and skull illustration. I liked the way the overlapped one anothed and created symetry whilist maintaing the contrast due the the lines vs solid composition.



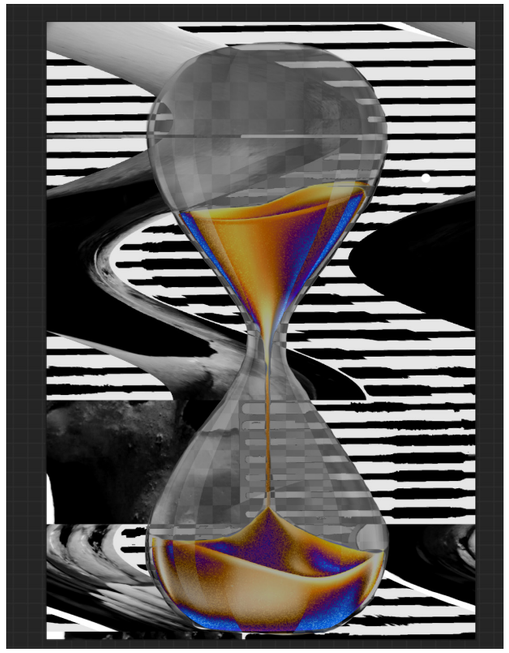
# Locks | itterations





# Locks

## FINAL DESIGN
## RE-CREATE
## 03

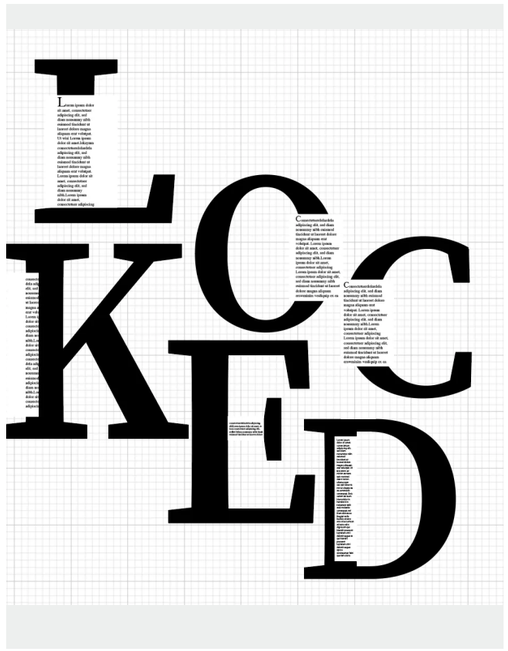


*This was a rough plan of my final work. I created it to give me direction and provide as a good refrence point.*

This was an element that I actually quite liked the look of as it incorporated both of collage and skull illustration. I liked the way the overlapped one anothed and created symetry whilist maintaing the contrast due the the lines vs solid composition.

# Locks

FINAL DESIGN
RE-CREATE
03




*This was an experimentation of typography. I felt like it could  work well with my final component, serving as a uniting force*

After having this collated, I decided to lay text over it in order to incoorperate the typography I experimented with.

YOUR NAME

# Locks

FINAL
RE-CREATIONS

## 01 Original

## 02 Hard Light

## 03 Difference

This was my experimentation of different layers, saturations, exposoures and other such things in understanding the different they play on the outcome. The first one is the orginal settings and no layouts over it. It is a little dull and has a more rustic approch. The second one is with the the hard light medium over it. This increased the saturation of the hour glass greatly but in contras decreased the concentration of the skull immsenlsy. The last alliteration was the difference layer, this completly changed the look of the illustration as it changed the color theme completely.

YOUR NAME

# Locks | Improvemnets

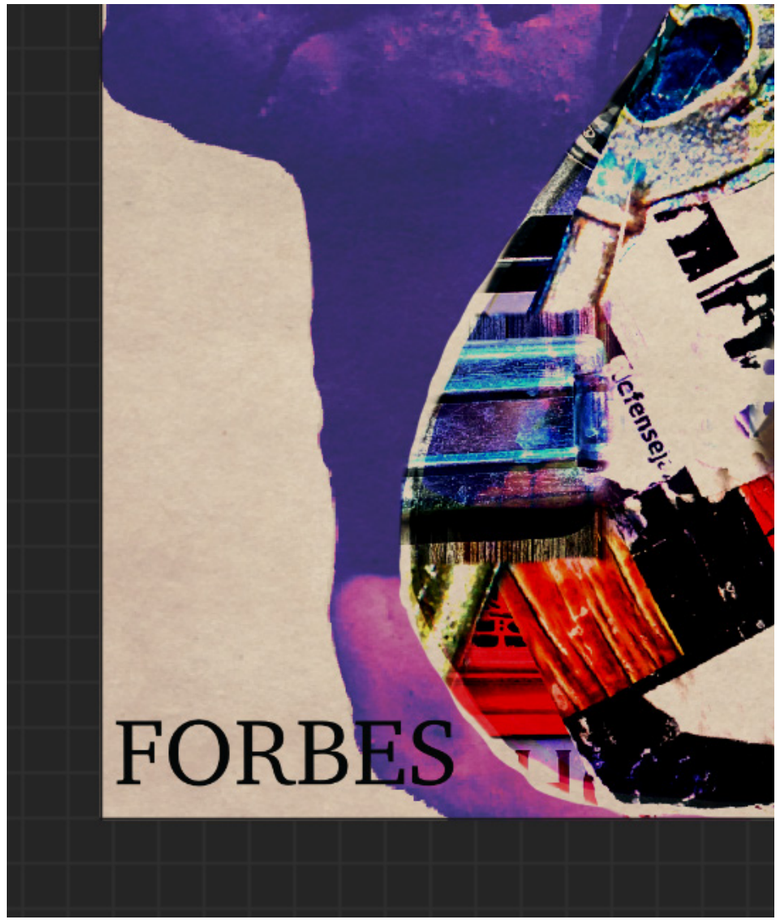
## 01 Analysis

After having done my intial set of developments and consolidating my work, I decided that I needed to refelct on my work a bit and decide where to go from here. Thus I decided to analyse my work, this gave me insight into what I needed to work on and what I could forgoe, it helped provide direction.

## 02 text

I added the text that I created before in the center arch as I felt like it added more depth and was a more creative way to include typograhy in the illustration

## 03 layout




I added the Forbes stamping on the corner as my article is written for them, thus my illustration needs to compliey with their layouts.

# Locks

Develop-
ments

*This was a rough plan of my final work. I created it to give me direction and provide as a good refrence point.*

This was an element that I actually quite liked the look of as it incorporated both of collage and skull illustration. I liked the way the overlapped one anothed and created symetry whilist maintaing the contrast due the the lines vs solid composition.

# Locks

FINAL

*I decided to experiment with adding a border to the hourglass as I felt like my work was lacking defintion.*

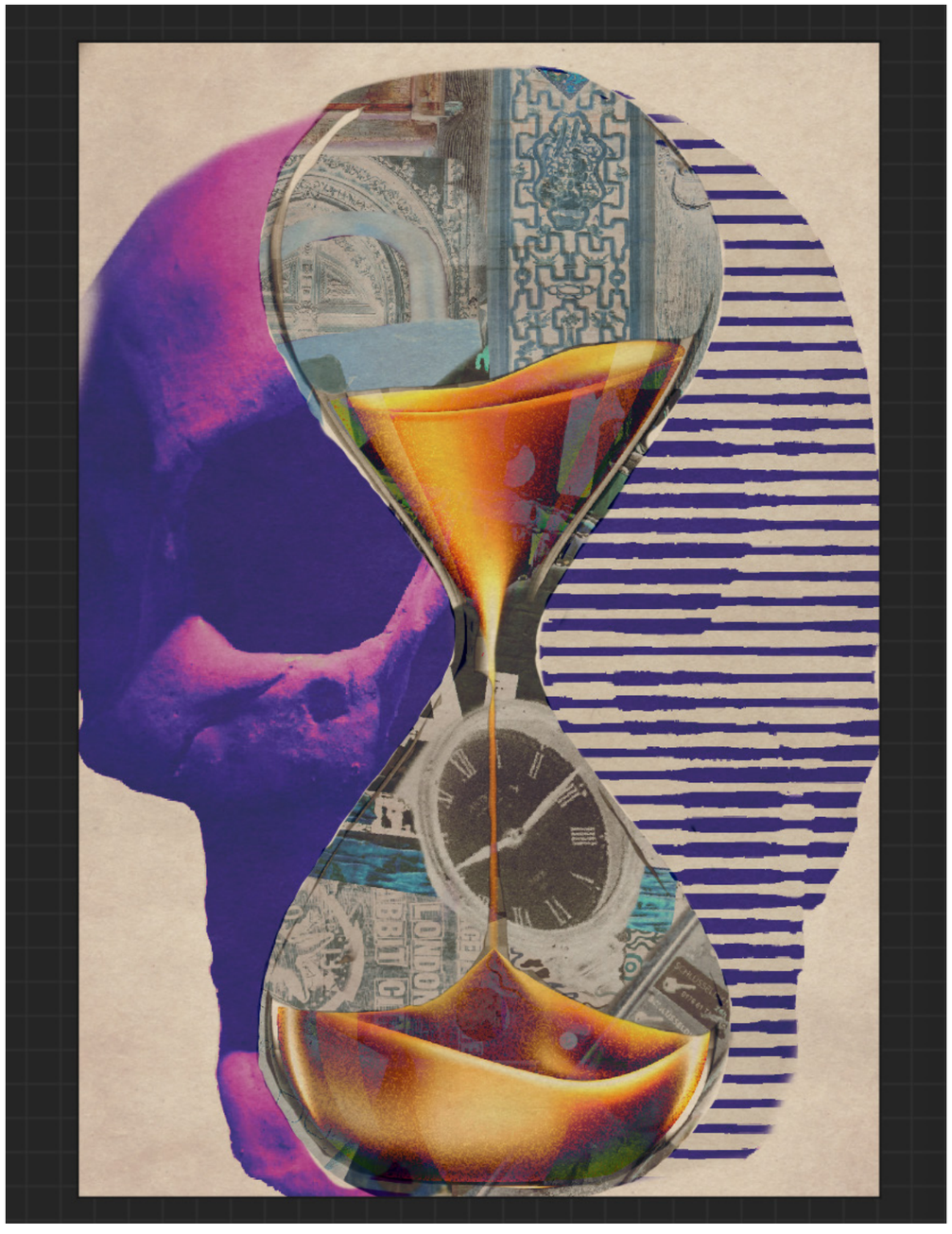
I really liked the way this turned out as it incorperated all of my perviosuly worked on skills, as well as produced something meaninful that would represent my theme.

# Locks

FINAL

*This was a rough plan of my final work. I created it to give me direction and provide as a good refrence point.*

This was an element that I actually quite liked the look of as it incorporated both of collage and skull illustration. I liked the way the overlapped one anothed and created symetry whilist maintaing the contrast due the the lines vs solid composition.



# All roads lead to glory.

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aenean auctor vestibulum sagittis. Sed finibus dolor ac pretium luctus. Vestibulum id ultrices augue. Pellentesque feugiat convallis mollis. Quisque eget condimentum est, sit amet tempus nisi. Aliquam tortor orci, vulputate vel lacinia ac, venenatis nec risus. Curabitur felis turpis, vehicula ac felis in, consectetur interdum tortor. Suspendisse sit amet lectus pharetra, luctus velit nec, consequat urna. Nunc ipsum leo, lobortis at tortor nec, dapibus fermentum lacus. Proin blandit ligula lacus, a placerat dolor congue at. Integer porttitor varius nunc quis sodales. Pellentesque nibh nisl, pulvinar non gravida et, malesuada ac sem. Donec ligula nunc, accumsan ut orci a, tempor ornare magna. Nulla hendrerit, turpis eu ultrices aliquet, ex odio tincidunt felis, id pulvinar lorem sem et ante.

Etiam malesuada, magna ut porttitor mattis, erat nunc venenatis enim, sit amet feugiat nisi sem non velit. Etiam quam sapien, euismod sed neque id, faucibus pulvinar diam. Integer nec aliquet neque.

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Suspendisse condimentum est quis libero eleifend cursus sed eget erat. Nunc ut metus nec elit consectetur placerat et eleifend diam. Morbi ante augue, lacinia ut est ac, scelerisque finibus nibh. Sed cursus efficitur efficitur. Quisque id odio congue enim bibendum euismod id quis nunc. Nam sed luctus eros, a convallis enim. Curabitur sit amet congue arcu, sed gravida magna. Phasellus porta consectetur elementum. Mauris tincidunt eros eleifend diam accumsan, quis ullamcorper lectus cursus. Pellentesque efficitur lacus nec orci ornare, at gravida orci pellentesque.

Morbi vitae malesuada dui, quis blandit nulla. Integer mattis ornare ex, a pulvinar enim tempor ut. Vestibulum sit amet scelerisque nunc, eget tincidunt quam. Maecenas a libero sit amet tortor congue varius quis dignissim nisl. Proin interdum maximus risus, sit amet mollis sapien ultricies nec. Nullam euismod nec velit sit amet tempor. Nullam vel bibendum ipsum. Cras vel risus iaculis, gravida nibh non, varius felis.

# lock

## EXTERNALLY SET ASSIGNMENT