

International GCSE Art and Design

Three-dimensional Design
Component 1
Total mark = 60



	AO1 Develop	AO2 Refine	AO3 Record	AO4 Realise intentions
Mark	15	14	15	16
Mark band	Level 5 Fully confident and assured ability	Level 5 Mostly confident and assured ability	Level 5 Fully confident and assured ability	Level 6 Just exceptional ability
			Total	60

Mark band:

Mark band 5 – Confident and assured ability

Key word descriptors from the taxonomy:

Advanced, comprehensive, perceptive, exciting, in-depth, fully resolved, risk-taking

Centre number:

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Title:

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Subject code:

Candidate name:

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Candidate number:

International GCSE assessment grid – Examiners will use this assessment grid to assess all student work for both components and all titles

Assessment Objectives	Mark Band 1 LIMITED ABILITY <i>Insufficient knowledge, understanding and skills; minimal evidence of, and lack of structure in, the development and recording of ideas</i>			Mark Band 2 BASIC ABILITY <i>Some knowledge, understanding and skills demonstrated but they are simplistic and deliberate; some structure and repetition in the development and recording of ideas</i>			Mark Band 3 EMERGING COMPETENT ABILITY <i>Knowledge, understanding and skills are generally adequate but safe</i>			Mark Band 4 COMPETENT AND CONSISTENT ABILITY <i>Knowledge, understanding and skills are secure and cohesive throughout</i>			Mark Band 5 CONFIDENT AND ASSURED ABILITY <i>Knowledge, understanding and skills are effective and focused throughout</i>			Mark Band 6 EXCEPTIONAL ABILITY <i>Knowledge, understanding and skills are in-depth, perceptive and accomplished throughout</i>		
	Just	Mostly	Fully	Just	Mostly	Fully	Just	Mostly	Fully	Just	Mostly	Fully	Just	Mostly	Fully	Just	Mostly	Fully
AO1 Develop ideas through investigations, demonstrating critical understanding of sources	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
<ul style="list-style-type: none"> Development of ideas through investigations shows limited ability. The investigation process shows limited critical understanding of the context of own ideas and the sources that have informed them. Limited attempts are made to analyse and make connections. 	<ul style="list-style-type: none"> Development of ideas through investigations shows basic ability. The investigation process shows basic critical understanding of the context of own ideas and the sources that have informed them. Basic understanding of some issues when analysing and making connections. 	<ul style="list-style-type: none"> Development of ideas through investigations shows emerging competence. The investigation process shows emerging critical understanding of the context of own ideas and the sources that have informed them. Emerging competent consideration of issues shown when analysing and making connections. 	<ul style="list-style-type: none"> Development of ideas through investigations shows competent and consistent ability. The investigation process shows competent and consistent critical understanding of the context of own ideas and the sources that have informed them. Competent and consistent judgements shown when analysing and making connections. 	<ul style="list-style-type: none"> Development of ideas through investigations shows confident and assured ability. The investigation process shows confident and assured critical understanding of the context of own ideas and the sources that have informed them. Shows confident and assured understanding of complex issues, heightened analysis, informed connections. 	<ul style="list-style-type: none"> Development of ideas through investigations shows exceptional ability. The investigation process shows exceptional critical understanding of the context of own ideas and the sources that have informed them. Exceptional analysis and connections. 													
AO2 Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
<ul style="list-style-type: none"> Limited ability to refine work, driven by insights gained through exploration of ideas and reflection. Ideas are consolidated too early and not fully realised. Limited ability to explore ideas through a process of experimentation and review. Limited ability to select and experiment with media, materials, techniques and processes appropriate to personal intentions. 	<ul style="list-style-type: none"> Basic ability to refine work, driven by insights gained through exploration of ideas and reflection. Basic ability to explore ideas through a process of experimentation and review. Basic ability to select and experiment with media, materials, techniques and processes appropriate to personal intentions. 	<ul style="list-style-type: none"> Emerging competent ability to refine work, driven by insights gained through exploration of ideas and reflection. Emerging competent ability to explore ideas through a process of experimentation and review. Emerging competent ability to select and experiment with media, materials, techniques and processes appropriate to personal intentions. 	<ul style="list-style-type: none"> Competent and consistent ability to refine work, driven by insights gained through exploration of ideas and reflection. Competent and consistent ability to explore ideas through a process of experimentation and review. Competent and consistent ability to select and experiment with media, materials, techniques and processes appropriate to personal intentions. 	<ul style="list-style-type: none"> Confident and assured ability to refine work, driven by insights gained through exploration of ideas and reflection. Confident and assured ability to explore ideas through a process of experimentation and review. Confident and assured ability to select and experiment with media, materials, techniques and processes appropriate to personal intentions. 	<ul style="list-style-type: none"> Exceptional ability to refine work, informed by insights gained through exploration of ideas and reflection. Exceptional ability to explore ideas through a process of experimentation and review. Exceptional ability to select and experiment with media, materials, techniques and processes appropriate to personal intentions. 													
AO3 Record ideas, observations and insights relevant to intentions as work progresses	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
<ul style="list-style-type: none"> Limited ability to record ideas, observations and insights related to personal work and the work of others through visual and other methods. Limited ability to record relevant to intentions. Limited use of skills and techniques while recording from observation, experience and ideas. 	<ul style="list-style-type: none"> Basic ability to record ideas, observations and insights related to personal work and the work of others through visual and other methods. Basic ability to record relevant to intentions. Basic use of skills and techniques while recording from observation, experience and ideas. 	<ul style="list-style-type: none"> Emerging competent ability to record ideas, observations and insights related to personal work and the work of others through visual and other methods. Emerging competent ability to record relevant to intentions. Emerging competent use of skills and techniques while recording from observation, experience and ideas. 	<ul style="list-style-type: none"> Competent and consistent ability to record ideas, observations and insights related to personal work and the work of others through visual and other methods. Competent and consistent ability to record relevant to intentions. Competent and consistent command of skills and techniques while recording from observation, experience and ideas. 	<ul style="list-style-type: none"> Confident and assured ability to record ideas, observations and insights related to personal work and the work of others through visual and other methods. Confident and assured ability to record relevant to intentions. Confident and assured use of skills and techniques while recording from observation, experience and ideas. 	<ul style="list-style-type: none"> Exceptional ability to record ideas, observations and insights related to personal work and the work of others through visual and other methods. Exceptional ability to record relevant to intentions. Exceptional use of skills and techniques while recording from observation, experience and ideas. 													
AO4 Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
<ul style="list-style-type: none"> Limited ability to produce a personal and meaningful response. Limited ability to realise intentions. Realisations demonstrate limited understanding of visual language through application of formal elements. Little appreciation of aesthetic consideration in personal style. 	<ul style="list-style-type: none"> Basic ability to produce a personal and meaningful response with a tendency to repeat ideas. Basic ability to realise intentions. Realisations demonstrate basic understanding of visual language through application of formal elements. A lack of technical competency frustrates personal style. 	<ul style="list-style-type: none"> Emerging competent ability to produce a personal and meaningful response. Emerging competent understanding to realise intentions. Realisations demonstrate emerging competent understanding of visual language through application of formal elements. Demonstrates methodical personal style. 	<ul style="list-style-type: none"> Competent and consistent ability to produce a personal and meaningful response. Competent and consistent ability to realise intentions. Realisations demonstrate competent and consistent understanding of visual language through application of formal elements. Demonstrates imaginative personal style. 	<ul style="list-style-type: none"> Confident and assured ability to produce a personal and meaningful response. Confident and assured ability to realise intentions. Realisations demonstrate confident and assured understanding of visual language through application of formal elements. Demonstrates independence and exciting personal style. 	<ul style="list-style-type: none"> Exceptional ability to produce a personal and meaningful response. Exceptional ability to realise intentions. Realisations demonstrate exceptional understanding of visual language through application of formal elements. 													

Recording of marks for all International GCSE work							Total marks out of 72 for each component		
Component	AO1 marks: indicate a mark out of 18		AO2 marks: indicate a mark out of 18		AO3 marks: indicate a mark out of 18		AO4 marks: indicate a mark out of 18		
Component 1 Personal Portfolio	AO1 mark		AO2 mark		AO3 mark		AO4 mark		Total COMPONENT 1
Component 2 Externally Set Assignment	AO1 mark		AO2 mark		AO3 mark		AO4 mark		Total COMPONENT 2

Total

Pearson – International GCSE Art and Design Taxonomy

How to use the Taxonomy in conjunction with the Assessment Grid

Both components in this qualification are 100% externally assessed, however centres will find it helpful to use the taxonomy and assessment grid to provide feedback on student's progress.

- When assessing work for each component, examiners will make a holistic judgement using the descriptors in the taxonomy, to establish which performance band matches most closely the candidate's work.
- Candidate's work that falls between two performance bands must achieve all the keyword descriptors in the lower band and some in the band above. Where this happens, examiners will use their professional judgement to decide which performance band is most appropriate using a 'best-fit' approach.
- After a performance band has been established, the next stage is to use the assessment grid to decide a mark within the performance band. Read through '*Applying the Assessment Grid*' on page 41 of the specification prior to establishing a mark for each assessment objective and total mark.

Performance bands	BELOW/INTERNATIONAL GCSE STANDARD (0)	LIMITED		BASIC		EMERGING COMPETENT		COMPETENT & CONSISTENT		CONFIDENT & ASSURED		EXCEPTIONAL
			LIMITED / BASIC		BASIC/EMERGING COMPETENT		EMERGING COMPETENT / COMPETENT & CONSISTENT		COMPETENT & CONSISTENT / CONFIDENT & ASSURED		CONFIDENT & ASSURED / EXCEPTIONAL	
Consider the keyword descriptors to the right carefully. Has the candidate achieved all, most or some of the descriptors?	No rewardable material	Unstructured Clumsy Disjointed Minimal Rudimentary	The candidate has achieved all of the keyword descriptors in the lower band and some of those above.	Deliberate Methodical Superficial Partial Unresolved Simplistic	The candidate has achieved all of the keyword descriptors in the lower band and some of those above.	Reflective Predictable Broadening Repetitive Intentional Adequate	The candidate has achieved all of the keyword descriptors in the lower band and some of those above.	Informed Purposeful Diverse Sustained Skilful Effective	The candidate has achieved all of the keyword descriptors in the lower band and some of those above.	Advanced Comprehensive Perceptive Exciting In-depth Fully resolved Risk-taking	The candidate has achieved all of the keyword descriptors in the lower band and some of those above.	Highly skilled Inspired Intuitive Sophisticated Insightful Powerful Daring Unexpected Outstanding
	0 marks	1 – 12 marks	13 14 15 marks	16 – 24 marks	25 26 27 marks	28 – 36 marks	37 38 39 marks	40 – 48 Marks	49 50 51 marks	52 – 60 marks	61 62 63 marks	64 – 72 marks

*Please note that as of November 2023, the Level 1 key word descriptor 'Crude' has been changed to 'Rudimentary'

the disillusionment of growing up

IGCSE 3D design : component 1

Artist's statement

Picture this: You're a child, running through fields of wildflowers, chasing after butterflies and laughing without a care in the world. You believe that anything is possible, that the world is a magical place full of wonder and adventure. But slowly and surely, the veil begins to lift. You start to see the world for what it truly is — a complex and often harsh place, full of challenges and disappointments.

My work alludes to the universal experience of watching the world lose its enchanting luster as the carefree days of childhood fade away. Through my work, I hope to capture the disillusionment of growing up, and the disenchanting contrast between the world as I saw it as a child, and the world we gaze upon now.

Visual mindmap



THE DISILLUSIONMENT OF GROWING UP

IGCSE ART : 3D design component I

artist's statement

Picture this. You're a child, running through fields of wildflowers, chasing after butterflies and laughing without a care in the world. You believe that anything is possible, that the world is a magical place full of wonder and adventure. But then, slowly and surely, the veil begins to lift. You start to see the world for what it truly is — a complex and often harsh place, full of challenges and disappointments.

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OBSERVATIONAL DRAWINGS

OBSERVATIONAL PHOTOS

Victoria park, HK



→ bright, vibrant and saturated colours
→ presence of light

the world, from the eyes of a child.



USA, 2018



"expectation" – friendship lasts forever.

a photo taken at the same location, nearly a year after, at nightfall.

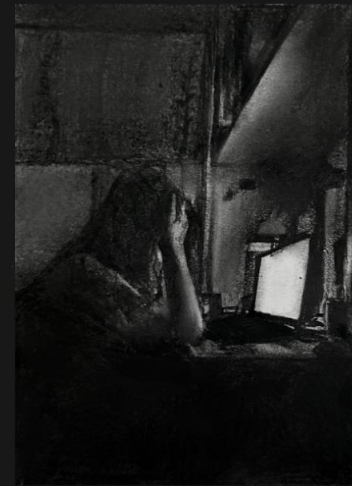


Victoria Park, Hong Kong



medium: gouache paint

Stress and fatigue, feelings that were blissfully absent from our childhood days, begin to loom over us like sweeping shadows as we grow older. The expectation, or illusion, that the world is a carefree and vibrant place, gradually falls apart.



medium: pencil

observational photos: the world through the eyes of people who have long since buried their inner child.



medium: gouache paint

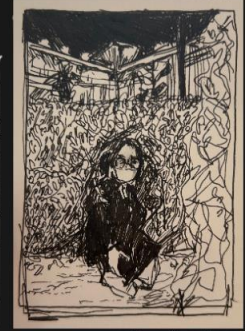


→ a large visual contrast between light and dark + the imagery of a staircase
→ the loss of light as one grows up

→ darkness, shadows
→ muted tones and desaturated, dim colours



a myriad of news articles on crimes and corruption



medium: fine-liner pen

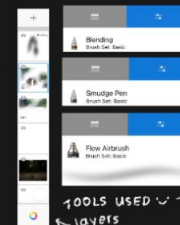
the blurry, fog-like effect emulates the slowly fading memories of a better time. The illusion fades away, taking with it the colourful days of youth.



"reality" – nothing is truly constant.

PHOTOMONTAGE EXPERIMENT

software used: Autodesk Sketchbook



TOOLS USED
→ layers



The photo evokes a sense of claustrophobia and the feeling of being forced into a mould that does not fit

→ flinching away from the harsh, glaring flashlight

→ the impossible wish of returning to one's childhood, playing among the bushes.

PRIMARY OBSERVATIONS (continued)

📍 Mt Museum, Hong Kong

observational photo

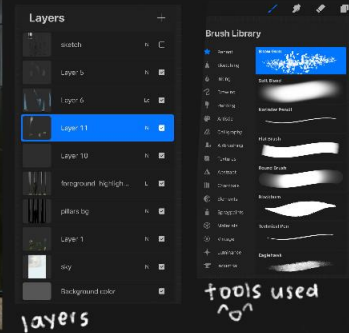


medium: digital art
software: Procreate

POSITIVE / SPACE
NEGATIVE

In the photo, the pillars look as though they are bars of a prison cell, evoking a sense of entrapment.

This mirrors how the simple, carefree and lush childhood world is locked out of reach. Gaze yearningly as we might, it is impossible to return to those simpler times.



tools used
layers

ARTWORK RESEARCH: Marsk Watchtower

📍 Wadden Sea National Park, Denmark.

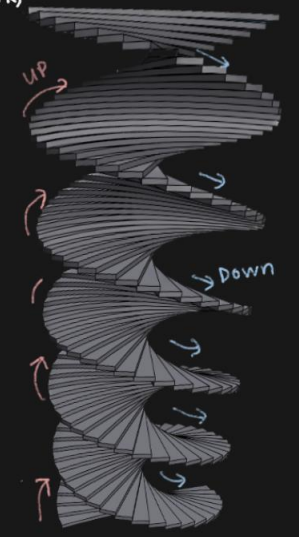
designed by architecture studio BIG (Bjarke Ingels Group)

The Marsk Watchtower features a striking spiral staircase that leads visitors to a viewing platform at the top, providing a panoramic view of the surrounding marshland.



KEY FEATURES:

- Spiral staircase – inspired by the human DNA
- Weathering steel – (corten steel) Sense of warmth & texture + allows the tower to blend in with the landscape. durable & sustainable.



The spiral form and the railings made me think of the dizzying path of growing up. It could be a way to portray the process of growing up with the use of space.

My Study/transcription
medium: digital 3D modelling
software: 3D Shapr

ARTIST RESEARCH: Aya Takano

Aya Takano is a contemporary Japanese artist known for her whimsical and dreamlike artworks. Her work often feature childlike figures in fantastical settings, and often explores themes of femininity, childhood, Japanese social culture and the human condition.



(work from "The Jelly Civilization Chronicle")

ANALYSIS
• bold use of colour – utilises different saturations in her art.

- playful & fantastical imagery + theme of youth
- emphasis on the female form, femininity
- fine, delicate lines (outlines) → lightness
- Superflat movement + Surrealist influence

Aya Takano's work offered me intriguing insight into both the dreamlike "childhood" world and the dark, murky realm of reality.



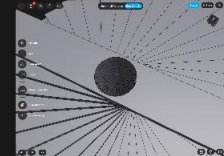
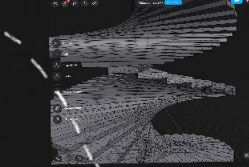
black + dark colours: somber, dull mood.
crow: symbol of death...



cloudy & hazy brushstrokes: dreamlike quality.
DARKER THEMES linked to adulthood
environmental degradation, social isolation, suicide and exploitation.



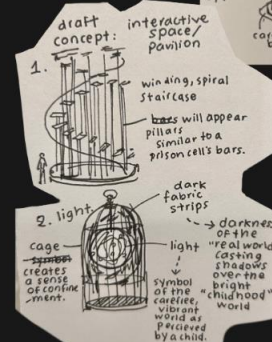
applying her style into my work



INTERIM OUTCOME / MOCK-UP: Design sketch



INITIAL IDEAS



Post-mock up evaluation FLAWS TO REFLECT ON/REFINE:

1. [design] the stairs are not accessible, users cannot interact nor experience the path formed. ...
2. [construction] using wood glue and later, blu-tack, fails to hold the structure up in a stable way. ...
3. [design] the design seems rather plain? It doesn't really convey the theme effectively...



ARTWORK TRANSCRIPTION
medium: gouache paint

MEDIA EXPERIMENTATION: Abstract mark making



medium: acrylic paint, soft pastel, charcoal

Abstract mark making is the creation of non-figurative and non-representational markings on any surface. Through this media experimentation, I could freely explore the expressive potential of line, shape, color and texture, without the constraint of needing to represent certain objects,

my composition, made listening to different music soundtracks.

- Viewed from the Spire — Stina Nordenstam
- Set sail to nowhere — The Soul's Release
- In the end — Charlotte Gainsbourg
- Khoiba — Pathetic
- In a manner of speaking — Nouvelle Vague
- Dog on wheels — Belle & Sebastian
- Desert — Emilie Simon
- Little Cripple — Lux
- Higa — Björk

3D outcome inspired by 2D piece

Just as the abstract mark-making experimentation allowed me to explore elements of two-dimensional art, creating a 3D outcome allowed me to explore space, rhythm and other such elements.



other works made improvisationally with the tool.



medium: ink and watercolor



ADDITIONAL RESEARCH: selection of materials key qualities to consider

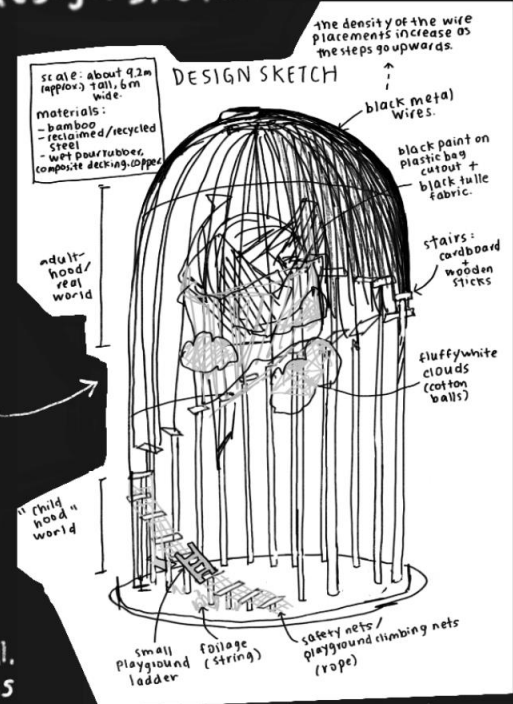
1. Durability
2. Slip resistance, safety
3. Maintenance
4. Sustainability
5. cost
6. visuals (texture, colour)

- Bamboo
- Reclaimed Steel
- copper
- wet pour rubber
- composite decking
- wood cork

- materials used:
- fabric
 - string
 - cotton
 - acrylic paint
 - metal wire

throughout the process of creating a 3D outcome, I was given the opportunity to work with materials I have rarely explored before, such as different types of fabrics.

final outcome: design sketch



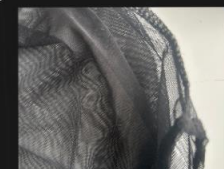
MEDIA EXPERIMENTATION II: Light and different materials



black acrylic paint on plastic bag



soft black fabric



tulle fabric



- ✓ adjustable opacity
- ✓ unique textures
- ✓ can stretch to a limited extent, might tear.



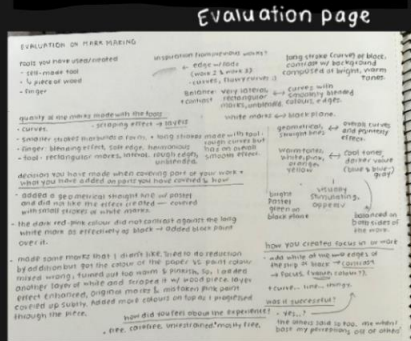
- ✓ soft uniform texture
- ✓ stretchy



- ✓ prominent, uniform texture
- ✗ cannot really be stretched

In the end, I decided to use all three due to their unique textures and forms, which may create interesting visual effects. This media experiment gave me a much-needed look into how different materials can create different effects under light.

edges tend to fold more sharply.



IDEA DEVELOPMENT

After experimenting with abstract mark-making, I realised that I need not confine myself to only using certain materials and adhering to one style or one colour scheme, as I had diligently done so before. As I took my first step out of my comfort zone in the media experimentation, I decided to revisit my past works and research to seek deeper inspiration.



(DRAFT) concept drawings



observational photos

the world, through the eyes of a child.

the dark realities and unwanted truths of the world, unveiled as one grows older



Common characteristics:
→ bright, vibrant & saturated colours
→ bright smiles ~
→ natural elements - foliage and trees
→ presence of light



childlike awe and curiosity

the impossible wish of returning to one's childhood playing in the bushes.

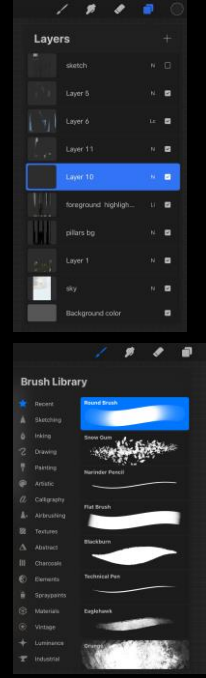
claustrophobic feeling induced by the sinister, jagged branches and the too-small note.

the positive space and the darkness of the pillars look akin to the bars of a prison cell.
staring out tiredly but yearningly → inability to return to fond childhood days.

Common characteristics:
→ dark, desaturated & muted colours
→ shadows and darkness
→ slumped, slouched postures
→ subjects of the photos take up little positive space → ironic sense of smallness, insecurity & dread.



observational drawings



This photo depicts a child playing football in a park, a simple and carefree action and a part of his little world.



In this photo, a figure is slumped and gazing out at the tranquil but unreachable scenery. The positive and negative space of the columns creates a visual effect that the figure is trapped behind bars.

The photo conveys a sense of entrapment and futile yearning for the past.

Medium : digital art
Software : Procreate

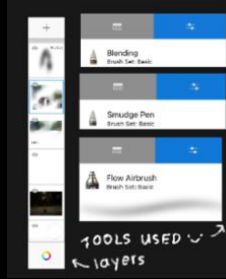


Medium : gouache paint

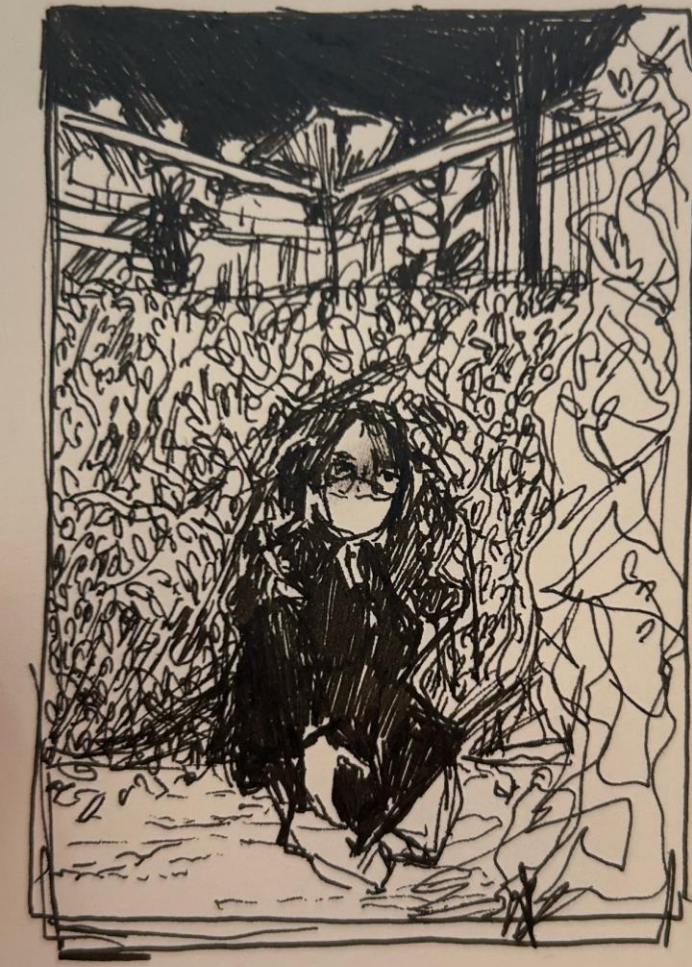
observational drawings + photomontage

Visual outcome : photomontage

Software used : Autodesk Sketchbook



The photo portrays a person huddled inside a too-small hole in the bushes. The sinister, jutting textures of the branches creates a claustrophobic and harsh atmosphere. This shows that unlike in one's childhood, playing among the bushes, growing up has forcefully opened their eyes to the darker truths of the world.



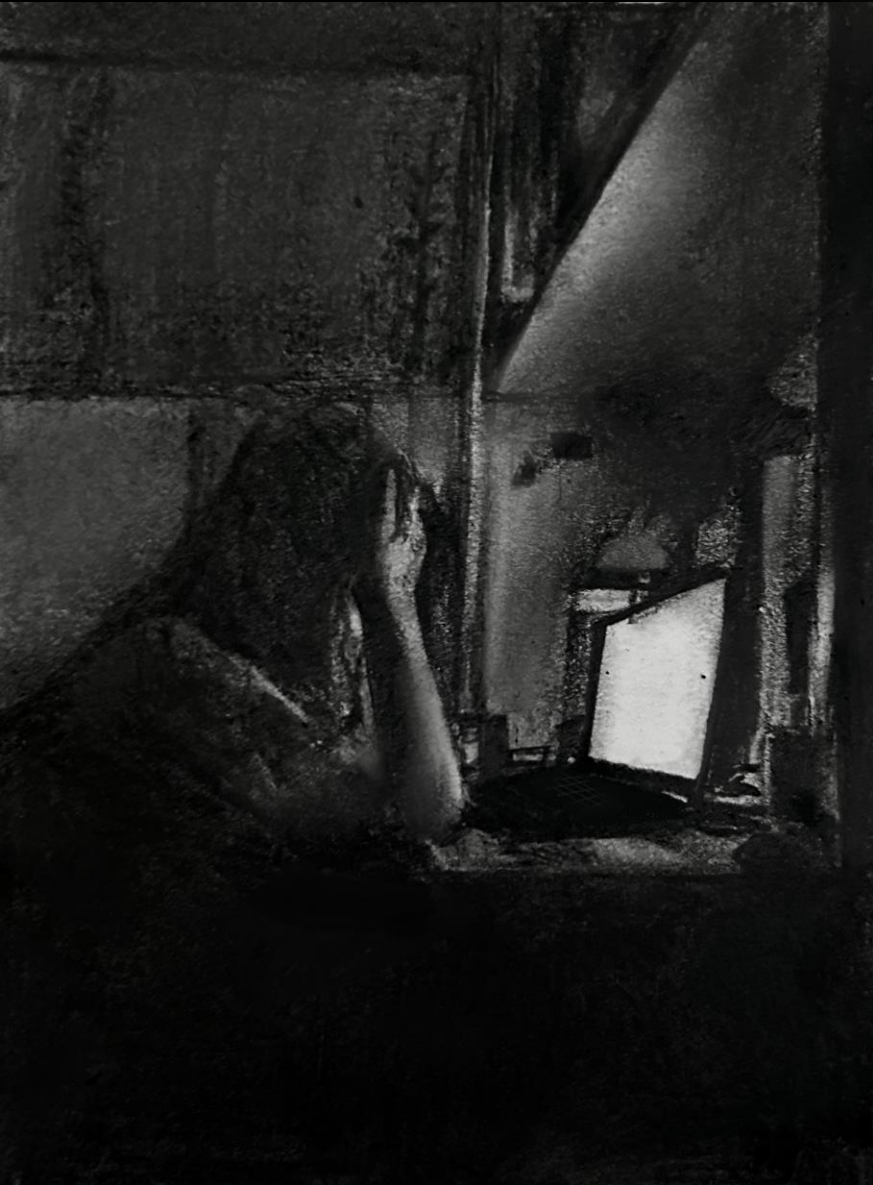
These two photos were taken in the same location. It shows what the person thought growing up would be like, versus the unspoken but often true face of growing up.

A fog-like, blurry effect is created with the use of digital tools, creating a dreamlike, hazy sensation that shows the person's perceptions and how it clashes with their childhood expectations.



observational drawings

Medium: pencil



In this photo, there is a stark contrast between light and dark, and I focused on this by using pencil, a monotone medium. It depicts a stressed and tired person grasping her head in her hands.



There is also a stark contrast between light and dark in this photo, as well as between the vibrant orange colour and the dull grey and black. This photo shows a figure on the stairs with her back turned against the darkness, seemingly unaware.



Medium: poster colour, acrylic paint

artist research: Aya Takano

Aya Takano is a contemporary Japanese artist known for her whimsical and dreamlike artworks. Her work often feature childlike figures in fantastical settings, and often explores themes of femininity, childhood, Japanese social culture and the human condition.

Artist's work – transcription
Medium: gouache paint



- femininity
- vulnerability

black + dark colours: somber, dull mood.
crow: symbol of death ...

cloudy & hazy brushstrokes: dreamlike quality.

DARKER THEMES linked to adulthood
environmental degradation, social isolation, suicide and exploitation.

- ANALYSIS**
- bold use of colour – utilises different saturations in her art.
 - playful & fantastical imagery + theme of youth
 - emphasis on the female form femininity
 - fine, delicate lines (outlines) → lightness
 - Superflat movement + surrealist influence



Source:
<http://www.dreamideamachine.com/?p=24109>



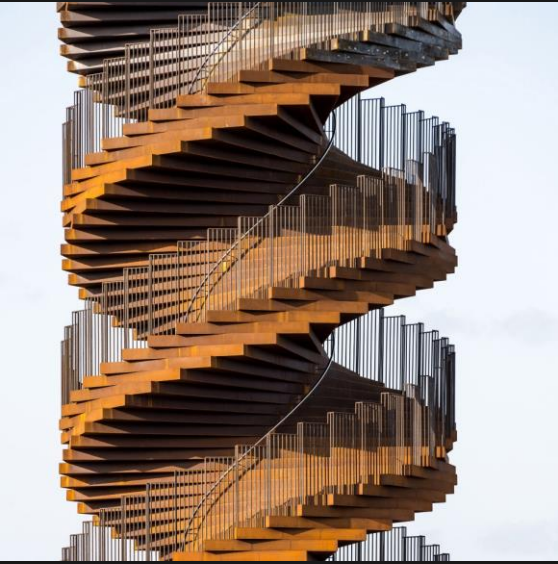
Source: MutualArt.com

Application of artist's style
Medium: gouache paint



artwork research: Marsk watchtower

(architecture)

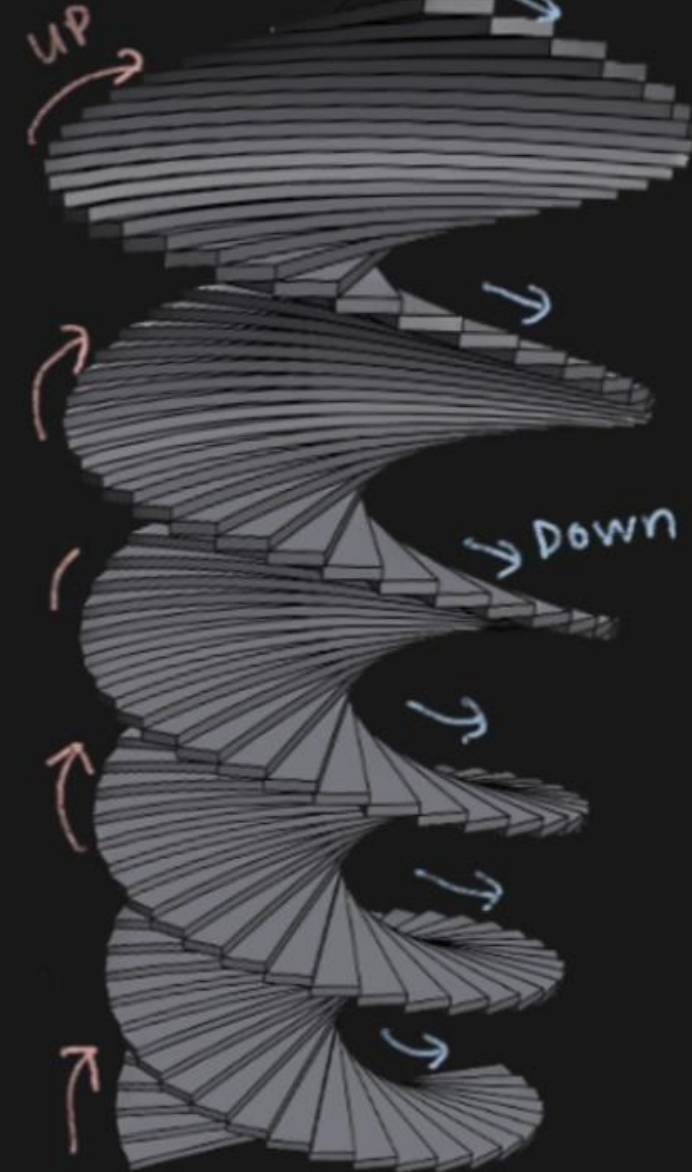
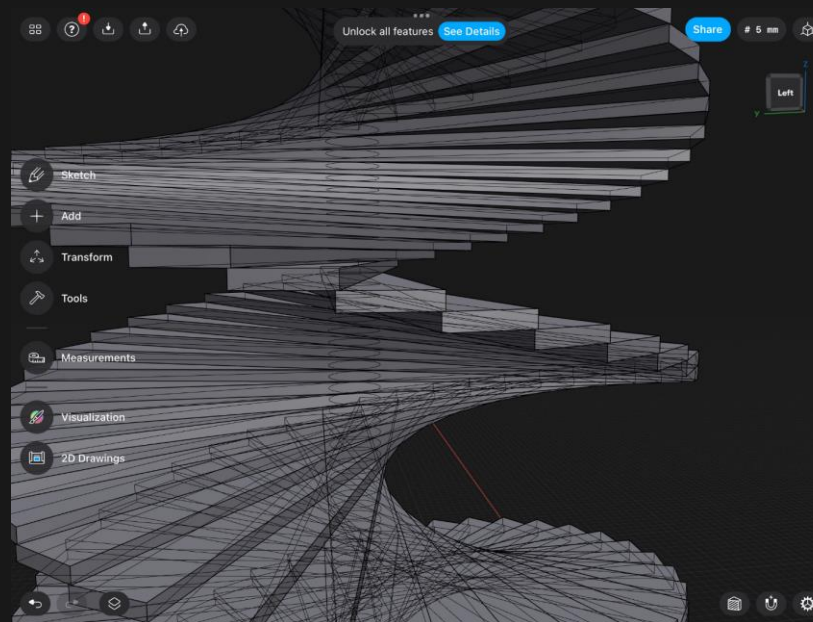


Wadden Sea National Park, Denmark.

designed by architecture studio BIG (Bjarke Ingels Group)

The Marsk Watchtower features a striking spiral staircase that leads visitors to a viewing platform at the top, providing a panoramic view of the surrounding marshland.

Software used: Shapr3D



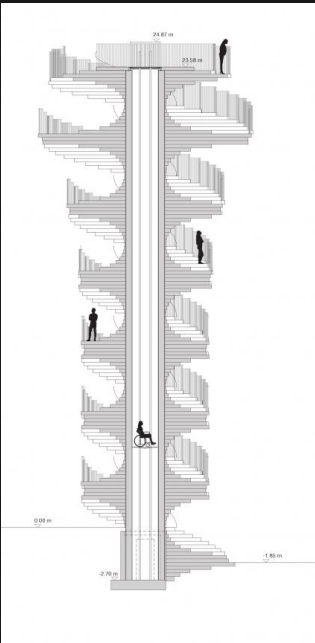
Source: <https://www.archdaily.com/966611/marsk-tower-big>

- spiral form of the watchtower
- the stairs that leads viewers to the top
- the fences lining the edges
- creates a **controlled upwards** path. The upwards path is also not a straight and direct path, but a winding and curved one. These elements inspired me on how I would create a pavilion or architectural structure that imitates the path and sensation of growing up.

My artwork study (transcription) : 3D modelling

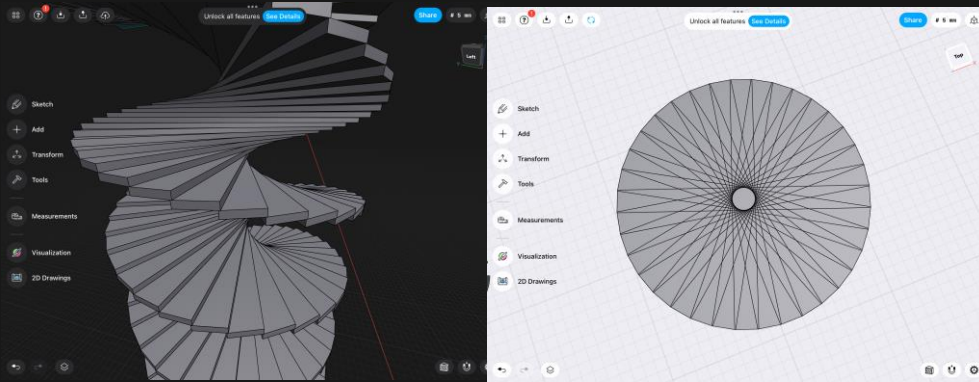
artwork research

(continued)



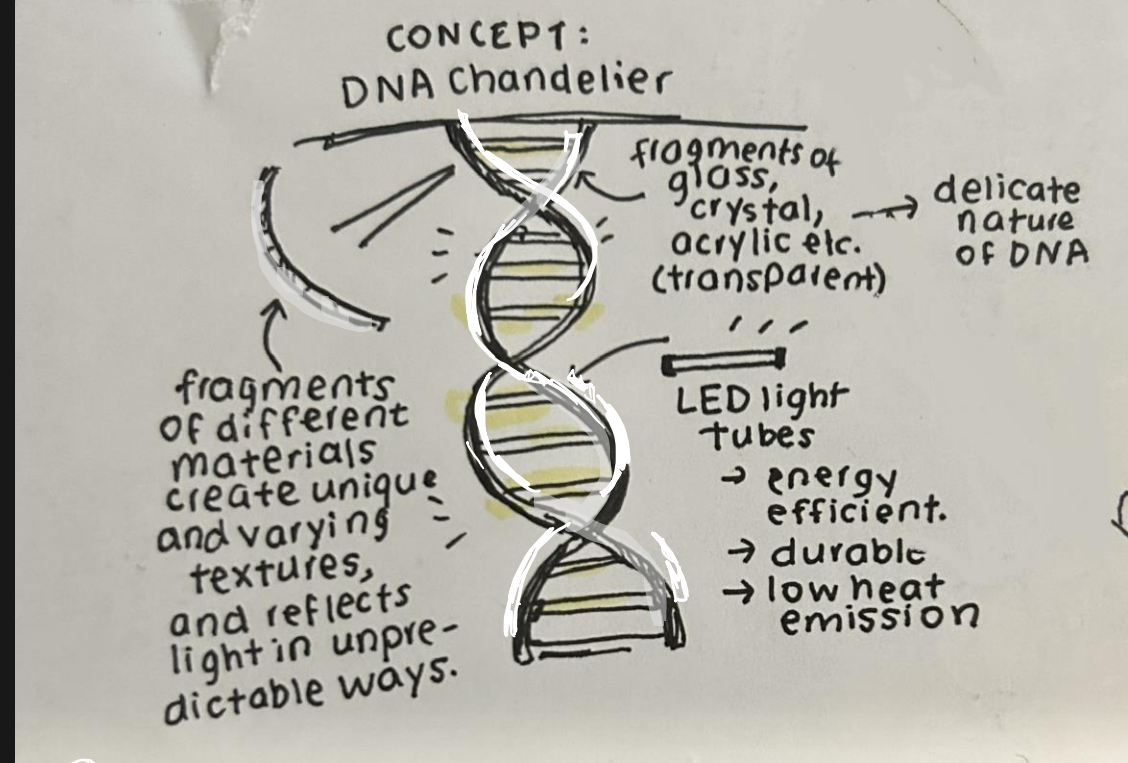
KEY FEATURES:

- Spiral staircase – inspired by the human DNA
- Weathering steel – (corten steel)
Sense of warmth & texture + allows the tower to blend in with the landscape.
durable & sustainable.



Artwork study (transcription) : 3D modelling

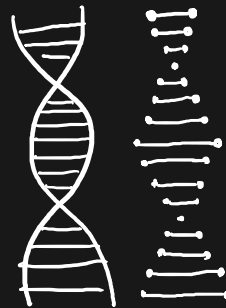
Design sketch



- The interconnected strands of the DNA will be fitted as LED light tubes
- The double helix cords will be made of a variety of materials, such as upcycled scrap fragments of glass, crystal, or acrylic joined together.
 - As the joined fragments are unique and have varying textures, light will be reflected in an unpredictable and intriguing ways.
 - The transparent and delicate nature of these materials also reflect the delicate nature of the DNA strand.

Personal response

As the Marsk Watchtower is a recreation of sorts of the human DNA strand, I challenged myself to come up with a design under this inspiration. My idea, the DNA Chandelier (or the Ch(DNA)lier), would consist of a chandelier that is designed to represent the delicate structure of DNA.

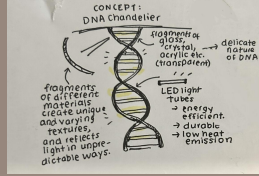
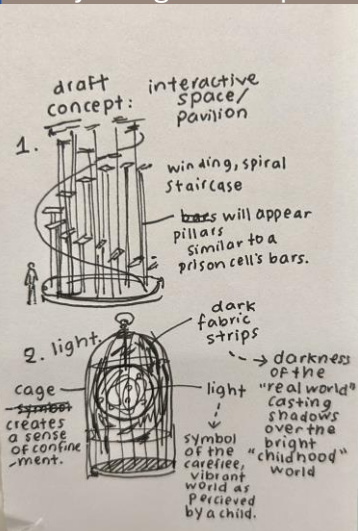


The DNA Chandelier could be displayed in many different settings, such as art galleries, science centers, or public spaces. It could also be designed to evolve over time, with new fragments and LED tubes added and fused to the installation to reflect new discoveries in genetic research.

Interim outcome

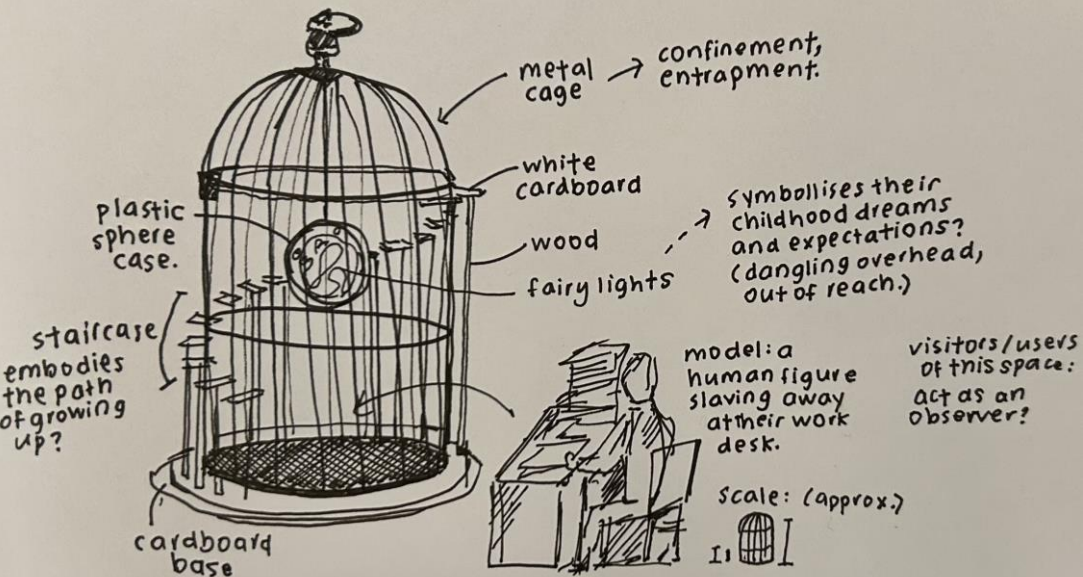
Early design concepts

I drew inspiration from:



For my interim outcome, I came up with a symbolic pavilion design that creates a strong sense of entrapment, and alludes to the arduous life and worldview of a working adult – completely different from what one might have expected as a child.

DESIGN SKETCH (interim outcome)



Interim outcome: close-ups + evaluation and reflection

Truthfully, at the time when I was working on my mock-up, I felt very lost and was not able to incorporate elements from my previous preparatory work. I had vague ideas, but did not develop them properly before heading straight into building my interim outcome, so I had hit some mental walls in the middle of creating it. Thus, I learnt a lesson on the huge importance of planning out my artworks and outcomes, and developing my ideas carefully. This lesson will definitely stay with me throughout the rest of my artistic journey.



- parts I like
- ✓ the concept of a hanging overhead light
 - ✓ the form of a cage to evoke feelings of entrapment
 - ✓ using stairs to show the process of growing up
 - ✓ the columns of the stairs acting like prison bars

- parts to change/improve/refine
- ✗ building technique: using wood glue, Blu-Tack, transparent plastic strip and tape just to hold up the wooden columns is **INEFFECTIVE** and **INEFFICIENT**.
↳ solution: hot glue gun
 - ✗ using a readymade cage: the bars of the cage already creates the sensation of entrapment, it overshadows my whole idea of using stair columns to do so. Also, I should try my hand at creating it myself.
 - ✗ having the statue of a worker at his desk.
 - ✗ the stairs: they are not accessible and are more of a decorative side piece, but I want it to be functional and interactive.

Media experimentation I: abstract mark making

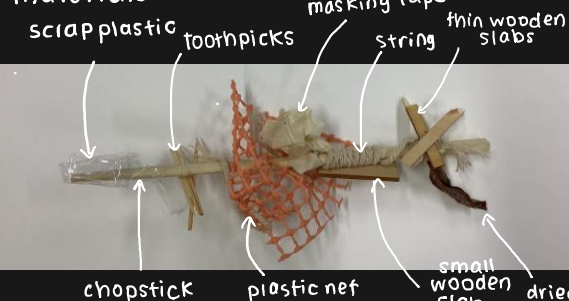
OUTCOME (made improvisationally, listening to music)



medium: acrylic paint, soft pastel, charcoal
 → rich textures and many different colours & hues.

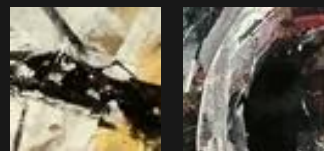
Tool used (self-made)

materials:



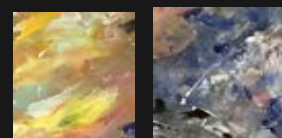
Abstract mark making is the creation of non-figurative and non-representational markings on any surface. Through this media experimentation, I could freely explore the expressive potential of line, shape, color and texture, without the constraint of needing to represent certain objects,

Through this experimentation, I have learnt how to create through balance, contrast and manipulating various visual elements like texture, colour and rhythm.

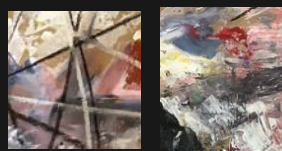


black marks on white plane // white marks on black plane
 • stark VISUAL CONTRAST

Added white marks at the edges of the black plane in the centre → enhance contrast



warm & cool colours
 ↓
 balance ✓



geometrical straight lines & painterly dabs of paint
 ↓
 balance ✓



aurora borealis-like effect



soft, warm hues

materials used:

- fabric
- string
- cotton
- acrylic paint
- metal wire

3D outcome inspired by 2D piece

↳ just as the abstract mark-making experimentation allowed me to explore elements of two-dimensional art, creating a 3D outcome allowed me to explore space, rhythm and other such elements.

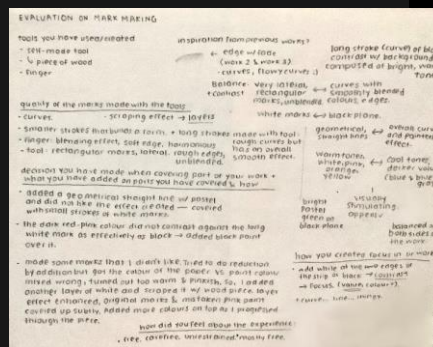


curved, painterly mark

white → black

SCRAPING texture

evaluation page



Drafts : idea development

Visual brainstorming + elements to incorporate

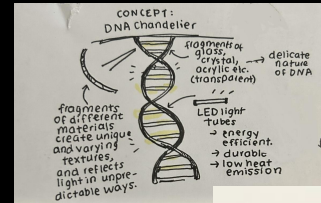


The presence of light in my observations of "childhood"

Thus, the parts of my final work representing childhood should be brightly illuminated.



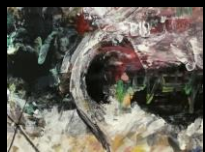
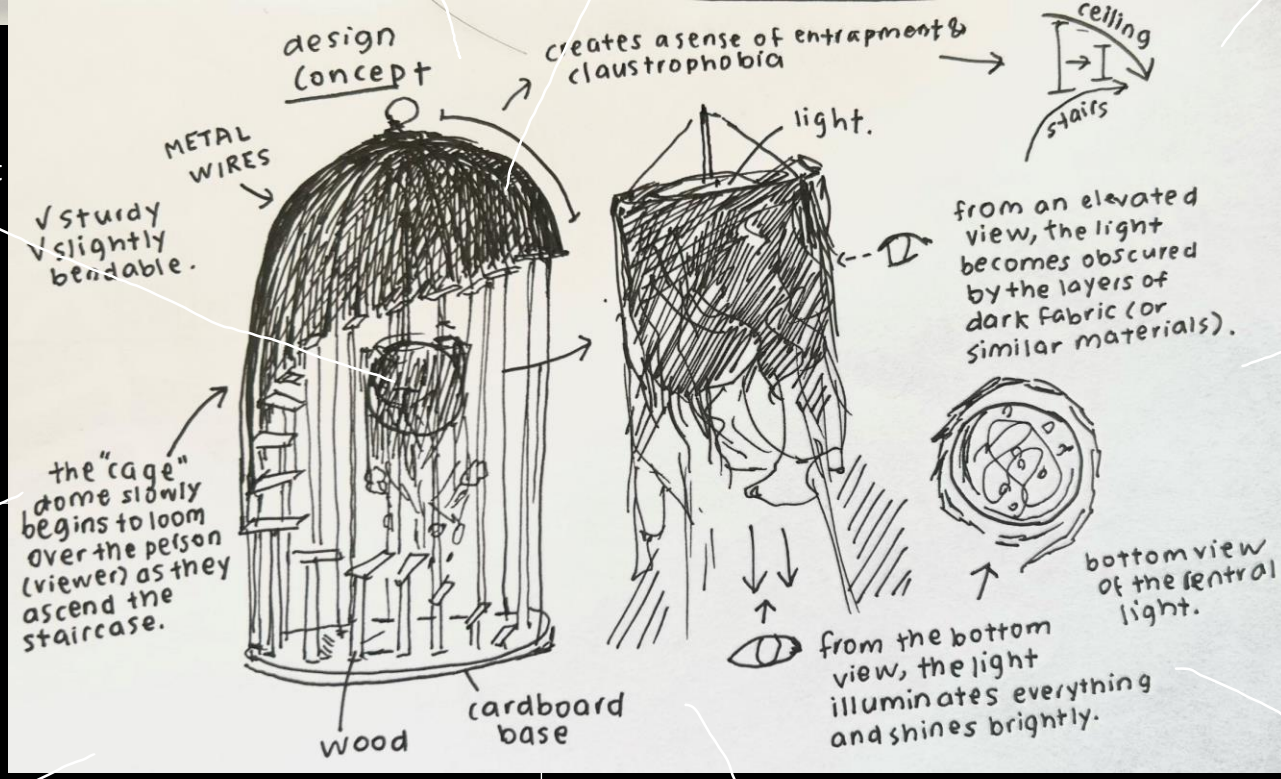
- using different saturations, colours and shapes to present a whimsical, playful space as well as a dark and somber one.
- the round shapes of the clouds in her art style.



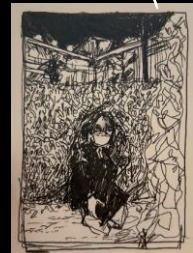
My DNA Chandelier design: concept of using a sculptural overhanging light



The presence of nature in my observations of "childhood"



I can apply the mark-making techniques I learnt from my media experimentation.



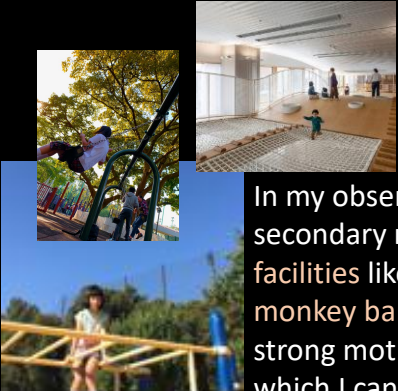
- claustrophobic feeling

As I used ink pen, I focused on line forms which gave me the idea of using dense but thin lines to form a cage.

While making a 3D outcome, I experimented with all sorts of new materials such as cotton, string, different fabrics and metal wires. - flexible and expressive



- meticulously consider the construction materials I would use in my final piece
- how I can select sustainable and fitting materials.



In my observational photos and secondary research, play facilities like swings and monkey bars are seen. They are strong motifs of childhood, which I can include.



blurry, fog-like effect: add more layers to my work?

Media experimentation II : Light and different materials



black acrylic paint
on plastic bag
(inspired by abstract mark-making)



Soft black fabric
(inspired by my process of creating
a 3D outcome in mark-making)

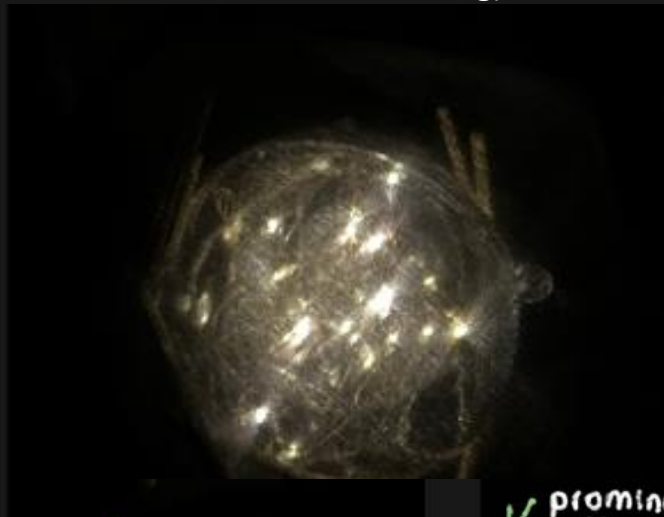


tulle fabric

In the end, I decided to incorporate all three materials due to their unique textures and forms, which may create novel and interesting visual effects. Through setting up this media experiment and obtaining individual results, I got a much-needed look into how different materials can create different intriguing visual effects under light.



- ✓ adjustable opacity
- ✓ unique textures
- ✗ can stretch to a limited extent, might tear.

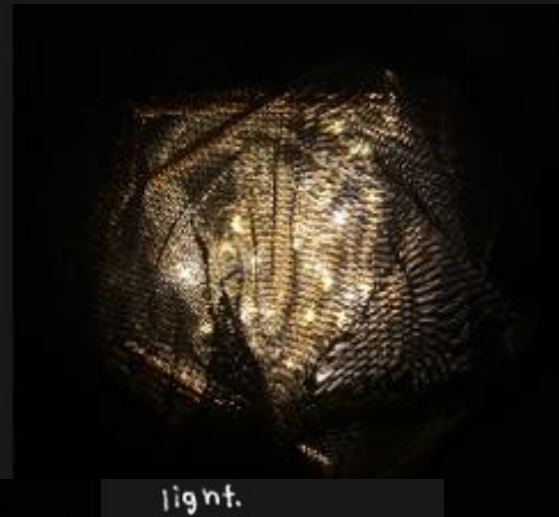


- ✓ soft uniform texture
- ✓ stretchy

✓ prominent, uniform texture

✗ cannot really be stretched

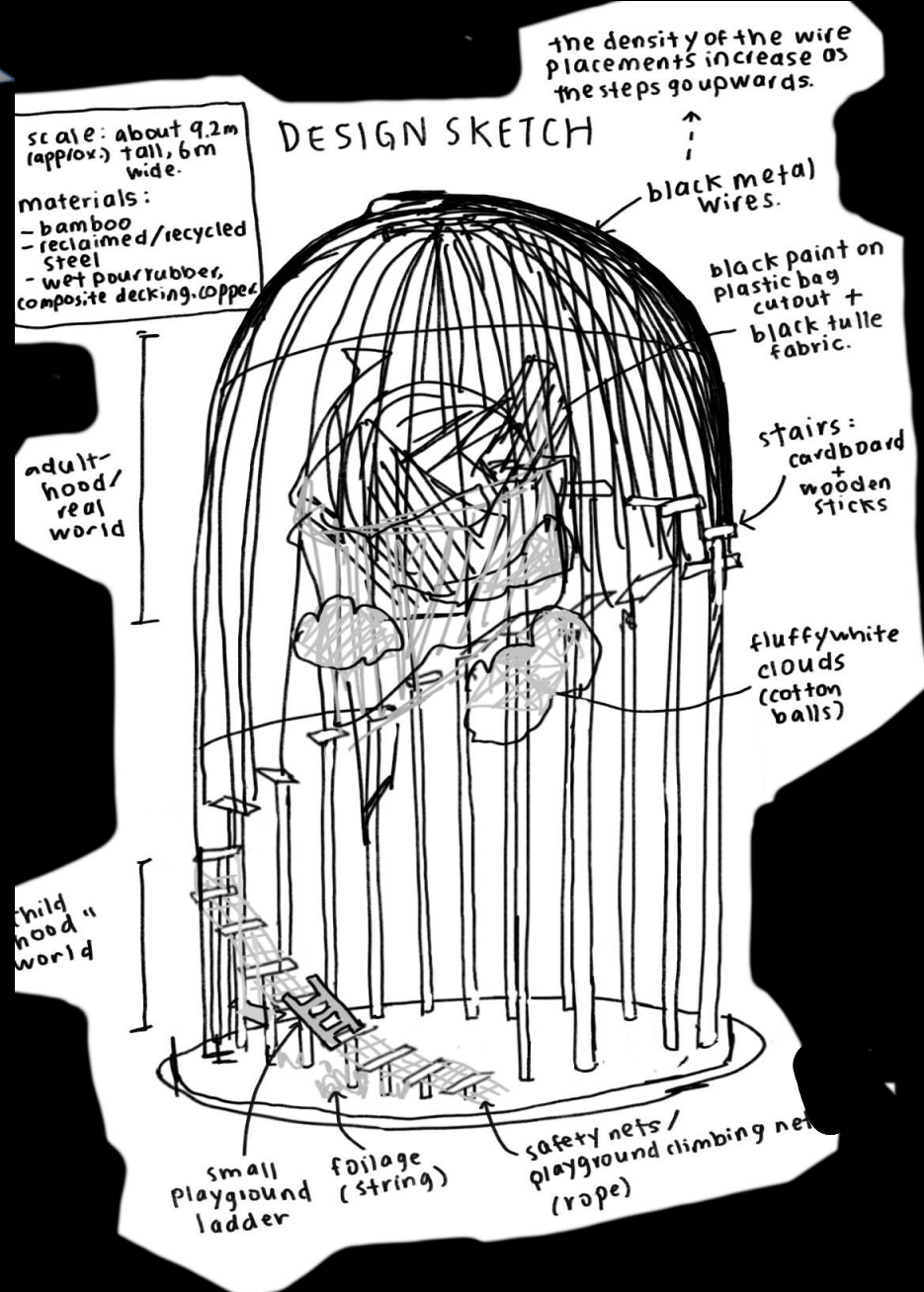
rather similar.



light.

edges tend to fold more sharply.

Design sketch and additional research



What materials should my design be made of?

For the support columns of stairs:



WOOD

- susceptible to decay and rot
- high maintenance
- environmental concerns: deforestation / harmful chemical treatment

BAMBOO



- fast-growing
- renewable
- sustainable
- strong & durable
- low maintenance.

For the cage dome



VIRGIN STEEL

- not environmentally sustainable
- higher quality



RECLAIMED STEEL

- more sustainable
- weathered appearance over time — add texture and character to my design.

For the light



- as I have experimented in my media experiment, I have decided to use tulle fabric, plastic sheet and black cloth.

For the stairs



wet pour rubber
 → soft
 → often seen in playgrounds

growing up



composite decking
 → durable
 → low-maintenance
 → eco-friendly



adulthood reclaimed metal
 → eco-friendly
 → loud, jarring noises when stepped on → echo under cage dome.

more hard & unrelenting

what should be the correct scale of the stairs?



about 16.5-20cm tall.

The pavillion's route is meant to be experienced individually
 → X wide steps

Final outcome

My final outcome is a pavilion that features an upwards spiral staircase, a dark cage-like dome, and a central light piece. It can be placed beside abandoned schools or playgrounds, highlighting the melancholic and desolate feeling of the pavilion.

Throughout the installation, visitors are encouraged to confront their own feelings of disillusionment and reflect on their own experiences of growing up.

The spiral staircase represents the journey of growing up, with its winding twists and turns.

The soft, white, inviting clouds form a contrast against the sinister, ripped and dark fabrics.

The upwards motion / rhythm of the staircase is balanced by the downwards, looming sensation of the cage dome.

The cage-like shape of the pavilion that becomes denser as the stairs ascend, evokes claustrophobic feelings of being trapped or confined, restricting the visitor's movements.



Final work : close-ups

the beginning : WARM CHILDHOOD DAYS

The use of pastel bright colours, the safety climbing nets, the swing and the little ladder / monkey bars are all strongly reminiscent of our childhood days, creating a welcoming, gentle atmosphere.



The subtle presence of grass and flowers adds an organic touch to the pavilion's section depicting childhood.



THE DULLING OF LIFE:

As the viewer ascends the staircase, the once vibrant colours slowly become murky and grey. The material of the staircase becomes harder, and the textures become less smooth, showing the change in worldview .

Final work : close-ups

(continued)

THE BROKEN PROMISE OF LIGHT

From the bottom view, the bright light illuminates everything in a soft glow, but unbeknownst to the viewer, as they ascend the stairs, the light grows dimmer and becomes blocked by swaths of black, evoking a feeling of disillusionment.

THE DEAD END

The absence of a platform or destination at the end of the staircase is intended to symbolize the disillusionment that arises when growing up. When visitors reach the end of the stairs, they are met with a sense of disappointment and futility, as there is no platform or destination to be reached.

The cage dome casts a dark shadow and restricts the space and movement of visitors.

SPACE

The positive and negative space creates a prison bar – like effect, accentuating the feeling of confinement.

