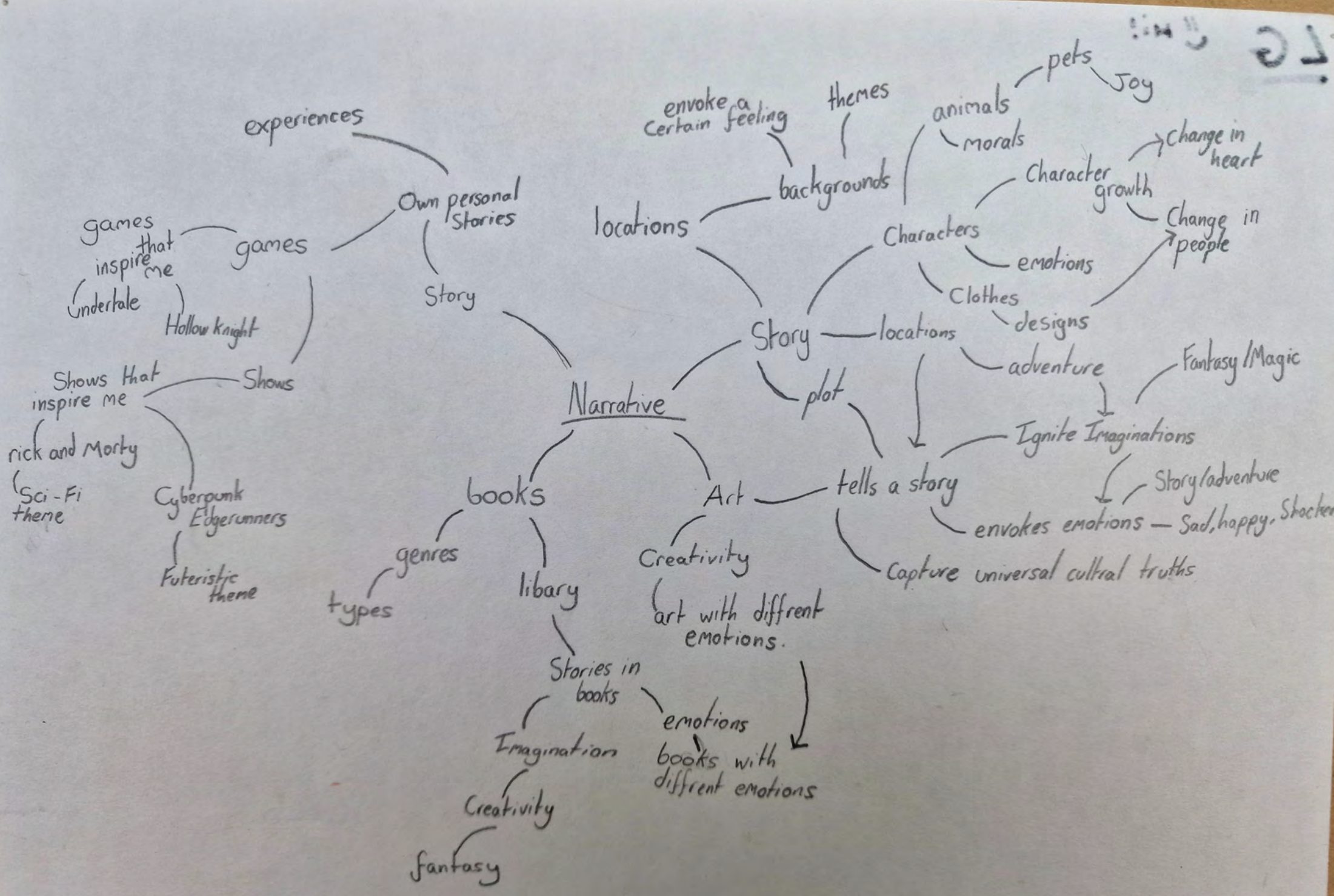
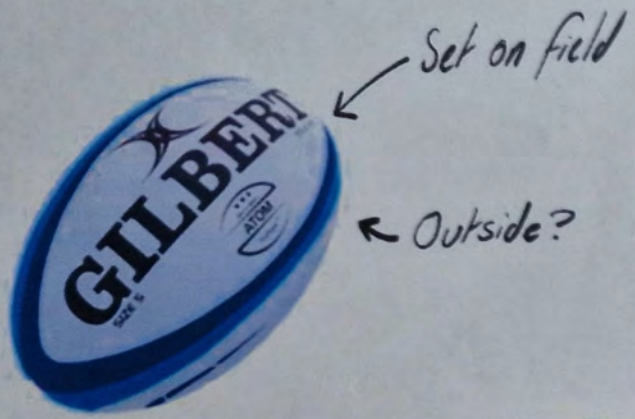


GRID	0 marks	Mark Band 1 Basic, Limited, superficial, tentative	Mark Band 2 Adequate, sufficient, some/partial, straightforward	Mark Band 3 Competent, Appropriate, mostly clear	Mark band 4 Confident, effective, thorough, in-depth	TOTAL
Learning Outcome A: Use investigation and experimentation processes in art and design practice						
1	0 marks	1-3 marks	4-6 marks	7-9 marks	10-12 marks	
	No rewardable material	Limited application of investigation methods using superficially relevant primary and secondary sources. Practical responses to the work of others, showing basic understanding of how they communicate visually.	Adequate application of sufficient investigation methods using some relevant primary and secondary sources. Practical responses to the work of others, showing adequate understanding of how they communicate visually.	Competent application of appropriate investigation methods using mostly relevant primary and secondary sources. Practical responses to the work of others, showing clear understanding of how they communicate visually.	Confident application of a range of effective investigation methods using focussed and pertinent primary and secondary sources. Practical responses to the work of others, showing in-depth understanding of how they communicate visually.	
MARK				7		
2	0 marks	1-3 marks	4-6 marks	7-9 marks	10-12 marks	
	No rewardable material	Limited use of practical experimentation showing a tentative awareness of how art and design, materials, techniques, and processes can be used to communicate.	Adequate use of practical experimentation showing some awareness of how art and design, materials, techniques, and processes can be used to communicate.	Competent use of practical experimentation showing a clear awareness of how art and design, materials, techniques, and processes can be used to communicate.	Effective use of practical experimentation showing a thorough awareness of how art and design, materials, techniques, and processes can be used to communicate.	
MARK				8		
Learning Outcome B: Generate and communicate art and design ideas						
3	0 marks	1-3 marks	4-6 marks	7-9 marks	10-12 marks	
	No rewardable material	Limited generation, recording and communication of ideas that are superficially informed by investigation, showing basic exploration of limited creative opportunities in relation to the brief.	Adequate generation, recording and communication of ideas that are partially informed by investigation, showing sufficient exploration of some creative opportunities in relation to the brief.	Competent generation, recording and communication of ideas that are mostly informed by investigation, showing clear exploration of a range of creative opportunities in relation to the brief.	Confident generation, recording and communication of ideas and intentions that are thoroughly informed by investigation, showing in-depth exploration of a broad range of creative opportunities in relation to the brief.	
MARK				8		
Learning Outcome C: Develop practical skills through application and review						
4	0 marks	1-3 marks	4-6 marks	7-9 marks	10-12 marks	
	No rewardable material	Selection of materials, techniques and processes shows limited consideration and has superficial relevance to creative intentions.	Adequate and partially informed selection of materials, techniques, and processes that have some relevance to creative intentions.	Appropriate and clearly informed selection of materials, techniques and processes that are mostly relevant to creative intentions.	Effective and thoroughly informed selection of materials, techniques and processes that are pertinent to creative intentions.	
MARK				7		
5	0 marks	1-3 marks	4-6 marks	7-9 marks	10-12 marks	
	No rewardable material	Basic practical skill in applying and manipulating materials, techniques and processes shown through outcomes.	Adequate practical skill in applying and manipulating materials, techniques and processes shown through outcomes.	Competent practical skill in applying and manipulating materials, techniques and processes shown through outcomes.	Confident practical skill in applying and manipulating materials, techniques and processes shown through outcomes.	
MARK				7		
6	0 marks	1-3 marks	4-6 marks	7-9 marks	10-12 marks	
	No rewardable material	Basic application of development and review processes leading to limited refinement of work and achievement of intentions in response to the brief.	Adequate application of development and review processes leading to sufficient refinement of work and achievement of intentions in response to the brief.	Competent application of development and review processes leading to clear refinement of work and achievement of intentions in response to the brief.	Thorough application of development and review processes leading to effective refinement of work and achievement of intentions in response to the brief.	
MARK			6			
Learning Outcome D: Record and communicate skills development						
7	0 marks	1-3 marks	4-6 marks	7-9 marks	10-12 marks	
	No rewardable material	Presentation is inconsistent, showing limited consideration of how to communicate the strengths and qualities of their work.	Presentation is partially coherent, showing sufficient consideration of how to communicate the strengths and qualities of their work.	Presentation is coherent, showing clear consideration of how to communicate the strengths and qualities of their work.	Presentation is cohesive and effective, showing in-depth consideration of how to enhance the strengths and qualities of their work.	
MARK				7		

Total Mark = 50





Set on field

Outside?



Mixtape

Could have a musical theme



Set in library possibly



Camera

Scenic View

Photography/Outside

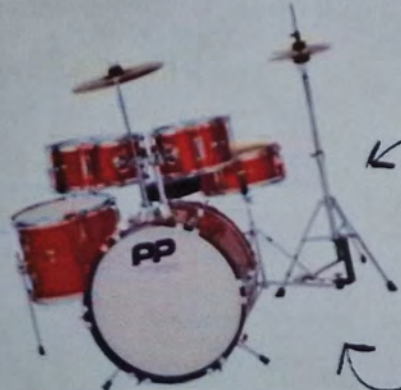


links to chainsaw man

main character Denis

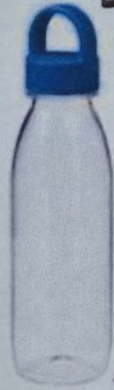
could use him

possibly set in summer time



Concert background

Music/studio



Possible Background Prop

School setting



running on top of building?

running/being chased

Chainsaw Man

- Manga - action - Comedy
- mostly hand drawn - shonen

Tatsuki Fujimoto

- Born 10th October 1992
- Before chainsaw man he made "one shot" & "Fire Punch" and after these then produced 'chainsaw man'.

Heartstopper

- Novel - Simplistic - Vibrant - flat colours
- Comedy - Drama

Alice Oseman

- author - born: 16th October 1994
- 28
- Previous Work
 - Nick and Charlie
 - This Winter
 - Solitaire



Spy family

- Manga - action - Shonen Manga

Tatsuya Endo

- Born 23rd July 1980
- Previous works
 - 'Tista'
 - 'Gekka Bijin'

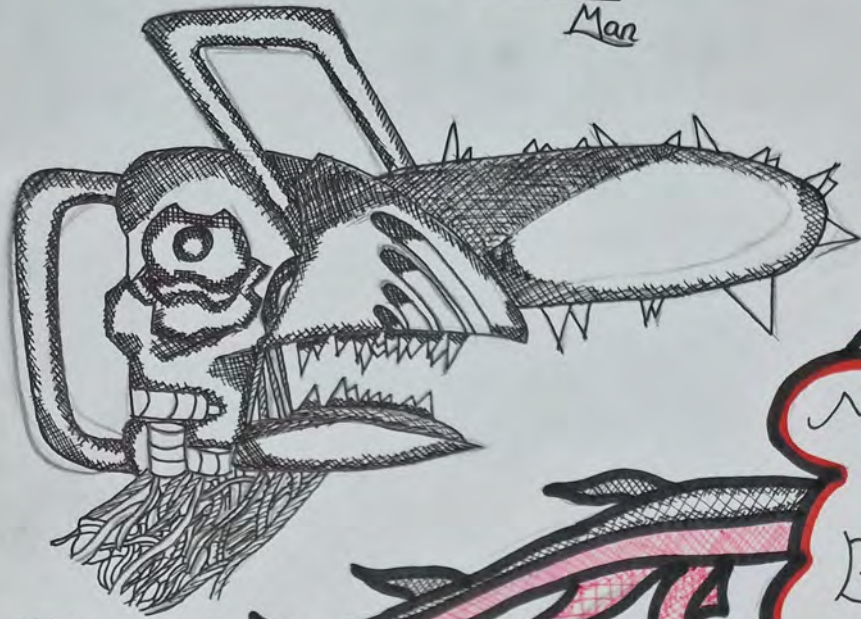
Attack on Titan

- Manga style - Detailed - action
- Vibrant - Dark, big shadows - realistic look
- Hand drawn - Shonen

Hasime Isayama

- author - 26
- Japanese - Hand drawn
- Previous works
 - Heart Break One
 - Orz

Chainsaw
Man



HEARTSTOPPER

My FAVOURITE
Books



ATTACK ON
TITAN
SPY
FAMILY

Sui Ishida

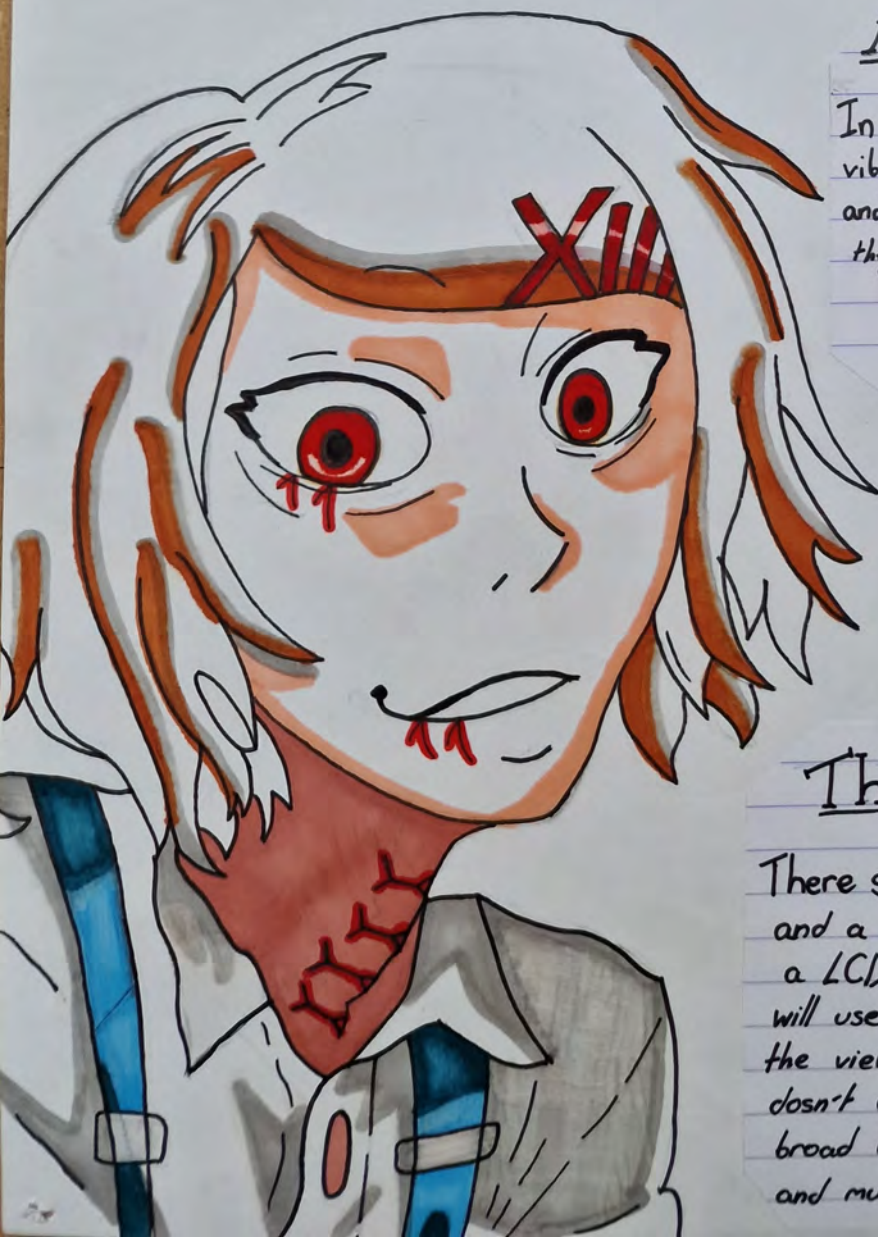
Information

- Age: 36 Nationality: Japanese
- Born: Dec 26th 1986
- Job: Manga Artist
- Awards:
 - 2016 - Sugoi Japan Award - best manga series - 2nd
 - 2018 - Harvey Awards - best manga series - Nominated
- Studied at: Unknown
- Previous Works:
 - Tokyo Ghoul
 - Chowin X



My Opinion

In my opinion I think that there work is very vibrant and the use of watercolour is very nice and the use of matte colour in the animations they make are very nice and vibrant.



There Style

There style is very consistent with muted colours and a Japanese Manga Style. They mostly use a LCD tablet and digitally draw but occasionally will use watercolours and the use of colour engages the viewer. The use of line in there paper work doesn't contain alot of it but when used it is alot more broad but faded. The tone of the colour is very dim and muted but the shape is very sharp and rigid.



Primary Research





K Gotouge
Yoharu



Basic Bio:

Born: May 5th 1989 (33)

Nationality: Japanese

Studied at: Unknown

Awards: Noma Prize

- Tezuka Osamu Cultural prize

- Japan Cartoonists Association Award

Job: Manga Artist

Materials Used: Copic Markers, fineliners.

My Opinion

I love the work this person creates, from its very bright colours to detailed backgrounds.

My Piece

In my drawings, I've used Posca Pens for the vibrant colours and fineliners for the more finer intricacy.

K Gotouge
Yoharu



His Style

His style is very derived from manga art with the colour being very vibrant and the line being very thin and very essential to the detail they create in their pieces. The colour is very flat with very nice, deep shadows. The tone is very light and creates a nice scenic look.

Hayao Miyazaki

Information

宮崎 駿

His Style

His style is a very soft and pastel anime style. The backgrounds almost look like they have been painted. The Shape is very expressive and the colours are very soft and pastel. The Tone is very vibrant and bright with a very flat, almost matte Texture. The line in the artwork is very thin and smooth. He creates this look with hand-drawn animation and uses his imagination for the sketches.

My Work

My adaptation of Miyazaki's work is of one of his most well known characters, Totoro from "My Neighbor Totoro". I firstly used a B pencil to do a quick sketch of him then, using fineliner, added more intricate details to the piece. After this I used oil pastels to add the colour. However, I quickly realized the oil pastels were going over the fineliner which meant I had to redo the fineliner which was a minor problem. Finally I used a rubber to remove the extra details and then ultimately finished the piece. This piece of work overall took around 1hr 30mins in total.

My Opinion

My opinion is I very much like the colours and shape of the work and the intricacy of the lines and their thickness. I also very much like the tone of the colour and also the amount of detail in the expressions and also the detail in lighting.

→ Born: January 5th 1941

→ Job: Animator / Director

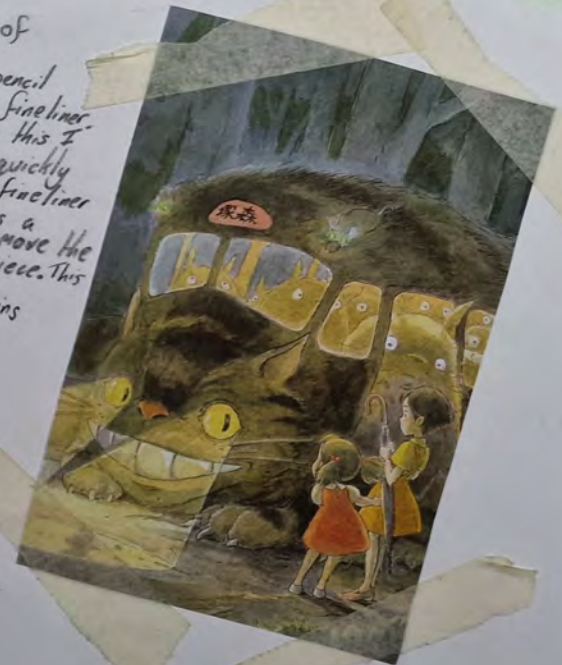
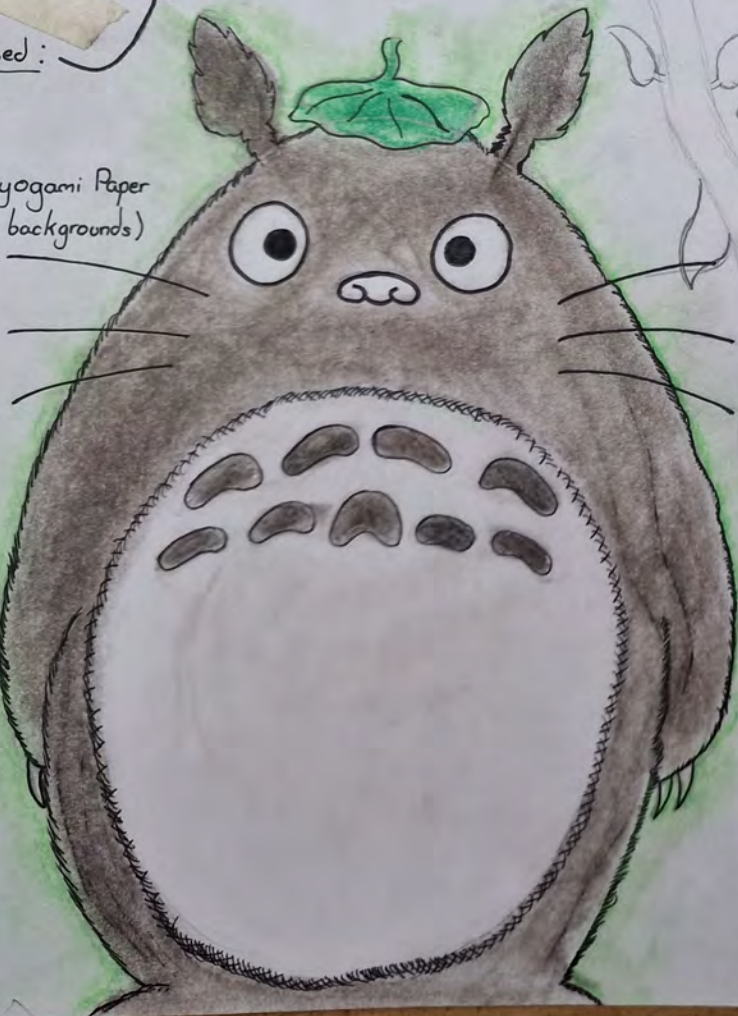
→ Studied at: Gakushuin University

→ Nationality: Japanese

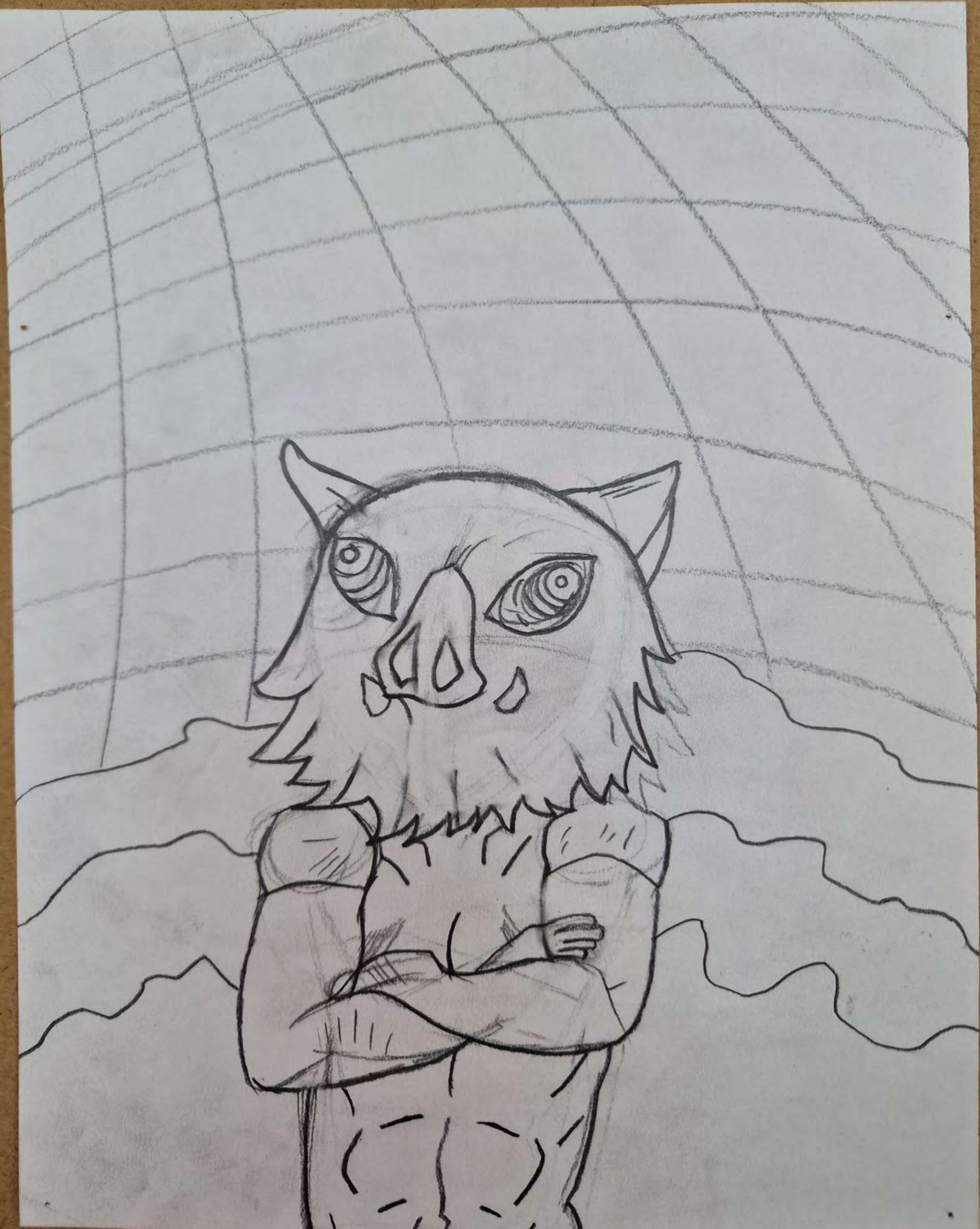
→ Awards: Academy Award for best animated feature film.
AND MORE!

Materials Used:

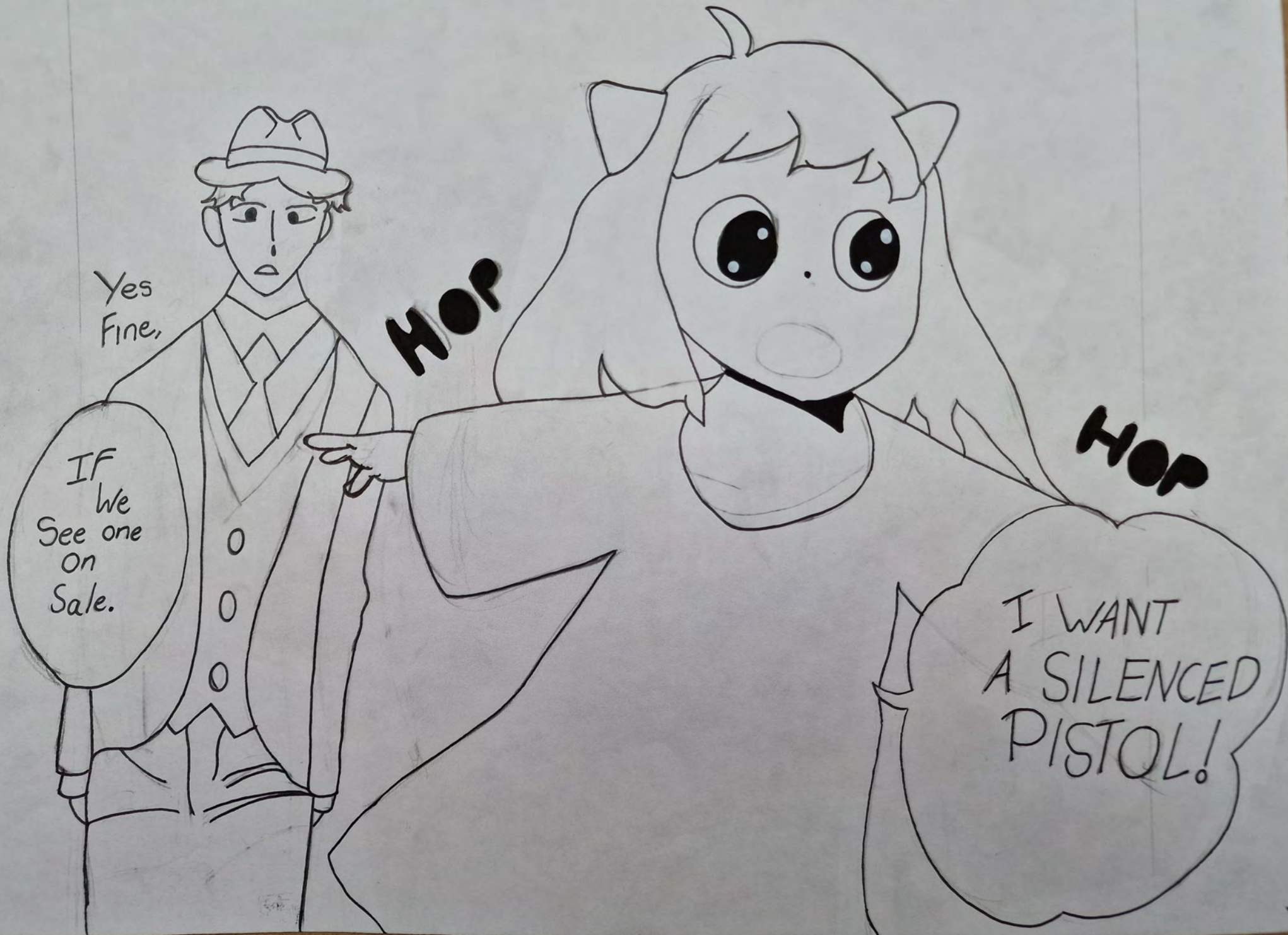
- Water Colour
- 2B Pencil
- Japanese Chiyogami Paper
- Gouache (for backgrounds)











Yes
Fine,

IF
We
See one
On
Sale.

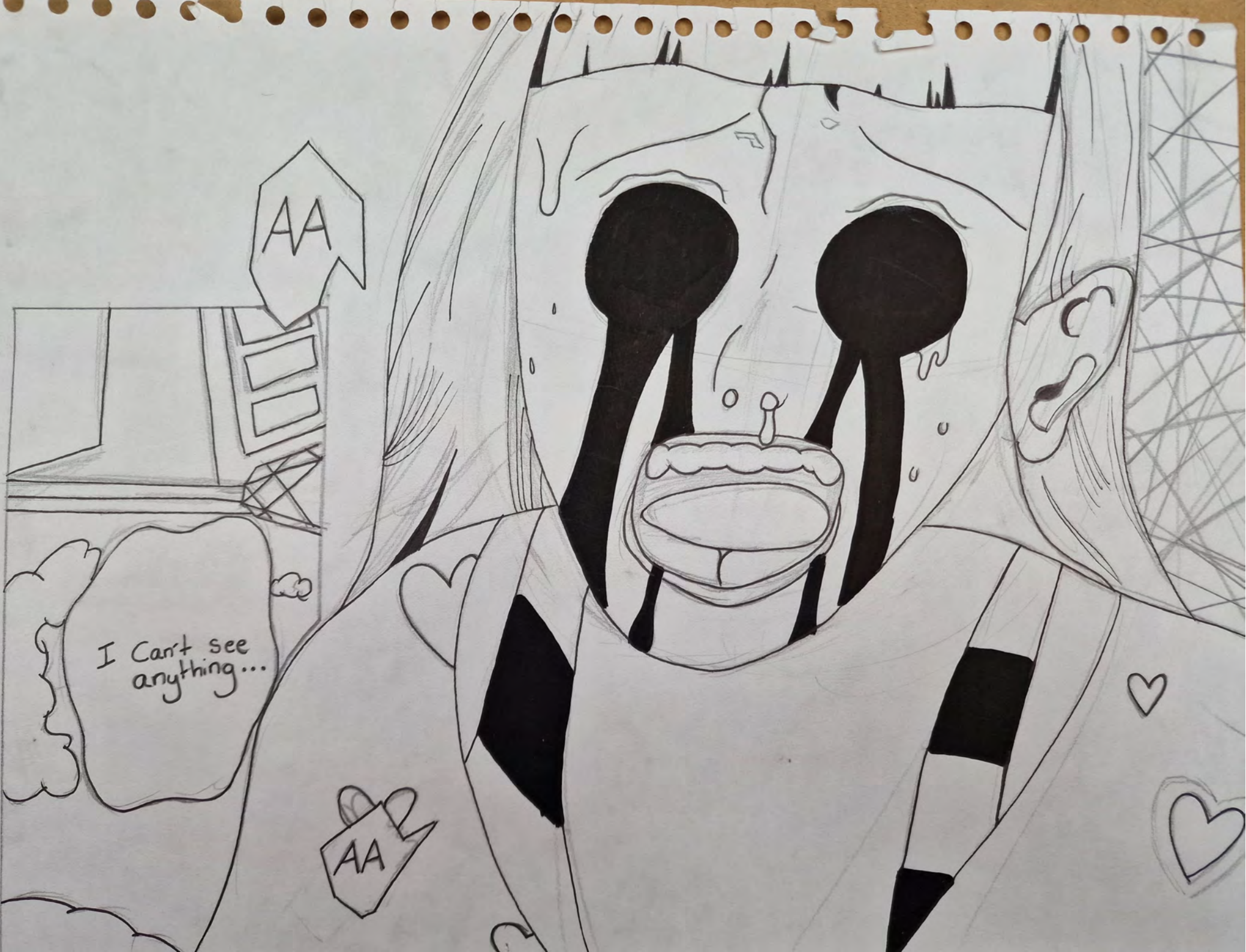
HOP

HOP

I WANT
A SILENCED
PISTOL!





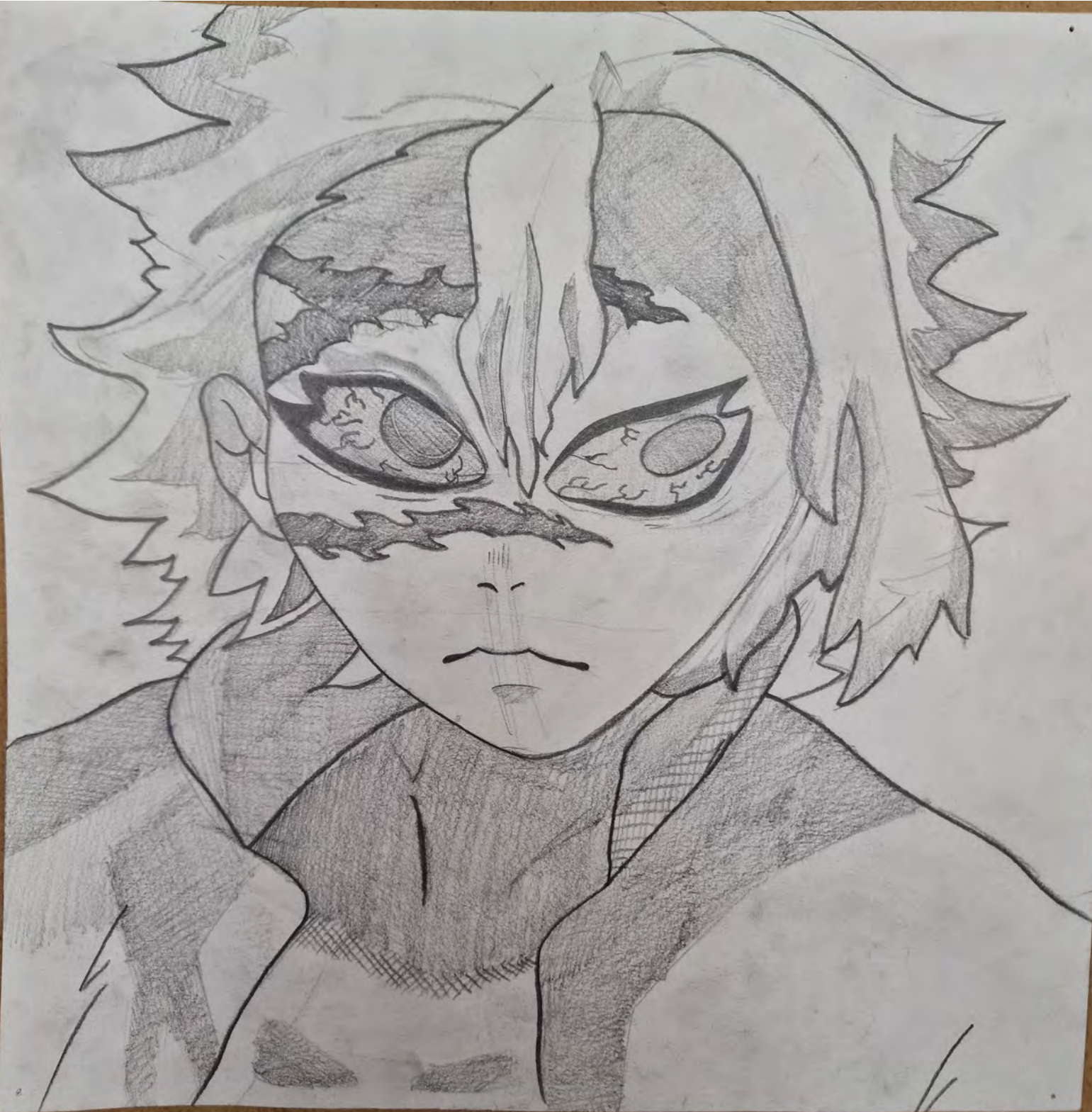


AA

I Can't see anything...

AA



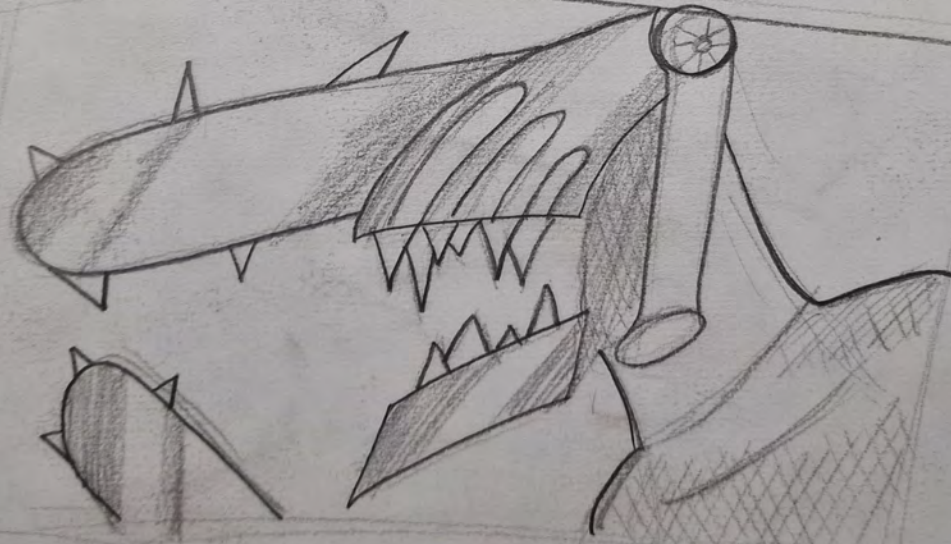
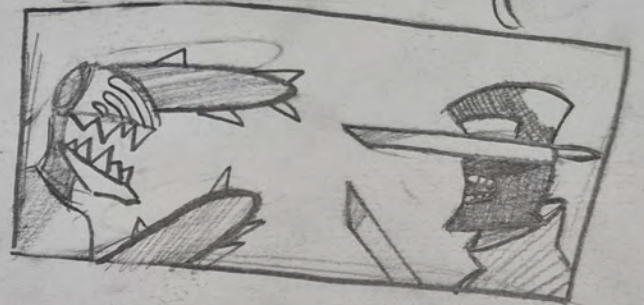
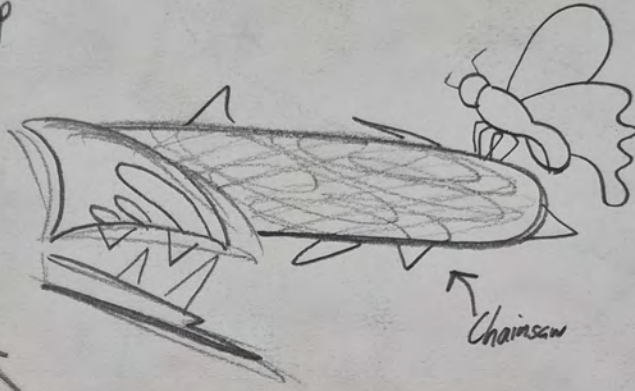






FINAL PIECE

?
↓ Running
← Going to Jump



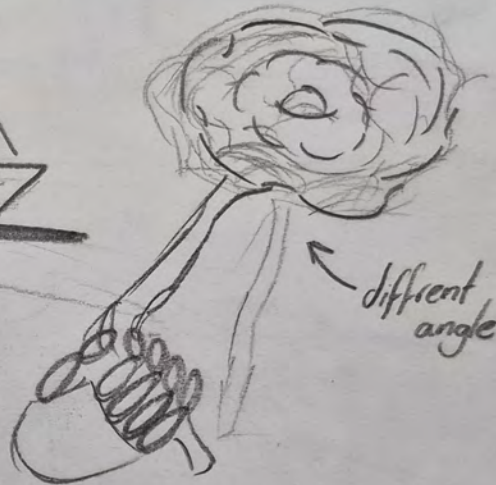
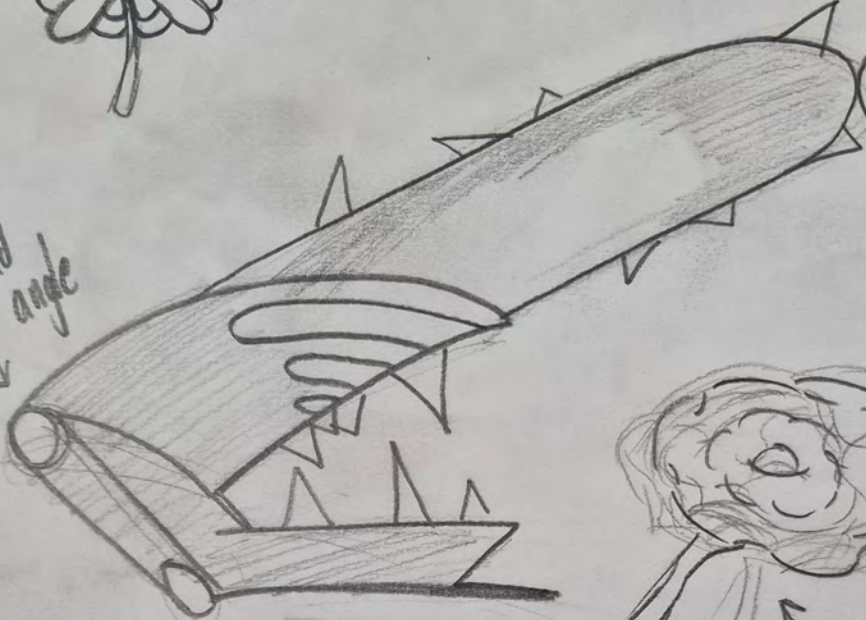
↻ close up & detailed

↖ City Skyline

different designs for flower



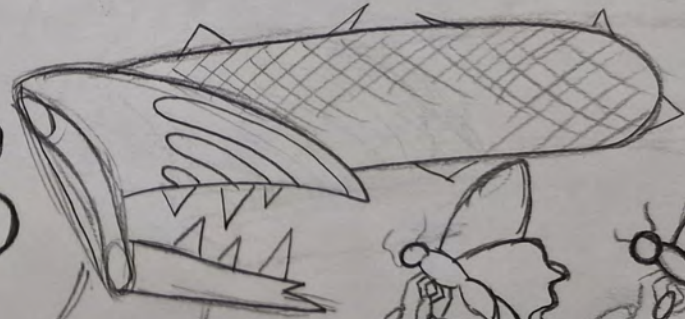
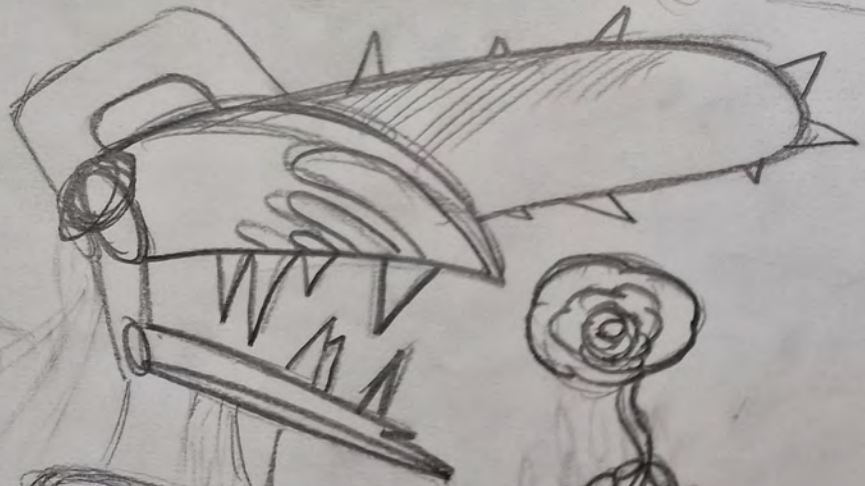
different head angle



different angle



Thorns?

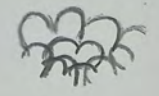


holding flower over bodies



butterfly instead

different designs for flower

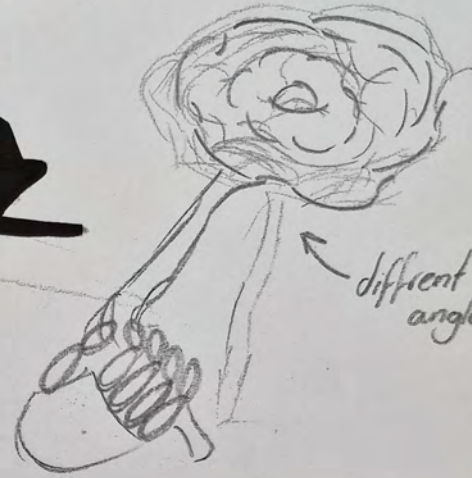


different head angle



Vibrant

very nice difficult for detail



different angle



Thorns?



nice bold colour



holding flower over bodies

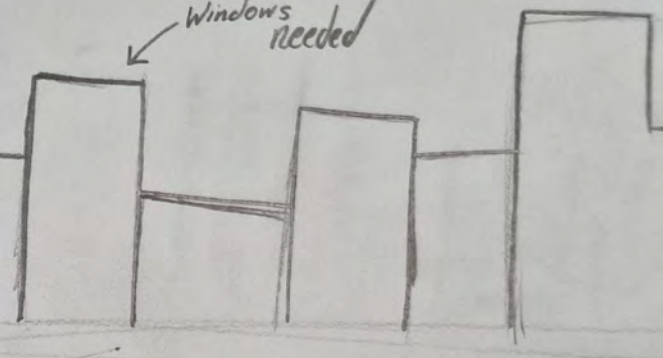
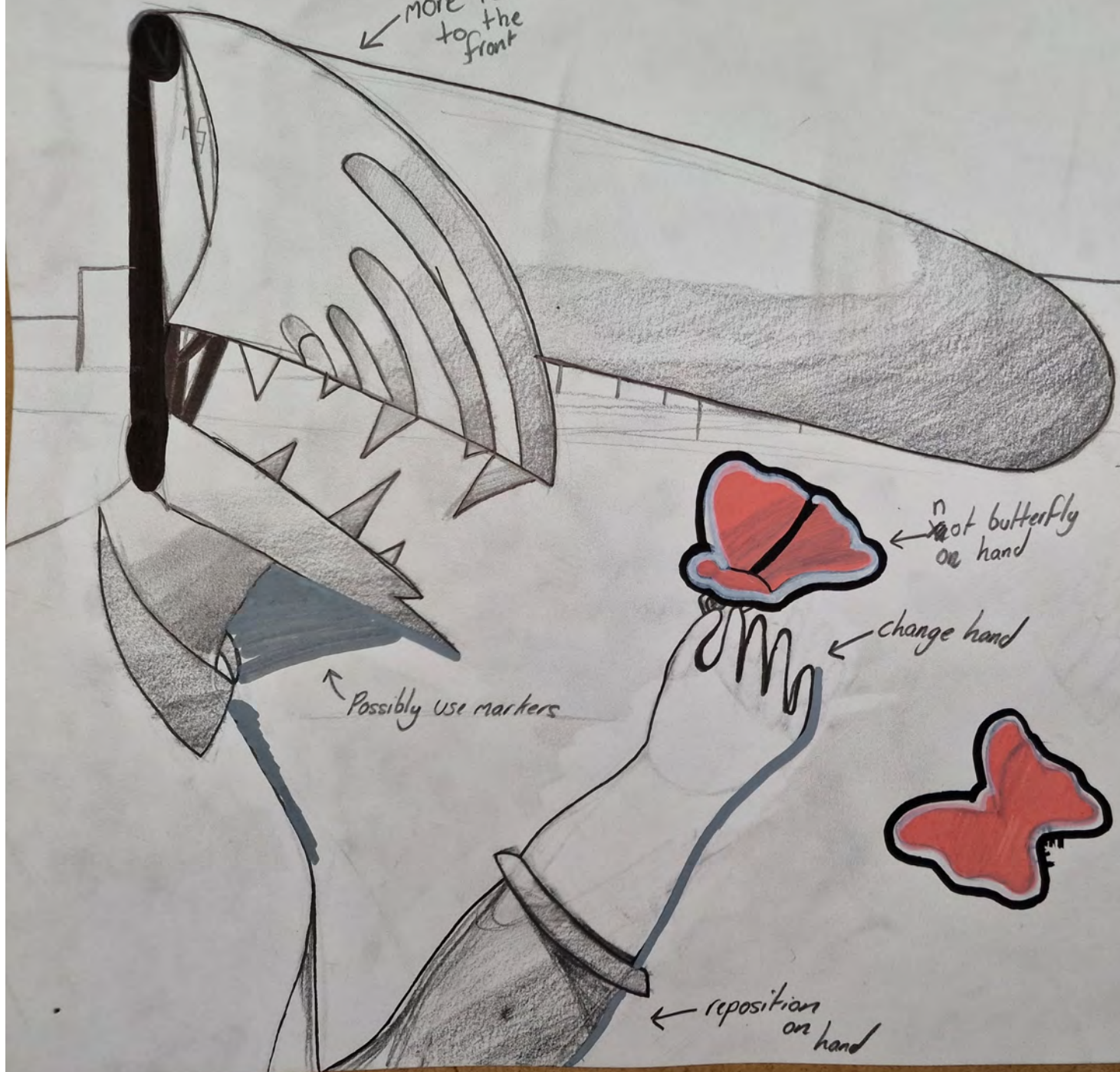


butterfly instead

more towards
to the
front

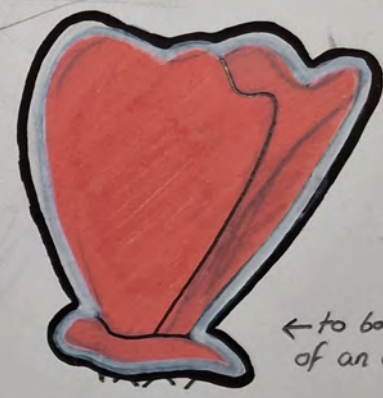
no moon?

Windows
needed



not butterfly
on hand

change hand



to bold
of an outline



Possibly use markers

reposition
on hand

nice detail

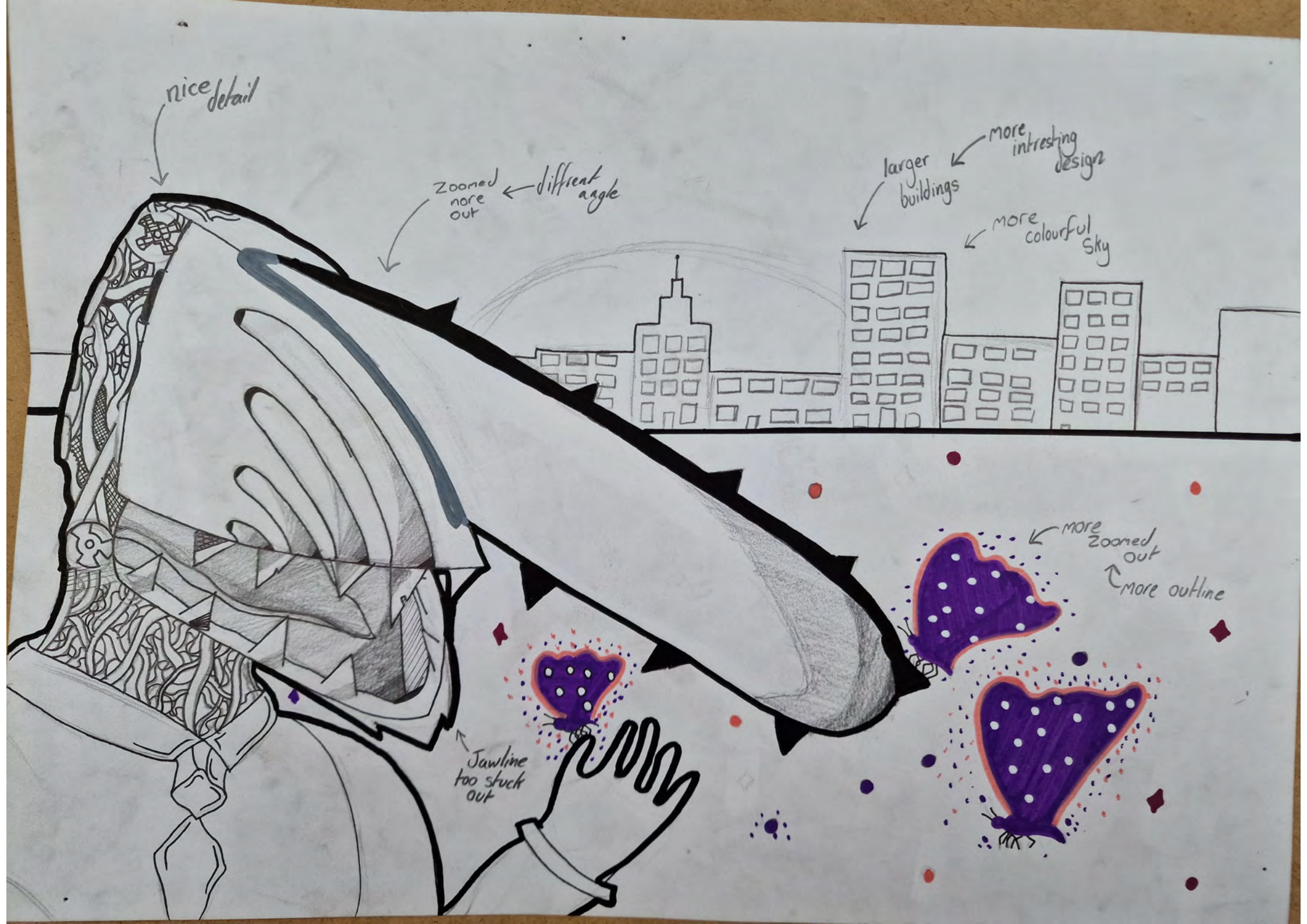
Zoomed more out ← different angle

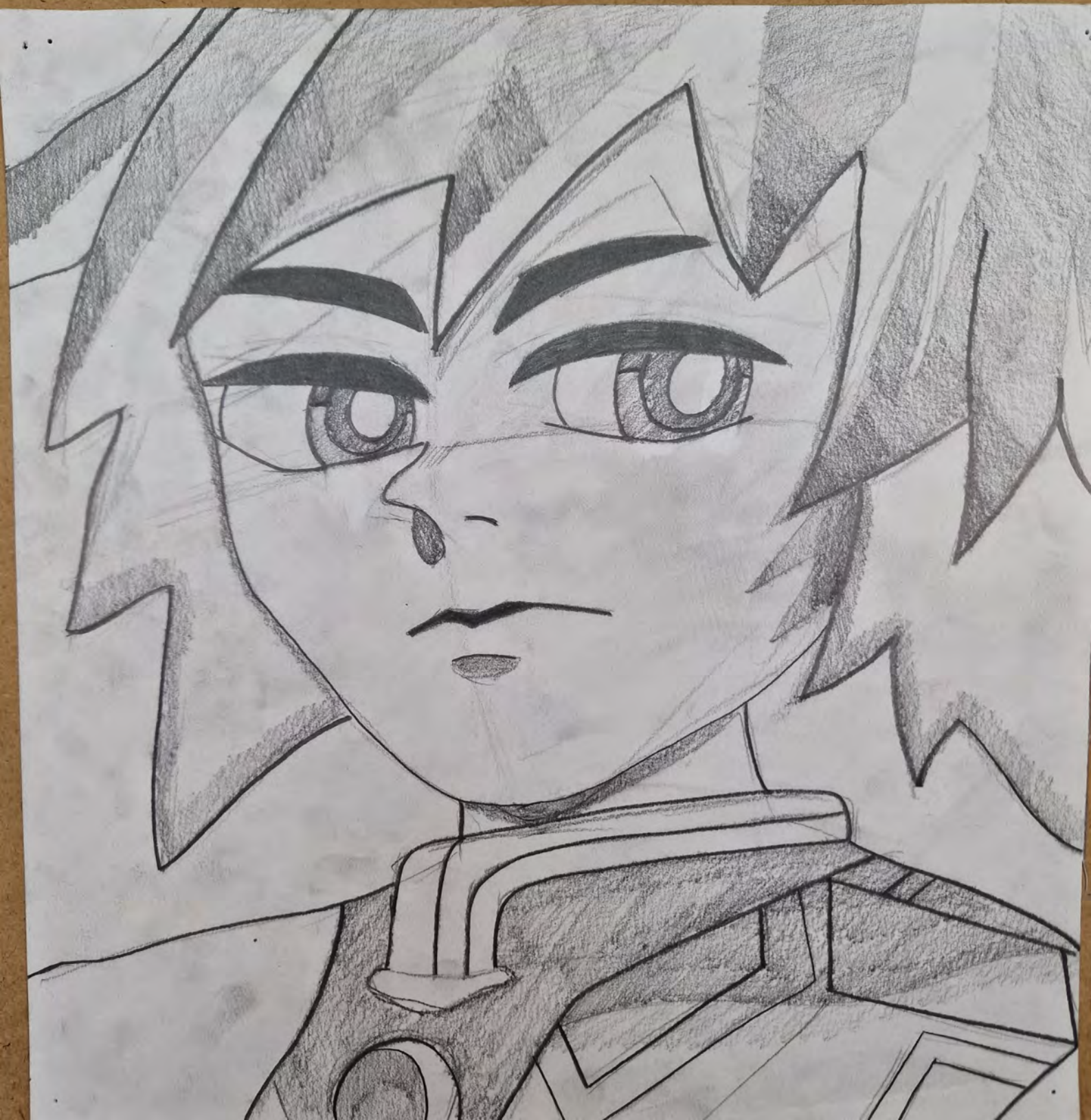
larger buildings ← more interesting design

← more colourful sky

more zoomed out
more outline

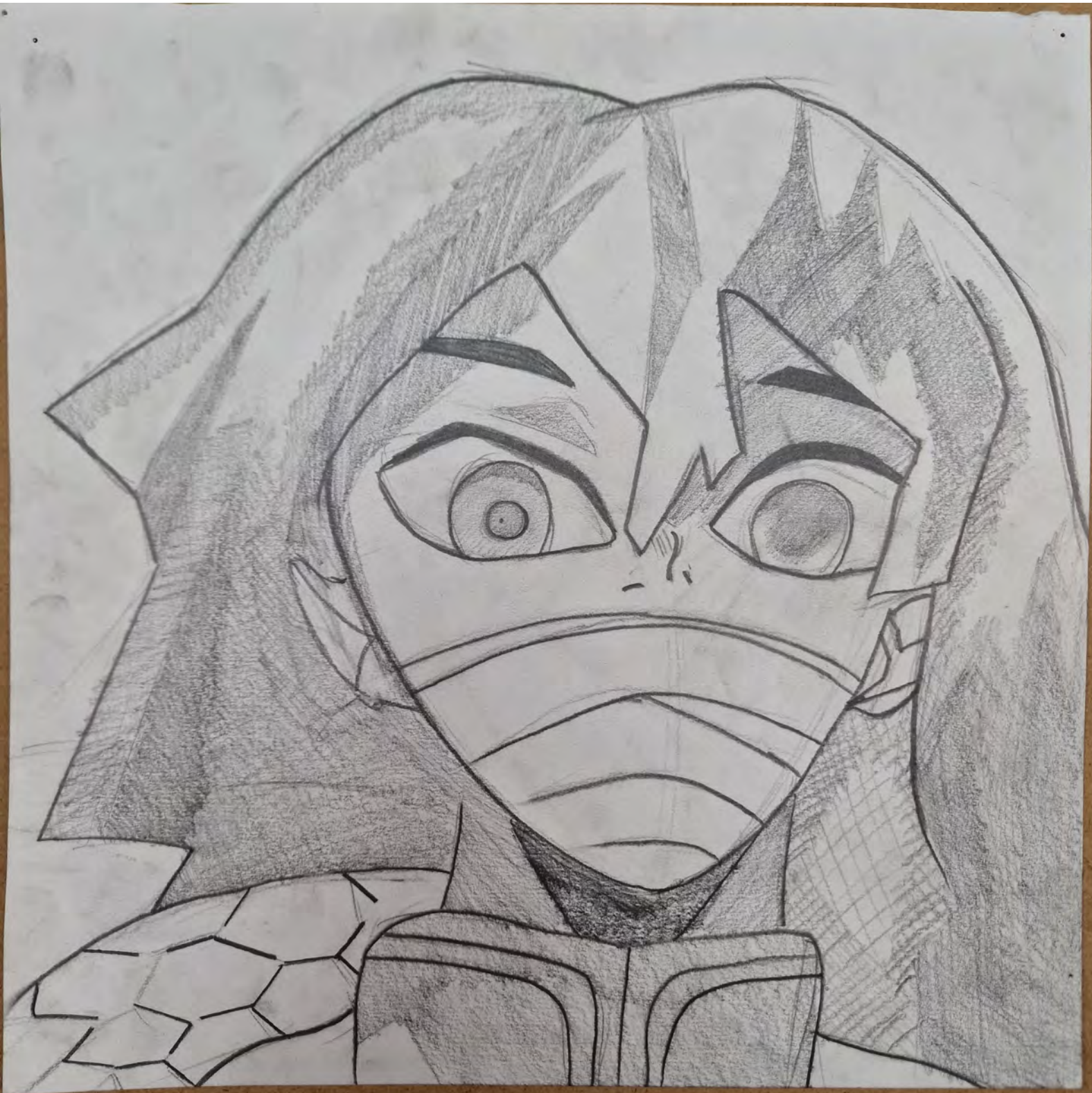
Jawline too stuck out



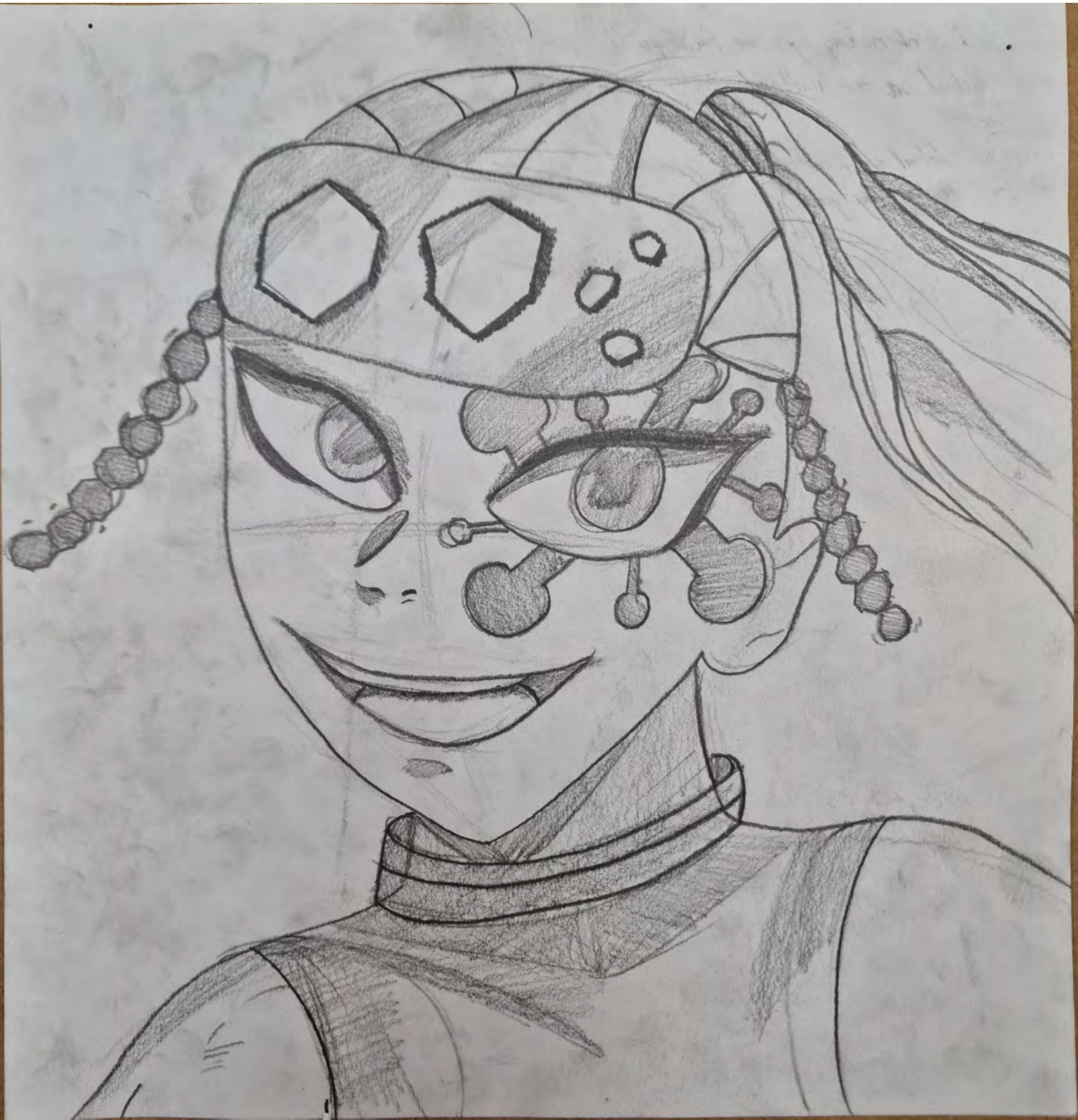


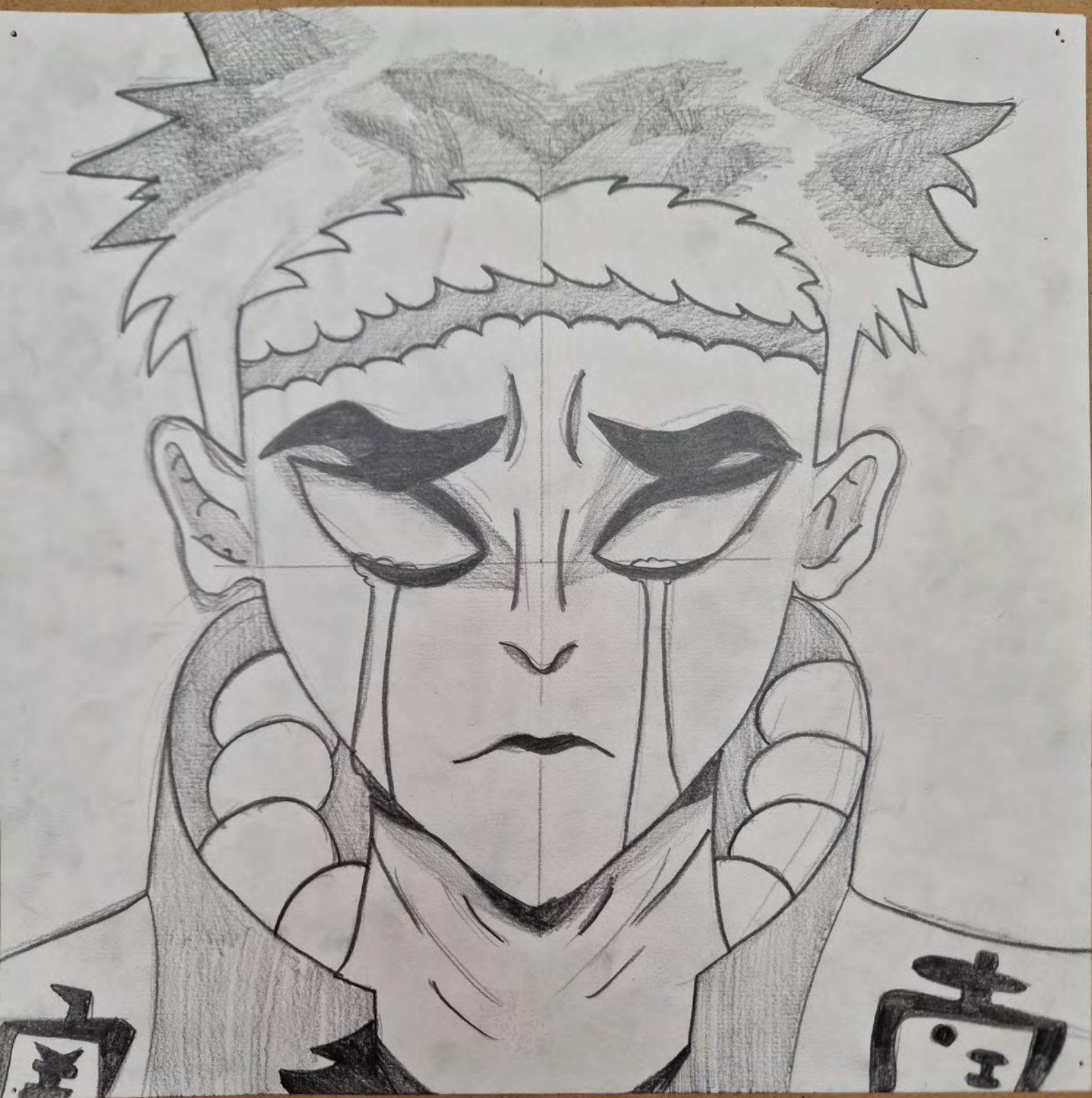




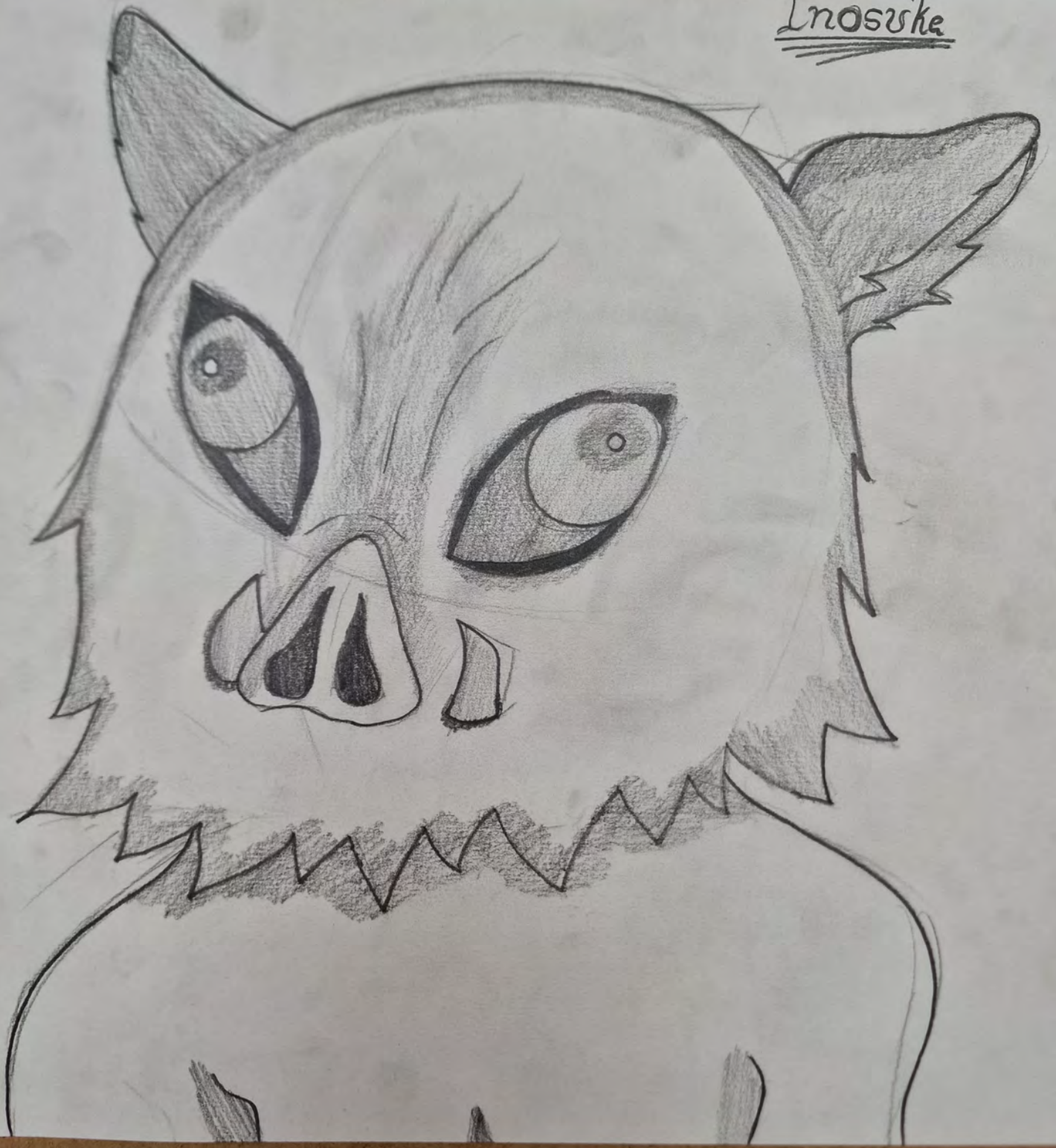




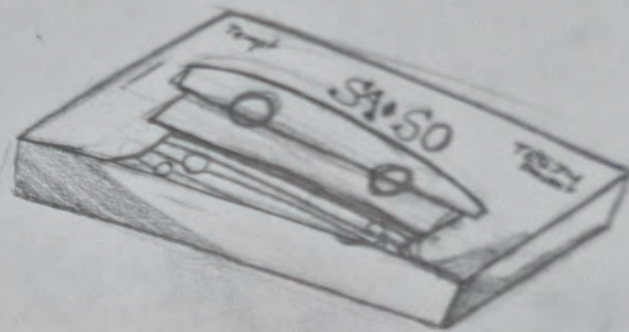
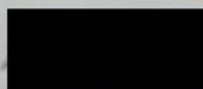




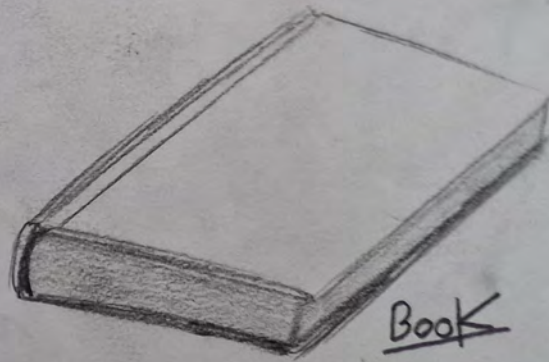
Inosuke



Drum
Kit

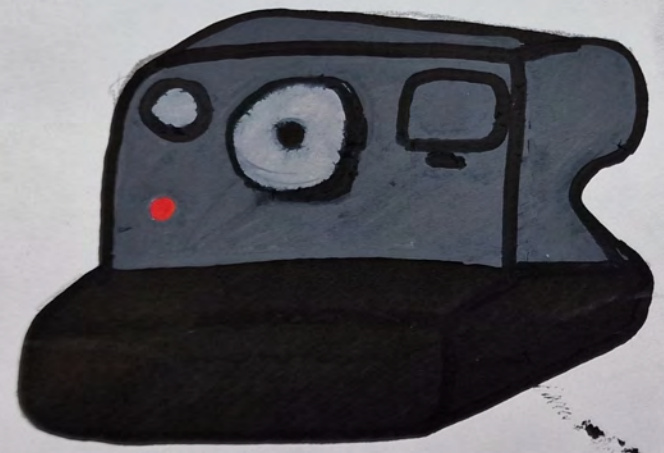
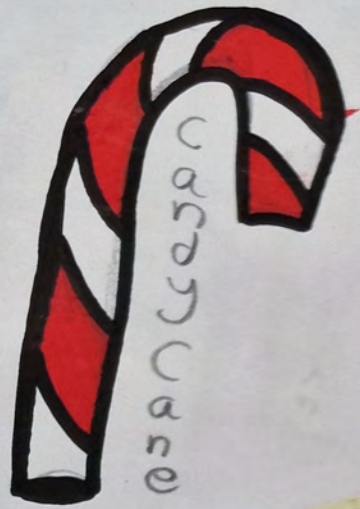
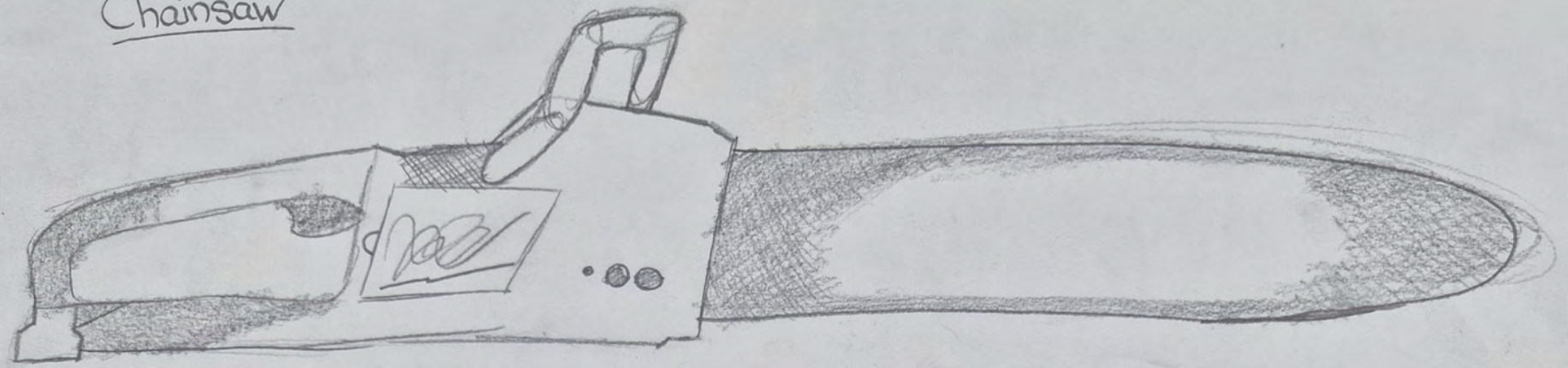


Rugby
ball



Book

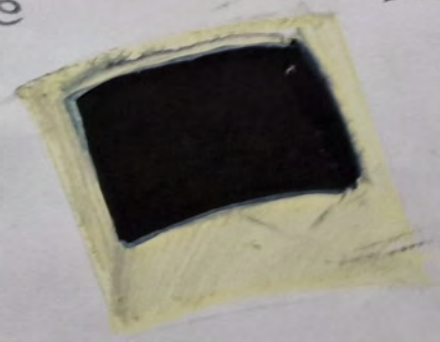
Chainsaw



Camera

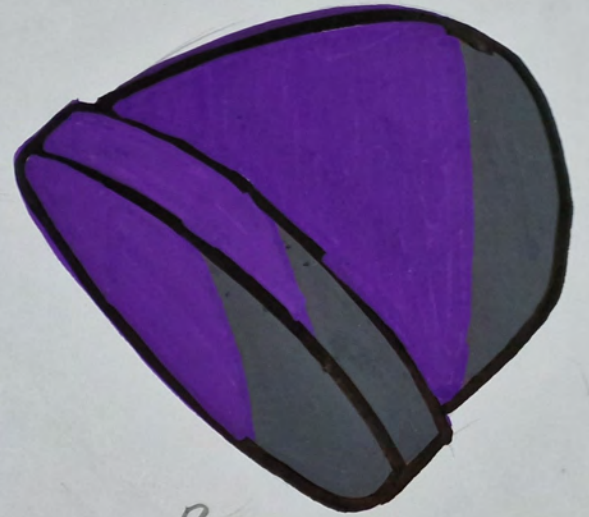


envelope



Camera
film

Shoe



Beanie



Candy
Cane



bag



Water
bottle





