Year 9

Consume – GCSE

style project

Summer Term

## What you will learn

CONSUME is a term of topical interest in present day life. Definition-

- To eat, drink especially a lot of something.
- To destroy/expand or use
- To have strong feeling

You learn how to investigate a theme through artist research, drawing and some annotation to develop into a final piece GCSE style.



Kaori Kurihara- Botanical ceramics

You will be set a drawing test as part of this project to emphasise the importance of drawing within an Art and Design curriculum.



Andy Warhol- Screen-print



Installation Art in Margate.

## **Creative possibilities**

You may be asked to explore the work of a chosen artist who displays the idea of CONSUME in their work. This may involve, paint, mixed media, print or clay.

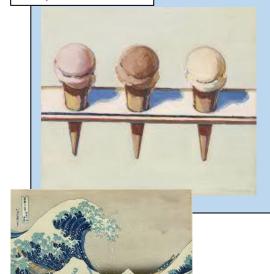
## Websites:

www.tate.org.uk www.nationalgallery.org.uk www.fizwilliam.cam.ac.uk www.vam.ac.uk

## Key words

- Planning an idea using, sketching, annotation and artist reference
- **Composition** refers to the layout of a piece of art in 2 or 3 dimensions to create balance or dramatic effect
- Painting technique, using light and shade.
- Print technique using relief and colour overlay
- Clay technique using modelling

Wayne Thiebaud



Hokusai- Great Wave- woodblock print.