

## Component 1 Personal Investigation.

This is a practical investigation supported by written material. (3000 words.)

Taken from the AQA Specification:

- The written material must confirm understanding of creative decisions, providing evidence of all four assessment objectives by:
- Clarifying the focus of the investigation
  - Demonstrating critical understanding of contextual and other sources
  - Substantiating decisions leading to the development and refinement of ideas
  - Recording ideas, observations and insights relevant to intentions by **reflecting critically** on practical work
  - Making meaningful connections between, visual, written and other elements.

This essay is to be used to direct and inform your practical project. The exam board want to hear your opinions - why have you done a particular piece of work?

Artist 1
----------

Artist 2
----------

Artist 3
----------

Artist 4
----------

--

--

--

--

--

--

--

--

--

--

--

--

What were you looking for when you chose this artist?

- e.g. I was interested in learning more about the technical aspects of weaving and I was drawn to the geometric weaves of Gunta Stolz.
- e.g. This artist explores the healing qualities of making art. This echoes my own line of enquiry...
- e.g. I would like to explore the effect of dramatic lighting for my final piece and liked the shadows created by...

Context. What was happening whilst this artist was working and how does this inform the work? Any relevant events from the artists own life that influenced the work.

- e.g. Lucienne Days colourful designs were created during the post War optimistic era of the 1950's.

Describe a piece of work you have copied. Give the title, date, medium and size. Why did you choose this piece? Describe the specific qualities/ characteristics of it. You must explore the methodology of the artist - really unpick their work.

What textures or mark-making can be seen in the work?

Please see the other guide for further information for this section.

How has this been useful to your actual practical project? Which exact skill have you learnt and how have you applied it to your making? What does this artist bring to your project?