

Component 1 Personal Study

You are to have a 1-1 with your teacher(s) to discuss and agree a theme for your Component 1 Personal Study project, which is worth 60% of your total A level grade.

You will then develop a range of designs based on your own research (designers' work you like, copies of their techniques, analysis of existing design solutions, your own experiments and explorations).

You will then produce one of your *final piece(s)* under a 10 hour timed practical exam having completed in depth prep work.

Download the Graphics Project Guide [here](#) (via Godalming Online)

These are the key stages:

Introduction to topic questions + research task

Initial research (collect min of 4 designers work you like + notes)

Initial Design Brief and Specification written

Explorations and analysis through creating copies and making your own versions

Own design ideas explored (some may even be *finished* design solutions for aspects of your project)

Exam prep

Exam Piece(s) produced in timed practical exam

Your homework is a 2 week task.

Download the Graphics Project Guide [here](#) to see all the key stages of the Graphic Design Process.

By now you should have chosen a theme for your Personal Study, which you will explore from February 2020 until end of January 2021. The theme should be something you are passionate about and be willing to explore in depth.

- As part of your 2 week homework task, you are to produce 4 A4 sides in total.
3M1 and 3C1 deadline: Thursday 13th February
- Research (see section B of the Graphics Project Guide)
Continue to seek inspiration via [Pinterest](#) and [Behance](#). By now you should have already collected research images on Pinterest from the previous homework, pinned to your own Pinterest board. You are to create one A4 page (mood board) of analysis of existing designs related to your chosen theme e.g. research similar brands related to your theme and critically analyse the designs, e.g. layout, colours, composition, typography, imagery, information that is included etc. Make sure you use terminology from the glossary on GOL.
- Create Designer Studies (see section D of the Graphics Project Guide)
You are to look at different artists/designers that you are inspired by, which you could incorporate into your design work. Similar to previous homework projects, you are to create *designer studies* for your chosen artists/designers: Create copy(s) and your own versions of approximately 3 to 4 designers that could link to your project. Suggestion – you could select artists/designers that you have not explored before, but are similar to the style/movement of designers you looked at during the *options homework week*.
- Typography (see section E of the Graphics Project Guide)
Start thinking about typography too (see last slides of this PowerPoint for examples). Digital and off-screen experimentation (play to your strengths as well as developing new techniques) Experiment with quink ink, wax resist (write with a candle and then put ink over the top) Wax etching etc. Produce one A4 page of this that we can further develop in class from week commencing 10.2.20
- Inspiration - **visit this GOL page to preview previous students' Personal Study projects** [here](#)

Experimenting with Typography



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