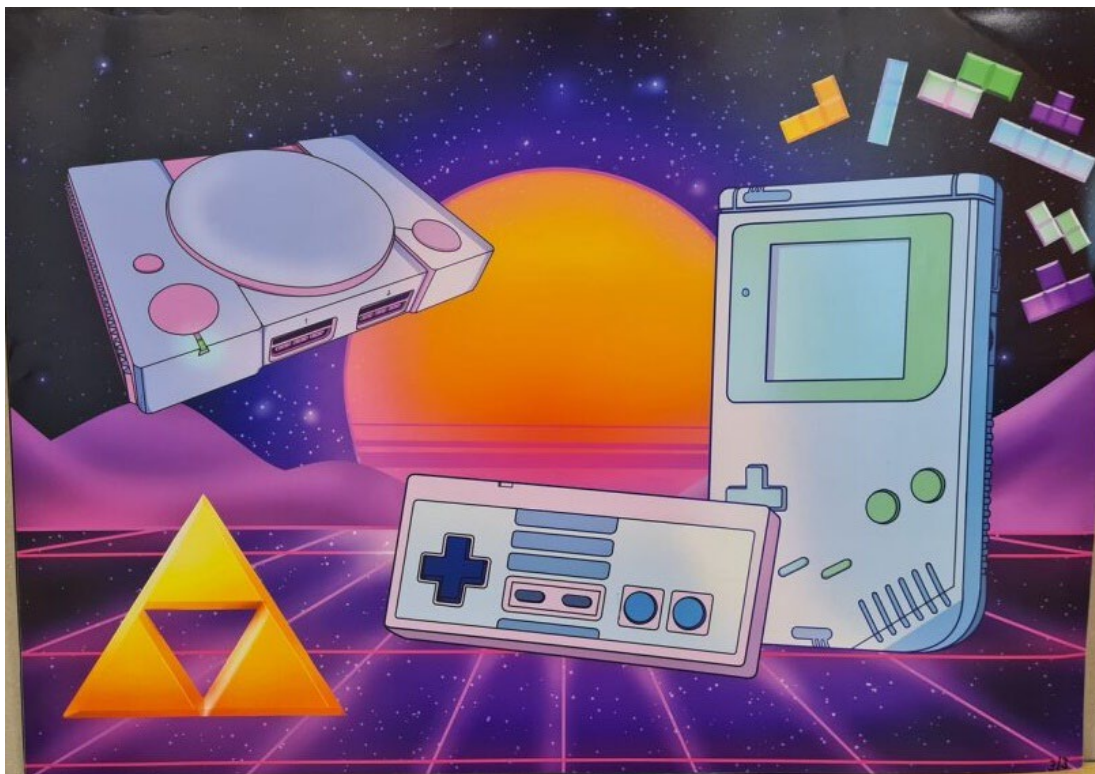Process: 8/10
16/30
Skills: 16/25
17/25
Sub-total: 57/90
Evaluation: 8/10
TOTAL: 65/100

Higher Art and Design
Expressive portfolio – evaluation

Instructions to candidates

You should reflect on and critically evaluate the creative process you followed when working through your expressive portfolio. In your evaluation give justified personal opinions on:

♦ the decisions you made when working through your portfolio
♦ the effectiveness of the visual qualities of your portfolio, referring to your theme/stimulus   (10 marks)

For my expressive project, I chose the theme 'Retro' to explore the tech and devices that brought us to our modern-day technology. I wanted to display lots of my favourite devices in different styles and ways that draw attention to them in a new and fresh way while still encapsulating their retro style and look.

In my research and investigation, I found pictures of lots of retro devices and started by sketching them using a regular pencil. This went well as I was able to capture the features and style of the devices. Next time I would like to try and use charcoal to do my initial sketches as I feel I would be able to achieve a deeper variety of tones and depth in the sketch. After my initial sketches, I went on to research many artists who had already designed pieces featuring retro tech in their own style. Using inspiration from some of the images I had found I then used acrylic paint to create a painting of a Gameboy. This went ok as I feel I was able to capture the form and shape f the Gameboy. But I also feel this did not go well as I struggled to get a grasp of using acrylic paint and to perfect my technique with a paintbrush. I would like to try and use acrylic paint again in the future.

In my development, I started to look online for backgrounds for the devices. I looked into retro sci-fi space backgrounds to give off a retro 80s feel in my pieces. I decided to draw a retro console with a retro neon background using coloured pencils and black pen to outline. The colours turned out nice as they blended well and gave a bright and vibrant look. This also helped the main console to stand out and add depth to the page. Next time though, I would like to try to use more mixed media and try other media like chalk or pastels to achieve a different style.

For my next pieces of development, I looked into the style of Michael Craig Martin for inspiration and decided to use his style of drawing objects and devices for my pieces. I decided to use digital graphics software to draw the game consoles in his style to get a more clean and professional look. This worked really well as I was able to produce drawings of consoles that looked very neat and interesting to look at because of the use of contrasting and harmonising colours. For another development piece, I used digital software to draw the cartridge of a game. I used digital techniques to add glow and a colour gradient with a black space background to make it stand out very brightly. I was inspired by the bright neon colours of the 80s and wanted to encapsulate that sci-fi feel in the design and I think it worked very well.

In my final piece, I wanted to use the style of Michael Craig Martin that I had learned and studied mixed with the classic neon, sci-fi, retro style of the 80s. I started off by using my digital drawing software to sketch out the retro consoles I wanted to use, layering them on top of each other and trying

different positions and placements to find a balanced layout. I sketched different preliminaries until I found the layout I liked. I then started implementing colour to the sketches after having outlined them. I wanted them to stand out from the warm colours in the background so I used very cool blues and light purples when colouring the consoles. I liked this as it gives the eyes rest when looking around the very bright background. When drawing the background I use an assortment of blending tools on the app to create the neon sun and hills. The use of lines on the ground of the piece is effective as it helps to lead the viewer's eyes up to the focal points of the piece. To finish off the design I took inspiration from some games that had been made for these retro consoles such as Tetris and The Legend of Zelda. Incorporating these into my design helped to ensure there were no large gaps in the piece. This was good as I feel it helped to encapsulate the feel of retro gaming and the games that paved the way for our current generation of gaming and technology.

Commentary on candidate evidence

Candidate 7 – Retro Games

Section 1 - expressive portfolio - process

This portfolio shows highly relevant investigative research.

The candidate has selected relevant artist work relating to their chosen theme of retro gaming along with completing a number of analytical studied of hand-held gaming consoles. While some of these objects feature throughout the portfolio, others are less relevant to the development of the candidate's line of enquiry.

This aspect was awarded 8 of the 10 marks available.

This portfolio shows effective development and refinement of one idea leading to the production of a final piece.

An effective single line of development is evident through the theme explored by the candidate. However, this is inconsistent in content progressing towards to the final piece. This creates a somewhat disjointed portfolio.

This aspect was awarded 16 of the 30 marks available.

Section 2 - expressive portfolio - skills

This portfolio shows effective use of appropriate materials, techniques and/or technology in response to their theme.

The candidate demonstrates effective and skilful use of tonal pencil, coloured pencil and watercolour paint to investigate their chosen theme. This is then translated successfully into digital media demonstrating the same level of skill and visual effect. This choice is highly relevant in relation to the theme of the portfolio.

This aspect was awarded 16 of the 25 marks available.

This portfolio shows effective use of visual elements and expressive effects in response to their theme.

The candidate effectively explores the visual elements for expressive effect by carefully considering lighting, focal point and symbolism in relation to their chosen subject matter. The overall impression of the portfolio is effectively 'retro', in terms of colour, pattern, mood and atmosphere, and style.

This aspect was awarded 17 of the 25 marks available.

Section 3 - expressive portfolio - evaluation

This expressive evaluation shows justified personal opinion clearly expressed showing critical evaluation of the decisions made and the effectiveness of the visual qualities of their portfolio.

The candidate makes well justified evaluative points about their choice of theme and working methods throughout their portfolio.

This evaluation was awarded 8 of the 10 marks available.

Total: 65 marks