



Accredited

# OCR LEVEL 3 CAMBRIDGE TECHNICAL CERTIFICATE/DIPLOMA IN ART AND DESIGN

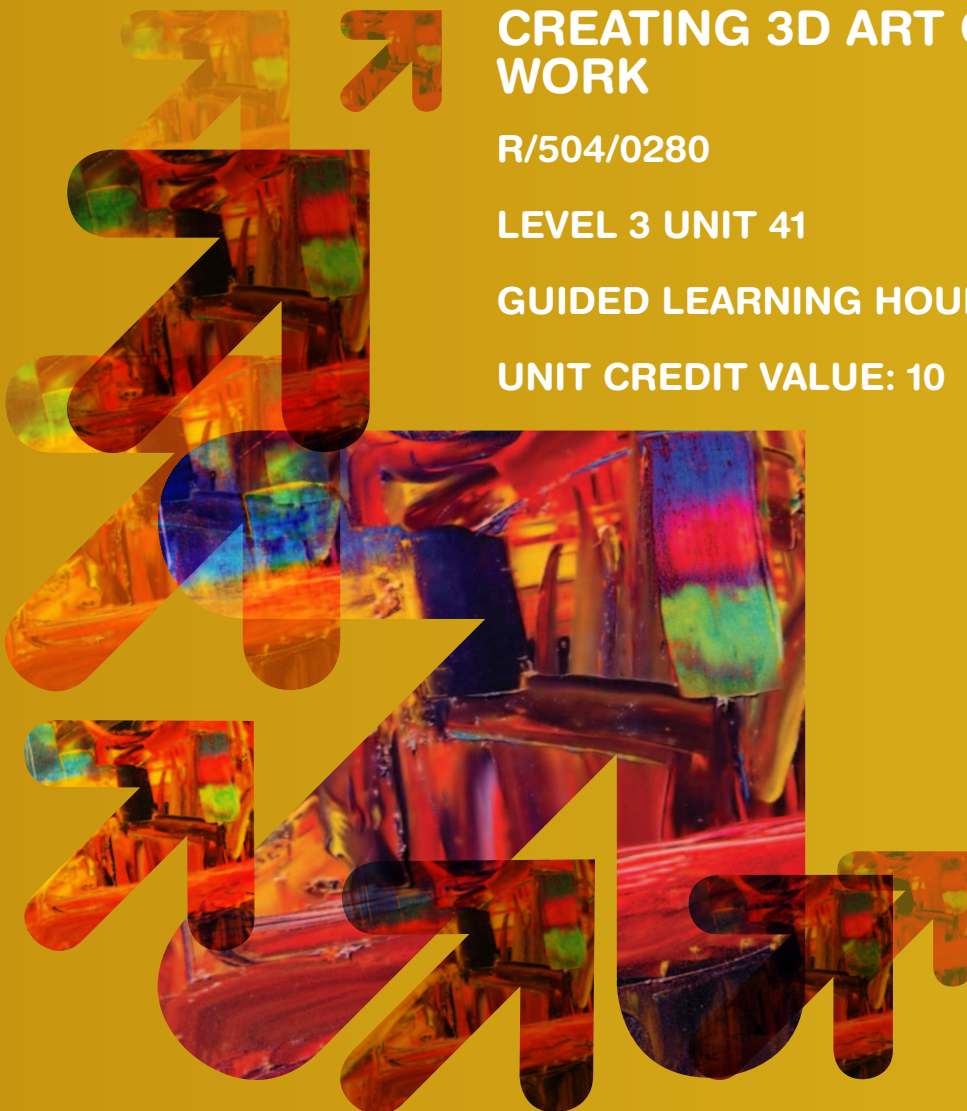
## CREATING 3D ART OR DESIGN WORK

R/504/0280

LEVEL 3 UNIT 41

GUIDED LEARNING HOURS: 60

UNIT CREDIT VALUE: 10



# CREATING 3D ART OR DESIGN WORK

R/504/0280

LEVEL 3

## AIM OF THE UNIT

By completing this unit, learners will understand 3D artwork and the materials and processes used to create it. They will be able to develop an idea for 3D art or design work, from which they are able to produce a final piece. Learners will then be able to review the success of their final work.

## ASSESSMENT AND GRADING CRITERIA

<b>Learning Outcome (LO)</b>  The learner will:	<b>Pass</b> The assessment criteria are the pass requirements for this unit.  The learner can:	<b>Merit</b> To achieve a merit the evidence must show that, in addition to the pass criteria, the learner is able to:	<b>Distinction</b> To achieve a distinction the evidence must show that, in addition to the pass and merit criteria, the learner is able to:
1 Understand 3D art or design work produced by practitioners in a 3D area of interest	P1 Learners select an area of interest and investigate the work produced by a range of 3D art or design practitioners in that area		
2 Be able to develop an idea for 3D art or design work, using appropriate materials and processes	P2 Learners develop an idea for their own 3D art or design work, including: a) initial design sketches or maquettes b) finished design roughs or maquettes c) plan for making the final work	M1 Learners use their investigation into the work of other 3D artists or designers to influence the development of an original, imaginative and thoughtful idea	
	P3 Learners explore the materials and processes they will need to use for their own 3D art or design work, including: a) material properties b) processes, equipment, techniques c) safe working practices	M2 Learners use their exploration into materials and processes to inform the effective development of their own 3D art or design work	
3 Be able to produce a final piece of 3D art or design work	P4 Learners produce a competent final piece of 3D art or design work	M3 Learners demonstrate proficient skills in producing a successful final piece of 3D art or design work. The outcome produced is generally of a good quality	D1 Learners produce a highly original final piece of 3D art or design work. The outcome produced is skilfully finished, generally of a high quality and displays a thorough understanding of the materials and processes used

## TEACHING CONTENT

The unit content describes what has to be taught to ensure that learners are able to access the highest grade.

Anything which follows an i.e. details what must be taught as part of that area of content.

Anything which follows an e.g. is illustrative, it should be noted that where e.g. is used, learners must know and be able to apply relevant examples to their work though these do not need to be the same ones specified in the unit content.

### **Understand 3D art or design work produced by practitioners in a 3D area of interest**

For example:

Possibilities might include:

- sculpture
- jewellery
- product design
- fashion accessories
- 3D fine art
- Ceramics

For example:

Choose an area of interest (e.g. sculpture, jewellery making etc) and investigate practitioners:

- why and how they work
- materials and processes they use.

### **Be able to develop an idea for 3D art or design work, using appropriate materials and processes**

For example:

- a) range of possibilities for art/design work
- b) one idea developed further for realisation
- c) timescales, materials, equipment, stages of construction, storage, cost, risk assessment

Consider also, for example:

- sampling and sourcing of materials
- traditional, innovative, possible combinations
- use/abuse of materials to achieve results.

### **Be able to produce a final piece of 3D art or design work**

For example:

- safely use the studio/workplace
- matching design with intentions
- initial construction
- final construction and finishing.

## DELIVERY GUIDANCE

This unit is centre-assessed and externally moderated.

In order to achieve this unit, learners must produce a portfolio of evidence showing that they can meet all the pass grading criteria.

Portfolios of work must be produced independently. Portfolios put forward for moderation must be available for the OCR Visiting Moderator to access freely during the moderation visit, along with witness statements and any other necessary supporting documentation.

Centres must confirm to OCR that the evidence produced by learners is authentic.

In order to achieve this unit, learners must produce evidence that meets all the pass grading criteria. There are no other additional requirements for this unit.

This unit provides an opportunity for learners working in any discipline to produce a 3D piece of art or design work. An initial investigation into a range of potential 3D ways of working and an investigation of relevant art or design practitioners for **P1** will allow for associated materials and processes to be explored evidencing **P3/M2**.

Investigations carried out into artists/designers may well generate ideas for a 3D art or design work which can be developed for **P2/M1**. Ideas might also be generated in response to a project/brief or from work in another unit.

For **P4/M3/D1** the learner will produce a final piece of 3D art or design work.

Learners must present a portfolio of work that provides evidence of all investigations into artists/designers work and the materials and processes they use, development of ideas, records of changes made during production of the final work and the final piece of 3D art/design work reviewed against other work and the original intention. If work is non-permanent, then it must be recorded in detail using digital images, video etc. It is expected that much of the evidence for this unit will be in annotated sketchbooks.

## RESOURCES

This section provides suggestions of suitable resources. The list is neither prescriptive nor exhaustive, and learners should be encouraged to gather information from a variety of sources.

Some suggested resources are intended for Tutor use. The resources in this section were current at the time of production.

### Books

Saatchi collection.	<i>Sensation</i> Thames and Hudson ISBN: 9780500600238
Phaidon Press.	<i>Vitamin 3-D: New Perspectives in Sculpture and Installation</i> Phaidon ISBN-10: 071484974X
Tufnell, Ben.	<i>Land Art</i> Tate Gallery Publishers ISBN 10: 1854376047
Collins, Judith.	<i>Sculpture Today</i> Phaidon Press Inc. ISBN-10: 0714843148
Mengham, Rod.	<i>Marc Quinn</i> NAi Publishers ISBN-10: 905662511X
Barrie, Brooke. (1998)	<i>Contemporary Outdoor Sculpture</i> Rockport ISBN 1 56496 421 3
Butcher, Mary et al. (1999)	<i>Contemporary International Basketmaking</i> Crafts Council ISBN 1 85894 078 8
Cabanne, Pierre. (2002)	<i>Constantin Brancusi</i> Terrail ISBN 2 87939 242 X
Cerizza, Luca et al. (2007)	<i>Tony Cragg: Formation and Forms</i> BSI Art Collection ISBN 3 905701 91 X
Collins, Judith. (2006)	<i>Eric Gill: The Sculpture</i> Herbert Press ISBN 0 7136 7927 1
Crary, Jonathan. (2004)	<i>Installation art in the new millennium</i> Thames & Hudson ISBN 0 500 28451 2

Drury, Chris. (2004)	<i>Chris Drury: Silent Spaces</i> Thames & Hudson ISBN 0 500 28483 0
Friedman, Terry et al. (2003)	<i>Peter Randall-Page - Sculpture and Drawings</i> HMCCS ISBN 0 901981 49 4
Gibson, Robin. (1997)	<i>Glenys Barton</i> Momentum ISBN 1 873362 66 8
Herkenhoff, Paulo et al. (2003)	<i>Louise Bourgeois</i> Phaidon ISBN 0 7148 4122 6
Hessenberg, Karin. (2005)	<i>Sculpting Basics</i> A & C Black ISBN 0 7136 7339 7
Long, Richard. (1997)	<i>Richard Long – From Time to Time</i> Cantz ISBN 3 89 322 898 5
Mason, Raymond. (2000)	<i>Raymond Mason</i> Foundation Dina Vieray – Musee Maillol ISBN 2 910826 15 5
Mitchinson, David. (2006)	<i>Celebrating Moore</i> Lund Humphries ISBN 0 85331 944 8
Peterson, Susan. (2000)	<i>Contemporary Ceramics</i> Laurence King ISBN 1 85669 188 8
Stephens, Chris. (2003)	<i>Barbara Hepworth</i> Tate ISBN 1 85437 479 6
Sylvester, David et al. (2001)	<i>Jeff Koons</i> Thames & Hudson ISBN 0 8109 6931 9
Tatehata, Akira. (2000)	<i>Yayoi Kusama</i> Phaidon ISBN 0 7148 3920 5
Van Wagner Collischan, Judy K. (2000)	<i>Welded Sculpture of the Twentieth Century</i> Lund Humphries ISBN 0 853317542

## LINKS TO NOS

Creative and Cultural Skills – Design (2009)

**DES7** Contribute to the production of prototypes, models, mock-ups, artwork, samples or test pieces

ENTO – Health and Safety Standalone Units

**HSS1** Make sure your own actions reduce risks to health and safety





## **CONTACT US**

Staff at the OCR Customer Contact Centre are available to take your call between 8am and 5.30pm, Monday to Friday.

We're always delighted to answer questions and give advice.

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