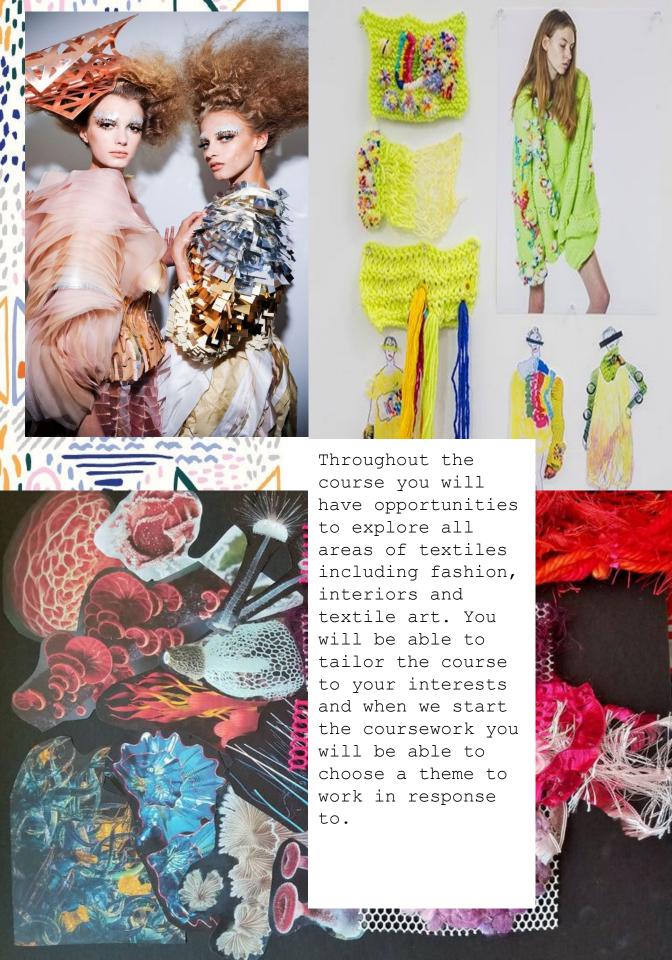


You will be embarking on a two-year A' Level course.

For the first two terms you will be working on a series of introductory projects and practical technique workshops.

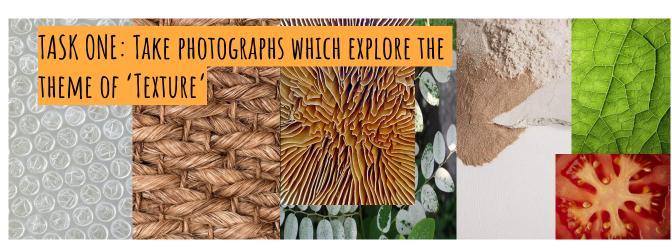
These projects and workshops are designed to introduce you to many new skills, techniques and processes. You will also develop the ones that you learnt in your GCSE. They will prepare you for working on your own self-directed projects in the Spring term.



A LEVEL TEXTILES:

The purpose of this summer work is to give you some insight into the course and to enable us to make an initial assessment of your skills and abilities at the very start.

The followings tasks are intended to be enjoyable and give you the opportunity to make the most of your time over the summer to gather research materials and explore some creative possibilities to be developed when you start the course.



Capture both natural and man- made textures. You may find some fascinating subject matter in the most unexpected places, so challenge yourself to search this out, looking beyond the obvious to capture some innovative and inspirational shots. These can be close ups of everyday household objects or natural textures that you may see outside. Try cutting up fruits and vegetables...

Experiment by taking close-ups and unusual viewpoints, looking for example, from above and beneath. Explore composition by cropping your view to produce abstract and less recognisable images of your subject matter, focusing more closely on details, surface qualities and textures.

Take a minimum of 30 photographs- consider editing and cropping to get the best out of these photos (but avoid filters and over editing). Present these digitally (ppt, google slides) so you can print them out when you return in September.

TASK TWO: CREATE A SERIES OF TEXTURAL VIEWFINDER DRAWINGS

Ideally you will draw from DIRECT OBSERVATION - this means drawing from a real life object in front of you. So find objects that have interesting visual texture. If you are struggling you may draw from a primary photograph as well- but you should draw directly from at least two objects.

Just as you did with your photography, experiment with close-ups and unusual viewpoints, looking for example, from above and beneath. Explore composition by cropping your view to produce abstract and less recognisable images of your subject matter, focusing more closely on details, surface qualities and textures.

Create a viewfinder to help you to do this.

- •Create a series of close up drawings (min. of 6) that explore your textured objects- do this into your sketchbook
- •Work into 'frames' for this series of drawings (draw x6 boxes to draw in which are 10cm x 10cm)
- •Try to focus on line, texture and shape. Don't worry about colour-only use black fine liner or biro
 - Aim for full compositions (fill the 'frame' include negative space if necessary)



TASK THREE: CREATE A COLLECTION OF 4 TEXTILE SAMPLES IN RESPONSE YOUR TEXTURE VIEWFINDER DRAWINGS

Using your texture viewfinder drawings (or maybe a combination of a couple) as a source of inspiration, you need to create a collection of 4 textiles samples to explore texture.

You can use whatever textile techniques and mediums that you have available to you. Consider use of hand embroidery, free machine embroidery, mixed media.

Texture Pinterest Inspiration

- Your pieces should be no smaller than A6, experiment with a range of sizes
- Be creative and show me your











