

Hyndland Secondary School - Higher

OUTCOME 1 – WRITING ABOUT DESIGNERS

For this unit you will cover the following -

HIGHER
OUTCOME 1
1 Analyse the factors influencing designers and design practice by: 1.1 Describing how designers use a range of materials, techniques and/or technology in their work. 1.2 Analysing the impact of the designer's choices in a range of designers' work. 1.3 Analysing the impact of social and cultural influences on selected designers' and their design practice.
<u>You must write about two pieces of design from each of your two designers.</u>

GETTING STARTED ON RESEARCH-

DESIGN

Design - Art and Design Studies are about: finding out about Design - research and **summarising** what you find out.

Research -

You have to find out and note, as much information as you can in the time you've got.

You will cover the following areas

PART 1 - ART NOUVEAU & DESIGNERS OR ART DECO & DESIGNERS.

PART 2 - CONTEMPORARY DESIGN

During this time you will be introduced to a number of designers and you will be asked to write about your favourites. Choose those designers you think are the most important, that interest you most and that you think will help you most with your practical work.

Biographical Information

Remember not all the questions will be relevant to all Designers/Designs - use as a guide only.

For each designer you choose you should find out about and note biographical information - for example -

The designer's name - note the full name; get the spelling correct.

The country where they lived or live - check whether they were born there or moved there; how long have they worked there?

When they were born; when they died or whether they are still alive and working.

The sort of work they produce - graphic design, costume design or whatever.

If they produce different kinds of work, what are they? Which are important to you?

Reasons why they produce the sort of work they do.

Whether they belonged to any particular development or movement in design; where they fit into that development or movement.

Their own ideas - what they were trying to say or get across?

Whether they were responding to advances in technology (many designers are concerned with improving designs through new technologies) other artists or designers who lived before them or at the same time from whom they got ideas -

Designers - who lived at the same time or later - that have got ideas from the one you are studying

Writing About Design.

You will now need to research work by your chosen designers – Use the following headings, questions and suggestions to help you. Remember not all the questions will be relevant to all designs - use as a guide only.

What should I have at the end of this time?

You should finish up with a collection of notes, comments, annotations, scribbles, sketches, maybe little cuttings with notes beside them. Try to keep it all in an order that makes sense to you.

KEEPING RESEARCH GOING

For the Design Study you should research 2 designers.

I've found out as much as I can about the first designer.

What happens next?

Use the same checklist you used before (on the previous pages), to find out about the second designer, development or movement you chose.

This time try to begin to see and make connections between the designer you studied **first** and the one you are studying **now**. Note these as you go along.

As well as noting factual information, note links you see and ideas you have. This is where finding out begins to help you form opinions.

YOU SHOULD NOW

- * have a collection of information about two designers, developments or movements.
- * have this information in the form of notes, annotations, comments, brief sketches, references and so on.

YOU SHOULD NOT HAVE

- * Cuttings, printouts, reproductions, visuals, photocopies, blocks of text or similar **that are unexplained**. You must make clear why you have included these. Use comments alongside, references between items or similar ways of showing what you are thinking.

Do I need ideas as well as finding out?

Yes, as well as collecting factual information, you should by now, be starting to get ideas ABOUT what you've found out. Note them as you go along.