

OCR A Level Art and Design Themes 2019

Resource Pack

Themes:

- **Plastic** colour · manmade · pollutant · practical · recyclable · not recyclable · bags · waste · material · hard · soft
- **Silver** metal · fashion · jewellery · status · property · award · shiny · brushed · wealth · liquid
- **Archaeology** digging · treasure · the past · history · culture and society · buried · discovered · items · locations
- **Nocturnal** night · dark · stars · natural light · sleepless · bats and night time animals · the moon · light vs dark · time
- **Musical Instruments** sound · tone · pitch · together · performance · variety · wooden · metal · universal language
- **European** culture · society · history · stereotyping · currency · food · Brexit · unity · the future · business · globalisation · neighbours
- **Street** linear · curved · location · travel · home · direction · stories · transport · technology

It is usually the case that Artists and Designers use materials specific to the theme of their work, so they can illustrate a specific **meaning, mood** or **story**. They may also consider **composition, scale, colour, text** and **style**. They will develop their ideas, refine them through testing, reflect and record their work in writing and practical outcomes and present their work to reflect the theme running through it.

- Consider **how** the artist has made the work.
- Look at **what materials** have they used.
- **Why** do you think they used these materials?
- Do you think the medium effectively portrays the **concept/ theme** of the work?
- Do you think there is **more than one** theme in the work?
- Do you see **inspiration/ influences** from other artists, art movements or events in the work?

The following artists in Kaleidoscope particularly illustrate some of the themes listed above:

Instrumental **Laura Buckley**

Nocturnal **Whitney Bedford**

Plastic **Mia Feuer**

Instrumental Laura Buckley



Buckley's *Fata Morgana* combines installation and video. The piece is totally immersive, being made up of both endless visuals and an accompanying soundtrack which leaps through human, mechanical and natural sounds. The viewer's need to understand the swirling mass of image and sound becomes part of the kaleidoscope's appeal. Buckley seems to use the audience as 'persons against pixels', as part of her ongoing exploration of digital image-making. The smooth, mirrored surfaces of the tunnel's interior amplify the audience's participation in the

piece, so that they are sucked in further and further. The seemingly endless formation of geometric shapes and colours emphasises a playful element to the work. The impact of the interactive piece is instant, enticing and exhausting.

- **Instrumental** sound playing
- **Instrumental** elements

Nocturnal Whitney Bedford



emphasise action.

The bright colours add a contemporary explosive pull, with contrast a key for the artist. Bedford describes this as “romantic destruction” in response to themes such as natural landscapes, digitalisation, transportation and consumerism.

- **Nocturnal** style night time painting

Bedford works within a classic, historical framework of marine landscape painting but infuses her images with fierce, intense colours, which act to overturn tradition. As a result hybrid images are created, showing bold and illuminated emotion.

The paintings themselves are made up of layers of ink and oil paint on top of refined pencil drawings. Bedford has deliberately applied the ink and paint in explosive layers to

Plastic Mia Feuer



Feuer's work makes connections between society's ongoing material dependency and the accelerated environmental impact non sustainable materials are having on the planet.

Many of her works stem directly from specific places that she has visited.

Many pieces are also made on location and then transported, emphasising the journey of the materials.

- Suggestions of **plastic** as a pollutant
- Exploration of **plastics** and manmade substances