

Pearsons AS Level Art and Design Themes 2019

Resource Pack

Journeys and Pathways

travel · soul searching · narrow · restricted · undisclosed · past · future · life · birth · death · afterlife · ways · welcome · trip · hidden · concealed · camouflaged · disguised · unnoticeable · invisible · inconspicuous · clandestine · covert · undercover · rides · voyage · passage · time · conduits · practice · habit · tradition

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.

When collecting research and contextual influences:

- 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 particularly illustrate the theme of Journeys and Pathways within their work:

Laura Buckley

Whitney Bedford

Mia Feuer

Tillman Kaiser

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.

- **Journeying** down the **pathway** of the kaleidoscope
- **Pathways** of light
- Personal **journeys** experienced through entering the artwork
- Physical interactive **pathway**

Whitney Bedford



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.

- Suggested **journeys**
- Ships as transport for making **journeys**

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 emphasise action.

The bright colours add a contemporary

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.

- The **journey** from rubbish to recycled
- **Journeys** made by the artist
- The **journey** of materials from different locations
- Dog sled as a mode of transport for a **journey**

Tillman Kaiser



Kaiser creates work as a painter, sculptor and photographer. He will always listen to music while he works: "Music doesn't influence my work directly, but its essence most likely enters my work. My picture compositions are often based on repetitive elements, translated into music they would be extremely rhythmical songs. Rhythm cannot only be found in music, but also in the fine arts, literature, and poetry. Rhythm is very important. I am interested in the psychological effects that repetition can trigger" Tillman Kaiser.

Some of Kaiser's 3D objects are based on the classic children's paper folding game 'fortune teller': "I am interested in symmetries, there is an element of rhythm

where there is no above and below, no back and no front resulting in forms that resemble the folded paper game" Tillman Kaiser. Kaiser is always aware about the space in which the art is displayed, viewing this as part of the work. Kaiser's manifestations of form (3D) are created using symmetrical compositions and reduced colour. "I have always been very interested in Surrealism, it appeals to my inclination toward reflection. One may not recognize it in my work, but I have a great appreciation of the work of Giorgio de Chirico and of René Magritte" Tillman Kaiser. Kaiser also regularly explores and challenges the themes present within Cubism and Surrealism.

- Linear **pathways** present within the work
- The **journey** from 2D to 3D