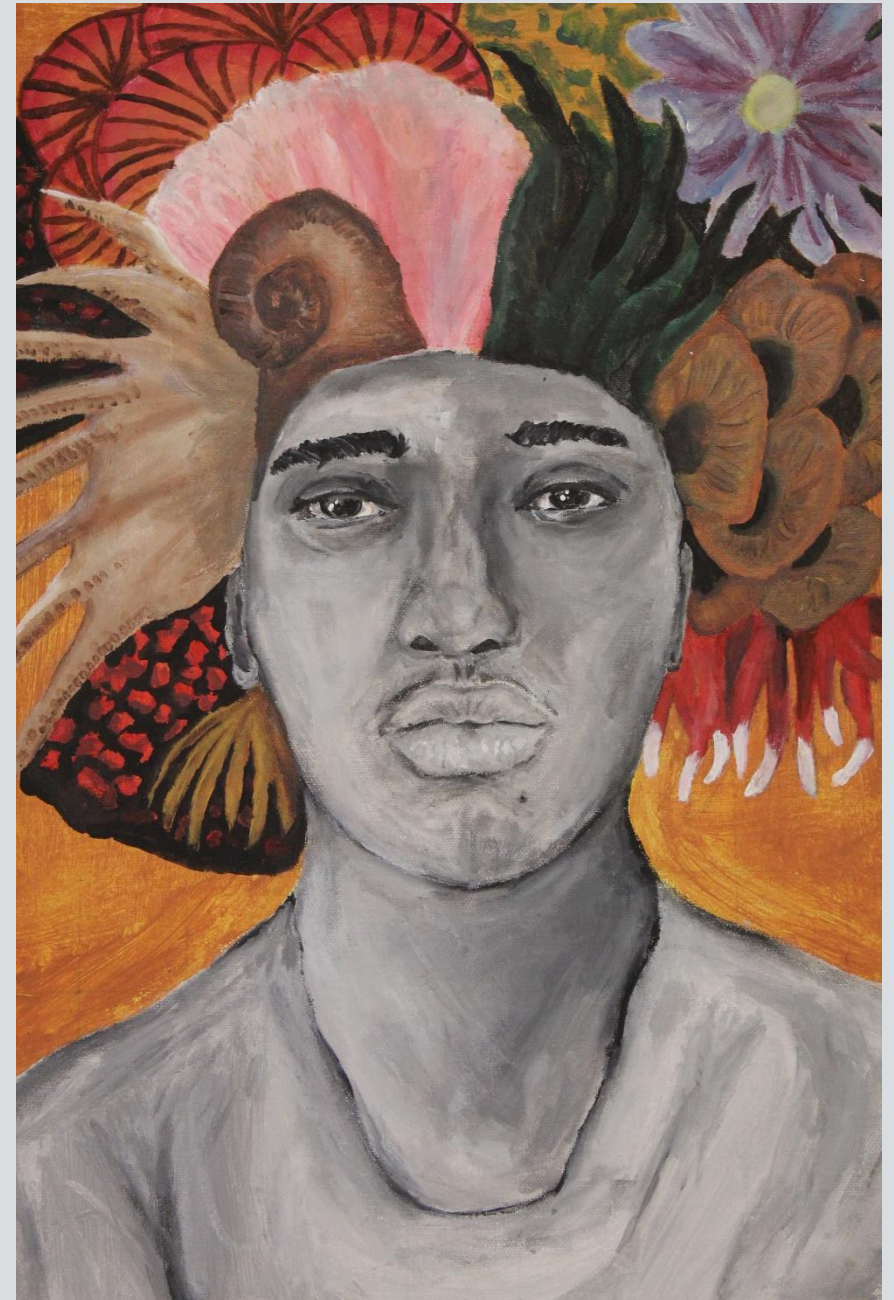


HOLCOMBE ART
DEPARTMENT

GCSE Art and Design
Fine Art

At Holcombe Grammar School we offer both Fine Art and Photography at GCSE

All students will explore a large range of media both in Fine Art, which includes painting, drawing, printmaking amongst other media and Photography which will include digital, darkroom and film. Students work in sketchbooks and will develop a range of ideas in a variety of media



GSCE Art and Design

60% Coursework

40% Externally Set Task

Students will be given opportunities to explore a wide range of materials and processes. All their work will be underpinned by their contextual knowledge and use of sources. The written work needs to demonstrate an exceptional ability to understand the chosen sources.

Year 11 coursework





Year 11 coursework (Component 1)

Resources

We have a large range of resources available to support our students. Students at GCSE and A-Level make excellent use of these items which include:

Digital SLR cameras and professional quality photography equipment. We also have a darkroom giving students the opportunities to develop their own images

Computers in both studios, with computer art programs
A kiln and an exciting range of glazes for ceramics work.

At the end of each year we have a celebration the achievements of our A-Level and GCSE students in the form of exhibitions, to which parents, friends, colleagues and honoured guests are invited

Sketchbooks

Students keep a sketchbook as a record of their progress, a place to reflect on their learning and as a way of keeping their work safe and ordered.

GCSE Art and Design AQA



The Art and Design GCSE course allows students to build on their previous knowledge.

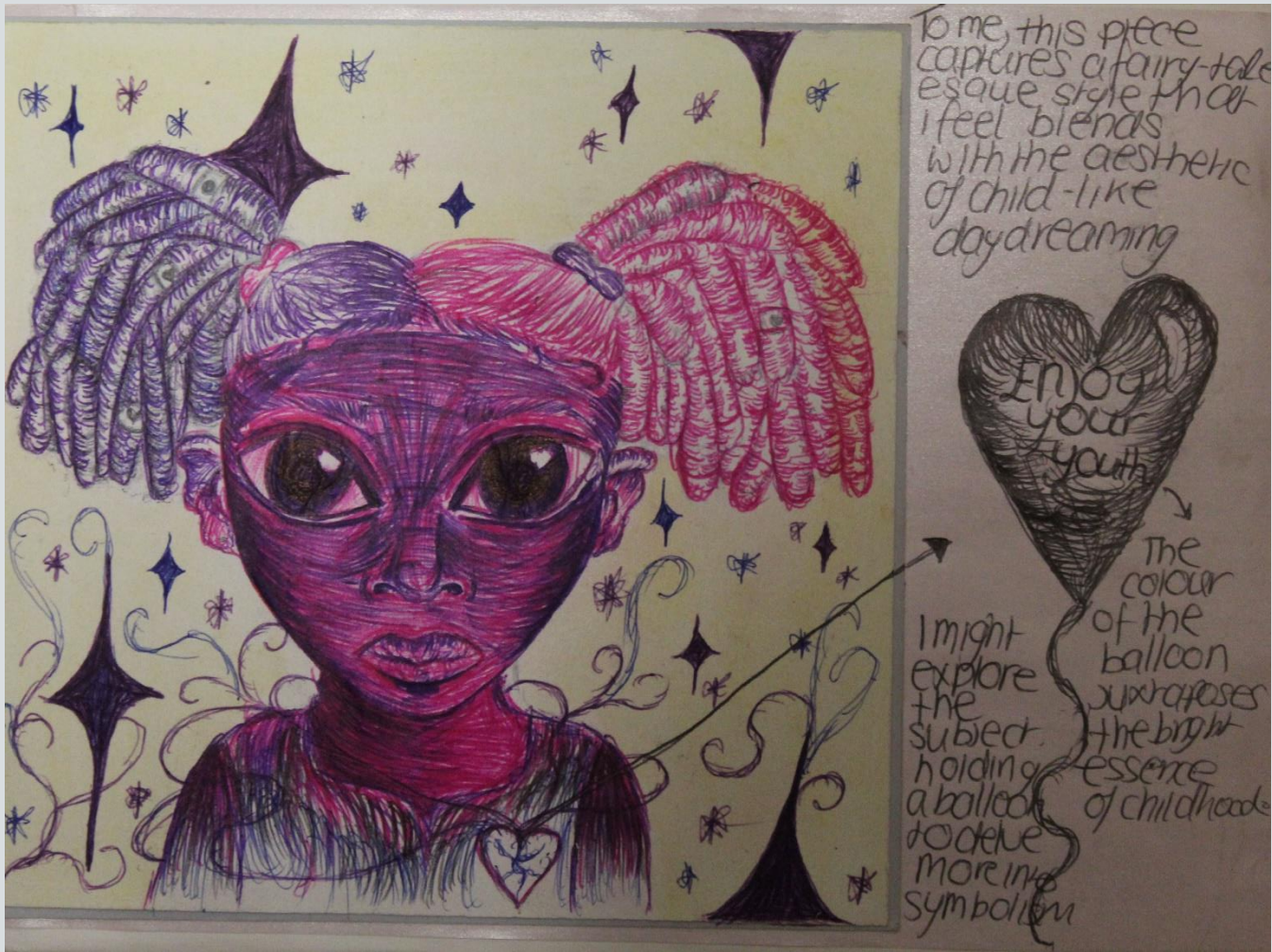


Year 11 work

Students will have opportunities to work with different materials. From clay and glazes to photography and Photoshop.

GCSE students have also been to the London art galleries and museums

Art and Design GCSE requires students to think about and write about their sources. Students will need to demonstrate an understanding of the source and of the context of the sources. Analysing and making intelligent links with artists, designers and other sources underpins the course.



What will I be studying?

2D Visual arts - drawing, painting, collage, printmaking, ICT, photography

3D Visual language - constructing, modelling using mixed media and or clay.

Installation, Film and Sound

Critical and contextual studies - relating to the work of artists, designers and craft people from a range of times and cultures

Career Paths in Art and Design

In 2022, the creative industries made a significant contribution (£124.6 billion) to the UK economy. Many roles in these industries require a qualification in art and design published by the Department for Digital, Media, Culture and Sport (DCMS).

The sector accounted for 5.7 per cent of UK gross value added and it has seen a 6 per cent growth since 2019.



Career paths for students who studied Art and Design at GCSE and at A level



Sir Jonathan Ive was Apple's Chief Design Officer, reporting to CEO Tim Cook. Jony is responsible for all design at Apple, including the look and feel of Apple hardware, user interface, packaging, major architectural projects such as Apple Campus 2 and Apple's retail stores, as well as new ideas and future initiatives."

All I've ever wanted to do is design and make," he said, "it's what I love doing – it's great if you can find what you love to do." Sir Jonathan Ive studied Art and Design at A level.



Furniture and Three Dimensional Design

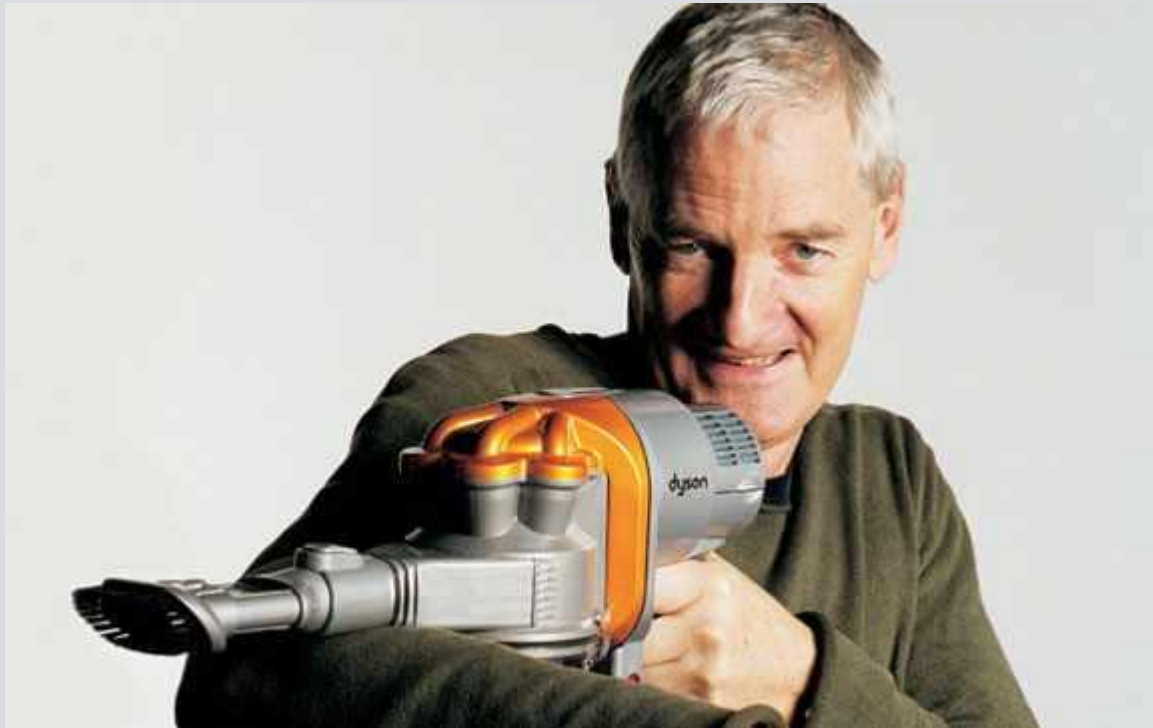
Most destinations of art students will be to design courses. Product design courses require students to present a portfolio of work



Designer – London 2012
Olympic flame. London
Garden bridge

Thomas Heatherwick studied three-dimensional design at Manchester Polytechnic and at the Royal College of Art,

Industrial and Product design



James Dyson studied at the Byam Shaw School of Art, and furniture and interior design at the Royal College of Art



David Mellor



Nipa Doshi and Jonathan Levien



GAMES Design and Animation

The UK has a history of producing high-quality video games since the 1980s, as programming talent has emerged from the country's cultural and creative strengths in fields from film and TV, fashion and music, to **art and design**.

Susan Anderson, CBI Director for Education & Skills, said:

"Our creative industries have huge growth potential, but the lack of trained people with relevant skills to meet the sector's specialist demands is holding it back.



Architecture

National UK average salaries

Recently qualified architect (0-3 years experience)

£33,000

Project architect (3-5 years experience) £40,000 +

Senior architect £55,000 +

Associate director/project director £70,000 +



Richard Rogers
Norman Foster
David Chipperfield
Zaha Hadid
David Adjaye

The figures show the sector growing at almost twice the rate of the wider UK economy - generating **£9.6million per hour.**



Sir David Adjaye

David earned a BA at London South Bank University, before graduating with an MA in 1993 from the Royal College of Art



Film Makers



Steve McQueen, Oscar winning film director took **A level art** at Ealing, Hammersmith and West London College, then studied art and design at Chelsea College of Arts and then fine art at Goldsmiths College, University of London, where he first became interested in film. As well as winning the Oscar for his film “Twelve years a Slave” McQueen also won the Turner Prize for his short films

Other film makers who went to Art School include:
Ridley Scott Oscar and BAFTA winner
Tony Scott
Sam Taylor Wood
John Goldschmidt
Nick Parks – multiple Oscar and Bafta winner
Asif Kapadia – Oscar winner 2016 BAFTA winner
Brothers Quay
Suzie Templeton – Oscar Winner



Fashion and Textiles

British fashion is not just about designer frocks; it is a serious business that contributes over £21bn to the UK economy, according to the findings of a landmark report to be launched tomorrow on the eve of London Fashion Week



"For a long time people have underestimated fashion in terms in its importance to the wealth of the nation. The general attitude often seems to be that working in fashion isn't a real job – but it is in fact lots of people's 'real jobs'."

Alexander McQueen (Sarah Burton)
Vivienne Westwood
Burberry
Victoria Beckham
Christopher Kane
Jenny Beavan – costume designer – Oscar Winner 2016



Special Effects and Film Production



Communication and graphic design

Advertising and Branding

Photography



Rankin is a celebrated photographer who is also a founder of several magazines including Dazed and Confused

Graphic and Motion Design

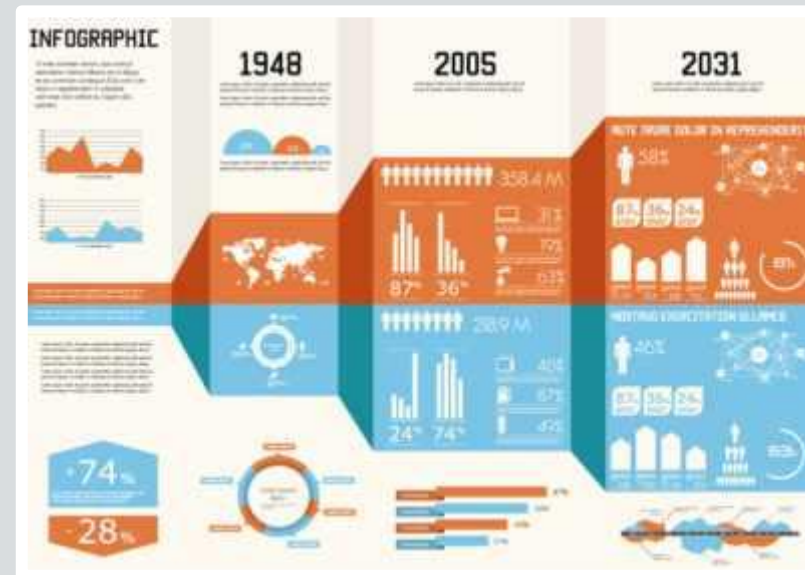
From paper to screen, from digital environments to public spaces. Graphic design explores the core languages of typography, digital, design writing and reading and will have the opportunity to work in illustration, photography, printmaking, letterpress, coding and motion graphics

Pristine Dictators
falsified *snuffbox*
Offhand Misogyny
flagitious **wolfber**
Prettyish affliction

Jonathan Barnbrook Typographer



Jock Kinner and Margaret Calvert.



Publishing



“When I was 13 or 14 years old, I was looking at French Vogue, amazed by Helmut Newton and Guy Bourdin’s images. I was going crazy. I fell in love with photography really early on and got my first camera when I was 17. Art direction is how I make my living, but photography remains my personal love.” Fabien Baron

Careers include:
Art Director
Art Editor
Creative Director
Graphic Designer
Photographer
Illustrator
Web Site Designers

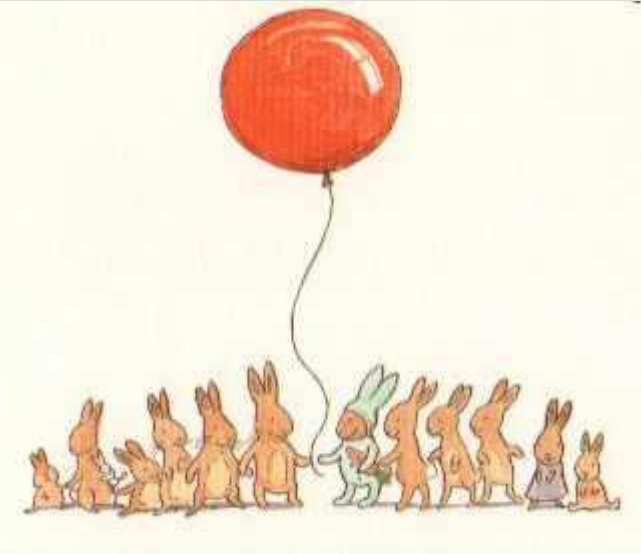
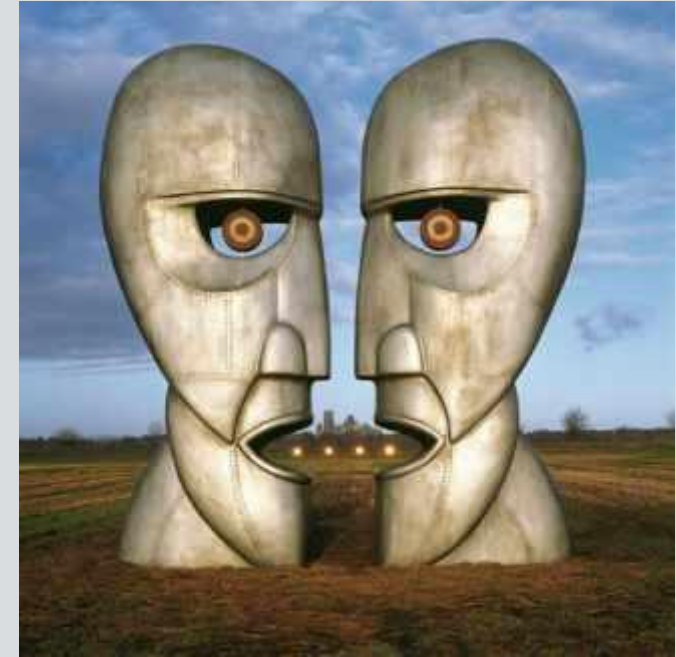


Dirk Barnett – creative director

ILLUSTRATION and GRAPHIC BOOKS

Storm Elvin Thorgerson

Chris Riddell



Harry Horse



Album Cover Designer.
Produced designs for:
Pink Floyd
10CC
Biffy Clyro
Muse



Fine Art
Sculpture
Ceramics
Photography



Damien Hirst



David Hockney – Fine Artist



Grayson Perry – Ceramist and textile artist

Andreas Gursky – Photographer



Anthony Gormley – Sculptor





Any questions please ask or email
r.mourino@tsatrust.org.uk

