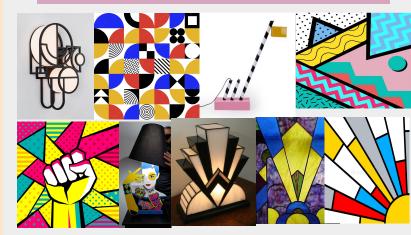
## YEAR 11 3D Design The Everyday Project

- **1. Inspiration-** Inspiration is a feeling of enthusiasm you get from someone or something, which gives you new and creative ideas.**RAG**
- 2. **Investigate-** carry out a research to discover and examine the facts about how the artist produces their work. **RAG**
- **3. Develop-** grow or cause to grow and become more mature, advanced, or elaborate with your ideas. **RAG**
- **Annotate-** a note by way of explanation or comment added to a text or diagram. **RAG**
- 5. **Contextual Research-** means carrying out research that helps you understand and explain where, how and why your ideas fit in terms of contemporary Art. **RAG**
- 6. Visual language- Communicating your ideas clear through its appearance. RAG
- 7. Relevant- Using material/mediums that are appropriate for your project. RAG
- **Record-** expressing your ideas through observations, photographs or annotation. **RAG**
- 9. Intentions- what have you set out to achieve RAG
- 10. Observation-Recording what you can see. RAG
- **11. Experiment-** Testing the unfamiliar, exploring different mediums to vary outcomes and spark ideas. **RAG**
- 12. Refine- To improve/ perfect your work by looking at what you can add to polish the overall appearance of your work. RAG
- 13. Modelling- Testing ideas to check they are functional. RAG
- 14. Overlay- RAG
- **15. Series-** a cohesive sample that employs the same technique, subject, or palette throughout multiple works **RAG**
- 16. Shaping- Using tools/equipment to alter the structure of material. RAG
- **17. Finishing-** Finishes are added to a product's surface after production to improve its functionality and/or aesthetic **RAG**
- 18. Arrangement- How your work is laid out RAG
- **19. Testing-** Checking the functionality of the product that has been manufactured.

## **Design Styles**



## **Experimentation**

