

Exercise walk-through

4.3

Materials, Processes, and Ideas

AP 2-D Art and Design

Materials, processes and ideas

Every work is built from three interacting components :

Materials – what it is **made of**

Processes – **how** it is made

Ideas – what it is **about**

They **interact**: a material suggests a process; a process shapes an idea.

Investigating all three expands what you can make – and influences how viewers **interpret** the work.

Art and design in context

Context is **when, where, how, why** and **by whom** a work was made and viewed.

- artists work **within** or **challenge** traditions worldwide
- comparing works reveals materials, processes and ideas

Acknowledging influences shows **integrity** – never copy without credit.



Hokusai in context: historical works teach composition

How the portfolio is judged

Lines of inquiry

Sustained Investigation is built on **lines of inquiry**: a question you keep asking through the work, not a theme you illustrate.

How it is evaluated

Work is **evaluated** on the inquiry, the practice, and the revision – what changed between images, and why.

The written evidence

Two short texts must state the inquiry and describe how materials, processes and ideas developed.

The trap

Fifteen finished pieces with no visible revision score below twelve that show the question being tested.

Show the experiment that failed. Evidence of decision-making is the thing being marked.

Exercises 2.1·2.2

2.1 When materials, processes, and ideas all reinforce each other, a work shows strong[1]

☐

A synthesis

B symmetry

C saturation

D hierarchy

2.2 Explain why a material should fit the idea.

[2]

Exercises 2.1·2.2

2.1 When materials, processes, and ideas all reinforce each other, a work shows strong[1]

☐

A synthesis

B symmetry

C saturation

D hierarchy

2.1 A

- materials+processes+ideas united = synthesis

2.2 Explain why a material should fit the idea.

[2]

2.2

- the material carries meaning/feeling; a fitting material strengthens the idea, a random one weakens it

Exercise 2.3

2.3 Give an example of a material choice that suits a theme.

[1]

3 Studio & portfolio tasks

3.1 Match material to meaning.

(a) State your idea, then list two materials and why each suits it.

[3]

3.2 Test synthesis.

(a) Thumbnail one work and label how the material, process, and idea connect.

[3]

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[3]

2.3

- e.g. torn/burnt paper for loss; smooth gradients for calm technology (any sensible pairing)

Full solution 2.3

2.3

- e.g. torn/burnt paper for loss; smooth gradients for calm technology (any sensible pairing)

3.1

- Look for: a clear idea (1); two materials each justified by how it serves the idea (2)

3.2

- Look for: all three labelled (1); the labels show genuine mutual reinforcement (2)