

Make: Practice, Experimentation, Revision

AP 2-D Art and Design ■ Topic 5

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What we will cover

- 1 The sustained investigation
- 2 Practice experimentation revision
- 3 Synthesis
- 4 Demonstrating 2-D skills
- 5 Composition & craft
- 6 Developing ideas over time

1 The investigation

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└ The investigation

The Sustained Investigation

Big Idea 2 is about **making**. Its heart is the **Sustained Investigation** 持续探究 – a body of work exploring **one** question in depth over time.

- guided by **questions**, and it develops as you make
- shows practice, experimentation and revision – **not** unrelated pieces
- the 2-D section is **15 images** plus written evidence

A clear, focused inquiry gives the whole body of work direction and **coherence** 连贯性.

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└ The investigation

Practice, experimentation and revision

- **Practice** 练习 – repeated work to build **skill**
- **Experimentation** 实验 – trying new materials and processes to **discover**
- **Revision** 修改 – changing work after **reflection or feedback**

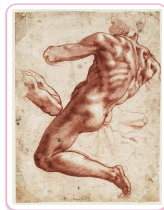


Figure studies train sustained observation

These are shown **across the body of work**, not in one final piece. Evidence of experimentation and revision is **exactly what AP readers look for**.

2 Synthesis & skills

Synthesis of materials, processes and ideas

Synthesis 综合 means the components are **integrated** so the whole is **more than its parts**.

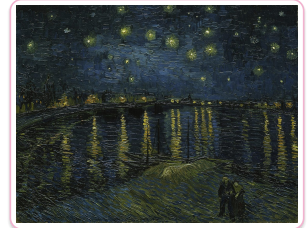
- the material should **support** the idea
- the process should serve **both**
- viewers then read **one clear message**, not separate parts

Synthesis develops **through investigation** – trying combinations and **keeping what works**.

Demonstrating 2-D skills

2-D skills 二维技能 are the skilful use of the **elements** and the **principles** to organise a flat surface. Skilful work shows **control** of value, colour, composition and mark-making across **many** works.

The **Selected Works** 精选作品 section is where 2-D skills are judged **most directly**.



Van Gogh: expressive line, colour and rhythm as 2-D skill

Composition and craft

Craftsmanship 匠艺 is controlled handling of materials and processes. **Composition** applies principles to organise the **picture plane**.

Craft should **serve the idea** – sometimes a rough handling is the **right** choice.



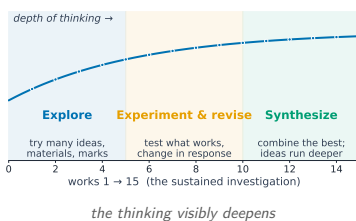
Hokusai: composition guides the eye across the plane

3 Development

Developing ideas over time

Development is visible when **later works build on discoveries** in earlier ones – new questions, materials or processes push the investigation forward.

Not every experiment succeeds – evidence of what **did not work** is **still valuable**.



A body of work with clear development scores **higher** than a set of finished-but-static pieces.

Worked example – showing development in writing

The **Sustained Investigation** is scored on **evidence of thinking**

"My first three works used flat colour; after seeing they felt lifeless, I experimented with layered glazes in works 4–6, then in works 7–9 I combined the best of both."

Describing a **change** and the **reason** for it is how you demonstrate practice, experimentation and revision.

4

Recap

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↳ Recap

Topic 5 – key takeaways

1 One investigation

a connected body of work, not one-offs – 15 images

2 The three actions

practice, experimentation, revision – across the works

3 Synthesis

material, process and idea integrated into one message

4 Development

each work raises the next question; failures count

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↳ Recap

Check yourself

- 1 How many images does the Sustained Investigation need?
- 2 Name the three actions the investigation must show.
- 3 An experiment failed. Do you still document it?
- 4 Which section judges 2-D skills most directly?

Answers 1. 15 2. practice, experimentation, revision 3. yes – it is evidence of thinking 4. Selected Works