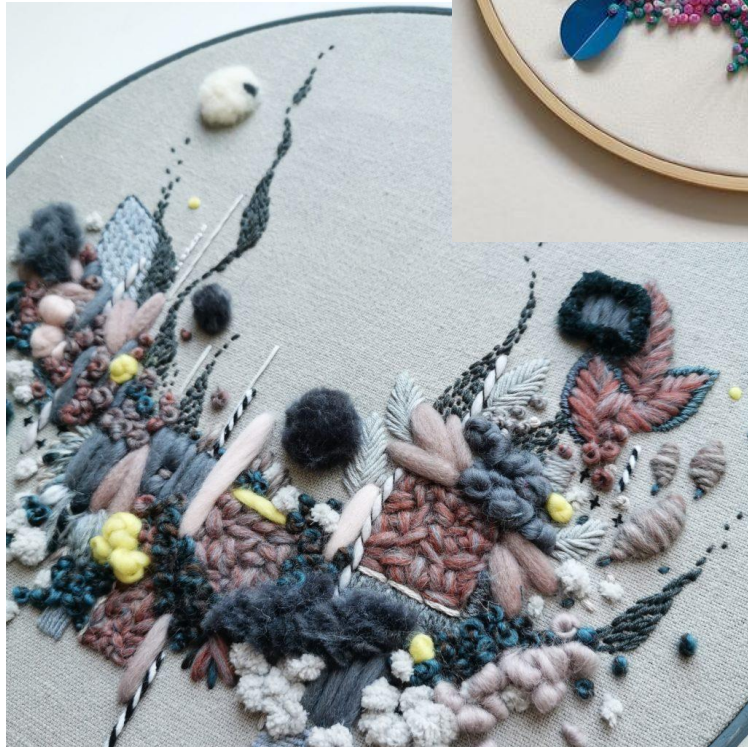


*Art and Design*

**TEXTILES**

# SUMMER WORK



## BEADING EXPERIMENTATION

Beading is a beautiful way to add texture, colour and form to your work. Abstract beadwork has developed in popularity in recent years.

Create an abstract embroidery/beading experiment exploring the Formal Elements of Art. Consider the composition carefully. Your work should be inspired by Wild Floss embroidery.

## SUBMIT:

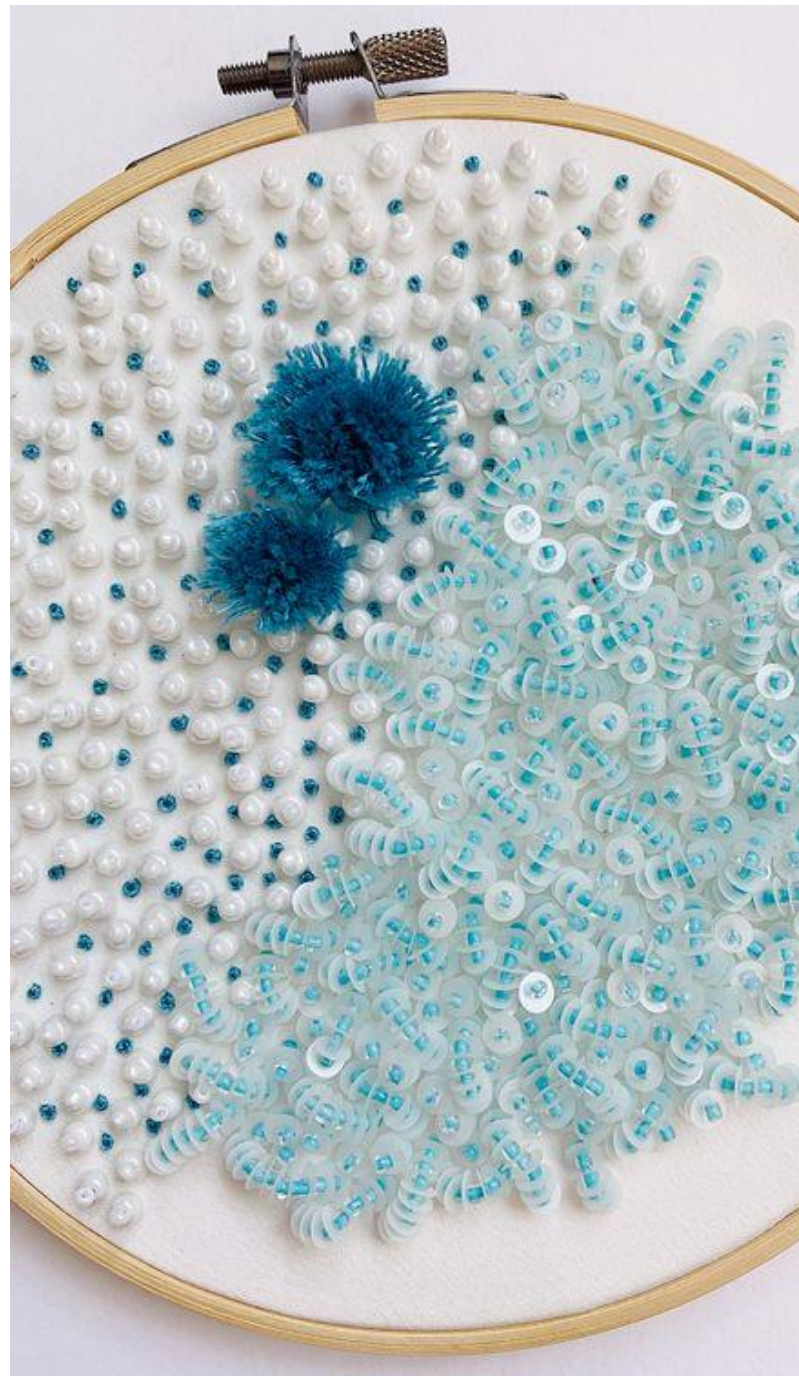
- ***A3 Research page on Wild Floss Embroidery – critical analysis of two individual pieces (contrasting) and then evaluating how you will use the artist (Use Formal Elements of Art and SEMI approach support sheets to help you)***
- ***A3 inspiration board of abstract embroidery and beadwork***
- ***Mini trials and experiments of beading techniques***
- ***Final refined outcome (Similar to picture to the left – approximately 20cm hoop)***



# Assessment Criteria

*What am I looking for?*

- Ability to critically analyse an artists work making references to the formal elements of art and design principles
- Strong technical vocabulary
- Excellent, thoughtful presentation skills
- Experimentation purposeful and leads to exciting final outcome
- Outcome links to artist/embroidery research but demonstrates a personalised response
- Outcome is complex in composition with coherent understanding of the formal elements. Innovative approach showing confidence with techniques and materials

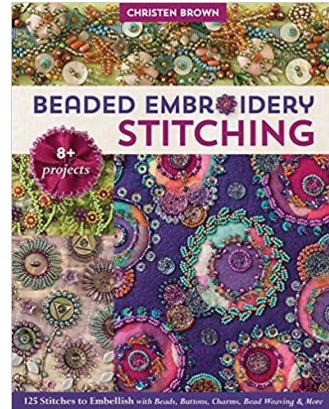


# SUPPORT

- <https://www.myworldofbeads.com/bead-embroidery-techniques/>
- [12 basic BEAD EMBROIDERY stitches - Sew Guide](#)
- [hand embroidery , beaded hand embroidery, beads work for dress tutorial - YouTube](#)

## HINTS AND TIPS:

- Consider buying a linen fabric (slightly open weave)
- Wild Floss does starter packs with fabric and yarns – you can then create your own design
- Specialist needles – beading, different size eyes – sharp (Chenille)
- Choose beads carefully to support overall aesthetic



## QUESTIONS:

Please don't hesitate to email me if you need support :

[nf@ribstonhall.gloucs.sch.uk](mailto:nf@ribstonhall.gloucs.sch.uk)



# THE SEMI APPROACH

Use the SEMI approach to describe your sketchbook work.

This will help you to describe, analyse and evaluate works of art and graphics (AO1).

## SEMI: SUBJECT, ELEMENTS, MEDIA, INTENTION

### SEMI stands for SUBJECT, ELEMENTS, MEDIA and INTENTION.

- It is a simple acronym designed to help you remember four key things when looking at and trying to appreciate works of art and graphics.
- Every single piece of art and graphics you can find, from anywhere, made at any time can be described using all four of these headings.

## SUBJECT

The subject matter of a work of art / graphics is not just what the work IS, but what it is ABOUT.

In 'realistic' painting, traditional subjects are portraits and figures, landscapes and still life. In Graphics, the 'subject' might be more obvious - the subject matter of a Graphic Designer is graphics (poster, business card, advert, stationery, album cover, etc) and the subject matter of an Architect is buildings or public spaces (airports, shopping centres, churches, housing, etc). Other designers might focus on interior design or gardens.

- What is the work about?
- What is its subject matter?
- Was it **observed** first hand, **remembered** or **imagined**?
- Is it realistic, or distorted to make it look abstract? Can you say why?
- Could there be any hidden, or at least disguised, **meanings** lying under the surface?
- Can you 'read' the artwork to discover if it is about more than it seems at first glance?

## ELEMENTS

if you break down works of art / graphics you have the VISUAL AND TACTILE elements.

The elements are line, colour, tone, pattern, texture, shape, form and space.

- How is it arranged?
- What kind of colour scheme did the artist / designer use?
- Do the colours match or clash?
- Does it have one main shape or form?
- Is it made up from different shapes joined together?
- Is the work the same all over or does it have particular features that stand out and draw your attention to them?

## MEDIA

In art terms, 'MEDIA' means the materials used by artists / designers to create their work.

Sometimes the media and the process used is obvious, but sometimes you need to have been through the process yourself to appreciate what the artist / designer has done. Otherwise you have to guess!

- How was the work made and what was it made with?
- What materials, tools and techniques did the artist / designer use?
- How did the artist / designer start? Where do you think the artist / designer finished?
- Has the artist / designer used designs, sketches, photographs or other studies to help with their work?
- What skills must the artist / designer have to create their work?
- Do you think it took a long time to complete, or was it done quickly? Explain its process.

## INTENTION

What drove the artist / designer to create the work in the first place?

What was the artist / designer's intention? Unless you can do some research into the artist / designer and their work then might find this question difficult.

- What is the **purpose** of the work?
- Does it achieve its purpose?
- Is it a work of its time?
- Does the context of the work give you any clues to the artist / designer's intention?
- What do you think the artist / designer was feeling when working on it?
- Does the work affect you in any way? Do you like or dislike it? Can you say why.

# VOCABULARY

Critical vocabulary to discuss in your Graphics annotation

When talking about the use of **PATTERN** in your work:

diamonds fluid geometric irregular natural ornamental overlap plain positive repeat simple stencil structure symmetric uniform

When talking about the use of **SHAPE** in your work:

angular body cone-shaped figure form frame harmonious image knead model mould precise roughly drawn sculpt sharp uniform vague exact

When talking about the use of **FORM AND SPACE** in your work:

advance angled carve cast decorate human motif natural ornament perspective pointed proportion recede rounded scale scatter stacked woven

When talking about the use of **COLOUR** in your work:

blend cold glowing luminous pale pure soft transparent bright deep harmonious mixed pastel saturated tint vibrant clash dull intense opaque primary secondary translucent warm

When talking about the use of **LINE** in your work:

angular broken confident faint flowing fluent free hesitant scribble sweeping light woolly

When talking about the use of **TOPE** in your work:

bleach bright contrast crisp dark fade fair gradation harsh intense smooth sombre

When talking about the use of **COMPOSITION** in your work:

background blurred complex confused design distant eye-line focus foreground form middle-ground near perspective plane proportion sharp scale space shape symmetry

When talking about the use of **LIGHT** in your work:

artificial atmospheric dark evening fall of light fierce gentle harsh haze highlight intense light midday natural night shading shadow soft source subdued tone

When talking about the use of **FEELING** in your work:

alive calming delicate depressing eerie exciting expressive fresh humorous imposing moody nostalgic sad

When talking about the use of **TEXTURE** in your work:

bumpy coarse cross-hatching fine flat glaze hatching impasto jagged matt rough shiny smooth soft splatter stippled thick thin wash

When talking about the **MODE OF ART** used in your work:

abstract copied derivative distorted emotional exaggerated exterior fake fantasy figurative impressionistic impressive interior landscape mundane noble patterned portrait religious seascape still life story surreal symbolic

When talking about the use of **SUBJECT** in your work:

business card cartoon collage design drawing etching graffiti lino print logo miniature mock-up model mural painting photograph Photoshop poster print screen print sculpture sketch stamp stencil watercolour

# Line



Different tools make different kinds of **lines**.

# Shape



**Shapes** come in many types and sizes.

# Color



Every **color** can be bright, dull, dark, or light.

# Value



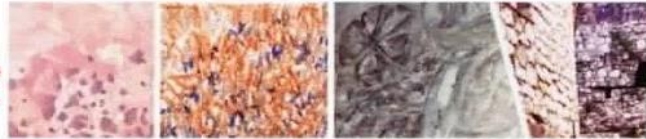
**Value** refers to dark and light in painting or drawing.

# Form



**Form** is three-dimensional, and takes up space.

# Texture



**Texture** is how a surface of something feels or looks.

# Space



We use illusions to make **space** in art.

# Balance



**Balance** is the comfortable arrangement of things in art.

# Contrast



**Contrast** is the difference between elements in an artwork.

# Emphasis



**Emphasis** is the creation of a focal area in a work of art.

# Movement



**Movement** is how we get around in a work of art.

# Pattern



**Pattern** decorates surfaces with planned, repeated units.

# Rhythm



**Rhythm** is the repetition of shapes, lines, and forms.

# Unity



**Unity** means that all is in **harmony**. **Variety** adds interest.