



Year 11 Graphics – Illustration

Learning about this topic is important because: You will build upon your knowledge and skills of Graphic Communication to develop work towards your coursework portfolio and apply new knowledge and techniques to a new theme based on **illustration**, storytelling and the natural environment.

This project involves creating a personal visual response inspired by nature, folklore, atmosphere, wildlife, fantasy environments or environmental storytelling using illustration, papercutting, mixed media and graphic processes. This work will include analysing the work of illustrators, graphic designers and artists to gain an understanding of their style, techniques, composition, media and storytelling approaches. You will develop subject-specific vocabulary as you generate ideas, experiment with materials and document your creative journey. You will observe, record and collect visual information through photography, drawing and research linked to your chosen narrative or theme. You will demonstrate an understanding of: Formal elements - Composition and layout/ Colour and atmosphere/ Narrative imagery/ Texture and layering/ Shape, silhouette and pattern. You will develop your ideas using a range of graphic illustration techniques to produce a final outcome that communicates story, atmosphere and emotion.

This builds on: Links to AQA assessment objectives AO1, AO2, AO3, AO4

This leads to: A project assessed for your coursework portfolio (60%)

Applying these skills which are relevant for Year 11 Externally Set Assignment (40%) in January

We will learn:

- How illustrators, graphic designers and artists communicate ideas, stories and emotions through visual imagery.
- How to analyse and evaluate the work of artists and illustrators to understand their use of media, composition, colour and visual language.
- How to gather and develop ideas through research, mood boards, photography, observational drawing and visual investigation.
- How to create narrative imagery inspired by nature, folklore, wildlife, fantasy environments and environmental storytelling.
- How to use graphic illustration techniques, including papercutting, layered paper processes, collage, mixed media and printmaking.
- How to combine composition, colour, texture, pattern and silhouette to create engaging visual outcomes.
- How to experiment with materials, techniques and processes, recording and refining ideas through annotation and reflection.
- How to develop personal responses by making informed creative decisions and taking inspiration from a range of contextual sources.
- How to present and document a creative journey clearly, effectively and professionally.
- How to produce a personal final outcome that communicates atmosphere, narrative and emotion through Graphic Communication.

We will develop/practise skills including:

- Collecting and presenting photography and imagery
- Creating mood boards and visual research pages
- Producing observational studies from nature
- Developing composition and layout ideas
- Using papercutting and layered illustration techniques
- Exploring printmaking and mixed media processes
- Experimenting with colour, texture and narrative imagery
- Presenting artist research, experiments and development work professionally
- Producing a final graphic illustration outcome with a high-quality finish

Some of the vocabulary that we will use includes:

line, tone, shape, texture, composition, layout, atmosphere, illustration, narrative, symbolism, layering, silhouette, collage, papercutting, mixed media, printmaking,

You could learn more about this topic by:

Secondary Resources

Expand your understanding of illustration and visual communication by exploring a wide range of secondary sources, including:



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observation, mood, environment, pattern, contrast, foreground, background, scale, perspective, colour palette, typography, imagery.

Your teacher will assess your knowledge & understanding throughout the project by looking at your work, questioning, discussing and giving you feedback in several different ways.

The key pieces of work in this topic are: **Students sketchbooks, presentation boards and final outcomes.**

Students will be identifying themes through recording in both visual and written elements, making clear links with contextual sources (artists and other primary/secondary sources) demonstrating a range of practical skills and techniques, developing appropriate ideas, experimenting further with basic techniques, work will be clearly and creatively presented addressing each learning objective and lead to final pieces that consolidating learning and realising intentions.

- Illustration books, graphic novels, magazines, and design publications.
- Documentary films and interviews with illustrators, graphic designers, and creative practitioners.
- Online galleries, museum collections, and digital archives showcasing historical and contemporary illustration.
- Advertising campaigns, editorial illustrations, album covers, packaging, posters, and digital media.
- Visual references linked to your chosen project theme, audience, and intended message.

Observations:

- Taking own photographs inspired by themes
- Producing observational drawings from natural forms, portraits and environments
- Experimenting with lighting, composition and close-up photography
- Editing images to explore mood, colour and atmosphere
- Collecting textures, colour studies and visual references

Researching Artists and Contextual Sources linked to project direction.

Extending Your Learning:

- Developing independent experimentation and creative decision-making
- Building basic skills into more personal and ambitious outcomes
- Visiting galleries, museums or natural environments for inspiration
- Exploring new media and processes beyond lessons
- Recording reflections and annotations to explain ideas and progress
- Taking creative risks to refine and improve outcomes
- Researching additional artists linked to personal project direction

Useful Websites and Resources:

- **Useful Websites and Resources**
- www.behance.net
- www.creativeboom.com
- www.itsnicethat.com
- www.dandad.org
- www.adobe.com/creativecloud/discover