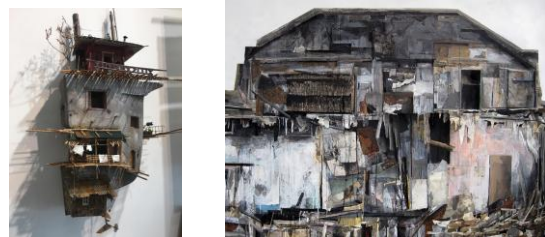


# Year 9: Squatter Settlements

Formal Elements/ Key Vocabulary	Application
<b>Colour</b>	Demonstrate ability to mix harmonious earthy hues.
<b>Shape</b>	Explore how to combine shapes to create an interesting form.
<b>Form</b>	Create a 3D form using a range of media.
<b>Composition</b>	Experiment with arrangement of shapes to create a collage.
<b>Tone</b>	Investigate how tone can be used to enhance surface textures.
<b>Texture</b>	Manipulate materials to create a range of surfaces.
<b>Mixed Media</b>	Explore combining and layering a wide range of media.

Themes	Description
<b>Squatter Settlements</b>	A residential area in an urban locality inhabited by the very poor who have no access to tenured land of their own, and hence "squat" on vacant land, either private or public.

Assessment Objectives
<b>AO1: Develop</b> Ability to generate ideas inspired by artist and primary research.
<b>AO2: Experiment</b> Ability to experiment with a range of drawing materials, exploring different processes and techniques.
<b>AO3: Record</b> Explain creative judgments through reflective practice.
<b>AO4: Create</b> Create a final piece which responds to the theme.



Artists	Facts
<b>Seth Clark</b>	Clark grew up in Seekonk, Massachusetts. He earned his BFA in Graphic Design and during this time, he discovered collage. This method of hands-on, spatial development took a major role in his digital work as well as his physical works on wood and paper. He describes his work as an "interplay between suffering and resilience permeates abandoned places. I strive to capture the essence of a forsaken architecture, questioning our attraction to decay and inviting viewers to contemplate the transient nature of human existence."
<b>David Mansot</b>	David Mansot is a French artist specialising in dioramas. He loves to create decaying and abandoned cabins made from sticks and wood recovered from forests, besides recycled materials. His huts are inspired by his travels or the films he has loved, stories of people he has met and many of the gatherings he makes in nature.



Key terms	
<b>Urban</b>	Relating to, or characteristic of a town or city.
<b>Infrastructure</b>	The basic physical and organizational structures and facilities (e.g. buildings, roads, power supplies) needed for the operation of a society or enterprise.
<b>Slum</b>	A <u>squalid</u> and <u>overcrowded</u> urban street or district <u>inhabited</u> by very poor people.
<b>Sanitation</b>	Sanitation is the process of keeping places clean and healthy, especially by providing a sewage system and a clean water supply.

"I have come so that they may have life and have it to the full" John 10:10



Formal Elements	Application
Line	Explore lines to build form of objects in front of you.
Shape	Identify the key shapes found in primary and secondary sources.
Composition	Experiment with arrangement of your objects and demonstrate how this will change perspective.
Tone	Investigate how to achieve a range of tones and shades using a range of materials. Enhance forms through application of tone.
Colour	Demonstrate ability to mix harmonious colour pallets. Show understanding of colour theory and complimentary colours.
Texture	Refine use of brush techniques to accurately reflect the nature of specific objects.
Pattern	Identify patterns found in personal objects and the urban environment.
Form	Observational drawings of 3D objects such as shoes clothing and accessories. Create a 3D form.

## Year 9: Collections

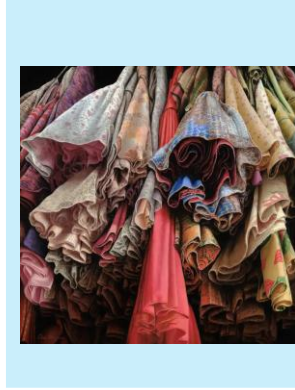
Themes	Skills
<b>Collections</b>	This project will challenge you to develop technical drawing skills and application of formal elements. Taking inspiration from mundane objects and collections that we interact with everyday; we take a moment to admire the beauty in the ordinary.
Analysis	Questions
<b>Content</b>	Who is the artist? Where are they from? What is their work about? What has influenced their work? Can you comment on the social, cultural or historical context of their time?
<b>Form</b>	What are the key concepts? What is the focus point of their work? Describe how it was arranged?
<b>Process</b>	What materials has the artist used? What techniques has the artist used? How would you describe the nature of their techniques? How have you used some of their ideas in your own work?
<b>Mood</b>	What is the mood created in their work? How does the artist show this? What can you say about their use of colour? What are the visual characteristics of their work?
<b>Personal response</b>	How do you feel about the work? What can you use in your own work? How can you exploit materials in your own ideas?

**"I have come so that they may have life and have it to the full" John 10:10**



**Lisa Milroy (1959)**

Lisa Milroy is known for her still life paintings of commonplace objects, which are often arranged in neat grids. More than formal studies of personal possessions, her works convey a romantic obsession with vestiges of the self and a desire to parse the emotional essence of beautiful things. Milroy became known for these portraits of objecthood in the mid 1980s and received early recognition when she was awarded the National Museums Liverpool's John Moores Painting Prize in 1989.



**Chris Klein:**

Chris Klein is a British artist, currently living in Canada. Exhibiting his work across Europe and North America, he is most recognized for his series of costume paintings – the images for which are sourced from theatre and film, as well as the world of fashion, and Royal and museum collections. His hyperrealist technique allows him to capture the nuance of every fabric and fold with astounding accuracy and dazzling results.



## Art styles

**Still life**

Still life includes all kinds of man-made or natural objects, cut flowers, fruit, vegetables, fish, game, wine and so on. Still life can be a celebration of material pleasures such as food and wine, or often a warning of the ephemerality of these pleasures and of the brevity of human life. In the hierarchy of genres (or subject types) for art established in the seventeenth century by the French Academy, still life was ranked at the bottom – fifth after history painting, portraiture, genre painting (scenes of everyday life) and landscape. Still life and landscape were considered lowly because they did not involve human subject matter. In modern art simple still life arrangements have often been used as a relatively neutral basis for formal experiment, for example by Paul Cézanne, the cubist painters and, later in the twentieth century, by Patrick Caulfield.

**Hyper realism**

Hyperrealism is a genre of painting and sculpture that creates a high-fidelity, simulated reality, often surpassing the detail of high-resolution digital photographs. Emerging in the early 1970s, it focuses on meticulous, often emotional, renderings of subjects, textures, and lighting, creating a tangible yet artificial, "better-than-life" effect.