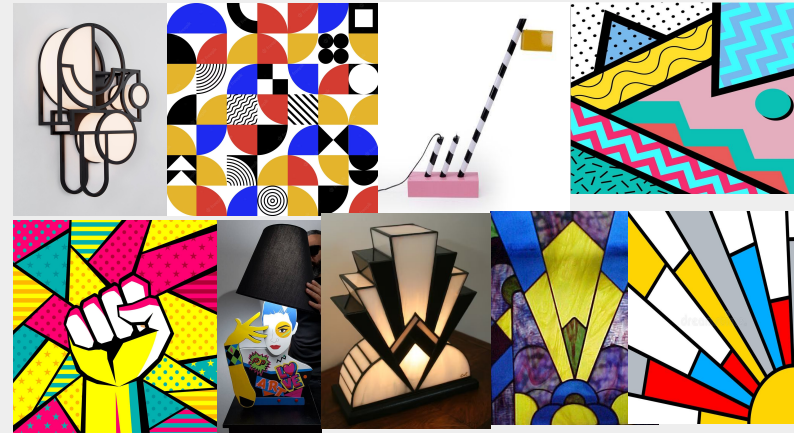


# YEAR 11 3D Design The Everyday Project

1. **Inspiration-** Inspiration is a feeling of enthusiasm you get from someone or something, which gives you new and creative ideas. **RAG**
2. **Investigate-** carry out a research to discover and examine the facts about how the artist produces their work. **RAG**
3. **Develop-** grow or cause to grow and become more mature, advanced, or elaborate with your ideas. **RAG**
4. **Annotate-** a note by way of explanation or comment added to a text or diagram. **RAG**
5. **Contextual Research-** means carrying out research that helps you understand and explain where, how and why your ideas fit in terms of contemporary Art. **RAG**
6. **Visual language-** Communicating your ideas clear through its appearance. **RAG**
7. **Relevant-** Using material/mediums that are appropriate for your project. **RAG**
8. **Record-** expressing your ideas through observations, photographs or annotation. **RAG**
9. **Intentions-** what have you set out to achieve **RAG**
10. **Observation-**Recording what you can see. **RAG**
11. **Experiment-** Testing the unfamiliar, exploring different mediums to vary outcomes and spark ideas. **RAG**
12. **Refine-** To improve/ perfect your work by looking at what you can add to polish the overall appearance of your work. **RAG**
13. **Modelling-** Testing ideas to check they are functional. **RAG**
14. **Overlay-** **RAG**
15. **Series-** a cohesive sample that employs the same technique, subject, or palette throughout multiple works **RAG**
16. **Shaping-** Using tools/equipment to alter the structure of material. **RAG**
17. **Finishing-** Finishes are added to a product's surface after production to improve its functionality and/or aesthetic **RAG**
18. **Arrangement-** How your work is laid out **RAG**
19. **Testing-** Checking the functionality of the product that has been manufactured.

## Design Styles



## Experimentation

