VISUAL STUDIES 2

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INTRODUCTIONS

MY WORK

- To create and promote positive imagery of under-represented groups
- Illuminate untold stories


We are NOT a MUSE





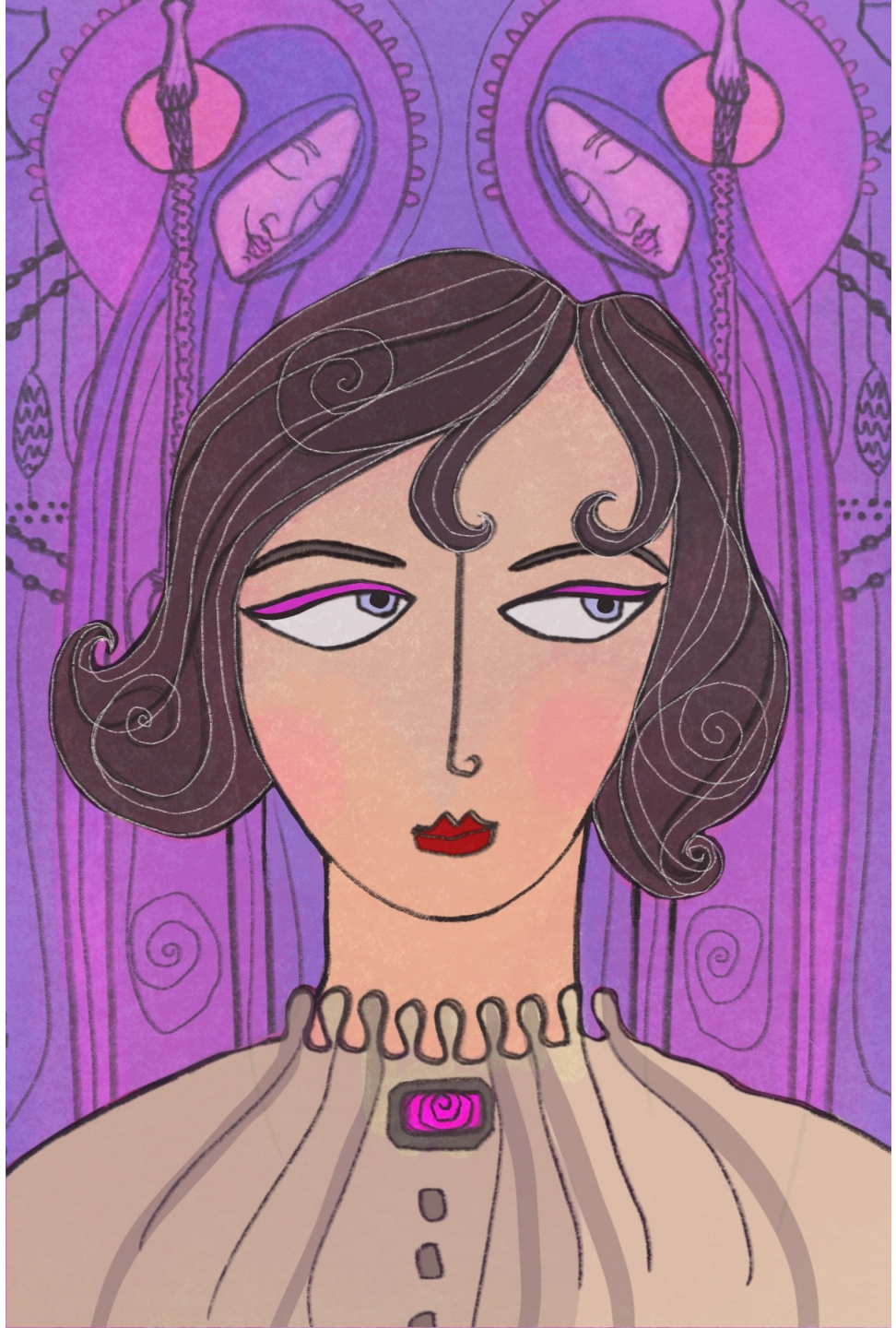
DORA MAAR AND PICASSO





WALT DISNEY AND
MARY BLAIR





CHARLES RENNIE MACKINTOSH AND MARY MACDONALD








HIDDEN FIGURES
8 SCRATCHABLE POSTCARD SET
OF WOMEN ERASED FROM HISTORY
NASA


HIDDEN FIGURES
8 SCRATCHABLE POSTCARD SET
OF WOMEN ERASED FROM HISTORY
NASA
ARMSTRONG


POSTCARD
Katherine Johnson (1918-2020) NASA Mathematician
Neil Armstrong (1930-2012) Astronaut
v1
v1
HIDDEN FIGURES
8 SCRATCHABLE POSTCARD SET
OF WOMEN ERASED FROM HISTORY
ARMSTRONG

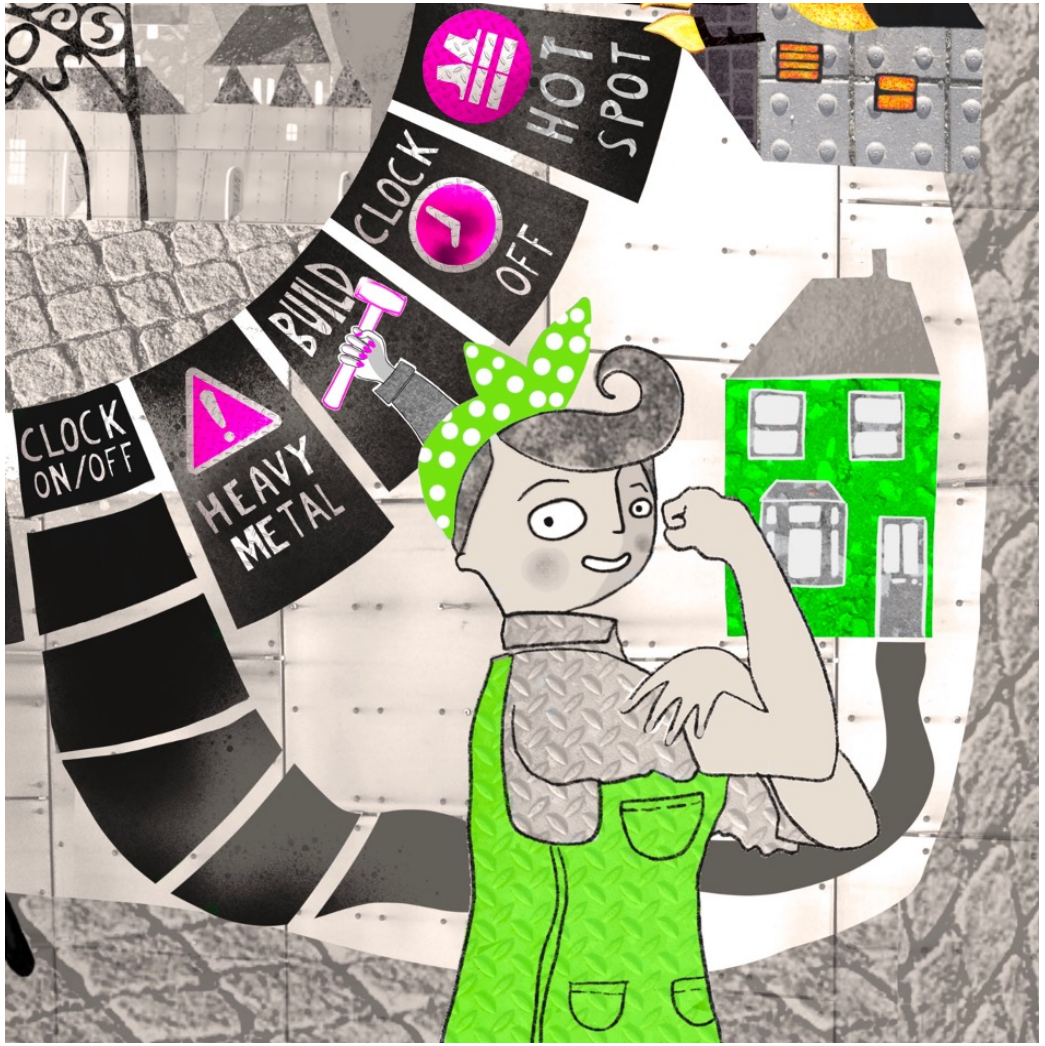

HIDDEN FIGURES
8 SCRATCHABLE POSTCARD SET
OF WOMEN ERASED FROM HISTORY
ARMSTRONG

STEEL women

BOARD GAME PROJECT



THE BOARD


HOT SPOT
CLOCK ON/OFF
BUILD
HEAVY METAL
CLOCK ON/OFF


STEEL
women
STEELOS FACTORY
AIR RAID SHELTER
FAMILY EMERGENCY
HARD HAT
FURNACE
HOT SPOT
CLOCK ON/OFF
BUILD
HEAVY METAL
DEATH METAL
ELBOW GREASE

THE PLAYING PIECES





RULEBOOK

SYMBOL GUIDE



BUILD

Let's get to work!

Pick up a card. An employee's cards should stay visible to all other employees. A maximum of 6 cards can be held at once.



ELBOW GREASE

You're working so hard you've doubled your output!

Pick up 2 cards as your reward.



HARD HAT

You've become SHIFT SUPERVISOR - well done!

You may take one part from another employee OR send a employee to the FURNACE. (This cannot be directed towards an employee holding the EMPLOYEE OF THE MONTH card).



HOT SPOT

You are urgently needed to work in the FURNACE.

Move to the FURNACE and remain there until you roll an odd number on your turn. Upon leaving, return to your CLOCK ON/OFF square.



DEATH METAL

The machine you were working on has malfunctioned in a BIG way.

Lose ALL parts collected.

Place these in the discard pile.



HEAVY METAL

You have dropped and broken a part.

Lose ONE of your parts.

Put this in the discard pile.



FAMILY EMERGENCY

Oh no! You must return home immediately!

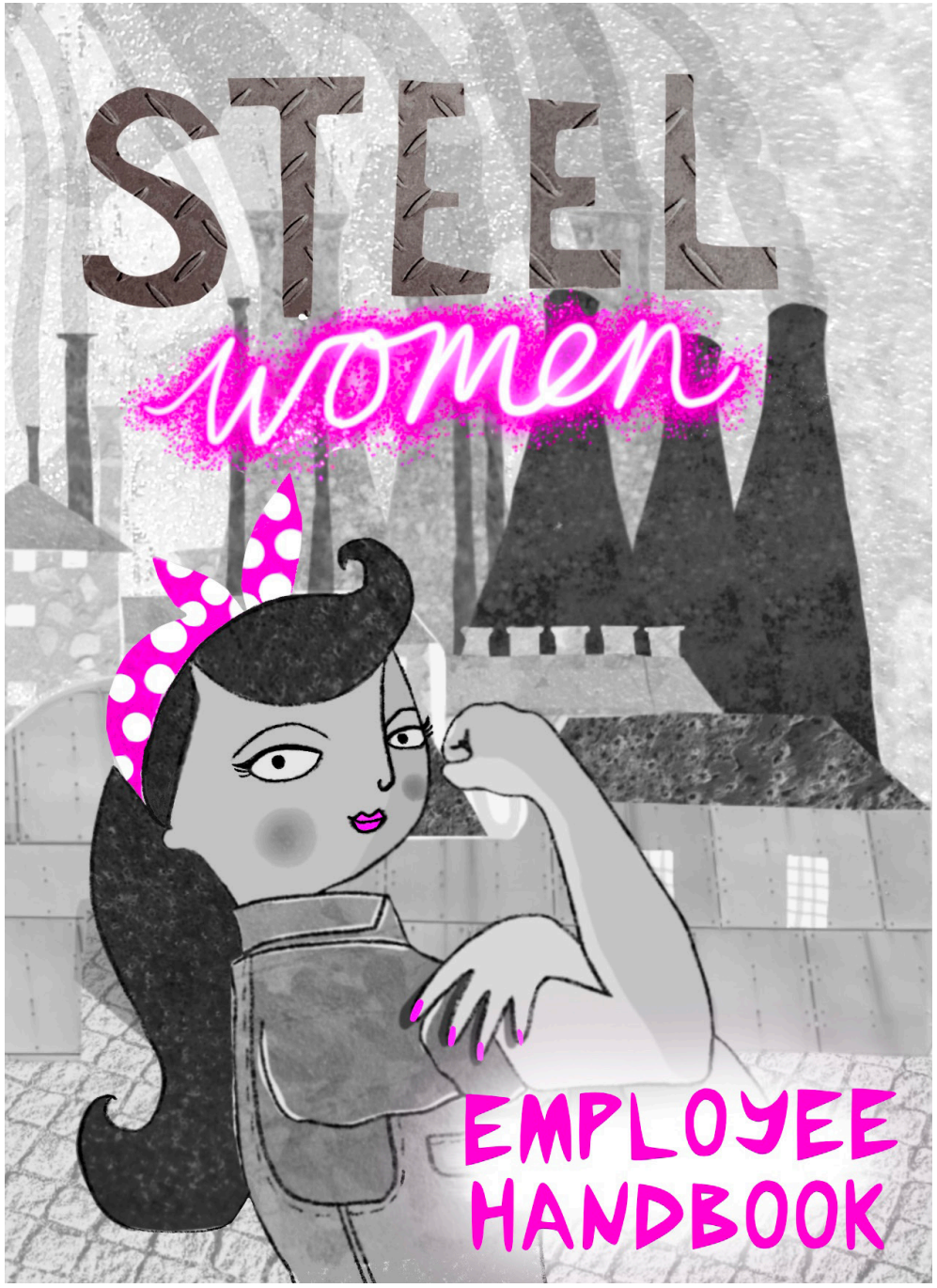
Leave the factory floor and return to your home until your next turn.



CLOCK ON/OFF

Return to your CLOCK ON/OFF square.

This square can be used as a shortcut for employees who have built their PLANE/SHIP/TANK/AMMO set and are ready to finish their shift.



PITCHING



UK GAMES EXPO

PLAYTESTING



UK GAMES EXPO

OVER TO YOU..

THE NEW VISUAL STUDIES BRIEF

Student name:		**Student ID number:**	
Programme:	**BA ILLUSTRATION**		
Module:	**Visual Studies 2**		
Module code:	**M4X01603**	**Contribution to Overall Module Assessment (%):**	**100%**
Lecturer:	**Becky Ellis**	**Internal Verifier:**	**Delyth Lloyd-Evans**
Assignment Title:		**Word count (or equivalent):**	
Submission deadline:	**May 3rd 2022**	**Return date of provisional marks & written feedback:**	**May 31st 2022** (20 working days)

Module Learning Outcomes (from module syllabus)
Upon the successful completion of this module, the student should be able to: • Enhance practical and/or technical skills in selected mediums • Broaden the context and application of their individual practice

- The aims of this module are to accelerate the development of a personal visual language, through an in-depth exploration of techniques and visual tools. During this module, you will explore approaches to the core mark-making skills relevant to the practice of illustration. You will be encouraged to strengthen your observational drawing skills alongside through experimental approaches to mark making. Observational drawing, mark-making techniques and technical skills will be developed through weekly techniques and themes. Students are encouraged to adopt new methods and engage in experimentation in the development of their personal visual language.

UNIT TASKS FOR SUBMISSION

1. PORTFOLIO OF LIFE DRAWING

Over the course of this module, you will build a substantial body of work relating to the weekly themes/techniques. You will continually critique your own and the work of others during these sessions. This has to be presented at the specified deadline for final assessment.

2. SKETCHBOOK/SKETCHBOOKS

Each week you will be given a theme or prompt to develop your drawings for that week (and beyond). Think about how can you communicate through colour and mark-making You may decide to draw initial sketches before completing a more detailed drawing. You are encouraged to further develop the techniques used in class through your own personal work.

TODAY'S TECHNIQUES

BLIND DRAWING
CONTINUOUS LINE DRAWING

BLIND DRAWING



BLIND DRAWING

HOW to SEE in FOUR MINUTES:

1 BOTH PEOPLE PUT DOWN PHONES



2 GRAB SOME PAPER and PEN(CIL)S



3 SET A TIMER ~~for~~ FOUR MINUTES

4 SIT CLOSE and FACE ONE ANOTHER.
STARTING with THE INSIDE CORNER
of EACH OTHER'S EYE,
DRAW EACHOTHER.
THERE'S JUST ONE RULE:
DO NOT LOOK DOWN
at THE PAPER. IMAGINE YOUR
HAND IS CONNECTED TO YOUR EYES,
and AS YOUR EYES SLOWLY TRACE The LINES
of THEIR FACE, YOUR HAND MOVES in UNISON.



5 AFTER FOUR MINUTES, STOP.
SMILE at ONE ANOTHER, and LOOK DOWN.

DRAWING is a Way of LOOKING—

A WAY of PAYING CLOSER ATTENTION to THINGS WE OFTEN OVERLOOK or TAKE for GRANTED. I CHALLENGE YOU to TRY THIS with SOMEONE at HOME.

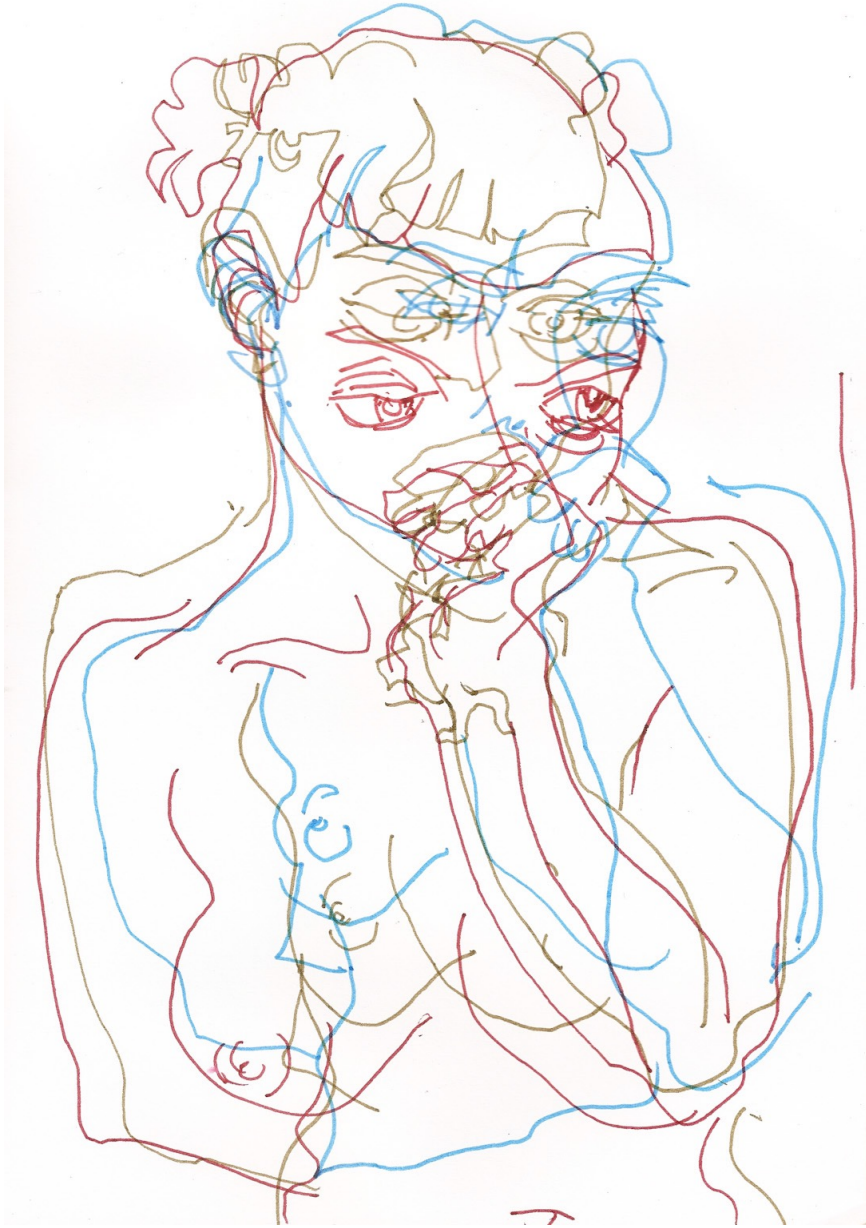
IT'S NOT ABOUT DOING A "GOOD" DRAWING—
THIS ISN'T ABOUT GETTING THINGS "RIGHT."



Wendy draws Caroline

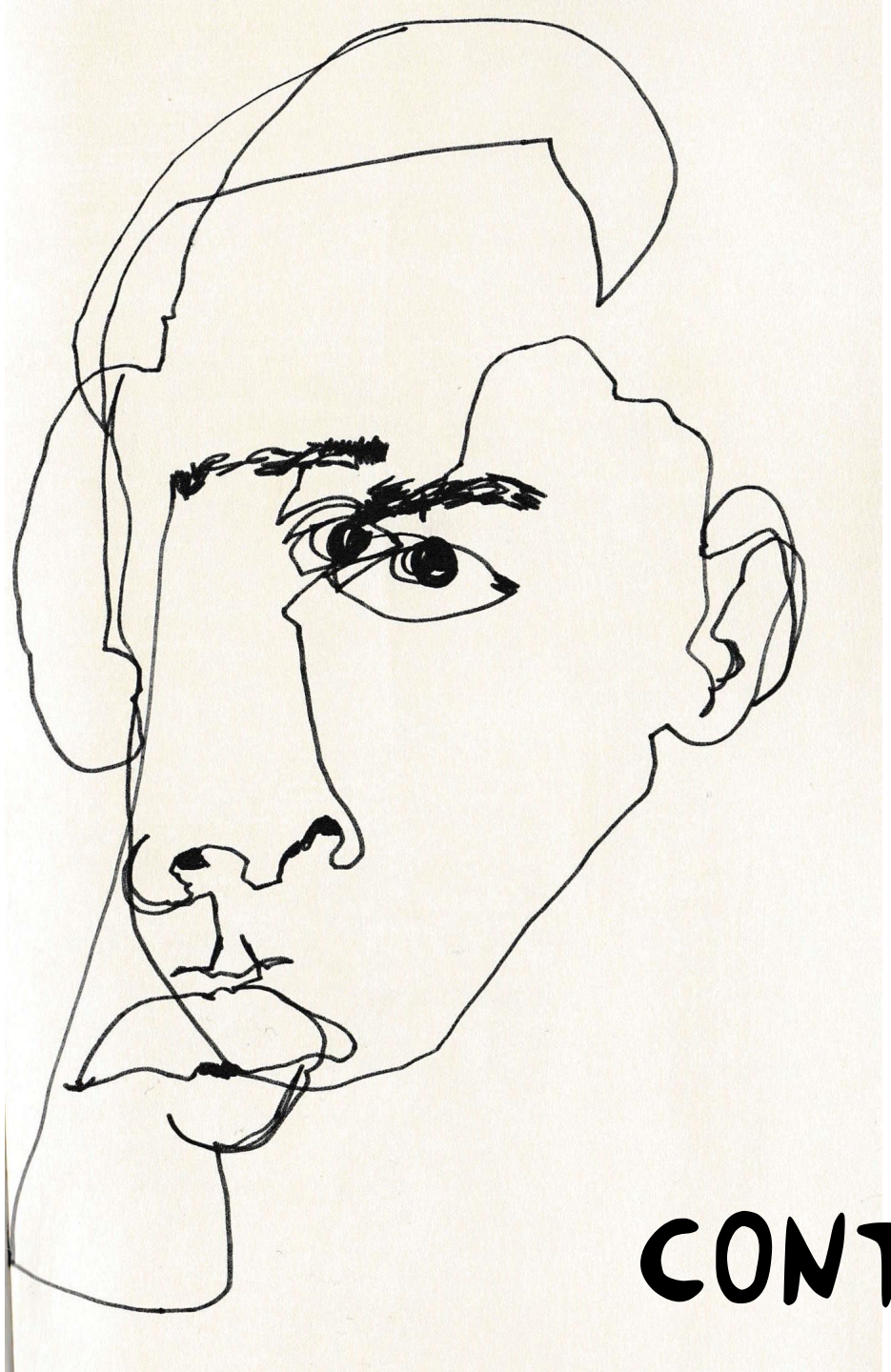


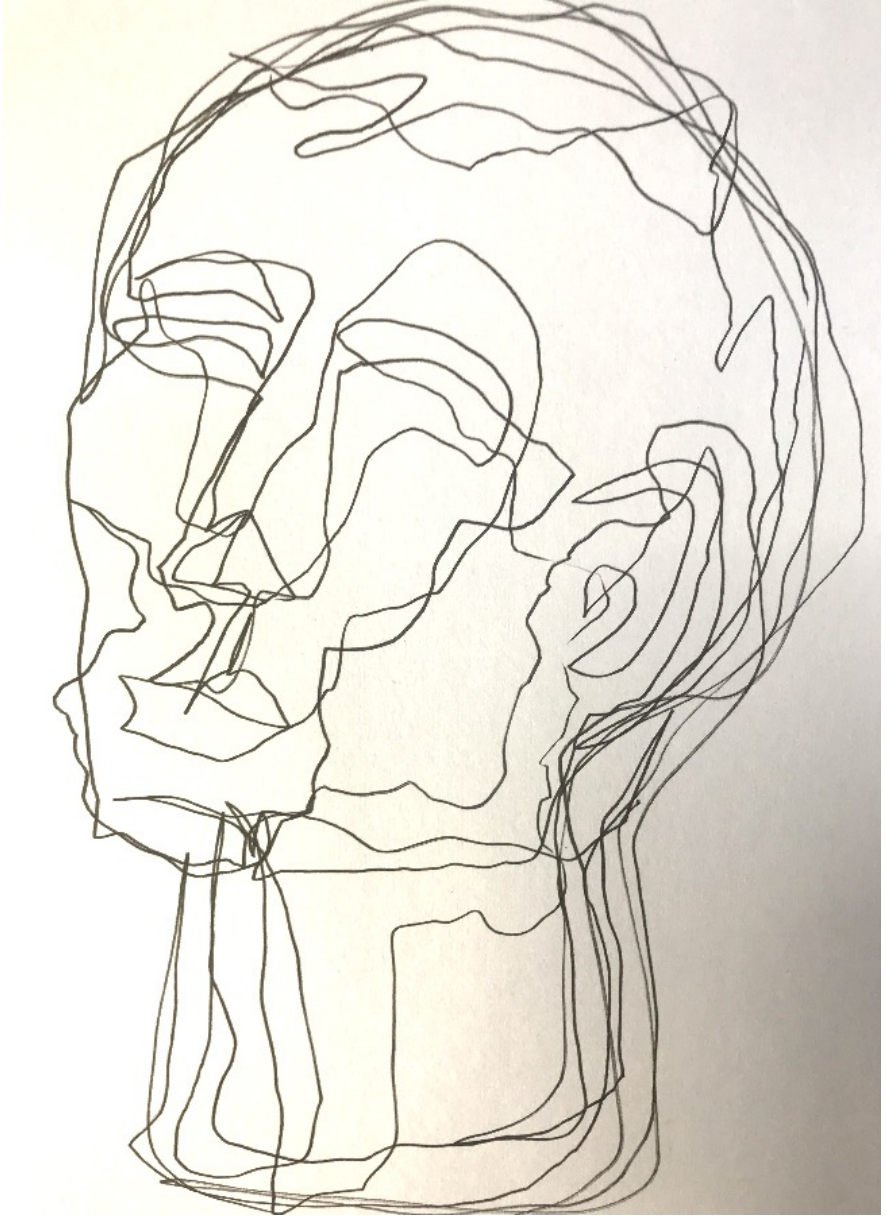
Caroline draws Wendy




Apologies to
CAROLINE
for THIS
"PORTRAIT"

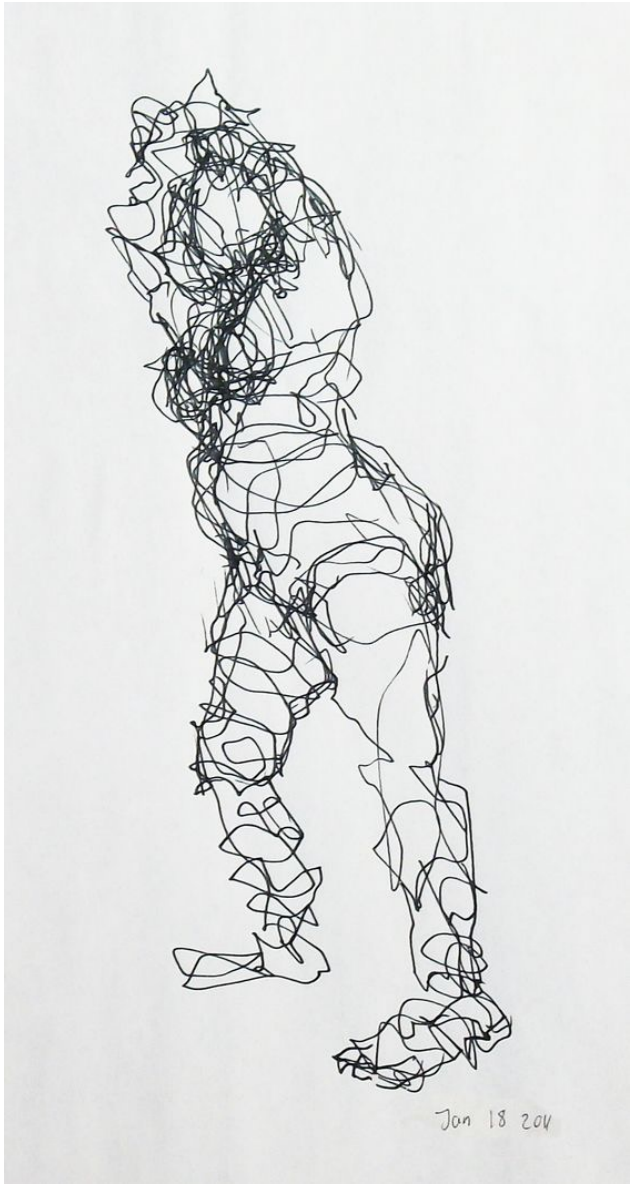
CONTINUOUS LINE DRAWING

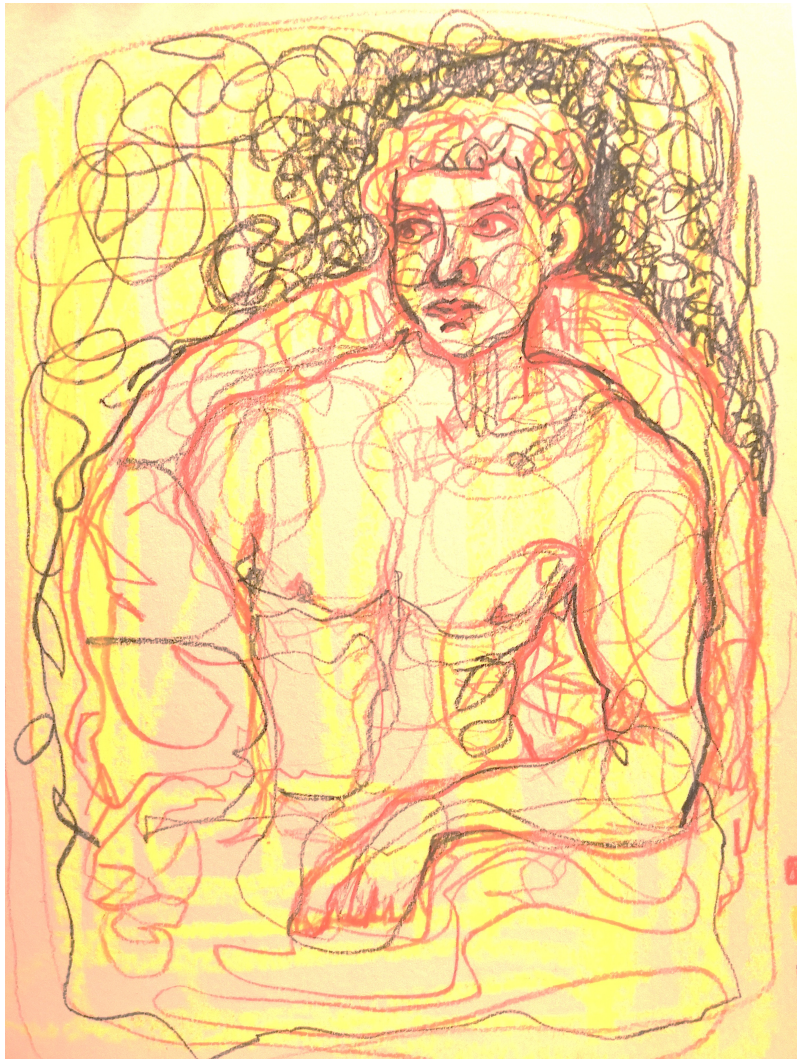




CONTINUOUS LINE DRAWING

DIFFERENT TYPES OF LINE





MULTIPLE LINES
DIFFERENT COLOURED LINES

MULTIPLYING/OVERLAP



WEEK ONE THEME: SELF PORTRAIT





