

General Certificate of Education  
June 2008  
Advanced Subsidiary Examination



**ART AND DESIGN (THREE-DIMENSIONAL DESIGN) ARE3**  
**Unit 3 Controlled Test**

To be issued to candidates up to four weeks prior to the start of the examination.  
The examination may be conducted any time between 1 March and 31 May 2008.  
All teacher-assessed marks to be returned to AQA by 31 May 2008.

**For this paper you must have:**

- appropriate art materials.

Time allowed: 5 hours

**Instructions**

- Read the paper carefully. Before you start work make sure you understand all the information.
- Answer **one** question.
- You will have four weeks to carry out preliminary studies. This should include visual work and, if appropriate, annotations or written work. Preliminary studies must show evidence of personal work relating to your chosen question. You may continue with further supporting studies until you have completed your examination work. Sketchbooks may be included.
- The work you produce in the 5 hour examination may take any appropriate **three-dimensional** form, such as a maquette, model, construction or ceramic piece. It is not essential to produce a finished piece during the examination but you should make your intentions clear.
- Practical responses to the work of other artists, designers and craftspeople must show development in a **personal** way.
- Your work during the 5 hour examination must be produced **unaided and under supervision**.

**Information**

- The maximum mark for this paper is 60.
- All questions carry equal marks.
- There is no size restriction on work produced for this examination.
- You are allowed technical assistance with casting, kiln firing and all machine processes, including welding.
- The time required for the preparation of materials, the building of armatures, technical assistance and casting should **not** be counted as time allowed.
- You are advised to photograph your work in case of accidents.

**Advice**

- You may discuss your ideas with your teacher before deciding on your starting point.
- You may include written annotations or an evaluation of your work.
- You may use any appropriate three-dimensional medium, method(s) and materials, unless the question states otherwise.

This paper will test your ability to:

- record observations, experiences, ideas, information and/or insights
- analyse and evaluate sources, such as images, objects, artefacts and texts
- develop ideas using appropriate materials and techniques, making clear your future intentions
- present a personal response, relating your work to that of other artists, designers or craftspeople.

The questions below should be seen as starting points for personal investigations in which you make reference to critical and contextual material with which you are familiar.

Choose **one** of the following questions.

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### 1 *The Ancient World*

The art and culture of the ancient world provide us with a great deal of visual inspiration. From your exploration of the styles and forms of a specific ancient culture, develop original work in any appropriate material.

### 2 *Location*

Locations such as college grounds, school grounds and city gardens offer considerable potential for environmental design or as sites for sculpture. Select a location of your choice and, making reference to appropriate work by others, develop a design that reflects or enhances the surrounding features.

### 3 *Surface Texture*

Investigate how artists, designers or craftspeople have used surface texture to give buildings, products or artefacts a distinctive look. Use your research as a starting point to develop your own ideas.

### 4 *Decoration of the Human Figure*

Three-dimensional forms which enhance or decorate the human figure are linked in many cultures to particular rituals or ceremonies. In contemporary society, they may be considered as fashion accessories. Look at examples and then develop work based on your observations.

### 5 *Form Follows Function*

‘Form follows function’ is a principle that many designers have followed in architecture, product design, and stage and television productions. Look at examples and develop your own work that demonstrates your understanding of this principle.