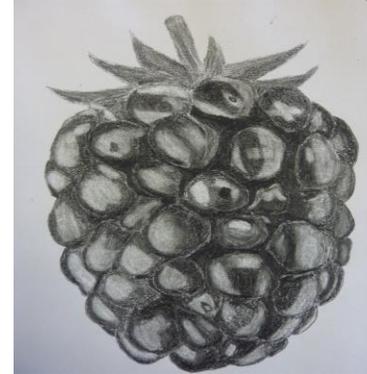
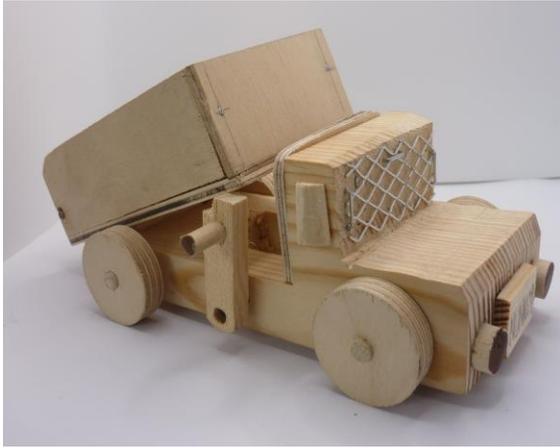


GCSE ART, CRAFT AND DESIGN & GCSE PRODUCT DESIGN



What do you do:

- Build a personal project with drawings, notes, and experiments
- Study different artists, movements and designers.
- Learn new techniques
- Produce larger final pieces (paintings, 3D work, digital art, photos, etc.)
- Work towards your portfolio



AO1 – Develop

Exploring ideas, researching artists, and showing understanding of contexts.

AO2 – Experiment

Trying out techniques, materials, tools, and refining your ideas.

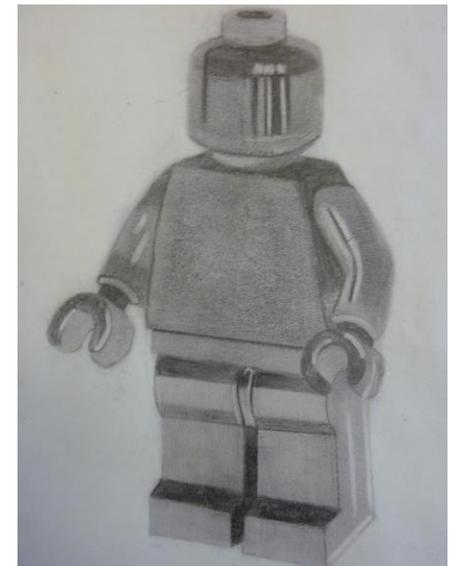
AO3 – Record

Drawing, writing, taking photos, annotating, and recording observations.

AO4 – Present

Producing a personal, meaningful final outcome that links to your research.

60% Coursework
40% Exam



CAREERS

- Illustrator (book illustration, editorial, advertising)
- Concept Artist (games, film, animation)
- Fine Artist / Painter
- Storyboard Artist
- Comic Artist / Manga Artist
- Printmaker
- Mural Artist
- Graphic Designer
- Motion Graphics Designer
- Digital Illustrator
- Animator (2D/3D)
- VFX Artist
- Car Design
- Fashion Designer
- Textile Designer
- Footwear Designer
- Costume Designer (film/theatre)
- Photographer
- Videographer
- Cinematographer
- Film Editor
- Art Director
- Product Designer
- Furniture Designer
- Toy Designer
- Design Engineer
- Architect
- Curator

