A Level Art & Design
3D Design / Graphic Design

Explore Tasks

Firstly, whichever pathway you wish to explore (3D Design or Graphic Design), we would first like you to familiarise yourself with the specification for the **OCR A Level Art & Design** course. Look to the relevant sections to find out more about what kind of projects are suitable for your chosen specialism;

https://www.ocr.org.uk/Images/170210-specification-accredited-a-level-gce-art-and-design-h600-h606.pdf

3D Design

In preparation for your new course, we would like you to try and get to grips with BLENDER. It's a free, open source software and can be downloaded from [blender.org - Home of the Blender project - Free and Open 3D Creation Software](blender.org)

We recommend that you start by looking at the excellent Blender Tutorials on YouTube on the 'Blender Guru' channel. The beginners tutorial is to make a doughnut and cup of coffee. Most of the wonderful work you will have seen from our year 12 & 13 students started here! Follow the link below;

Blender Guru - YouTube

Remember, learning a new software can be daunting at first but don't give up. It's a steep learning curve but you'll get there! The first couple of terms of Year 12 are all about experimentation and getting to grips with the new software. Don't expect instant miracles - that comes later!

Graphic Design

One of the big differences from the GCSE course we offer at the school is the inclusion of Graphic Design as an option. In school we have two options for software. The first is an early version of the Adobe Suite (CS5.5) which includes Photoshop and Illustrator. This has all the functionality you need in school but the issue is you being able to work outside lesson time. Photoshop is now a subscription based software and is expensive, even for students.

Adobe Photoshop for students | Adobe

The other option is Krita - a free opensource software that we have in school an can be downloaded at home for free.

Download | Krita

Whichever option you choose, we would like you to have at least a working knowledge of it before you start in September. What tasks you choose to complete should be led by whatever specialism you would like to pursue next year. Find the relevant tutorials that catch your eye on YouTube and try to extend your skillset.

Remember, learning a new software can be daunting at first but don't give up. It's a steep learning curve but you'll get there! The first couple of terms of Year 12 are all about experimentation and getting to grips with the new software. Don't expect instant miracles - that comes later!

See you in September!