

POCKET PLANET



"The earth is art, the photographer is only a witness." -Yann Arthus-Bertrand

What is this project about?

DEER SHED is a 3-day family orientated, music and arts festival held at Topcliffe in North Yorkshire. The festival was established in 2010, offering progressive and contemporary programming within a safe and secure environment, suitable for children to explore. With an expected audience of 10,000, the festival is now widely regarded as *"the ultimate family festival"*. Next summer the festival theme will be **POCKET PLANET**. The work you produce for this project could be exhibited at the event, or even used in some way by the festival.

"Pocket Planet is a vehicle for Deer Shed to curate the 2022 festival with a more global view than in previous years. Celebrating different things from different places, Icelandic ice cream, or the treasures to be found in a Japanese electronics market – anything goes!"



Brief

You will explore through a series of workshops, as well as independent enquiry, various approaches to representing the theme of POCKET PLANET. You should, through research, relate your experiences to the work of other photographers and artists, as well as analysing and evaluating your own work. Finally, you will select one approach, to extend further in order to create a final outcome(s) for exhibition.

You should:

- Generate ideas through mind mapping and primary research
- Produce source materials for use in workshops
- Research and analyse the work of other photographers
- Develop appropriate creative outcomes
- Realise and present a finished final outcome for exhibition
- Evaluate and reflect on your working methods
- Present a reference list of research sources

nb. The presentation of your work should always be considered. Written work must be proofread to correct any SPaG and typographical errors.

You must submit your work for assessment on a PowerPoint.

Learning Outcomes

1. Understand how visual language and visual language skills inform art and design activities.
2. Understand visual and contextual research to inform ideas for creative activities.
3. Be able to use materials, processes and practical skills to support art and design activities.
4. Be able to use reflective and evaluative skills to inform own progress and practice.
5. Be able to explore and develop alternative solutions for theoretical and practical problems in art and design activities.
6. Be able to plan, develop and present an art and design project.

Issue Date	19th October 2021
Project Duration	6 Weeks
Hand in Date	Friday December 3rd before 3pm