TSD BSA INFLUENCES 2020 | 2021

The purpose of the 'Advanced Textiles and Surface Design' module at Level 6 is to empower you with the ability to manage your own minor project as preparation for the final major project, consolidating knowledge and skills gained at level 5 and to develop confident and original thinking.

Please note if feasible we may also slot in a short 'mini live brief' in the first semester (tbc.)

In order to prepare for this you are asked to undertake some preliminary visual and contextual research and provide the following on your return after summer, using themes prepared by staff as a starting point:

Craft and the Art of Making Narrative and the Personal #Nuhistoric Global <> Local Back to Nature Emotional Response Artist Inspired Anthropocene Urbanites

Explore these further through the references contained on the briefs, in order to source **your own individual starting points.** By undertaking this research you may find a specific area which you wish to take forward. These themes are a result of staff researching areas that reflect current trends and directions, and that offer scope for you to explore independently.

You will be asked to come up with your own individual collection names, rather than using those above - these are merely starting points.

NOT ON THE LIST? If you have an idea which is well researched and relevant then put it forward !

VISUAL RESEARCH

Start by creating a diagram (mind-map) of all the areas you could use for visual research - to draw/paint from and techniques you could use.

DEGREE SHOW RESEARCH

Undertake research into graduate shows this year and source at least 5 different textile graduates from 5 different universities which capture your attention.

Ensure you read about their ideas for the final collections, rather than purely gathering visual information.

SUMMER PROJECT -

1.CREATE

A 10-minute Power-point of no more than 6 'DIRECTION' slides **2.COLLECT**

Images and ideas for your studio wall for starting points

3.COMPLETE

An A4 'thinking' sketchbook with preliminary drawings, paintings, colour, mood and pattern references (but don't design... you need to go on a journey with your ideas) Research sketchbooks and artists journals.

4.COMPILE

An A4 research file

Research current degree shows and textile design graduate work.. READ their statements about collections

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1. CREATE a Powerpoint or PDF Presentation

of no more than 6 slides using the examples sent to you - outlining your proposed themes and research to date you will gain advise on how to develop your proposal for approval.

Direction - key images / tell the story of your considered 'theme' through a considered 'mood' page with key infuences on practice, colour, shape and materials. Include references to other related trends/exhibitions as appropriate.

Direction - artist / designer research

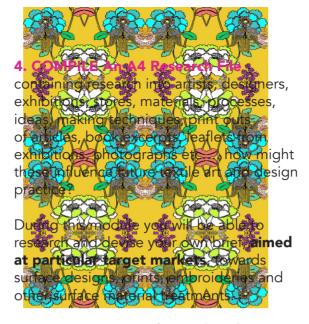
Key images in terms of related and relevant artist, designer influences on practice - what exhibitions or digital resources do these relate to? How will your work be 'inspired' but not copy these influences?

2. COLLECT Images - tear sheets, photocopies, postcards etc. to build a studio wall space during your first week. which captures the essence of your proposed theme.

3. COMPLETE An A4/A3 Hardbacked

'thinking' sketchbook containing drawings, paintings, studies, considered annotations and ideas, including colour references.

Pay particular attention to the overall design, **layout and aesthetic of the sketchbook** - research textile designers sketchbooks and look at graduate examples.



You need to explore **the marketplace** you wish to enter eg. surface design / interiors / fashion / transport / craft / fine art-led textiles and be relevant to future thinking in design.

RESEARCH Starting Points -Specialist Journals and Websites - Textile View, Vogue, Dezeen, Selvedge, Textile Report, Crafts, Mix Interiors.

Trend Research use WGSN as a research tool only - expand from this to avoid repeating what other students across the UK are producing - also look to **trade show and trend reports** using Heimtex, Maison et Objet Paris, MoOD Brussels, Milan Design Week websites and blogs etc. and try to find out the overall 'themes' which are recurring and include key directions for materials. What are the latest trends for geometric, tribal, global, floral, abstract, architectural etc.?

CRAFT & THE ART OF MAKING

This approach encourages you to consider the 'process' as the subject. It is a celebration of making and the practitioners hand.

Contemporary and historical processes will be employed and combined - making use of traditional, applied and digital methods of making and crafting. You will become an expert in your own craft, exploring contexts within which this process site - culturally, economically, historically etc.

STARTING POINTS

Reflect on the craft and making processes you have explored and enjoyed.

Research historical, contemporary and cultural iterations of the craft / process.

Visit (possibly virtually) archives and museums to view and interact with samples and artefacts.

Examine HOW pieces have been made / HOW have processes been applied.

Examine WHY these pieces were made and WHO by.

Draw and make in response to visual research.

Sample and explore through practice.

Identify prolific artists, designers and makers who utilise these processes and will inform your understanding of the craft.





Process-led

Practice

BACK TO NATURE

Pattern Textiles Craft

A theme which allows you to explore all things nature - flora and fauna, woodland, creatures, botanicals, florals, leaf forms, trees, topiany, gardens, hothouses etc. through a variety of different approaches. These elements find there way into many key trends for S/S or A/W, and also as a basis for craft collections, as such the treatment can vary.

STARTING POINTS

Search through several trend areas for directions relating to these vast areas and intepretations.

Lush botanical gardens, richly organic textures, micro focussed plant forms, detailed horticultural environments or woodlands. Look to the current plant forms used within living spaces, or the focus of chelsea flower show.

Build a colour and mood story around a particular season, place or environment; selecting certain plant forms or florals to build your collection. Explore approaches to painting and drawing, working with different media and scale.

Look to observational studies of plants using illustrative and detailed approaches such as those by botanical artists, or explore more expressive mark making, gestural painting of florals and details of textures. Look to renowned artists and illustrators.

Visit parks and gardens, near or further afield, hothouses, botanical archives, gardens belonging to stately homes etc., flower shows, garden centres.



Textile, Craft and Surface Design Associations

- exploring current themes and 'thinking' around making, sustainability and practice.

Artists and Designers as influence on practice

At level 6 you will be assessed on the many varied approaches you have to drawing and painting within your portfolio including 'style', technique and approach.

Therefore you are asked to **source new influences on your practice** by analysing the work of contemporary and historical artists, designers and illustrators.

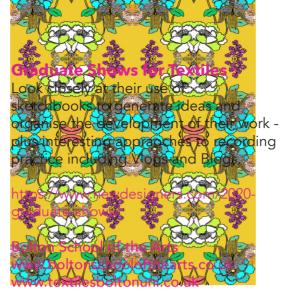
Take note of the word 'influence' rather than 'copy'. **How are you going to provide new directions for your portfolio to avoid duplication of work produced to date? **Find new key influences** (artists / illustrators) on your practice and start to analyse their styles (copying) to use in design later (influence).

Analyse their use of media, technique, colour and style.

EXHIBITIONS AND EVENTS

Most if not all textile trends are born out of exhibitions both in the UK and globally, therefore it is important for you to view current exhibitions if they are available or research online collections and databases to explore possible avenues and influences on your practice at level 6.

If you are interested in contemporary craft practices then you can also look at call for makers / commissions and exhibitions.



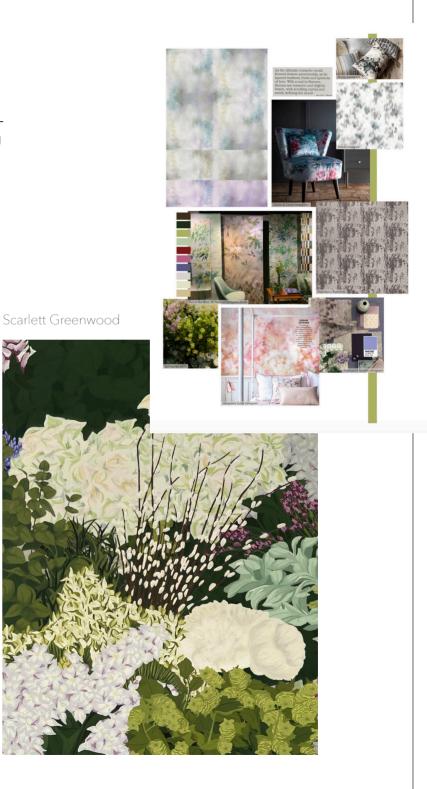
Glasgow School of Art https://gsashowcase.net

Manchester School of Art www.mmu.ac.uk

Herriot Watt www.hwgraduateshow.com

Loughborough www.artshow.lboro.ac.uk

Many more can be found on the New Designers site. Nottingham Trent Birmingham City University Leeds Arts University Grays School of Art Duncan of Jordanstone Huddersfield UCLAN Staffordshire Bournemouth etc.



THE CREATIVE JOURNEY

Explore approaches to visual starting points and reference designers and artists sketchbooks online, and on pinterest. Watch videos about artist and designers creative processes - to ensure you allow yourself time to explore the subject matter in depth and to sample ideas before moving onto any design artwork.

Have a look at the fashion design Iris Van Herpen's creative ideas studio space here as photographed and videod by Todd Selby:

https://www.fastcompany.com/3027898/see-the-creative-workspaces-of-

14-fashion-designers?partner=newsletter#12



Companies and Awards want to see ideas in progress, not just the finished designs... concentrate on the journey and initial research.

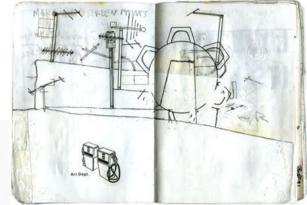


Selby Iris Van Herpen Studio wall

> Richard Galpin Peeled Architecture produced by cutting images with a xacto knife













Oh Gravy

These images and references can be found on Donna's Pinterest Board Advanced Textiles.. start your own to gather inspiration on drawing styles, sketchbook page layout and mood boards/walls. ... start to create studies, colour chips and pattern references.

Create a sketchbook that is considered - and insert annotations only where they make sense for you as a designer to recall ideas - each page becoming a piece of artwork full of ideas.



Inga Buividavice





Meryl Ackley



