SECTION

4

ART AND DESIGN AS A SOLUTION TO SOCIETAL PROBLEMS

Creative Methodologies
Thinking Studio

INTRODUCTION

This section presents various ways in which art and design studio practices contribute to design thinking aimed at addressing social issues within the Ghanaian community. The focus is on "design as a solution" in design thinking and artistic expression. Additionally, this section offers practical activities to help you discover how art and design studio work can serve as tools for societal change. You will also have the opportunity to develop proposals for Art and Design Studio solutions to real-world problems.

At the end of the section, you will be able to:

- Identify how art or design studio tasks can be used as an artistic intervention for social problems.
- Identify a range of possible forms of Art and Design that could be used to solve particular problems in society I, II.
- Create multiple proposals with accompanying notes in 2D, 3D, or mixed media presentations for possible art and design studio task I, II.

Key Ideas:

- Artworks contribute to solving societal problems.
- Art and design, which comprises fine arts and applied arts, offers a lot of possible career opportunities to choose from.
- Art and Design Studio requires proper planning and design of its interior and exterior outlook and the inventory of studio tools, materials, and equipment.

ART AND DESIGN STUDIO PRACTICES AS AN ARTISTIC INTERVENTION FOR SOCIAL PROBLEMS

It is important to note that a range of community issues and challenges exist. These can range from a lack of local signage to community campaigns highlighting health issues; safer walkways and better public safety; considering under-utilised areas; installing park seats, murals, and sculptures; and better play areas for children. The community should expect that Art and Design Studio productions provide artistic solutions to meet the needs of the local Ghanaian society. In doing this, artists will be required to meet art and design standards, which will include, to varying degrees:

1. Functionality, innovation, originality, sustainability, appropriateness, and quality of materials

2. Cultural and social relevance, engaging with current issues, emotional connections, and ethical considerations, promoting inclusivity and diversity, and contributing to development.

3. Aesthetic considerations for product design, industrial design, and architecture.

4. Craftsmanship is required in furniture design, jewellery design, and fine art.

5. Objects intended for public spaces, private homes, galleries, museums, or commercial environments are particularly crafted for their scale, appropriateness, durability, and cultural sensitivity.

Artworks contribute to national development, with various methods of art and design production—such as drawing, painting, sculpture, printmaking, collage, textiles, photography, digital art, installation art, and mixed-media art—offering valuable solutions towards achieving this national goal.

Let us explore the various methods of art and design production and techniques, as stated, and what they require.

Drawing is a fundamental technique used in many different types of art. Pencils, charcoal, pens, or markers are just a few examples of the many instruments that can be used.
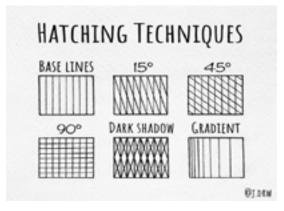

Fig. 4.1: Drawing Tools

To get a perfect drawing, you can also use various techniques like sketching, shading, or hatching.

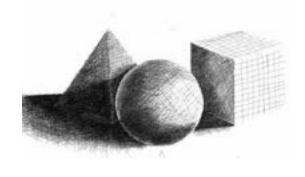**Fig. 4.2** Shading technique

Fig. 4.3 Hatching techniques

Fig. 4.4 Cross hatching

Painting is the process of covering a surface with pigments using brushes, palette knives, or other implements. There are numerous painting methods, such as oil painting, watercolour painting, acrylic painting, and gouache painting. To create various textures and effects, artists can use techniques like glazing, wet-on-wet, dry brushing, or impasto.

Fig. 4.5 Oil painting tools and brushes

Fig.4.6: Impasto

Fig. 4.7: Watercolour tools and materials

Fig. 4.8: Acrylic painting

In **sculpture**, materials such as clay, stone, wood, metal, and mixed media are shaped and manipulated to create three-dimensional forms. Various techniques are employed, including carving, modelling, casting, welding, assemblage, and construction.

Fig. 4.9 Assemblage

Printmaking is the process of making several copies of a design or image using different techniques. Intaglio (such as etching and engraving), lithography, screen printing, monotype, relief printing (such as woodcut and linocut), and intaglio printing are all techniques.

Fig. 4.10: Platinum prints

Collage involves assembling various materials, such as paper, photographs, fabric, or found objects, to create a cohesive composition on a flat surface. Techniques include cutting, tearing, layering, and glueing these materials together to produce two-dimensional art.

Fig. 4.11: Collage

Textile art involves processing, designing, and decorating fibres into yarns to create two-dimensional or three-dimensional artworks. Techniques are generally classified into structural (weaving, knitting, felting, bonding, crocheting, netting, lacing, tatting, etc.) and non-structural (quilting, embroidery, applique, dyeing, printing, braiding of hair, etc.).
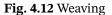
Fig. 4.12 Weaving

Fig. 4.13 Weaving/ Braiding (hair)

Fig. 4.14 Knitting

Photography involves using a camera and different lighting and compositional techniques to take pictures. Techniques used in photography include black-and-white photography, colour photography, computer modification, and alternative methods such as cyanotype and platinum printing.

Digital art is created using computer hardware and software. Digital artists create works of art in both 2D and 3D. Digital painting, 3D modelling, picture editing, vector graphics, and generative art are examples of techniques.

Fig. 4.15 Digital Art

Installation art involves creating immersive, site-specific artworks that often incorporate repurposing found objects or altering the physical environment. Techniques used include assemblage, interactive elements, lighting, sound, and sculpture.

Fig. 4.16: Installation Art

In **mixed-media** art, several materials, methods, and mediums are used to produce a single piece of art. It may combine aspects of digital art, printmaking, sculpture, collage, painting, and drawing.

Note: Refer to Section 1, under the lesson and heading, Scope of Art and Design Studio, and revise the following lessons:

•   Possible career opportunities within the various sub-fields of art and design studio practice.

•   Planning and designing the interior and exterior of an art studio

•   Inventory of studio tools, materials, and equipment

Activity 4.1 – Group Work

Scenario

You are part of a community group concerned with the lack of public awareness regarding environmental pollution in your area. Your team has been tasked to come up with artistic concepts to address this issue through art and design.

Instructions

1. Using available manuals and digital resources (e.g., art textbooks, internet, video tutorials), research common art and design tasks that can be used to develop concepts aimed at solving this problem.

2. Take a walk around your school or community, observing social issues such as littering, air pollution, water pollution, noise pollution, etc. that affect the environment. Make notes and take photos (if possible) of any problems you think can be addressed through art and design.

3. Back in class, discuss your observations with your group. Together, identify and list at least three art and design tasks that could be developed into artistic interventions for these social issues.

Questions to Consider in the Group Discussions

1. What specific social or environmental problems did you observe during your walk, and how do they impact your community?

2. What art or design techniques could be effective in addressing environmental pollution issues? And why?

3. How would you apply your chosen technique to communicate a message or solution to the public?

4. Which resources (manual or digital) were most useful in helping you generate ideas?

5. What cultural or social factors should you consider when creating your artwork to ensure it connects with the community?

Prepare a presentation of your findings in the form of a report and submit it to your teacher for review.

Activity 4.2

Discover how different art and design methods help address social issues.

Instructions:

1. **Research:** Look up how different art and design techniques like modelling, carving, casting, weaving, casting, assemblage and construction, pattern making, drawing, and painting have been used to solve social problems.

2. **Visit Local Art Places:** Go to community art centres, art galleries, fashion houses, or the National Museum. You can also visit local artists' studios or weaving communities such as Bonwire, Adanwomase, or Agotime Kpetoe.

Observe the artworks and talk to the artists and the art curators of the galleries about how their work addresses social issues.

3. **Online Research:** Find articles or videos about Ghanaian artists and their works online. See how they use different techniques to solve social problems.

   Hints for research:
   a. Focus on how each art method specifically contributes to addressing a societal issue.
   b. Pay attention to the artist's intention and the impact of their work on the community.
   c. Use the observations from your visits and online research to provide detailed explanations in your table.

4. **Create a Table:** Compile your findings into a table that outlines how different artists have used specific art and design methods to tackle relevant societal problems.

Your table should look like this:

Art/Design Method	Artwork	Artist	Societal Problem Addressed	How the art/ design method was used to solve the problem
Modelling				
Carving				
Casting				
Pattern Making				
Weaving				
Drawing				
Painting				
Assemblage and Construction				

SOLVING SOCIETAL PROBLEMS USING 3-DIMENSIONAL ARTISTIC FORMS

Let us consider some social problems and challenges that can be found in Ghanaian society as discussed in the previous lesson and find out which 3-Dimensional artistic forms can be used to solve them.

1. **Poverty**
   Large-scale sculptures or installations of a distinguished wealthy person who society can look up to and get inspiration to break away from poverty. The installation could be mounted in series to tell a story of the personality's beginning and end.

2. **Homelessness**
   Architecture plays a vital role in providing housing facilities to solve the problem of homelessness. Architectural structures that can address the issue of homelessness in Ghana include huts, thatch houses, mud/brick houses, tents, and detached structures.

3. **Violence**
   Typical sculptures can be produced and installed to honour the lives of victims of violence who have passed on and provide healing for those affected by the violence. These installations effectively engage viewers to talk about violence and encourage them to reflect on its sources and effects.

4. **Climate change**
   Artists recycle waste materials such as plastics and scrap metals to create sculptures. These sculptures serve as reminders of the need to promote waste management and educate viewers about climate change.

5. **Park seats**
   To solve the problem of unavailable or limited seats in public places such as the park, artists create functional sculptures and woven seats that double as seating arrangements to provide comfort to visitors. Durable materials such as metal, nylon, macramé, concrete or weather-resistant wood (cane, bamboo, raffia) that can withstand weather conditions and heavy use over time are mostly used.

6. **Safe walkways**
   The canopy walkway at Kakum National Park in Ghana is an example of 3-Dimentional artistic work. It is an elevated walkway built through the forests for tourist attraction. The walkway is woven with ropes.

Activity 4.3

Identify multiple 3-D art forms in Art and Design that can be used as interventions for social problems in Ghana using any of the following:

1. Photographs
2. Videos
3. Real objects

Activity 4.4

Analyse how different 3-Dimensional artistic forms such as basketry, sculpture, furniture, pottery, metalwork, welding, casting, throwing, carving, weaving, modelling, welding, papier mache, assemblage, and construction can be used to devise solutions for the same issue, problem, or challenge in the community.

Activity 4.5

Generate an inventory of multiple 3-D Art and Design Studio artworks used as interventions for selected social problems.

Note: Art intervention is an interaction with previously existing artwork, audience, venue/space or situation. It is in the category of conceptual art and can also be a form of performance art.

INVENTORY OF ART AND DESIGN WORKS FOUND IN THE COMMUNITY

Hello Learner! Think again about the issues, problems, and challenges in the previous lesson that 2-Dimensional and 3-Dimensional art forms can be used to solve as seen in *Figure 4.17 and Figure 4.18.*

Fig. 4.17: Painting

Fig. 4.18: Mural

It is important to note that most of the problems in our communities have their solutions already hidden in the problems themselves, or can be found in the communities, in their histories, cultures, and arts. Examples of such challenges in communities in Ghana include inadequate signage in public spaces, ambiguous signs; cultural-specific labels, product packages and advertisements, campaigns for diseases and pandemics, and commemorations.

Classifying Two-Dimensional and Three-Dimensional Artworks

The physical nature and structure as well as how it occupies space usually explains the difference between two-dimensional (2D) and three-dimensional (3D) artworks. Some artworks combine both 2D and 3D in their composition. Conventionally, three-dimensional artworks include sculpture, installations, textile art, leatherwork, jewellery, and ceramics.

Two-dimensional artworks include paintings, drawings, prints, photography, and graphic art.

Note: Refer to Section 2, Week 4, and revise the lesson on 'Classifying 2-Dimensional and 3-Dimensional artworks.

Concept of Mixed Media

Mixed-media art involves using more than one material, method, and technique to produce a single piece of artwork. It may combine aspects of digital art, printmaking, sculpture, collage, painting, and drawing. In creating a meaningful and artistic composition, make use of many artistic elements of design. When you make use of these elements of design, you will explore a variety of options without being limited to just one medium, produce difficult concepts and feelings by combining various materials and processes in your work, which gives it an interesting effect.

Note: Refer to Section 2, and revise the lesson on 'Concept of Mixed Media'.

Activity 4.6

Identify some multiple 2-Dimensional Art and Design Studio productions that can be used as interventions for solving land pollution, deforestation, teenage pregnancy, and fraud in Ghanaian society.

Activity 4.7

Analyse how multiple forms of 2-D artworks in Art and Design have been used as interventions for social problems in society. Record your ideas in a manual.

Activity 4.8

Generate a pictorial inventory of proposed multiple 2-D art forms that can be used as interventions for five (5) identified problems in your community.

ARTIST'S PORTFOLIO

Dear learner, it is important to know that every Art and Design Studio product needs to be stored. Storing finished artwork is the artist's portfolio. An artist's portfolio is an organised collection of an artist's original artworks that can easily be shared with others to show their skills, methods, and style of work. It is usually portable and used by artists to show potential employers, buyers, or collectors how creative they are. It usually has the most recent, classic, and promising works that show an artist in a good light.

Fig. 4.19: Portfolio

Portfolios are presentations that are similar to a real-life performance of presenting archives. Most portfolios have different versions of the work they carry. They may have a few drawings and small paintings, prints, photographs, graphic designs and pieces of printed textiles as well as photographic images of sculpture, ceramics, larger paintings, packages, conceptual art, and monumental works.

The artist's portfolio can be **conventional, unconventional, or a combination of both**. *Conventional (physical) portfolio* includes folders, albums, visual diaries, and envelopes. An example of a conventional portfolio is seen in *Figure 4.20*.

Fig. 4.20: Portfolio dairies

Unconventional portfolio is digital, web-based, or electronic. It involves a selective and purposeful collection of digital samples of artworks. It usually includes the use of electronic technologies that allow the artist to present the artifacts in many formats (audio, video, graphic, or text). *Figure 4.21* shows a digital portfolio interface.
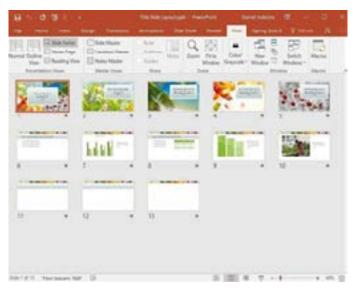

Fig. 4.21: Digital Portfolio Interface (PPT)

Importance of Artist's Portfolio

1. Physical portfolios, apart from storing and organising the artworks, also protect works of art.

2. Artworks are protected from spills, smudges, tears, and dirt by their storage in portfolios.

3. Portfolios help keep track of your prized possessions, ensuring they are not misplaced or left behind.

4. Portfolios advertise the artist's skill, method, style through the selection of artworks they contain.

5. Artists can keep good records of their artworks.

Characteristics of Portfolios

Portfolios have the following characteristics among many others.

A well-presented portfolio should:

1. have a brief artist statement or biography to provide information about the artist's inspiration and artistic journey.

2. display an artist's range of techniques, mediums, and subjects, technical abilities, and proficiency in their chosen medium.

3. highlight the artist's distinct point of view and creative ideas, signalling a unique and fresh approach to the chosen medium such as drawings, paintings, sculptures, digital art, and photography.

4. have a unified theme or concept that connects the pieces, such as a common subject, stylistic approach, or conceptual idea.

5. demonstrate professionalism and attention to detail, with well-photographed and logically organised artworks.

6. have strong opening and closing pieces that draw the viewer in and leave an impression.

7. must be edited and arranged to show the artist's best work, representing their strengths for the intended audience or purpose.

8. have quality take precedence over quantity.

Portfolio Keeping Culture (both physical and digital)

Now that we have discussed what the artist's portfolio entails, it is important to adopt the culture of keeping portfolios which includes;

1. create physical and digital portfolios for their work.

2. archive their works (best works particularly).

3. track development skills and competence.

4. build ethics, expertise, and confidence through portfolio keeping.

5. begin constructing awareness of themselves and their work through artist's statement writing develop vocabulary and sensitivity to aesthetics portfolio keeping.

Artworks (2D, 3D, or mixed media) and their accompanying notes, kept in portfolios, serve as the ***artist's proposals***. Generally, an artist's proposal is a detailed plan that artists use to present their vision, objectives, and techniques for a project or exhibition.

Artworks are accompanied by a description of the idea behind the work, the importance, materials and techniques used, duration in producing the work, the cost involved in the production, and any other assistance received during the production of the artwork.

The artist's proposal aims to convey the artist's creative intention and the practical steps taken in producing an Art and Design work for viewers in galleries, potential funders, and collaborators.

Activity 4.9

Identify and make a list of the characteristics of an artist's portfolio from photographs, videos, and physical portfolios

Activity 4.10

Create multiple manual and digital portfolios of 2D, 3D, or mixed-media presentations with accompanying notes showing how these proposals have been used for keeping records of artworks and artistic concepts.

PHOTOGRAPHY

Photography is a discipline under art and design studio practice that can be used to create multiple proposals with accompanying notes in 2D, 3D, or mixed-media presentations for possible art and design studio tasks. In this lesson, we will discuss creating multiple proposals with accompanying notes in 2D, 3D, or mixed-media presentations for possible art and design studio tasks through photography.

Photography is an art form that records key details of an image during exposure. Although technology may make photography seem mechanical, the process is not automatic. Making a photograph unique depends on the photographer's talent, imagination, and artistic vision, which affect composition, lighting, focus, and other aspects. Photography has transformed storytelling, documentation, artistic expression, and communication in industries, including journalism, fashion, advertising, and fine art. It is a visual communication tool with unique aesthetic capabilities used by the

artist to create an image as a photograph in analogue or picture format. Photography originated in the 1830s and derived its name from Greek photos (light) and graphene (draw). It has been the most vital invention since the printing press, until the invention of modern communication technologies and the internet. In photography, the image of an object is captured using light or radiation on a light-sensitive material, such as film or digital sensors in modern cameras. The image, initially hidden within the material as a negative, is created through the camera's lens.

The traditional photography process involves forming an image using a lens in a camera and the sensitive material changing upon exposure, creating a latent negative that establishes the essential elements of that image. The sensitive material is subjected to chemical treatment during the development process to produce a tangible and long-lasting image. The image is protected from light sensitivity by using "hypo". Depending on the needs of the photographer, modern photographic materials enable immediate or delayed processing.

Elements of Photography

Photography is a diverse art form comprising essential elements for creating attractive images. Understanding and mastering these elements enable photographers to create meaningful and visually inspiring images.

These elements include:

1. **Composition** - It is the arrangement of elements within the frame of a photograph. It involves factors such as framing, balance, symmetry and, leading lines

2. **Lighting** - Lighting plays a critical role in photography by influencing the mood, atmosphere, and visibility of the subject. Different types of lighting, including natural, artificial, and studio lighting, enhance the image's appearance.

3. **Exposure** - It is the amount of light that reaches the camera sensor or film to determine the brightness or darkness of an image.

4. **Focus** - Focus is the sharpness and clarity of the subject within a photograph.

5. **Colour** - Colour adds depth, energy, and intensity to a photograph. Colour theory and how different colours interact help photographers to create visually compelling images.

6. **Perspective** - Perspective refers to the angle or viewpoint from which a photograph is taken. The use of perspective can positively or negatively affect the composition and the meaning of an image.

7. **Timing** - Timing is important in photography, particularly for capturing fleeting moments or decisive moments that carry emotion, action, or narrative.

8. **Subject** - A photograph's subject is the focal point or the theme for the viewer.

9. **Post-production** - This involves the editing and enhancing of photographs using software like Adobe Photoshop or Lightroom. It includes adjustments of exposure, colour, contrast, sharpness, and other elements to enhance the image.

Types of Mediated Image Making Processes

In photography, a mediated image is one purposefully processed using different methods to convey a message, elicit a particular feeling, or improve its visual effect. Mediated image making processes include;

1.   Types of photography (lifestyle, documentary, artistic, traditional, or posed).

2.   Types of photographs (nature, people, or man-made).

3.   Photogram (image made with light, without camera)

4.   Camera obscura (an optical device that projects a real-time image through a small pinhole (or lens) into a darkened room).

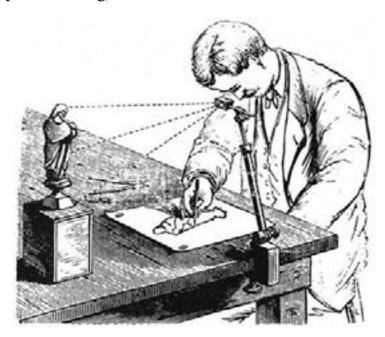5.   Camera lucida (an optical device that merges an image of a scene and the artist's hand on paper for tracing).
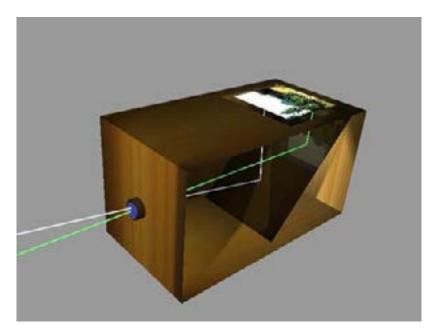

Fig. 4.22: Camera lucida in use

Fig 4.23: A camera obscura used for drawing

Key Characteristics of Photographs

Photographs are visual representations captured through a camera, with characteristics showing how they operate. Understanding these helps photographers and viewers to interpret and appreciate the messages carried by photographs. Some characteristics of photographs include;

1. **Visual Representation:** Photographs capture a moment or subject visually, presenting a depiction of reality or imagination.

2. **Perspective:** Photographs offer a unique perspective depending on the viewpoint of the photographer, which can convey emotions, stories, or ideas.

3. **Composition:** The arrangement of elements within the frame, including subjects, lines, shapes, colours, and textures, contributes to the overall aesthetic and impact of the photograph.

4. **Lighting:** Light is a fundamental element in photography, influencing mood, atmosphere, and visibility within the image. Different lighting conditions can drastically alter the look and feel of a photograph.

5. **Exposure:** Exposure refers to the amount of light reaching the camera sensor or film, which impacts the brightness and contrast of the photograph.

6. **Colour:** Whether captured in black and white or colour, photographs use hues and tones to convey mood, realism, or artistic expression.

7. **Resolution:** The clarity and detail of a photograph depends on its resolution, determined by factors such as camera quality, sensor size, and post-processing techniques.

8. **Subject Matter:** Photographs can encompass a wide range of subjects, from landscapes and portraits to abstract concepts and still life.

9. **Emotion and Storytelling**: Photographs often evoke emotions or tell stories through visual cues, expressions, or contextual elements captured within the frame.

10. **Intention:** The intention behind capturing a photograph, whether documentary, artistic, commercial, or personal, influences its style, content, and impact.

Activity 4.11

Use photography to create multiple proposals with accompanying notes in 2D, 3D, or mixed-media presentations on any Art and Design Studio task.

Activity 4.12

Identify and pick ideas from existing photographs, web-based images, magazines, and newspaper images, and produce 2D, 3D, or mixed-media multiple proposals in any Art and Design Studio task of your choice.

Review Questions for Section 4

1. Prepare a written or pictorial presentation showcasing six common Art and Design Studio tasks that artists can use to address social problems in Ghana.

2. Create a manual or digital pictorial inventory of studio tasks used as artistic interventions for specific societal problems.
   Hint: Identify a problem and then develop a manual or digital pictorial representation of how artistic interventions have addressed that issue.

3. Create a manual or digital pictorial inventory of possible multiple 3-Dimensional artworks showing how they have been used as interventions for specific problems in society.

4. Prepare a written presentation on at least five (5) art forms in Art and Design that can be used as interventions/solutions for social problems in Ghanaian society.

5. Produce a video report on how art forms in Art and Design have been used as interventions/solutions for at least four (4) problems in Ghanaian society.

6. Create a written/oral/pictorial presentation showing the characteristics of an artist's portfolio.

7. Provide a written/oral/pictorial presentation on building multiple proposals with accompanying notes in 2D, 3D, or mixed-media presentations in line with portfolio building.

8. Produce a written report on the steps involved in using video to create multiple proposals with accompanying notes in 2D, 3D, or mixed-media presentations for any tasks in Art and Design Studio.

9. Create multiple proposals with accompanying notes in 2D, 3D, or mixed-media for any of the following Art and Design Studio tasks using photographs:
   a. Painting
   b. Weaving
   c. Pottery
   d. Carving
   e. Fashion Designing

Answers to Review Questions for Section 4

1. Art and Design Studio tasks used in solving social problems in Ghana:
   - Drawing
   - Sculpting
   - Collage
   - Modelling
   - Assemblage and Construction
   - Digital Art and Design
   - Mixed-Media Art
   - Painting
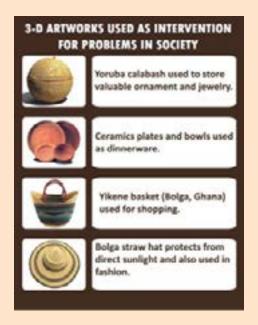   - Printmaking
   - Textile Design
   - Casting
   - Photography
   - Installation Art

2. In the image below, "digital painting" is used as an artistic intervention to address the issue of flooding:

Fig. 4.24 *Flood in the city*. Noah Marcus Agyemang. 2021. 8×9 inches. Digital painting.

3. Inventory of 3-Dimensional artworks used as interventions/solutions for social problems:

3-D ARTWORKS USED AS INTERVENTION FOR PROBLEMS IN SOCIETY

	Yoruba calabash used to store valuable ornament and jewelry.
	Ceramics plates and bowls used as dinnerware.
	Yikene basket (Bolga, Ghana) used for shopping.
	Bolga straw hat protects from direct sunlight and also used in fashion.

4. *Art forms in Art and Design that can be used as interventions/solutions for social problems in Ghanaian society:*

   a. **Murals or Street Art** – murals or street art involves creating artworks on buildings, walls, and other public spaces. Popular among this art form is *graffiti art*. Murals can address social issues such as sanitation, health, and education, transforming neglected areas, and raising awareness among the general public.

   b. **Billboards and Posters** – visual communication tools used to spread information to the public. They effectively communicate messages on health, education (including behaviours and attitudes), and civic duties effectively.

   c. **Photography** – pictures including videos are used to reach wide audiences and bring attention to issues that may be overlooked. Films and documentaries serve as educational tools in schools and communities to promote discussions and action.

   d. **Indigenous Ghanaian Arts** – weaving, pottery, beadwork, wood carvings, and metalsmithing are deeply rooted in the Ghanaian culture. They create job opportunities and support local economies.

5. **Video report format***:*

   i. **Planning Stage:**
   - Generate a catchy title.
   - Write a detailed *script* for the narration.
   - Create a storyboard.
   - Select the types of visuals (slides, animations, video clips) for each part. Design visuals using presentation software such as PowerPoint. Ensure visuals are clear, engaging, and aligned with your script.
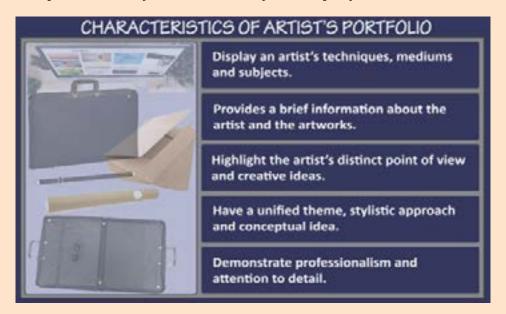
   ii. **Recording Stage:**
   - Record your narration using clear and quality audio-visual equipment.
   - Consider recording a video of yourself in the presentation (optional).

- Edit the production in video editing software such as Adobe Premiere Pro. Sync audio with visuals and make necessary cuts. Add transitions, effects, and any additional elements (background music, subtitles).

iii. Final Stage:

- Review the recording for any errors.
- Test the video.

6. *Pictorial presentation of characteristics of artist's portfolio:*

CHARACTERISTICS OF ARTIST'S PORTFOLIO

Display an artist's techniques, mediums and subjects.

Provides a brief information about the artist and the artworks.

Highlight the artist's distinct point of view and creative ideas.

Have a unified theme, stylistic approach and conceptual idea.

Demonstrate professionalism and attention to detail.

7. *The process of building multiple proposals with accompanying notes in 2D, 3D, or mixed-media include;*

a. Two-Dimensional Media

i. Physical Portfolio:
- Good for storing drawings, paintings, photographs, smaller artworks, sketches, and notes without folding or rolling.

ii. Digital Portfolio:
- 2D works can be stored digitally using a good scanner to ensure quality. Photography is employed to take quality photographs of larger 2D artworks that cannot be scanned.
- Use folders on personal computers as digital portfolios (labeled it as project or date) to keep digital files organized.

b. Three-Dimensional Media

i. Physical Portfolio:
- Use display cases or shelves to store and display 3D works like sculptures.
- Boxes with padding (styrofoam, bubble wrap, or foam) protect delicate pieces.
- Label 3D artworks with *title, date, and materials used.*

  ii. **Digital Portfolio:**
- Take multiple quality photographs from different angles to capture the details of 3D artwork.

 c. Mixed Media

  i. **Physical Portfolio:**
- Consider customised cases or boxes that can contain both 2D and 3D mixed-media artworks.
- Use storage solutions such as packages with compartments for different elements of mixed-media works.

  ii. **Digital Portfolio:**
- Use photography to capture mixed-media artworks with their elements from different angles.
- Keep detailed digital records, including photographs and descriptions of each component and how they integrate into the whole piece.
- Regularly *back up* digital files on external hard drives and cloud storage.

 d. Accompanying Notes

  i. **Physical Notes:**
- Use notepads to record handwritten notes. Each page or section should have a title to match with specific artwork.
- Label artworks for easy identification.
- Print out typed notes and attach them to the relevant portfolio pages or artworks.

  ii. **Digital Notes:**
- Create digital notes using word processing software and save them along with artwork in their respective folders.
- Include metadata in saving your digital files such that it forms part of the file properties that provide details about each piece.
- Database or spreadsheet can be used to catalog artworks and their descriptive notes. This makes it easier to search and reference artworks.

8. Steps involved in using video to create multiple proposals with accompanying notes in 2D, 3D, or mixed-media presentations for *Kente* or *smock* weaving.

 a) Planning:

  i. Identify and collect samples of *Kente* or *smock* from existing photographs, web-based images, magazines, newspaper images, or personal wardrobes.

 b) Content Creation:

  i. Group the sample into 2D and mixed-media in order of appearance in the video.

  ii. Record video clips explaining the design concepts, the inspiration behind them, and the weaving process.

      iii. Take a close-up shot of the 2D and mixed-media samples.

      iv. Include voiceover or on-screen text as accompanying notes to explain the images.

c) Editing:

      i. Use video editing software (such as Adobe Premiere Pro, and Final Cut Pro) to compile the recorded footage.

      ii. Add transitions, and background music to enhance the video production.

      iii. Test the video to ensure picture quality and sound is clear.

d) Conclusion:

      i. Save the video in a suitable format.

      ii. Publish the video.

9. *Criteria for creating multiple proposals with accompanying notes in 2D, 3D, or mixed-media presentations:*

a) Selection of Artwork:

      i. Assemble your best artworks from a mix of different styles, subjects, and media on your preferred Art and Design Studio task for the proposal.

      ii. Focus on quality rather than the number of pieces. A strong portfolio should have 10-20 different proposals.

b) Use of Photography:

      i. Ensure your selected artworks are snapped in high resolution with proper lighting.

      ii. Maintain a consistent format for all images, with uniform sizes and clean backgrounds.

c) 2D, 3D, or mixed-media presentation:

      i. Arrange photographs for the multiple proposals in order of visual appeal. Start with your best artwork and end with another attractive artwork to create a cohesive narrative.

      ii. Add titles, dimensions, materials used, techniques, creation dates, and brief descriptions for each artwork and proposal presentation.

      iii. Present your multiple proposals in class for feedback.

Extended Reading:

1. Adom, D. (2014). *General knowledge in art for senior high schools.* Adom Series Publications Limited.

2. Bassani, E. (2005). *Arts of Africa: 7000 years of African art.* Skira.

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List of Contributors

Name	Institution
Prof. Osuanyi Quaicoo Essel	UEW, Winneba
Emmanuel Aklasu	Takoradi Technical Institute
Cynthia Tettey	Ghanata SHS, Dodowa
Nyamawero Navei	Tumu SHTS, Upper West