

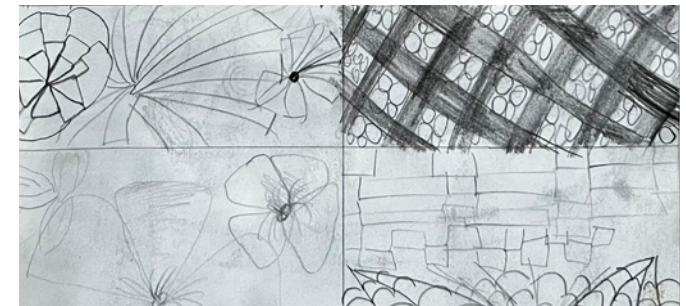
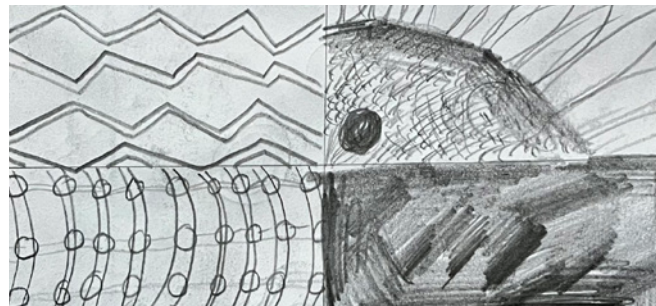
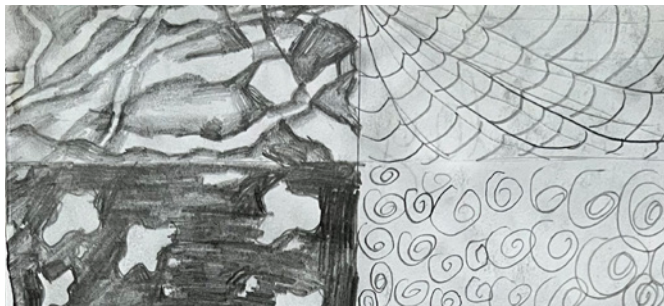
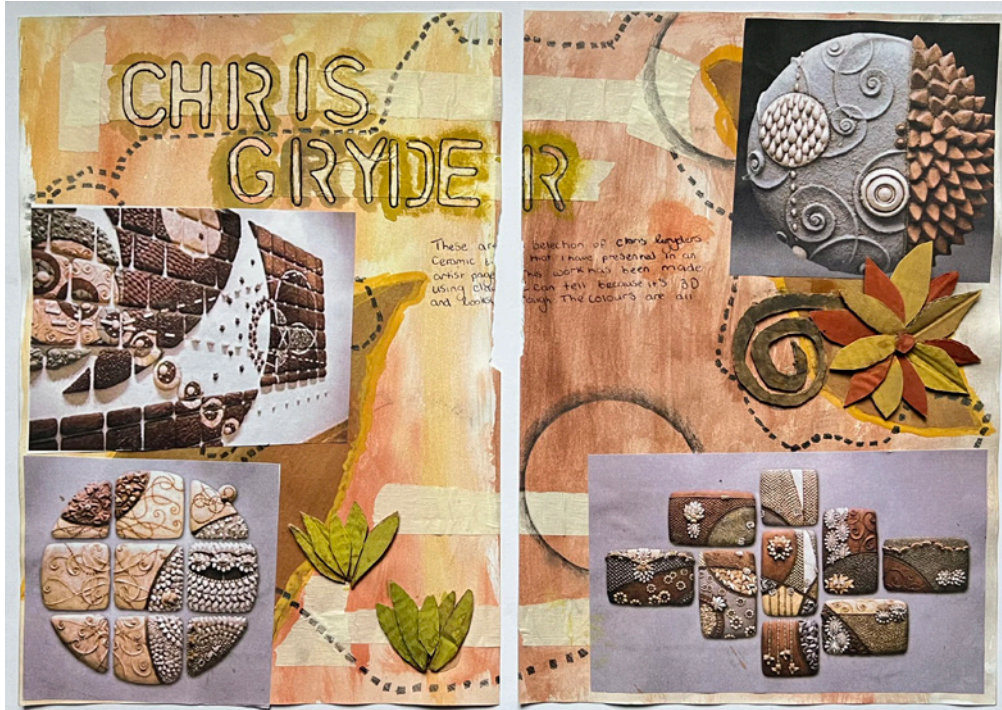
FREYA ÆLISE

DIGITAL PORTFOLIO



CHRIS GRYDER CERAMICS (GCSE ART)

A GCSE project based on sculptor Chris Gryder. Like all my GCSE projects this started with research and reference materials from the artist in my sketchbook, that then led to a final piece of work influenced by the artist.



Sketchbook work for the Chris Gryder project



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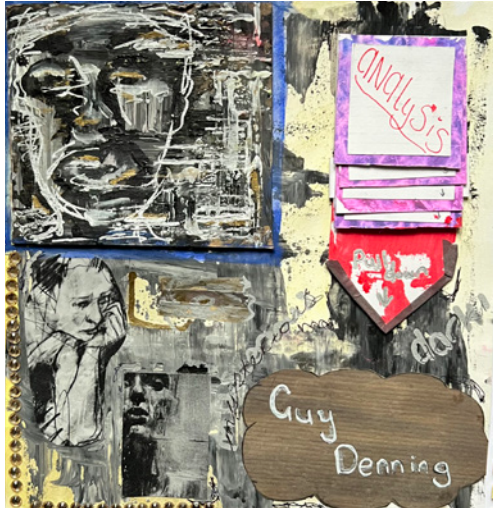


Final piece of clay work produced based on my findings of Chris Gryder



GUY DENNING (GCSE ART)

A GCSE project based on the study of artist Guy Denning.
This project consisted of mono-printing, black ink and acrylic paint.



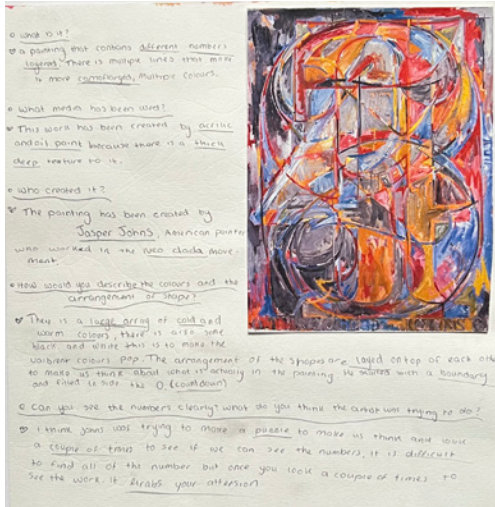
Sketchbook work for the Guy Denning project



JASPER JOHNS (GCSE ART)

A GCSE project based around artist Jasper Johns.

The layering of numbers influenced by Jaspers piece was created by scratching away at a variety of oil pastel colours.

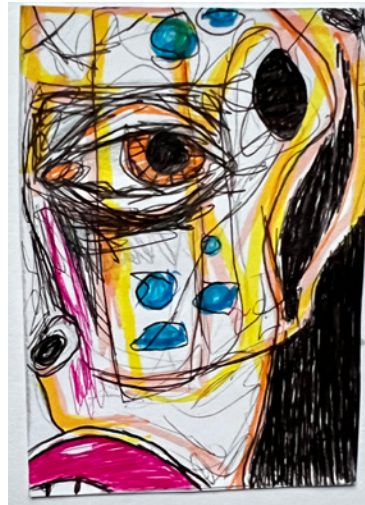


Sketchbook work for the Jasper Johns project



DEB WEIRS (GCSE ART)

A GCSE study of artist Deb Weirs. As with all of my GCSE projects the study started in my sketchbook and ended with a final piece of which you can see below on the right.

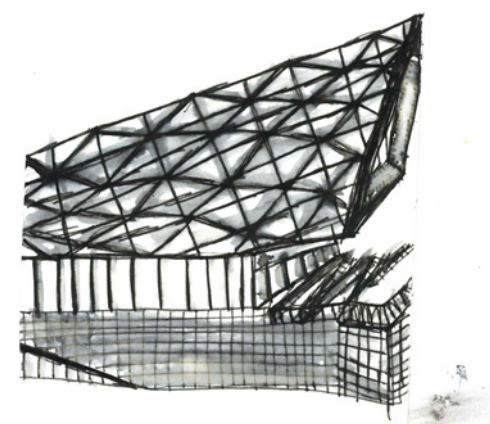
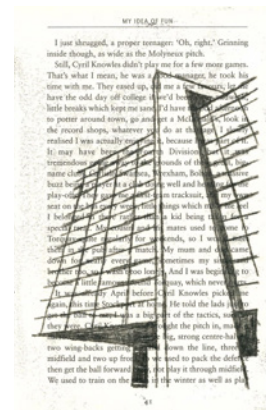
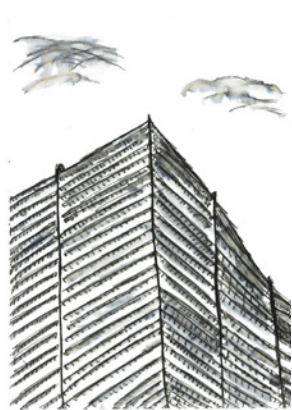
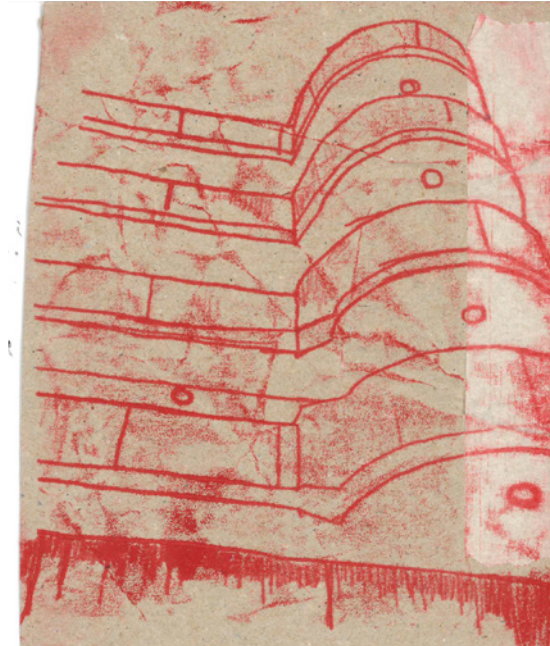
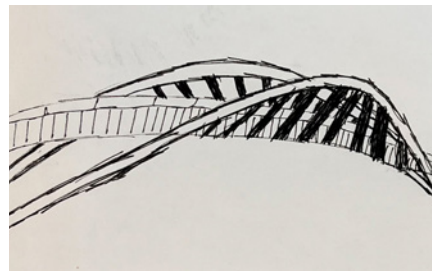
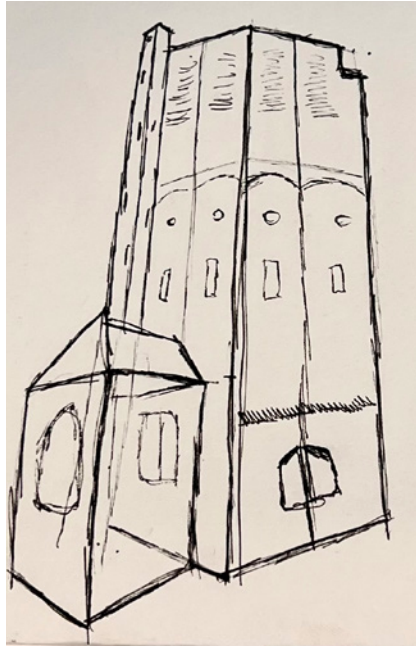


A3 sized piece produced from study



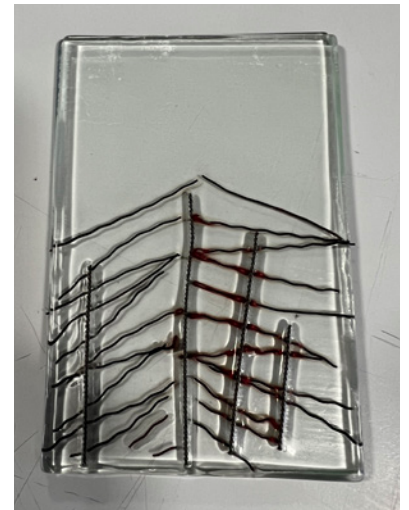
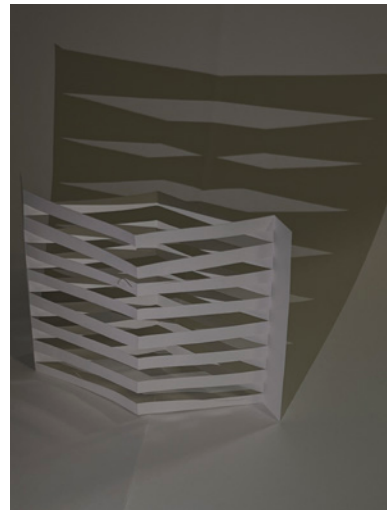
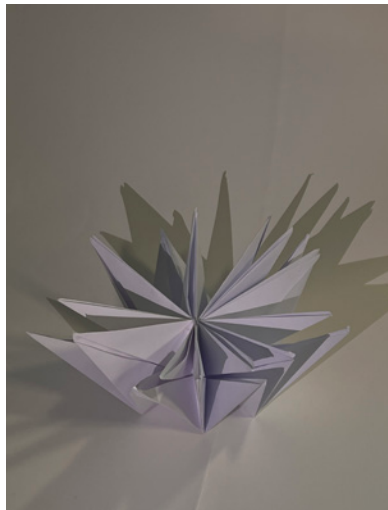
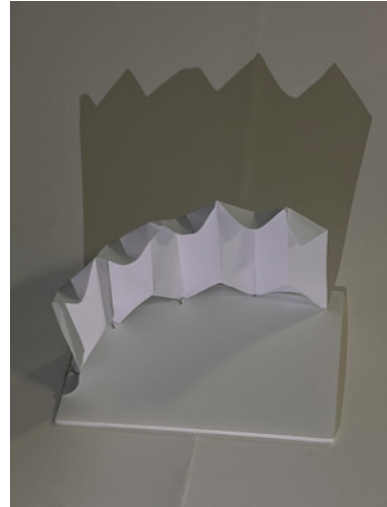
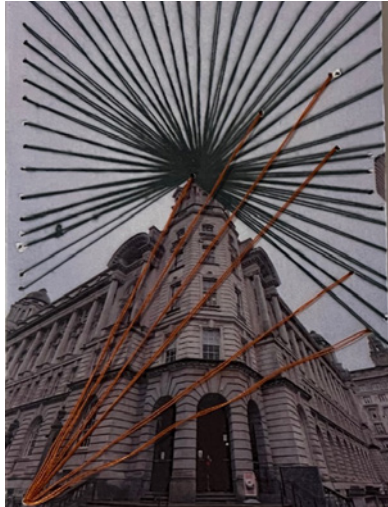
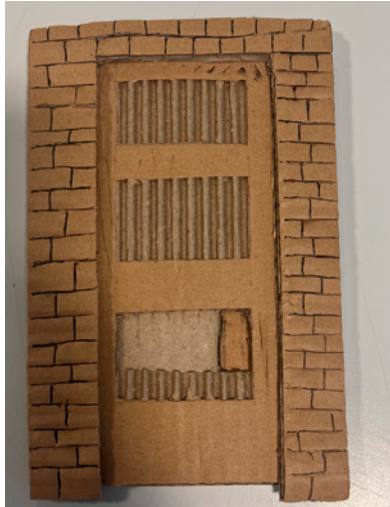
ARCHITECTURE STUDY (A-LEVEL 3D DESIGN)

First project of my 3D design course at college. The task was to be inspired by architecture - take reference photographs and then from these create a set of drawings, which then evolved into experimenting with different techniques and materials.



ARCHITECTURE STUDY (A-LEVEL 3D DESIGN)

Following on from the previous page, below are a set of images from the experimentation of techniques and materials.



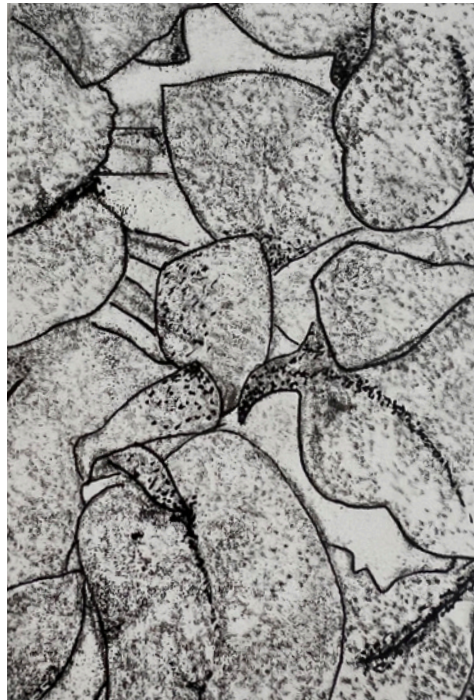
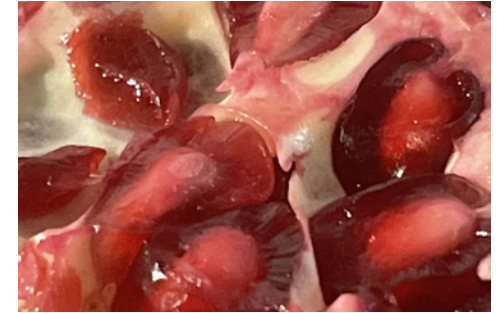
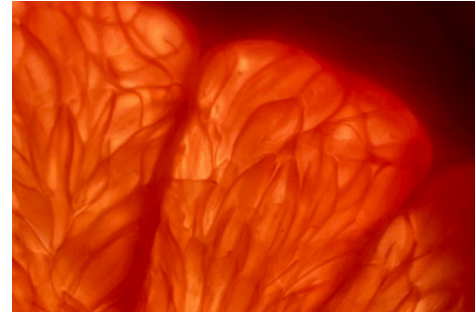
ARCHITECTURE STUDY (A-LEVEL 3D DESIGN)

Developing my techniques further on the Architecture project
I created the below 3D cut out scenes.



NATURAL FORM STUDY (A-LEVEL 3D DESIGN)

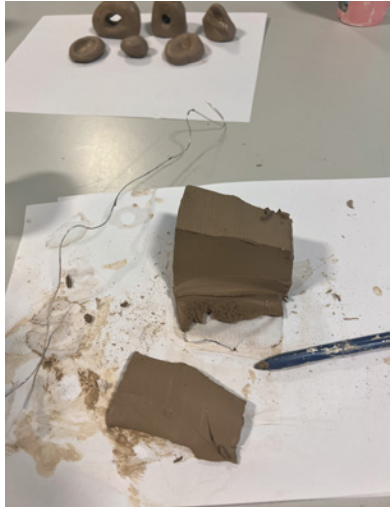
The next project carried out in 3D was based on 'Nature'.
From reference photographs a series of sketches were produced using multiple mediums.



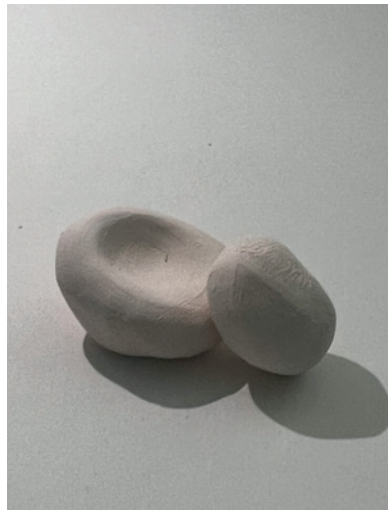
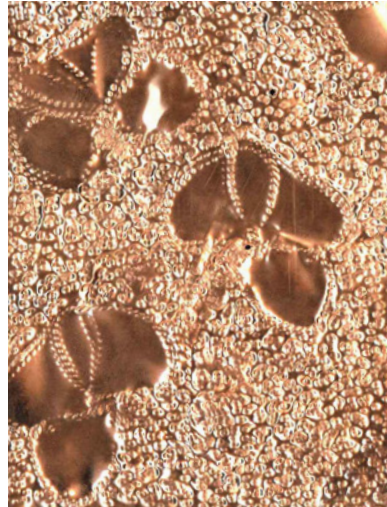
NATURAL FORM STUDY (A-LEVEL 3D DESIGN)

For the Natural Form project we got to experiment further with different materials and processes including, Clay, Copper and Plaster. Heat Press, wire and tissue paper.

CLAY



COPPER

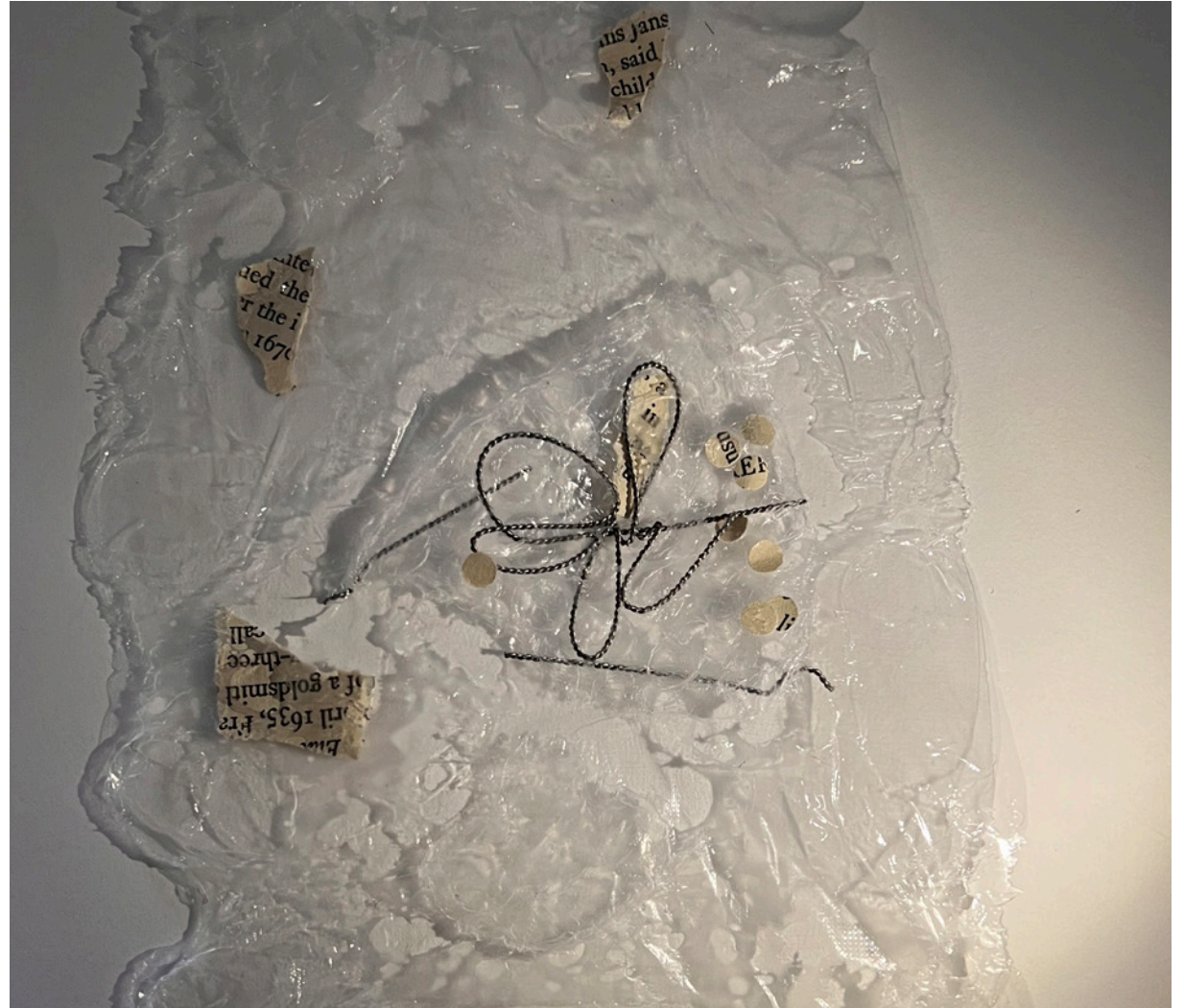


PLASTER



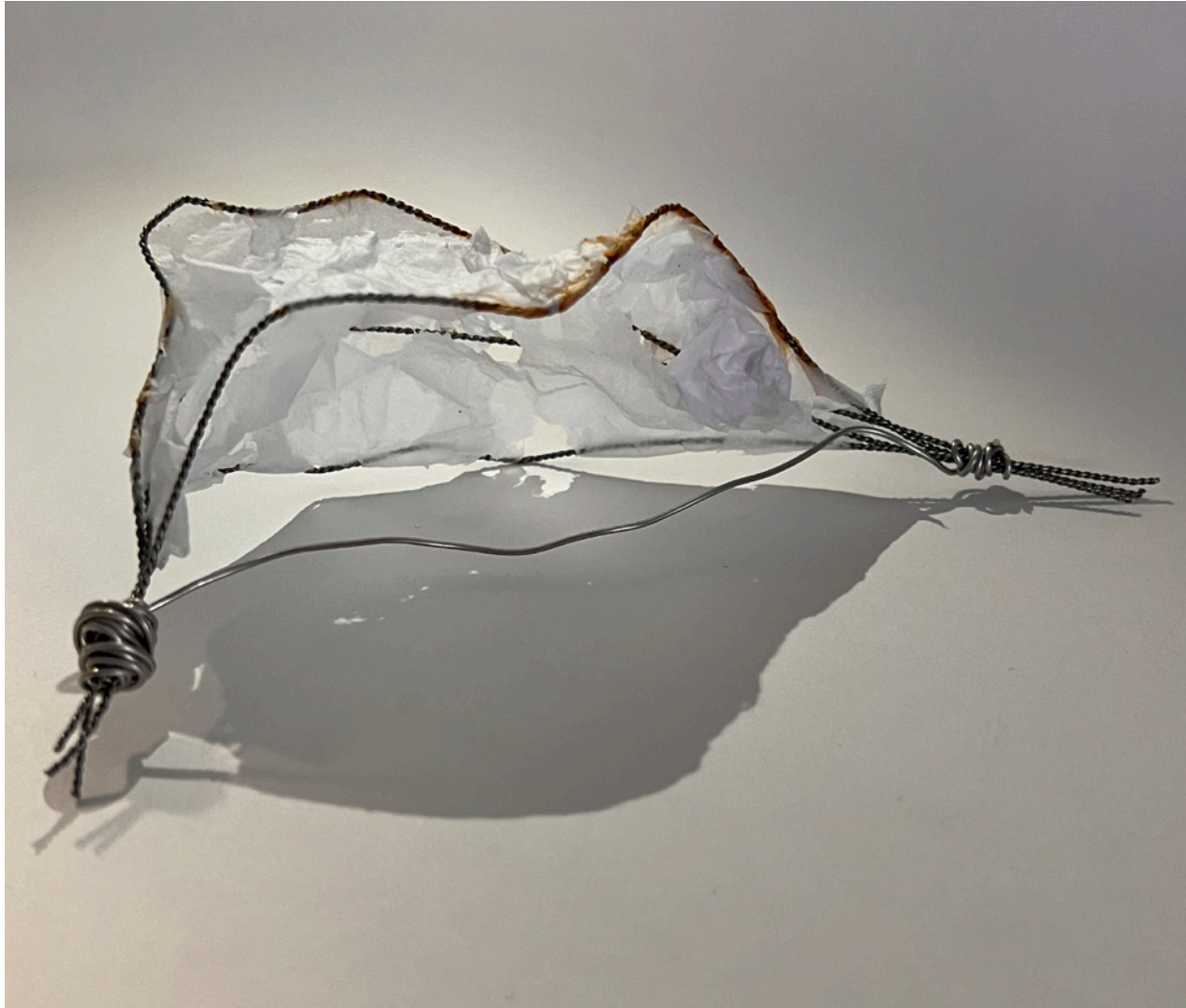
NATURAL FORM STUDY (A-LEVEL 3D DESIGN)

Below are a selection of images from the process of Heat Pressing.
Taking plastic wallets and encasing my wire and paper sculptures.



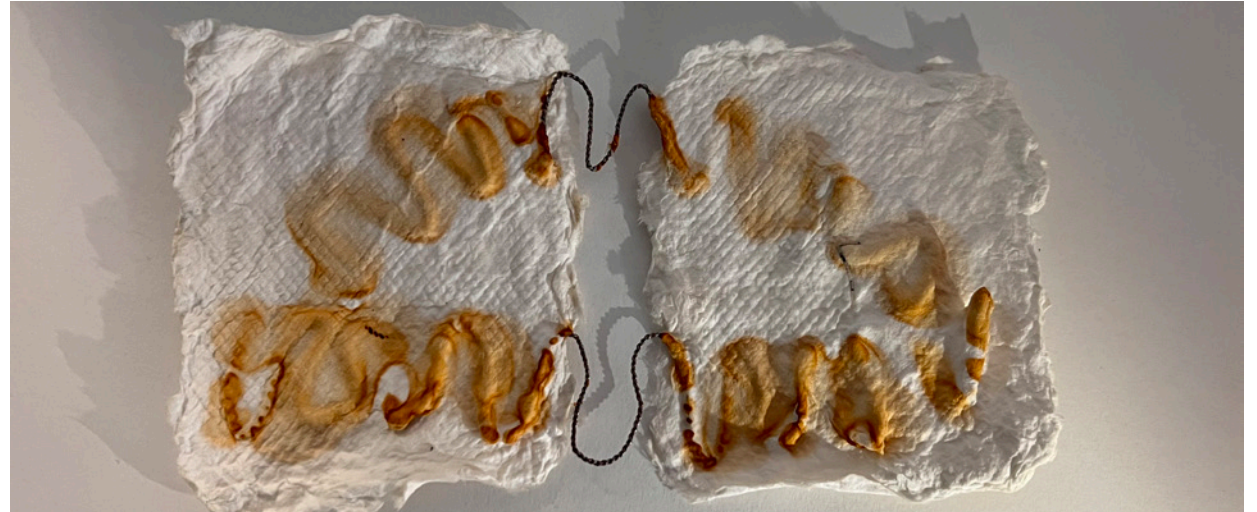
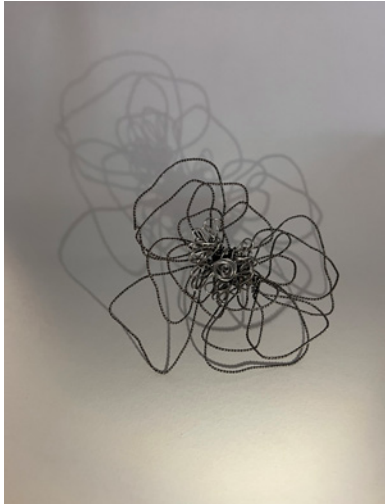
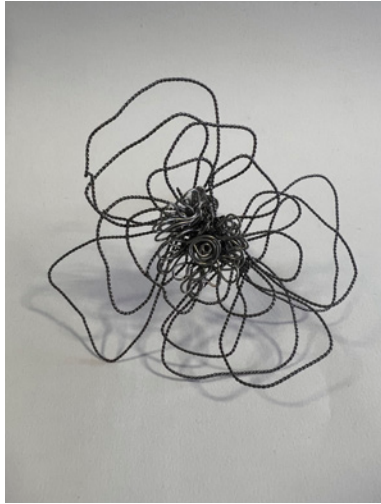
NATURAL FORM STUDY (A-LEVEL 3D DESIGN)

Below are a selection of images from the wire forms created.
These were then wrapped in tissue paper / handmade papers that had become wet
and once dried the wire created the rust effects shown mainly overleaf.



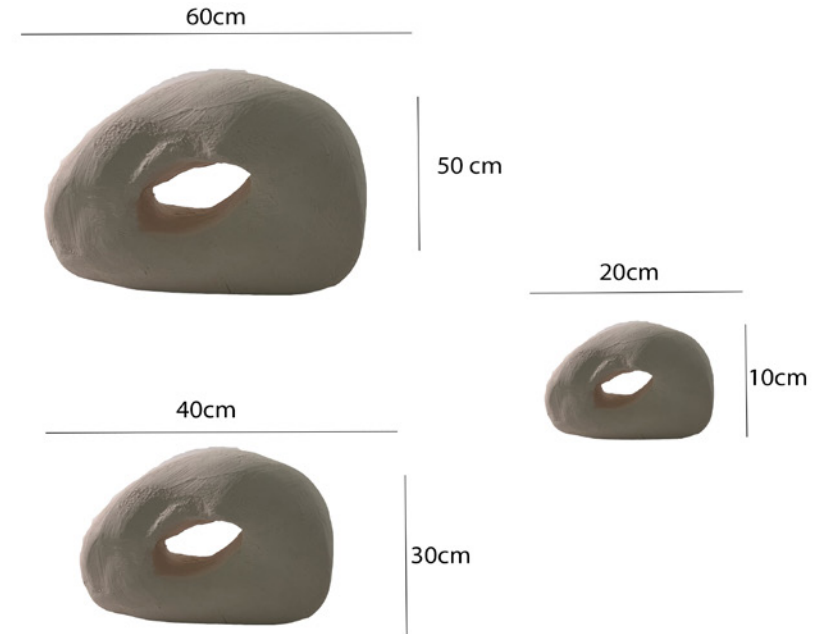
NATURAL FORM STUDY (A-LEVEL 3D DESIGN)

Below are a selection of images from the wire forms created.
These were then wrapped in tissue paper / handmade papers that had become wet
and once dried the wire created the rust effects shown below.



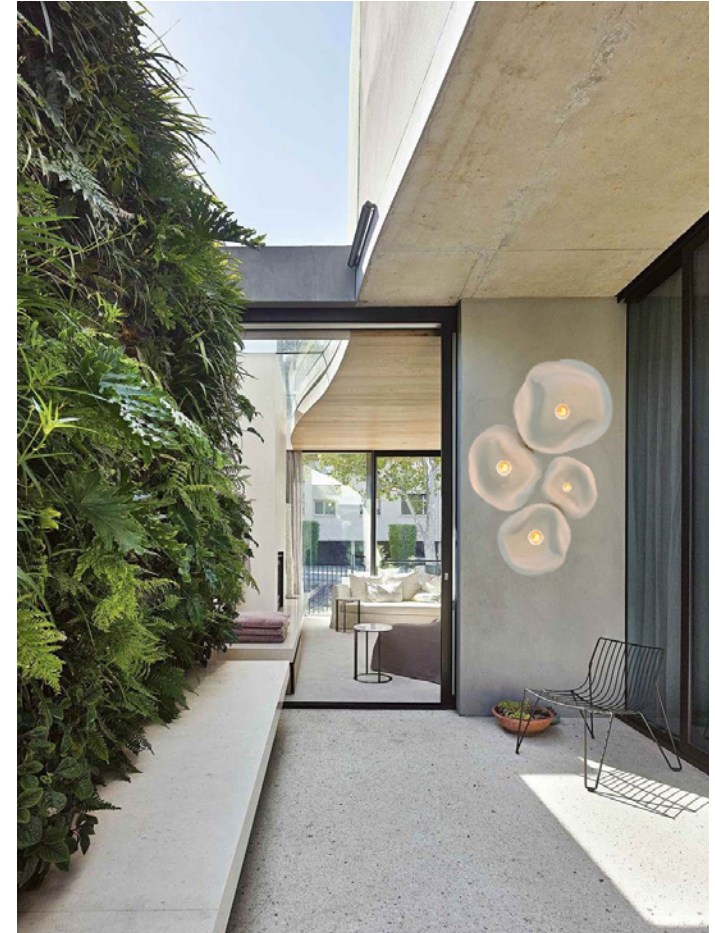
EXTENDED PROJECT (A-LEVEL 3D DESIGN)

This extended project was a chance for me to explore clay further and incorporate my ideas into interior spaces.



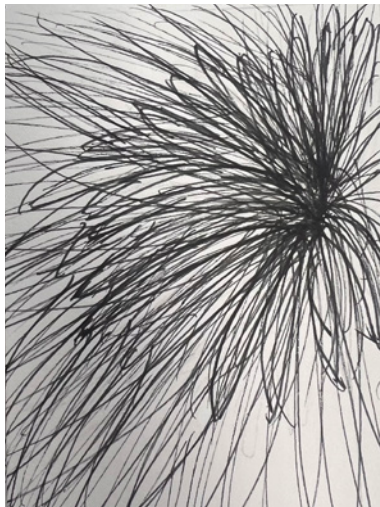
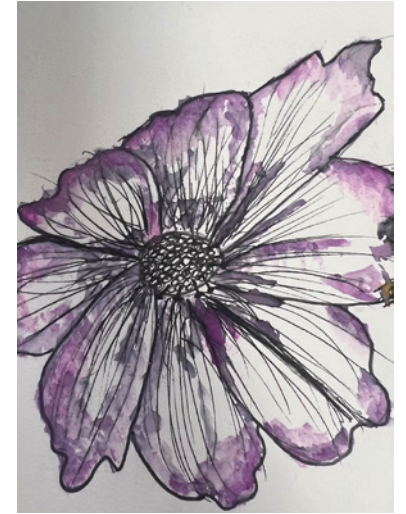
EXTENDED PROJECT (A-LEVEL 3D DESIGN)

The visuals below created in Photoshop incorporate my clay models into the scenes. Along with my lights, the furniture and people where added.



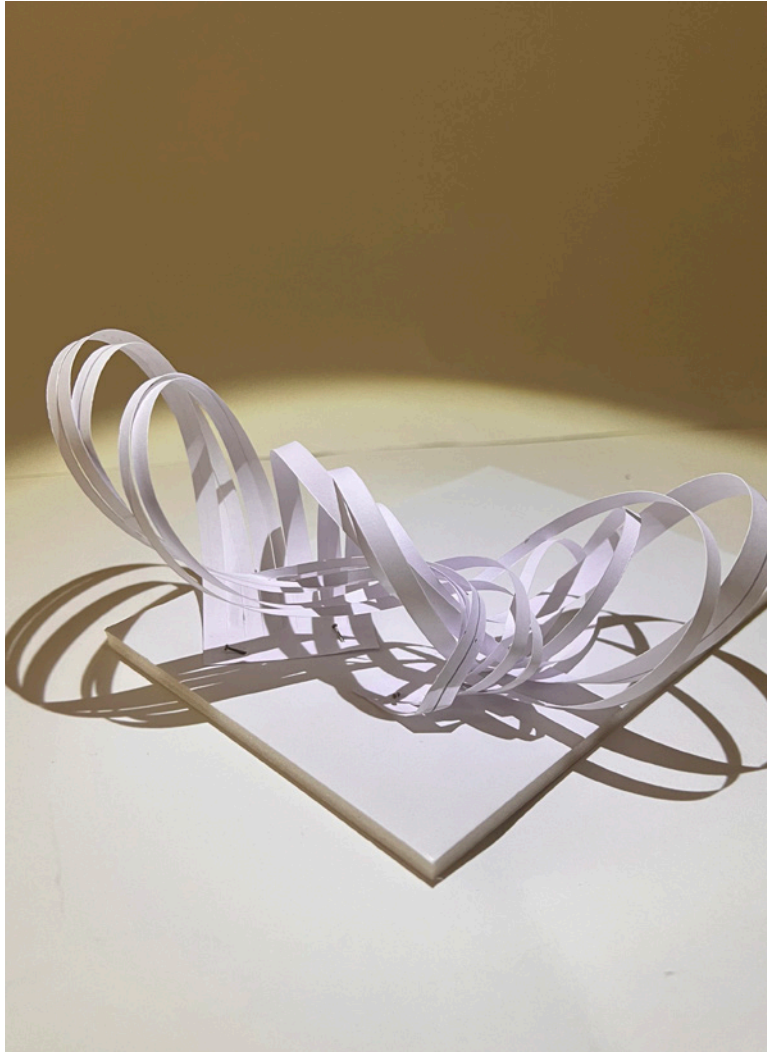
COMPONENT ONE (A-LEVEL 3D DESIGN)

The start of my final project for my A-Levels starts here with the study of natural form taking reference photographs and creating a series of sketches.



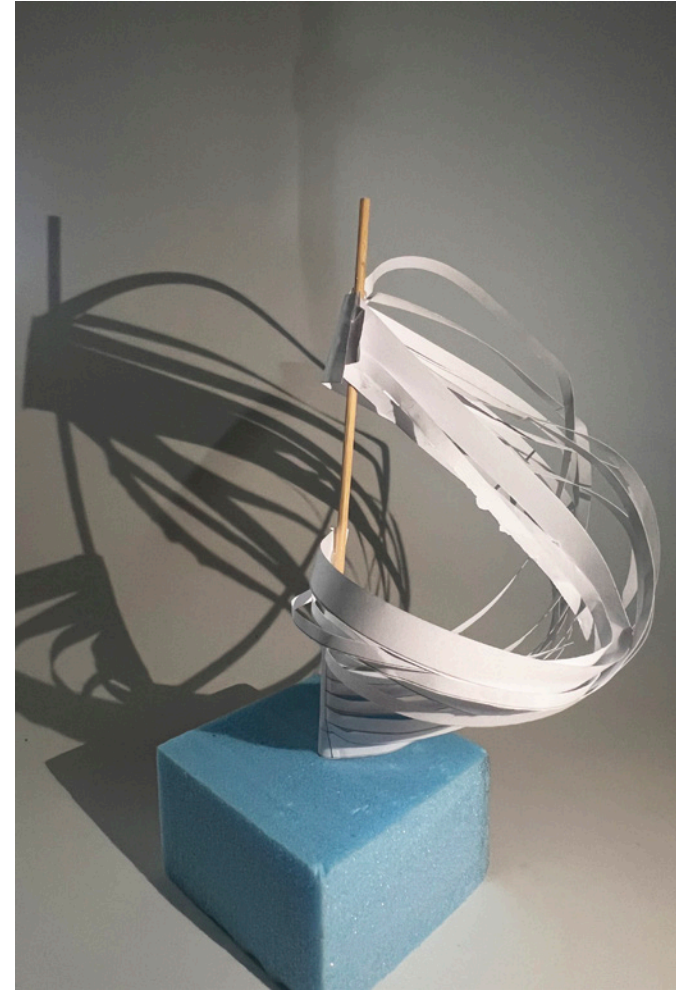
COMPONENT ONE (A-LEVEL 3D DESIGN)

Below I continue to explore the use of paper.



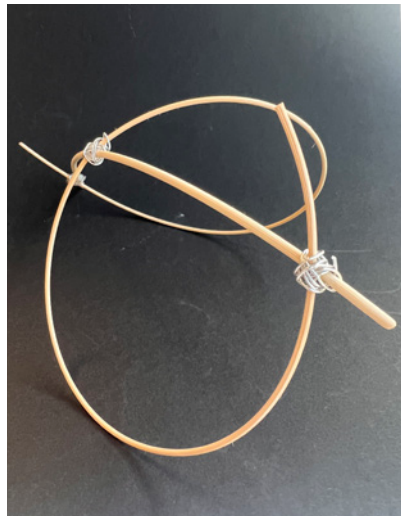
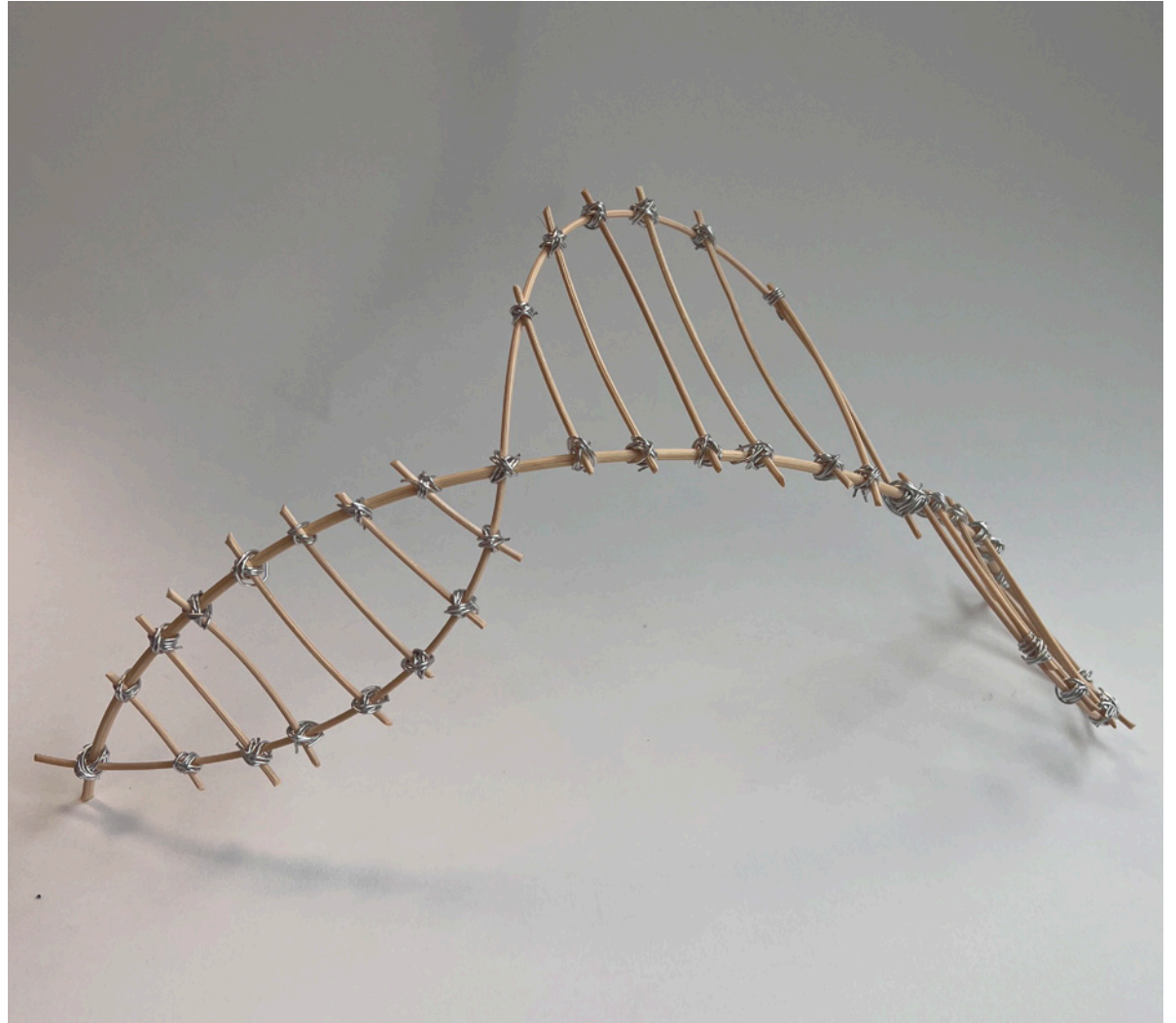
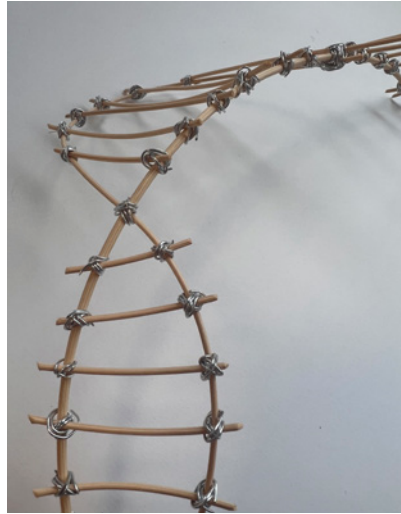
COMPONENT ONE (A-LEVEL 3D DESIGN)

Below I continue to explore the use of paper.



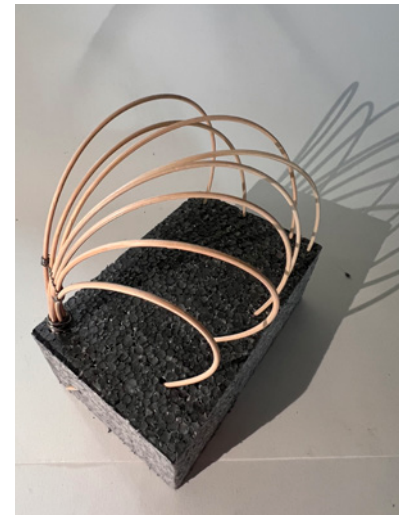
COMPONENT ONE (A-LEVEL 3D DESIGN)

Learning to use new materials like cane



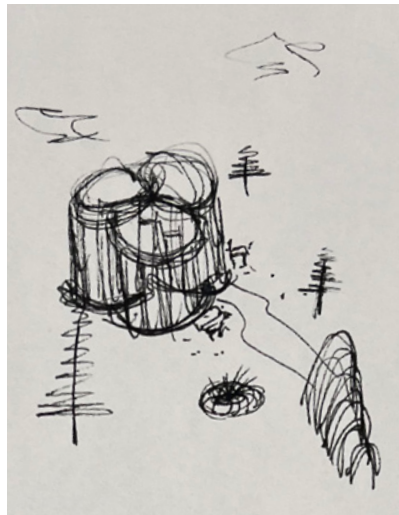
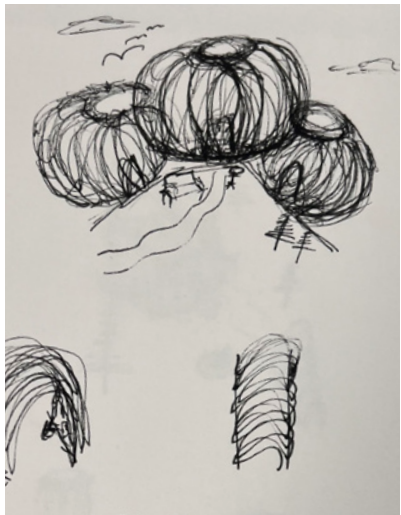
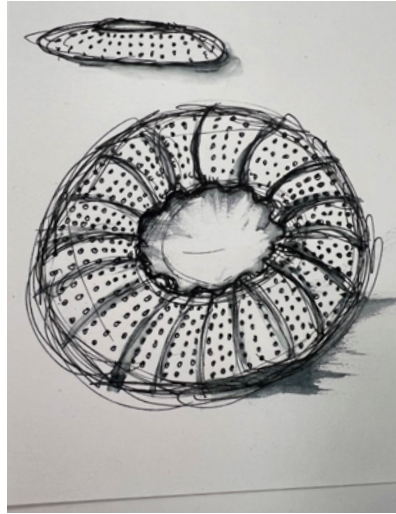
COMPONENT ONE (A-LEVEL 3D DESIGN)

Practicing with shaping wood and cane



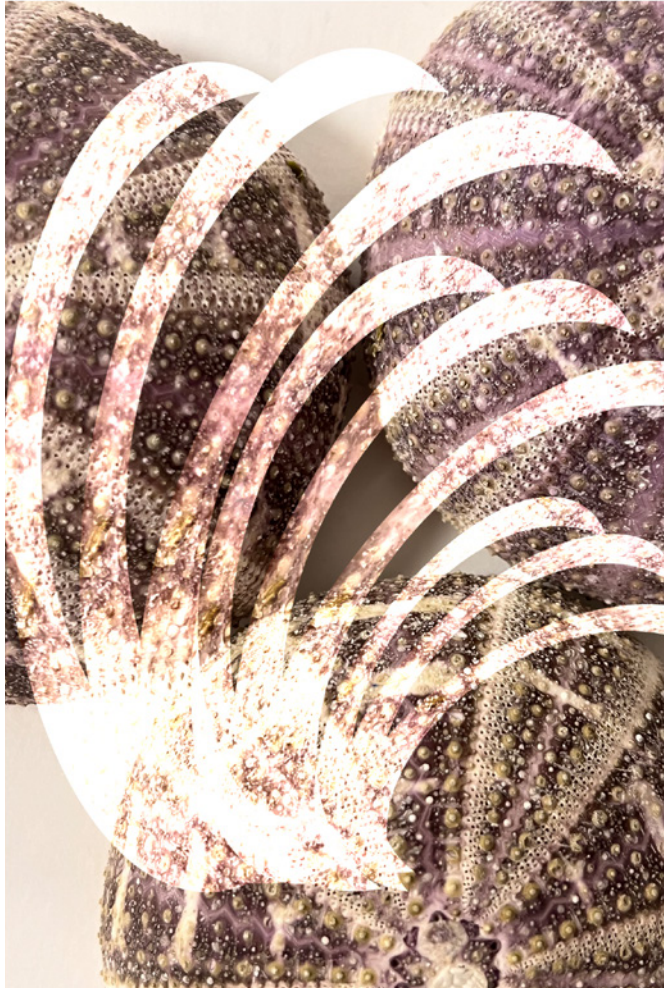
COMPONENT ONE (A-LEVEL 3D DESIGN)

Sketches based on previously shown models and a selection of photographs of shells.



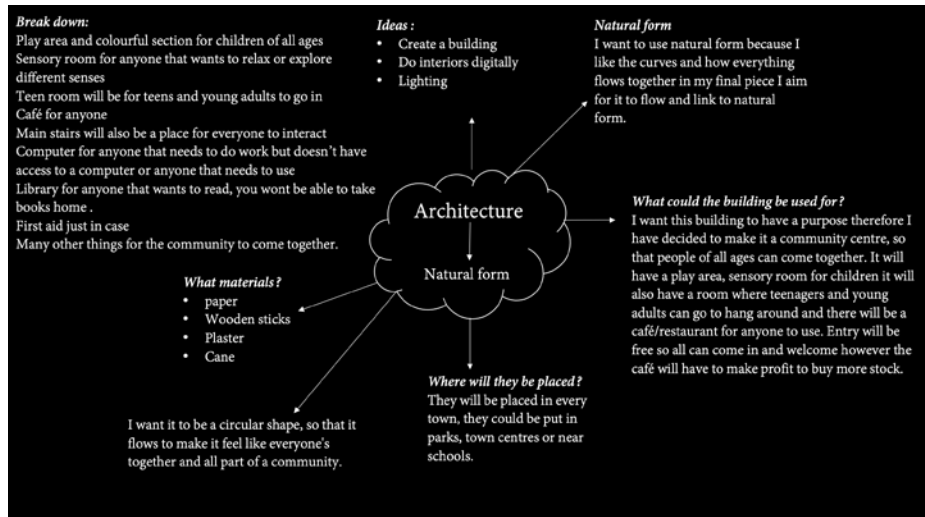
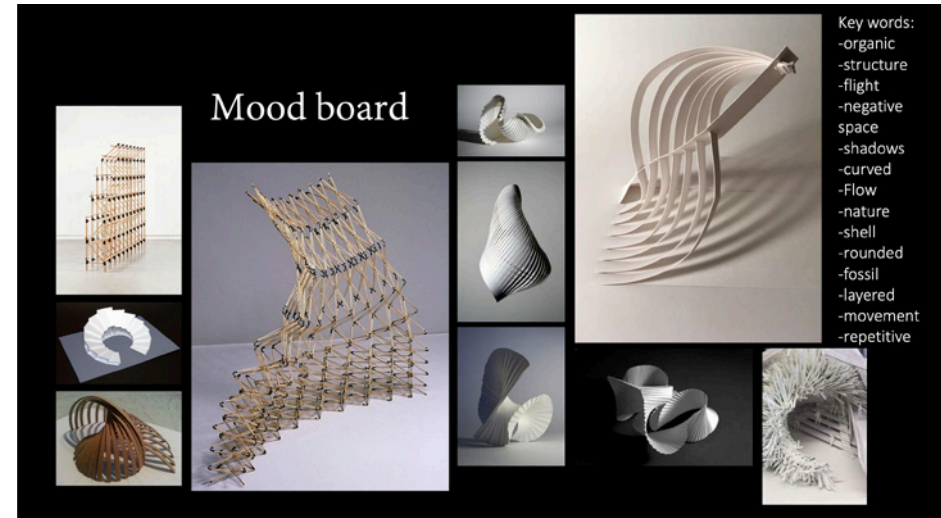
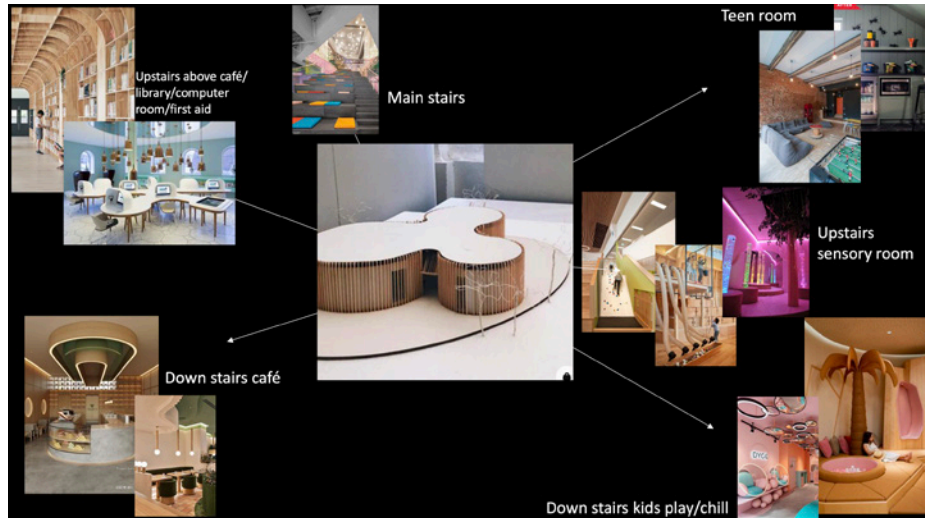
COMPONENT ONE (A-LEVEL 3D DESIGN)

Digital edits of photographs I have taken to provide inspiration.



COMPONENT ONE (A-LEVEL 3D DESIGN)

Moodboards created for my final project. My idea is to create and revive the idea of a community centre. Creating a modern, fresh and safe haven for people of all ages and abilities.



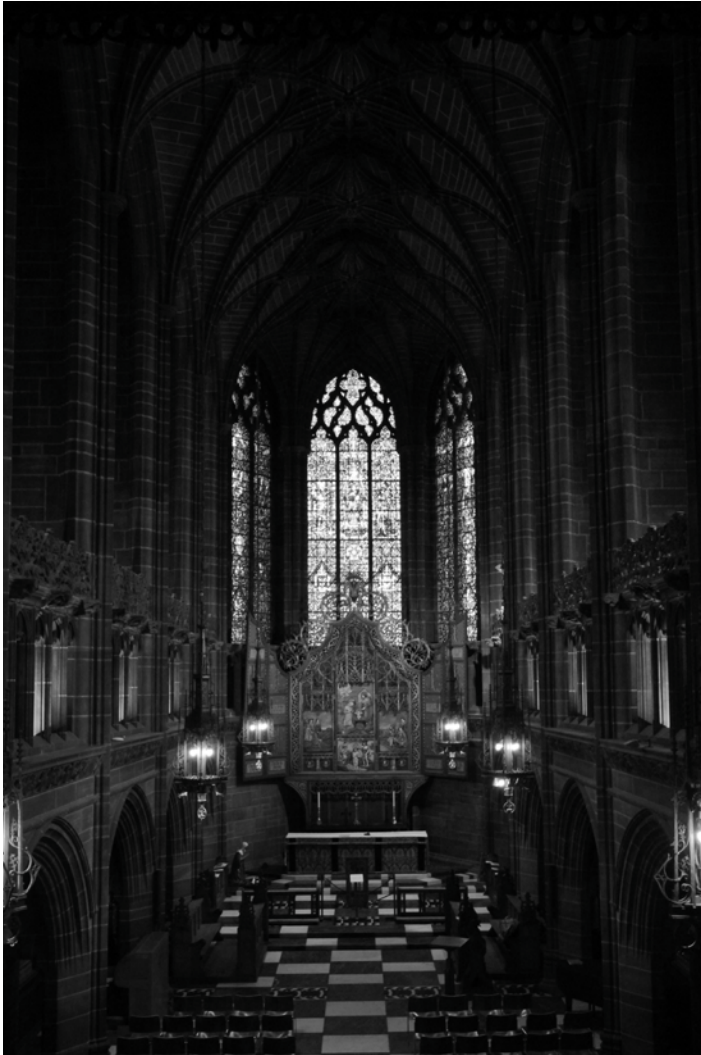
PHOTOGRAPHY WORK (A-LEVEL PHOTOGRAPHY)

Photography project based on interior architecture.
These images were taken at the Museum of Liverpool.



PHOTOGRAPHY WORK (A-LEVEL PHOTOGRAPHY)

Photography project based on interior architecture



Liverpool Anglican Cathedral

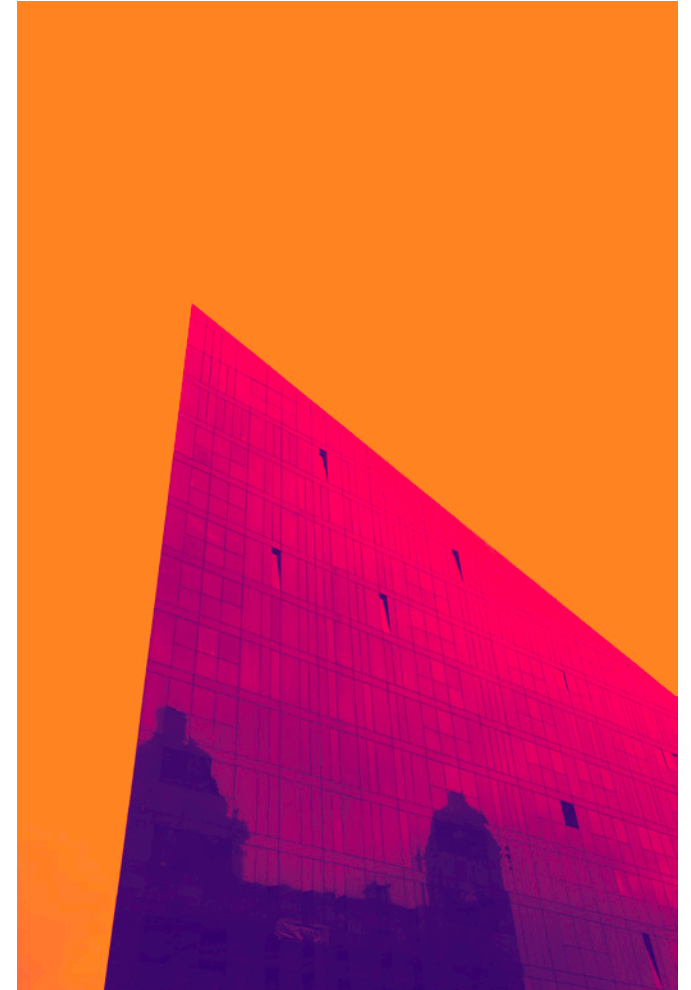
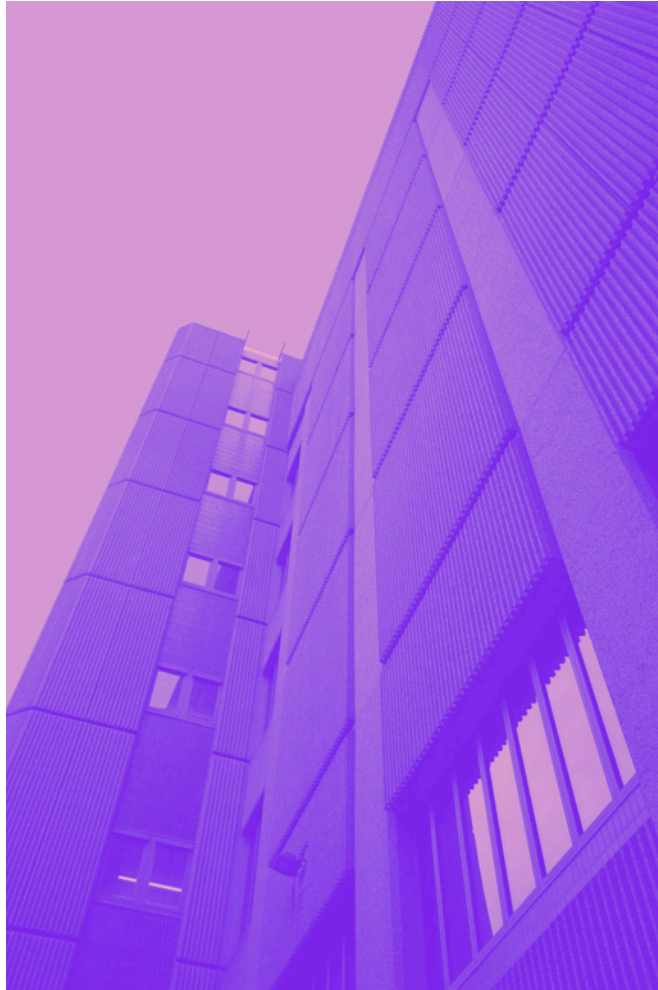


Bridge across to John Lewis Liverpool



PHOTOGRAPHY WORK (A-LEVEL PHOTOGRAPHY)

Development of Architecture photographs taken around Liverpool -
In Photoshop Gradient Maps created the duo-tone effect.



PHOTOGRAPHY WORK (A-LEVEL PHOTOGRAPHY)

Developing my photography architecture project further - I took influence from artist Paul Catherall in creating a series of Lino Prints - below is an example of the first image.



FUTURE ARCHITECTS PROGRAM (ENRICHMENT)

During my time at Carmel College I took up the extra curricular enrichment program run on a Wednesday afternoon, this program is entitled 'Future Architects' - during which I hope to expand on my skills and understanding of structure and participate in team work.

