

2023 AP® 2-D Art and Design

Sustained Investigation: Analytic Scoring Rubric and Score Rationale Row D–Score 3

Analytic Scoring Rubric Row D: 2-D/3-D/Drawing Art and Design Skills		
1	2	3
Visual evidence of rudimentary and moderate 2-D/3-D/Drawing skills.	Visual evidence of moderate and good 2-D/3-D/Drawing skills.	Visual evidence of good and advanced 2-D/3-D/Drawing skills.

Score Rationale

This portfolio has visual evidence of the advanced use of art elements and design principles. A highly developed use of photographic processes and manipulations, compositional arrangements, and varied approaches to image creation serve to guide the viewer dynamically through the works.

In image 1, the manipulations of a figure with multiple tools and methods, including fiber optics and gel lights, create a high contrast central focus of the person in the composition. Transparent areas of the face against the dark background use juxtaposition to create tension. As in image 1 and many others in this series, blurred segments connect to the idea of horror, supported by the successful application of art elements, including texture, contrast, and repetition.

The images in this portfolio create a visual narrative employing diptych and triptych arrangements. The intentions behind these compositional choices are discernible, as seen in images 3–4, 8, 10, 12, and 14–15. For example, in image 4, the asymmetrical division of the picture plane sets up a dynamic sense of balance, enhanced by the repetition of the image on the left, seen again on the right in a different environment. The sepia-toned filter applied to both evoke a sense of time and place. In image 15, the synthesis of materials with ideas creates a narrative and again references time and place within three related images. The close-up cropped designs on the left show progression to the figure on the right, much like stills in a movie.

The sophisticated uses of 2-D skills in this portfolio and strong connections to ideas and images are at an advanced level of accomplishment. Therefore, this portfolio earned a score of 3.



Image 1





Image 15

Written Evidence

Sustained Investigation

Identify the question(s) or inquiry that guided your sustained investigation.

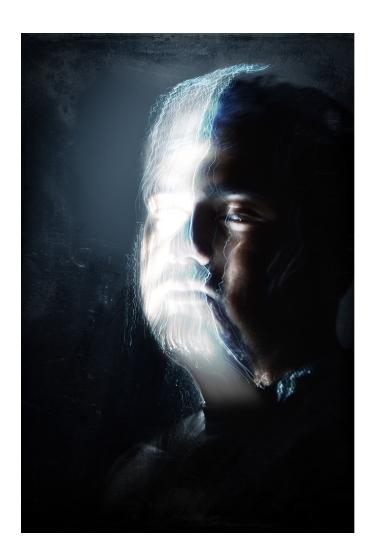
Response:

My SI focuses on, "How can I visually represent the cinematic elements of the horror genre through digital edits?" 2. In 1-4, I explore this question by using a slow shutter to achieve the ghostly effect. These works led me to the idea of creating a spooky hand (inspired by Thing from Addams Family), which I digitally manipulated and superimposed into a glass jar from a photo I took in my creepy basement (5-6). By practicing mockup designs (7-8, 11-12), I improved my work by liquifying the text in 7,8 to add unity to the water image on the horror film soundtrack record and creating a

Describe how your sustained investigation shows evidence of practice, experimentation, and revision guided by your question(s) or inquiry.

Response:

newspaper article in the style of Weegee's photographs of death (11, 12). I experimented w collage in 9,10 inspired by Kensuke Koike, but took a risk by adding water on top of the collage to give a "blood like" effect. I felt I could improve the narrative of my horror stories in my work, so I revised by creating a timeline of story (burning images 13-14) and did a closeup cinematic shot using worms eye and framing and made a triptych to tell the story of the ax murderer in 15. I used Ps, digital drawing, collage, and experimentation to explore different cinematic elements of the horror genre.



Sustained Investigation

Height: 17

Width: 11

Materials:

Nikon D3400, tripod, Adobe Photoshop, fiber optics, gel lights, digital drawing, slow shutter

Process(es):

Experiment w/ fiber optic, slow shutter, gel light for ghost effect to show transition to afterlife



Sustained Investigation

Height: 17

Width: 11

Materials:

Nikon D3400, digital drawing, Adobe Photoshop, forest trail

Process(es):

BW, vignette, fog shows loneliness and digital ghosts w slow shutter shows they aren't truly alone





Sustained Investigation

Height: 5

Width: 14

Materials:

Nikon D3400, Adobe Photoshop, slow shutter, tripod, basement, bathrobe

Process(es):

Inspired by Ralph Eugene Meatyard.

Slow shutter to appear ghostly. Textures add old worn-down look





Sustained Investigation

Height: 5

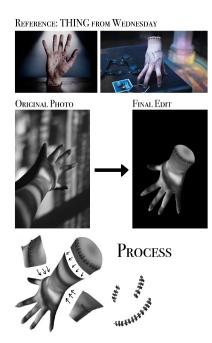
Width: 10

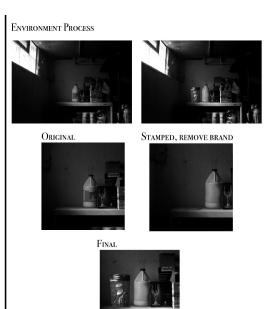
Materials:

Nikon D3400, Adobe Photoshop, frame, sunroom, basement, tripod, slow shutter, daguerreotype

Process(es):

Slow shutter for ghost effect. Wet collodion edit. Superimposed into daguerreotype frame, old feel





Sustained Investigation

Height: 11

Width: 17

Materials:

Nikon D3400, arm, digital drawing, Adobe Photoshop, basement

Process(es):

Inspired by Thing. My arm as reference and digital drew the rest. Superimposed into water jar



CLOSE UP



Sustained Investigation

Height: 5

Width: 11

Materials:

Nikon D3400, arm, digital drawing, Adobe Photoshop, basement

Process(es):

Superimposed a digitally manipulated photo of my hand to represent the spookiness of Thing

INSPIRATION:





Environment Process:













Subject Process: | Practice: Manipulate text

ORIGINALLY USED "1942 REPORT" FONT:

abcdefghijkl

drowned.

 $m \cdot n$ drowned.

Used the smudge TOOL TO MAKE THE TEXT APPEAR WEARY AND WET.

EXPERIMENT: MOCKUP ALBUM



Image 7

Sustained Investigation

Height: 11

Width: 17

Materials:

Niikon D3400, tripod, forest, lake, Adobe Photoshop, digital drawing

Process(es):

Inspired by water lurkers, self-portrait manipulation w shadows, warped font to look liquid





Sustained Investigation

Height: 5

Width: 14

Materials:

Niikon D3400, tripod, forest, lake, Adobe Photoshop, digital drawing

Process(es):

Experiment with album mockup. Final diptych of album that would be soundtrack to spooky movie



Practice:





Reference: Kensuke Koike | Water Experimentation:



Image 9

Sustained Investigation

Height: 11

Width: 17

Materials:

Nikon D3400, phone, lightbox, paper, scissors, adobe photoshop, magazine, water, glue, paper trimmer

Process(es):

Kensuke Koike inspired collages. Experiment w/ water to make red paper bloodlike





Sustained Investigation

Height: 5

Width: 14

Materials:

Nikon D3400, phone, lightbox, paper, scissors, adobe photoshop, magazine, water, glue, paper trimmer

Process(es):

Diptych collage piece, inspo Kensuke Koike, red to look bloodlike and water to give it liquid effect

Inspiration:





Old mafia photos

Process:





Original photo

Edited photo

- wet collodion
- noiseblack and whiteradial blur

Experimentation: Mockup



Image 11

Sustained Investigation

Height: 11

Width: 17

Materials:

Nikon D3400, tripod, Adobe Photoshop, backyard, bucket hat, coat

Process(es):

Inspired by newspapers and mafia photos by Weegee. Revise photo w/ wet collodion, bw, noise, blur





Sustained Investigation

Height: 17

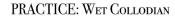
Width: 11

Materials:

Nikon D3400, tripod, Adobe Photoshop, backyard, bucket hat, coat

Process(es):

Used shallow DOF and framing to emphasize subject, mockup in newspaper to look like murder headlines









ATTEMPT 4 - TUTORIAL ONE AND TUTORIAL TWO



EXPERIMENT: BURNING

BURNING CONTACT SHEET ASHES CONTACT SHEET







PROCESS: Triptych

FINAL THREE PHOTOS







Editing: - Sqaure ratio - Sepia filter - LENS BLUR BACKGROUND - Focus on face - Black & white

Image 13

Sustained Investigation

Height: 11

Width: 17

Materials:

Nikon D3400, lighter, tripod, adobe photoshop, paper, garage, bucket hat

Process(es):

Wet collodion for old photo look. Burning for an abandoned/burnt look. Triptych to show process







Sustained Investigation

Height: 5

Width: 17

Materials:

Nikon D3400, lighter, tripod, adobe photoshop, paper, garage, bucket hat

Process(es):

Final triptych to show the process of the burning and give photo a spookier field, narrative story







Sustained Investigation

Height: 10

Width: 14

Materials:

Nikon D3400, tripod, fog machine, axe, garage, hoodie, Adobe Photoshop

Process(es):

Experiment w/ fog machine. BW, sepia photo filter, bright/contrast, and framing for spooky narrative