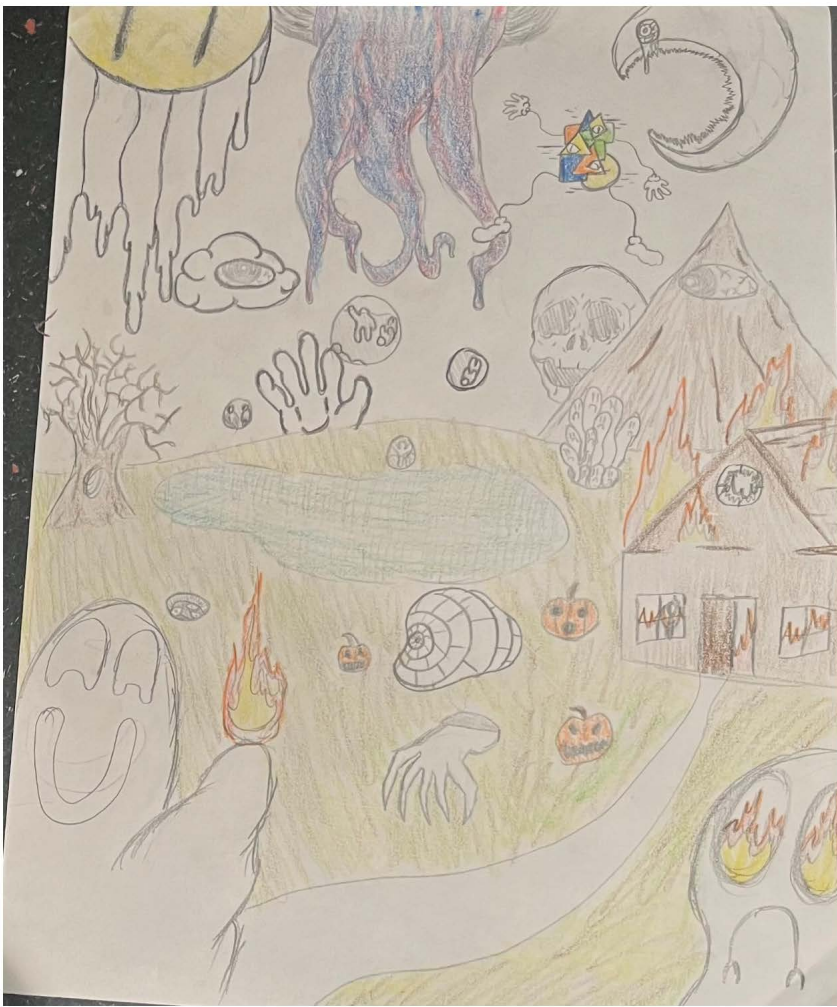




2024 AP[®] 2-D Art and Design

Selected Works—Score 1



Work 1

Selected Works

Height: 9

Width: 12

Depth: 0

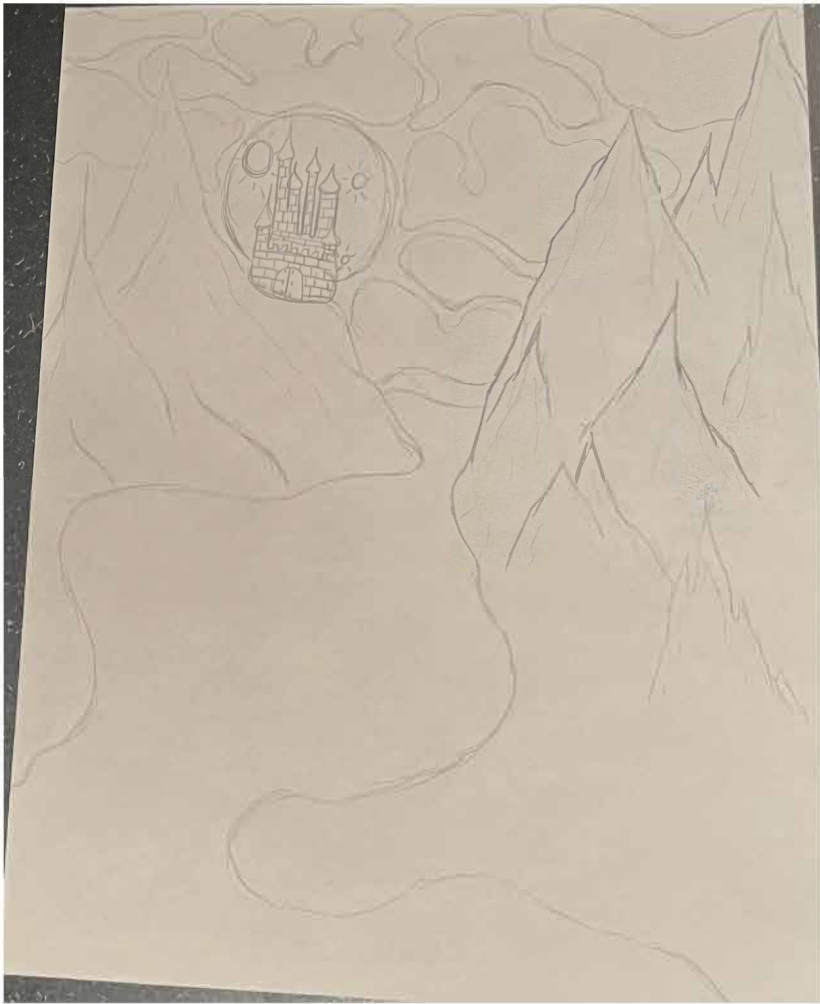
Idea(s):

I had inspiration from songs about halloween

Materials: color pencils, graphite

Process(es):

used colored pencils, focal point. its chromatic



Work 2

Selected Works

Height: 9

Width: 12

Depth: 0

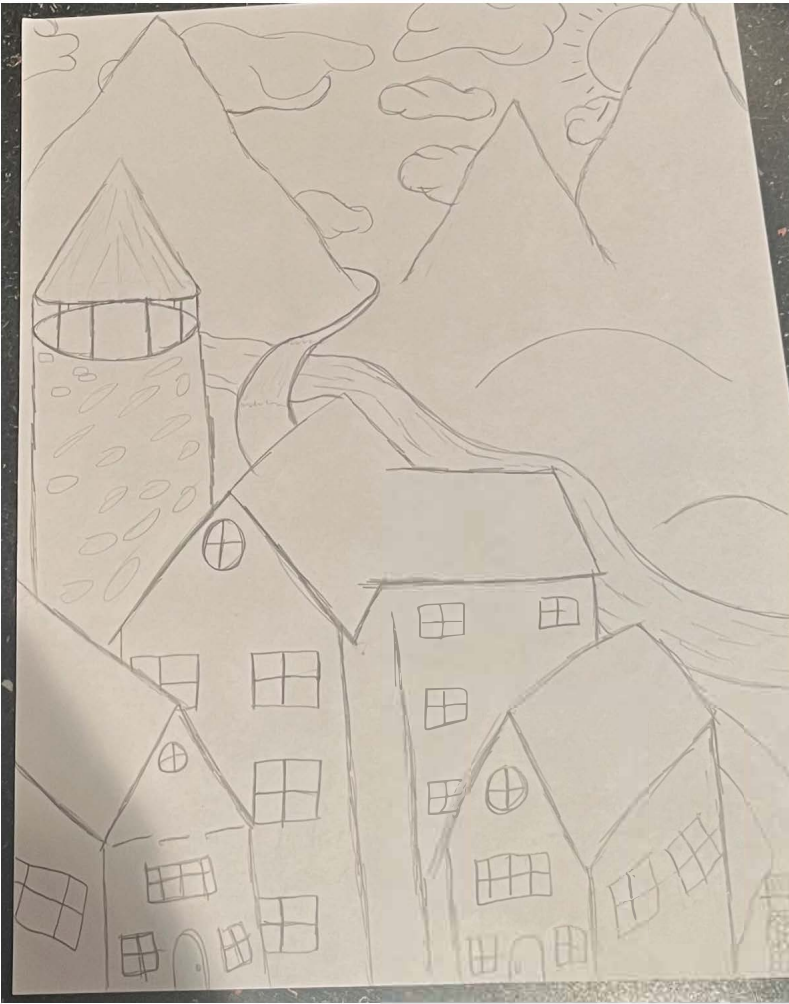
Idea(s):

I had inspiration from songs that talk about castles

Materials: graphite

Process(es):

Used repetition pattern on the castle.



Work 3

Selected Works

Height: 9

Width: 12

Depth: 0

Idea(s):

I got this idea from listening to ambient music

Materials: graphite

Process(es):

Used outlines to create a village in the mountain



Work 4

Selected Works

Height: 9

Width: 12

Depth: 0

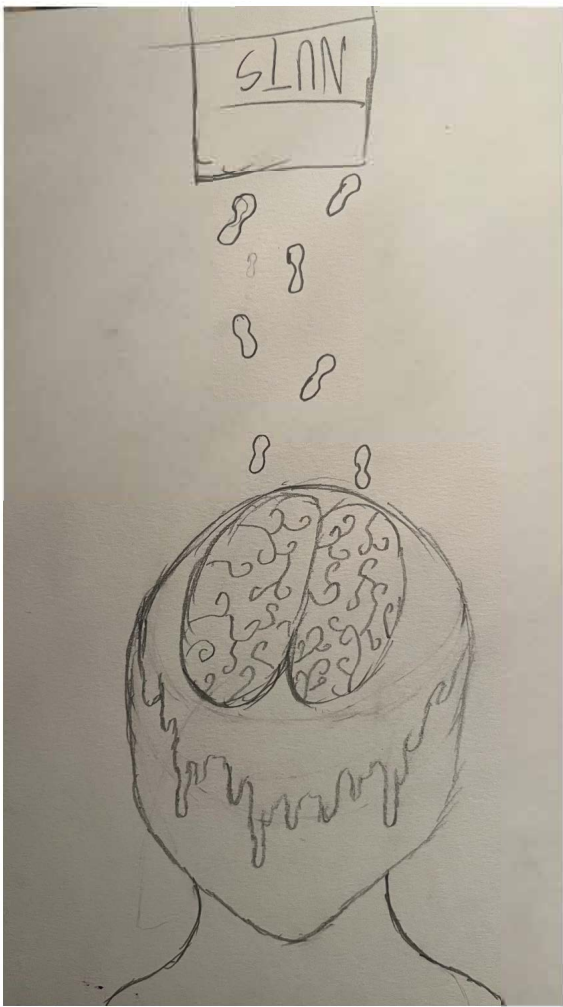
Idea(s):

inspired by songs that discuss rain

Materials: tempura paint

Process(es):

I painted the picture and used blending
on wet on wet



Work 5

Selected Works

Height: 9

Width: 12

Depth: 0

Idea(s):

inspired by songs about people going
crazy

Materials: graphite

Process(es):

I sketched it out and its achromatic with
surreal properties

Scoring Criteria

Writing

Written evidence **may identify** materials, processes, and ideas.

2-D Art and Design Skills

Little to no visual evidence of 2-D **skills**.

Materials, Processes, and Ideas

Little to no evidence of **visual relationships** among materials, processes, or ideas.

Score Rationale

Written evidence may identify materials, process and ideas.

The work in this portfolio has little to no visual evidence of 2-D skills. In Works 2, 3, and 5 simple lines are used to create shapes and depth show little evidence of skill. In Works 1 and 4 color is presented in a rudimentary way. Overall, the works utilize simplistic lines and patterns. There is little to no visual evidence of 2-D skills.

There is little to no evidence of visual relationships among materials, processes, or ideas. The connection between colored pencil, graphite, and tempera paint to all the works are unclear. In Work 2, the idea of “songs that talk about castles” is unresolved. Simple lines, shapes, and patterns do not clarify the visual relationships among materials, processes, and ideas.