



2024 AP[®] 2-D Art and Design

Selected Works—Score 3



Work 1

Selected Works

Height: 24

Width: 18

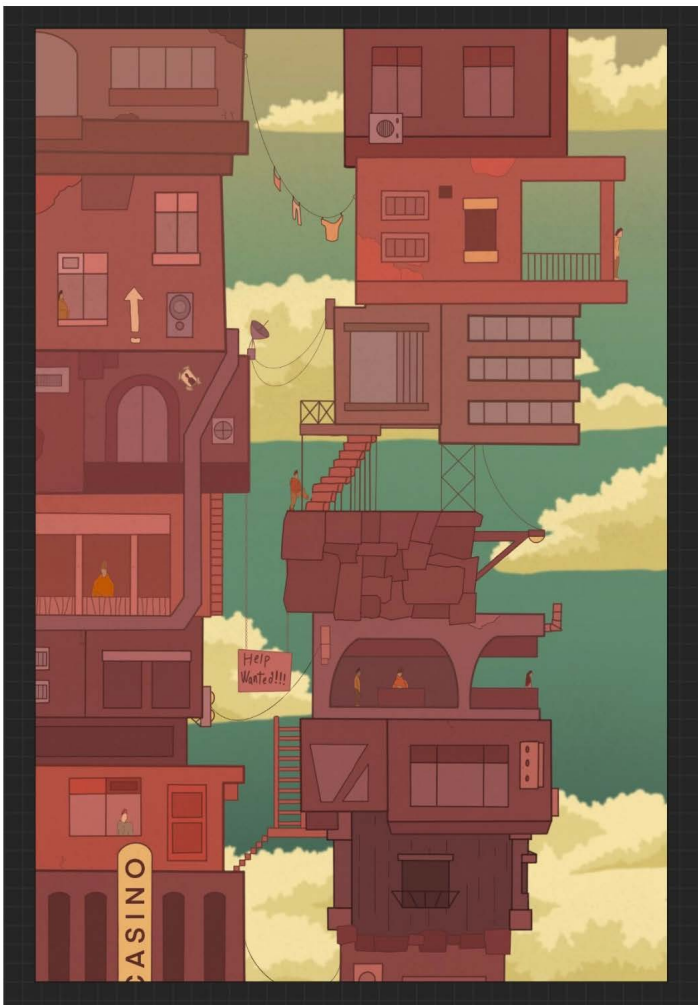
Idea(s):

Abstract city Viewer fills in details
Reflection of lights on street Perspective
to draw in viewer

Materials: Acrylic paint

Process(es):

Sketch buildings Center perspective
base colors windows cars highlights
street highlights "splatter"



Work 2

Selected Works

Height: 10

Width: 7

Idea(s):

Overpopulation Causing stacking of housing Nowhere but upwards Sense of height and claustrophobia

Materials: Procreate

Process(es):

Draw buildings fill color recolor outlines
background clouds with shadow text and
details people

Work 3

Selected Works

Height: 9

Width: 8

Idea(s):

Iconic period of crime in cities The Godfather inspired Geometric crime board Prohibition era

Materials: Procreate

Process(es):

rectangles outline rectangles shapes lines for face details text background texture darken back





Work 4

Selected Works

Height: 6

Width: 10

Idea(s):

Life inside the buildings Comfort/home

feeling Video game environment

Nostalgia of home

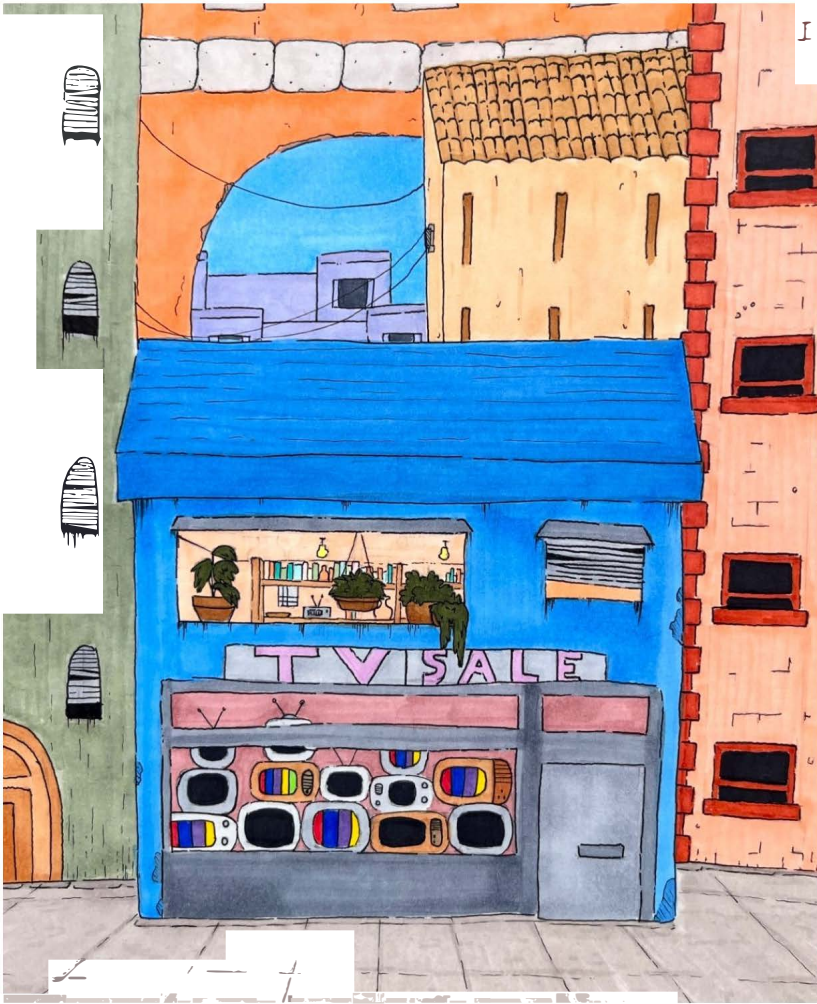
Materials: Procreate

Process(es):

Draw rooms perspective furniture

shading highlights create walls and

concrete texture background



Work 5

Selected Works

Height: 10.5

Width: 8.5

Idea(s):

Mom and Pop shop Forced between
large buildings Details their life
Urbanization taking over

Materials:

Alcohol markers and black pens

Process(es):

Sketch outline fill base colors repeat in
dark areas use thin pen for details
texture walls and road

Scoring Criteria

Writing

Written evidence **identifies** materials, processes, and ideas.

2-D Art and Design Skills

Visual evidence of **moderate** 2-D skills.

Materials, Processes, and Ideas

Visual relationships among materials, processes, and ideas are **evident** but **may be unclear** or **inconsistently demonstrated**.

Score Rationale

The written evidence identifies materials, processes, and ideas.

The work in this portfolio shows evidence of moderate design skills. In most works, an understanding of linear perspective is evident, but there is inconsistent demonstration of 2-D skills. Work 1 depicts a cityscape with diagonal lines leading to a vanishing point and utilizes contrasts in color, line, and shape. However, in Works 3, 4, and 5, color, shape, and space are adequate. Overall, the application of the elements and principles of art reflects a moderate understanding of 2-D art and design skills.

The visual relationships among the materials, processes, and ideas are evident but may be unclear or inconsistently demonstrated. The idea in Work 1, "Abstract city Viewer" is apparent through the directional lines. However, the choice of "splatter" is unclear. The idea for Work 2 relates to the "stacking of houses and overpopulation," but the absence of human activity does not convey the concept of overpopulation. The idea in Work 5, "Mom and Pop shop Forced between large buildings," is not expressed through scale, integration, and structure design. Overall, the selected works' visual relationships among materials, processes, and ideas are evident but may be unclear or inconsistently demonstrated.