



2024 AP[®] 2-D Art and Design

Sustained Investigation

Analytic Scoring Rubric and Score Rationale

Row C—Score 3

Written Evidence

Sustained Investigation

Identify the inquiry that guided your sustained investigation.

Response:

How does avoiding reality (escapism) blind us, and where do such desires to avoid reality come from? My SI explores my experience with escapism, the seeking of distraction and relief from unpleasant realities by pursuing entertainment or engaging in fantasy. Through exploring this topic with my art, I traced my life during its escapist phase and discovered that escapism is easily encouraged due to the artificial, technological, online universe. Thus I explored how technology feeds the desire to avoid reality and impair life and also explored the journey of escaping escapism.

Describe ways your sustained investigation developed through practice, experimentation, and revision.

Response:

I experimented with unfamiliar materials in all works to show the obscurity of escapism. Images 1-2 shows dreamy world of escapist mind with watercolor+colored pencils, revised with darker tones separating reality from fantasy. I realized technology's relation to escapism in 3-4. I began letting my personal experience guide my investigation in 5-10. Showed the weight of prolonged escapism, shifting from watercolor to oil paint. Practiced digital art in 11-12. 13-14 showed escaping escapism is possible, as I began healing from escapism+addiction in real life. 15 concludes how my journey ended.

Watercolor:

- used for inside the bottle representing dreams, fantasy that comes with escapism
- transparent, vibrant, and watery nature of watercolor can symbolize vivid, disorienting dreams.
- watercolor: easily mixed & bleeds onto paper—just as dreams, in escapism, can mix into reality.



Possible revisions to:

- Bring out hand - shade shadows & make darker to separate it from the bottle and watercolored "fantasy".
- Darker background to bring out the center of the work + differentiate fantasy world (in bottle) to reality (outside bottle)

Image 1

Sustained Investigation

Height: N/A

Width: N/A

Depth: N/A

Materials:

Watercolor, colored pencils, pencil, went over digitally on Ibis Paint, photo resizer app

Process(es):

Experiment with watercolor. Dreamlike watercolor in bottle contrasts from reality outside of bottle.



Image 2

Sustained Investigation

Height: 17

Width: 14

Depth: N/A

Materials: Watercolor, colored pencils

Process(es):

Vivid/fantasy inner world when mind wanders. Bottled up emotions/thoughts. Hand reach for unreality.

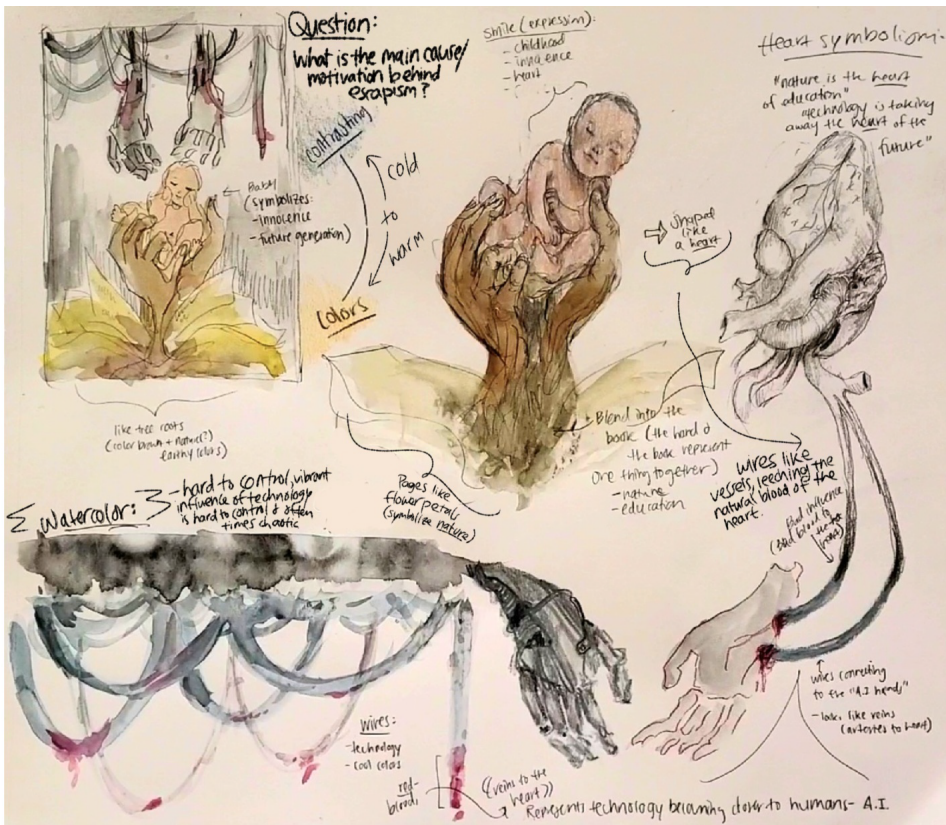


Image 3

Sustained Investigation

Height: 17

Width: 14

Depth: N/A

Materials:

Watercolor, colored pencils, pencil, went over digitally: Galaxy S10e, Ibis Paint, finger

Process(es):

Technology's association with escapism.

Man-made world clash with

nature/reality; effects childhood



Image 4

Sustained Investigation

Height: 17

Width: 14

Depth: N/A

Materials:

Colored pencil, watercolor, alcohol-based markers

Process(es):

Juxtaposition of tech. and nature/reality.

Colored pencil over watercolor and markers. Heart shaped.

Colored pencils over watercolor:

-white dreams remind me of the translucent, easily mixed medium of watercolor, escapism of the present by seeking the past seems much more solid - more possible. However, reality is that the past is similarly unattainable, hence the watercolor layering underneath the colored pencils.



Investigation:

- In what ways does escapism happen?
- What are the different reasons people seek escapism?
- Begin using personal experiences with escapism to further investigate this topic.



Image 5

Sustained Investigation

Height: N/A

Width: N/A

Depth: N/A

Materials:

Colored pencils, watercolor, white out, sharpie, went over digitally on Ibis Paint, photo resize app

Process(es):

Ideas and testing. Focus on past instead of present. Used personal items from my past as reference.



Image 6

Sustained Investigation

Height: 17

Width: 14

Depth: N/A

Materials:

Watercolor, colored pencils, white out, plastic covering (cut with knife), lamp (light)

Process(es):

Plastic cover+lamp light to depict crane machine glass. Past=unattainable. Light bulb=present/hope

Image 7

Sustained Investigation

Height: 17

Width: 14

Depth: 0

Materials: oil paint and pencil

Process(es):

Experiment with oil paint. Mind of escapist create fantastical world.

Ocean= mysterious, deep, fantasy





Image 8

Sustained Investigation

Height: 24.5

Width: 28.5

Depth: 0

Materials:

Oil paint, colored pencils, pencil, room decor leaves and flowers, real flower, scrap papers, light

Process(es):

Faded, messy room covered in schoolwork+calendar+overgrowth+withering= result of neglecting reality

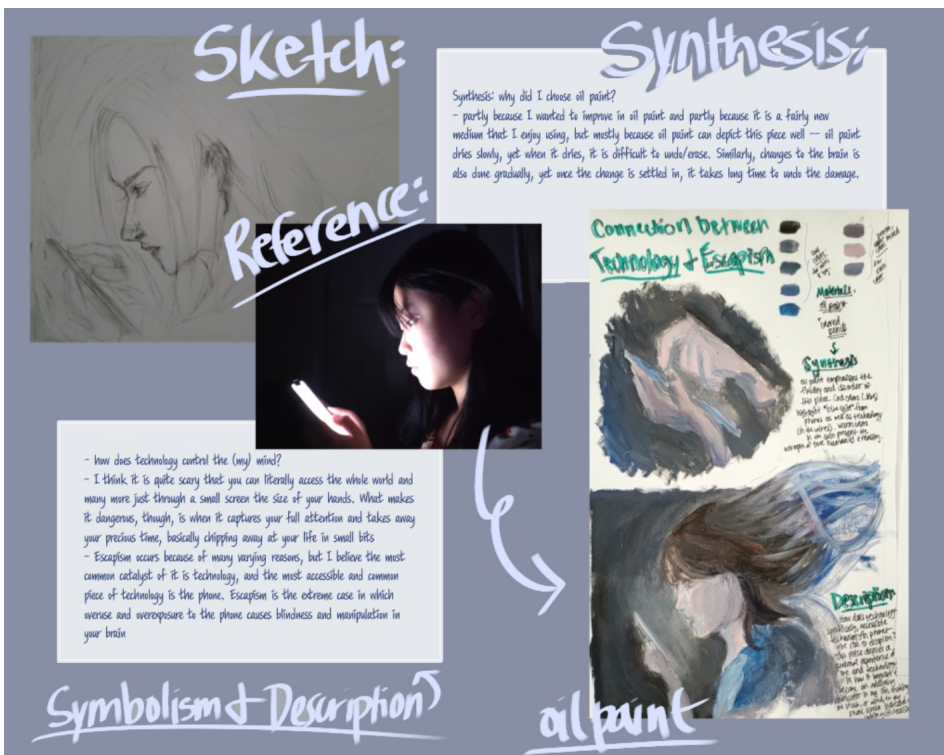


Image 9

Sustained Investigation

Height: N/A

Width: N/A

Depth: N/A

Materials:

oil paint, digital: Ibis Paint. Finger and keyboard

Process(es):

Phone(represent technology) effect on my escapism and life.Manipulate brain+steal joy. Self-portrait



Image 10

Sustained Investigation

Height: 16

Width: 14

Depth: N/A

Materials: oil paint, colored pencils

Process(es):

Technology wire brain to harm through
false,transient joy. Oil paint=dry
slowly:brain change slowly

Image 11

Sustained Investigation

Height: n/a

Width: n/a

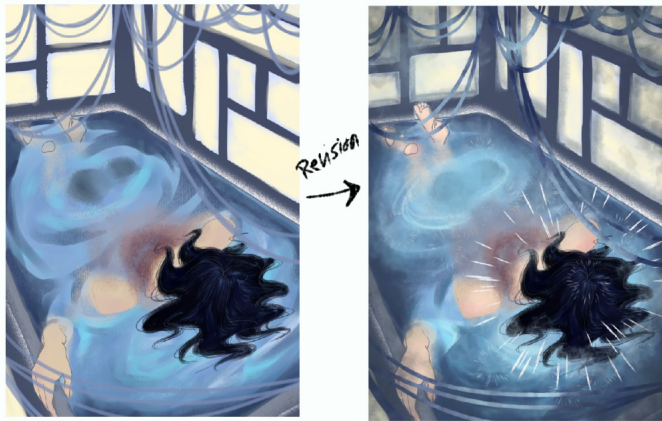
Depth: n/a

Materials:

Digital: Ibis Paint. Materials: Finger and keyboard. Resized to be under 4MB on photo resize app

Process(es):

Exploration of addiction to technology and its relationship to escapism. Digital piece=digital world



Synthesis and Exploration:

-after my previous exploration of escapism, I came to a conclusion that technology has the greatest impact on modern society's escapism tendencies. Thus, I began investigating correlations between technology, the online universe, and digital screens with escapism and the consequences of escapism induced by technology.

Colors:

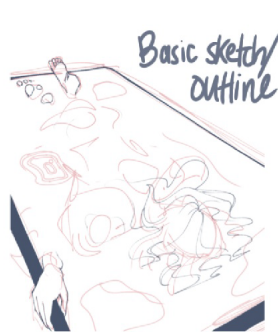


WATER: represents the feeling of drowning deep inside your own world created through escapism. The water feels like a soft mercy, but in reality, it is simply a small pool in the mind that does, indeed, drown you to an extent, but it is you yourself that does the drowning not the body of water itself you can escape a tub of water anytime, but it is difficult to realize this if your head is underwater.

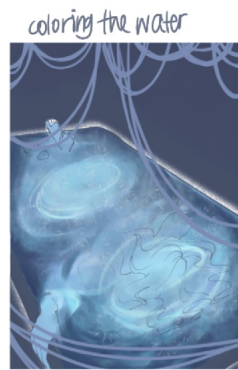
PERSON: the girl in the tub represents myself. This place itself is a personal one, depicting how the current "me" views the past "me" when I relied on escapism to help from my real life problems. I believe the reason I was so immersed and found it so difficult to leave the safety of my mind was because I didn't realize how much it was affecting me, so my head was too "deep in the water" of my mind.

WORDS/PHRASES: Technology and its effect on my mind and ways of escapism is a topic I've been following through in most of my works. This time, I wanted to truly visualize how diagnosed technology can be in my mind through the wires. Like everyone knows, wires should not be near bodies of water.

-digital art perfectly represents technology and the influence it has on escapism, as digital painting is an art medium created with computer technologies, symbolizing the abstract, artificial, digital world created through technology.



+colors
+rendering
+wires in the background



-because I am using my own personal experiences to explore escapism, I utilized the influence that modern technology and the online universe had on me to showcase the drowned mentality escapism had caused in me to explore the consequences of escapism and online addiction.



Image 12

Sustained Investigation

Height: n/a

Width: n/a

Depth: n/a

Materials:

Digital - App: Ibis Paint. Materials:

Finger

Process(es):

Addiction+escapism feels like drowning.

Red hands= screens grab attention.

Wires near water = danger

Image 13

Sustained Investigation

Height: N/A

Width: N/A

Depth: N/A

Materials:

Pencil, watercolor, sketchbook layering, went over digitally on Ibis Paint, photo resizer app

Process(es):

Grayscale with pencil and black+white watercolor to showcase monotone feeling. Write ideas+practice.

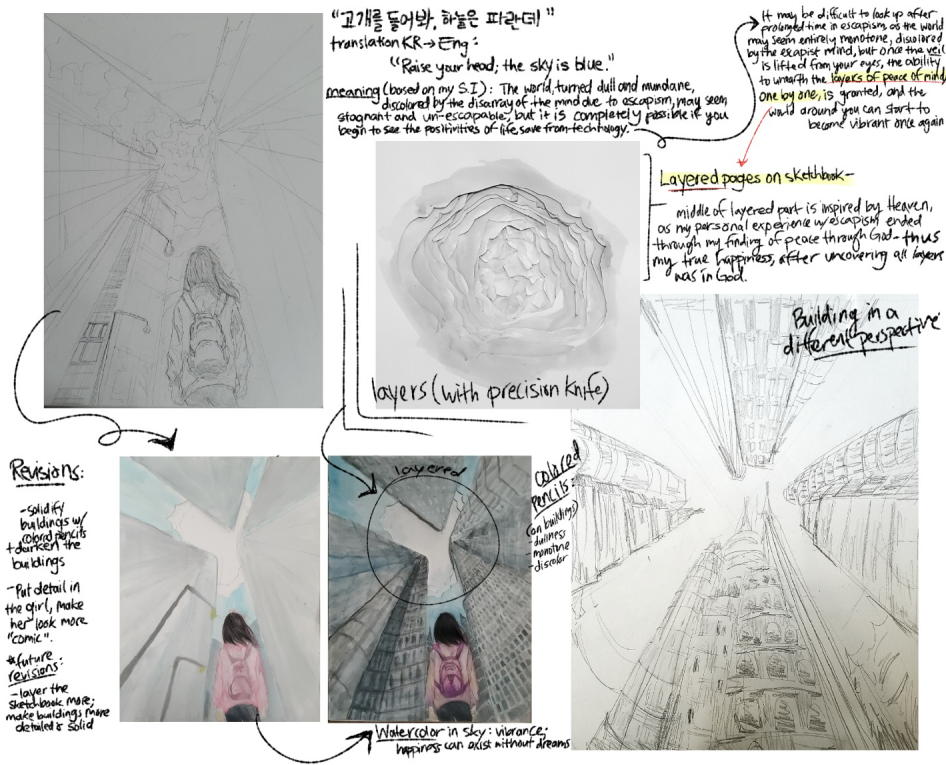




Image 14

Sustained Investigation

Height: 17

Width: 14

Depth: 0.2

Materials:

Colored pencils, watercolor, layered sketchbook pages (cut with knife)

Process(es):

Escaping escapism: Dull buildings discolored by escapism. Layered sky uncovers a new light = hope.



Image 15

Sustained Investigation

Height: N/A

Width: N/A

Depth: N/A

Materials:

Digital: Ibis Paint. Materials: Finger and keyboard. Resized to be under 4MB on photo resize app

Process(es):

Journey of escapist(me) simplified.

Begin in black+white = gloom; end in nature and smile = peace

Analytic Scoring Rubric Row C: Materials, Processes, and Ideas

1	2	3
<p>Little to no evidence of visual relationships among materials, processes, and ideas.</p>	<p>Visual relationships among materials, processes, and ideas are evident.</p>	<p>Visual relationships among materials, processes, and ideas are evident and demonstrate synthesis.</p>

Score Rationale

The relationships between materials, processes, and ideas are evident and demonstrate synthesis in this portfolio. The written evidence in the process and final images is specific enough to provide evidence of the idea, “How does avoiding reality (escapism) blind us, and where do such desires to avoid reality come from?” The written evidence promotes the visual relationships and demonstrates synthesis.

Images 3 and 4 show the development and connection between the materials and ideas. The student chooses cool colors for the machine hand and wires and warm for the organic elements to support the concept of “juxtaposition of tech, and nature/reality.”

In Image 5, “ideas for testing” are presented through sketches and notes. The notes include why or how the students should use colored pencils over watercolors. Image 6 provides evidence of a fully developed idea through the transformation of materials in various ways, for example, a “Plastic cover + lamp to depict crane machine glass.”

In Image 8, the student incorporates collage over an oil painting. Actual leaves, flowers, and torn paper represent overgrowth and neglect reality. The use of actual objects helps establish depth and space in the interior setting.

In Image 13 (process image), the student’s thoughtful consideration of a color scheme using watercolor to “showcase monotone feeling” is evident. Image 14, the final image with added layers of color in the sky, represents hope. Careful consideration of materials, processes, and ideas is respected and evident in this portfolio, demonstrating synthesis.

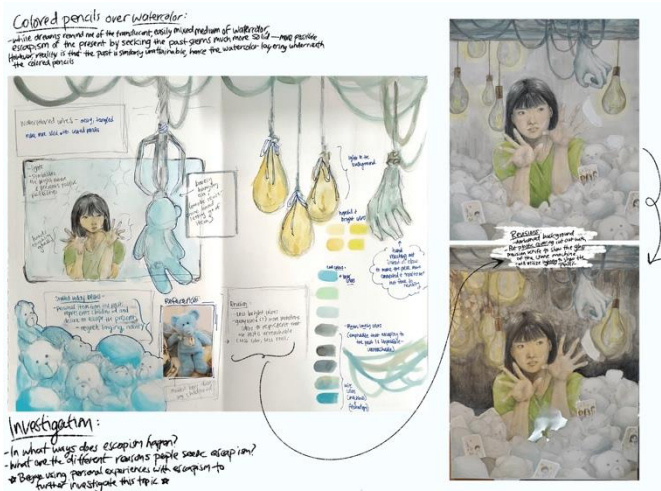


Image 5



Image 8