

## Process Portfolio Guidelines

Create a presentation of  
**9-18 screens for SL**  
**13-25 screens for HL**

### Directions:

- For each assessment criteria ( A, B, C, D, E) create the minimum number of screens that addresses at least one of the points described.
- You can use a combination of Visual journal pages, loose folios, drawings, process photos and experiments in a range of media
- Be sure to include examples of your work from at least two of the art making forms table columns on the next screen ( 3 art forms for HL, 2 for SL )

Two-dimensional forms	Three-dimensional forms	Lens-based, electronic and screen-based forms
<ul style="list-style-type: none"> <li>• <b>Drawing:</b> such as charcoal, pencil, ink, collage</li> <li>• <b>Painting:</b> such as acrylic, oil, watercolour, murals</li> <li>• <b>Printmaking:</b> such as relief, intaglio, planographic, chine collé</li> <li>• <b>Graphics:</b> such as illustration and design, graphic novel, storyboard</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Carved sculpture:</b> such as carved wood, stone, block</li> <li>• <b>Modelled sculpture:</b> such as wax, polymer clays</li> <li>• <b>Constructed sculpture:</b> such as assemblage, bricolage, wood, plastic, paper, glass</li> <li>• <b>Cast sculpture:</b> such as plaster, wax, bronze, paper, plastic, glass</li> <li>• <b>Ceramics:</b> such as hand-built forms, thrown vessels, mould-made objects</li> <li>• <b>Designed objects:</b> such as fashion, architectural models, interior design, jewelry</li> <li>• <b>Site specific/ephemeral:</b> such as land art, installation, performance art</li> <li>• <b>Textiles:</b> such as fibre, weaving, constructed textiles</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Time-based and sequential art:</b> such as stop-motion, digital animation, video art</li> <li>• <b>Lens media:</b> such as analogue (wet) photography, digital photography, montage</li> <li>• <b>Lens-less media:</b> such as photogram/rayograph, scenography, pinhole photography, cyanotype, salted paper</li> <li>• <b>Digital/screen based:</b> such as vector graphics, software developed painting, design and illustration</li> </ul>

## A. Skills, techniques and processes

**8 screens minimum**

- Drawings, sketches and designs
- Preliminary paintings and small studies
- Photographic contact sheets and test prints
- Computer screenshots
- Photographic record of sculptural process
- Experiments with materials
- Unresolved studio work

**B: Critical Investigation  
Analysis  
Art History  
Connections to your work  
4 screens minimum**

- Annotated images of other artists' works
- Experiments with using the style or technique of an artist  
Analysis of art works, comparisons, cultural context
- Museum visits, sketches, reflections
- Written reflections on the connections between an investigated artist and your own work, focusing on techniques to differentiate from Comparative Study

**C: Communication of Ideas & Intentions (Visual & Written)**

- Initial Idea
- Intentions
- Techniques and process
- Resolution

**3 screens minimum**

- Concept maps of ideas and themes
- Planning imagery with annotations
- Considering how meaning might be conveyed
- Reflections and evaluations made throughout the progress of a work
- Showing your development in direction, imagery or technique

**D: Reviewing, Refining, Reflecting  
(Visual & Written) 3 screens minimum**

- Various trials of compositional arrangements
- Reworking imagery employing different techniques or media
- Reflections and evaluations made throughout the progress of a work
- Evaluations of completed work generating new ideas
- Reflections on resolution and communication with viewer

**E: Presentation & Visual Art Vocabulary  
throughout every screen**

- Balance of text and visuals
- Writing is clearly legible
- Layout is considered, attractive, interesting
- Language is appropriate. Appropriate and accurate Art terminology is used.
- Artists' names and movements are spelled correctly.
- Images and sources are correctly referenced