

Centre number	193
College	West Thames College
Pathway	Creative Design
Level	3
Year	2026/2027
Tutor(s)	Janna Cooper Eduardo Oliveira Paul Whyte

Project 1 – Making & Unmaking

L3 Creative Practice Diploma: Art, Design & Communication

Unit 01 – The Creative Process

Unit 02 – Developing Creative Practice

Start	Formative Assessment & Feedback	Summative Assessment
05/10/2026	W/C 02/11/26	W/C 09/11/26
		

Project overview and context

Making and Unmaking invites you to explore the creative possibilities of creation, transformation, destruction, renewal and repair. Through themes of sustainability, upcycling and environmental responsibility, you will consider how artists and designers respond to contemporary issues such as waste, consumption, decay and climate change. "Making" can refer to creating something new, while "unmaking" might involve deconstructing, recycling, reimagining or transforming existing materials, objects or ideas into something with a new purpose or meaning. As part of this project, you should consider what making and unmaking means to you and how creative practice can contribute to a more sustainable future.

You will investigate a range of creative disciplines including fashion illustration, concept art, photography, digital design, sculpture and model making while developing your understanding of the design process. In this three-week project, you will research artists and designers, generate initial ideas, experiment with materials and processes, develop and refine your concepts, and produce a final outcome.

Project description and requirements

Working with the design cycle U1 2.1

As part of this project, you will follow the design cycle by researching relevant artists, designers, and sustainability-focused themes. You will generate and explore a range of initial ideas through drawing, photograph and 3D construction. You will



investigate materials, processes and techniques, including recycled and repurposed materials. Throughout the project, you will refine and demonstrate development in your practical work through planning, testing, evaluation and reflection, culminating in a final outcome that clearly demonstrates your creative journey from initial research and experimentation through to final outcomes.

Collaboration task U1 3.2, 5.1



Your project will start with an independent research task. In pairs, you will research an artist, designer or creative practitioner whose work addresses issues such as sustainability, recycling, upcycling, waste reduction or responsible production. You will

then create a practical response inspired by your research and present both your findings and creative interpretation to the group. This short presentation should demonstrate your understanding of the chosen practitioner's work and how their ideas have influenced your own creative development.

Practical Exploration U1- 5.2, 5.3 / U2 1.2, 1.3, 2.2, 2.3, 3.2

In 2D sessions, you will develop drawing, illustration and concept design skills, investigating sustainable fashion and environmental themes through fashion or character design. In Digital lessons, you will explore photography through photo shoots, image editing and digital manipulation technique. In 3D workshops, you will experiment with recycled and repurposed materials to

create models, sculptures and constructed outcomes, exploring how discarded materials can be transformed into new creative forms.



Employer brief U1 7.1, 7.2

As part of this project, you will visit the Design Museum and take part in an employer-led group workshop. Working to a live brief, you will develop a brand identity for a sustainably sourced product and present your ideas to the employer, who will provide professional feedback and guidance.

Personal reflection U1 6.1

You should reflect on your personal progress throughout your blog, evaluating your work weekly. At the end of the project, you will complete a final evaluation using the guidance provided. This review will allow you to reflect on your achievements, challenges, skills



development, and overall progress during the project. You should consider how your ideas evolved and what you have learned from the experience.

Personal blog U2 6.1



In this project you will refine and develop your personal project. Consider layout/colour/fonts. Crop

images. Document all work through images/videos of making and final pieces alongside personal reflection. Start to think of this digital portfolio as a personal journal detailing your thoughts and development of ideas.

Using Artificial Intelligence (AI)

AI can be a useful tool to support your learning and creative development. You may use AI to help generate research ideas, explore different perspectives on a theme, improve planning, and proofread or check the grammar of your written work. However, all creative decisions, practical artwork, and written reflections must be your own. AI should not be used to generate artwork, complete project tasks, or write personal evaluations and reflections on your behalf.

Portfolio submission:

Evidence must include;

- Project proposal
- Primary & Secondary Research
- Developmental project work
- Outcome and/or final pieces
- Reflective & Evaluative
- Summative Evaluation



Hand-made outcomes:
Photograph or scan any physical work and 3D pieces and upload as evidence.



Work created digitally:
edits, drafts and final pieces. Add screenshots to show development.



Animation, video, screen recordings must be embedded or linked and set to public or unlisted.



Upload all evidence in one place: scans, photos, PDFs, slides, digital work and any other media.