

Centre number	193
College	West Thames College
Pathway	Creative Design
Level	3 – Year 2
Year	2026/2027
Tutor(s)	Eduardo Oliveira Paul Whyte Anita Kapila

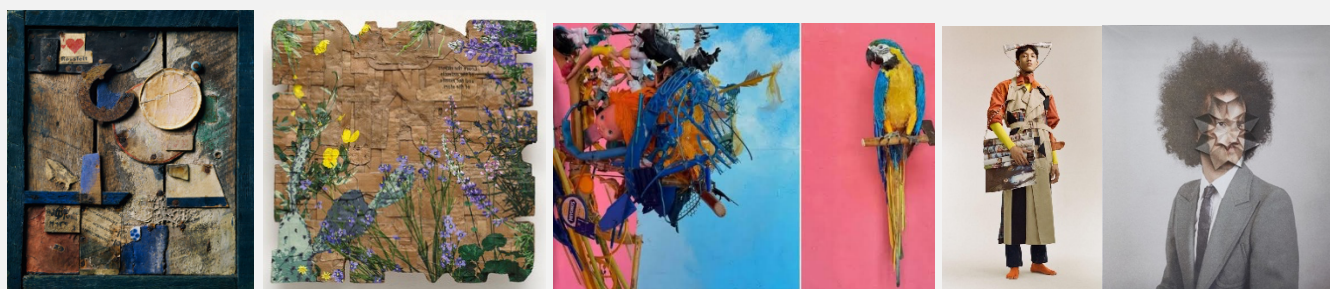
Project 1: Making & Unmaking

L3 Creative Practice Extended Diploma: Art, Design & Communication

Unit 04 – Researching a Specialist Industry Practice | 1.2,1.3,2.2,2.3,3.1,3.4,4.1,5.1,5.2,5.3,6.1,6.2

Unit 05 – Specialist Technical Skills Development | 2.1,2.2, 2.3, 3.1, 4.1

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



Project Overview and Context

What happens when making begins with unmaking? In this project, nothing needs to remain fixed. You will take things apart, reuse & recycle what has been discarded and work over old artwork. Break, cut, erase, layer, repair, reconstruct and transform. You will explore how changing something that already exists can lead to something entirely new. Objects & materials can carry traces of their previous lives, and by changing their purpose, structure or context, artists can create unexpected new meanings.

Throughout this project, you will explore how the processes of making, unmaking and remaking can become part of your creative practice. You will be encouraged to question conventional ideas about what art can be made from, what it can be made on, and when an artwork can be considered complete. You might transform old artwork into something new, deconstruct and reconstruct everyday objects, work with discarded or recycled materials, or experiment with unusual surfaces and found objects. Mistakes, accidents, damage, fragments and imperfections can all become starting points for creative development. Ideas around reuse, waste, sustainability and transformation will provide opportunities for you to consider our relationship with the objects and materials we consume and discard.

The ability to generate personal ideas from conceptual research and meeting your deadlines are essential skills in the creative industries. Throughout this project you will be encouraged to experiment more and develop your own personal, unique interpretations and responses to a variety of artists and inspiration. You will use the design cycle to undertake personal research in response to the theme Making and Unmaking and you will explore and develop your skills in mixed media, printmaking, fashion illustration, digital collage, product design & contemporary sculpture.

At the end of the project you will present outcomes for 2D, 3D and digital to an audience, explaining how your work has been influenced by your research and practical explorations.

Project Description and Requirements

You will start the project by developing research skills into artists who interest you in all three areas. You will also take part in a primary research trip to The Design Museum to record information, which you will respond to through your own personal material experiments. You will be asked to develop a personal response using a range of processes and media later on in the project from your visit se by an employer.



You will use your research to both support and justify your own personal interpretations of different elements of the brief. You should present these ideas on your

blogs and use critical analysis to explain your personal concepts and ideas, and consider how you could develop your work in order to meet your target grades.

For your visit to The Design Museum you will be set a mini employer competition brief where you will use your personal research gathered at the Museum to create practical outcomes set by the employer. Prizes will be awarded to the most successful groups. Here you



will use research, teamwork and problem-solving skills to develop and present a creative solution.



At the end of the project you will present your practical work, your research and explorations across your blog, and in college you will be introduced to a variety of artists such as Andrea Bowers, Kurt Schwitters,

Priya Ahluwalia, Alma Haser & Tadashi Kawamata.

Your course work will be balanced with practical work being the primary focus when in college, and theory and independent practical work continuing during remote homework assignments set over Teams. You should refer to the course blog artwtc.com for information on all lesson content and weekly remote homework.

At assessment, your Lecturers will be considering how you interpreted and approached the tasks, how you responded to and used research, and how you used materials and techniques in a creative way.



You will meet with your Course Leader in a 1:1 summative meeting at the end of the project and discuss how you are developing both your employability skills and how you are progressing towards your target grade.

Digital Portfolio submission:

Evidence must include;

- Project proposal
- Primary & Secondary Research
- Developmental project work
- Outcomes and/or final pieces
- Reflections & Evaluations
- Final Evaluation.



Hand-made outcomes:

Photograph or scan any 3D pieces in stages and upload as evidence.



Work created digitally:

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.