發展高中視覺藝術作品集(中四)(新辦) Building Senior Secondary Visual Arts Portfolios (Secondary 4)(New)

蔡穎思老師 2023年5月8日及10日 Ms Alice CHOI 8 and 10 May 2023

中四和中五的作品集研討會 S4 and S5 Portfolio Building Seminars

中四:發掘主題

S4: Exploration of a Theme

- 如何開展作品集
- 如何發掘、發展、清晰主題
- 如何從**藝術評賞**獲得靈感去**發展圖 象、啟發及深化**創作

中五:發展進程

S5: Progression of a Theme

- 如何在**一個主題**下發展**一系列**作品 以展示進程
- 如何善用反思去推進創作



想一想:「我為什麼要做作品集?」 "What's the purpose of developing my portfolio?"

「一件為自己而做的事,屬於自己的珍貴創作歷程。」 有意義的作品集,是一件你不會後悔的「功課」,分數只是結果的一部分。

在藝術中尋找意義 (Find Meaning in Art)

生命的轉化(學生) 同行的緣分(老師)

視覺藝術科的兩個學習範疇 The Two Strands of Visual Arts Learning

視覺藝術評賞

- 知識
- 經驗與技能
- 價值觀與態度

視覺藝術創作

- 知識
- 經驗與技能
- 價值觀與態度

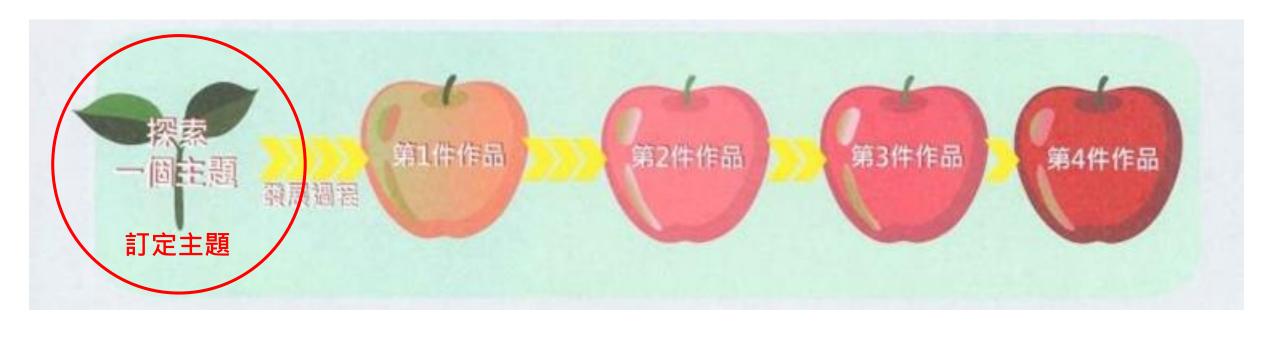
視覺藝術學習 Visual Arts Learning

Visual Arts Appreciation & Criticism in Context

- Knowledge
- Experiences & Skills
- Values & Attitudes

Visual Arts Making

- Knowledge
- Experiences & Skills
- Values & Attitudes



用手+用眼+用心

- 用手》創造 。 → 發掘創作靈感,表現手法,發展圖象
- 用眼●●觀察 ●● 分從生活中發現感動事物,構思主題信息
- •用心學感受學 →評賞藝術作品,啟發及深化創作

如何發掘主題?

How to Explore a Theme?











主題探索 Exploration of a Theme

建立作品集的方式有多種,應考香港中學文憑試 視覺藝術科的學生可參考以下建議。 一主題建構整個作品集,並發展四件互相關連的作 你可訂定一個較為寬闊的主題,它可以與個人、社會 或大自然有關。一個能觸動你或你有所體會的主題有 助發展具感染力的作品。 主題的靈感可來自個人感受、周遭事物、人物、書 籍、報章、互聯網和藝術作品。 無論是甚麽主題,你都應搜集相關資料,從不同角度 探究該主題。

- 由觀察開始,用眼和心去**觀察**和**感受**: Seeing, Making, Thinking, Feeling
- 從真實的生活經驗 (authentic experience) 中發掘令你有共鳴及感覺的事情,從一些你感同身受的事情 (Something you identify with) 開始
- 主題不分深淺/高低/對錯,重要是由心而發
- 任何性質的主題,要產生共鳴,都要回歸自我經驗/看法/感受,作品才有生命,才感動人
- 所有藝術創作,或多或少都有少許**自傳** (autobiographical)的況味。做**真實**的自己,建立自己的**獨特性**

主題探索 Exploration of a Theme

建立作品集的方式有多種,應考香港中學文憑試視覺藝術科的學生可參考以下建議。

主題是指一個你感興趣的範圍和研習焦點。你應以同一主題建構整個作品集,並發展四件互相關連的作品。

你可訂定一個較為寬闊的主題,它可以與個人、社會 或大自然有關。一個能觸動你或你有所體會的主題有 助發展具感染力的作品。

主題的靈感可來自個人感受、周遭事物、人物、書籍、報章、互聯網和藝術作品。

無論是甚麼主題,你都應搜集相關資料,從不同角度探究該主題。

Scanned with CamScanner

發掘主題及呈現構思有**很多方法** (a variety of strategies):

- 動腦: 圖像(畫出來!)、文字(寫出來!)、腦 震盪、個人故事、時間線,以及其他有效的策略, 靈活發揮創意用最適合自己的方法
- 動手:從做中**觀察、探索和領悟** (observation, exploration, insight),如物料探索、小習作,通過**經**歷去發現
- 資料搜集:適量及相關的,線上及實體的,廣而深地認識主題,帶動進深學習
- 親身經驗 (direct experience):如展覽、參觀、對話、 實地考察,激活五感的能力,把從生活中的觀察、 領悟和感受連結,令探索更深入,再轉化到創作上
- 有效選擇:選擇最合適的視覺語言、媒介、技巧去表達意念

用眼觀察→構思主題信息,從生活中發現感動事物 Finding Ideas from Daily Life

- 一切從生活開始 (From everyday life)
- 一身經驗:實地考察(如拍攝、速寫、收集物件、感受氛圍.....)、展覽參觀、五官感覺 (Direct experience)
- 進行研究、搜集資料:選擇最合適的主題方向,訂立焦點 (Research)

親身體驗:從生活環境開始

- 實地觀察 對生命有感覺
- 不同方法探索
- 資料搜集
- 建立連繋
- 訂立焦點

主題探索:不同的探索方法

Exploration of a Theme: Different Strategies

小習作:用手用眼用心

- 由淺入深,由小作品開始,在一個主題之下,經歷**多種手法呈現**。通過小習作,以藝術**呈現內在思緒和感受**,讓手帶動你思考,從做中發現 (Let your hands lead)
 - →從體驗中發現/領悟,尋找創作點子 (Keywords)
- 建構**有意義的對話**(個人反思、同儕分享、 導修)
 - →從中建構主題/**真實生活課題** (Construction of life themes for SBA)

小習作例子

- 生命肖像 (Life Portrait):
 - 如不同形式的「自畫像」
 - 個人物件、照片、信件
 - 呈現自我形象的不同面向
- 生命線 (Timeline)
- 生命風景 (Lifescape)
- 生命故事 (Life Story) → 難忘片段/回憶/關係
- 小誌 (Zine)/小書 (Art Book)
- 文字與影像
- 用物料說故事 (物料探索)

草間彌生:自我「肖像」— 藝術創作是自我發現,不限形態 Yayoi Kusama: Self-Portrait – Surface Appearance + Psychological and Emotional Experiences

自我肖像 Self-Portrait 草間彌生在漫長的創作歷程中創作過多幅自畫像。 這些作品沒有如傳統自畫像般描繪藝術家的外貌, 而是以變化多端的風格勾勒其內心世界。這些畫作橫跨 1950至2020年,從中可見草間本人作為創作題材的 過人魅力。 Kusama has painted images of herself throughout her long career. Unlike conventional self-portraits that depict an artist's surface appearance, Kusama's paintings convey her psychological and emotional experiences in wildly varying styles. Spanning from 1950 to 2020, these pictures demonstrate how Kusama herself has been one of the most fascinating subjects in her art.

如何發掘主題和主題信息? 細說故事:解構及重寫你的生命故事 Deconstruct and Re-author Your Life Story (inspired by Steve Madigan and Mark Savickas)

- 從述說自己的故事中發掘意義 (Trace your history in search of meaning)
- 尋找主旨 (Find the main idea/keywords)
- 置身情境,建立連結 (Situate in context/ Empathise to identify connections/relationship)
- 發現**獨特性** (Discover uniqueness)
- 深化故事 (Deepen/Thicken your story)
- 建構有意義的對話 (Construct meaningful conversations)
- 呈現構思 (Visualise ideas) → 不同手法去呈現同一主題 (Variety of approaches)
- 層層進深,發掘意義 (Depict layers of meaning)

主題的可能性:大主題/範圍→收窄範圍→訂立焦點,確立主題信息 (Donna Beattie's Visual Arts Portfolio, pp.62-63)

APPENDIX A

CONTEMPORARY ISSUES AS THEMES FOR ARTISTS VISUAL ARTS THEMES: SECONDARY SCHOOL LEVEL

CONTEMPORARY ISSUES AS THEMES FOR ARTISTS

Boundaries: real or imagined or blurred	Mythology
The known and the unknown	Transmission
The viewer and the viewed	Self / Public self
Time	Metamorphism
Exclusion	Systems / Hierarchies
Collective consciousness	Design as pretension
Re-emergence of wonder	Cyberspace
Mystery of life	Identify / Ethnicity
Multiple associations	Cultural domination
Celestial memories	Conceptual inbreeding
Memory / Remembering	Intuition
The gothic sensibility	Fragmentation
Icon / Talisman / Fetish	Utopian imagery
Specificity	Empathy
Semiologies (science of signs and symbols, analysis of relationships of signs in language)	Cycle
Re-embodiment	Embracing the irrational
Refuge: the real and the symbolic	Celebration
Structuralism	Paradox
Reverence for the banal	Irony
The nature of the divine / Sublime	Translucence
Earth and environment	Nostalgia
Neo-platonic (idealistic, visionary, impractical)	Appropriation
The virtual / The real	Allegory
Worldviews	Gender / Politics
Art and science	Metaphor
Dreams as symbolic consciousness	The poetic
Overlapping / Interrelating	Ambiguity

Secondary School Level	
Red	Inscape
Black and white	Staccato
Glimmer and shine	Veracity
Puppets / Marionette	Encounter
Who pulls my strings?	+
What makes me dance?	
Reincarnation	Fin de Siecle
'Oh what tangled webs we weave"	Prometheus
Man's striving for the top	Webs
Revolution	Alone in a crowd
Patterns	Facade
Pretense	The Avant-Garde
Camouflage	Potpourri
Caged / Trapped	Streamlined
Groups	Illusions / Delusions
Rebus	Feast
Hanging by a thread	Looking inside myself
Openings and holes	Shocking
Felicity	Flaws / Flawed
Captured / Freedom	Serendipity
First among equals	Perfection
Chichi / Chic	Trompe l'oeil
CONTRACTOR OF THE CONTRACTOR O	Unexpectedly
Opposites Charte of pointings past	Ordering the random
Ghosts of paintings past	Mirage
"Refuge in the square form" (Malevich)	Juxtapositions
A state of flux	Relationships
"I and colour are one" (Klee)	Chums / Pals
Progressions	Cliché
At Random	Ethereal
"All that glitters is not gold" (Shakespeare)	Chaos
"Free from the tyranny of harmony" (Futurist Manifesto)	Phobias
More than meets the eye	Frames of mind
The cultural cringe	Barriers
Gods and goddesses (Real or imaginary)	Control of the Control
Dazzle and dare	Edens
Crossing borders	Interventions
Haywire	Revelation
On the fringe	Transformation
Sinners, lovers, and heroes	Bridging and branching
Upward / Onward	Secrets
Apocalypse	Altar to my alter-ego
(Re)rites of passage	Equilibruim
Prophecies and portents	Urban legends
Trials and journeys	Obstacles
Looking back, looking forward	Domination / Liberation
Signs and wonders	Some / One

VISUAL ARTS THEMES

意念發展及藝術評賞:用心感受→評賞藝術作品,啟發及深化創作 Enrich Your Ideas with Art Appreciation

(Beattie, pp.19, 23, 62-63)

訂定主題後,你可以:

- 為藝術創作或評賞研究構思意念和主題信息
- 評賞他人的藝術作品以幫助你發展自己的作品
- 探索表現手法
- 發展圖像
- 試驗媒介和技巧,用於表達你的意念經過多番研究、思考和反覆試驗,你可以創作第1件作品。

請注意:

- 無論你為了甚麼目的而評賞藝術作品或建立視覺日記,都只需把那些有助建立作品集的「藝術評賞」和作品,收錄在研究工作簿內。
- 雖然在學習過程中你會不時反思各方面的學習,但 在作品集中應著眼於展示與視覺藝術相關的反思和 進步。

- 藝術評賞帶動及深化藝術創作,目的是令學生從中產生連結 (connection)
- 藝術情境: 跨時地、連結當下
- 從親身體驗 (direct experience) 中學習(如看展覽、實地考察、實景速寫等),強化感知及五感 (perceptual abilities) 的能力,增加親身接觸藝術品的機會,以直接體驗藝術的力量 (experience the power of art),加深對主題的了解,令創作更切身,建構有感染力的作品。
- **大量**看 (quantity),有**質素** (quality) 地看:從**藝術家身上學習**,吸收養分及建立品味,潛移默化,綜合藝術知識及評賞,應用於創作上
- **先廣而後深**:多看、從圖像入手,吸收養分,**豐富美感經驗**,開 拓視野。遇到**喜歡/有共鳴/**與主題有關的藝術家,再**深入研究**
- 建議學生可以從喜歡的藝術家開始,再深入了解藝術家的背景、 創作情境、創作意念,以及心路歷程,從中感受、學習及反思, 以吸取養分去深化創作
- 由淺入深,由口頭到文字,由點列到小段,也可使用圖象
- 集中視覺語言、形式、概念、主題等
- 把資料、分析、心得放進工作簿

從藝術情境中帶動藝術評賞

Questions to Guide Art Appreciation and Criticism in Context (Beattie, pp.66-67)

APPENDIX D

QUESTIONS TO GUIDE ART APPRECIATION AND CRITICISM IN CONTEXT

- Who did the work?
- When and where was it created?
- Where is the artwork now?
- · Where does this work fit within the artist's development?
- What are the elements of the artist's personal style?
- To which broader category of period style does this artist's style belong?
- What are the mode and the medium of the work?
- · What special art making techniques were used to create it?
- · What is its size and shape?
- · What is the subject matter or theme of the work?
- . Is the theme related to some exterior source (e.g. literature, mythology)?
- . Is it an image of people, nature or fantasy?
- What are the steps in the artistic conception and execution of the work?
- . Where does the work fit into the history of art, both in terms of style and iconography?
- . Why was the work done in this particular way at this time?
- . Do we see the work today as it was originally? If not, then how has it been modified?
- . What is the physical history of the work (e.g. damages or restorations)?
- . What is the provenance of the work?
- Is the work primarily conceptual (the idea behind the image) or perceptual (its physical appearance)?
- Is the work primarily concerned with design qualities and composition (a formalist approach) or imitating nature or life (an imitationalist or mimetic approach) or expressing an emotion (an expressionist approach)?
- . What was the function of the work in its society?
- What are the values of the culture that produced this work and how are they represented in the work?
- . How did the nature of the time and place in which the work was created shape it?
- How does this work represent its historical period?
- . Did this work represent an innovation or does it follow an already established tradition?

- · What symbols are used within the work?
- What common elements are shared by artists working in this same time and place?
- What elements are more individual?
- How are works of one time and place similar to or different from works done at the same time but in a different place? At the same place, but a different time? At a different time and place, but perhaps, with the same subject matter?
- . What did it mean to be an artist at the time?
- · What was the view of art at the time?
- . Who was the potential audience?
- . What patronage, if any, would have commissioned this work?
- What attitudes, values and ideologies does the work highlight, devalue, ignore? How is this
 expressed in the work?
- Why do you think this artwork was important or unimportant in its time?
- Why do you think this artwork is important today?
- Of all the pieces of art that were made when this one was, why do you think this piece was remembered?
- · Who chooses what artworks survive?
- . Could a female have made this work?
- Do you think another artist from another culture could have made this work? Why or why not?

轉化藝術情境和藝術知識到藝術創作 Translating Contextual or Formal Knowledge to Art Making (Beattie, p.28)

藝術評賞及藝術創作

- 藝術評賞如何連繫創作及靈感?
- 從藝術家身上學到什麼?
- 有否應用及轉化知識和技巧到創作?
- 什麼情境和你的構思及創作相關?
- 有否列明出處?

Art Appreciation & Criticism

- How did your art appreciation and criticism **inspire** you in art making?
- What have you **learnt** from the artist(s)?
- Have you **applied and transformed** skills and things learnt to your art making?
- What **contexts** have you **related** to your idea and art making?
- Have you **cited** the sources of information?

選擇、試驗、發展

Selecting, Experimenting and Developing Formal Structures

訂定主題後,你可以:

- 為藝術創作或評賞研究構思意念和主題信息
- 評賞他人的藝術作品以幫助你發展自己的作品
- 探索表現手法
- 發展圖像
- 試驗媒介和技巧,用於表達你的意念經過多番研究、思考和反覆試驗,你可以創作第1件作品。

請注意:

- 無論你為了甚麼目的而評賞藝術作品或建立視覺日記,都只需把那些有助建立作品集的「藝術評賞」和作品,收錄在研究工作簿內。
- 雖然在學習過程中你會不時反思各方面的學習,但 在作品集中應著眼於展示與視覺藝術相關的反思和 進步。

- 親身體驗,動手接觸
 - →學生經思考沉澱後,再而發展圖像、試驗、 反思,作出最合適的方法去呈現,進入創 作自己作品 (Direct hands-on experience with the materials and methods → reflect and make appropriate selection for effective visual communication)
- 不需要記錄試驗及創作過程的每一個步驟
- 反而是媒介、技巧、表達形式的實驗及探索, 從反思而作出決定/選擇的原因

選擇、試驗、發展

作品集主題:The Dark Side of Dance



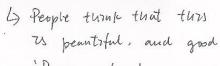
Research Reference Photos



C Bullet dancers hurt their feet so bad.









Sometimes, dancer break their toes. bleed, and it is so paruful.

Parn

Research



- -) She made different versions of hand.
- > From 'the finest' one with lots of details to the original. Simple clay.

Annie Han Lai-kuen / To demonstrate the evolution of spoon from hand Slip-cast porcelain / 22x 203 x 5am. 2002

Meanwhile,

Instead of using shoes, Is there any other mays to show

THE PAIN!









化悲憤為力量→把負面情緒轉化為創作力量 Transcend Emotions to Creativity

化負面情緒為創作**力量**,通過藝術創作去**梳理**情緒,

把感受**轉移**到作品,**寄託、寄存並紀念**過去的情懷和情境,

澄清舊有的經驗,從創作中轉化及升華相關的體驗和感受。

當回望這些片段時,學生可從不同的角度去思考和感受,

重拾正面的價值觀、態度和力量。

小總結

- 主題→主題信息→作品名稱
- 藝術評賞在創作中扮演什麼角色: 啟發及深化創作
- 時間管理

研究工作簿小提示 Tips for Research Workbook

- 一個主題發展一系列的作品
- 真實的學習過程,必然包括在不同階段的探索、試驗、感受和反思等
- 廣度和深度,重質不重量
- 多元圖象發展策略及文字紀錄
- 不設範本,展現個性
- 分配**時間**,在工作簿及創作之間取 得平衡
- 善用作品集的知識及技巧於公開試

- A body of work under a theme
- Authentic process
- Quality>Quantity: breadth and depth
- Diversified approaches in development and record
- Uniqueness and individuality
- Time management between research workbook and artwork
- Make good use of portfolio for exam

研究工作簿小提示 Tips for Research Workbook

- 工欲善其事,必先利其器
- 字體: 大小、整齊
- 封面內頁:學校、姓名、聯絡方法
- 主題版
- 頁碼
- 日期
- 列明出處
- 一比一,避免過度縮印,難以閱讀
- 不需過度裝飾
- 不需作過量巨細無遺的過程紀錄

- Invest in a quality workbook
- Legibility: font size and tidiness
- Inside cover
- Title page
- Page number
- Date
- Citations
- 1 page to 1 page
- Excessive decoration unnecessary
- Excessive details unnecessary



Beattie, D.K. (2012). *Assessment for Learning – Visual Arts Portfolio*. HK: The Government of the Hong Kong Special Administrative Region.

https://www.edb.gov.hk/tc/curriculum-development/kla/arts-edu/resources/va-curri/index.html



藝術教育



學習領域定位

學校要為學生提供均衡的課程,讓他們得到全人教育。在「教育統籌委員會」所制訂的教育目標中,藝術教育是五奇的 重要一環:『讓每個人在德、智、體、群、美各方面都有全面而具個性的發展,能夠一生不斷自學、思考、探索、創新 新庵邁。。

藝術教育學習領域課程宗旨

藝術教育課程旨在幇助學生

- 發展創造力、明辨性思考能力和溝通能力、培養美感觸覺和文化意識;
- 發展藝術技能、建構知識和培養正面的價值觀和積極的態度
- 從參與藝術活動中獲得愉悅、享受和滿足;以及
- 培養對藝術的終身興趣。

● 長新消息

- 課程文件
- 教師男業發展
- 超图数容》
- 學生活動
- 學生自學資源
- 研究及發展計劃
- 問與答
- 相關網址
- ●聯絡我們

學與教資源

藝術教育

- 學習領域配套資源
- 専業發展課程資源
- 高中「其他學習經歷」- 「藝術發展」
- 專題:藝術教育學習領域的跨學科學習

視覺藝術

- 課程配套資源
- 事業發展課程教學資源
- 専題:中國視覺藝術

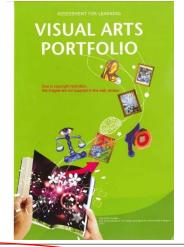
音樂

- 課程配套資源
- 專業發展課程教學資源
- 事題:中国戲曲

視覺藝術課程配套資源

視覺藝術科的學典教資源已上載至教育局一站式學典教資源平台 (www.hkedcity.net/edbosp.f) 供教師參考。包括藝術評賞與創作·學典 教和評估的例子。

- 担營整術科教師的小錦蓋 (更新
- 安全指引
- 視覺藝術科相關的書籍及刊物
- 数學設計例子
- 評估作樂庫
- 高中視覺藝術科相關的升學及就樂出路
- 從閱讀中學習
- 耐気
- 視覺整術學習成果架構先導計劃





Assessment for Learning Visual Arts Portfolio (只提供英文版



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