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The intention of this project is to investigate visual processes and methods of observing the world around us.

PROCESS: Choose a subject to investigate from the three below- remember your choice reflects how curious and inventive you are.

A person: (could be yourself), friend, family.

A place: shed, beach, building, cupboard, garden.

An object: tool, artifact, instrument, machine, piece of clothing.

- Make a list of possible 'interesting' subjects

Record 24 aspects of your subject matter

This might involve recording a lot more than 24 and then editing.

Considerations:

24 minutes, seconds, days, hours.

24 viewpoints

24 ways of describing using text, numbers, measurements

24 shadows

24 prints

24 sounds, textures, samples, casts.

24 diagrams

You may consider lines, angles, light, time, colour, texture etc.

You may use any medium - photographic, drawing, print, text, video.

You might consider lighting your subject matter or recording in different light conditions - day/night.

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having collected your information we want

you to edit/translate it into a piece of work illustrating the 24 aspects you have discovered.

This may be constructed in 2D or 3D. It may be wearable, a sequence of graphic images, a construction, an animated sequence. It may be labelled, numbered, titled, boxed, framed....we want you to present a piece of art/design which communicates an interesting aspect of your subject. This may reflect your particular interest in materials or media.

Points to consider:

1. How inventive can you be in your choice of subject?
2. How inventive can you be in the way you record 24 pieces of information?
3. How inventive can you be in editing and translating the information into a piece of work with the title 24?
4. Presentation
5. Record the process of development in a sketchbook.
6. Read this brief again! make a plan of how to start but remember the project is about the 'journey of investigation', and we will be interested in all of the research you record along the way as well as the piece of artwork that you develop from it.

ARTISTS

Have a look at the following artists – Rachel Whiteread, Marc Quinn, Chuck Close (prints), Gilbert and George, Andy Warhol, Tracy Emin, Bill Viola, Barbara Kruger and Roni Horn.

You may work to any scale, remember you have to bring it to interview. If you make something 'site based' bring a sheet of photographs. This project can be done in a day – keep it nice and simple and have some fun!

Overseas Applicants

If you are applying from overseas and will not be attending interview, you will need to photograph your project well and include the images on a CD or upload them to a blog which we can access.

The idea of the test piece is to give you the opportunity to think independently and investigate something of your own choice, we have never rejected any application because of a 'bad' test piece but it does give us some indication of your ambition and willingness to 'have a go' and be curious about the world around you. It also gives us an indication of how you would rise to the challenge of similar projects during the foundation year.