

5.3 Synthesis of Materials, Processes, and Ideas

Name: _____ Class: _____ Date: _____

Total: 10 marks

Objective

Build the skills to achieve **synthesis** 综合 in your work.

You must be able to:

- define **synthesis** 综合
- explain how synthesis differs from decoration
- align material and process with meaning
- recognise strong vs weak synthesis

1 Worked examples

Study these first. Each one shows the method for a task used later.

■ Synthesis

Synthesis is when **materials**, **processes**, and **ideas** merge so the how and the what are inseparable —a high mark of quality.

■ Not decoration

A technique used just to look good is decoration; the same technique used *because it carries the meaning* is synthesis.

■ Alignment

Choose and handle materials so they embody the idea —then the work feels unified and intentional.

2 Practice

2.1 Synthesis is best shown when a technique is used because it

[1]

- A looks impressive only
- B carries the work's meaning
- C was quick
- D copies a famous artist

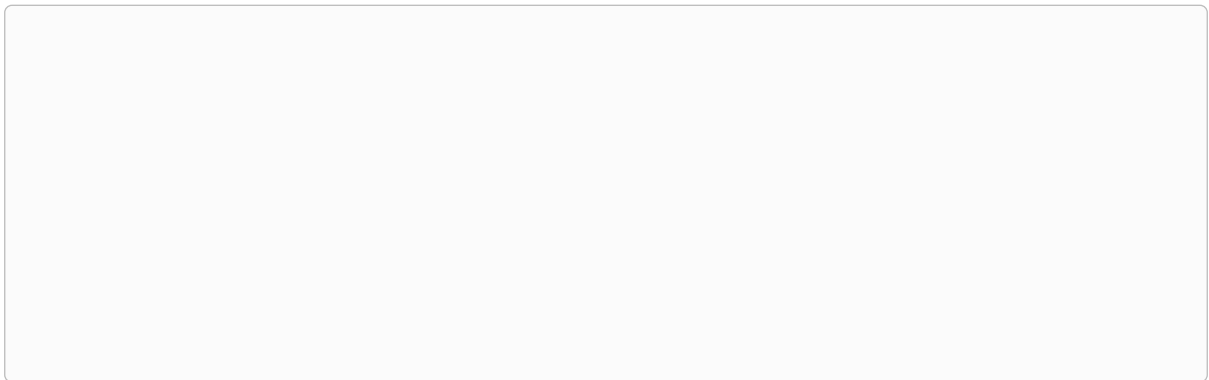
2.2 Explain how synthesis differs from decoration. [2]

2.3 State one way to strengthen synthesis in a work. [1]

3 Studio & portfolio tasks

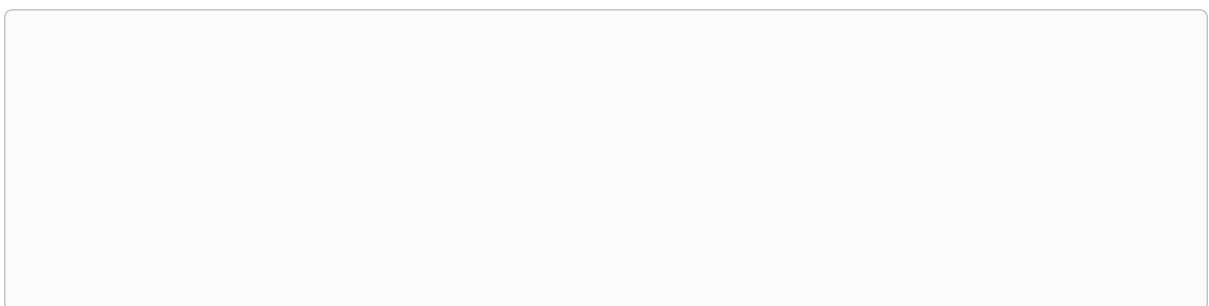
3.1 Diagnose synthesis.

(a) Sketch a work where the technique is only decorative, then a version where it carries meaning. [3]



3.2 Plan for synthesis.

(a) For your investigation, note how material + process will embody the idea. [3]



4 Go further

- work through the **5.3 Synthesis of Materials, Processes, and Ideas** lesson on the **Learn** page;
- read the **Make: Practice, Experimentation, and Revision** section of the AP 2-D Art and Design handout on the **Know** page.

Solutions

2.1 B. technique serving meaning (not just looks) = synthesis.

2.2 decoration adds surface appeal only; synthesis uses material/process because it embodies the idea.

2.3 choose a material/process that embodies the idea, not a random attractive one.

3.1 Look for: first version's technique is arbitrary (1); second version's technique clearly serves the idea (2).

3.2 Look for: a specific, meaningful material/process-to-idea link (3).