

*LO1 Develop and realise a self-directed programme of learning which draws from wide-ranging subject knowledge. (AC Knowledge, AC Process)*

Core evidence that this LO has been addressed are found in the following areas.

1. *Painting and drawing skills.* Regular life drawing (twice a week) provided a spine throughout the Unit as well undertaking 3 intensive figure courses including large scale experiment drawing with Emily Ball. All these presented opportunities for conversation with other artists as a way of feeding and informing my practice alongside my successful application to join the Newlyn Society of Artists. [2SB, 2S2, 2S8]
2. *Digital skills* to support and widen the creative scope for the AR work was based largely on YouTube tutorials (including Maya 3D Modelling [the nparticle work], animation in After Effects and Premier Pro). [a few key ones listed 2S2]
3. *Exhibitions and outreach:* Work shown in 4 exhibitions across Unit 2 (St Ives Borlase-Smart room gallery, Newlyn Society of Artists members show, St Ives The Crypt 'Sticks and Bone's & Morvah 'Breath and Earth'); Undertaking public talks to Cornish artists (digital sculpture & AR) – providing structure of the making, triangulating the practice with reception and working collaboratively with other artists (communication and collaboration); creating a sustainable practice and community [2S3, 2S9]
4. Traditional book-based research to develop learning around folk horror/weird, philosophical pessimism & altered consciousness, alongside writing academic paper as a reflection on co-design in ap dev; research to help address my practice-based questions around painterliness/gesture versus controlled image making; ambiguity v. representation and academic reflection on collaborative AR/app dev work. [2S2]

1. Figure based drawing for unit 2:

2SB Work from the Life Room <https://tanyakartblog.com/2022/04/24/2s1-life-drawing/>

2S2 Life Drawing <https://tanyakartblog.com/2022/09/17/sb3-life-drawing/>

2S8 Experimental Figure <https://tanyakartblog.com/2022/09/25/sb27-experimental-figure/>

2. Digital Skills

2S2 AR (doll house AR) & haptic work (desk)

<https://tanyakartblog.com/2022/10/04/3s1-ar-haptic-work/>

3. Exhibitions and Outreach

2S3 Exhibitions <https://tanyakartblog.com/2022/05/24/s23/>

2S9 Crypt Exhibition 'Sticks & Bones' reflection

<https://tanyakartblog.com/2022/11/14/2s-crypt-exhibition-reflection/>

4. Traditional Research

2S5 Tonalism <https://tanyakartblog.com/2022/07/25/s25-tonalism/>  
Research report <https://tanyakartblog.com/2022/08/11/through-the-lens-of-folk-horror-courbets-late-landscapes/>

[not on blog] Practice-based Research Paper' The Kerdroya Postmortem: Navigating the Labyrinth of Co-creative Design and Collective Vision. **FDG '22:**

Proceedings of the 17th International Conference on the Foundations of Digital Games September 2022 Article No.: 77Pages 1–6  
<https://doi.org/10.1145/3555858.3563277>  
<https://dl.acm.org/doi/10.1145/3555858.3563277>

*LO2 Articulate a thorough understanding of your research and establish an informed critical position. (AC Communication)*

Address of LO2 is evident in a major and substantive way through the research paper, demonstrating a thorough understanding of the relationship of folk horror as a popular form to theoretical understandings of what has been called the Anthropocene Unconscious. The blog is operative as a reflective tool and is instrumental to the development of a more informed critical position through the various forms of research undertaken (as noted in the categories identified in above in relation to LO1) [ie 2S2, 2S9].

1. The research paper

<https://tanyakartblog.com/2022/08/11/through-the-lens-of-folk-horror-courbets-late-landscapes/>

2. Practice-based Research

2S2 AR (doll house AR) & haptic work (desk)

<https://tanyakartblog.com/2022/10/04/3s1-ar-haptic-work/>

2S9 Crypt Exhibition 'Sticks & Bones' reflection

<https://tanyakartblog.com/2022/11/14/2s-crypt-exhibition-reflection/>

*LO3 Analyse and critically reflect on your practice and its context. (ACEnquiry)*

Investigating uses of AR (Augmented Reality) in relation to the folk horror theme meets LO3 square on: setting up experiments, analysing methods of execution and expression as well as evaluating the results in context. 2S7 and 2S2 demonstrate analysis and critical reflection in this area of the work for Unit 2. LO3 is also addressed in the posts concerning the painting practice as well as in the reflection and analysis arising from exhibiting the work, 2S3 and 2S9. The folk horror theoretical and cultural contexts are addressed in the research paper, As stated above, the blog itself is a tool for analysis and critical reflection, with every category of post involving close self-examination in terms of learning in terms of practice-based learning, skills learning and more traditional modes of critical inquiry.

1. Analysing and critically reflect on my AR -based practice

2S7 Experiments in AR <https://tanyakartblog.com/2022/08/31/sb27-experiments-in-ar/>

2S2 AR (doll house AR) & haptic work (desk)

2. Drawing & Painting practice and exhibition (not including those mentioned above)

2S8 Experimental Figure <https://tanyakartblog.com/2022/09/25/sb27-experimental-figure/>

2S6 plein-air to studio: The ob-pastoral

<https://tanyakartblog.com/2022/08/11/s26/>

2S4 Developing on 360s <https://tanyakartblog.com/2022/06/29/s24/>

3. Folk Horror (animism, ecohorror, jamming the pastoral etc ) theoretical and cultural contexts

Research report <https://tanyakartblog.com/2022/08/11/through-the-lens-of-folk-horror-courbets-late-landscapes/>