Art Making Forms Table for the *Process Portfolio (pg 45)*

Two-dimensional forms	Three-dimensional forms	Lens-based, electronic and screen-based forms
Drawing: such as charcoal, pencil, ink **Painting:** such as acrylic, oil, watercolour **Printmaking:** such as relief, intaglio, planographic, chine collé **Graphics:** such as illustration and design	**Sculpture:** such as ceramics, found objects, wood, assemblage **Designed objects:** such as fashion, architectural, vessels **Site specific/ephemeral:** such as land art, installation, mural **Textiles:** such as fibre, weaving, printed fabric	**Time-based and sequential art:** such as animation, graphic novel, storyboard **Lens media:** such as still, moving, montage **Digital/screen based:** such as vector graphics, software generated

SL students should, as a minimum, experience working with at least **two** art-making forms, each selected from separate columns of the table below. HL students should, as a minimum, experience working with at least **three** art-making forms, selected from a minimum of two columns of the table below.