

SACRED HEART COLLEGE KYNETON PRESENTS...

# ART IN THE LIGHT



VCE EXHIBITION  
**2026**



**23- 27 OCTOBER**  
**OLD KYNETON**  
**PRIMARY SCHOOL**  
**BAYNTON STREET,**  
**KYNETON**

*Featuring work by  
students in VCE Art -  
Creative Practise,  
Visual Communication  
and Design and Media*

**OPENING NIGHT**  
**FRIDAY 23 OCTOBER**  
**5.00 - 6.30PM**

**EXHIBITION OPEN HOURS:**

**Friday Oct 23: 3 - 6.30pm**

**Saturday Oct 24 & Sunday Oct 25: 12 - 4pm**

**Monday Oct 26 & Tuesday Oct 27: 2 - 5pm**

[www.shckyneton.catholic.edu.au](http://www.shckyneton.catholic.edu.au)

## **WOMINJEKA!**

### **Acknowledgement of Country**

*We acknowledge that we are on traditional lands of the the Dja Dja Wurrung, Wurundjeri, and the Taungurung nations. We pay our respect to elders – past, present and emerging – and acknowledge the Aboriginal and Torres Strait Islander people's spirit, imagination and rich history of storytelling & humour that is an inspiration for all Australians.*

***"There is a crack in everything. That's how the light gets in."***

*— Leonard Cohen, Selected Poems, 1956-1968*

The theme for our 2026 Exhibition is **'Art in the Light'** and features a range of student works from VCE Art: Creative Practice, Visual Communication and Design and Media.

Students in Art, VCD and Media study the role of artists, designers and 'creators' in society, developing their individual 'art practice' and design skills, communicating ideas using a range of techniques and ultimately developing a folio of works, many of which are in this exhibition.

We've called our 2026 exhibition **'Art in the Light'**, as the nature of being an art maker is to 'bring your ideas into the light'. It also celebrates the beautiful venue we are so lucky to be using this year, the Old Kyneton Primary School, a place where, for many years, children experienced the 'light of learning'. We are now able to view the artworks of our Sacred Heart College VCE students in this amazing venue, that is so *'full of light'*.

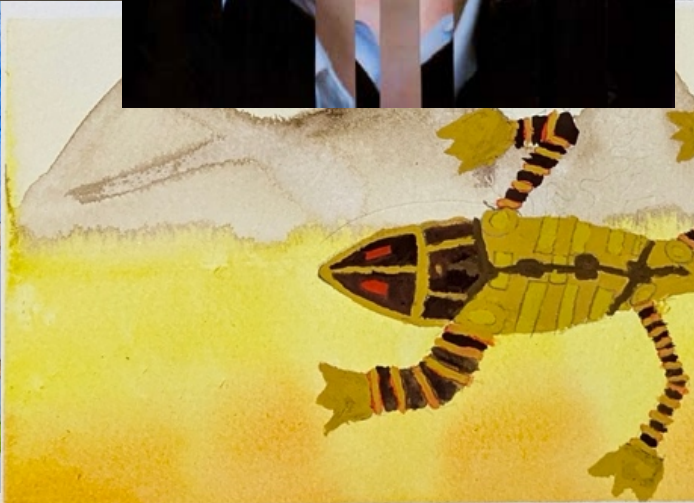
It's always a privilege to see what our talented students can create, so we sincerely hope you enjoy the amazing work our VCE students have created.

We are very grateful for the expertise of Mrs Anne Berend (*Year 11 & 12 Art: Creative Practice*) and Ms Lilly Dusting and Ms Kirsten Gibson (*Year 12 & 11 Visual Communication and Design*) and Mrs. Carla Matthews (*Year 12 Media*) for their amazing efforts. We are also enormously grateful for the talent and expertise of our talented Art Technician, Mr Peter Ashman, without whom this exhibition would not have been able to take place.

Thanks also to the other members of the Art Faculty, but in particular Ms Liz Sullivan, who is also our guest speaker for this evening, as well as Ms. Genevieve Archibald and Mr. Josh McGuffie, for their support.

It takes many hours, in and out of class time, to get our students to this stage. We are very grateful for the input of these amazing teachers and for their efforts inspiring their students to produce the work you see here!

Ben Gallagher  
*Arts Learning Leader*



# UNIT 3 & 4 ART - CREATIVE PRACTISE

## Aaron Goodwin

I am a Year 12 artist with a passion for many art forms, but specifically photography. This year I explored colour and its connection to emotion, and emotions through nostalgia, and utilised media and photography, oil pastels, oil sticks to enact this. I have an interest in psychology, and am deciding on whether I want to pursue a career in psychology or in creative design in my future. I think that I am a nostalgic person who loves to reminisce about childhood memories, and this was relevant in my work as it led me to explore nostalgia and the nature of it in Unit 4.

This focus allowed me to investigate different people's 'nostalgia'. I then realised the personal details about the individual, and what makes us different from each other. I found this investigation insightful. I am really proud of my creative journey I have gone through this year, and my final resolutions



### Unit 3

**Artist:** Aaron Goodwin

**Title:** 'Emotional Hues'

**Media:** Oil Pastel and Oil Stick on paper

My piece 'Emotional Hues' explores the human perception of colour and the concept of colour psychology - Which is, the idea that different colours influence our mood, feelings and behaviours in different ways.

In this diptych of 2 identical portraits, of contrasting vibrant warm and cool colour schemes are shown, both genderless, expressionless and generalisable to all people. The colours allow one portrait to portray happiness and the other to portray sadness to the viewer, aiming for the emotion conveyed by the face purely to be distinguished and contrasted by the viewer based on the colour schemes of the 2 works.



## Unit 4

**Artist:** Aaron Goodwin

**Title:** 'Nostalgia is Ours'

**Media:** Mixed Media (*Photography print on double matte clay coat paper, acrylic paint on paper*)

My mixed media artwork is an exploration of the nature of nostalgia and their experience. It reflects how nostalgia is a subjective experience.

Using multiple portraits of different people to form a collage of one face, the piece shows the different experiences of nostalgia. The brightly coloured brain acts a representation of the feeling of nostalgia, while the symbols surrounding the work are symbols to reflect something about each persons childhood, including rainbows, bugs and toy. They symbolise how nostalgia is built upon our unique past and experiences. Each image was from a memory of my subjects representing their childhood and nostalgic memory.

# Abbey McFadden

As an artist I have taken a lot of inspiration from Tim Burton. I am interested in sculpting clay and painting with acrylic and watercolour. I am very passionate about animals and the treatment of animals and aimed to include an aspect of those themes in my work throughout the year. My key focus included moody colours and expressionism. As an artist my work has led me to appreciate materials and the work of other artists as inspiration.



## Unit 3

**Artist:** Abbey McFadden

**Title:** 'The Hidden Self'

**Medium:** Acrylic on Canvas

The 'Hidden Self' represents two ducks, one black and one white, facing different directions. This piece highlights animal abuse in our society, showing how at a first glance, the white- pure, innocent, at peace duck, takes away from the black- endangered and abused duck. The intention of this work was to demonstrate how individuals overlook the abuse and mistreatment of animals by not taking the time to look beneath the surface.

The colour palette was inspired by Tim Burton's moody style of art, and the patterns on the ducks were inspired by three duck statues that live in my nanny and pa's living room.



## Unit 4

**Artist:** Abbey McFadden  
**Title:** 'A Nightmare in Moonlight'  
**Media:** Clay, Acrylic Paint Card Paper,  
Water Colour, Fine Liner

For my Unit 4 work, I was inspired by Tim Burton's 'The Nightmare Before Christmas' movie. Earlier in Unit 3, I looked into Tim Burton's beauty style and portraiture, as well as his use of moody colours. I wanted to follow on with these ideas and incorporate them into my Unit 4 final piece. I sculpted the face of Jack Skellington into clay, then fired and painted it.

My work focused on self identity and self discovery as the clay piece starts with Jack being alone and sinister looking, and then discovering himself and finding love in the water colour piece with Sally. This follows the storyline of the movie.

# Annabel Parker

I am really interested in photography and I wanted this to be expressed in my works throughout the year. I wanted to combine photography and drawing in my pieces.

My interests as an artist stemmed from when I was researching Jean Michel Basquiat at the beginning of the year. I like his works as he used his artworks as a form of protest and how he wanted to express an idea. My themes over Unit 3 and Unit 4 include Projection, Expression and Change and I did this by including photography, paint and oil pastels throughout the creative process and with my final resolutions.

## Unit 3

**Artist:** Annabel Parker  
**Title:** 'Through the Glass'  
**Media:** Acrylic paint and  
photography on board

My main focus in Unit 3 were the concepts of Projection and Wealth. My inspiration drew from Jean-Michelle Basquiat with his symbol from one of his works, 'Zydeco'.

Human projection was a major concept in my piece. I wanted to express the idea of the metaphysical walls that people build emotionally, and how they can be represented symbolically by a window. The window can represent an opening into a person's personal life, and something that can be opened with trust or closed when that trust is broken.

A window represents only showing and opening what you want someone else to see.





#### Unit 4

**Artist:** Annabel Parker  
**Title:** 'My Window into the Past'  
**Media:** Oil pastel and photography on paper

I continued with my idea of 'Projection' into Unit 4. My concept of including both the physical and photographic images along with oil pastel drawing to create the final artwork. I wanted to convey how the exterior is what we can manipulate.

The 'outside' is what can change. I can change the colour of the grass or the shade of the chalk on the ground, what doesn't change and what can't be manipulated is the photo of myself. That is what is real and authentic. The inside is our true self.

# Charlotte Graham

As a young artist, I love focusing on utilising many different mediums to expand my Creative Practice, and learn new techniques.

An element that can be seen consistently throughout my artworks is the use of pattern. The contrast between textures and patterns in a piece helps me emphasise my focal points, as well as presenting my underlying Meanings & Messages in new and interesting ways.

French art movements also have inspired me a lot throughout my Creative Practice journey, as I take a strong interest in European history, which I love showing through my pieces.



## Unit 3

**Artist:** Charlotte Graham  
**Title:** 'Halo Effect' (2026)  
**Media:** Mixed media including Coloured pencil, clay, brass, beads, watercolour paint and acrylic paint on wood.

'Halo Effect' focuses on the cognitive bias where we make positive assumptions on a person's character based on their physical appearance, before knowing them personally.

My piece shows hands with manicured nails and eye-catching jewellery. But despite the accessories, the hands are rotting and infecting the positive space around them with negativity.

I have explored how human nature is fallible, and how we are often struggling to control how we express ourselves. The final resolution of this work involved the contrast of 2-Dimensional & 3-Dimensional elements to exaggerate the physicality of the hands, as well as contrasting implied vs actual texture.



## Unit 4

**Artist:** Charlotte Graham

**Title:** 'The Great Exhaustion' (2026)

**Media:** Chalk pastel, acrylic paint, spreader medium, and tracing paper on craft paper.

This artwork was to emphasise the physical and emotional toll students feel during 'burnout'. I wanted to create a piece that felt relatable and honest to the audience, whilst presenting it in a unique way that incorporates multi-media.

The creative process for this artwork was to focus on learning how to paint and draw using materials that I was unfamiliar with, as well as using new approaches and styles to expand my knowledge of art techniques.

The final artwork depicts the muse who is in a tonally deficient space, blurring together the foreground and the background to emphasise how we feel when we're overwhelmed. The central figure is heavily detailed, encouraging the viewer to concentrate on the expression and body language of her. She is representative of one of the many ways we express exhaustion as a result of 'burnout'.

# Isabelle Shalders

I am drawn to the use of textiles in my creative practice as well as forms of wearable art. My practice has been developed immensely throughout this year and I have found my voice in art through influences of identity and selfhood.

The process of creating art that reflects myself or the experiences I've had, has helped me through this year. It has enabled me to 'clear my head' and grounds me in a time when so much is changing around me. These works have focused my energy to the little things e.g my gratitude for friends, family and the environment I grew up in. This process has changed my perception of what art is, can be, and how it can make a person feel. I have a deeper appreciation for the artists around me and grasp how valuable expression is in our lives.

**Artist:** Isabelle Shalders  
**Title:** 'Remember That Dress?'  
**Media:** Gouache on Calico

'Remember That Dress' is a representation of the identity and memory of childhood and its inevitable disappearance.

My work conveys the struggle experienced when growing up and needing to find a changed version of yourself (the dress no longer fits). The framed dress is the memory, whereas the dress on the mannequin is the reality. The joy and bliss of childhood is so wonderful because it cannot last forever, however we always find with nostalgia that it is challenging to remember these changes. The joy of childhood cannot be replicated in the same way when you are older.



## Unit 4

**Artist:** Isabelle Shalders  
**Title:** 'Untitled You'  
**Media:** Calico, Mixed textiles, Ink, Spray paint, Gold Leaf

My work explores the concept of finding identity. I wanted to represent the complexity of the elements that unify to become someone's identity.

The combination and variation in textures, patterns and colours in the work are the array of life experiences that an individual may experience, which ultimately influences who we are. The elements are layered, crossover and are strategically imperfect to symbolise the complete unification of a person, where each experience influences another.

I've presented my work as a singular garment of clothing to reflect an incomplete, but also, an expression of identity. A common reflection of a person is through what they choose to wear. The skirt stands alone, and is isolated, as we often don't instantly understand who we are as an individual, or who you want to be.



# Jasmine Hogbin



## Unit 3

**Artist:** Jasmine Hogbin  
**Title:** 'Belingking Beach Glass elevator'  
**Media:** Acrylic paint and UV paint on canvas

For my Unit 3 artwork I wanted to explore the upbringing of the Belingking beach glass elevator.

In my work, I wanted to represent the glass elevator that was meant to create a tourist attraction in Bali, but at the cost of damaging the environment, it was halted.

I wanted to show a natural environment with an unnatural and damaging infrastructure. I have created two parts to the painting. One is the beautiful and natural environment, with flora, coastline and seascape. However, I have included the proposed manmade glass elevator in UV paint, offering a foreign and out-of-place structure that is out of place in the otherwise idyllic natural environment.



## Unit 4

**Artist:** Jasmine Hogbin

**Title:** 'Shatter Me'

**Media:** Watercolour and Graphite on Books

For my Unit 4 piece resolution I wanted to explore how reading creates new visualisations that are their own personal experiences and responses. The book series I chose "Shatter Me" had a major impact on me and was the series that originally got me interested in reading. The novels inspired me by the heroine having the strength and courage to keep moving forward.

My final piece was created by using watercolour (not my favourite medium) to make the pages still readable and not become a fixed surface. I also went beyond the concept of painting solely onto the one surface, but painted imagery taken from the narrative, onto all three blank surfaces.

Overall, I really enjoyed completing this piece and having my own custom edges.

# Maddy Christo

I'm an artist, passionate about women's rights, gender equality and identity; you can see this in my works 'Perfect Yet?' and 'Over it Yet?'.

The idea of 'perfection' intrigues me because I am a person who chases perfection throughout my everyday life and artworks.

I am interested in experimenting with new materials and expanding my knowledge of the creative practice and process. I am also an artist who finds planning beneficial and necessary for me to create artworks that fulfill my vision. I also find it beneficial to have conversations throughout the process of creating my artworks, with friends, family and peers. These discussions have enabled me to clarify my ideas, and consider other perspectives.

I am proud of my creative journey, and of the final resolutions of my works this year.

## Unit 3

**Artist:** Maddy Christo

**Title:** 'Perfect Yet?'

**Media:** Pan pastels, Charcoal, Paper, measuring tape

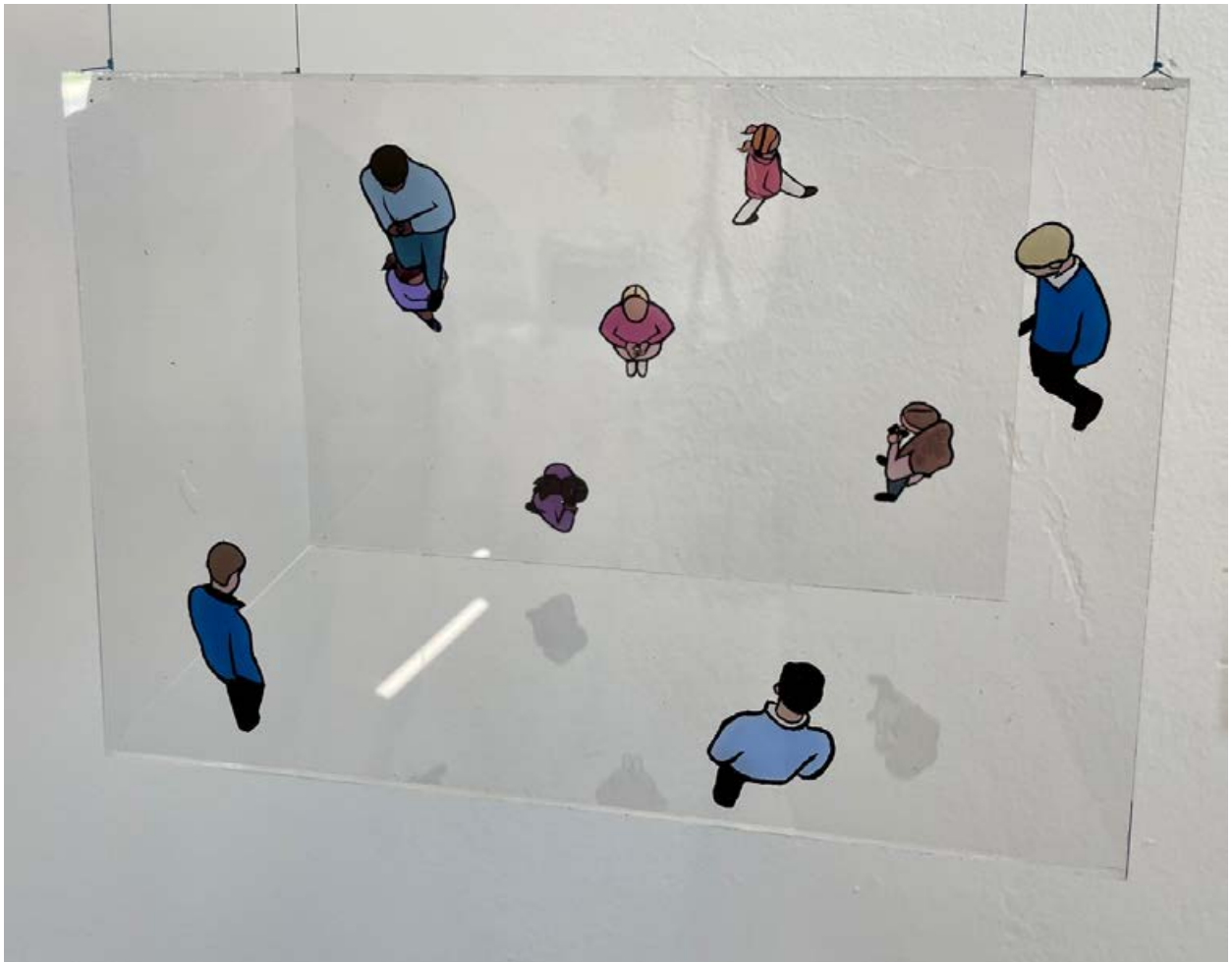
'Perfect Yet?' is a homage to women's struggles, who can feel manipulated by the media, to appear perfect all the time. It is about how women's identities can be blurred by society's expectations.

My inspiration was a famous artwork by the Mannerist artist, Artemisia Gentileschi, titled 'Judith Slaying Holofernes'. In the painting she displays women in power challenging the stereotypes held about women at that time.

The imagery is symbolic, as it comes from a personal context. I looked at the theme of identity and how people display themselves.

I created my work using pan pastels, as well as including a 3D component, being the measuring tape. The work is a representation of some of the expectations that are placed upon women by the media in our society. The work is meant to inspire women to take power of their identity and to not let society tell them how they should act and not be manipulated by superficial judgements and ideals.





## Unit 4

**Artist:** Maddy Christo

**Title:** 'Over it Yet?'

**Media:** Suspended Sculpture- Clear Acrylic Perspex, acrylic paint

'Over it Yet?' is a mobile sculpture that shows the disparities between men and women, where society has become numb to the inconsistencies between women and men, as it is so normalised.

One of my passions is 'Gender Equality' and how to bring awareness to the fact that men have an advantage in life, no matter the circumstances.

I used acrylic perspex suspended in the air. My idea was to create a void, where the varied viewpoints create interest and confuse the image.

Perspex is a material that I have not used before. I really liked the fact that it is transparent so that viewers are able to see the work from different perspectives. I again enjoyed collaborating with my peers and classmates, who were both references for the figures shown in the work, and gave feedback on the final development.

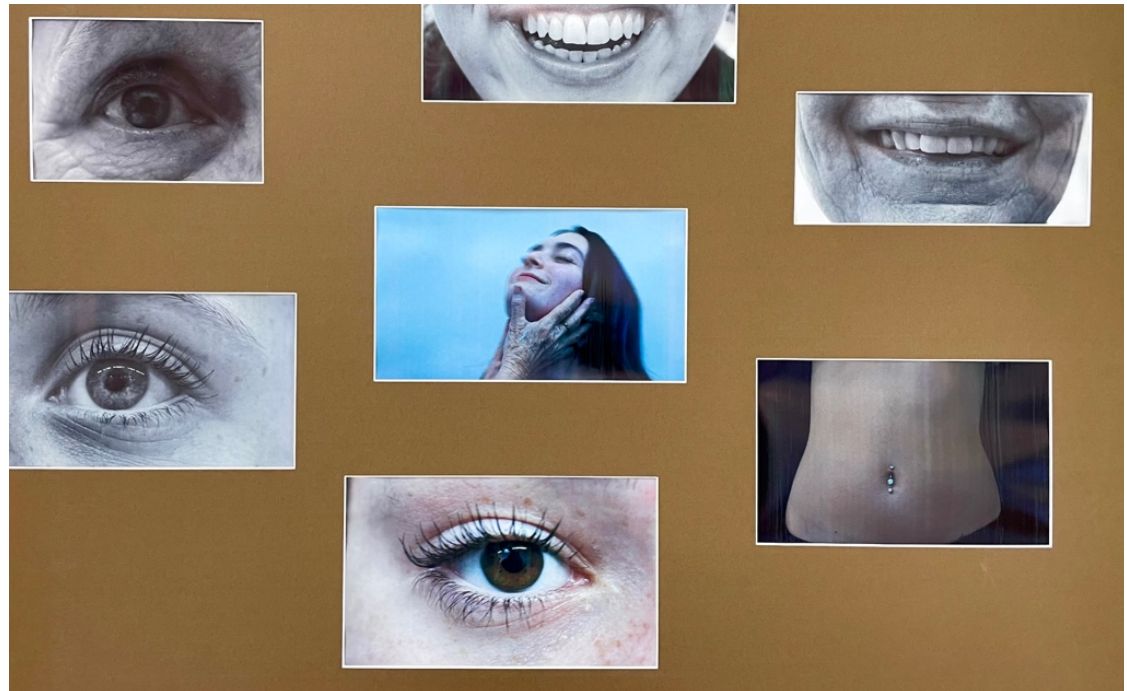
# Mischa Bennington

As an artist I am really interested in the idea of movement, how it can be depicted in a 2-Dimensional form through distortion and gestural brushwork and also the literal form of movement, particularly aging.

Throughout Units 3 and 4, my practice has explored how societal expectations influence the way we see ourselves and our surroundings. Inspired by artists Anna Park and Shara Hughes, I have experimented with photography, colour and imagined landscapes to challenge societies perspectives and encourage personal interpretation.

My work has particularly focused on the pressures placed on women through beauty standards, the experience of ageing and the gradual loss of childhood imagination as we conform to society.

Through my artworks, I aim to encourage audiences to reconsider these expectations and reconnect with the beauty, creativity and endless possibilities that can be found in both ourselves and the world around us.



## Unit 3

**Artist:** Mischa Bennington

**Title:** 'Beauty of Time'

**Media:** Satin Photographic paper

My inspiration for Unit 3 was Anna Park, as she explored movement in a 2-Dimensional form throughout her works, whilst distorting faces and disrupting the audience's traditional views of how people look in the media, particularly women.

I used her concepts as inspiration. I explored the art principle of 'movement' deciding to look at it in the physical way, that being moving through time as we age.

Using photography I examined closely the human body exploring how women are constantly battered and critiqued in society, focusing on older and younger women. Through them I wanted to capture the beauty of ageing and the experience that comes with it, rather than how society tends to emphasise the negatives . My work is about positivity.



## Unit 4

**Artist:** Mischa Bennington

**Title:** 'What we don't see'

**Media:** Acrylic on Wood with Mirror Frame

Following on from Unit 3, I picked up on the idea of imagined landscapes, inspired by Shara Hughes, who is an artist who creates imagined landscapes that become unclear.

I liked the idea of the audience being able to come to their own conclusion of where the landscape is and what it can mean.

This piece was about escaping reality into an imagined space, with a world that has endless opportunities. It is about seeing the world being colourful and light filled, like we used to when we were children. As we age, we begin to conform to society's expectations, and we lose that imaginative spark.

I've included the mirror frame to reflect and isolate the version of our younger self looking at the world. The outside dark space represents how we have conformed to see it through a generalistic context.

# Saffron Thek

I am an artist that is interested in unity and interpretation, and I am intrigued by the idea of viewers having their own interpretation and response to my art. I like to encourage wonder and imagination.

This year I have focused on the idea of 'Unity' and the morphing of beings and values to create a group or singular soul. This can be seen in both of my final pieces and throughout my exploration within my folio.

My work led me to explore many new materials and techniques such as film and fabric. I found it extremely rewarding to use dance as a way to convey the message of 'Unity' in my second work 'Union' as I find passion in performing and dance.

I am really proud of both my works and of my folio.

## Unit 3

**Artist:** Saffron Thek  
**Title:** 'Eighth Value'  
**Media:** Glaze on Red Raku

'Eighth Value' is a collection of ceramic vessels that each represent a different personal value that I find important.

In 2025, I participated in an incredible trip to a remote Indigenous community called Jarlmadangah. Eight students and two teachers from SHC went on this trip, we formed a very tight bond. The value of each vessel is based on each student that attended the trip and the characteristics that they brought to the group.

Justice, Giving, Direction, Self-preservation, Appreciation, Maternal, Listening and Communication.

The colours are representative of the landscape of the Kimberley, and the organic shapes came to me as I was creating them. I would repeat the name of the person and the value in my mind and let the shapes come to life in the form of the value. The process was both personal and reflective of my engagement with each individual.

This piece represents the coming together of people and values to create unity and togetherness. All eight work together to create one piece.





## Unit 4

**Artist:** Saffron Thek

**Title:** 'Union'

**Media:** Fabric, Light, Dowel, Ink, Audio Visual Display (1min 28sec loop)

'Union' is a mixed media piece that is rooted in the concept of unity. It explores the ideas around direction and movement through the use of dance and light.

I found it interesting to focus on just one main value, direction, and find different ways to work it into the choreography through movement and moments of synchronization, as well as physical contact and trust.

I wanted my artworks to take up space and have 'presence'. This piece is relatively large, which allows people to walk around it to see it from various viewpoints and angles.

It was a really cool opportunity to have my brother Otto be a part of this work.

# Lucy Erwin

I love spending time with animals and nature. I often transfer that love into my art work by painting the flora and fauna found around my home.

My interest and focus for this year was making lino prints and exploring what materials and medium I could print my work onto.

Throughout the project this year, I have learnt a lot about the process of print making and printing onto different materials.

## VPC Art and Design

### Module 1

**Artist:** Lucy Erwin  
**Title:** 'The Snake in a Stiletto'  
**Medium:** Lino on Paper #1  
Lino with fabric ink on T-shirt #2



The picture came from wanting to draw images that were related through a letter. In this case, my choice was 'S' - A Snake in a Stiletto. My brother loves snakes which also inspired me. The final resolution shows the large snake coiling its way out of the stiletto, and is ready to attack and bite. I attempted the image onto paper and discovered the possibility of drawing the stiletto. I love the result which I think are really cool.





## VPC Art and Design

### Module 2

**Artist:** Lucy Erwin  
**Title:** 'The Raven in a Raincoat'  
**Medium:** Lino on Paper #1  
Lino with fabric ink on T-shirt #2

I was inspired by an image that I saw on Pinterest, and wanted to recreate the style and humor of the work. My work has the black Raven who is wearing a yellow raincoat. I trialled and experimented with different block inks, but my focus was to print on a T-shirt. My final resolution was printed in fabric ink, with dual lino prints, considering the registration to align the images.



# Angie Di Fabrizio

My main interests are unicorns and other fantasy elements.

My theme for the year had an equine focus.

I enjoy making art because it makes me feel creative.

## VPC Art and Design

### Module 1

**Artist:** Angie Di Fabrizio  
**Title:** 'The Lion and the Unicorn'  
**Medium:** Pencil and watercolor on paper



My work is based on an old nursery rhyme. I was introduced to it via Lewis Carroll's 'Alice through the looking glass'.



**VPC Art and Design**

**Module 2**

**Artist: Angie Di Fabrizio**

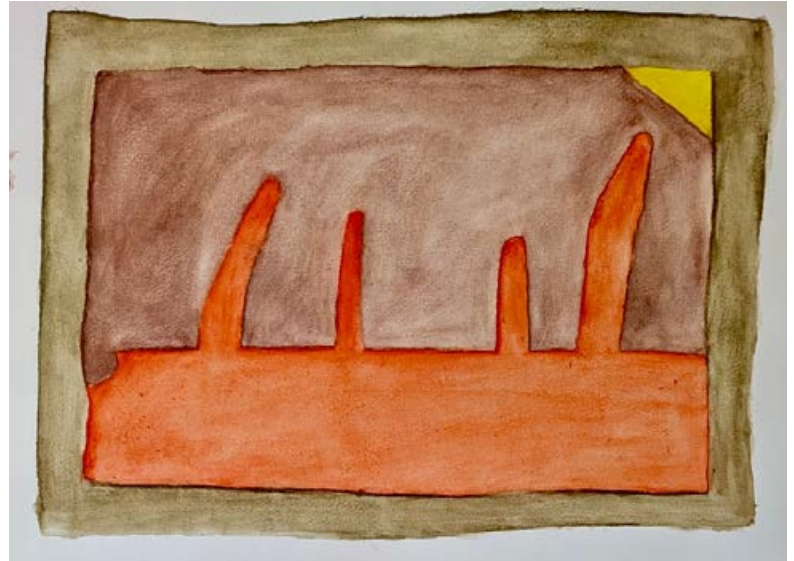
**Title: 'The Donkey'**

**Medium: Watercolor on paper**

# Ev Goodsall

My personal touch year in Art has been landscapes that I love.

I have explored themes that appeal to me.



## VPC Art and Design

### Module 1

Artist: Ev Goodsall

Title: 'Warm Volcano, Cool Waterfall' Diptych

Medium: Watercolour and Gouache on paper



I explored both 'hot' and 'cold' colours.

I used waterfalls to explore cool colours and volcanos for the warm colours.

I used water colours.



## VPC Art and Design

### Module 2

**Artist:** Ev Goodsall

**Title:** 'Beach and the Ocean'  
'Divine Beasts on Sand'

**Medium:** Watercolour and Gouache on paper

I explored the themes of landscapes.

I used the beach and ocean which I love and I also explored divine beasts which I included with my beach theme.

I used watercolour paint, ink and gouache.



# Melia Hayes

Currently my themes revolve around the interest of cultures and different ways of living, connection.

My goal is for my work to be viewed as an intimate experience where the audience can engage with my imagery, triggering their own nostalgic memories. I primarily used photography as this vehicle.

I want viewers to feel a sense of quiet, and be drawn into the small details and be fully immersed in the mouth. Ideally the audience would reflect engage with the imagery to evoke nostalgia.

I have focused, this year on using photo manipulation and collage as techniques to convey my interest in memory and nostalgia.

## Unit 3

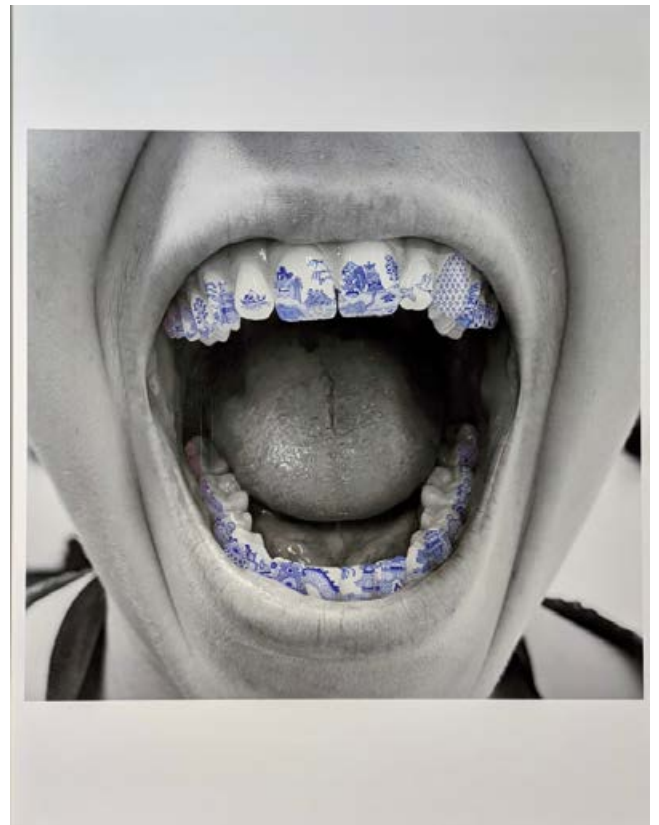
**Artist:** Melia Hayes

**Title:** 'Porcelain'

**Media:** Photo and Ink on Matt Paper

'Porcelain' explores nostalgia through the incorporation of photography, digital manipulation and hand-drawn detailing. The large-scale piece focuses closely on the figure's open mouth (my friend's open mouth), creating an intimate and confronting composition. My goal was to immediately draw the viewer's attention onto the scale and then the detail of teeth.

The starting point of this artwork is my personal experience of childhood nostalgia. The blue pattern comes from my grandmother's tea set, an object that I associate with my childhood and family upbringing. Although the tea set may appear ordinary to another person, its symbol immediately triggers recognition and memory for me. Instead of simply showing the tea set, the transformation of a detailed pattern into part of another person's body, suggests how memories can remain within. Rather than photographing the tea set itself, I wanted to explore what happens when a nostalgic symbol is removed from its original context.





## Unit 4

**Artist:** Melia Hayes

**Title:** 'Perspectives'

**Media:** Photo and Ink on Matt Paper

'Perspectives' represents the overwhelming rush of nostalgia. I achieved this through selecting photographs that capture symbols of my childhood.

More than half of the photos were taken by my father, during my childhood, which creates a comforting connection between his contribution to the work, and my own manipulation through hand and digital collage.

The imagery contrasts early memories of inner-city life, summer swimming and intimate family moments, with contemporary experiences of travel, friendship and approaching adulthood. Magazine cut-outs create a physical and metaphorical magazine-page aesthetic, while my blue sunprinted leaves emphasise my study between light and memory.

Viewers navigate through frames of my life, while reflecting on their own personal feelings of nostalgia.

# Kate Noonan



## Unit 3

**Artist:** Kate Noonan

**Title:** 'Blooming'

**Media:** Recycled Plastic, paint on Canvas

This work began with rubbish — plastic bottles pulled from the bin, cut apart, then heated and moulded by hand until each one softened into a petal. I painted them in colour and arranged them into a bouquet. The background is a painted surface and I fixed the finished flowers onto it so the arrangement sits against that flat, dark space rather than in it. The flowers look delicate, but they are made from the same material that chokes waterways and sits in landfill for centuries. That contrast is the point. I wanted to show that plastic pollution is a problem we created, and that the same material can be reimagined rather than thrown away. Nothing about the bottles changed except how I chose to see them — and that choice is what keeps them out of the environment. plastic does not have to become dangerous garbage that puts the environment at risk. It can be reshaped, repainted and given a second life. I wanted the viewer to admire the bouquet first, then realise what it is actually made of.



## Unit 4

**Artist:** Kate Noonan

**Title:** 'Pieces of Who We Used To Be'

**Media:** Photocopies, oil pastel, Graphite on Paper

This piece grew out of the flowers. If plastic can be reshaped into something beautiful, then so can we — because it isn't only the world around us that changes, we do too. I took photos of my classmates from prep and from year 12, ripped them into strips, and layered the torn pieces together so the younger and older versions of each face sit in the same portrait. The ripping matters: it breaks the image apart so it can be rebuilt as something whole. Then I asked each person to draw over their own face in crayon, the way a kid would, adding flowers, stars and scribbles. The result is playful and a little messy, but that's honest — growing up is messy, and the child is still in there somewhere beneath the year 12 face.

# Joshua Steinkrug



## Unit 3

**Artist:** Joshua Steinkrug

**Title:** 'Untitled'

**Media:** Acrylic paint on Canvas



## Unit 4

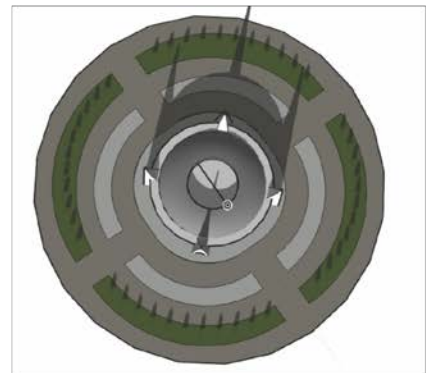
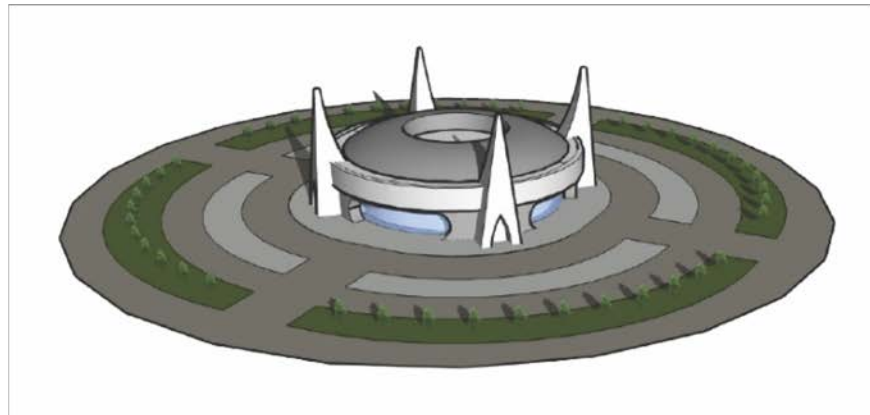
**Artist:** Joshua Steinkrug  
**Title:** 'The Four Horsemen of the Apocalypse'  
**Media:** Modelling Clay, Acrylic Paint

# UNIT 3 AND 4 VISUAL COMMUNICATION AND DESIGN

## Finn Collins

I am inspired by the designs I see in everyday life. When I see something that looks really cool or unique, I often think about how it was made and wonder if I could create something similar myself.

### SOCCER STADIUM DESIGN



My client is the Australian United Football Association (AUFA). They need a new stadium for an upcoming tournament that looks futuristic, modern and eye-catching, while also maximising crowd capacity so as many people as possible can attend.

They also need a unique trophy that represents the importance of the tournament. The trophy should have a memorable design that stands out from others and becomes recognisable to the football community, so people continue talking about it long after the tournament has finished.

# SOCCER TROPHY DESIGN



# Cate Mahoney

## **What inspired me to do Viscomm:**

I chose to take Visual Communication and Design this year as it is something I have enjoyed since the beginning of high school and I wanted to carry through into completing the final folio in Year 12. I find the subject a wonderful creative outlet that breaks up the way I study for my other classes and gives me a space to take control of my work. While yes, I enjoy the freedom of creating whatever I'd like, the design criteria outlined within my brief kept me grounded with a clear purpose for what I was designing, meaning there always had to be a justification for design decisions - something I flourished with considering the way I work.

## *Client:*

The project was created for the imaginary client: 'The Future Girls Foundation', an Australian non-profit organisation dedicated to empowering girls through the transition into adolescence, providing engaging puberty education and wellbeing resources that address the gaps in traditional education. Realizing the growing prevalence of social media in the lives of young girls, The Future Girls Foundation aimed to extend their reach with the design.

## *Comm Needs:*

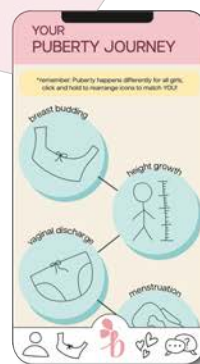
Commissioned by the foundation, 'bloom' is a brand identity and static app interface designed for girls aged 9-13, combining puberty education and social media literacy to help young girls navigate adolescence, build confidence and safely manage the pressures of the online world through an accessible, engaging and age-appropriate experience.



a welcome screen, shown each time a user opens the app



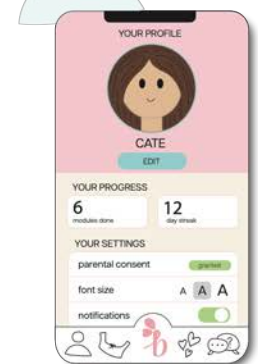
the home screen/dashboard, represented by the minimised bloom logo in the nav bar



the puberty journey tracker, represented in the nav bar by one of the hand drawn symbols featured in the screen itself



each tracking milestone leads to an information page when clicked on, this can be referred back to by users at any time and exited via the arrow in the top left corner



a personalised profile/settings screen, found in the person-looking icon on the nav bar



social media helpers, represented by hearts in the nav bar. girls complete modules to earn helpers, which live on a clickable bar that leads to referable information



once clicked, the helper is blown up at the top of their specific information page, making learning and reading more engaging for users



a searchable Q&A type portal, allowing girls to access medically backed information at anytime about questions they may be having

# bloom

## Static App Interface & User Flow

# Valentine Smith

What inspires me most about design is the opportunity to express creativity and individuality in a unique and meaningful way. I believe that no two people think exactly alike, and these differences in perspective, imagination and problem-solving create endless possibilities for creative expression. Design allows individuals to communicate ideas, emotions and messages through their own distinctive approach, turning abstract thoughts into tangible outcomes. I am particularly drawn to the freedom that design provides to experiment with different concepts, challenge conventional thinking and develop original solutions. For me, design is not simply about creating something visually appealing; it is about exploring ideas, expressing individuality and finding innovative ways to communicate with others.

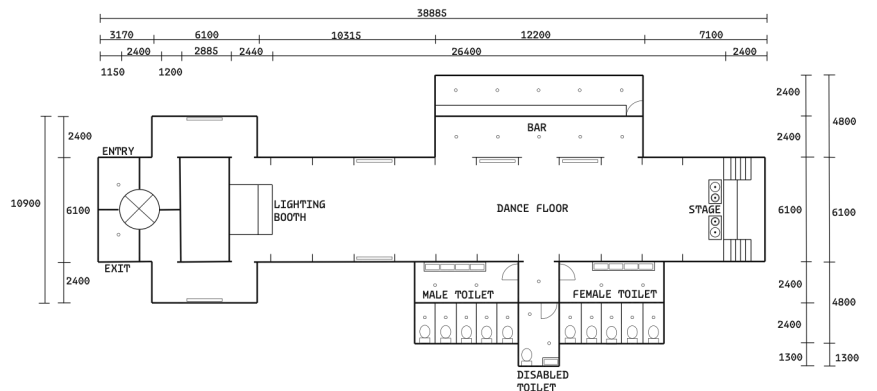
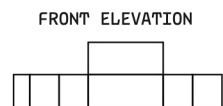
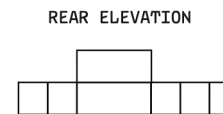
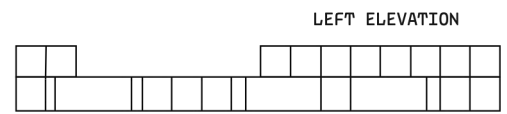
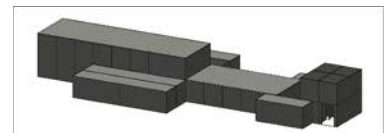
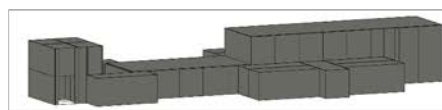
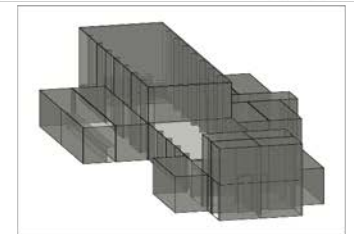
## CLIENT

**Blank**, A group of up and coming DJs wanting to create their own environment to share, play and enjoy their music in a live space to an audience. Their goal is to create a new, exciting, different and edgy place after a well known lack of difference and extreme similarity in nightclubs. Blank aims to influence a shift away from just the music to emphasis on the space you are in while being out.

## COM NEED 1

Presentation one will focus on the physical space and user experience of the Blank Nightclub, This includes the architectural layout, Interior floor-planning and the overall layout of the club

## BLANK FLOOR PLAN, ELEVATIONS AND 3D MODEL

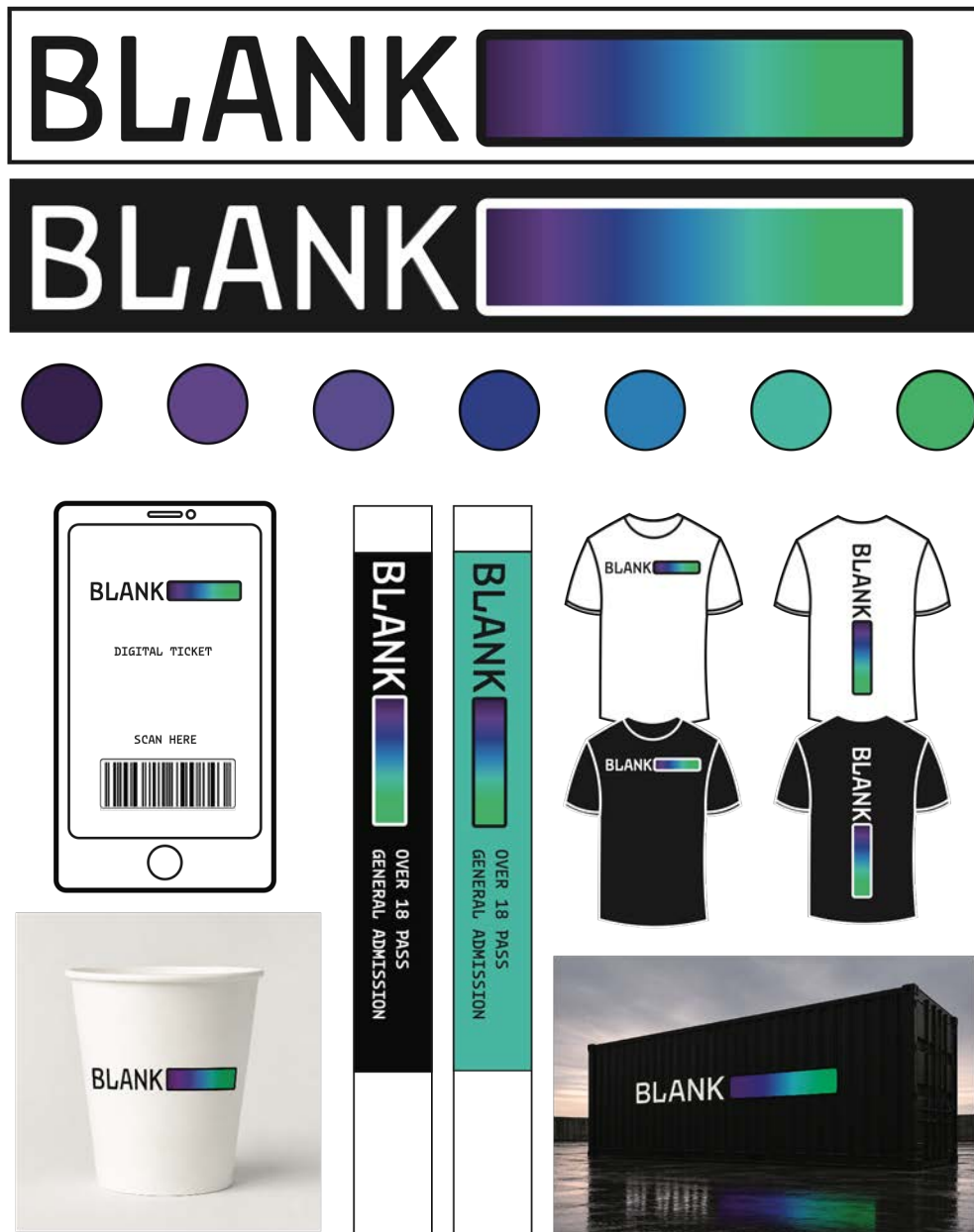


## COM NEED 2

Presentation two will focus on the Logo and branding of The Blank brand.

# BLANK LOGO

BLANK LOGO ALONG WITH  
CONTEXT OF WHERE IT MAY  
BE SEEN.



# Sae Tsuya

What inspired you to do VCD/what you find inspiring in the design world

What inspired me to pursue Visual Communication and Design in Year 12 was my long-standing interest in technical design. I've always had a passion for architectural façades and interiors, with the extensive opportunities to tailor environments to be functional, personal, and aesthetic to whomever the design is for. It is a whole different way to express a desired outcome, and the challenge of working within constraints, technical necessities, and aesthetic design is something I enjoy overcoming.

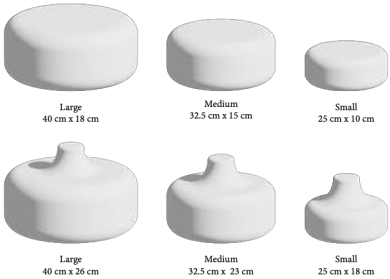


## Client

My client is Vale Haus, a Melbourne-based non-profit holistic health and wellness organisation that is based on the ethos of relieving the toll and burden that the younger generation experiences in schools, urban environments, etc. Seeking a restorative retreat environment, located in Altona, Melbourne, focusing on the exterior and façade to be approachable and attentive to the younger generation, in a wellness field commonly catered towards older generations. Additionally, they seek accessory lighting to be displayed within and amongst the interior to enhance the restorative experience, being modular and ambient for both aesthetic and functional practicality. Both are presented with presentation boards and a physical mock-up.

# Luma Stack

Modular Lighting System



|        |        |        |        |        |
|--------|--------|--------|--------|--------|
| A36771 | F4D3A6 | AFC5DC | C1D1B7 | F5F7F6 |
|--------|--------|--------|--------|--------|

|                |            |                |
|----------------|------------|----------------|
| <b>MOCK UP</b> | Modelling  | Luma Stack     |
| 1:100, A2      | 03/09/2026 | Sae Tsuya   04 |
| Scale          | Date       | Name, No.      |

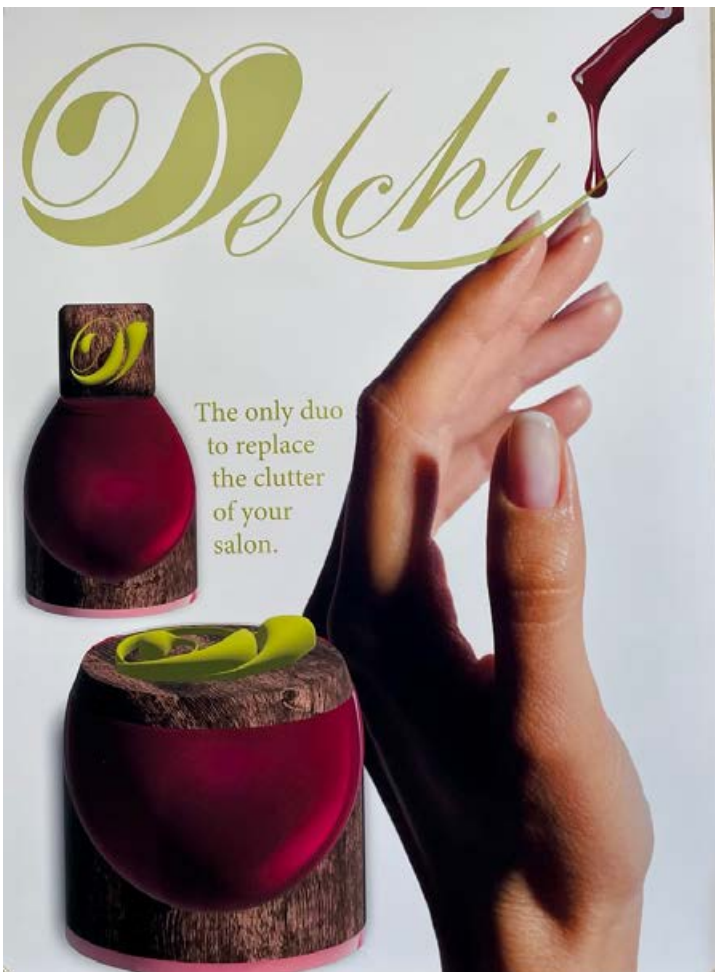
## Dylan Pozar

I'm a Year 12 student who chose Visual Communication Design because I've always liked design and wanted to learn more about it. I enjoy developing ideas into something practical and visually appealing. For my folio, my client was Nodex, an upcoming streetwear brand targeting people interested in contemporary streetwear who value both style and functionality. The brand needed a recognisable visual identity and an adaptable puffer jacket that communicated protection and versatility, with detachable and adjustable features to suit different weather conditions and personal preferences.



## Neve Comber

My name is Neve Comber, Viscom has given me an insight on all the inner workings of design and provided me with a new appreciation for all the things i use in everyday life that i previously had not looked at and admired how long it would've taken to design and the innovation and creative thinking it takes to create a great design. My client is an up and coming salon and online nail supply store looking to rewire how we view the nail salon and give their users a personal relaxing experience for luxury clientele. the communication need one was to create a set of nail products that would address generic nail product issues. my second communication need was to create a brand identity and logo for the brand that reflect their core values.



# Charlotte Crabtree

My name is Charlotte Crabtree, and I chose Visual Communication and Design because I value marketing and branding and want to explore how design can be put into a business in future. I have strong interests in fashion, film, media and visual culture, and I am inspired by iconic fashion eras, influential designers and the way design can reincarnate memories and past trends into the present.

The client for my project was a fashion house called *Muse*. Muse aims to revolutionise fashion and media, bringing vintage eras and moments back into today's society. The mission is to deliver the iconic history of the media, such as your favourite movies, TV, fashion, food and music and create an immersive experience where the audience can be introduced to and revisit these iconic moments in the entertainment industry

The final presentation requires a brand identity and pop-up store to attract attention. The brand aims to be innovative and modern, while the space is immersive and futuristic. Overall, Muse believes that reminiscing and finding appreciation for the past is just as important as the next new trend, so we are bringing the best of iconic media "back to the future"



Bringing the past to the future by reincarnating your favourite movies, moments and eras. Here at Muse, we are choosing a specific decade and place that was truly iconic and educating today's people on the most renowned media moments by transporting timeless basics, food or drink and movie or TV show into our brand. We, as a brand, want the historic eras of fashion to be remembered by the food of the time or the movie of the day, so we invite you to step into our experience with an open mind to nostalgia and evolution



# UNIT 1 & 2 ART - CREATIVE PRACTISE





