

WASH / MW Crew

Space Studio Project 2: Additive Style Series

Realist shoe checkpoint at the end of space studio on 2/5

Complete series due at the beginning of space studio on 2/12

Challenge:

Use additive building techniques to gain an understanding of constructing a common form, your shoe, in three different styles-- realist, abstract, non-representational. Expand your creative problem solving skills by creating this series primarily out of masking tape. Scale should be close to the actual size of your shoe with the realistic version. Scale may vary with other style versions. Document all aspects of your work as it evolves in your visual journal.

Key Terms:

Realistic: Describes a representational style that is relatively faithful to the appearance of things in the real world.

Abstract: A mode of representing identifiable objects that, to a greater or lesser degree, stresses the essential rather than the particular. Extracting the essence of an object; to separate or draw something out through simplification and/or exaggeration.

Non-representational: A style that does not readily represent any object, figure or entity recognizable from life.

Objectives:

- Observe and analyze characteristics and functionality of your shoe through careful observation and research.
- Conceptually adapt, replicate, stylize, exaggerate and modify the representation of your object using three different styles.
- Create an ambitious series of forms.
- Gain additive building skills by utilizing thoughtful layering in three dimensions.
- Practice critical thinking and creative problem solving skills while working within a series.

Materials:

Masking tape will be your primary material. You may use a range of brown/tan masking tape; no additional color may be used. Cardboard/card stock/paper and glue may be used as a minimal sub-structure but should *not* remain visible in the final design.

Grade Evaluation:

Each shoe is worth 1/3 of your total grade.

Review WASH project rubric for specific grading criteria.