

WASH

{Workshop in Art Studio + History}

surface

STUDIO

{p1} Cut it out: phase one

due at the beginning of our *next* surface studio:
Tuesday, January 23rd at 9:30am

Investigate the following:

We will be looking for evidence in your visual journal. Sketch, identify & record your making process/ ideas.

Elements + Principles of Design {!!!}

asymmetry
balance
closure
composition
concept
craftsmanship
crop
critique
density
form
geometric
habit
interpretation
negative space
orientation
pattern
perception
picture plane
proximity
repetition
rotation
spatial
symmetry
tension
thumbnail
visual communication

Challenge:

Using Sharpie on white copy paper (with scrap paper underneath to avoid bleeding), make at least 30 polished thumbnail solutions in an effort to create dynamic compositions emphasizing **LINE, PROPORTION/SCALE, & VALUE**. You must use between 3 to 9 geometric shapes in each thumbnail while being limited to any combination of rectangles, squares, circles and triangles. Create a minimum of TEN thumbnails for line, TEN for proportion/ scale and TEN for value. **All thumbnails must be the exact same size.** Carefully and cut the the thumbnails apart from one another. Store them in VJ using a folder, envelope, or bag.

DO consider craftsmanship...always, in ALL ways.

DO play with placement, scale & distance between shapes; explore/pay attention to the composition, relative to the square format.

DO think about variety, unity & pattern.

DO explore cropping shapes off the edge of compositions.

DO explore overlapping & tension within the composition.

DO NOT use less than three shapes per composition.

DO NOT use more than nine shapes per composition.

Materials: VJ, Black Sharpies, metal ruler, pencil/eraser, scissors/X-acto knife/paper cutter for neatly cutting thumbnails. You might find it helpful to use a circle/square template, or simply trace shapes you desire in your designs.

Polished Thumbnail Solution...what is that?

Thumbnail: A series of square studies created in preparation & research for a project. This process allows the artist to push beyond the first solution, to discover the most innovative & creative solution. This takes time & is a valuable part of the artistic process.

Polished: This is something that demonstrates time, review & careful calculation. Using a ruler to complete a consistently measured template so all of your thumbnails are the exact same square dimensions.

Grade Evaluation:

Design + Concept + Craft + Critique/Presentation & Artistic Process

Timeline:

30 polished and cut thumbnails are due at the start of our next surface studio:

9:30am on Tuesday, January 23rd

Collaborative Teaching Team:
Adam + Valerie

shsuWASH.com

Tuesday+Thursday Crew

Spring 2018