WASH / MW Crew

Space Studio Project 3: Modular Multiples

Material deadline for first workday 2/14
Process critique on 2/21
Due at 1:30pm on 2/28

Challenge:
Design a dynamic sculpture that emphasizes volume, texture and repetition through working with multiplied (simple) objects. Choose one priority object and one connector that can create an ambitious form simply by combining their characteristics in a repetitious and well-crafted manner. Your chosen material may be purchased or found, but the surface of the material/item may not be altered (painted, stained, etc.) The final piece can either be free standing or designed to hang on the wall, but must be at least 2 feet in tall and wide.

Key Terms:
Found Object: Everyday common objects, usually of low monetary value used as components of a work of art that retain recognizable aspects of their original form and/or context.

Modular: **C**omposed of standardized units or sections for easy construction or flexible arrangement:

Objectives:

- Practice material sensitivity and high quality craftsmanship while working with everyday materials.
- Complete thorough research and problem solving abilities throughout the process.
- Understand the nature of multiplicity through a process of connecting and building.
- Push simple materials to their fullest potential.
- Make an ambitious sculpture that engages with space in active ways.

Materials: One hundred or more of your chosen primary object. This should be a cheap object and a material that you can very easily get a lot of. You will want to consult the hazard material list in choosing this item.

One "connector"-- the chosen material you will be using to connect, attach or bind all of your multiples together. Not sure where to start? Here are a few examples of connectors: string, rubber bands, twist ties, paperclips, yarn, paper, or wire.

Required research:
In your visual journal, plan your desired outcome and complete a series of five or more drawings that specifically show how you plan to attach and build upon your material. Your drawings should show your building process, an overview of your completed design from several angles/perspectives and several details that address how you will connect your multiples. Be sure to test materials before committing to a process, and it is recommended that you touch base with faculty about material choice to seek feedback before getting started. Record all findings and research in your visual journal.