

3D Explore

Examining the Language of Design through Sculpture

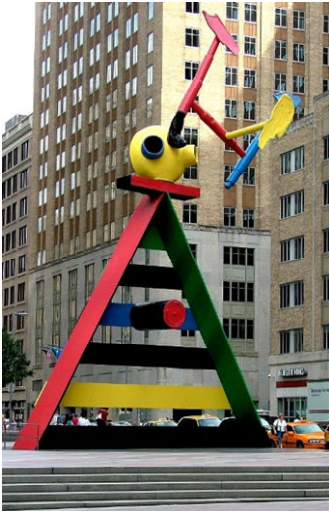
Goal: To collaboratively and creatively demonstrate understanding of the formal and aesthetic/ expressive qualities of clay and sculpture through the creation of a book.

Creative Prompt: Work with a partner to select 12 different works of 3-dimensional art, each one representing one of the VA vocabulary words. (Make sure you find an example of each- there can be some overlap, for example: You might find a piece whose formal qualities consist of Line and Texture, and Contrast, but the use of line is most present) Include a variety of **functional** and **expressive** work.

VA Explore: Book Page Example

Make sure to include 12 different pages, each one demonstrating one of the elements or principles

Make sure to include a color picture of the art work!



1. The Element/ Principle demonstrated:

Color

2. The artists name, title of work, and media:

Joan Miro,
Public Art Sculpture
Iron

3. A Description of how this piece demonstrates the chosen Element or Principle:

Miro used the **primary** colors red, yellow, blue, the **secondary** color green, and black on his sculpture. He repeated the colors through out so that it seems **unified** and moves the eye around. All the colors are **intense** and **bright** which create **contrast** against the dull colors of the city in the background.

4. Is this piece functional or sculptural? Both? How can you tell?

These pieces are sculptural because the artist has created an installation the viewer could walk around.

5. What stood out to you about this piece? Why did you pick it?

The colorful, whimsical design set in a urban city block.

For each example include:

1. The Name of the Element/ Principle demonstrated
2. The artists name, title of work, and media
3. A brief Definition of the Element/Principle
4. Is this piece functional or sculptural? Both? How can you tell?
5. What stood out to you about this piece? Why did you pick it?

1

Choose your format!

Hand made/neatly hand written text
PowerPoint
Microsoft Word etc.

Book Organization:

- Print pictures in color, type or neatly print text in pen.
- Include a cover page (or front cover including names)
- Include a table of contents
- Make your book creative and engaging

Collaboration: Work together as a team for every part of the project

- Each team member should collect images individually and then bring them together to pick your favorite and see which ones best demonstrate chosen principles
- Each team member can take leadership over a specific section, but both team members need to give input.
- Exchange contact information so if your partner is absent you can still communicate.

The artists you choose are not limited to the following list but need to be well known potters or sculptors form Art history: (use VA library and ceramics monthly magazines, as well as the internet)

Sculptural:

Richard Serra
Maya Lin
Alexander Calder
Robert Arneson-
Peter Voulkas
Auguste Rodin
Jody Naranjo
Walter De Maria

Patricia Renick
Alberto Giacometti
Henry Moore
Totem Poles
Manuel Neri
Viola Frey
H.H Stewart
Andy Goldsworthy

Functional:

Native American Pottery
Maria Martinez
Gary Jackson
Pablo Picasso
Ray Bub
Italian Sgraffito Pottery
Greek Pottery
Paul Soldner

Art Elements

- 1. Form** is an element of art that is three-dimensional and encloses volume. Cubes, spheres, and cylinders are examples of various forms.
- 2. Line** - is a mark on a surface that describes a shape or outline. It can create texture and can be thick and thin. Types of line can include actual, implied, vertical, horizontal, diagonal and contour lines.
- 3. Shape** - an enclosed space, the boundaries of which are defined by other elements of art (i.e.: lines, colors, values, textures, etc.) Shapes are flat and can be grouped into two categories, geometric and organic.
- 4. Space**- Real space is three-dimensional. Space in a work of art refers to a feeling of depth or three dimensions. It can also refer to the artist's use of the area within the picture plane.
- 5. Texture** - is about surface quality either tactile or visual. Texture can be real or implied by different uses of media. It is the degree of roughness or smoothness in objects.
- 6. Color** – Color, also known as 'hue' has Intensity, and Value.
Complementary colors: Opposites on the color wheel, when mixed together create neutral tones. (red and green, blue and orange, yellow and purple)
Analogous colors: Colors that are right next to each other on the color wheel: (red, red-orange, orange and blue-green, green, and green-yellow)
Intermediate (Tertiary) colors: In between primary and secondary colors on the color wheel: red-orange, green-blue, blue-violet, are all examples.
Warm colors: Come forward visually- Red, yellow, orange, red-violet etc.
Cool colors: Recede visually- Blue, green, blue-violet etc.
- 7. Value** - is the degree of light and dark in a design. It is the contrast between black and white and all the tones in between. Value can be used with color as well as black and white. Contrast is the extreme changes between values.

Design Principles – Putting the Building blocks of the Elements together

- 1. Emphasis** in a composition refers to developing points of interest to pull the viewer's eye to important parts of the body of the work. This can be achieved by creating **Contrast**. (light vs. dark, bright vs. dull, small vs. big, smooth vs. rough, etc.)
- 2. Balance** is a sense of stability in the body of work. Balance can be created by repeating same shapes or by creating a feeling of equal weight. There are two primary types of Balance: Symmetrical and Asymmetrical.
- 3. Harmony** is achieved in a body of work by using similar elements throughout the work, harmony gives an uncomplicated look to your work.
- 4. Variety** refers to the differences in the work, You can achieve variety by using difference shapes, textures, colors and values in your work.
- 5. Movement** adds excitement to your work by showing action and directing the viewers eye throughout the picture plane.
- 6. Rhythm** is a type of movement. It is seen in repeating of shapes and colors. Alternating lights and darks also give a sense of rhythm.
- 7. Proportion** or scale refers to the relationships of the size of objects in a body of work. Proportions gives a sense of size seen as a relationship of objects. such as smallness or largeness.
- 8. Unity** is seen in a painting or drawing when all the parts equal a whole. Your work should not appear disjointed or confusing.