

Advanced 3D

Modular Sculpture (A3D)

Requirements:

- A) Use of primarily ONE object/unit
 - i. Human-made
 - ii. Collected from your life + classroom
- B) Consideration of Repetition of Object/Unit
 - i. What was original purpose?
 - ii. How can you transcend the object?
 - iii. Least intrusive connection
- C) May be representational / abstracted (thematic), but can also be non-objective (interesting/unique visual form)
 - i. How to add VARIETY to all that Unity?
 - ii. As well as details

Objectives (100 points):

- 1) Something Turned In? (40 pts)
- 2) Thorough understanding of Materials/Methods (structure)? (0-25 pts)
- 3) Clearly presented idea – use of repetition/pattern? (0-20 pts)
- 4) Unique Design and/or Compositional Aspects (variety)? (0-10 pts)
- 5) Transcending the object? (0-5 pts)

Other Objectives:

- One – two pages of sketch ideas (0-5 pts)
- Daily Studio Performance? (0-15 pts)
- REFLECTION/Critique/Sketchbook notes? (0-15 pts)

Procedures:

- A) Sketch ideas
- B) Gather / collect material(s)
- C) Complete final sculpture