

Portfolio 3D

Color and/or Texture (P3D)

Requirements:

- A) Use of Any Materials (think of inherent color & texture)
- B) Consideration of both visual and physical construction
- C) Color and/or texture as SIGNIFICANT visual element
- D) Working directly on sculpture
- E) May incorporate Thematic or Concentration Ideas

Objectives (25 points x 4 = 100%):

- 1) Something Turned In? (10 pts)
- 2) Thorough understanding of Material(s)/Methods? (0-6 pts)
- 3) Use of Color and/or Texture? (0-5 pts)
- 4) Content – concentration or other theme? (0-4 pts)

Other Objectives:

- Daily Studio Performance? (0-15 pts)
- REFLECTION/Critique/Sketchbook notes? (0-15 pts)

Procedures:

- A) Work on/Complete Final Piece