

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) Use of color and/or texture as SIGNIFICANT visual element
- D) Working directly on sculpture
- E) May incorporate ideas from Concentration

Objectives (100 points):

- 1) Something Turned In? (40 pts)
- 2) Thorough understanding of Material(s)/Methods? (0-25 pts)
- 3) Use of Color and/or Texture? (0-20 pts)
- 4) Content – concentration or other? (0-15 pts)

Other Objectives:

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

Procedures:

- A) Work on/Complete Final Piece