## House of Cards

| Repetition: refers to one object or shape repeated in a <br> composition as an element of design | Form: An element of art that is three-dimensional and <br> encloses volume; includes height, width AND depth |
| :--- | :--- |
| Movement: A principle of design used to create the look <br> and feeling of action and to guide the viewer's eye <br> throughout the work of art. | Multiples: A series of identical art objects used in <br> sculpture or design |
| Texture: the feel, appearance, or consistency of a surface <br> or a substance. | Plasticine clay: oil based polymer materials used for <br> modeling and sculpting; artists use to showcase artwork <br> before someone actually buys for commissions |
| Subodh Gupta: Indian sculptor who takes everyday <br> objects to be ready-made art; brass, pots, pans, cow dung | Ready-made art: artworks made from manufactured <br> objects |
| Marcel Duchamp: artist who challenged the notion of what art is; a associated with Cubism, conceptual art and Dada <br> who made readymade artworks, like his artwork, Fountain |  |


(Dow High Example)


John Petrey


Tara Donovan - Styrofoam Cups Poker Chips, Dice, Playing Cards


In-Class: We will be highlighting the artist Subodh Gupta and Marcel Duchamp in class together discussing his artwork. Do not use these artists as your independent research.

Multimedia Artist / Multiples Artist (Research): In your sketchbooks, print images of four artworks from one or two artists that uses multimedia and/or multiples in their artwork. We have already discussed Tara Donovan in this class from prior projects, you may refer back to her for review. However, you may NOT use her for this research. Analyze the works and critically think about how they used multiples to their advantage compositionally by answering the following questions:

- Where do you see movement in the piece and what causes that?
- How might materials used contribute to the purpose of the artwork?
- What is the artist doing with the materials?

Design Your Idea (Research): Sketch your ideas in your sketchbooks before moving on to modeling. You may choose any representational form that you would like as long as it can stand on its own and is sturdy. The size of your sculpture must be at least 24 " in one direction.
Use your artist research as an inspiration or you may use other images as a references with citations. Think of how you can include contrast in a form as well as movement using repetition with the deck of cards given. Think of these questions and make notes in your sketchbook:

- Does my design have volume/form? If it is flat, you need to make it have form.
- What kind of texture do you envision your idea to have? (smooth, prickly, geometric, etc.)
- Where is there negative space? Can one see through your design in certain areas?
- What kinds of design qualities can your deck of cards add to your design? Think of what is on a playing card. There is a solid colored side versus a white side. How can you use that to your advantage?
- We have teal, purple, orange and blue colored cards for you to choose from.

Do the following:

- Do at least 6 sketches to get your idea on one-two pages in your sketchbook using fronts and backs of pages. Write notes of thoughts on each sketch.
- Pick your best idea from these sketches and do 3 additional detailed sketches around that one idea to help develop the design further. Develop the formation of the sculpture on one page in your sketchbook.
- Choose your final design. Do a technical sketch of what your design will look like from different perspectives.

Rough Draft: You will get a piece of plasticine clay to sculpt a model of your final project. This will be a mini version for you to refer to as you build with playing cards. Think of texture, movement and direction. Take a photo for reference on your Google sites as a process photo.

Activity: You will get a small piece of posterboard. Cut it into 6 card-sized rectangles. Together we will do the first three to see how we can cut and manipulate a 2-Dimensional object to become 3-Dimensional. Follow along with your instructor as she demonstrate techniques you can use and then think for the last three cards for independent practice what you need to do for your chosen design. Take photos of these techniques practiced for Google Sites.

Final Project: For this sculpture, you will begin with 10 sticks of hot glue, two decks of cards and a hot glue gun. You will construct any representational form that you want using cards and glue only. Glue should be structural only, not sculptural. Cards can be used on either side to take advantage of patterns or colors. Any card may be folded, cut, curved, but no other armature material may be used. If you have difficulty with the cards not sticking together, you can use sandpaper to rough up the surface of the card so the glue bond better. Be careful of hot glue. Some students will use a small container of water to dip their fingers into before pressing on glue. Final sculpture must be able to stand on its own.

## Self Analysis: House of Cards

Name: $\qquad$ Hr : $\qquad$

1. What is your idea/design?
2. What was the hardest part about this project?
3. If creating this same piece again, how would you approach it differently?
4. Did the sculpture turn out the way you had planned

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