

3D Portfolio Prep & AP 3-D Design Summer Projects

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All projects must be completed and turned in on Tuesday August 19th.
Failure to complete the summer projects will result in automatic removal from the course. Please contact Ms. Montana via email if you have any questions.

3D Portfolio Prep: CHOOSE 2 PROJECTS TO COMPLETE FROM THE LIST BELOW. AT LEAST ONE OF THESE PROJECTS MUST BE BASED ON THE MUSEUM TRIP.

AP 3D Design: CHOOSE 4 PROJECTS TO COMPLETE FROM THE LIST BELOW. AT LEAST ONE OF THESE PROJECTS MUST BE BASED ON THE MUSEUM TRIP.

Visit the National Gallery of Art and/or the Hirshhorn Museum located on the Mall in Washington DC (metro stop: Smithsonian/blue/orange line) OR the National Portrait Gallery/Museum of American Art (metro stop: Gallery Place/Chinatown/red line). Bring your sketchbook and camera to record what you see. The following assignments will be based on what you see at the museum.

Museum Based Projects, #1-3

1. Artist Inspired Sculpture

Make a sculpture inspired by one of the sculptures that you have seen. DO NOT DIRECTLY COPY THE SCULPTURE! Be sure to include a sketch or photo of the sculpture that inspired you. Include the artist's name, the medium and date of the work.

2. Masterwork Remake

Recreate an artwork that you have seen, alter the texture, surface, color or type of the material of the work so that viewers respond to it in a different way. The new effects could also be created by painting or drawing on the surface or you could devise some other way of changing the piece's meaning.

3. Combination of artwork

Find at least two artworks in the museum that appeal to you. Combine elements, material or style of each to create an original work of art.

Non-Museum Based Projects, #4-10

4. Mechanical Imitation of Nature

Create an item found in nature using very constructive, manmade materials. Examples: flowers made with metal bolts and nails, an animal constructed with computer parts, a human figure made of glass bottles. It may be your desire to combine several small items to create an ensemble of sculptures. Height: ten inches.

5. Human Bust

Create a human bust by using balled newspaper and masking tape. Construction should begin with a ball of newspaper, which is layered and layered with more paper and tape until it is life size. Add a roll of paper intertwined within itself to make a supporting neck. The surface can be covered with tape as the facial features are created out of the basic ball structure. Hair can be streams of tape. Total height should be at least 12 inches.

6. Architectural Model

Imagine that you have inherited a piece of land with a concrete platform with a series of columns on it. Your job is to design a structure using the platform and columns as your foundation. The platform is 32'x40' in size with columns spaced evenly on it every eight feet across. Make a miniature model of the structure that you would build. You may build up or keep it on ground level. Materials: foam core, cardboard, chipboard, balsa wood and other materials. Please design your structure to scale (1"=4'). Your model will be 8"x10".

7. Joinery

Using any materials, create an additive sculpture in which the way the parts are held together is a significant aspect of the design. No screws, nails or glue can be used.

8. Texture/Color Project

Create a work in which the color and texture unify or balance the overall composition of the piece

9. Found Object Project

Put together three or more found objects in such a way that they present a coherent whole. In a successful solution, the new whole will be perceived before its components.

10. Visual Textures

Recreate a former project from Ceramics/Sculpture or Portfolio Prep or using an existing object, manipulate its surface to alter its visual texture and affect the way viewers would respond to it. The new optical effects could be created by painting or drawing on the surface or you could devise some other way of optically changing the visual texture of the piece.