

idi Design Thinking

Iconic Sculpture

Objectives:

- A. Create a conceptual 3-dimensional model that is inspired by the painting provided to you in class.
- B. Sketch your ideas prior to building the model. Bring two sketches minimum to class.
- C. Sketch the final design. Bring sketches to class.
- D. Answer the following questions in class next week to explain how you came up with your sculpture:
 - Where does your eye go first in the painting?
 - Where does your eye go first in your sculpture?
 - Do you feel the painting is more open or closed or somewhere in between (sense of enclosure?)
 - Do you feel your sculpture is more open or closed or somewhere in between (sense of enclosure?)
 - Describe your sculpture using the vocabulary terms we have discussed (Linear, planar, geometric qualities, transformative qualities, etc.)
 - Is there any order in the painting or is it all chaos?

Project Guidelines:

1. A minimum of 20 planar elements must be used (folder). A minimum of six linear elements must be used (sticks). The linear elements can be grouped or glued together.
2. A linear element is to be any length of wooden skewer.
3. A planar element is to be a thick, monochromatic card stock (such as a manila folder), any size and any shape.
4. Planes may be bent, folded or curled.
5. Model to be monochromatic -no color is to be used, no matter how colorful the painting!