

# WASH

[Workshop in Art Studio+History]

## space

### elements of design:

point, line, shape, value, texture,  
color, space, volume, mass

### principles of design:

balance, variety, harmony, rhythm,  
repetition, scale, movement, time

### additionally investigate:

open vs. closed forms  
gestalt principles  
surface+skin  
internal structures  
visual transformation  
being intentional  
ambition  
conceptual themes  
methods of attachment  
artistic habits  
pushing beyond the  
expected solution  
tension  
sampling

### cardboard

cut it, score it, hole punch it, tear it,  
wrinkle it, mold it, bend it, burn it,  
wrap it, twist it, roll it, sand it, slice  
it, splice it, poke it, layer it, glue it,  
rearrange it, organize it, wet it, dry it,  
peel it, wear it...don't smoke it.

## Sphere Blitz

### Challenge

Working with a primary single material, cardboard, make three [3] basketball-sized spheres. Hot glue may be used as binding agents on two of the spheres. Focus one sphere on each of the following structural concepts

1. surface/skin
2. internal structure/skinless
3. NO glue or fixatives [only cardboard]

### Objectives

- Be self directed in research, experimentation, and problem solving
- Work constructively and creatively within a deadline and according to parameters [materials, scale, structural concepts, binding agents, timeline]
- Develop joining, scoring and cutting methods experientially
- Photographically document work
- Analyze material workability, personal process, craftsmanship, and time management
- Document through photographs, drawings and the written word all of your working progress, idea development and evaluation.

### Materials

Cardboard [variety], box cutter, Exacto knife, plenty of spare blades [REALLY-CHANGE OFTEN], binder clips, metal ruler, clamps, hole punch, hot glue, hot glue gun, hot glue sticks, sanding block, VISUAL JOURNAL [VJ], camera.

### Key Questions [record in VJ, along with sketches]

1. What are some of the predictable physical characteristics of cardboard that effect its workability?
2. How were your personal experiences and material expectations challenged, redirected or subverted by the material and your skill level?
3. What were the discrepancies between your ideations [your preconceived mental imaginings of the sphere structures and/or sketches], actual making, and your end product?

### Critiquing Strategy

Large group critique beginning promptly at 1:30 pm. No late work accepted. Prior to crit create name labels (do NOT affix label to sphere) and place spheres with identifying labels at designated location prior to lunch break. Coordinate with Mentors.

### Timetable

Spheres due 1:20 am next space studio, \_\_\_\_\_. Post image of most successful sphere to sphere photo album on WASH facebook page PRIOR to studio (title sphere -- surface, structure, or glueless plus your first name and last name initial, plus MW or TTH).