



Mandala

Plan of Action

Name:

Date:

Period

Part 1: Visual Language

Instructions: Fill in the information for the following visual art terms.

Vocabulary	Definition	Draw an example
Mandala		
Exact Symmetry		
Radial Symmetrical		
Asymmetric		
Theme		
Motif		
Icon		
Symbol		

Part 2: Research

Read the articles listed below. Then fill in the information below from the articles.

"Mandalas and Meditation"

1. What is a Mandala?
2. Who developed it? Why?
3. What are they traditionally made from?
4. Why do they use that medium?

"Asymmetrical Cat" This article focus on an artists creative process from concept to product. You are going to be using their process to create your own unique mandala design. The answers are in the article so make sure you read everything but also may need to use context clues to find the answers.

5. Develop an anchor
 - What does the artist start with and use to focus all of their design choices?
6. Sketches
 - Based on what you see on the sketches pages, what do you think is the goal for ...
 - thumbnail Sketches:
 - rough sketches:
 - What is similar between thumbnails and rough sketches?
 - What is different?
 - When do you think they made their Whish List? (explain the reasons why you think that)
7. Developing final drawing
 - What tools does the artist use and when to draw the main structures in their final design?
 - What do think they started drawing first?
 - What did the artist do with the eyes of each cat?
- 8: Finalizing your drawing
 - What did the artist do before they starting adding color to their drawing?
 - What did they do before they added patterns to their design?
9. Looking at their final design, what other things did they do to make it look more polished?

Part 3: Ground work for your Design

Brainstorming and Free-writing

"Don't think; just write!" —Ray Bradbury

Freewriting, a writing strategy developed by Peter Elbow in 1973, is similar to brainstorming but is written in sentence and paragraph form *without stopping*. Artists use it to increase the flow of ideas and reduce the chance that you'll accidentally censor a good idea.

As in brainstorming,

- DO write down every idea you can think of about your topic, no matter how "crazy"; you can judge later! (And no one else is going to see it)
- DON'T worry about correct grammar or spelling;

Unlike in brainstorming,

- DO write in sentence and paragraph form;
- DO KEEP YOUR HANDS MOVING. If you can't think of anything, just keep repeating your subject (e.g., "busy trap, busy trap") or something like "I'm waiting for ideas to come and they will, I'm waiting for ideas to come and they will," over and over until they do come. (They will!);
- DO feel free to use an *occasional* word from your native language if you can't think of the English word, but don't overdo this;
- DO keep going for 15 or 20 minutes or until you feel you have enough to start to build your paper or research on.

NOTE: In Peter Elbow's original formulation of freewriting, designed to generate not only ideas but even a topic, the writer writes for a few minutes, chooses one idea or word from that freewriting and then free writes about that new topic for several minutes, and then repeats that process again, successively refining their topic. This process can be a useful one if you are truly starting from scratch and are not even sure what you want to write your paper about.

<https://writingprocess.mit.edu/process/step-1-generate-ideas/instructions/freewriting>

Now that you know what it is, try using free writing to develop an anchor idea for the mandala you are going to make. *Use the space below, on the back of this paper, and write small!* Set a timer for 10 minutes and use all of the time to free write.

Part 4: Thumbnail Sketches

Now that you have an anchor idea to build your designs around, use the space below to refine and expand your ideas as needed. At this point you can still draw from your head but it is recommended you use source images to draw from as well. Starting with your wish list is recommended and going from there...

Wish List:

Motif Ideas	Patterns
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Other Design Pieces

Part 5: Detailed Sketches

Now is the part where you put everything together for one last test before starting the final version of your project. Your goal is to work more carefully and get just enough detail to test out your composition and practice the details. Make your drawing fill the page so you can really test out the details and patterns. Remember you can change your mind about details at any point including once you start your final drawing - it's all part of the creative process - but be mindful of your deadlines at all times!

What color schemes could you use (think beyond the obvious)