

End of Year Review Project

3D Design

(Sculpture, Metal/Fiber Arts)

General Information

***Focus on the set of notes relating to your class level

- Notes and Booklets (aka worksheets) are posted on www.creativeschmit.com/2022-review
- All End of Year exam questions will be related to any of the review content posted in your notes.
- Exam questions will be a combination of True/False and Multiple Choice. Most students will usually complete exam in about 45-60 minutes.
- Turn Booklets by filling out the Template Posted on your Canvas Assignment by the last day of regular classes.
- The exam day is the only "late" option for this assignment. The district required grades must be finalized for your class the next day following your end of year exam.

Directions: Complete the booklet designated for your class

1. **Elements of Art***** : The building blocks of art
2. **Principles of Design*****: Ways to assemble the building block to create different effects.
3. **Creative Process**: the cycle an artist follows to create and refine their artistic practice,
4. **Specialization Skills** (ie Ceramics, 2D Media, 3D Media, etc)

Expectations and what is being EVALUATED:

- Demonstrate adequate-exceptional level of Art Making Skills and Knowledge
- Demonstrate adequate-exceptional Craftsmanship (how well made your booklet and designs created- think clean/neat/precise folding, mark making, and hand writing)
- Demonstrate adequate-exceptional level of Creativity (how unique your reactions are to the prompts and overall design of your booklet; Hint: think *beyond* just doing the tasks the booklets ask you to do)
- Demonstrate adequate-exceptional evidence of energy put into your work overall for time given in class (aka Effort- if you're authentically doing your best with the other 3 this usually is the easiest to meet)

All Things 3D Design

- 1. What is 3D Design?
- 2. Techniques
- 3. Creating 3D Design
- 4. Manipulating the Viewer
- 5. Elements of Art
- 6: Principles of Design
- 7. Creative Process

Name: _____

Date _____ Period _____

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1. What's 3D Design

Define it in your own words: _____

Creativity show what makes for a strong 3-D design below...

Technique 2a. Subtraction

Define in your own words: _____

Creatively list media and diagram example below

Technique 2b. Addition

Define in your own words: _____

Creatively list Creatively list media and diagram example below

Technique 2c. Manipulation

Define in your own words: _____

Creatively list media and diagram example below

Technique 2d. Duplication

Define in your own words: _____

Creatively list media and diagram example below

3. Creating 3D Design

Describe what an armature is and what purpose it serves: _____

Creatively list and define the ABC's artist need to keep in mind when creating a sculpture:

3a. Form

Explain in your own words how Forms and Shapes relate to Sculpture:

List the 7 ways to describe forms below and their simplest definitions

- 1. _____: _____
- 2. _____: _____
- 3. _____: _____
- 4. _____: _____
- 5. _____: _____
- 6. _____: _____
- 7. _____: _____

More Form Stuff!

On this page and the next page, create a design showing examples of the 7 ways to describe form. Bonus Points for creative composition.

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3c. Mass

Define Mass and how it relates to sculpture in your own words: _____

How can you make a sculpture appear lighter? _____

Why might an artist want it to look lighter? _____

How can you make a sculpture appear heavier? _____

Why might an artist want it to look heavier? _____

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Below draw an object in two different ways (one where it looks heavier and 1 where it looks lighter) Bonus pts. for strong composition.

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3b. Volume

Define Volume with an emphasis on how it relates to Sculpture: _____

How could emphasizing volume in sculpture add to a visual message? _____

On the next page create a drawing that emphasizes the Volume of your object. Bonus points for creating a dynamic composition with it as well.

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3d. Point of View

Define "Sculpting in the round" in your own words: _____

Creatively demonstrate what it looks like below. Bonus points for relating to relief sculpting.

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4. Manipulating the Viewer

Creatively list the 4 main ways artists can affect how a viewer "read" their work....

Explain what it really mean to "manipulate the viewer" in your own words (bonus pts. For utilizing all space): _____

5. Elements of Art

Utilize the next 4 pages to list, define and show what the Elements of Art look like for 3D Design.

4a. Illusion in Sculpture

Define in your own words: _____

Creatively list media and diagram example below

4b. Juxtaposition in Sculpture

Define in your own words: _____

Creatively list media and diagram example below

6. Principles of Design

Utilize the next 4 pages to list, define and show what the Principles of Art look like for 3D Design.

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7. Creative Processes

All creative process can be distilled down to 2 kinds: Process driven and Product driven. Create infographics for both using at least the next 4 pages and include information based on the terms given in class...

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