

# PAPER PROJECT *Delicate Strength*

Name: \_\_\_\_\_

Date: \_\_\_\_\_

Period: \_\_\_\_\_

Your next project will be to design and create a Project utilizing the paper sculpting techniques practiced in class. This packet is designed to help reveal your best ideas. If you've got an idea already- that's fine but be open to the process presented and allow for flexibility to make changes or alterations as you go. That is the key to mastering the

**Part 1: Brainstorming** Use the Brainstorming Technique of Free Writing to reveal what you know about masks. Write for at least **5 Minutes! On your own paper.** Here's Some questions to help you get started. Pick one or all or come up with your own too. What ever gets you thinking about the direction(s) you want to go with your project is the goal!

1. What comes to mind when you hear the word paper? Where do you think that idea came from?
2. How does paper relate to your culture? Other cultures?
3. What was a paper sculpture you found that you really got excited about? Why did you get excited about it?
4. How could a project being made out of paper add to the visual message?



**Part 2: Refine** Now you've had a chance to get some ideas, it's helpful to **summarize and focus your ideas.** This is a trick to become for actively aware of your thought process and will help focus your work for researching content and source images to work from. So answer the questions below with a sentence or less to help refine your ideas to be more efficient with the next part..



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1. What will your "Big Idea" all your creative choices will center around? (aka: what is your theme?)
2. What must be included to make the "Big Idea" obvious?
  - What forms could be assembled to make those things?
  - How will you make that the Focal Point?
3. What would help refine your "Big Idea" but is not vital to make it obvious?
  - What forms could be assembled to make those things?
4. Is this idea realistic for you to achieve given the time you have?
  - Yes or No? either way: how could you simplify your sculpture if time is or becomes an issue? Remember your Paper Sculpting Basics what took more time than you expected?

**Part 3: Explore** This is when you want to start **collecting source images, research content** that will support your "Big Idea", and start getting an idea of how you want to start sculpting your project (the what and how). Make sure you are collecting evidence of this! Below are some ideas of what it could look like but in any case label and date what all this stuff is however you chose to document it.

- Terms to Google
- Create a Google Doc to collect source images
- Sketch out some ideas of what your project will look like (if making a 3/D sculpture then make sure you sketch it in the round)
  - Note: Be careful to not get these sketches too refined- you have limited time so work smarter, not harder! The time should be saved and invested in creating your project!
  - Setting timers helps avoid getting too wrapped up in your exploring time



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