Elements of Design Suit

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(Yes, you will be wearing these!)

Using what you know about the 3D elements of design, a Tyvek suit, Sharpie markers and a Theme of your choice, design a suit that will draw the viewers eye around from one side of the suit to the other. Remember this suit will be worn and is Three-dimensional (even though when you work on it, it is flat).

- You must cover the whole suit (Draw big!)
- Use repetition and contrast
- Use pattern
- A linear element

Remember that each of these elements will be on your ePorts (ePort Suggestions).

RESEARCH: Find 3 Different Themes

Here are a few things that might help to get you going:

 Examples of different types of Themes (general will get you going in the right direction).

https://sites.google.com/a/hbuhsd.edu/ib-art/your-theme

A long list of themes.

http://gomakesomething.com/ht/thebasics/theme-ideas/

• Helpful flow chart about coming up with ideas (For high school students but applies to everyone!) Check it out. Actually pretty helpful!

http://www.studentartguide.com/articles/a-level-art-ideas

Once you have your 3 Themes do these steps:

LATERAL THINKING: Brainstorm lists of the elements in a theme. For example if your theme was "Sea Life" you could make a list of the different things that live in the sea. Fish, whales, sharks, Plant life etc. Then...you could make a list of all the kinds of Fish (web search might help with this), list of different kinds of sharks...you get the idea. Now you have lots of visually material for the next step!

SKETCH: Fill up 10 pages of your sketch book exploring different possibilities, **Maquettes**: then using a large sheet of paper cut out 3 paper doll type shapes that will be **maquettes** of your suit. Draw on these to play with composition that is not only 2D but wraps around to the other side. They should be different from each other, with the goal being to explore different possible paths for you to take with this assignment.

WRITE: Free write a list of what is most interesting about each of the 3 cut outs, and what might be rewarding or compelling about making each one.

IN CLASS: Bring your research notes, drawings, and free write lists to class along with Drawing materials and any other supplies you need.

IN GROUPS: Work with a partner to share your research, drawings, and ideas about proceeding. Advise each other about which paths seem most likely to yield a visually successful project. After you are both satisfied about which drawing you will work from, you may start.

Grading Rubric for Suit

5% Project Description/assignment:

10% Lateral thinking:

15% Sketchbook/Drawings (10 Pages):

10% Maquettes (3):

10% Material Studies:

50% Finished Piece:

10% Most of the suit is covered

5% Repetition

5% Contrast

10% Pattern

5% Linear element

10% Effective use of the elements of design to draw the viewer around the Form (Suit)

5% Unique solution to Theme, does not copy existing movie, music or comic book theme