

Three-Dimensional Design
RJ Sturgess, Instructor
Spring 2020
ART 1030

Project 3: Subtractive Carving(soap)

Elements & Principles: Mass, Texture, Space, Unity, Variety, Balance

Due Date: Wednesday, April 20th

For this assignment, you will be using a subtractive process, carving, to create 2 abstract sculptures (something you have never seen before) that: **have positive and negative space**, and **incorporates smooth and textured areas**. Your pieces can be either organic, geometric, or some combination of the two. There are two phases to this assignment.

Phase 1: Sketches- You've already done this, use your sketches from the plaster assignment and create those in soap.

Phase 2: Carving- Each student will have a solid bar of soap and will need to eliminate the square shell and create their abstract form. Carving is a methodical and time-consuming activity. It demands patience and a great deal of focus. The carved material is very prone to breaking when the sculptor is careless. In this sense, the sculptor is required to anticipate the intentions of the object before any accidents occur. For carving tools we will use things found around the house i.e- knives, scissors, anything sharp really, you can sharpen sticks even.

You will make 1 sculpture based on your sketches and 1 Sculpture that is purely intuitive (no sketches, just start carving and let the process inform your decisions)

Materials:

Butter knife	scissors
Paper clip	popsicle stick
Toothpick	anything sharp

Important Dates:

3/30- Welcome back!

4/13- Quiz #2

4/20- Images of sculptures due & discussion of work via iCollege

Grading Criteria

Has your form eliminated the "box"?	(20 pts)
Is there a dialogue between the positive and negative space?	(10 pts)
Contrast between smooth and textured areas	(5 pts)
Craftsmanship of the subtractive carving process	(5 pts)
Overall craftsmanship	(5 pts)
Discussion Participation	(5 pts)
9 Sketches	(5 pts)

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Fall 2019
ART 1030-021

Project 1: Line Drawing with Wire

Elements & Principles: Line, Volume, Mass, Space, Scale, Proportion

In 3D Design, Line can be created through:

- a series of adjacent points
- a connection between points
- a point in motion

Each line has its own distinctive quality

- Orientation-refers to the horizontal, vertical, or diagonal position of the line
- Direction-refers to the implied movement of a line
- Continuity/Linear Flow-can increase movement and accentuate form

For this project, you will be recreating an object using wire. Bring in three different objects that have volume or mass; try to stay away from objects that are “flat” like: glasses, headphones, cell phones, etc. You will be using actual and implied lines to create your wire replication object, so that we can accurately be able to identify your original object. In the longest direction, the wire project should be **14-16 inches**. You can choose to increase or decrease the scale of your original object, because you have to satisfy the length requirement for the longest dimension. You can also find an object that fits into the size requirement and work with exact proportions in wire.

The objectives of this project are:

- To understand the element of Line in a 3D format
- Use actual and implied lines effectively
- Use and know the difference in Line Orientation and Quality
- Re-create an object using only line in a 3D format

Materials Needed:

Bailing Wire-supplied
Needle nose pliers
Diamond Cutters
Safety glasses
Sketchbook-8.5 x 11”
3 Objects to choose from

Due Date:

Wednesday, Sep. 25

