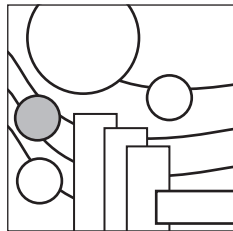
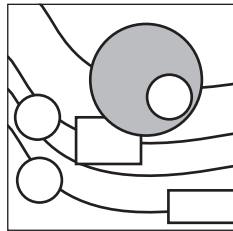
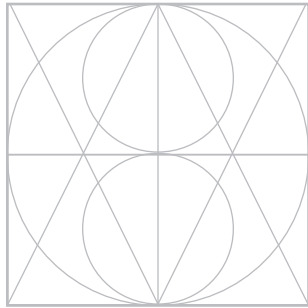


Tt

TimeSpace



Squaresville

Introduction

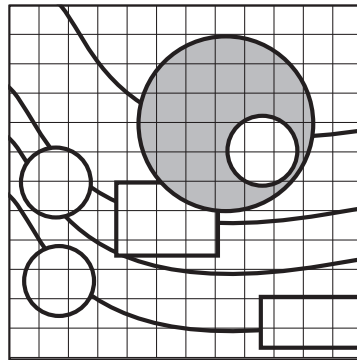
Hey... being square isn't so bad, but there's so much more. This project will help you transition from the 2d world into the grande reality of 3d space.

Procedure

Create 30 small thumbnail drawings of squares. In these squares create interesting design elements that are arranged in a pleasing manner. Use *line, shape, value, texture, and space*. At this point we will not address color. Also consider the principles of art: *balance, repetition, movement, scale, dominance* etc.

Your thumbnails should not be smaller than 2"x 2" and no larger than 5"x5". These sketches aid in your ability to brainstorm ideas and also allows you to make mistakes. After you have created 30 thumbnails, choose three that you think are the strongest. I would ask a fellow artist to help you make your decision.

On three separate sheets of paper, recreate your thumbnails into more accurate representations. These drawing are to be 12"x 12". You are also to create a 1" grid over the drawing.



Now for some fun. Using cardboard, create a 3d representation of ONE of your drawings. You will need to leave one drawing as a representation of a 2d design. The depth of your 3d square should be at least 1.5". I used tracing paper to create a template. The tracings were then cut out and placed over cardboard and cut using an Xacto knife. (refert to demo).

Evaluation

Your work will be evaluated through the entire design process- thumbnails, 12x12" and then the 12x12" model. The model must accurately match your drawing. I will also take into consideration *Craftmanship* and *Composition*. Your work must be clean must show pride.