

Welcome to AP 3D Art and Design

My email is emily.forrester@jefferson.kyschools.us, and I will be your AP 3D teacher this year.

Here are the required AP 3D Summer Assignments. They are all due the first week of school. If you do not do the summer work, I recommend you drop AP 3D and take Sculpture 1 instead. Take advantage of the resources and tools you have available to solve any problems you may encounter.

Assignment #1: Make Art (300 Mastery points)

Complete these 3 sculptures over the summer to critique during the first week of school.

a. ARCHITECTURAL:

Either using skewers, wooden matches, toothpicks, dowel rods, mat board, cardboard, or any combination of the above, create an architectural model for a house, a city skyscraper, or a museum of modern art to be built in the year 2075. (This should be the exterior structure, not an interior cutaway). You may want to reference Frank Gehry, Robert Venturi, Frank Lloyd Wright, or Philip Johnson.

b. ORGANIC FORM:

Using clay, sculpt a handheld organic sculpture that is texture rich. Clay and tools will be needed to complete this sculpture, please borrow some before you leave for summer break. You might look at the work of Henri Moore, Barbara Hepworth, Constantine Brancusi, or Isamu Noguchi. This piece should be brought to school ready to be fired the first week of school. Finished piece will come back to school as greenware.

c. FUNCTIONAL DESIGN:

Use recycled materials like cardboard, paper, aluminum foil, egg cartons, takeout chopsticks, plastic, etc. to create an Ergonomic chair. Your chair must be 12" or larger in at least one direction. DO NOT PAINT THIS SCULPTURE, instead leave it the raw material that you constructed. This will force you to be selective in choosing media that already has a beautiful aesthetic and allow the media to speak for itself. You might look at the work of Frank Lloyd Wright, Eileen Gray, Le Corbusier, Charlotte Perriand, or Isamu Noguchi for inspiration.

Once your work is complete, create a DIGITAL PORTFOLIO: Create a Google Slide Digital Portfolio of your Summer Work and any previous high quality sculptures you have made within the past two years.

For each piece, list the following with this convention:

Your name, Title, Date, Media, Dimensions, and any notation describing the work, process, and what you would like your viewer to know about the artwork or your motivation.

Assignment 2: Sketchbook Work (100 Progression points)

The sketchbook you use should be your new best friend. You need to carry it with you every day, everywhere! Open it up first thing in the morning and last thing at night and many times in between.

- **Always fill the page you are working on.** Make imperfect drawings; make mistakes; make false starts. Go off the edges whenever possible. Make every square inch count for something. Go back to previous sketches and change them, make them into something else. Always finish what you start no matter how much you don't like it.
- **Fill at least half your sketchbook by the first day of school. Put the date on the top right corner of every page you finish.**
- **DO NOT DRAW FROM PHOTOGRAPHS.** Draw what you SEE in the world. No drawings from published images (Plagiarism) or personal photographs. You need to learn to draw without the crutch of someone else's composition or flattening of space. The use of published photographs or the work of other artists for duplication is plagiarism. Draw from observation, things you see in the world. Learn to translate the dynamic three-dimensional world into a two-dimensional world. By the end of the summer, your sketchbook should be twice as thick as it was when you got it.
- **NO CUTE, PRETTY, PRECIOUS, ADORABLE, or TRITE images.** This is a college level art class, not a recreation program to make pretty pictures to hang on the fridge. Expect your ideas about what makes good art to be challenged and challenge yourself not to do boring work.
- **Express yourself!! Work to develop mastery in concept, composition, and execution of your ideas! Bring your sketchbook book to our first class in August.** Glue stuff into your sketchbook, ie, ticket stubs, gum wrappers, tin foil, lace, lists, receipts, sand, leaves, trigs, pebbles, shells, earrings, shoelaces, whatever. Make a collage with the stuff. Add these things to the pages that you started but don't like.
- **Express yourself!! Work to develop mastery in concept, composition, and execution of your ideas! Bring your sketchbook book to our first class in August.** We will share our sketchbooks with the class and use this experience as an introduction to some of the thinking that you will be engaged in during the AP Studio Art course. There will be prizes for thickest sketchbook, most pages filled, most expressive, most imaginative use of media, creative use of color, risk taker extraordinaire, widest variety of subject matter, best cataloged, highest daily use award, etc.

Assignment #3: Artist Statement (100 Mastery points)

This should be done as close to the end of summer break as possible, but definitely after having made the 3 required summer sculptures. Include writing that describes who you are creatively, what you've experimented with through your summer sculptures, how you practiced in your sketchbook, and any other noteworthy bits and pieces. There is a hefty writing component to this course and I need to gauge your ability to communicate through writing early. These will not be shared with the class.

TRITE: an idea (or image) that is overused and consequently of little import; lacking originality or freshness.

Trite Imagery to avoid at all cost

Anime, Mushrooms, Ying-yangs, Peace signs, Corner suns, Daisies, Famous people, Race cars, Horses, Rock stars, Polka dots, Trucks, Planes, Cars, Ballet, Suns, Theatre Masks, Moons, Eyeballs, the American flag, Any national flag for that matter, Dragons and Dinosaurs, Stars, Hearts, Feathers, Birds, School mascots, Athletics, Sports illustrated pictures, General flowers, Cd covers, Copyright materials, Furry animals, Drugs, Alcohol, Cigarettes, Eyes, Turtles, Ladybugs, Sail boats, Clip Art, Emoji, Tigers and leopards, Snakes, Anime, Butterflies, Unicorns, Pegasus, Under the sea, Side fish, Cartoons, Anime, Clothing and shoe logos, Dolphins, Rainbows, V or M birds, Dragons, Princesses, Balloons, Puff clouds, Stick people, Tears, Monsters, Western themes, Howling wolves, Wizards, Vampires, Aliens, Outer space, Lipstick tubes, IPod, Love, Precious moments, Eyeballs, Tagging, Seasonal themes, Ladybugs, Crowns, Angels, Mythical themes, Teddy bears, Bows, Simple fireworks, Close ups of watches, Half faces, Generic houses, Fire, Blood and guts, Camo, Pyramids, Deer heads, Tree frogs, National Geographic copies, Makeup girl ads, Smiley faces, Roses with dew, Bats, People kissing, Drama masks, City, Skylines, Spiders, Palm trees, Beach scenes, Umbrellas, Seashells, Hearts, Fairies, Scallop waves, Elementary trees, Swastikas, Dripping-blood, Knives, Devils, Tulips, Bubbles, Puffy fluffy clouds, Dollar sign, Disney characters, Eight ball, Lips, Anchors, Sport logos, Sun with sunglasses, Daggers or swords, Anime, Howling wolves, Swords, Bubble lettering, Flames, Mermaids, Crescent moon, Punisher logo, any branded logo, Elephants, Music notes...

Why should you avoid these?

It has been done. It doesn't challenge you as an artist or as a student. It can come across as immature or elementary. You can do better! You can try to make the argument that these ideas can be done well, and I would love to talk to you about your ideas and designs... but if you are going to do something that is considered thematically "trite"... you better be the best one in the world and do it with purpose.