

ARTS102 – 3D Design

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Cardboard Clothes– Understanding planes, form and space

Project Brief

The objective of this project is to introduce students to the elements and principles of 3D design through the construction of paper and cardboard forms. Students will explore planar construction, geometric shapes, scale relationships and the organization of elements, form and space. Students will develop craftsmanship, construction techniques and how to utilize texture, size and structure in inventive ways. Students will be able to demonstrate the process of ideation, sketching and working out ideas and creating the final work.

In this project, students will explore form, scale, proportion, and space among other principle and elements of design by focusing on experimentation, skill development, creative problem-solving and material investigation. Students will gain an understanding of their chosen form in space and gain the ability to manipulate the scale accurately and proportionally by constructing planes and building mass. In addition to gaining an understanding of creating wearable art and the relationship of form around the human body.

Students will professionally document their work and process and reflect upon their ideas and how they connect visually to the final work in their production of a project statement.

Assignment

For this project you will create a cardboard sculpture that can be worn. Think about what the human of the future will look like, how will we be affected by technology, climate changes, biological, etc, and whether that's a good or bad thing. Express your vision in a wearable body object or suit.

Your main medium should be cardboard but you may include other media to elevate elements and principles used.

Clothing might inspire how the sculpture fits the body, but it should be distinctly 3-dimensional, rather than just 2-dimensional cardboard covering parts of the body.

Once complete, we will have critique presenting your work WHILE wearing it. Since your body is part of the sculpture, think about how your body should move while in this wearable art. It is important to take into consideration the way you move / speak from within it. I encourage you to explore multiple ideas.

Materials

- Cardboard
- Glue/Hot Glue
- Tape
- X-acto knives/blades
- Ruler
- Scissors

- **Paint**

Each student will be supplied with a set number of materials which should suffice for the project. Painter's tape, drawing paper, paper for gridding and limited projectors will be provided. Other items like pencils, pens and instructor resources are available. Even though we have these items in studio, students should have these as part of their general student artist tool kit:

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|----------------------------------|---------------------------|-------------------------------|
| • Pencils, pens, scissors | • Ruler | • Xacto Knives, Blades |
| • Masking Tape | • Paper/Sketchbook | • Erasers |

If students require additional resources, they will need to purchase those items. Or contact instructor for alternative options.

Part 1 – In your sketchbook

1. **Research / Brainstorm:** Find at least 5 artists working in cardboard, wearable or futuristic art that intrigue you. Include images of their work, with their names, in your Sketchbook.
2. Create at least 5 thumbnail sketches for 5 different cardboard wearable sculptures

Part 2 – In the studio

1. After discussing with professor and/or peers, sketch out 3 ideas in greater detail (devote at least 1 whole sketchbook page to each of these ideas). You will make rough 3D mock-up of one of these 3 ideas out of paper. We will share these refined ideas in class.
2. Once you select your idea, **YOU WILL NEED TO COLLECT CARDBOARD.** While we will have some clean cardboard in class, it might be helpful to source cardboard that can be used to help strengthen interior structures. It may also be useful to make another more refined mock-up out of paper to determine patterns for cutting your cardboard.
3. Create. Begin crafting your cardboard wearable, being mindful of craftsmanship and willingness to problem-solving arising issues.
4. Photograph your finished sculpture and upload your images to your Google Drive.

Questions to consider:

Subject – what is your work of?

Form – How is your piece shaped or made?

Context – What would a viewer need to know to better understand your work?

2. How does the work engage with elements and principles of 3D design? Make sure to mention specific elements and principles.
3. How does the body, both that of the performer and that of the audience, engage with your work?
4. How was your project successful?
5. How could your project be improved?