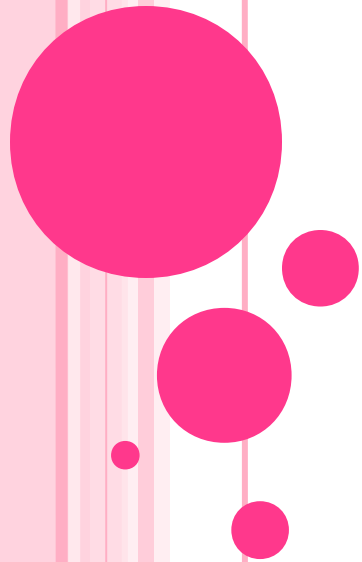


Sculpture Unit

Art 3200

Wire Sculpture Project



Types of Sculptures

Sculpture: A three-dimensional work of art. Sculptures may be carved, modelled, constructed, or cast.

Assemblage: A three-dimensional piece of art made of various materials such as found objects, paper, wood, and textiles.

In the Round: Sculpture which is viewed from all sides and is freestanding. The opposite of relief.

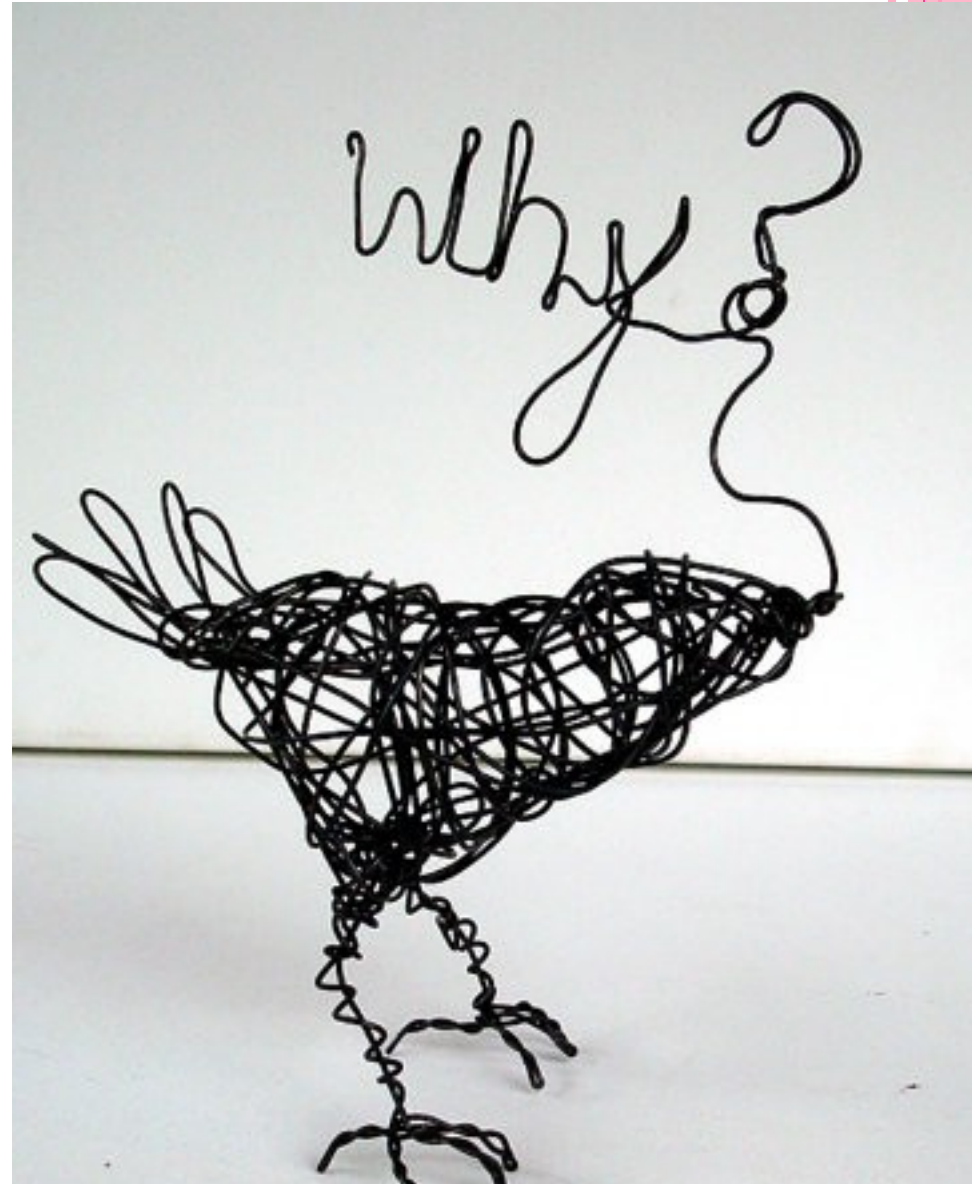
Relief: A type of sculpture in which the form projects (or "pops up") from a background.



Wire Animals/Creatures

You will be creating a wire sculpture of an animal or an imaginary/fantasy creature.

Your sculpture will be a very small sculpture-in-the-round, but it still must be freestanding.



Wire Animals/Creatures

We'll start this unit by building wire figures in motion.

When building your character, think of the following:

- What happens to my body when I stand or walk?
- Which arms and legs go forward?
- How does my body express my mood?
- What would be a unique action to sculpt?
- Which techniques will work the best - twisting the wire with my hands or pliers?
- How do I make my character stand without falling?

It's best to build your character from just one piece of wire, since adding separate limbs will make your character flimsy and weak.



Wire Animals/Creatures

Sketch Requirements:

- Pretend that your pencil is one continuous piece of wire.
- If you were to draw your character in one line, how would it look?
- Sketch several figures in motion in your sketchbook by using only one line for each.



Wire Animals/Creatures

Sculpture Requirements:

- Sculpture must be made in as few pieces as possible.
- Sculpture must have at least 2 legs, 1 head, and 1 torso.
- Sculpture must have no moving parts (if you add pieces of wire, make sure they are attached well).
- Sculpture must be freestanding.
- Sculpture must be creative, unique and cannot be copied (you may use images from books as references).





