AUBURN UNIVERSITY THEATRE

PROJECT #1

CREATING ART WITH POINTS

Point is the fundamental to all other design elements and can be used independently in design.

Research and select a painting that you would like to recreate with dots.

Your selected art work could be black and white or in color, your choice. The size of your paper must be a minimum of 8" x 10". Use dots made by a felt tipped or ball point pen, color pencils, or color sharpies. Show solidity by varying the size of the dots and their closeness to each other.

Examples



Materials:

Your choice! (Felt tipped or ball point pen, color pencils, or color sharpies)

Black or white Paper

Black or white graphite paper

Step 1- Make a copy of your selected painting. The printed copy should be the same size as the surface that you will be working on.

Step 2- Using the graphite paper; lightly transfer the outlines of the art work.

Step 3- Use your pen, color pencils, or color sharpies to recreate the art work. You must only use dots.

Step 4- Matt or mount you art work.

Step 5- Label: your name, THEA 2400 DESIGN AESTHETICS, project's name.

Grading:

Presentation quality Selecting a challenging art work Execution and accuracy

PROJECT #2 ARTICULATE WITH LINES

Line is used to describe objects in simplified manner. It is a powerful element that can be used to create moods and movement. Lines of different weight and consistency convey different feelings.

Use the following adjectives to make arrangements of lines: *Calm, vibrant, sensual, grotesque, lonely, angry, swirling, Strong, Fragile.*

Materials: Exacto knife, Spray mount or glue, metal ruler, pen, pencils, or sharpies, any drawing tool, Black or white boards: one (1) at 18x18 and nine (9) at 5x5

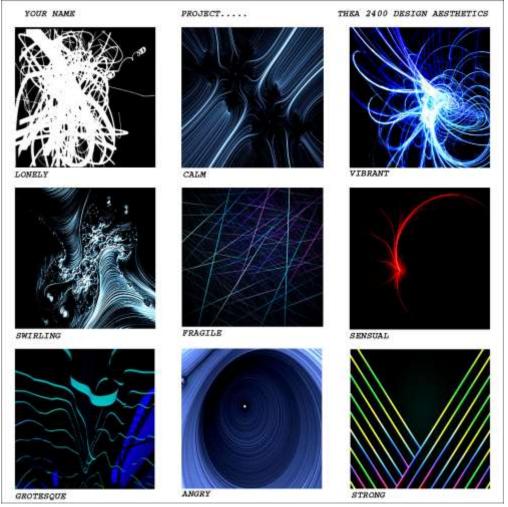
Step 1- Create thumbnails articulating each of the above adjectives separately in your sketchbook. Use lines only.

Step 2- Prepare/cut nine 5x5 squire boards.

Step 3- Transfer your final designs on the squire boards.

Step 4 - Mount and label each of your art work on the 18x18 board. See example.

Step 5- Label: your name, course number (THEA 2400 DESIGN AESTHETICS), project's name. **Examples:**



Grading: Presentation quality, Creativity, Execution

COLOR WHEEL & TONES

- 1- Create your own color wheel.
- 2- Use Black and White to create tones with White being #1 and Black being #10

Materials:

Compass, ruler, erasure, 30/60 triangle, masking tape, illustration board, acrylic paint, Canva-Paper, 9 x 12

Step 1- divide your work area into two section, larger section for the Color Wheel and small section for the Tone exercise. See the example.

Step 2- Use your compass to draw the outer and inner circle.

Step 3- Use your triangle to divide the circle into12 equal sections, 30^o each and draw the triangles inside.

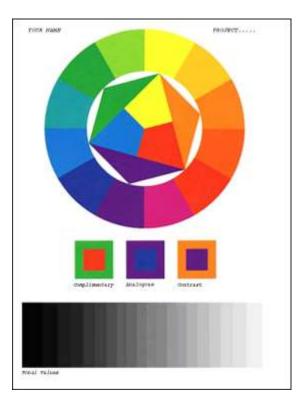
Step 4- Use Liquitex Acrylic paint and paint brush to apply primary colors first. Tape each section before painting. Don't forget to dilute the paint with water.

Step 5- mix the primary colors to get the secondary and the tertiary colors & repeat the step 4.

Step 6- Draw 3 squires as is shown in the example below. You can choose any hue from your color wheel to create Complimentary, Analogues, and contrasted colors.

Step 7- Create tonal values by using black and white. You have to have 10 sections. Use masking tape to keep it clean.

Step 8- Don't forget labels, your name, and the project's name.



Grading: Presentation quality, accuracy, cleanness.

COMPOSITION

On 18X24 sheet of heavy weight paper create a composition by **Collage**. Your composition must have a **focal point, asymmetrical balance, and movement.**

Example



Materials:

Exacto knife and/or scissors, Spray mount or glue, magazine Other materials are up to you: tape, acrylic paint, watercolor, sharpie, pencil, cut paper, tracing paper, photographs, colored paper

Step 1- Write a short story or select a theme.Step 2- create a collage based on your theme or story.

Grading:

Presentation quality

Do you convey the "idea" or "theme" behind your project through the elements of design? Does your composition convey a **focal point, asymmetrical balance, and movement?** Does this project culminate in a cohesive visual artwork?

MUSIC COMPOSITION

Certain adjectives can be assigned to different sounds. Dull, soft, sharp, rhythmic can be both audio and visual adjectives. Sounds can become a source of deriving form: by listening carefully to various sounds, a visual image can be evoked. Your objective for this project is to create a visual image from a piece of music.

Example



Materials:

Your choice! (Colored pencil, paint, marker) Paper Mounting Board Exacto Knife & Blade

Step 1- Select 3-5 minutes of a song of your choice. Listen to the song carefully to determine how many instruments are used. Now assign different visual "images" (line, shape, point) to each instrument.

Step 2- Listen to the song very carefully as many times as necessary to determine the rhythm of each instrument: fast/slow, dull/sharp, etc. Think about the motion that these sounds make and how the sound changes in those 3-5 minutes. Also keep in mind how these instruments interact with each other. Now think about how this might be presented visually. Create a visual counterpoint to your song. Think about continuance, flow, or a sense of movement.

Step 3-Create 3 thumbnails in your sketchbook. Select one to go forward with.

Step 4- Transfer your thumbnail to a larger sheet of paper - 18" x 24". Finish off the piece with your choice of media in colored pencil, pastels, ink washes, collage. Think about your palette - how you might try to evoke a mood with the color.

Grading: Presentation quality, design process, Creativity, Execution

VISUAL NARRATIVE

Create a three panel (triptych) artwork with left, right and central parts. Develop a story in three stages: 1) starting point of the story in the left panel of the composition; 2) focal moment of the story when something important happens in the central panel, and 3) the end of the story in the right panel. Each panel must be a minimum of 8" x 10"; the panels must be mounted together.

Example



Materials:

Exacto knife and/or scissors Spray mount or glue Board for mounting Other materials are up to you: tape, acrylic paint, watercolor, sharpie, pencil, cut paper, tracing paper, string, photographs, collage, objects, colored papers, etc.

Step 1- Develop 2-3 variations of your composition for all 3 panels in your sketchbook. Think of the format and size for your composition. Develop a character(s). Think creatively about the type of materials you could use.

Step 2-Collect materials to collage and begin working on your panels. **Step 3**- Mount your triptych.

Grading:

Presentation quality Does your triptych convey a visual story? Did you successfully use the elements & principles of design?

POZZO'S WATCH

This project begins by reading *Waiting For Godot* by Samuel Beckett.

You must research Existentialism theory to help you understand this play. Sounds intimidating?! Don't worry, just do your best.

"Pozzo is tyrannical, cruel, focused only on himself character and he seems to possess some sort of mystical watch."

Read the script and create Pozzo's watch with found objects (scale is not an issue). You are encouraged to experiment and try new things and generate lots of "what if" possibilities regarding media.

Materials:

1- Any found objects *Consider: Size, Weight, Color, Material,*2- Adhesives: hot glue, glue sticks, white glue, metal glue, double stick tape
3- Drawing Tools: Permanent marker, acrylic paint, colored pencil, ball point pen, crayons, watercolor, etc.
4. Other Toolsy steples, utility larify, acigs are acreated in the steples.

4- Other Tools: staples, utility knife, scissors, screwdrivers, etc.

Step 1

Read Waiting For Godot by Samuel Beckett.

Step 2

On one page paper analyze Pozzo's character. Who do you think he is? What is his purpose in the play? What is the significance of his watch in the play? You need to type your analyses and turn it in with your project.

Step 3

THINK! Jot down ideas or create a sketch of how you see this watch. Find passages in the script that supports your theory and the vision.

Consider: Respond to the script – subject, color, materials

Step 4

Begin working, experimenting with media. You can do anything you want.

Grading:

Presentation quality

Do you convey the "idea" or "theme" behind your project through the elements of design & materials? Did you respond to the script?

Were you ambitious? Did you push your boundaries and work beyond your comfort zones? Did you make good decisions regarding media?

Mask

Select from the following options to create a chracter mask: Kabooki, encient Greek, African, Commedia dell'Arte, or virtual game character/anime. Research and write one page paper about your mask. Explain when, why, and where this mask was used.

Examples



Materials:

- 1- Plastic white mask, Air-hardening modeling clay, fabric, torn paper scraps, newspaper, wires, etc.
- 2- Adhesives: hot glue, white glue, double stick tape
- 3- Drawing Tools: Permanent marker, acrylic paint, crayons, etc.
- 4- Other Tools: staples, utility knife, scissors, etc.

Step 1- Find an image of a mask or design your own based on your research.

- Step 2- figure out the materials best suited for the construction of your mask.
- Step 3- start building your mask.
- Step 4- paint and finalize your mask.
- **Step 4-** design a base that can hold the mask for display. See examples below

Step 5- Label: your name, course number (THEA 2400 DESIGN AESTHETICS), project's name.



Grading: Presentation quality, design process, use of material, creativity, execution

"PROGRESSION", A 3D STORYBOARD

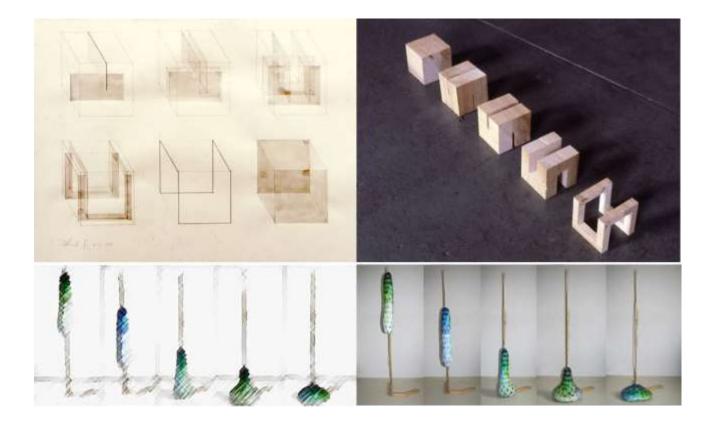
Create a three dimensional story board based on the theme, "PROGRESSION" This can be anything! For example you can show the process of creating a vase from clay, or the life cycle of a chicken, or a plant, etc.

Materials:

Your choice!

Think about a progression from beginning to the end and summarize your idea into 5 steps. In your sketch book, sketch the 5 steps. Step 1 should be the beginning and step 5 should be the end. See examples below.

Don't forget your name, course number (THEA 2400 DESIGN AESTHETICS), project's name.



Grading: Presentation quality, design process, use of material, creativity, execution

EXPERIMENTAL DESIGN

For your final project, you will experiment with deconstructing a natural phenomenon, **an insect**. Use its form, and reconstruct it to create a composition for a specific purpose.

Options: A three dimensional space, costume, or an object inspired by an insect!

Materials:

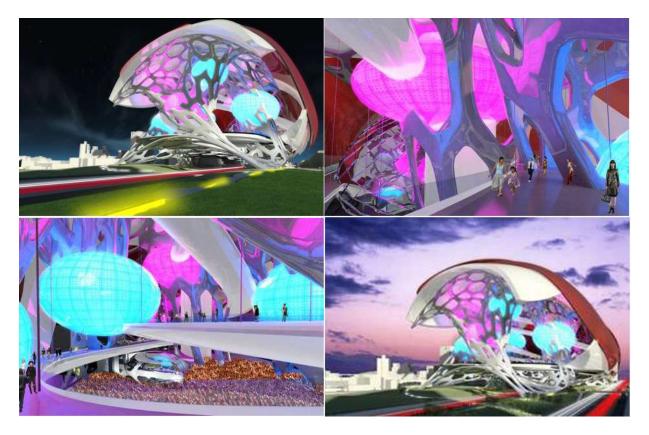
Your choice!

Step 1- Find an insect, put it in a jar, and bring it to the class. NO cockroaches, I hate them! If you have problem with touching one, just find a picture that can give you enough information for your design.

Step 2- Study the structure of your insect and sketch its entire form in your sketch book. Then try sketching its body parts individually. You can take your insect apart to better see each body parts in details if you want!

Step 3- Think about how you would utilize these shapes to design one of the above options.Step 4- once you decide what you want to do, start designing. You must be able to explain your design in detail and defend it. Make sure you take notes as your design evolves through the process.Step 4- figure out the materials best suited for constructing your design.

Space Design Examples



THEA 2400-002 DESIGN AESTHETICS AUBURN UNIVERSITY THEATRE

Costume Design Examples



Object Design Examples

