

## PROJECT #1: Environment & Place [mapping]

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### PROJECT DESCRIPTION:

For this project students work within the theme of Environment & Place to investigate the visual and emotional qualities of a specific location. Students will use collected visual information, such as photographs, textures, measurements and drawings to create a series of small works, or artifacts, that communicate various perspectives of the location. One of the works will include a 'map' of the site, which catalogues measurements between 'landmarks' and provides a legend or key for the viewer. Techniques employed throughout are photo collage, ink wash, pen and ink, cut paper, frottage and actual textures (found objects). The purpose is to connect the art-making process to a site, to enhance discovery, to explore various black and white media, and to apply design vocabulary.

### RELATED ART THEMES & STRATEGIES:

- Mapping
- Place & Community
- Collections & Archives
- Appropriation

### SUPPLIES:

- 1 sheet 15X20 Illustration board (4-ply minimum)
- USB Drive for storing and sharing files
- Money for digital prints / copies
- Glue
- Ink
- Ruler
- Cutting Mat
- X-Acto w/ blades
- Ink pens (microns)
- Pencil / Eraser
- Scissors
- Graphite (pencils/sticks/powder/etc.)
- Actual textures

### RELATED CONTEMPORARY ARTISTS & DESIGNERS:

Vik Muniz, Natalie Miebach, Denis Wood, Chris Kenney, Paula Scher, Stephen Walter, Guillermo Kuitca, Kim Jones, Agnes Denes, Ed Ruscha, Alex Grey, Layla Curtis, Alighiero Boetti, Fred Williams, Kathy Prendergast, Erik Laffer, Larry Rivers, Kim Dingle, Matthew Cusick, Rebecca Riley, Joyce Kozloff, Susan Hiller

### RELATED CONTEMPORARY ARTISTS & DESIGNERS:

Burt Hasen, David Wellington, Saul Steinberg, Giovanni di Paolo, Cubism

## TYPES OF MAPS:

Road maps or atlas, globe, gazetteer, sheet music, constellations/cosmic, subway/train, topographic, walking/trail, architectural blueprints, patterns for sewing, flight plans/charts, migration patterns, flow charts, weather patterns, play schematics (athletics), treasure map, navigational chart, mining maps.

## GRADING OBJECTIVES & PROJECT REQUIREMENTS:

1. Theme: Engagement with the theme of Environment & Place through the mapping and investigation of a specific location.
2. Materials & Technique: Utilization and investigation of five techniques throughout ALL works.
  - A. Ink (wash and pen)
  - B. Hand-cut paper (solid, patterned, newspaper, etc.)
  - C. Photo collage
  - D. Frottage
  - E. Actual texture
3. Color & Value: Emphasis on value through the use of black, white and neutral grays. The addition of one color (monochrome) may be used sparingly to account for no more than 5% of the artifact.
4. Composition & Layout: 100% of each composition must be covered. Work edge to edge, activating the picture plane. Emphasize negative space. Exaggerate texture. Work non-objective or representational.
5. Series of Five: Create a series of 5 small works (4"X6" minimum) that communicate five different elements from the space investigated. Continuity in aesthetic and theme are expected. Unity is the goal, while exploring various aspects of the space.
6. Mapping: Create one (8"X10" minimum) work that accomplishes the following:
  - a. Appropriation: Borrow, use, or appropriate a map format from a specific artist, designer, or cartographer.
  - b. User Experience: Use of various mapping conventions to depict the experience or meaning of the location:
    - i. Note the origin or location of each of your small 5 works.
    - ii. Landscape, terrain, or architectural human-made forms.
    - iii. Landmarks
    - iv. A legend of symbols (located on map, or as a separate piece still part of whole design).
    - v. Text on legend (not on map) either printed or hand lettered.
    - vi. Border (defining end of depicted place)(prominent or subtle).
7. Skill/Execution: Degree to which all works are finished. Careful consideration of all decisions in the making process (paper edges and surface, no rips, smudges, excess glue, random marks, unnecessary blank spaces, etc.).

## PROCESS:

1. Complete all exercises prior to starting the project.
2. Review all of your collected site documentation. From this documentation, generate five small compositions, being careful to utilize a variety of materials and techniques throughout. These compositions must represent locations distributed around your site. Use a combination of materials/techniques for each. Some suggestions for approaches are listed below. Experiment, and be risky.
  - A. Explore/express representational and non-objective. Zoom in & zoom out.
  - B. Explore/express how the weather effected the site at the time of the visit.
  - C. Explore/express a worm's eye view, bird's eye and/or human's eye view. Look up, look down, look around.
  - D. Explore/express various sounds, feelings, moods, textures experienced at the site.
  - E. Explore/express dominating vs. subordinate landmarks, objects, or features found at the site.
3. Once you have completed your series of five compositions, create a larger 'map', which demonstrates the various mapping conventions listed above, under 'Grading Objectives'. Return to you research to identify an artist or cartographer whose work you want to appropriate (borrow). Utilize all materials in the making of your map.
4. Due at Critique:
  - A. Written Self Critique: It is essential that all artists and designers learn to analyze and interpret artworks using written form. Due with the finished project is a written self-critique in which you analyze YOUR finished artwork. It is expected that correct grammar and spelling are utilized, and formal vocabulary is utilized. The critique should address the following topics, and be one page typed, double spaced, and in paragraph form.

To what extent were the project requirements and objectives fulfilled?

1. Discuss your approach to the theme or concept of the work.
2. Discuss your approach to form/composition and how this relates to your theme or concept.
3. What are the most successful aspects of the work? Where is there room for improvement?
4. What did you learn most from this project? Material? Technique? Theme or concept? Time management?

**DUE: MONDAY 2/20**