

3-Day VAC 11th, 12th and 15th February 2021.

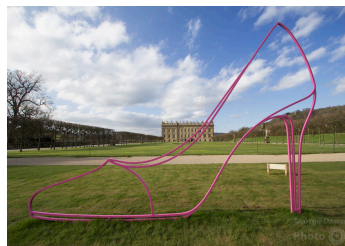
Learning Outcomes

On successful completion of this module, students will be able to:

- Identify relevant and appropriate artists work to support research, design and construction stages of the VAC.
- Use drawing to analyse, investigate, plan and record visual information.
- Breakdown, simplify and render structure as a set of geometric shapes and forms.
- Experiment with a variety of cardboards to make three-dimensional forms.
- Explore surface quality and texture through the manipulation of card.
- Employ a variety of joining techniques to combine forms.
- Construct a scaled replica of source object using cardboard.
- Propose a brief outline of a related UoL or Scheme of Work appropriate to the classroom.
- Record the research, design and construction process in a digital notebook.

The purpose of this VAC is to explore the creative potential of cardboard as a 3D construction material and propose a related Unit of Learning for translation to the classroom. Using ‘**Card Cobbler**’ as a theme, students will conduct visual research of source objects thru analytical drawing in a variety of wet and dry media. Initial research will be supported with reference to artists such as Michael Craig Martin and Jim Dine. Development stage will consist of both design drawing and card manipulation. The objective is to reconstruct the source object using a variety of cardboard material. The finished form should be sensitive to **3D form, scale, proportion, surface texture, movement** (where relevant) and **stability**. Consider some of the following artists during the construction stage; Claes Oldenburg, Mark Langan and Chris Gilmore.

Over the course of the VAC, additional resources will be presented and discussed in the context of layers of learning based on environmental sustainability, recycling and culture associations with footwear.



Drawings above by Michael Craigg Martin and Jim Dine



Cardboard Shoe Artist – Mike Leavitt, USA <https://www.youtube.com/watch?v=QZjOPDkCH1g>

There should be no attempt to disguise the construction techniques employed or materials used. However, if time allows, some decoration and presentation issues will be addressed. The research process, design and consolidation of the finished piece must be recorded and presented in a digital notebook (details below).

Research

Selection of source object – A shoe that has interesting form and exciting, contrasting visual characteristics.

Produce a series of observational drawings from multiple viewpoints using line, shape, tone, texture and colour.

Experiment with a variety of wet and dry drawing media.

Design

Deconstruct the shoe and further examine individual components through drawing. Redefine the object as a set of geometric shapes and forms with a view to constructing these in card.

Produce a series of drawings to scale of front, side and back profiles.

Produce a paper maquette (a small preliminary model) using paper.

Consider how surface quality will be rendered by manipulating card and producing a set of samples.

Prepare a working plan.

Construction

Construct the individual elements and join them using various adhesives and other methods.

Pay attention to scale and proportion. Recommendation; the constructed artifact should be approximately 1: 1.5 or 1:2 in scale.

There should be a minimum of three varying surface qualities produced on the shoe – actual or invented.

Produce the finished artifact.

Presentation

Record every aspect of the work and compile it in a digital notebook together with a brief outline of a potential UoL or lesson scheme.

Materials needed

- Selection of drawing media including marker
- A variety of good quality corrugated and flat cardboard (*single corrugated card is best – varying thicknesses recommended, cereal boxes are useful too*)
- Newspaper
- Masking tape
- String
- **Glue gun with glue sticks**
- PVA glue
- Steel Ruler, set-square and compass
- Stanley knife or craft knife
- Scissors

- Cutting mat or board
- First Aid Kit (some plasters for small cuts, sewing needle and thread for more serious wounds!).

Assessment Criteria (Typical Rubric)

30	Analytical and Design Drawing; range, media and quality
40	Construction; rendering of form, construction techniques, texture and quality of finish
30	Digital Notebook – effective recording of process for classroom resource
	Professionalism, Participation and Attendance

This VAC has a Credit weighting but will not have a formal grade awarded. Credits are attained based on attendance and participation and fulfilling the requirements of the VAC Brief. The artifact and related VAC Notebook must be completed and presented by Friday 19th February. I will discuss the details of submission with the introduction to the brief. Tutor resources and student submissions will be uploaded to the relevant Google Drive Folder (link below).

Verbal feedback will be given over the course of the taught time and students will review their own work based on success criteria derived from the learning outcomes above.

Link to resources and VAC Digital Notebook Submission;

<https://drive.google.com/drive/u/0/folders/1mQiits0Emj1b4dH9L2SGLZd8YUvBXDsL>

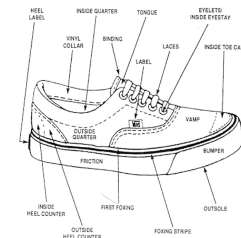
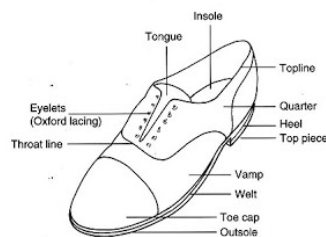
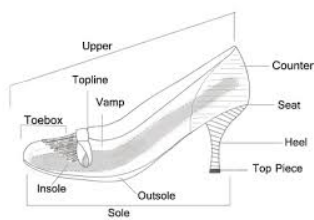
Other useful links

Tom Burkhardt's cardboard art studio at Knoxville Museum of Art.

<https://www.youtube.com/watch?v=HC7FPeoTcvA>

CUT IT OUT! - <https://www.youtube.com/watch?v=4RGfnBlaHIQ>

Ali Golzad - <https://www.youtube.com/watch?v=KdyoXROPDEc>



Tony Murphy

Presentation of Brief; 5th February 2021