

SCULPTURE ONE

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ASSIGNMENT TWO: SCALE / CARDBOARD / DIGITAL LAYOUT

DUE: MONDAY FEBRUARY 26TH

For our second assignment we're going to combine some basic construction techniques with some equally basic computer layout skills. We'll use a knife and a ruler and a glue gun and Adobe Illustrator to design and build an object from cardboard.

Q: Why didn't you make it larger so that it would loom over the observer? A: I was not making a monument.

Q: Then why didn't you make it smaller so that the observer could see over the top?

A: I was not making an object.

[Tony Smith replies to questions from Robert Morris about his six-foot cube, *Die*]

The Object

Find an object in your daily life that you commonly put in your pocket, your pack, your purse, your locker, fridge, etc. Make a sketch and take accurate measurements of the object; then scale up the measurements. Use your measurements as a plan with which to create a scaled-up version of your object in cardboard.

You can scale your measurements up by any factor you choose. Try scaling 2, 4, 10, or 16 times. The scale by which you enlarge the measurements should result in a maximum measurement of approximately 2 meters (or 7 feet) in any direction. The finished piece must fit through the storage room doorway!

When choosing your object, try to find something whose form is of interest to you—something with a strong visual identity. A shoe, for example, will yield a more interesting result than, say, a cereal box. Other examples of potentially interesting form: an old flip phone, a camera, lipstick, purse, hammer, etc. Something common yet visually compelling; or something with a personal value; or something so common as to go generally unnoticed.

Building with flat stock

Creating 3 dimensional objects from flat materials is among the most basic of building techniques. A house, no matter how large, is made up of mostly flat material. Plywood, sheet metal, glass, etc. are among the most basic flat stocks out there and are the basis for much of our built environment. Cardboard is a great flat stock because it is cheap and easy to work with.

Computer Layout

This assignment will introduce students to some very basic digital drawing/layout. Using Illustrator or comparable line drawing program students will draw, *to scale*, one or more elements from their sculpture, print those out, and use them as patterns from which to cut their cardboard.

We will use the computer like a really sophisticated ruler. It will help us to do some things with a degree of easy accuracy which would be hard to attain otherwise.

Tools and materials required:

- object of your choice
- adhesive: glue gun (supplied), white glue, PVA, tapes of different kinds
- an exacto or utility knife (supplied)
- a good steel ruler, 12" or 18"; a good square would also be handy
- "H" or "HB" pencil; eraser
- your laptop or computer lab computer with drawing software, Adobe Illustrator recommended

PLANNING AND BUILDING

Rough Planning

The first step in this project is to create some **thumbnail sketches** of your object. Take accurate measurements to accompany those sketches. Measure *everything*: top bottom side front back etc. Sketches should include all the various views required to describe the object to someone who does not have the object in front of them.

The sketches will be used first of all as a guide for making your cardboard sculpture. We'll also use them to plan a couple of elements for your work on the computer. Sketches can be developed into properly scaled technical drawings with plan and elevation views if you like but they don't have to be.

The thumbnail sketches can also be used to help you create a **cut list**. This is useful especially in those situations where you have a large number of parts.

Computer Planning

In-class tutorials will introduce students to some basic digital drawing skills. In consultation with the instructor, students will isolate 2-3 elements from their object which will be designed to scale on the computer, printed out and used as elements in the completed work.

Building

Once you have completed your plans you can proceed to building your objects. All you need to get started is a knife, a glue gun, a pencil and some cardboard.

When making the model, begin with an eye to accuracy—keep as close to your measurements as possible. Lay things out in pencil on your cardboard sheet. Start with the large elements, and work towards details. As the work progresses, you may want to adapt the size, detail, nature of some elements according to personal judgment, material necessity, visual interest. *Don't underestimate what can be done with cardboard!* It is an extremely versatile material.

Artists to research

Claes Oldenburg/ Coosje van Bruggen, Richard Artschwager, Charles Ray, Karin Sander, Katrin Sigurdardottir, Charles Simmons, Frank Gehry, Thomas Demand, Tom Sachs, Thomas Hirschhorn, Phyllida Barlow.