

Art Summer Camp

Course Summary

Art Club will spark the student's creativity by exploring two-dimensional art, three-dimensional art, photography, and graphic design. The student will be exposed to the nuances and styles associated with each medium and have the opportunity to create and share his designs.

Course Directions and Tips

The student will receive information from their summer school teacher about LiveLesson Sessions, message board posting and required assignments during the first day of summer school.

Art Club

1. Two-Dimensional Art

1. Two-Dimensional Art Introduction

Select one drawing and one painting from the Metropolitan Museum of Art Web site.

Can you pick out the elements of art that were used to create each piece?

From the drawing and painting that you chose, think about the following questions.

- Which drawing did you choose?
- Who is the artist?
- Which element of art most attracted your attention?
- Which painting did you choose?
- Who is the artist?
- What type of paint did the artist use? (e.g. oil, watercolor, acrylic)
- Which element of art most attracted your attention?

Bookmark these pieces of art on your computer so that you can refer back to them for inspiration in future lessons.

2. Sketching and Sketch Artists

It's Your Turn!

Select at least three objects around you and arrange them on a table. Make sure that they overlap and are arranged in a variety of directions. Draw with either a pencil or a pen on a piece of unlined paper. Quickly record what you see in front of you and don't worry about what it looks like. Remember, this is just your first rough draft.

3. Watercolor Draw a simple landscape or seascape similar to Winslow Homer's *Key West, Hauling Anchor* on the previous page. Use a photograph that you like, draw what you see outside the window, or get inspired by one of the paintings online.

4. Charcoal

Select a black and white photo that you would like to draw. You can search an online image database, or perhaps you have a personal photo that you would like to use or a clipping from a magazine. A black and white photo is helpful so that you can easily see the contrast and create that with your charcoal.

5. Oil Painting

The Impressionist artists, as well as Georgia O'Keeffe, chose simple subject matter. They often painted landscapes, flowers, or people doing everyday activities. What would you like to choose as the composition for your painting? You can go outdoors and draw freehand, find a flower and arrange it, draw from a photo, or have a person pose for you.

2. Three-Dimensional Art

1 . Three-Dimensional Art Introduction

Consider This...



What similarities can you identify between two- and three-dimensional art?

What differences can you identify?

Which do you personally prefer? Why?

Do you think that there are times when it is better to use two- or three- dimensional art to express an idea?

2. Assemblage

Have a look at your recycling bin. Look for items that have interesting shapes, size, and texture. A variety will give your piece a diverse look and allow you to use paint, as Louise Nevelson did, to provide balance and a uniformed look.

Where might you find other items for your piece? You might look for old pieces of costume jewelry, or objects found in nature such as shells, stones, and sticks, which are readily available. Old toys also make for interesting finds.

Arrange your objects on a piece of cardboard the size of your choice. When you have an arrangement that feels right to you and grabs your attention, use your craft glue to assemble the pieces to each other and to the cardboard.

After the glue has dried, use your spray paint (in the color of your choice) to paint the entire piece. You may need to spray more than one coat. Stand back and look at your creation. Nice job!

3. Plaster Sculpture

Using the inspiration of Henry Moore's sculpture, create an abstract plaster carving of your own. You may find it helpful to have an object to create an abstraction of. Shells, flowers, and other natural objects can provide inspiration with their natural curves and twists. Draw several views of the object to plan out your sculpture.

4. Wire

Begin by making a simple line drawing. Select an object to draw, and create several versions of it with a pen or marker. Pay attention to the curves and twists that you draw. You will create those with wire. Drawing the object helps you become familiar with the surface and the form.

5. Clay

Most of us do not have access to a kiln to dry traditional clay, so you will be using self-drying polymer clay in the activity.



Materials

- Polymer clay such as Sculpey® (This can be purchased at a craft store. Select at least three colors, or you may want to get a variety pack. As you will not be using glaze and a kiln, the colored clay will give you the color for your piece.)
- Rolling pin, glass jar, or can to roll the clay into slabs
- Dental floss (used to cut the clay)

Directions

	<ol style="list-style-type: none">1. Draw a sketch of the shape of the pot that you wish to create. Take inspiration from the work of Toshiko Takaezu, the pottery you saw in the video clips, or research of online pottery images.2. Use any of the techniques shown in the examples from the link on the previous slide, perhaps combining your colors by twisting them into coils. You can also take your coils, lay them side by side, and roll them out, creating a marbled effect. Have fun with the clay and use your imagination!3. Does your piece need a lid, or can you close it off at the top like Toshiko Takaezu? Do you want to elevate your piece by adding a foot? Create a circle slightly smaller than the base of your piece, and attach it by blending the pieces with your finger.4. Remember to turn your piece as you work on it so that it looks good from every angle.5. Follow the instructions on the package to dry your clay, and enjoy your piece! What will you use it for?
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3. Photography

1. Photography Introduction

As you saw in the *V-J: War Is Over* photograph with the Times Square backdrop, the composition of a photograph reinforces the theme and enhances the subject.

Photographers use concepts such as placement, depth of field, framing, symmetry/asymmetry,

and lighting to compose their photos.

Take a look at the two pictures to the left. Observe the differences between the framing, symmetry, lighting, and placement.

2. Photojournalism

Look through the daily newspaper, search online at Web sites for news agencies, or find inspiration in the work of Dorothea Lange. Think about your answers to the questions on the previous page and focus on your findings. You are going to use those concepts to create your own photojournalistic piece.

You can find an event occurring in your area and attend so that you can photograph it. If you like, use your friends or family and stage a photo similar to the style of Dorothea Lange.

Be sure to take multiple photos so that you can select the one that best adheres to the qualities that you identified as successfully telling the story.

3. Portrait Photography

Using what you have learned about the elements of composition, create a portrait of your own. You could take a self portrait or ask someone to pose for you. Keep in mind all of the tips and tricks you have learned throughout this lesson.

4. Landscape Photography

Create your own landscape photograph. Remember, the landscape can be many types of environments. It's a good idea to take a variety of photographs of the same subject. You might consider going back several times to see how the time of day, lighting, and weather affect the landscape.

5. Editing Photography

The everyday casual photographer, such as yourself, has access to basic tools using the software that comes with the digital camera or by using services such as Adobe®, Corel®, or Picasa™. All are either free or offer a free trial.

If you don't already have editing software with your digital camera, use your search engine to search for free digital photo editing software. Be sure to select a reputable one. Picasa is offered by Google® and is easy for beginners.

1. Use either one of the photos that you have taken in this unit, or snap some other shots.
2. Save them to a file on your computer and open them in the editing software that you

- selected. The best way to learn is by playing with the tools and by experimenting.
3. Practice using the tools listed previously and save several different versions of your image.

Select any photo that you have taken. Open your editing software and start to play around. Keep in mind all of the techniques and tips you have learned in this lesson. Pay attention to:

- cropping
- lighting
- contrast
- sharpening
- coloring
- red-eye reduction

4. Graphic Design

1 . Graphic Design Introduction

Look for examples of graphic design in your home. Find at least five examples. Maybe it's a brochure, a clothing label with a logo on it, an ad, the cover art for a CD, or the cover of a magazine. Once you have collected examples that catch your attention, examine what elements of these works attracted you to them. There is no science to it. What is your immediate reaction to each? Go with your first thought to each of the following questions:

2. Programs

Now that you have had a chance to practice with these basic functions, see what you can do with them. Here is your task. You are now a graphic designer, and you need to develop the following for your company:

3. White Space

1. Select a photo, online image, or Clipart™ graphic. Maybe even use one of the photos that you took in the photography lessons.
2. Along with the photo, select a phrase to use in your design and the font that works best with both.
3. Arrange the photo and phrase to create three different variations. You can arrange the printed pieces or create the arrangement using software such as Microsoft® Word.
4. Change the arrangement, the size of the image, and your lettering to create the variations.
5. Play with it and have fun!

4. Typography

Some of the most interesting and creative uses of graphic design and typography can be seen in the cover art for music. In this activity, you are going to create a piece of cover art. For inspiration and ideas, search the Internet for album covers.

5. Communication

Your design must include information that tells what the event or item is that you are promoting, shows what it is with graphics or a photo, arranges the white space to create visual impact, and uses color to reinforce the idea or feeling of your product. With this design, you can include much of what you have learned in all of the Art Club lessons. Do a quick Internet search for "graphic communication firms." Go to their samples and pay attention to how they combine imagery and typography to communicate information.