

3D Design

Final Assignment: Wearable Art

The purpose of this assignment is to give the student an opportunity to demonstrate all the visual and technical skills they have learned this semester. This assignment also gives the student the opportunity to learn how art can relate to and inform/be informed by the body.

Each student will create a wearable sculpture that will interact with the body to either stand alone when taken off the body or be worn during critique. Students should create an original, unique design that is interesting, engaging, and generates a formal and contextual discussion.

Possible Materials:

- Fabric
- Paper
- Paper Mache
- Plastic
- Rubber
- Metal (if you have access to a metal shop)
- Wood
- Found Object Assemblage
- Latex Sheeting
- Chicken Wire/Burlap/Plaster



Nick Cave,
Sound Suit

The principles of design to be explored in this project:

Emphasis- Does your piece have areas of interest that holds our attention?

Balance- Is the piece properly balanced throughout? (Remember, balance does not mean symmetry)

Proportion- Is the proportion of the piece to the body thoughtfully considered?

The elements of design to be explored in this project:

Shape- Are the shapes found within the sculpture interesting and effectively depicting form?

Space- Does your body interact with space in an unexpected and/or dynamic way?



Bea Szenfeld, *Coggles*

Requirements:

- Each sculpture can be made with any materials necessary. Since each sculpture will be very different in nature, materials must be purchased by the student.
- Materials should be thoughtfully considered and add to the visual and physical effectiveness of the piece
- Each sculpture must be wearable by the maker
- Each sculpture should have dynamic, impressive, and engaging form
- Each sculpture should thoughtfully consider the principles and elements of design
- Each sculpture should be complete at the time of critique
- Each sculpture should be well crafted with no visible adhesive or unfinished edges
- Each sculpture should be made predominantly during class with extra hours spent working outside class
- Each student must submit a performance in video form



Iris van Herpen, "The Hypnosis" Collection

Sketches due in class November 21st

Due date: December 12th

