

Project 5: Time

Objectives:

1. To explore elements of time and depth as they relate to 2D design
2. To investigate ideas around processes in the natural world that occur over time
3. To showcase your understanding of 2D elements and principles.

Overview:

Your challenge is to plan and execute a GIF animation that uses time, change, or motion to convey an idea about the natural world. This animation can be representation or non-representational.

Requirements:

- One-Page Project Proposal. What is your concept? How will you execute this project?
- At least 12 frames
- No humans as subject
- Developed/Intentional color palette and color scheme
- Ideation documented and turned in with project

Materials:

- Up to you! Highly suggest simple as being better: graphite, pen, marker, india ink, gauche, etc.
- Could use found objects or magazines
- Adding color is optional, but if used must be thought out.
- 8-10 sheets of paper uniform in size, minimum 4"x4"

References:

Bernini, Rodin, Duchamp, Boccioni and the Futurists, Eadweard Muybridge, Etienne-Jules Marey, Thomas Eakins, Sergei Eisenstein, Lew Alquist, sun dials, Nancy Holt, Andy Goldsworthy, John Baldessari, Christian Byzantine art showing the stations of the Cross, cartoon sequences, film, process art, M.C. Escher, Trajan's Column, tokonoma. Mel Chin, Andy Goldsworthy, Helen and Newton Harrison, Laurie Lundquist, Frederick Law Olmsted, Buster Simpson, Robert Smithson, Mierle Ukeles

Text:

Launching the Imagination, 5th Edition, Chapter 4, 6,7

Process:

Time / GIF warm up exercise – pick a partner, pick an object, and pick a verb from Richard Serra's Verb List. Enact the verb using the object and create a GIF on your phone with at least 5 frames.

1. Decide on a natural process or occurrence that you will illustrate – consider that you will be repeatedly drawing this image. Simple transformations and actions are encouraged (a wink, flowers blooming, a mosquito sucking blood, etc)
2. Make an initial outline of the process you will illustrate. Consider whether you want it to cycle back to the beginning smoothly
3. Use a light source to repeatedly trace your images. It will help if there is a part of the image that is stagnant for the entire animation.
4. Use the medium of your choice to go over your initial sketches. Create depth within your composition using one point depth within your illustrations using one point or two point perspective.
5. Photograph each image steadily and create a computer-generated gif. Email to aenoble@asu.edu

Grading:

Technical Development: 25pt

Did you demonstrate proper use of materials/ techniques?

Visual Development: 25pt

Are the work's formal elements successful? How well is it made? Is it presented well for critique?

Conceptual Development: 25pt

Is it an original idea that is communicated clearly?

Did it come from a place of thought, research, and consideration?

Preparedness/ Participation: 25pt

Did you follow all the requirements on the assignment sheet? Was it turned in on time? Did you use work days efficiently? Did you provide thoughtful feedback to others in critique?

Timeline

4/5 Intro and readings assigned: Chapter 4 and Chapter 6 for Monday

4/10 time/gif exercises and idea development. Presentations 1-2

4/12 idea development and workday. Presentations 3-5

4/17

4/19

4/24

4/26 Final critique and last day of class!