



Albert Einstein High School

Summer Task Cover Sheet



Teacher(s): Michael Metzner

Teacher(s) Contact Information: michael_j_metzner@mcpsmd.org, mjkmetzner@gmail.com

Course: AP 3D Design

- ✓ **Purpose of the Summer Assignment:** To familiarize students with the materials and processes of mixed-media and assemblage sculpture, as well as the artists that work in that style.
- ✓ **Relationship between Summer Task and 1st Quarter Objectives:** 1st Quarter Objectives are working on and completing assignments for the “Breadth” component of the AP portfolio. This assemblage project will help students become familiar with using the different kinds of materials necessary to have a strong breadth of work.
- ✓ **Description of the Task: Gathering Materials/Assemblage Sculpture:**
- ✓ **1. Collect a large amount of objects that could be used for the sculpture. Collect objects with a variety of surfaces/ textures (wood/ natural, glass, metal, plastic, ceramic, fiber, etc.) It is best to collect more than you can use so you have a lot to choose from.**
- ✓ **2. Research and create an assemblage sculpture. The sculpture can be an abstract design that emphasizes one or more of the elements and principles of art, or it can be representational/conceptual**
- ✓ **Supportive Resources:** You should research Assemblage before you begin. Some artists to look at are: Jean Dubuffet, Man Ray, Marcel Duchamp, Louise Nevelson, Joseph Cornell, Robert Rauschenberg.

Grading:

- ✓ **DUE DATE: 9/7/18**
- ✓ **DEADLINE: 9/14/18**
- ✓ **Grading Category: Practice/ Prep/ Completion**
- ✓ **Points: 50pts (25 each)**
- ✓ **Extent to which the summer task counts towards the marking period grade: 5% of 1st Quarter Grade**
- ✓ **Grading Criteria and Rubric: (can be attached as a separate sheet)**



Albert Einstein High School

Summer Task Cover Sheet



Assignment 1: Collecting Materials for Sculpture-

One of your assignments this summer is to **find and collect materials to use in the creation of sculptural objects/forms**. Your objective is to acquire materials with a variety of surfaces and textures. You must collect **at least ten (10)** examples of objects/materials from each of the following categories: **wood/ natural, glass, metal, plastic, fiber (cloth)**, for a minimum total of 50 pieces. More is always better!

Anything can be used for sculpture, and most of it can be “scavenged” or acquired for free. You *do not* need to buy these materials. You can often find interesting material in the dusty boxes and corners of your own basement or attic, or those of willing friends and relatives. Part of the purpose of this assignment is to begin to train yourself to see the beauty and redefine the purpose of found objects.

****Your materials must be stored by type in labelled containers.**

*****You should research Assemblage before you begin. Some artists to look at are: Jean Dubuffet, Man Ray, Marcel Duchamp, Louise Nevelson, Joseph Cornell, Robert Rauschenberg.**



Joseph Cornell Boxes

Jean Dubuffet Portrait



Robert Rauschenberg Sculpture





Albert Einstein High School

Summer Task Cover Sheet



Assignment 2: Assemblage Sculpture

After collecting materials and researching artists who work in Assemblage, you will **create one (1) assemblage sculpture**. The sculpture can be an abstract design that emphasizes one or more of the elements and principles of art, or it can be representational/ conceptual.

Your assemblage must include **at least 3 different categories of material**.

If you are travelling/ very busy over the summer, put this into consideration when planning your sculpture. The ultimate size and complexity of the piece is up to you, but remember that this is meant to be a **complete work of art**, which can/ will be used in the Breadth section of your AP exam. It is in your best interest to create as finished and polished a piece as possible. *Don't wait until the last two weeks of August!*

Elements of Art: Line, Shape, Color, Value, Form, Texture, Space

Principles of Design: Balance, Contrast, Emphasis, Movement, Pattern, Rhythm, Unity

