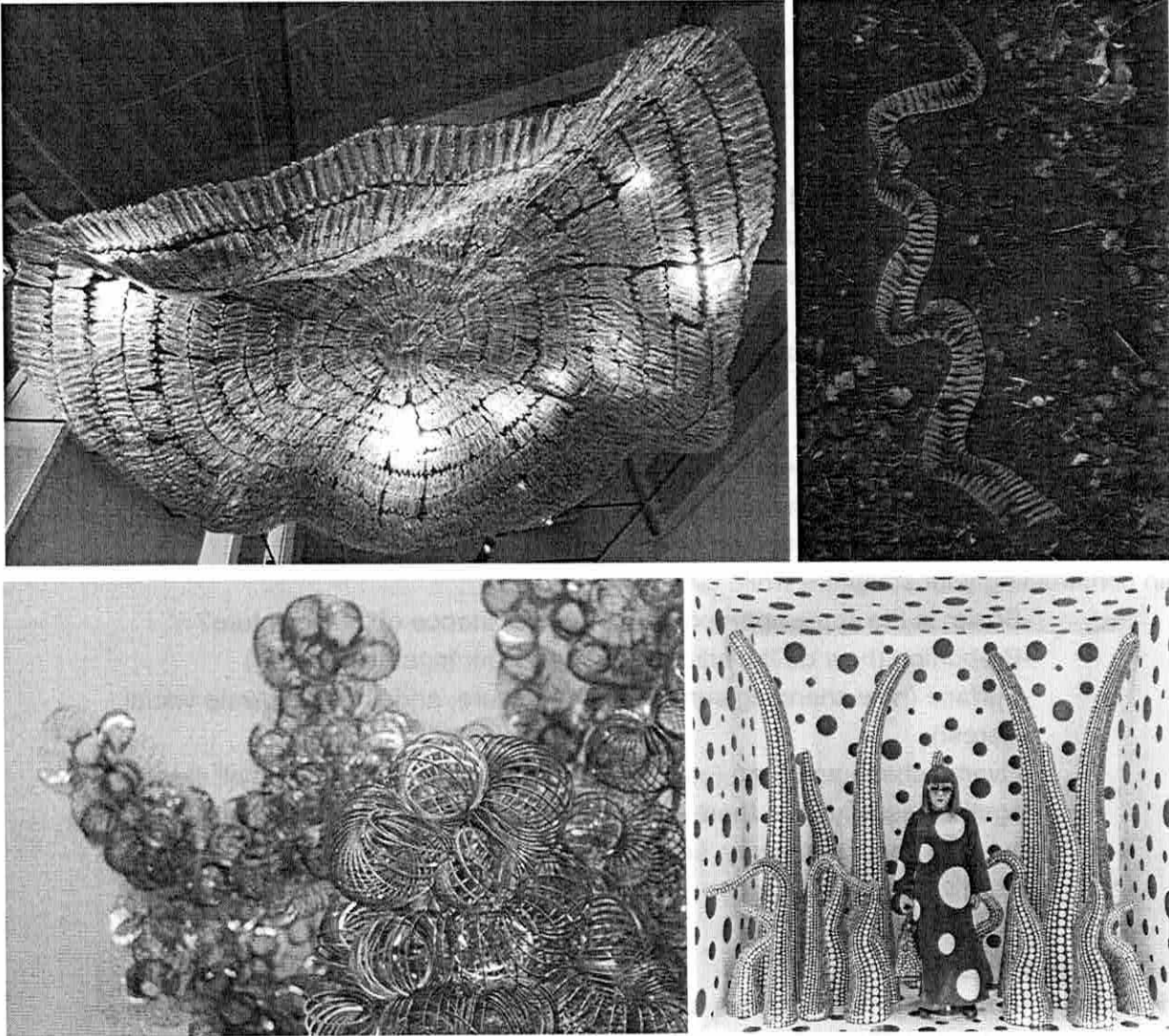


### Project 3: Repetition with Casting



Repetition of a single form can evolve into an infinite number of possibilities when making a work of art. For this project, you will be choosing a small object (something you can hold in one hand), to use for the creation of a mold. You will make several casts of the object, which you can later assemble into a sculpture and alter the surface.

Step 1: Collect at least five different objects that have *volume* (*nothing too flat or skinny*), keeping in mind that you will have to choose one to create a two part mold which you will pull apart, so:

- Avoid objects that have deep or complex undercuts.
- Avoid objects that have sentimental value, or that you want to keep pristine.
- Avoid objects that are soft or porous.

**\*Don't worry about what the finished sculpture will look like!**

**\*Bring a medium sized cardboard box that you can leave on the shelf for your casts.**

Step 2: We will discuss your objects as a group and decide on which will work best for the casting process. We will draw out the seam line on the object, and fill any undercuts with clay.

Step 3: After choosing the correct orientation of your object, we will bury half of it into a block of clay, create a pour spout, establish the boundaries of your mold, and mix and pour the first half of your two part mold.

Step 4: After the plaster has cured, we will turn it over, remove the clay while keeping the object inside, lubricate the mold, and pour the second layer of plaster. Once that has cured, we can remove the object and lubricate each side with oil soap.

Step 5: Try to make 8-10 casts. You will need to use at least 8 in your sculpture, and may need some extra to experiment with.

Step 6: You may have a seam on each object where the two molds meet together. This can be cleaned up using sandpaper or scrapers. You can also use tools for etching into the surface of casts while it is still moist. Plaster can be drilled.

Begin constructing your sculpture while considering:

- Scale: Is the scale appropriate for the experience of the sculpture?
- Proportion (how do the size of the parts work together visually)
- Surface (how changing surface plane, texture, and shadow create visual interest)
- Overall shape and form (as we move around the sculpture, do all sides tie together visually? Are there any surprises from one side to another? Are there layers of impact far away, and close up?)
- Positive/Negative Space

#### Project Requirements:

1. A three Dimensional form that we can move around. This project must have a height, width and depth that has a physical presence in three dimensional space (essentially I don't want anyone to just screw their casts to a board and call it a day. Screwing or attaching them to wood or other materials is fine as long as it has form and all of the elements are considered).
2. Must consider the visual elements discussed above (proportion, shape, surface, all sides, etc.)
3. Craftsmanship: All parts look intentional. Adhesives are not visible unless they are an intentional part of the piece. Seams are addressed. Edges are clean unless there is a visual purpose for them to be rough, etc.
4. Paint, scrap wood, dowels, and materials you find from home can be incorporated, but at least 8 casts must be included in the sculpture, and must be the prominent feature.
5. Must be **finished by** \_\_\_\_\_ to be presented for critique.