**Instruction for Plastic Art / space and object art OEBWV1709Z for Erasmus students**

**Result:** PDF portfolio with photo documentation of realised work, sketches, drawings, titles and short texts with reflection of process of creation, inspiration and resources (literature, visual art and visual culture, history, etc.)

**Terms:** You can send your finished work to email address: [micha.sedlak@pedf.cuni.cz](mailto:micha.sedlak@pedf.cuni.cz) in the end of semester (semester ends 15. 5. 2020) or during exam period from 25. 5. until 30. 6. 2020.

**Materials:** use available materials, like paper (newspaper, cardboard), trash materials (cans, plastics), natural materials (leaves, branches, grass, stones, ice/water, etc.), strings, wires, textiles, wood, food (flour, dough, some vegetables, bread), soap or soap mass, etc.

**Forms of realisation:** use simple and available techniques - glue, paper-mache, composing, constructing, mould, sculpture, cutting, etc.

**Connection:** all tasks are connected; you are going to practice and develop perception of flat material transformed in to spatial objects.

1. **Relief**

**Theme: growth**

Modelling with paper / paper mache / paper clay

Instruction: Ideal technique is paper melt in water, paper is pulped, soft and it is possible to model with it almost anything. Paper matter needs to dry very well! You can add glue to get more solid result. Use absorbent underlay (piece of cardboard, piece of plastic), create a composition from different materials (wood, rope, some tools – see Inspiration PDF 1\_Relief) on the underlay. Then put on it a layer of paper material (wet paper tissues, paper-mache, etc.) and let it dry thoroughly.

Other resources: paper clay recipe - <https://www.youtube.com/watch?v=onmIiQVQxaU>

**Inspiration (art, visual culture, history):** see file 1\_Relief

1. **3D object developed from flat material**

**Theme: object in city (supplement of city equipment - bench, basket, bike holder, drinking fountain, tables, exercise machines, etc.)**

Cutting and folding of paper

Instruction: Try different ways of shaping flat paper and create three-dimensional object. Use wide range of papers with different grammage and characteristics, try different types of elaboration of the paper - cutting, gluing, bending, folding, squeezing, etc. Choose best result and place it into certain space as supplement of city equipment. Create a few sketches of it. You can help yourself by creating few photos of it from different points of view. Try to find one spot or one point of view from which the three-dimensionality will stands out. Keep on mind that the equipment should be/is settled in certain environment, think about the scale, final size and material of realization.

**Inspiration (art, visual culture, history):** see file 2\_3D\_from\_flat

1. **Mask**

**Theme: wearable mask**

Modelling with paper / paper mache / paper clay or cutting, folding of paper

Instruction: Choose theme and way how you will create a wearable mask (for yourself). Take advantage of previous experiments and experiences.

**Inspiration (art, visual culture, history):** see file 3\_Mask, other inspiration: traditional masks of your country, masks of different arts, cultures and tribes.

1. **Skull 1:1**

**Theme: human skull**

Modelling with paper, paper mache, paper clay; cutting, folding of paper; modelling and composing from different materials.

Instruction: Before creating a skull, you should get familiar with anatomy of human skull (see PDF Plastic\_anatomy\_skull\_Zrzavy). You can follow instructions in PDF Skull\_alternative\_modeling.

For Skull\_alternative\_modeling you will need: paper (like newspaper), plastic bag, paper tape, aluminium foil, gypsum, string, tissues, container for water and gypsum, spoon, brush and finally picture of skull for inspiration at least (best from all sides). Paper or plastic bag use for creating a solid basic shape. Aluminium foil will help you to create smaller details and shapes. Finish with in gypsum soaked tissues. Keep clean your tools and prepare only small amount of gypsum (1/4L).

**Inspiration (art, visual culture, history):** see file 4\_Skull

1. **Head 1:1**

**Theme: human head**

Modelling with paper, paper mache, paper clay; cutting, folding of paper; modelling and composing from different materials.

Instruction: Before creating a human head, you should get familiar with anatomy of it (see PDF Plastic\_anatomy\_head\_Zrzavy). You can follow instructions in PDF Head\_alternative\_modeling.

For Head\_alternative\_modeling you will need: plastic bottle filled with water, paper (like newspaper) or plastic bag, paper tape, bandage, gypsum, tissues, container for water and gypsum, spoon, brush and finally picture of head for inspiration at least (best from all sides). Bottle use as neck and stable support for whole sculpture. Paper or plastic bag use for creating a solid basic shape of head. Wrap and solidify both parts together. Finish with in gypsum soaked tissues. Keep clean your tools and prepare only small amount of gypsum (1/4L).

**Inspiration (art, visual culture, history):** see file 5\_Head