**Pierced & Re-Formed**

**Intro & Criteria:** With the value of art being questioned in the school system today, the ideas of the past become ever more present. We begin to question what art is and how we can identify it from other more manufactured products. So what does this all mean to us as we make art? We begin to question how we make art and for what purpose does our art mean to us as the artist and those who are our viewers? For this project you will be experimenting with the idea of process vs. intention, abstract vs. recognition, and presentation.

LVL 1: Your project will consist of creating a unique sculpture that stretches your ability and understanding of metal in order to take a single piece of sheet metal and turn it into art by using folds and bends to create dimension. This project is meant to get you to experiment with multiple options before finalizing your ideas.
LVL 2 & ADV: Your project will consist of creating a unique piece of jewelry which can be made for a body part of your choosing. You will be considering the affects of jewelry throughout history and its ability to compliment and accentuate. This project is meant to expand your mind and to have you experiment with the metal using your knowledge and skills.

Consider:

"Does art have to start with an idea or can process be the inspiration?"
 - "Does content have to be easily recognizable to be valuable?"
 - "How does presentation affect the way we see art?"

**Process Work & Steps:**

* Sketches & Developed Ideas (10 process points)
* Finalized Design (10 process points)
* Creation of Final Project (40 project points)
* Token Critique (10 critique points)

**Self-Evaluation Grade Sheet:**

**( /10 points) Requirements:**

* Complete the process Work & Steps leading up to the final project
* Final design demonstrates an expanse beyond the original square
* Final design considers the idea of presentation and how it will be displayed
* Level 2 & Advanced incorporate the use of value into the design
* Design uses dimension to create focus

**( /10 points) Creativity & Originality:**

* Design goes beyond the basic criteria and is eye-catching
* Design uses a balance of positive (connected) and negative (drop-out) shapes
* Design uses a variety of small details and larger shapes
* Level 2 & Advanced designs use value in the patina to accentuate dimensionality

**( /10 points) Craftsmanship Sketches & Final Project**

* Careful cutting of sketches (avoid rips and tears) all parts must stay connected
* Final project resembles the original design
* Draw 3-5 sketches and develop 2 to final stage
* Final project must be Filed and Sanded
* Final project must have patina

Final project is carefully constructed and has no drop out

**( /10 points) Effort & Involvement:**

* Participation in discussion and planning
* Pacing: Efficient use of each class period so you don’t have to rush at the end
* Completing the process work (save your work to show improvement)
* Use of extra studio hours if you fall behind on any steps of the project (due to absences)