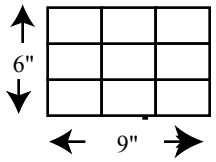
luminaries

The Assignment is to develop a color composition in which luminosity is the primary objective.

Note: These examples show only color selection; not the design or compositional plan.

1. Subject matter should not be considered or developed. Color and color concepts should dictate the development of the composition.

2. All shapes must be rectangles and cut from 9 different hues of the color pack. Squares may be 1/4", 1/2", 3/4" and 1". They may all be the same size or varied by 1/4" increments. The size of the final composition is to be 6" x 9", and can have either a horizontal or vertical orientation.



4. All of the color from each of the nine cards must be used, leaving no empty spaces on the composition.

5. Try to cut all edges straight and clean.

6. Two class sessions will be devoted to this assignment. Try to complete all cutting and plan development prior to the second class. DO NOT GLUE ANY PIECES until after the critique.

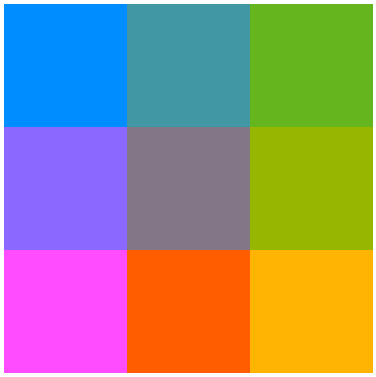
7. Design planning can take many forms. Some that are recommended include:

   a. Identify the necessary elements that promote luminosity. Example: Halation, Vanishing Boundaries, etc. See if you can identify any in Example 4.

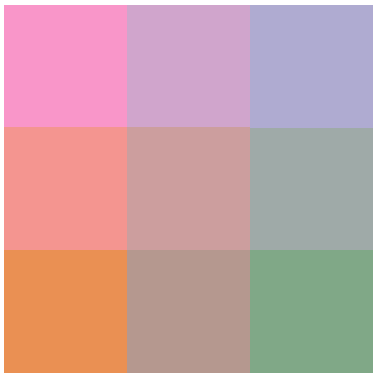
   b. Pick colors needed to create these visual effects. Put each color into a separate envelope.

   c. Begin with 1" squares and arrange them without glue, making rough sketches of each idea. Keep this period of creation open to playful experimentation. Smaller squares can be cut out of the larger squares as the design concept becomes more defined.

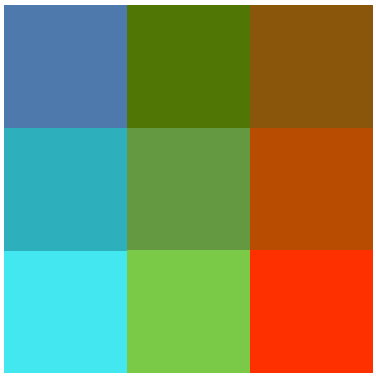
   d. In the examples to the right, three color sets of 9 hues each were developed. One of the three sets was selected and from these colors, the final design was created. Create as many sets as desired. Any idea as to what prompted the choice of colors in the examples?



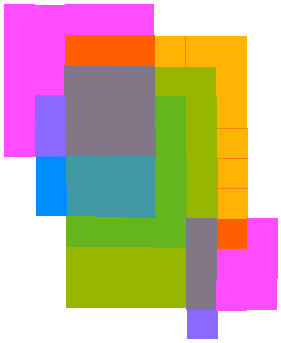
Example 1.



Example 2.



Example 3.



Example 4.

Design in progress for a composition based on the nine colors selected in example #1.