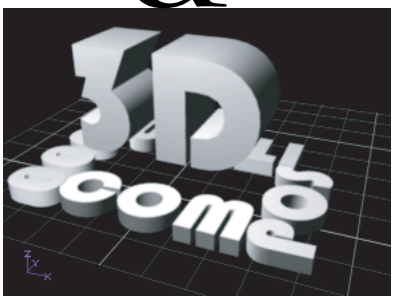
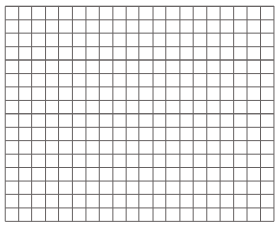
2D & 3D Grid Composing in Black & White Planes



Objective: To discover and recognize the advantages associated with spatial limitations. To be able to visualize or think outside the box in which you are restricted.

Materials

1. 2D & 3D letter-size grid printouts.
2. Assorted rendering tools, e.g., Pencil, Black Felt-tip Pen and printed gray scale gradations. (The latter is available upon request for $1.)
3. Tracing paper and heavier archival paper is optional, but essential for those who desire high quality rendering results.

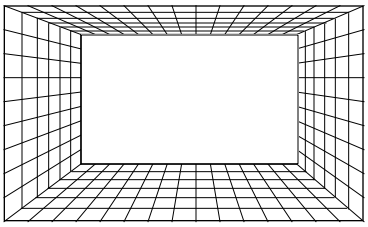


Procedure

2D Grid: Using the 2D grid provided, fill in any number of grid squares to create a shape of one solid value or gradated value.

3D Grid: 1. Develop a line drawing which utilizes the 3D grid to create value or gradated planes. Begin with a floor pattern which establishes the base lines for each plane or panel. These panels may vary in both width and height, and conform to the perspective lines of the grid.

2. Render the panels created in the line drawing in gray-scale.



Criteria (Convergence Phase)

1. Design should add up to more than the sum of its individual parts.
2. All shapes must conform to the imposed grid, but the grid should not be visible in the final rendering.
3. Incorporate some lost edges.
4. Value range is unlimited.
5. Surfaces and textures may or may not play a role in the composition.
6. Note any event or discoveries worthy of recording during the development phase.
7. Add any personal criteria which are not listed here.

THE CHALLENGE
To think outside the box in which you must stay!

PERSONAL CRITERIA