The Final Project will be comprised of an artistic examination (an artwork) that demonstrates your understanding/ability to manipulate the fundamental 2D design elements and principles covered in this course. What specific topics have we discussed? These 2D Elements include: Line, Shape, Texture, Value, Color, and Positive/Negative Space. The Principles of 2D design include: Unity/Harmony, Repetition, Rhythm, Balance, Contrast, Transition, Variety. This project will include demonstrations of your acquired technical skills in craft, painting, color mixing, cutting, pasting, and assembly. Your project must include examples of basic color harmonies and applicable variations of pure hues, their tints, shades, tones and intensities. You must also achieve a unified harmonious design manipulating form and space.

As part of this project, you need to be able talk about your work and the decisions you made in completing the project. You need to be able to explain specifically what aspects of 2D Design you have incorporated within your composition. This will be part of your grade. I want you to articulate an understanding of the concepts presented in class both within your artwork and in this paper! Be specific, just stating “My design demonstrates a tetradic color harmony.” isn’t enough. You must be as specific as possible. For example; you could include the hues involved, areas applied, and reason(s) for your choice(s). You must explain how you utilized every aspect of the 2D Design elements and principles we have discussed in class! You may decide you want to write this down to use a reference, but the final review will be done orally during your individual critique.

Create a unified design by painting, cutting and pasting your painted sketchpad paper and found paper (if you choose to use found paper) into a composition at least 14 or 18 inches in one dimension. Or you may draw your design out and directly paint it n the illustration board. This design must be mounted on white/black illustration board with a 2” border around the design. You can incorporate strictly geometric shapes, organic shapes, or both in your design. You can also choose to use solely representational or non-representational elements, or both. This design must demonstrate a Tetradic color harmony anchored by one dominant hue throughout the composition. Why a Tetradic harmony? The Tetradic harmony is one of the richest of all color schemes.

INSTRUCTIONS
1. Research cut paper artwork and develop an understanding of the possibilities inherent in the medium. Decide on your color choices (which must be Tetradic) a Tetradic harmony is defined as: four colors that are equidistant from one another on a color wheel creating either a rectangle or square from the hues on the 12-hue color wheel. An example: The 4 hues made from two direct complementary sets Red/Green and Blue/Orange make a Tetradic harmony. You may want to mix more paint of need at this stage so you have enough for your assignment. If you chose you may also begin collecting found paper; think about pattern, color, texture, and even transparency from outside sources (magazines, books, the store, etc.) you can incorporate these into your design if you wish.
2. Begin sketching out compositions, shapes, combinations/layers of shapes. You need to make use of at least two of the design principles we’ve talked about this semester in your composition. You must have a well-developed, solid plan to begin! Questions to ask yourself, will you use layering? If so, will you start with the background paper first and then work towards the front of your design, or vise versa? Will you paint directly
on the board? How will you include your required color elements? What is the best way to engineer your project? What size will you be working? Be willing to experiment to find the best ways to solve the structural/visual/conceptual issues during the process of creating this piece. You must use the dry-to-dry mounting technique for this project if you choose the cut paper technique.

3. Begin the process of drawing your design out or cutting your painted paper elements from your swatches and organizing them into your composition. Make sure that your design is as well crafted as possible. Craft, Craft, Craft! I don’t want paper parts falling off for any reason, or the process of construction evident in any way! Each edge needs to be crisp and the paint must be as flat as possible. You will need to experiment with the materials to decide what approach is best for construction i.e., pasting the elements onto a piece of sketchpad paper (like your other projects) and then mounting them onto illustration board or just working directly on the illustration board (this is the riskier of the two choices) or, a combination of both techniques. Make sure that you include all the required elements within your composition, how you do so is completely up to you!

4. Before mounting your project, please review the checklist to make sure you have met all requirements for the assignment. This will help you make sure you don’t lose points unnecessarily.

5. Mount your project onto white/black illustration or matt board leaving a 2” border around the design. Label per your syllabus and bring to class finished for our final critique. Have materials ready to put cover sheet on after the final critique.

MATERIALS

Tempera Paints and Gel Medium (provided by MCC), paintbrushes, H pencils, ruler, thinned rubber cement, rubber cement pickup, X-Acto knife and multiple blades, sketchpad, white/black illustration board, colored pencils, tactile texture element (i.e., sand, string, sawdust, etc.) or paper with simulated texture (i.e. found paper or painted paper), found paper (optional), acrylic paint (optional)

Note: For your work to be considered for the student show (and for awards), you must have all your work in a paper portfolio on April 22. Students who do not have their work ready will lose points off their final project. Individual critiques will take place on April 27 and April 29. This will be your last chance to turn in any fixed work and extra credit as well as to make an impression on me before final grades are entered.

FINAL PROJECT CHECKLIST

- Tetradic Color Harmony: You must apply a Tetradic color harmony to your overall design. It can be either the square version or the rectangle version.
- Dominant Hue: You will choose one hue from the original four in your Tetradic harmony to be the dominant hue in the overall design.
- Color Variants: You must use a minimum of 4 variations (pure hue, tint, shade, and tone) of each of your 4 original hues (your Tetradic harmony) for a total of 16 colors minimum. (4 variations x 4 hues = 16 colors minimum). You may choose to use more if you wish and I encourage you to do so.
- Painted Cut Paper or Directly Painted Design (found paper elements optional)
- 14 or 18 inches in one dimension (at least)
- Elements of 2D: Line, Shape, Texture (either tactile or simulated), Value, Color, and Space
- Principles of 2D: Demonstrate at least two of the following principles: Unity/Harmony, Balance, Contrast, Rhythm, Transition, and Variety
- Organic and/or Geometric shapes
- Representational and/or Non-representational shapes
- Dry-to-Dry Mounting
- Mounted on white/black illustration board
- 2” border around the design
- Cover sheet and labeled per the syllabus
- Ability to discuss the design principles used and color palette chosen as well as all other design decisions