HIGH SCHOOL / STUDIO SERIES



7 Installation and Collaboration

agine a sculpture that you actually become a part of. As you walk through and around a space, you come into contact with objects or images that affect your senses, making you think differently about the area around you. Perhaps your presence triggers a video or a not further transforming your perception of the space and your place in it. Sound intriguing?

Beginning in the late 1960s and early 1970s, artists began exploring ne to transform space and dramatically affect the vie e of it ways to transform space and dramatically affect the viewer's experience of it. They started to create environmental **installations**, works created for a partic-ular space, whether indoors or outside. The aim of the installation sculptor is viewer participation—the viewer takes part in the work by walking through the space and interacting with it. Like traditional sculpture, installations may be realistic or nonobjective, that is, without recognizable subject matters. Some of the light installations of James Turrell and Dan Flavin, for example, use colored light projected onto walls to explore the way people perceive space and three-dimensional forms. Also in recent decades, artists have been inviting oth-

artists have begun inviting others to work with them as a inique way to expand the art orm of sculpture. These

form of sculpture. These collaborations provide the opportunity to form relation-ships with a variety of people from artists specializing in other media to working professionals to children, agather diverse ideas, and produce a unique artwork that encompasses a multitude of viewpoints about the same theme. In this chapter you will learn more about collaborations and the innovative art of instal-tions, You will also have the opportunity to

lations. You will also have the opportunity to work with your classmates to create your of installatio





149

Beginning Sculpture

By Arthur Williams

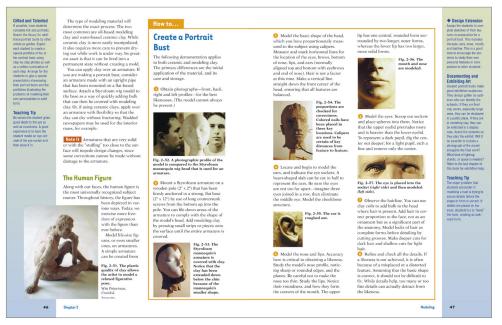
This complete program explores a **diverse range of** media in sculpture, including traditional sculpting methods and the latest tools and techniques. The Studio Experiences in each chapter are designed to go beyond basic skills and enhance student learning through individual and group explorations. Lessons throughout the book focus on creating basic forms to develop technical skills through either additive (such as molding) or subtractive (such as carving) means.

Features

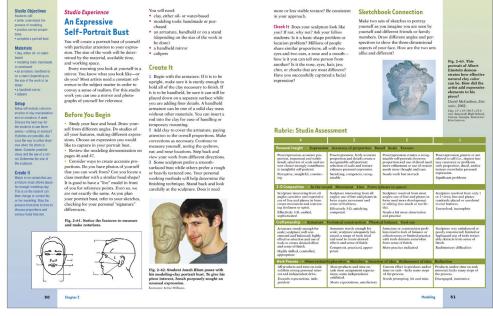
- A diverse range of techniques and media, from plaster casting and riveting metal to found-object assemblage and installation
- Engaging historical and contemporary sculpture, with examples from the ancient sculptors of Mesoamerica to the immersive experience of installations
- Thought-provoking historical profiles that help students create a foundation to begin to understand their own place in art history
- In-depth analysis of how the elements of art and principles of design are used to create three-dimensional artworks
- Detailed illustrations of fundamental techniques, such as modeling a figure in clay
- Contemporary career profiles of working sculptors



Inspiring Creativity Since 1901



Teacher's Edition, Chapter 2: Molding, How To: Create a Portrait Bust.



Teacher's Edition, Chapter 2: Modeling, Studio Experience.

TABLE OF CONTENTS

Chapter 1: Introduction to Sculpture Chapter 2: Modeling Chapter 3: Molding Chapter 4: Casting Chapter 5: Carving Chapter 6: Construction and Assemblage Chapter 7: Installation and Collaboration Chapter 8: Portfolio, Exhibition, Education, Career Sculpture Timeline & Glossary Each Studio Experience in the Davis Studio Series offers **point-of-use lists of necessary tools and materials**.

Components & Ancillaries

- Student Book (Print)
- Teacher's Edition (Print)
- Davis Art Images Subscription
- Teacher Resources (print): Studio Support Masters, Vocabulary Masters and Artist Profiles, and Assessment Masters

Davis Art Images Subscription

Extend the fine art in each lesson with images from around the globe and across time. With your subscription to more than 35,000 brilliant images, you can view and download images that have been carefully correlated to every lesson. **Compare and contrast any two images**, create sets and **instant slideshows**. Find the images you need using search terms specific to art education. Each image includes metadata that allows you to find other images from that artist, time period, location, medium, and much more!

Teacher Resources

Studio Support Masters: Sequential photos and illustrations teach techniques and processes in a practical format. Portfolio tips and exhibition tips help students document their work, track their progress, and prepare their images in a professional manner.

Vocabulary Masters and Art & Artist Profiles: Profiles highlight the accomplishments of artists and works of art. Vocabulary Masters reinforce vocabulary

development through stimulating word games. Assessment Masters: Detailed studio

rubrics reinforce and extend the rubrics in the Student Book. Chapter review questions reinforce key ideas and concepts. Customizable versions of all assessments are included with the eBook Class Set.

