



**Lesson 4-1: Day 1**

**Objective(s):** Review Historical and Contemporary Examples  
Video Presentation: 'Alonzo Clemons'  
Assign Homework: Video Reflection

**Skills Attained:** Identifying the components of the third dimension  
Understanding Savant Syndrome  
Sketchbook reflection

**Topics:** Review Historical and Contemporary Examples of Form and Design

**Day 1**

**Review 3-Dimensional Form and Design (4.1a)**

Students should review the terminology of 3-Dimensional Form and Design and take notes:

- Abstract- portrays a basic shape, but does not imitate it, by simplifying, exaggerating, or rearranging
- Addition- building up, assembling, or putting material on
- Asymmetric- not symmetrical
- Balance- the impression given that something is of equal weight in a design
- Biomorphic- forms relating to something living
- Casting- a technique where liquid material is poured into a mold to create a form
- Composition- the product of the organization of the parts to create the whole
- Contour- an outline of a shape or form
- Design- the arrangement of the elements in a work of art

## Chapter 4: Introduction to 3 – Dimensional Design Daily Lesson Plans

- Dimension- measurement of length, width, depth
- Dynamic- giving the feeling of energy or force
- Elements of Design-line, texture, shape, form, space, color, value
- Emphasis- an area in a work of art which leads the eye to the most important part of a design first
- Emotionalism- one theory of art that values the communication of a variety of feelings
- Form- a 3-dimensional object
- Formal-made in an orderly way according to established methods
- Free-Form- shapes or forms that do not follow any set of rules (biomorphic)
- Freestanding- a sculpture that stands on its own and does not need a base
- Geometric- mechanical looking and using geometric shapes (circles, squares, etc.) and forms (spheres, cones, etc.)
- High Relief- sculpture in which some areas stand way out from the surface
- Imitationalism- a theory of art where the work is created in the absolute likeness of the real thing (realistic)
- Incising- cutting lines into the surface of a material
- Low relief (bas-relief)- sculpture in which some areas stand out a little from the surface
- Manipulation- to shape with the hands or tools
- Medium- the techniques employed and the materials used to create a work
- Mixed Media- artwork made with more than one medium
- Mobile- 3-dimensional art that hangs and has moving parts
- Modeling- shaping a pliable material



- Negative Shape/Space- the empty space surrounding or going through shapes or forms
- Nonobjective-showing no resemblance to natural forms
- Path of Movement- any element of art that leads the eye from one area to another
- Positive Space/Shape- the area occupied by the shapes and forms
- Principles of Design- balance, contrast, proportion, pattern, rhythm, emphasis, unity, variety

## Chapter 4: Introduction to 3 – Dimensional Design Daily Lesson Plans

- Proportion- relationship of the design parts to each other (size, degree, amount, number)
- Relief- a 3-dimensional form viewed from one side in which areas stand out from the surface
- Rhythm- movement in the artwork that is easily connected by the eye
- Sculpture- the shaping of expressive 3-dimensional forms by modeling, casting, carving or constructing
- Silhouette- the area that is between the contours or edges of an object, like a shadow
- Soft Sculpture- made with fabric and stuffed
- Statue- stands by itself and is usually a person or an animal
- Subtractive- to carve or cut away materials
- Support- a background that materials are connected to or attached
- Tactile- experienced through touch
- Three-dimensional- artwork that has depth, width, height and thickness
- Void- an empty space

### **Examples of Form and Design (4.1b)**

Using classroom examples, textbook examples, or posters, have students analyze 3-dimensional forms using at least five 3-dimensional form and design vocabulary terms. For example:

1. Plaster sculpture carved by a student: The piece of plaster represents a three-dimensional form, utilizing both positive and negative space (void). It was created using a subtractive method of carving. It is a freestanding work that is a very realistic representation of a tooth with a filling.
2. Noguchi, The Stone Within: Noguchi has used the subtractive method of carving to create this piece that is a biomorphic, 3-dimensional, sculpture. There is rhythm in the work that tends to lift the eyes upward. There are no negative or void spaces within the work, only the area that surrounds it.

Students may analyze famous works of art using the terminology:

- Louise Nevelson, Black Wall, 1964
- Michelangelo, The Pieta, 1499
- Stonehenge, England, ca. 2000 B.C.
- The Pyramid of Cheops and the Great Sphinx, Egypt, ca. 2530
- Auguste Rodin, The Thinker, 1879-1889
- Alexander Calder, Two White Dots in the Air, 1958
- Paekche, Maitreya, early 7<sup>th</sup> century
- Victor Spinski, Covered Pail, 1979
- Henri Matisse, Heads of Jeanette, 1910-1913
- Pablo Picasso, Woman's Head, 1909



Native Doll Alaska

**Video Presentation (4.1c)**

Show the video 'Alonzo Clemons Prodigious Savant'. This video is about Alonzo Clemons. He has Savant Syndrome. In the movie 'Rainman', Dustin Hoffman had the same syndrome, where there is a developmental disability like autism or retardation, plus a genius level skill in something. Alonzo is an incredibly skilled artist who creates animals from memory. He has been featured on several television programs and is known worldwide for his fantastic creations. Alonzo is referred to as a Prodigious Savant, because he does not have the handicap associated with some of the other people who have Savant Syndrome.

**Homework: (4.1d)**

Research Prodigious Savant on the Internet and locate others in the world who have it and describe their areas of expertise.