

Project 04: VIRTUAL PLAYGROUND

Objective: To produce a public project/proposal for the playground space. Inspired by fantasy and imagination (dream, virtual environment) this work should be experienced as a team based "real" proposition to build an innovative playground area.

Strategy: Identify team-working strategies by dividing and organizing the creative process and production

- Brainstorm the project
- Find the appropriate site for the playground
- Create a model of the space that can respond to the scale of the human body
- Draw details of the playground and/in the surrounding space
- Prepare project for final presentation
- Prepare personal portfolio of selected drawings

FINAL PROJECT/PROPOSAL

The final proposal is the culmination of your work this semester--use it to clarify and summarize your ideas and "sell" your project to the class. The proposal has two parts that parallel the process you might actually go through if proposing a public art project.

The key issues to address in both parts are:

- 1) Why this specific project for this particular site?
- 2) Why is your project a good one?

Part I: ORAL PRESENTATION, in class

The oral presentation is your opportunity to present your team project to the class. You will present images or research materials you deem necessary to present as comprehensive. In looking over your work from the semester, determine which pieces will best support what you want to say. You may want to include pages from your sketchbooks, other rough drawings you've done, but not necessarily just work that has been assigned. Remember, you want to be clear and persuasive. Presenting research you've done can contribute significantly to why your project is important. You may also decide you need to create other images or materials to help your presentation.

INSTALLATION: Also, consider the form of your presentation: pinning up drawings may not be the most effective way of describing your project. Feel free to be creative (just keep the time constraints in mind), find a presenting strategy that will best show, explain and send your message to the audience.

However you decide to present, please include some large drawing so everyone can see it.

Part II: WORK TO SUBMIT

Work you submit essentially constitutes a final portfolio, summarizing what you consider to be your best work from the semester. You must submit ten drawings as part of your final, oral presentation. You may also submit other drawings that you feel represent strong results and/or efforts on your part.

In addition to the above, please submit:

- 1) Large drawing of the playground (collaborative drawing)
- 2) Selection of your best 10 drawings from the semester (portfolio)
- 3) Description of your contribution to the project, addressing the following:
 - What is the relevance of your project to the site?
 - What is the basic concept behind your project and how did you determine it? What kinds of resources did you look at in determining your visual elements? (For example, did you look at other art, historical photographs, etc.? did you read, and, if so, what did you read?)
 - what kinds of ideas did you reject and why?
 - What is significant about your project? (You define "significant"...)
 - How do you feel your project compares to other projects presented in class?
 - What is the most important aspect to you of your project and the process of designing it?

