

Project #4

Shape

Part I example



Part II example



Criteria

- Texture - Part 1
- Black Paper - Part 2
- At least **12 Varieties** of cut shapes
- Groundsheet size: 8.5x11
- Name, Project #, time on back

Shape Recognition (2 parts)

Shape Recognition involves a number of *visual ideas*: Gestalt, Visual texture, and Implied lines.

Gestalt: a basic principle that human beings perceive images as unified wholes before they are conceived in parts.

Proximity in Gestalt

- The feeling that one is experiencing a complex whole instead of disparate parts has to do with the principle of “proximity”
- The distance between the parts is critical to reading the parts as components of something else or as independent shapes

Visual Texture

- is the illusion of texture on a flat groundsheet
- actual texture refers to sculpture or relief

Implied Line

- is line that we sense to be there as opposed to line we see as positive marks

WHAT TO DO

You will investigate the concept of shape recognition/integrity, involving the subdivision of a dominant shape into component parts. You should submit two parts in this project.

Part I:

- Subdivide a 4x4 inch newspaper square and reposit the parts on a white groundsheet so they carefully appear to be from the original four inch square
- Visual texture comes into play because you must either create or find a texture to fill your square before you subdivide it.
- The viewer must believe that all of the parts come from the original square.

Part II

- Subdivide a 4x4 inch black cardstock square and reposit the parts on a white groundsheet so that the viewer sees the original four inch square through the principle of implied lines.