

Name: \_\_\_\_\_ Per: \_\_\_\_\_

## Shoe Themed Art Deadlines/ Total Studio Work Days = 7

Shoe Assignment	Due Dates	Check when done
Select Art Medium	May 19th (Tuesday)	
Get Rough Draft plan Approved	May 20 (Wednesday)	
Final Draft Ready to Turn in	June 1st (Monday)	

### Shoe Choices and Steps

Medium	Steps to completion
<b>ALL Students/ All Art Mediums</b>	<ol style="list-style-type: none"> <li>1. Brainstorm with table groups to get several Morph or Message Ideas</li> <li>2. Do 2-4 different Thumbnail sketches of your favorites</li> <li>3. Get reference pictures if needed</li> <li>4. Make a rough draft plan</li> <li>5. <b>Get APPROVED!!!</b></li> </ol>
<b>Drawing and Painting (2-D)</b>	<b>After approval</b> 6) Draw and color final draft plan
<b>Collage (2-D)</b>	<b>After approval</b> 6) Collect collage papers and images 7) Draw outline on cardstock 8) Glue down collage papers.
<b>Paper/ Cardboard template (3-D)</b>	<b>After approval</b> 6) Find a shoe template that you like 7) Trace Onto the cardboard or thick paper 8) IF PAPER: Color or decorate paper before folding 9) Cut, fold, glue or tape into a 3-D shape 10) Paint or add other details
<b>Recycled Sculpture (3-D)</b>	<b>After approval</b> 6) Build out of cardboard, wire and other materials 7) Paint finished sculpture
<b>Decorated Shoe (3-D)</b>	<b>After approval</b> 6) Get an actual SHOE or PAIR of shoes 7) Paint, draw or build onto your actual shoe
<b>Photoshop (computer)</b>	<b>After approval</b> 6) Collect needed images or take photographs 7) Digitally collage and morph images together 8) Save and turn in to INBOX with correct file name
<b>Sketch-Up (computer)</b>	<b>After approval</b> 6) Build design in Sketch-Up 7) Add colors and Textures 8) if time, make an animation show all sides of your design 9) Save and turn in to INBOX with correct file name
<b>3-D Printer (computer)</b>	<b>After approval</b> 6) Build design in Tinker Cad 7) Save and turn in to INBOX with correct file name 8) Get Printed 9) Paint finished Print

## Brainstorm Ideas

After brainstorming with your table, copy down 3 or more ideas in each category that you might like to create.

Morph Ideas	Message Ideas

Now work out **2-4 different thumbnail sketches** based on your choices above.


## Rough Draft Plan

Ms. G's Approval

My Morph/Message idea is:

My Art Media Choice is:

**Rough Draft Sketch here:**

Name: \_\_\_\_\_ Per: \_\_\_\_\_

# Grading Rubric for Shoe

	Level 4	Level 3	Level 2	Level 1
<b>Craftsmanship</b>	The artwork is Excellent quality work that is made neatly, carefully. It is completely colored, well-built and does not fall apart.	The artwork is good quality work that is made neatly, carefully. It does not have any visible defects.	The artwork is messy, falls apart, and/or has a combination of rips, folds, tears, cracks or other visible defects.	The artwork is messy, falls apart, and/or incomplete PLUS It has a combination of folds, cracks or other visible defects.
<b>Creativity</b>	The artwork is an original idea that is not copied from an example or reference picture.	The artwork is creative, but takes inspiration from an example or reference picture, then adds personal details to make it unique.	The artwork is obviously copied from an example or reference picture with some changes.	The artwork is traced or copied from an example or reference picture with no changes.
<b>Morph or Message</b>	The morph or message is obvious and engaging to the viewer.	The morph or message is obvious to the viewer.	The morph or message is NOT obvious to the viewer but can be understood when explained.	There is no morph or message to the artwork, or it is not understandable even when explained.

# Reflect for Shoe Art

Title of Artwork:	
<b>Media:</b> List materials used	
What is your Morph or Message? <b>Explain with RADD</b>	
If you had to do this project over again, what would you do differently? <b>Explain WHY.</b>	
<b>Ms. G's Grade and Comments:</b>	