

Drawing Outside the Lines Fall Quarter Independent Project Guidelines

The learning objective for this project is for you to integrate ideas we've discussed this quarter about the relationship of the trickster archetype to creative work in the context of your own artistic practice. Your project must address this theme somehow, and it must use drawing, printmaking and/or animation as a significant part of the work. You are strongly encouraged to work within your existing proficiencies – don't use this project to embark on learning an entirely new medium or technique.

There are three parts to the project:

- 1) the project proposal due Thursday of week 6, 4 copies to be shared in peer review groups that day.
- 2) the project itself, due Wednesday of week 10
- 3) an artist's statement also due Wednesday of week 10.

The project proposal should describe the project you intend to complete, including a discussion of how the project relates to our major program themes. The proposal should also describe what the work is and how you will execute it. If an animation, discuss how long it will be and what kind of materials and approaches you plan to use. If it is a series of drawings or prints, estimate how large they will be, how many, and in what media. If it is a process-oriented project, describe the process you will use (e.g. throwing the *I Ching* to develop a series of images). Finally, consider what kind of technical or other support you will need for the project (from faculty, Media Services, the print studio, etc.). You might also want to consider what expenses this project will incur.

In a short workshop week 9, you'll receive guidelines and suggestions for the artist's statement.

Learning Objectives/Evaluation Criteria

The independent project is worth two credits. Faculty will use the following criteria to award credit and evaluate your work:

- Proficiency, craftsmanship with your chosen medium/form, presentation.
- Demonstration of your comprehension and integration of program themes into your project
- Submission of project: complete and on time.
- Clear and succinct artist's statement
- Clear evidence of 40-50 hours of work (*work* includes visual research, project design and planning, re-reading parts of texts, test pieces, redoing work, and the final creative project)