

## U6 Academic Preparation for University/ Art School

### Context

The ability to analyse something from a different perspective, ignoring what you know so you can learn something new, gives you the opportunity to reinterpret or reinvent familiar items or ideas, to consider how else you might use an object or a theory or idea in a new context. Creativity does not appear from nowhere; it emerges when you employ strategies to see the world differently, to challenge what you know and the structure in which you know it.

*“An idea is nothing more nor less than a new combination of old elements [and] the capacity to bring old elements into new combinations depends largely on the ability to see relationships.” James Webb Young*

“Art is an adventure into an unknown world, which can be explored only by those willing to take risks.” – Mark Rothko

### Project Outline

Since the beginning of time, drawings have been a way to share ideas with others. You are challenged to explore the concept of drawing, turn it inside out, question the reality you exist in, exploring the visual, practical and theoretical possibilities that can arise when you challenge rules or boundaries. To do this you are asked to make a 'Drawing Machine', that changes the way you draw!

What if...

...your hands were no longer involved in delivering the drawing process?

...the speed in which you made marks on the paper was slowed down, like the shutter speed on a camera? ..or sped up?

...the marks/ lines that you made were transformed upside down or back to front?

...you could only engage with the world through sounds and echoes and these were transformed into marks?

...your vision was completely blurred, or you had peripheral vision?

...you could only 'see' the world through written words describing your surroundings?

...you could only interact with the world from the point of view of lying down, flat on the floor, looking at the ceiling?

...you looked at everyday objects differently and how these could be new drawing tools on a mini or macro scale?

---you looked at objects that moved, kinetic or digital devices that could draw independently?

---a sporting device to transfer objects to create marks?

Your drawing machine might be a kinetic device that draws only in circles or straight lines, or as a timed sequence, or it might be made up from natural elements transformed into a sophisticated mark-making tool. This instrument might be able to operate on its own, using a wind-up, battery or motor operated function or it could be an apparatus that restricts or extends your movement or contorts your body into a particular position. This piece of apparatus will force you to engage with drawing in a different way.

To fully develop this project, you will be asked to create numerous experiments on mark making, research drawing machines and artists that have explored drawing in alternative ways. Then create a number of drawing machines and document how they alter the way that you draw.

### Work to be Submitted

A wide-ranging body of work that will include exploration into mark-making, models, tests, photographed beautifully and documented. You will have drawings and diagrams both as sketches, and on larger sheets of paper, and possibly film and audio pieces. You will explore how the machines that you have created draw and how they can be adapted to draw differently. This body of work should be submitted as a digital portfolio, before half term.

### Supporting materials /resources/useful links

Consider existing examples of mark-making tools –try Pinterest,

Research drawing machines-Try Pinterest,

Lego,

Spirograph

Kinetic Art

4m doodling Robot

Drawbots

Pendulums

Pantographs

**Designers / Artists / Inventors:**

The Uncomfortable Project

Rebecca Horn

Echo Yang, *Autonomous Machines*

Laikingland (and other automata designers)

Andy Goldsworthy snowball drawings

Jody Graham

Alan Storey

Margaret Olley

Gary Warner

Ben Denham

Olafur Eliasson

Gregory Stock