

Ceramic Dwelling Structure

This is a construction project that heavily relies on the building process and detailed layering techniques. Watch the John Brickles videos to get an understanding of how this can be done.

You are going to create a detailed large scale ceramic piece of art in the form of a building, structural element, theatrical setting, or urban landscape. You may want to first come up with a location idea. Think about places that you feel are exciting, fun to see, or just great to simply exist within. These places or structures could be fictional or real life.

Second, figure out how you can bring a unique or unusual twist to your idea that makes it special or helps to show how you feel about it. Maybe you want to tie an in an unusual element that offers a surprising conclusion.

How do you make this more than just a picturesque location? How do you make it something that is going to stand out and grab people's attention? What can you do to push the "wow" factor? You are encouraged to come up with an idea that may be beyond what you think is possible for you to create.

Your project must be structurally sound to transport across the room and lower into the kiln without incident and must be able to fit in the kiln.

Before you begin, there will need to be detailed research and experimentation. You should know exactly what you are doing before you start constructing your piece. Be sure that you understand the ceramic process of **score and slip** as well as **slab construction**. The following gives a schedule of due dates for sketchbook pages and ceramic elements that must be completed before beginning the final structure.

Deadline 1 [see calendar]– Due: At least 3 Inspiration and Concept Pages. This includes 2 pages of printed images and at least 1 page of various sketches of textures, ideas, structures, etc.

Deadline 2 [see calendar] – Create three tiles 3" x 3" with a different texture/techniques that will be included in your final project.

Deadline 3 [see calendar] – Due: 3 texture/technique tiles

Deadline 4 [see calendar] – Due: 3 sketchbook pages due with full renderings of your final structure

Drawings should show that you know exactly what you will be creating

Final Deadline [see calendar] – Final Project due