

Project Overview

GOAL To learn about, and use: slab, coil and pinch building with clay.
To use the 3D design elements: FORM, gesture and surface texture in creating your work.

THE IDEA Create a vessel that combines coil, slab and pinch techniques. Use form, gesture and texture to make the container have a "personality". Create the container based on a "theme"- a mood, creature, or story, some inspiration.

PROCESS

PLANNING
Choose a theme and basic shape for the clay piece It could be based on a person place or thing.

- Draw out a "brainstorm web" to develop the idea.
- Create a small clay model of your idea to see it in 3D.

BUILDING

- Build the basic form in slab (cylinder, cube, or bowl)
- Add to it with coil, pinch and slab building techniques.

CHANGE the SURFACE

- Create texture by adding, or removing clay with tools and objects.

FIRING and DECORATING

- Decorate the sculpture by painting with glazes or acrylics after firing.

THE GRADE The piece will be graded on these areas:

- Technique- was the piece build with slab, pinch and coil techniques. All seams are slip and "stiched" together.
- 3D Design- Did you use form, gesture and texture to respond to the theme?
- Creativity- Did you create a piece which responds to a theme? Did you go beyond the basic solution?
- Craft- Is the piece made with care and attention to detail?