

# IMAGE DEVELOPMENT AND DESIGN STRATEGIES

**1. Image Sources:** The visual arts involve the use of image sources and image-development and design strategies to transform ideas and experiences into visual images. (Note that “image” is used to describe all visual forms, both 2D and 3D.) Image sources provide the inspiration for the creation of an artwork. Image sources include:

- emotions and feelings
- ideas and concepts
- imagination
- memories
- observation
- other sensory experiences.



**2. Image-development strategies** are the processes used to transform these ideas and experiences in a particular way for particular effects. Image-development strategies include:

**distortion**—misrepresenting and pulling out of shape any part of an image

**elaboration**—embellishing or adding detail to part or all of an image

**exaggeration**—over-emphasizing or intensifying a portion or aspect of an image

**fragmentation**—detaching, isolating, or breaking up part or all of an image

**juxtaposition**—placing like or contrasting images or elements side-by-side in a way that changes the meaning or effect of each

**magnification**—increasing the apparent size of some or all of the elements in an image

**metamorphosis**—changing an image from one form to another

**minification**—decreasing the apparent size of an image

**multiplication**—reiterating or restating part or all of an image

**personification**—giving human characteristics to non-human forms

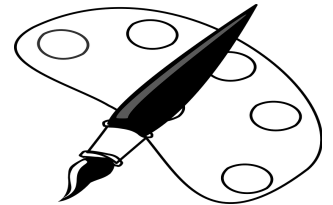
**point of view**—positioning the viewer physically relative to the created image

**reversal**—turning inside out, inverting, transposing, or converting to the opposite an effect in all or a portion of an image

**rotation**—revolving, moving, or rearranging an image or parts of an image

**serialization**—repeating multiple variations of an image in connection with each other

**simplification**—making an image less complex by the elimination of details.



(Source: [http://www.bced.gov.bc.ca/irp/pdfs/arts\\_education/2002visualarts1112\\_artfoundstudioarts.pdf](http://www.bced.gov.bc.ca/irp/pdfs/arts_education/2002visualarts1112_artfoundstudioarts.pdf))

# Grade 12 Minification Challenge



Anastasia Elias "Rolleaux"

"Art can amaze and inspire, and that is particularly true of miniature art. Just like the awesome scale of a Gothic cathedral, the microscopically small also makes us wonder about its unimaginable size: how could something so tiny have been made by human hands?"

- Fritz Scholten

## Description of Learning

One of the most challenging things that artists need to think about is scale – is it important to go big or to make the work small. Are you wanting to create intimacy or distance? The size of the artwork that you create can establish a physical and emotional relationship between you as the artist, the artwork, as well as the viewer as they experience your work.

In this task, you will have an opportunity to think about how this technique can be incorporated into your artistic practice. You are going to apply the basic strategy of incorporating multiple sculptural layers to create a sense of depth in a paper sculpture. You will need to utilize your understanding of foreground, midground and background in order to create a variety of visual layers that create a sense of depth in a small space.

**Learning Goals** - By the end of this lesson you will be able to:

- Know: how to utilize layers to create foreground, midground and background
- Do: safely create a small paper sculpture that utilizes intricate detail
- Be: safe using precision cutting tools such as an X-acto knife



## Process

Option 1 -Use a paper towel or toilet paper roll and create your design in the inside space of the tube.

Option 2 - Use a book (destined for the recycle or trash) and create a sculpture on top of it.

1. Plan your paper sculpture. You can work with one of the following subject matter:

- Landscape (Creston, jungle, underwater, the view from your window...)
- Genre (any category imaginable; everyday life, holidays, Creston, music, food, ...)
- Narrative ('telling part of a story' - recreate a scene from a favorite book, movie, historical or current event...)

Create a mind map to brainstorm and plan your ideas. Hand this in with your finished assignment.

2. Choose one of the ideas you have generated, and create a thumbnail drawing for what you want your finished work to look like.

3. Take your design, and break it apart into at least 3 layers – foreground, midground and background. Use the same strategy as the Gothic artists did in making their famous boxwood prayer beads. Watch this video [3D Animation: St. Jerome Boxwood Prayer Bead](#) for tips on making paper towel roll sculptures watch [DIY Toilet Paper Roll Craft - Recycle](#).



Prayer bead AGOID.29360 separated into all of its parts using micro CT scanning and Advanced 3D Analysis Software. Art Gallery of Ontario.

4. Have your work peer assessed, looking specifically at the details. What can you add to enhance your work? What details might be too minute for cutting with an X-acto knife?

5. Transfer your drawings to the good copy paper, carefully cut them out and then assemble your composition on the inside of a paper towel roll or on your book.

Book Sculpture Examples:

- [The Most Beautiful Examples Of Book Sculptures](https://bit.ly/3ifw42) [https://bit.ly/3ifw42]
- [Boredpanda.com](https://bit.ly/3ifw42) [https://bit.ly/3ifw42]

