

Prabina Bhujel, Fall 2024



River Eagles, Fall 2024



Kathleen Lutz, Fall 2024



Sue Kim, Fall 2024

Criteria for your finished Clay Vessel:

Clay skills Strength, balance and surface finish



Ryleigh Pardy, Fall 2024



Melissa Kim, Fall 2024



Libby Oram, Fall 2024

Quality of Carving Complexity, quality, fullness, and craft



Rivin Hewage, Fall 2024



Meena Mukund, Fall 2024



Mia Sterling, Fall 2024



___/10 Idea development

Daily Clean-up Habits Cleaning table & floor to be streak-free

Clay vessel project evaluation

Clay skills

The strength, balance, and surface finish of your clay vessel

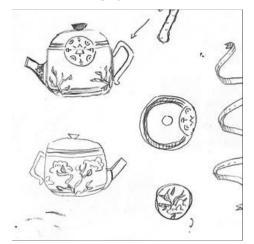
Quality of carving

The complexity, quality, fullness, and craft of the patterns and line drawing on your vessel

Daily clean-up habits

Cleaning your table and floor so it is clean and has no streaks

Building your vessel step by step



1. Develop your idea first!



2. Divide your clay into four pieces: one for a **base**, two for **coils**, and one for **everything else** and for emergencies.



3. Make the **bottom**: a disc of clay that is 1-1.5 cm thick and 7-10 cm in diameter. **Store any leftovers** in your bag.



7. **Stretch** the coils by **spreading** your fingers while rolling.



8. **Smear** your coils together using only **one finger** or one thumb.



9. **Don't pinch** on either side because you will make your pot very dry and thin.



13. Add a **foot** by attaching a coil.



14. Scribe and then trim the lip.



15. Coat your pot with **white slip**. Let it dry and add coats until there are **no streaks**.



4. Keep it fairly **rough** because smoothing it will dry it out.



5. Make a series of **coils** that are about 1-1.5cm thick.



6. Remember that you are **not squeezing** the coils. **Work quickly**!



10. **Smooth the inside** with your **fingers**. If you can't reach, it is OK.



11. Shape your vessel by **paddling** it with a wooden spoon or stick.



12. Shave it with a **knife**. Then **smooth** it with a metal/plastic/silicone **rib**.



16. Do a very **light rough sketch** of your drawing on your pot.



17. Take a sharpened pencil and **carve through the slip** into the brown clay.



18. Finally, carve your **name** on the bottom.



Rowan LaPointe, Spring 2023



Alana Natte, Spring 2023



Snail/Mace Munro, Spring 2023



Taryn Donnelly, Spring 2023



Erica Hastings-James, Spring 2023



Alexa Maillet, Spring 2023



Livia Dias Bestteti Santos, Fall 2023



Izzy Hussey, Spring 2023



Eunsu Lee, Spring 2023



Nuala Kazi, Spring 2023



Raelyn Davis, Spring 2023



Razan Izeldin, Spring 2023



Erin Keaveny, Fall 2022



Alice MacDonald, Fall 2022



Batoul Al Mallah, Fall 2022



Yosr Fadhel, Fall 2022



Willow Casey, Fall 2022



Savannah Comeau, Spring 2023



Zoe Tobin, Fall 2022



Alice Curry, Fall 2022

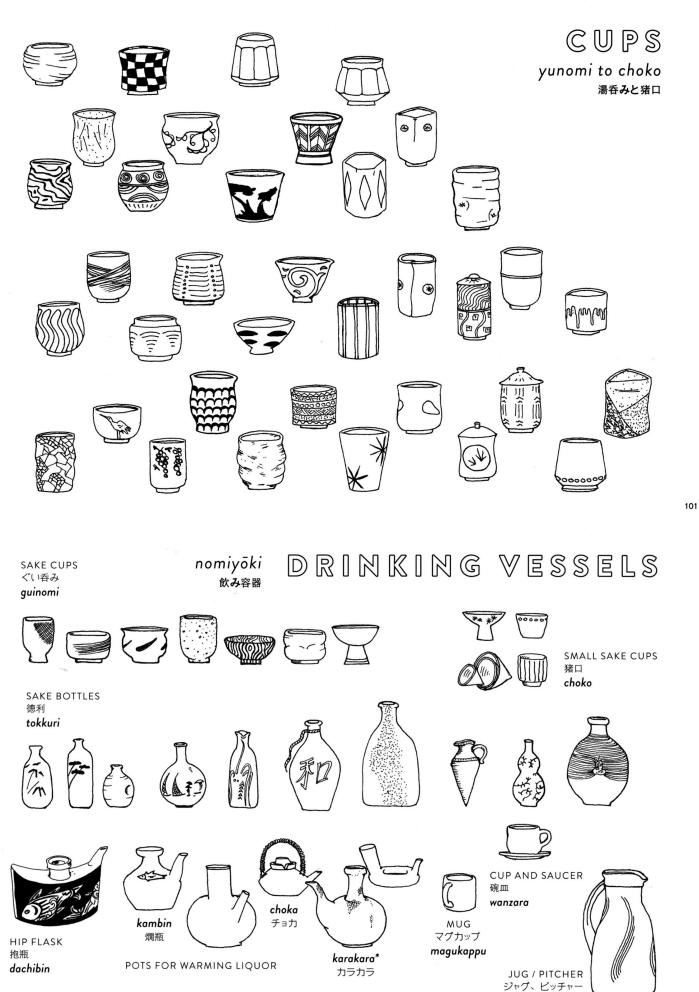


Julia Chiasson, Fall 2022



Kai Retter, Spring 2023



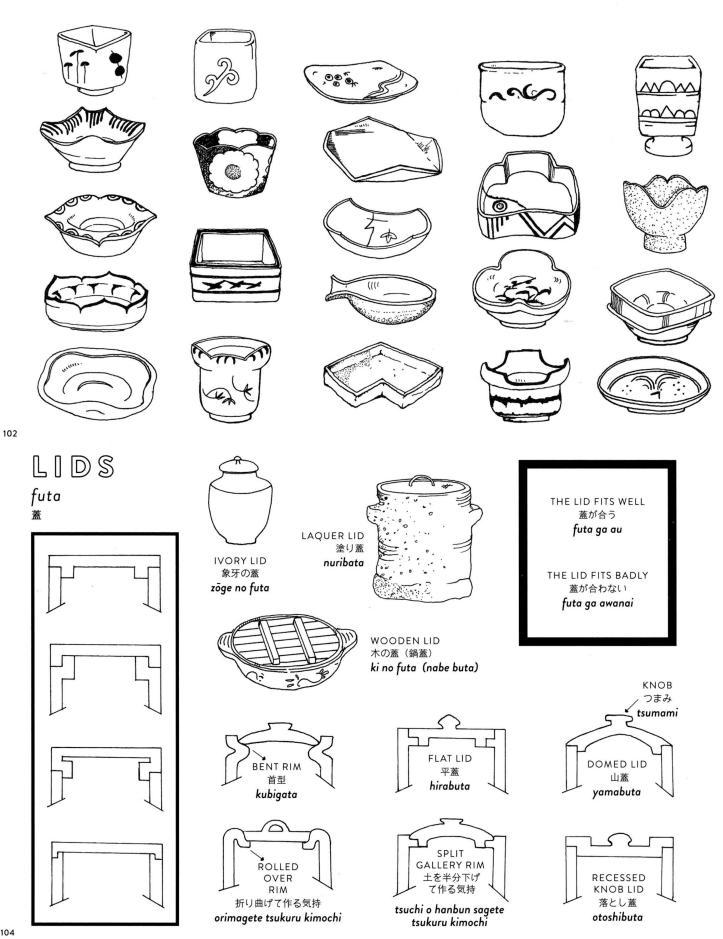


*karakara used to be made (esp. in Okinawa) enclosing beads, which would rattle to indicate the flask was emptykarakara is said to be the sound of the rattling beads. Kara also means empty.

jagu / picchaa

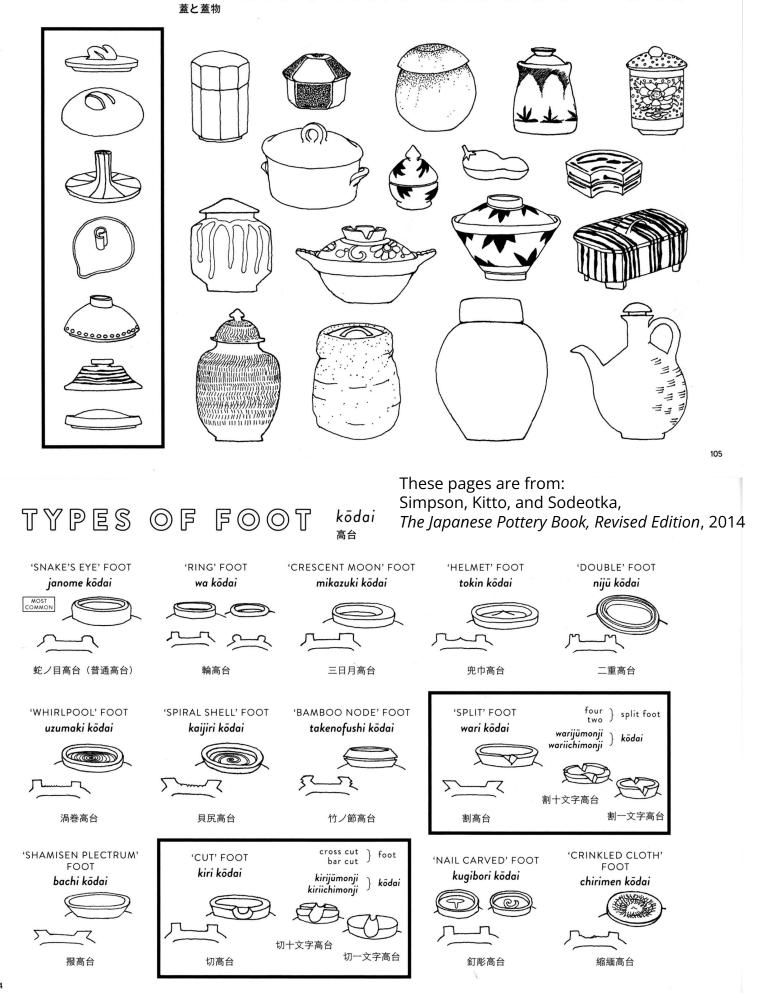
SMALL SERVING DISHES

mukōzuke to kozara 向こう付と小皿

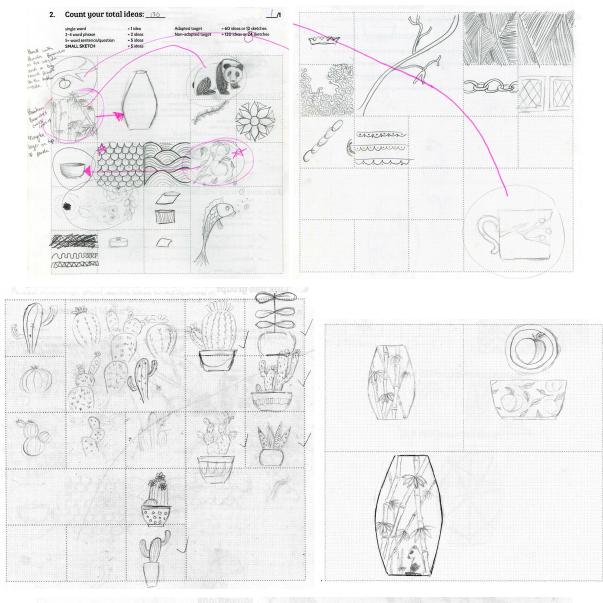


104

futa to futamono LIDS AND LIDDED POTS

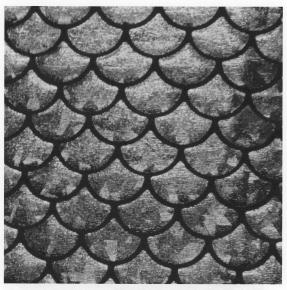


Idea generation Lily Kungl's clay vessel

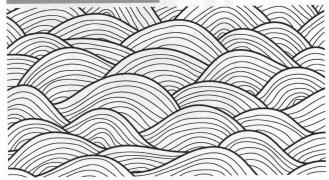






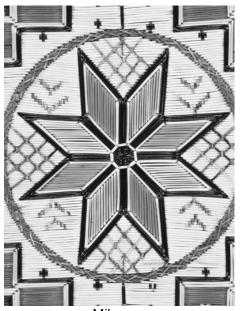








Historical Patterns from around the world



Mi'qmaq



Maliseet

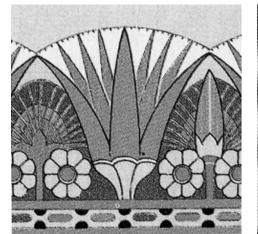


Art Nouveau

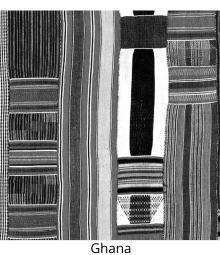


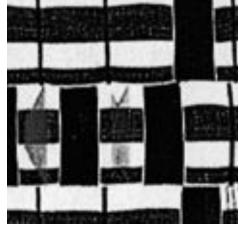




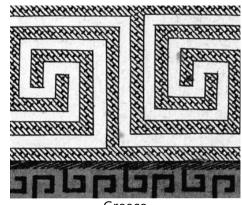


Egypt





Ghana



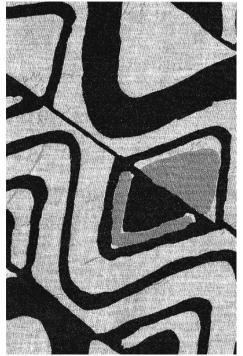
Greece



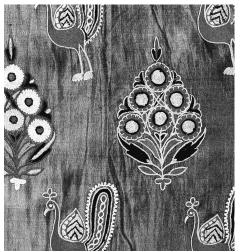
India



Japan



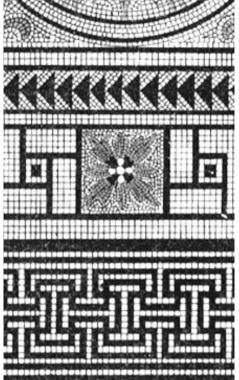
Mali



Pakistan



Navajo





Pacific Northwest Coast

Roman



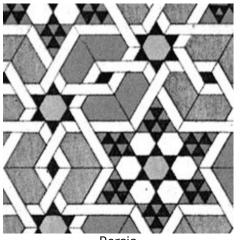
Turkmenistan



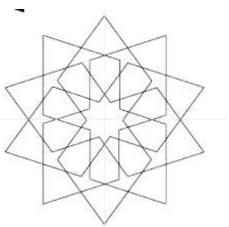
Persia



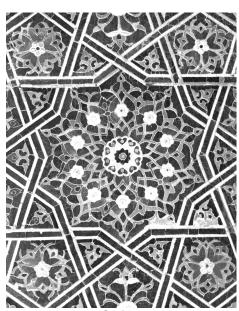
William Morris (Arts and Crafts)



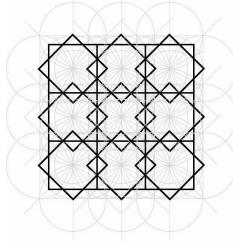
Persia



Islamic pattern



Syrian





Persia



Islamic calligraphy

Islamic pattern

Idea Development

1	Generate ideas n	naximu	m of 50	%	
	# of words	\rightarrow	÷ 3	=_	%
	# of simple sketches	\rightarrow	× 2%) = _	%
	# of better sketches	\rightarrow	×4%) = _	%

2 Select the best and join together ideas Circle the best ideas circled = 05% Link into groups of ideas linked = 05%

3 **Print reference images** maximum of 8 _____images x 5% = ____%

- 4 **Thumbnail compositions** $max \ of 10$ _____ thumbnails x 8% = ____%
- 5 **Rough copy** great quality or better _____drawing x 25% = ____%

Total = ___%

Generate ideas!

Use lists, a web map, or simple drawings to come up with a LOT of ideas! If you already have an idea in mind, choose that as your central theme and expand upon it. Let your ideas wander - one idea leads to another. Drawings can be details of source images, different viewpoints, textures, technical experiments, etc.

Adding up points for ideas:
 $Number of words \rightarrow ____ ÷ 3 = __%$
 $Number of simple sketches \rightarrow ____ × 2\% = __%$
 $Number of better sketches \rightarrow ____ × 4\% = __%$

Select the best

Draw circles or squares around your best ideas **You have selected the best 3-7 ideas = 5%**

Link the best into groups = 5%

Draw dashed or coloured lines to link your best ideas into groups that could work well together

 \Box You have joined the best ideas with lines

Print references

- Print SIX reference images so you can accurately observe the challenging parts of your artwork. Taking and using your own photographs is preferred, but image searches are also fine.
- Do not simply copy a picture that you find. The idea is to edit and combine source images to create your own artwork. If you simply copy a picture, you are plagiarizing and will earn a zero for your idea generation and any criteria involving creativity in your final artwork.
- Up to half of your pictures may be of drawings, paintings, or other artworks of others to use as inspiration. The other images must be realistic photographs.
- You must hand in the **printed** copy of the images to earn the marks.

Number of reference photos

%

Thumbnail compositions

- Create **TWO or more** thumbnail drawings anywhere in the idea development section.
- These should be based on combinations of ideas that you come up with. Include your background.
- Experiment with unusual angles, viewpoints, and arrangements to help make your artwork stand out.
- Draw a frame around your thumbnails to show the edges of the artwork.

Adding up points for THUMBNAIL drawings # of thumbnail drawings \rightarrow ____ × 8% = ___%

Rough drawing

- Take the best ideas from your thumbnails and combine them into an improved rough copy.
- Use this to work out the bugs and improve your skills before you start the real thing.
- If you are using colour, use paint or coloured pencil to show your colour scheme.
- Draw in a frame to show the outer edges of your artwork.
- Remember to choose a non-central composition.



 Guilia Di Matteo, Fall 2017

Arche David, Fall 2017





Hayden Coyle, Fall 2017



Esra Hussein Ali Mahmoud, Fall 2023



Kadince Hunter, Fall 2023



Elijah Cochrane, Fall 2024



Islau Hamadi Juma, Fall 2023



Payton Lohnes, Fall 2023



Carson Shea, Fall 2023



Shannen Irvine, Fall 2023



Tina Chandra Sekar, Fall 2023



Marina Saez Vinals, Fall 2023



Braedan Alguire, Fall 2023



Cami Raquet, Fall 2023



Lisa Khutjwe, Fall 2023