

THE WALLZ RULZ PROJECT

YEAR 10 MATHS & VISUAL ARTS

MRS. THOMAS AND MS. AXFORD



Being a conceptual artist means that all of the planning and decisions are made before the execution of the piece. The idea becomes the machine that makes the art. It is the concept rather than the art piece itself that is important. The artist acts as an architect, designing a plan that can be followed perfectly by anyone because the directions are based on mathematical concepts. – Sol LeWitt and HTH

PROJECT OVERVIEW

- THE AIM FOR THIS PROJECT IS FOR YOU (THE MATHEMATICIAN AND ARTIST) TO DEVELOP AND DEMONSTRATE AN UNDERSTANDING OF LINEAR RELATIONSHIPS BY CREATING A CONCEPTUAL ART WALL MURAL INSPIRED BY THE WORK OF SOL LEWITT. THIS PIECE WILL BE TRANSFERABLE AND WILL BE DISPLAYED AS A PROTOTYPE MODEL THEN TRANSFERRED TO A WALL MURAL IN THE COMMUNITY.

LEARNING OBJECTIVES

- SKETCHING AND FINDING EQUATIONS OF LINES FROM POINTS AND THE GRADIENT
- DEVELOP AN UNDERSTANDING OF LINEAR INEQUALITIES
- RECOGNISING RELATIONSHIPS BETWEEN PARALLEL AND PERPENDICULAR LINES
- SOLVING SIMULTANEOUS EQUATIONS BY FINDING POINTS OF INTERSECTION
- UNDERSTAND THE PURPOSE OF MATHEMATICS IN CONCEPTUAL ART
- UNDERSTAND FORMAL QUALITIES OF COLOUR, SHAPE AND LINE TO CREATE CONCEPTUAL ARTWORKS
- UNDERSTAND THE CONCEPT OF TRANSFERABLE AND TEMPORARY ART
- GAIN KNOWLEDGE AND UNDERSTANDING OF THE WORK CREATED BY SOL LEWITT

REQUIREMENTS (WHAT YOU'LL DO!)

- CREATE A BLUE PRINT OF A ROOM INSTALLATION USING THE MATHEMATICAL AND ART CONCEPTS PRESENTED BY MRS. THOMAS AND MS. AXFORD
- CREATE MATHEMATICAL INSTRUCTIONS TO RECREATE THE WALL MURAL IN DIFFERENT LOCATIONS
- TRANSFER AND ADAPT THE BLUE PRINT TO A ROOM INSTALLATION PROTOTYPE
- CHOOSE ONE WALL OF YOUR ROOM INSTALLATION PROTOTYPE TO INTERGRADE INTO A LARGE GROUP MURAL
- WORK AS A CLASS TO CREATE AND PAINT A LARGE WALL MURAL IN THE COMMUNITY.

- CREATE A QR CODE WHICH WILL BE PLACED ON YOUR SECTION OF THE WALL MURAL THAT WILL HAVE YOUR MATHEMATICAL INSTRUCTIONS AND ARTIST STATEMENT FOR PEOPLE TO SCAN AND READ.
- PARTICIPATE IN CRITIQUES DURING THE MAKING PROCESS AND A PRESENTATION OF LEARNING.

FINAL PRODUCT

- BLUEPRINT
- MATHEMATICAL INSTRUCTIONS
- ROOM INSTALLATION PROTOTYPE
- PROCEDURAL WRITE UP
- GROUP WALL MURAL
- PRACTITIONERS STATEMENT
- QR CODE

GRADING

BLUEPRINT	/20
MATHEMATICAL INSTRUCTIONS	/20
PROTOTYPE	/10
WRITE UP	/20
MAKING PROCESS OF FINAL WALL PIECE	/20
POL	/10
TOTAL	/100

TIMELINE

WEEK OF	PROJECT TASKS AND DUE DATES
WEEK 1	<ul style="list-style-type: none"> • INTRODUCING CONCEPTUAL ART AND ARTIST SOL LEWITT • BLUE PRINT AND MATHEMATICAL INSTRUCTIONS
WEEK 2	<ul style="list-style-type: none"> • COMPLETE MATHEMATICAL INSTRUCTIONS • COLOUR THEORY CONCEPTS ADDED TO BLUEPRINT
WEEK 3	<ul style="list-style-type: none"> • MAKE SOL LEWITT ROOM INSTALLATION PROTOTYPE
WEEK 4	<ul style="list-style-type: none"> • CRITIQUE • PROCESS WRITE UP
WEEK 5	<ul style="list-style-type: none"> • PREP WEEK
WEEK 6	<ul style="list-style-type: none"> • MAKING MONDAY AND THURSDAY

CHALLENGE / EXTENSION OPTIONS