

ARTA 1110 2-D Design

Instructor: David Mazure

Due Date: Tuesday, September 22nd (at the beginning of class)

Read pages 26-37 in **Launching the Imagination** and answer the following questions:

1. In what ways can a shape be created?

2. What part of a 2-Dimensional design provides the 'playing field for compositional games?'

3. Define **positive shape**:

4. Define **negative shape**:

5. In the rectangles provided, draw a composition using Rectilinear Shapes, Curvilinear Shapes, and a combination of both:



Rectilinear



Curvilinear



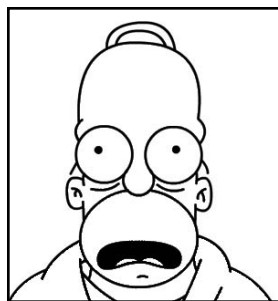
Combination

6. Give an example of a Geometric Shape found in nature.

7. Draw an Organic Shape:

8. What is the difference(s) between Non-objective and Representational Shapes?

9. Using a pencil, make Homer's head in High Definition and in Low-Definition:



High-Definition



Low-Definition

10. What's your favorite movie?