**Kinetic Art**

Vocabulary

* Kinetic Art
* Movement, balance, scale, and proportion

Schedule

1. Research the following sites and many others on kinetic art
   1. <http://www.howeart.net/>
   2. <http://www.calder.org/>
   3. <http://www.ralfonso.com/>
   4. <http://arthurganson.com/>
2. Look through multiple resources to find the many different variations on kinetic art and sculpture. Make notes on some of the processes that interest you. They may be complex machines or simple whirly gigs.
3. Begin by sketching the appearance of the piece. How many pieces are there? What will they be made of? Then begin to consider both construction and how that may or may not change based on the idea that the piece will need to move. It may be a good idea to build a small model out of mat board or some other material to see how it works.
4. The objectives below do not dictate the subject matter of the work. Therefore it can be nonobjective or any other style.

Project: Kinetic Art

* Create a kinetic artwork.
* The artwork should move freely by way of a motor, wind, or other system.
* The piece should have sound construction
* The work is “Art” and should display a sense of aesthetic composition.
* There should be at least one page in your sketchbook that refers directly to the project through vocabulary and sketches

