

# Unit 4: Project Proposal 2019-20 UAL Awarding Body / CSM Foundation

Candidate Name: Sapphire Prust Candidate ID Number: 19023819

Curriculum Area: Fine Art Pathway: Sculpture

**UALAB Unit:** Unit 4 - Consolidating Practice

Project Title: HUMAN SCALE VS CITY SCALE



Do Ho Suh Home within a home within a home within a home. 2013



Ai Wei Wei Sunflower Seed 2010



Shiota Chiharu Me somewhere else 2018

## Section 1: Project Review 147

During foundation I have developed my working methods and style. I've learnt the importance of constant research and evaluation. Taking advantage of living in London, gallery visits have extended my knowledge of artists.

Sculpture gives me the time and resources to explore materials and learn technical skills in the workshops, such as casting. I am drawn to 3D work and its interaction with space. Encountering difficulties has forced me to find ways to get around an issue, teaching me valuable problem solving skills.

I have discovered new interests such as repetition and vandalism as art. I explored the use of symbolism in art and took references from East Asian culture, I'm fascinated by the association with objects and the effect the imagery can have on meaning.

I want to combine and develop concepts with skills I have learnt on foundation along with inspiration from artist and environment.

## Section 2: Project Concept & Description. 288

Human scale compared to city scale is something I have always been drawn too. Places that should be full but aren't, places where the scale of the city overtakes the human scale. An example is an empty stadium or train. Standing in these situations feel so surreal, I want recreate this feeling.

Exploring architectural and cultural elements will give me a greater understating of architectural movements and how they have shaped the urban environment we currently live in. For example Tatami mats are a key factor in Japanese architecture. The relevance of the Mat is still prominent in today's building, its used as a measurement of floor space despite being around for centuries.

Idea development will come from primary sources such as my own experience, photos from relevant spaces, other artist interpretations, articles and films.

I will focus on artist that have looked into the importance of space and home, such as Do Oh Suh. Im drawn to his ability to create a home in a completely new environment. On Contrary Artist such as Ai Wei Wei and Shiota Chiharu made work reflecting the lack of a home. These artist create a feeling of complete immersion.

I will visit galleries and exhibitions such as Mark Leakey which will offer further insight into the importance of urban environment and sense of home.

I will explore concrete as a material as it has the most obvious connotation with an urban environment. Workshops will help me understand the material and enable me to do experiments. i want to see weather different combinations will change the effect of space on the viewer.

I hope to develop an out come that will reflect my initial concept, exploration of the subject and research into artist.

## Section 3: Project Evaluation. 106

Experimentation, further development and material issues will alter my initial concept and project aim. I will document changes and problems that I have to work around though my sketchbook and reflection on workflow.

I intend will evaluate my progress and any transformations of ideas; documenting alterations in materials and methods.

I will record and take notes on feed back from my peers and tutors in crits and tutorial, this will help me evaluate my work and how see how my ideas are communicated. When I Finnish my project I will write a reflection on my project analysing my development and outcome compared to my starting proposal.

## Section 4: Proposed Research Resources and Bibliography

#### REFERENCES

Harvard Referenced (https://www.harvardgenerator.com)

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modern/exhibition/unilever-series/unilever-series-ai-weiwei-sunflower-seeds. [Accessed 22 February 2020].

Tate. 2020. Auto-destructive art — Art Term | Tate. [ONLINE] Available at: https://www.tate.org.uk/art/art-terms/a/auto-destructive-art. [Accessed 22 February 2020].

Wikipedia. 2020. Sterling Ruby - Wikipedia. [ONLINE] Available at: https://en.wikipedia.org/wiki/Sterling\_Ruby. [Accessed 22 February 2020].

Shiota Chiharu: The Soul Trembles | Mori Art Museum. 2020. Shiota Chiharu: The Soul Trembles | Mori Art Museum. [ONLINE] Available at: https://www.mori.art.museum/en/exhibitions/shiotachiharu/index.html. [Accessed 22 February 2020].

ArchDaily. 2020. AD Classics: Nakagin Capsule Tower / Kisho Kurokawa | ArchDaily . [ONLINE] Available at: https://www.archdaily.com/110745/ad-classics-nakagin-capsule-tower-kisho-kurokawa. [Accessed 22 February 2020].

Brutalism - Designing Buildings Wiki. 2020. Brutalism - Designing Buildings Wiki. [ONLINE] Available at: https://www.designingbuildings.co.uk/wiki/Brutalism. [Accessed 22 February 2020].

Do Ho Suh - Artists - Lehmann Maupin. 2020. Do Ho Suh - Artists - Lehmann Maupin. [ONLINE] Available at: https://www.lehmannmaupin.com/artists/do-ho-suh. [Accessed 27 February 2020].

## Section 5: Project Action Plan and Timetable:

Week Week 23	Date Week beginning Feb 17th	Activity / What you are intending to do - including independent study  Independent Research Week	Resources / What you will need to do it - including access to workshops
Week 24	Feb 24th	Final Proposal Hand in Deadline – 27 <sup>th</sup> Feb	
Week 25	March 2 <sup>nd</sup>	Planing and initial concept of ideas	
Week 26	March 9th	Progress Tutorials,	
Week 27	March 16th	Development of 3D outcome and idea alteration.	
Week 28	March 23rd	Final 3D outcome	
Easter Break Week 1	March 30th		Workshops closed

Easter Break Week 2	April 6th		Workshops closed
Week 29	April 13th	Lethaby Exhibition Submission on the 15 <sup>th</sup> Selected work to be delivered to the Lethaby KX 16th	
Week 30	April 20th	Lethaby Private View 4-9pm 22 <sup>nd</sup> April Install Park work Park open to public 23 <sup>rd</sup> – 26 <sup>th</sup> April	
Week 31	April 29th		
Week 32	May 4th	Final Assessment submission. Time TBC.	