



Shadow art is a unique form of sculptural art where the 2D shadows cast by a 3D sculpture are essential for the artistic effect.

Things needed to create shadow art:

- 1) a light source
- 2) opaque objects to block the light
- 3) a plain surface where the shadow is cast

This week you will be creating shadow art. Look at my website to get a true understanding of shadow art and the various ways artists use shadows. <https://lababit.weebly.com/shadow-art.html> You will create a very simplified version of something similar to Tim Noble, Sue Webster, and Diet Weigman (all on my website).

Before I explain in detail the process used and before you start working, I first want to be sure you have an idea that will work. This assignment will have multiple steps

Complete Step 1 below by Wednesday May 6th.

Step 1: Choose an image you would like the cast shadow to create. Think of something that has a distinct outline or silhouette. Pick something simple, but not too simple, and something that is also recognizable. Examples and ideas:

- Profile of an animal or animal head: dog, cat, giraffe, pig, turtle
- Outline of an object: pineapple, palm tree, house
- Landscape: cityscape, mountain range, distinct architecture
- Movie or TV character: Yoda, bigfoot, Batman logo, Hello Kitty
- Any other idea you can come up with!

Draw the silhouette (simple outline) of the idea, from step number one, on a sheet of paper. A larger drawing will make this easier to work so I recommend taping four sheets of paper together and drawing your image on it. **Photograph your drawing to turn in by Wednesday May 6th.** Make the outline dark enough so I can see it in your photo.

<https://www.instructables.com/id/Shadow-Sculptures/>

Step 3: Hang your drawing on a plain wall. Ask your parents....

Step 4: Find a light source (flashlight, phone, desk lamp, etc) and place it a couple feet behind your drawing.

Step 5: Gather things and start arranging them in between your light source and the wall.

Step 6: Arrange various objects to create shadows that fill in your outline drawing

Try stacking things, placing things at varying distances from your light source. The closer