

# Cubism

## What is Cubism?



It's an early 20<sup>th</sup> Century Art movement where objects or figures look fragmented.

The following slides include some artists that may inspire you, but you are welcome to research your own.

Choose two artists to research, helping you gain inspiration for a final piece.

Over the following six weeks, you will produce an entire project based on Cubism.

## Week 1 – Artist Research 1

Use the guide sheet here to help you research one Cubist artist of your choice.

Replace Giorgio Morandi artist with the artist you are choosing.

Carefully consider layout and experiment with the style of the artist work you have chosen.

As part of extended curriculum time for Art and Design lessons, you are expected to present good quality work that should take you roughly one hour to produce. You will be provided with two weeks to complete this, remember your hand in date, ready to present during lesson time.



This piece of work is aimed at research of artist work, in this particular task you will be focussing on Giorgio Morandi.

Use this checklist to complete a good quality piece of work.

Success Criteria	Complete
Clear and creative title 'Giorgio Morandi'	
A clearly considered piece of work – layout / border / background / text / written work / creativity (This is most likely to take a minimum of 2 a4 pages)	
Research about the artist, consider the following information: <ul style="list-style-type: none"><li>o Date of birth</li><li>o Key dates</li><li>o Education</li><li>o Background about the artist, how they became an artist</li><li>o Interesting facts</li><li>o Their style of work</li><li>o How has their work evolved?</li><li>o What media do they use?</li></ul>	
Include 2 – 4 examples (photocopies / print out etc) of Giorgio Morandi's work	
Copy at least one example of Giorgio Morandi's work	
Annotate your thoughts about Giorgio Morandi's work, your likes and dislikes – with reasoning.. I like... this is because.. I dislike... this is because..	
Create your own version of Giorgio Morandi's work – this is not copying their work exactly but thinking about their style and creating your own	
Extension: <ul style="list-style-type: none"><li>o Write up your thoughts on how Giorgio Morandi has inspired you with your own work / style</li></ul> And / or <ul style="list-style-type: none"><li>o Recreate further examples of Giorgio Morandi's work, looking at different media / scale etc</li></ul>	

## Week 2 – Artist Research 2

Use the guide sheet here to help you research one Cubist artist of your choice.

Replace Giorgio Morandi artist with the artist you are choosing.

Carefully consider layout and experiment with the style of the artist work you have chosen.

Compare the two artists you have researched and write up about the following points:

- Favourite elements of either artists
- Describe similarities of both artists
- Describe differences of both artists
- Explain parts of either style of either artists work that you would like to use for a final piece of your own.

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This piece of work is aimed at research of artist work, in this particular task you will be focussing on Giorgio Morandi.

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Include 2 – 4 examples (photocopies / print out etc) of Giorgio Morandi's work	
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Extension: <ul style="list-style-type: none"> <li>○ Write up your thoughts on how Giorgio Morandi has inspired you with your own work / style</li> </ul> And / or <ul style="list-style-type: none"> <li>○ Recreate further examples of Giorgio Morandi's work, looking at different media / scale etc</li> </ul>	



Georges Braque



Pablo Picasso



Wonder Bros



Juan Gris



Fernand Léger



Marlina Vera



Laurent Folco



Jacques Lipchitz

## Week 3 – Cubism Research

Find 7 facts about 'Cubism,' include examples of this style of work. write up a review about your thoughts about cubist work – positives and negatives but provide reasoning.



## Week 4 – Experiment

Now have a go at creating your own Cubist style work. you can use any media you have. think outside the 'box!' Use online tutorials to help you understand how to create your own cubism work – there are various way.

This is a trial stage. so experiment with different ideas. these could include:

- Pencil drawing with shading
- Colouring pencil
- Paint
- Three-dimensional ideas
- Nature
- Photography
- Photoshop / paint etc



# Week 5 – Continued experiment

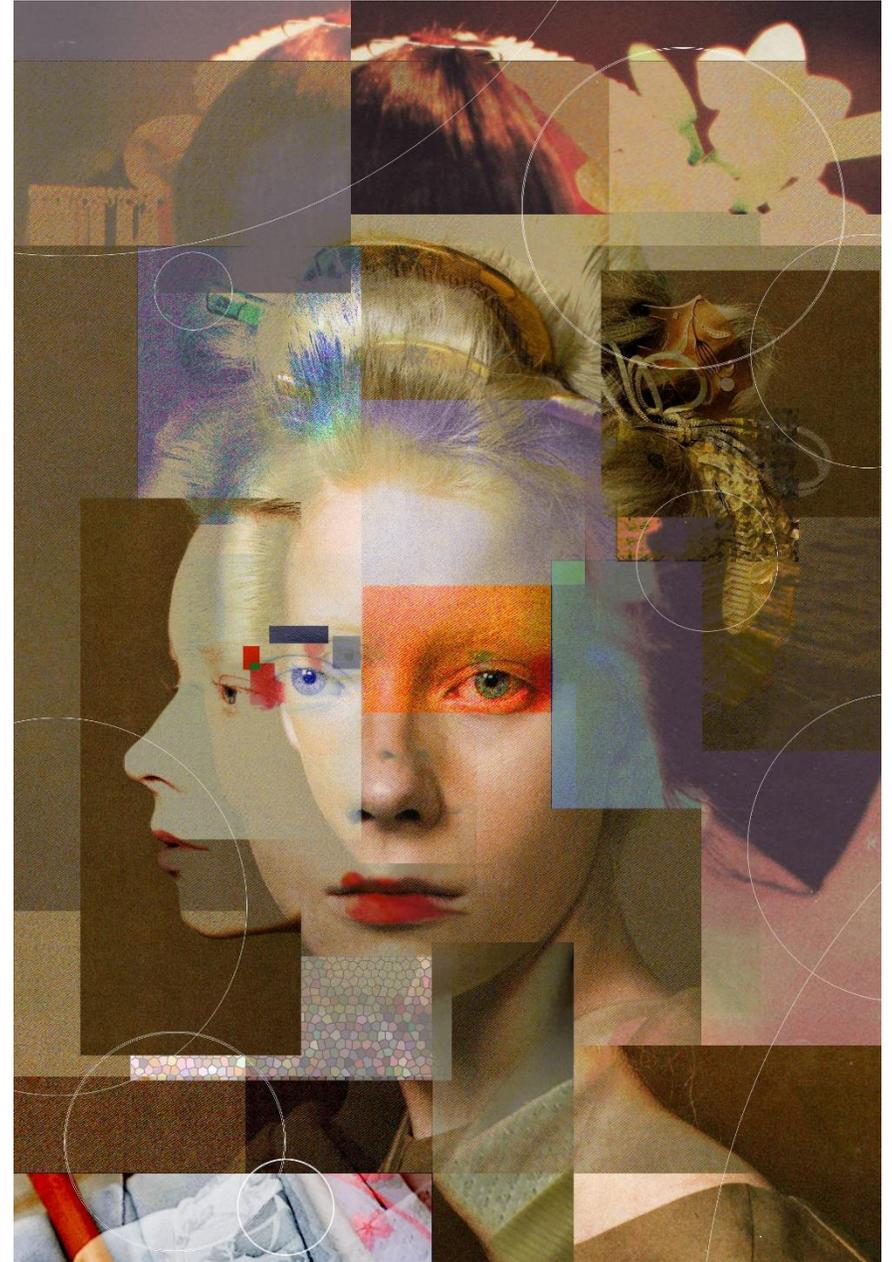
Take photographs of objects you could use in cubism from different angles.

Try manipulating them in Word or download the Gimp <https://www.gimp.org/> for free.

Find out what happens when you change the colours or filters. See if you can cut it up and move parts around.

Can you make one look like a painting or drawing?

Try putting different angles of the same object together.



# Week 5 – Final Piece

Use one of your manipulated photos to create a piece of artwork inspired by the artist you picked.

Explain how this links to the artist as a final write up.

