

**DRAFT**

**Course Title and #: STDA 110 – Integrated Studio: Observation and Illusion**

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**Project #2: What Is Perception?**

Deadline – Monday Oct. 24

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**Objectives (competencies)**

- Collaboration
- Principles and elements of the camera
- Digital camera, exposure, digital workflow
- Composition
- Point of view
- Perspective drawing
- Cardboard or metal construction techniques
- Line/plane/form/value
- Hot lights/quality of light and shadow
- Using ambient light, varied lighting choices

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**Project Description:** What is spatial perception?

The formal goal of this project is to introduce one, two, and three point and forced perspective, and to apply spatial perception in both 2 and 3 dimensions.

The conceptual goal of this project is explore how spatial perception and the illusion of space is connected to meaning in art, photography, and film.

You will photograph spatial environments that illustrate one, two and three point and forced perspective and will draw from these photographs, as well as from direct observation.

You will build a small abstract, angled construction/model (cardboard or metal) that you will then use as a miniature environment, illuminate with hot lights, and photograph so that the final photograph changes the small scale of the 3D object to large scale--and then draw from the photograph.

## Resources:

### Recommended Readings:

James Elkins, "How to Use Your Eyes", Chapter 13 - How to Look at Perspective Pictures Note: James Elkins will be at Ringling in November as a visiting artist.

Carolyn Bloomer, "Principles of Visual Perception" Chapter 1 excerpt - Mind and Meaning Chapter 7 - Depth and Distance - The I as a Camera Of these two, I favor Chapter 7, but I thought the intro had some useful framework for discussion. The entire Omnibus documentary on

Hockney's Secret Knowledge is available on YouTube <http://www.youtube.com/watch?v=MBNrgCaoyW8>

## Process

Photograph environments to show 1, 2, 3 point and forced perspective; draw from photographs and from direct observation.

- Digital camera, exposure, digital workflow
- Composition
- Point of view
- Perspective drawing

Look at scenes from "Eternal Sunshine of the Spotless Mind". Write a short critical analysis of how the illusion of space is used to convey psychological meaning in the film.

Choose five different psychological / emotional states to communicate. Build small 3D construction, light and photograph, draw from digital images.

- Cardboard or metal construction techniques
- Line/plane/form/value
- Hot lights/quality of light and shadow
- Using ambient light, varied lighting choices

## Grading Criteria:

Research:	
	<input type="checkbox"/>
	<input type="checkbox"/>
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Citation of sources	<input type="checkbox"/>

Process:	
Photographs of environments	<input type="checkbox"/>
Drawings from photographs	<input type="checkbox"/>
Scrapbook/process journal	<input type="checkbox"/>
Found writings/references, visual reference for inspiration	<input type="checkbox"/>
Documentation of work	<input type="checkbox"/>

Artwork:	
3D environment	<input type="checkbox"/>
Photographs of the environment	<input type="checkbox"/>

Writing:	
Write a statement of purpose for your 3D environment which includes an objective rationale and a personal perspective	<input type="checkbox"/>
Weekly blog writing	<input type="checkbox"/>

### Student Learning Outcomes:

- Conceptual thinking
- Critical thinking
- Basic principles and elements of 2D and 3D design