

Art I - Ceramic Sculpture

Name _____ Class Code _____

Criteria - The problem you were asked to solve:	Yes (25)	Yes but... (20)	So-So (15)	Not Quite (10)
Create a ceramic sculpture, which takes inspiration from pre-Columbian zoomorphic pottery. Its stylized form resembles this animal:				
Ensure that construction is well engineered by carefully addressing: <input type="checkbox"/> Weight (should not be “like a brick”) <input type="checkbox"/> Balance (sturdy, no wobbling) <input type="checkbox"/> Secure attachments (none fell off) <input type="checkbox"/> Potential for survival of the bisque firing process (wedging, even thickness, air release holes, careful construction)	4/4	3/4	2/4	1/4
Use additive and subtractive techniques to enhance the zoomorphic characteristics with specific textures and patterns: <input type="checkbox"/> Modeling <input type="checkbox"/> Appliqué <input type="checkbox"/> Incision <input type="checkbox"/> Excision <input type="checkbox"/> Impression				
Use good craftsmanship to refine the sculpture, paying close attention to detail: <input type="checkbox"/> Variety of texture/pattern <input type="checkbox"/> Details are distinct and purposeful <input type="checkbox"/> Line quality is obvious <input type="checkbox"/> Edges are even and smooth	4/4	3/4	2/4	1/4
TOTALS				

GRAND TOTAL _____/100

FINAL GRADE =

