

GUICK HISTORY



9,000-years ago...

The here masks come from various sites in the Judean Desert and the Judean hills. These artifacts date back to the Neolithic era, when humans started giving up nomadic lifestyles in favor of permanent settlements, complete with farms and domesticated animals.

14th to 16th century Aztec Mask





15th century French Military Helmet





16th century Japanese Samurai





1940s Mickey Mouse Gas Mask



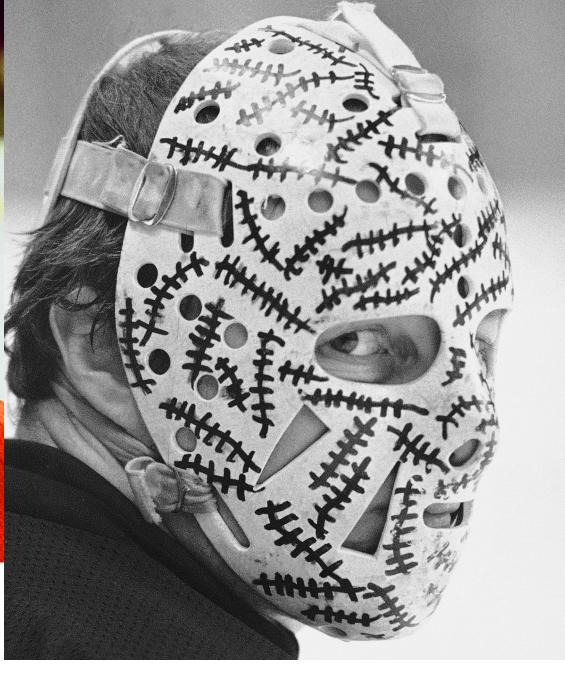






NHL Stanley Cup Champion Wayne Stephenson

1970s NHL GOALIE MASKS



NHL Hall of Fame inductee Gerry Cheevers







ARTIST INSPIRATION





artist + puppeteer Wayne White







artist Aldo Lanzini





artist Marie Rime



PROJECT OVERVIEW

REQUIREMENTS:

main structure must be made with cardboard must use applied color + inherent color of other soft material

it has to be able to be worn on your head + face

minimum size: 3ft in one direction

must be built "in the round" (considered from all sides)

extra credit opportunity if your work is kinetic or uses puppetry in a dynamic way (can you make the eyes blink, the mouth move, the hair move, eyebrows show expression?)



PROJECT OVERVIEW

MATERIALS:

cardboard, wood, wire, paint, exacto knives, scissors, wood glue, tape, pencils, pens, sketchbook, and photo references*



PROJECT OVERVIEW

INSPIRATION:

look to different cultures throughout the history of time

ceremonial masks

death and war masks

helmets (safety and sports)

mascots + puppetry + special effects makeup

bobble-heads + caricatures

circus + rodeo clowns

dance + music + performance arts

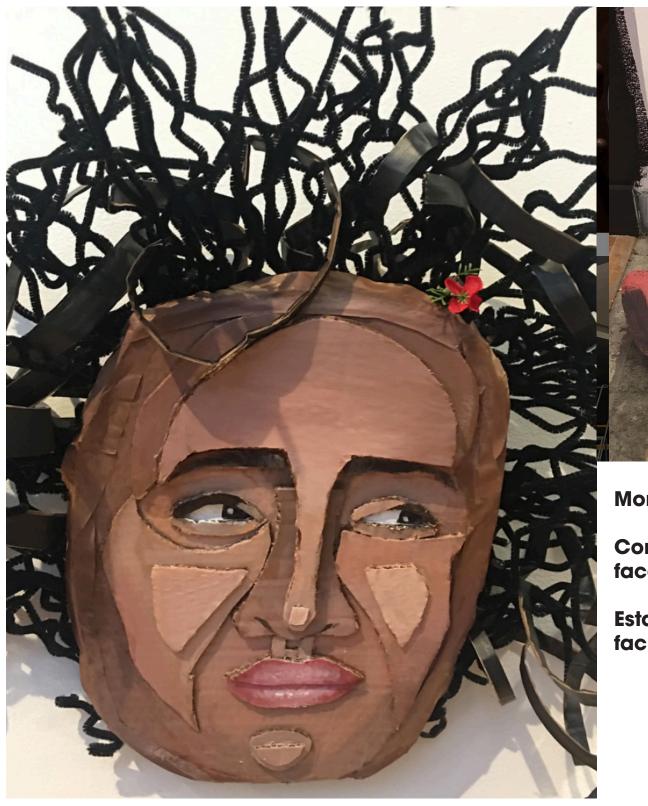
espionage + secret societies

film and tv history

EMAPLES









More representational or more abstract?

Consider the personality of the face/mask you're trying to create.

Establish mood with facial expressions and texture.





Consider the scale/size of this work.

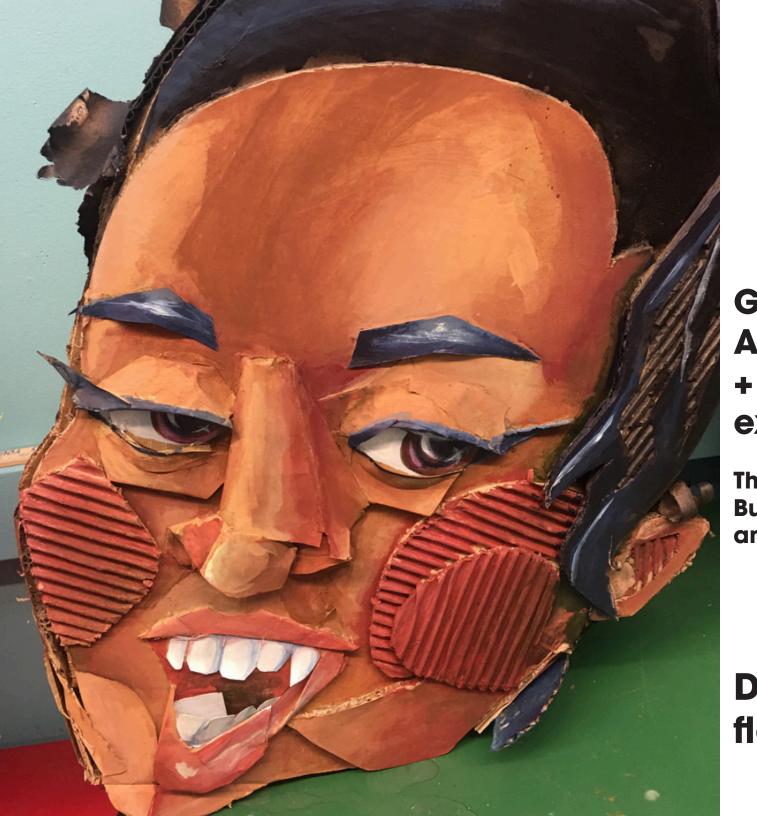
It has to be able to be worn on your head + shoulders.







Color helps add interest to plane + texture and can add contrast to the cast shadows



GREAT USE OF APPLIED COLOR + TEXTURE in this example, but...

This example is TOO FLAT. Build VOLUME with PLANES and SHAPES you create.

Don't settle for flat surfaces!

NOW STARI

