

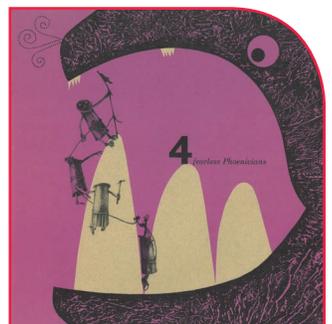
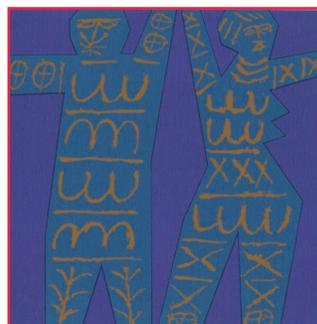
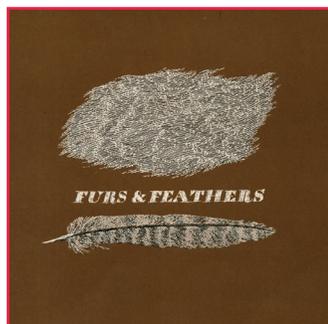
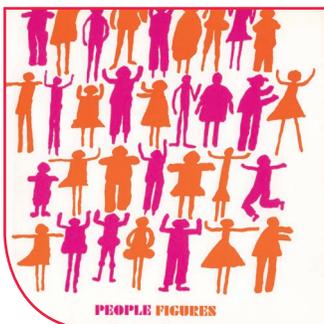


Emil Antonucci, cover of exhibition catalogue for *Stitching*, 1967

eye for design

teacher resource

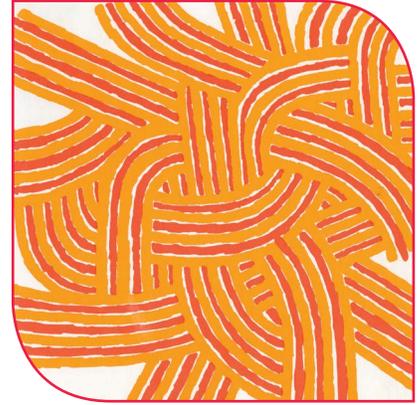
art link: fabric collage



All images courtesy of the American Craft Council; additional images from the exhibition: madmuseum.org/exhibition/eye-design
Support for Eye for Design is provided by KLM Royal Dutch Airlines, the official Airline of MAD

eye for design

teacher resource



art link: fabric collage

motivation: Taking the exhibition catalogue cover for *Stitching*, 1967, by Emil Antonucci (above), as inspiration, experiment with multimedia **fabric collage** using fabric, paper, ribbon, and string.

skills and techniques: Collage, embroidery, hand sewing

elements of art: Color, form, line, texture

principles of design: Pattern, repetition, variety

inquiry: Looking at the exhibition catalogue cover for *Stitching*, what kind of patterns do you observe? How has the artist created a **pattern** through **repetition**, color, and/or texture?

activity ideas:

1. **fabric collage:** Looking at objects from nature- wood, rocks, moss, plant life- create a collage that uses a variety of materials. Experiment with **textures**, patterns, and colors from nature. Materials: glue, needle and thread, multiple textiles, ribbon, string, yarn
2. **paper quilting:** Apply theories of **sequencing**, pattern, and color to **design** and create hand quilted paper wall hangings. Materials: various papers, textiles, string and thread, yarn

art link inspired by lessons written by Natalia Nakazawa, Artist Educator



museum of arts and design
2 COLUMBUS CIRCLE, NYC / MADMUSEUM.ORG

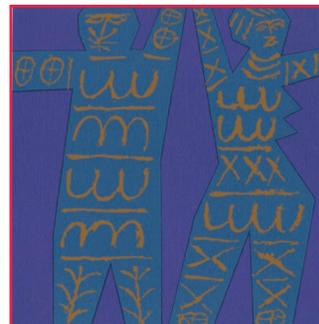
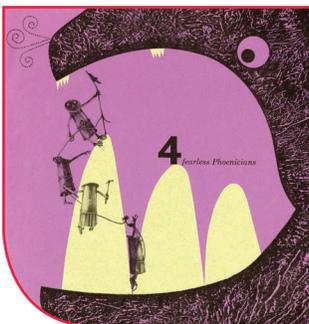


Emil Antonucci, interior page from the exhibition catalogue for *People Figures*, 1966

eye for design

teacher resource

art link: figures and environments



All images courtesy of the American Craft Council; additional images from the exhibition: madmuseum.org/exhibition/eye-design
Support for Eye for Design is provided by KLM Royal Dutch Airlines, the official Airline of MAD

eye for design

teacher resource



art link: figures and environments

motivation: Using the images from *People Figures*, 1966, by Emil Antonucci (above and below), create and represent **figures and environments** through collage and clay.

skills and techniques: Clay manipulation, cutting, digital photography, gluing, painting

elements of art: Form, shape, space, texture

principles of design: Balance, proportion, unity

inquiry: Looking at the artwork, consider the following: What are these figures doing? Where are they, what do you see that makes you say that? Strike a similar pose to one of the figures pictured.

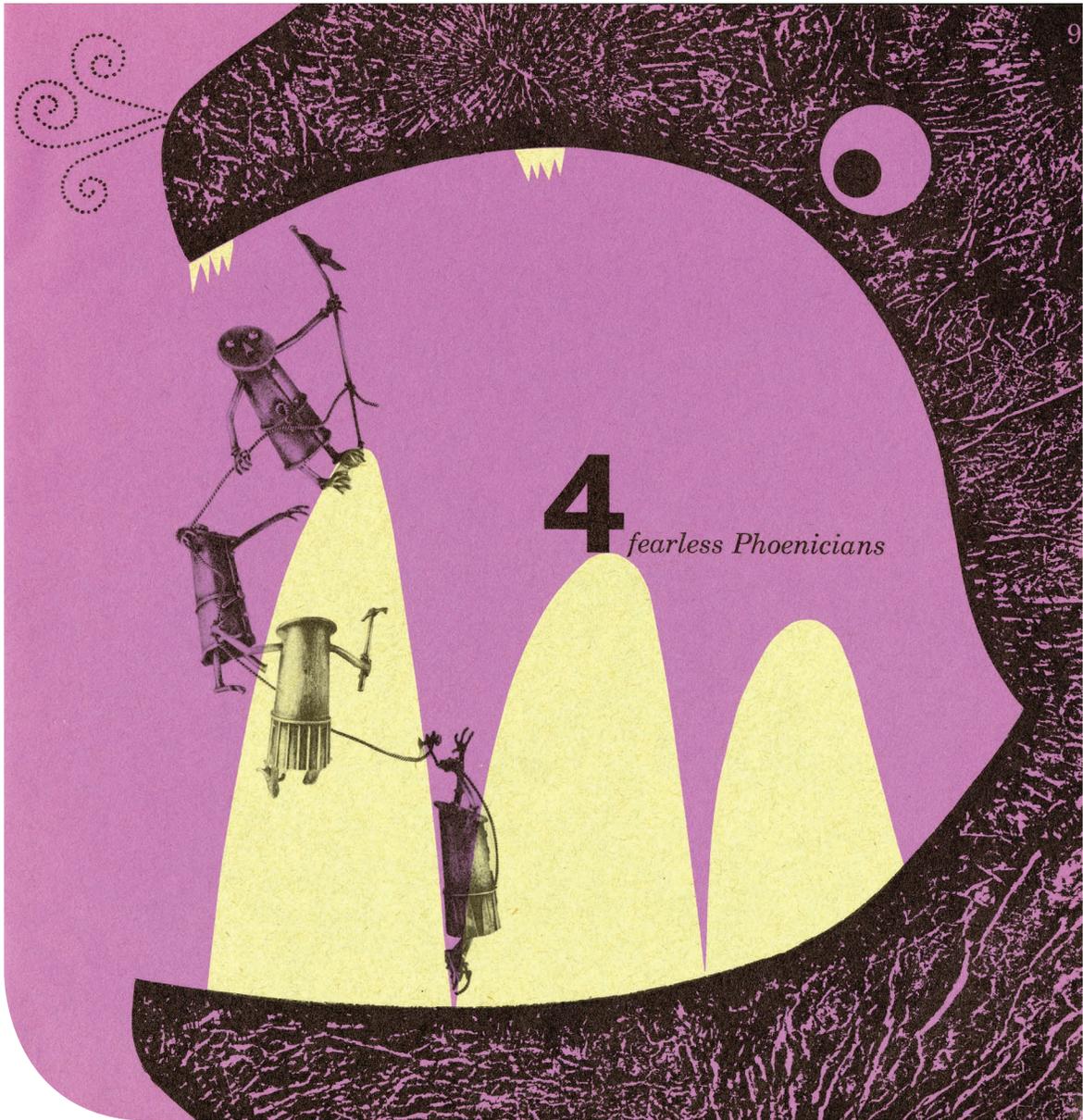
activity ideas:

1. **favorite spaces:** **Create** a self-portrait of you in your favorite place in your neighborhood. Combine photos taken of your neighborhood with a hand-drawn portrait to create a collage. Materials: digital camera, paper, scissors, glue
2. **push and pull vessels:** Starting with simple clay shapes, **construct** figures that have **interior** and **exterior** textures inspired by indoor and outdoor environments. Materials: cardboard, clay, clay tools, water
3. **masked emotions:** With the group, create a **list** of emotions. Write each emotion on an index card and hand the cards out at random. Construct a mask that illustrates the emotion on your card. Materials: cardboard, glue, pencils, paint, paintbrushes, string

art link inspired by lessons written by Cathy Rosamond, Senior Museum Educator, and Cody Rae Knue and Natalia Nakazawa, Artist Educators



museum of arts and design
2 COLUMBUS CIRCLE, NYC / MADMUSEUM.ORG

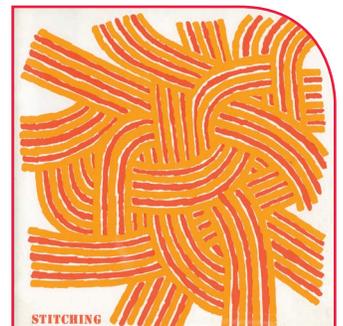
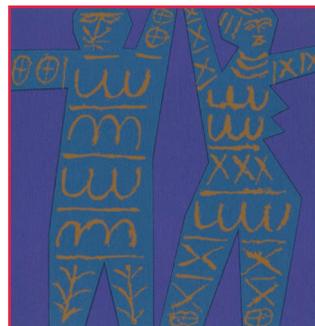
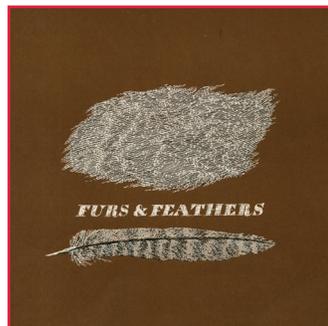
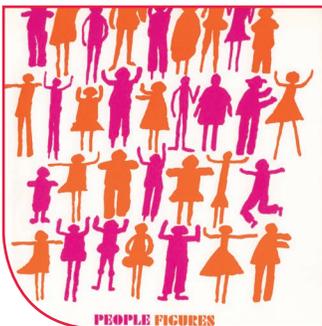


John J. Reiss, interior page of exhibition catalogue for *Amusements Is*, 1964

eye for design

teacher resource

art link: typography



All images courtesy of the American Craft Council; additional images from the exhibition: madmuseum.org/exhibition/eye-design
 Support for Eye for Design is provided by KLM Royal Dutch Airlines, the official Airline of MAD

eye for design

teacher resource



art link: typography

motivation: Using the exhibition catalogue and images from *Amusements Is*, 1964, by John Reiss (above and below), design **typography** and layouts juxtaposing figures, imagery, and text.

skills and techniques: Drawing, type design

elements of art: Line, color, space

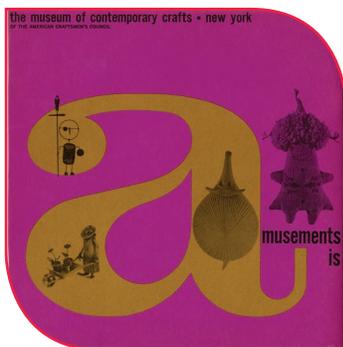
principles of design: Emphasis, unity

inquiry: Looking at the catalogue images from *Amusements Is*, consider how the text interacts with the images. What emotions are you reading from these images? What makes you say that?

activity ideas:

1. **illuminated initials:** Using the first letter of your name and **imagery** that identifies your interests and personality, create an **illuminated** letter. Materials: colored pencils, gold paint, pencil, paintbrushes
2. **graffiti:** Design a "tag" of your name, with colors and patterns that reflect your **personality**. Materials: pencil, colored pencils, watercolors
3. **magazine cover:** Create a magazine cover using type and imagery to **illustrate** "amusement." Materials: colored paper, glue stick, magazines, markers, pencil, ruler, scissors

art link inspired by lessons written by Manuel Acevedo and Carlos J. Martinez, Artist Educators



museum of arts and design
2 COLUMBUS CIRCLE, NYC / MADMUSEUM.ORG

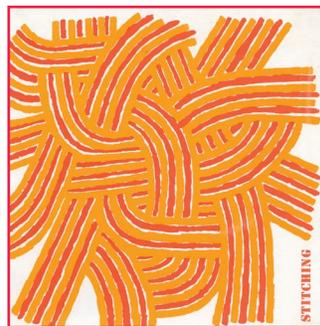


Emil Antonucci, cover of exhibition catalogue for *The Art of Personal Adornment*, 1965

eye for design

teacher resource

art link: wearable sculpture



All images courtesy of the American Craft Council; additional images from the exhibition: madmuseum.org/exhibition/eye-design
Support for Eye for Design is provided by KLM Royal Dutch Airlines, the official Airline of MAD

eye for design

teacher resource



art link: wearable sculpture

motivation: Using images from the exhibition, *The Art of Personal Adornment*, 1965, by Emil Antonucci (above), and *Body Ornament*, 1966, by Arline Fisch (below), as inspiration, construct **wearable sculptures** using fabric, clay, and metal.

skills and techniques: Cutting, gluing, material manipulation

elements of art: Form, shape, texture

principles of design: Pattern, repetition

inquiry: Looking at the artwork on the previous page, what marks do you see on the figures? How do they echo the jewelry piece by Arline Fisch pictured below?

activity ideas:

1. **headwear:** Construct a headpiece to represent yourself using symbolism and themes of **identity** and family. Materials: cardboard, colored paper, colored pencils, glue, pencils, string, ribbon
2. **body sculpture:** Explore ideas of **adornment** through the creation of wearable art (e.g., neckpiece, headpiece, bracelet) inspired by nature: bodies of water, plant life, etc. Materials: craft sticks, glue, Model Magic, metal sheets, pliers, wire
3. **medallion:** Using embossing and **manipulation** of metal, create a wearable medallion that illustrates themes of identity and family. Materials: wire, metal sheets, pliers, glue, string

art link inspired by lessons written by Cheri Ehrlich, Manager of School, Youth, and Family Programs, and Cathy Rosamond, Senior Museum Educator



museum of arts and design
2 COLUMBUS CIRCLE, NYC / MADMUSEUM.ORG

Image courtesy of the Museum of Arts and Design

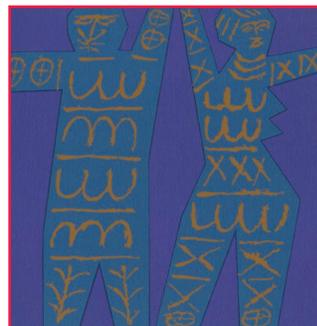
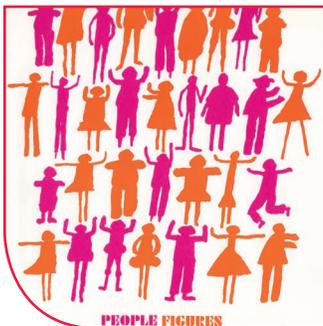


Emil Antonucci, cover of exhibition catalogue for *Furs and Feathers*, 1971

eye for design

teacher resource

art link: weaving with mixed media



All images courtesy of the American Craft Council; additional images from the exhibition: madmuseum.org/exhibition/eye-design
Support for Eye for Design is provided by KLM Royal Dutch Airlines, the official Airline of MAD

eye for design

teacher resource

art link: weaving with mixed media

motivation: Using the exhibition catalogue cover for *Furs and Feathers*, 1971, by Emil Antonucci, on the previous page and *Shield II*, 1963, by Lenore Tawney (below) as inspiration, create **mixed media** woven pieces out of fabric, feathers, and paper.

skills and techniques: Crochet, hand stitching, weaving, warp and weft

elements of art: Color, form, line, shape, texture

principles of design: Contrast, pattern, repetition, variety

inquiry: Looking at Antonucci's *Furs and Feathers* cover, how does the artist create **texture** and **pattern**? What textures do you observe in *Shield II*- smooth, rough, etc.? What is the purpose of a shield? How can cloth or clothing provide protection?

activity ideas:

1. **weaving discovery:** Explore various **weaving** techniques to create patterns incorporating a variety of materials. Materials: fabrics, feathers, papers, ribbons, strings, yarns.
2. **wall to wear:** Construct a textile that can be both **functional** and **decorative** and includes hand stitching, weaving, and **crochet**. Consider *Shield II* and ideas of **camouflage**. Materials: crochet hook, fabrics, feathers, papers, ribbon, string, yarn.

art link inspired by lessons written by Cheri Ehrlich, Manager of School, Youth, and Family Programs

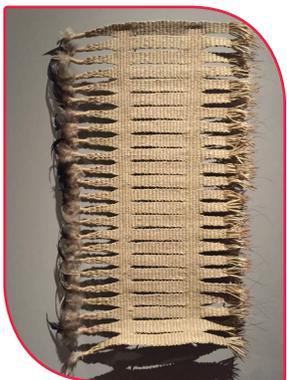


Image courtesy of the Museum of Arts and Design



museum of arts and design
2 COLUMBUS CIRCLE, NYC / MADMUSEUM.ORG