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
art link: fabric collage


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
eye for design
teacher resource
art link: figures and environments

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

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
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
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
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
eye for design

teacher resource

art link: wearable sculpture

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

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

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., necklace, 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
eye for design

teacher resource

art link: weaving with mixed media

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

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
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