**“Rhythm in Layers” Low-Relief Sculpture with Design in Mind**

Layer by layer, piece by piece, you will assemble a three-dimensional collage using simple pre-cut wood and cardboard shapes built up from a base. Because the design exists on multiple levels rather than a single plane, the relationship of each individual element to the whole must be considered.

You should keep in mind the following design principles:

* **Rhythm:** repetition and placement of similar colors, shapes and lines throughout the collage will provide a sense of order and unity
* **Balance:** Whether placed symmetrically or asymmetrically, collage materials should be arranged so that the visual weight is evenly distributed
* **Movement:** connecting shapes, lines and colors should lead the viewer on a path into, out of and around the entire piece

**Process**

1. Using a 5” X 7” piece of mat board begin experimenting with possible arrangements and thinking about a

color scheme.

2. Color each individual scrap of mat board or wood element, using markers and colored pencils. Attach them

to the base with small amounts of glue. Some hints to keep in mind for a pleasing design:

a) Build rhythm within the design by repeating colors, shapes and patterns.

Whenever you lay down one shape or a series of shapes, repeat it somewhere else within the

artwork. It doesn't need to be symmetrical, just repetitious.

b) Build depth within the design by placing darker colors in the background, then building each

layer up with sequentially lighter colors. Save the most brilliant colors for the top shapes, which will

function as focal points.

Use large shapes in the background and smaller ones as the collage builds up. This keeps the design

open so layers remain visible.

c) Build interest into the design by using a variety of shapes, colors and patterns.

Once again, remember to repeat in order to form rhythm!

d) Add movement by connecting large pieces with lines formed by sticks and dowels.

e) Glue small, stacked wood shapes beneath larger elements to act as risers.

f) Design beyond the edges of the the base — as far beyond as you can!