

Art of Light Design Brief

Name:

TASK OVERVIEW

Thinking about the work of Tatsuo Miyajima, your challenge is to create a work of art using simple circuits and light globes.

CRITERIA

When developing your design, think about the circuit that will light your globes and artistic elements, and what principles can draw on to develop a design that connects with viewers. Your teacher will assess your work using the criteria below.

Great - 3 Points	Good- 2 Points	Not Yet - 1 Point
Science Knowledge and Skills		
The artist has manipulated the use of parallel and series circuits to control the level of brightness of each globe.	At least one parallel circuit (possibly in conjunction with series circuits) has been used to power light globes.	Only series circuits have been used to power the lights.
The artist can show the path the electricity travels through, state whether it is a series or parallel circuit and explain the impact of using that circuit.	The artist can show the path the electricity travels through and state whether it is a series or parallel circuit.	The artist can show the path the electricity travels through.
Visual Arts Knowledge and Skills		
The artist can link choices they made when designing their work to elements and principles of art and design.	The artist can explain a connection between their work and at least two elements and/or principles of art and design.	The artist can state at least one element or principle of art and design.
Mathematical Knowledge and Skills		
The artist explains the relative position of lights using fractions, ratios and/or angles.	The artist references the grid system and/or metric system to describe relative positioning of lights.	The artist explains the distance between lights using comparative terms.