

# Deconstructed Object Drawing

For this assignment you will be creating a drawing of the destruction/disassembling of an object. The drawing will feature overlapping, faded edges, multiple perspectives, and multiple/changes in scale and proportion.



Context - Cubism was an early 20th-century style and movement in art, especially painting, in which perspective with a single viewpoint was abandoned and use was made of simple geometric shapes, interlocking planes, and, later, collage. Cubist artists showed the front, back, top, bottom and inside of objects all on the same plane.

Cubist artists - Pablo Picasso,  
Georges Braque



Directions -

Step 1. For this assignment you will need to find an object to disassemble or destroy. The object should have an outside that is different from the inside. For example a lightbulb hides the filament within the white glass shell. An apple's outer skin hides the apple's seeds.

Find an inexpensive object that you can disassemble. The goodwill/thrift store is a good place to begin.

Step 2. Use a nice piece of drawing paper around 9" x 12". Begin by drawing just part of the outside form. Allow part of the object to fade into white paper.

Step 3. Turn the object and draw it from a different point of view. You could change the size/scale of your new perspective. OVERLAP your drawing on top of the first part.

Step 4. Begin to disassemble the object. Don't take it all the way apart yet. Once you have removed or opened your object, draw the pieces that you removed, or what is being revealed on the inside. Overlap your drawings. Change the size and scale of your drawing. Change the point of view of your drawing.

Step 5. Continue disassembling the object. Repeat the steps above. Create a unified drawing that feels complete and finished. Does the drawing look like everything belongs? Should you add or subtract an element.

Required elements - Your drawing must have shading/values, line quality, shapes, and accurate proportions.