

# 3D AP Summer Work Packet

Name: \_\_\_\_\_

Task	Description	Complete?
1. Brainstorm SI Themes	3+ written ideas with connections & initial research	<input type="checkbox"/>
2. SI Inspiration Board	Visual research (sketches, photos, artist works, notes)	<input type="checkbox"/>
3. Written Proposal (Draft)	3–5 sentence summary of the main concept you're leaning toward	<input type="checkbox"/>
4. Materials List	Email a full list of needed materials by 08/01/24	<input type="checkbox"/>
5. Summer Work Plan	Written plan (timeline + goals for 2 artworks)	<input type="checkbox"/>
6. 2 Finished Artworks	Rough drafts for your Sustained Investigation	<input type="checkbox"/>
7. Artist Reflection	1 paragraph reflection for each artwork	<input type="checkbox"/>

## 1. Sustained Investigation Brainstorm

Focus: What *big idea* or *question* do you want to explore through 3D art?

List at least 3 potential SI topics/themes

### Example themes

Each should be:

- Personally meaningful or curious to you
- Broad enough to explore over time
- Narrow enough to feel focused

- "Tension between nature and technology"
- "Spiritual symbolism in everyday rituals"
- "The transformation of childhood objects over time"

**For each theme, answer the following in bullet points or short paragraphs:**

- Why are you interested in this?
- What emotions, questions, or stories are connected to it?
- What types of 3D materials or formats might help you explore it?

## **2. Inspiration Board (Visual & Research)**

Create a *1–2 page visual board* (digital or physical) that includes:

- 5+ reference images (artworks, photos, textures, objects, etc.)
- Notes on styles, materials, or forms you might try
- Names of artists, art movements, or cultural references related to your ideas
- Optional: thumbnail sketches of artworks you could create

## **3. Written Proposal (Draft)**

In **3–5 sentences**, summarize the strongest theme you're considering:

- What is your guiding question or big idea?
- What do you hope to express or uncover?
- How might this evolve into a body of work?

## **4. Materials List**

**Email this to [leiar@villagechristian.org] by August 1, 2026**

- List all 3D materials you are interested in using this year.  
Be realistic based on your experience and what you have access to at home or in summer programs.

- Familiar materials (e.g. clay, cardboard, wire, fabric)
- Experimental or wish-list materials (e.g. resin, wood, found objects)
- Any special tools or equipment you may use

## 5. Summer Work Plan

Create a short *timeline or calendar* for completing your two required artworks.

Write a goal for each piece. Include:

- The material(s) you'll use
- What you want to express or experiment with
- What help or tutorials you may need

Optional prompts:

- Are you attending a summer art program or camp?
- Will you need to build any components ahead of time for later assembly?
- Are you planning any process experimentation or prototypes?

## 6. Summer Artworks (2 Total Required)

- Create **2 sculptural works** that:
  - Use 3D materials (not just 2D or digital)
  - Reflect or explore your SI topic/theme
  - Can be rough drafts or experimental in nature
  - Show a willingness to take creative risks

Artwork 1 Title: \_\_\_\_\_  Artwork 2 Title: \_\_\_\_\_

## 7. Artist Reflection for Each Artwork

Write a short reflection (one paragraph per artwork):

- What was your intention?
- What worked well?
- What would you change or explore further?
- How does this connect to your SI idea?

## 8. Submission Instructions

Bring all of the following **on the first day of class**:

- Printed or digital packet (brainstorm, inspiration, proposal, work plan)
- 2 finished 3D artworks
- Artist reflections
- Sketchbook (optional, but encouraged)

Email materials list by **August 1, 2026** to [leiar@villagechristian.org]