

YOUR NAME:

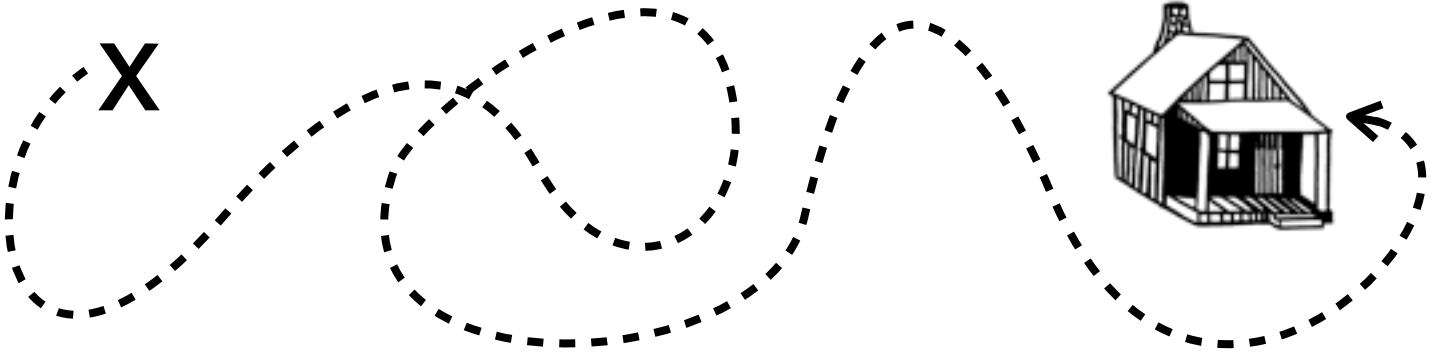
# MAPPING YOUR WORLD

## A DÉRIVE TO DISCOVER THE PRINCIPLES OF PHOTOGRAPHIC COMPOSITION

*"There is nothing more natural than to consider everything as starting from oneself, chosen as the center of the world; one finds oneself thus capable of condemning the world without even wanting to hear its deceitful chatter."*

– Guy Debord

Your first individual roll of film will explore the Principles of Photographic Composition as discovered in the world around you. Photography is all about seeing something in a new way and so we will spend time developing this new way of seeing.



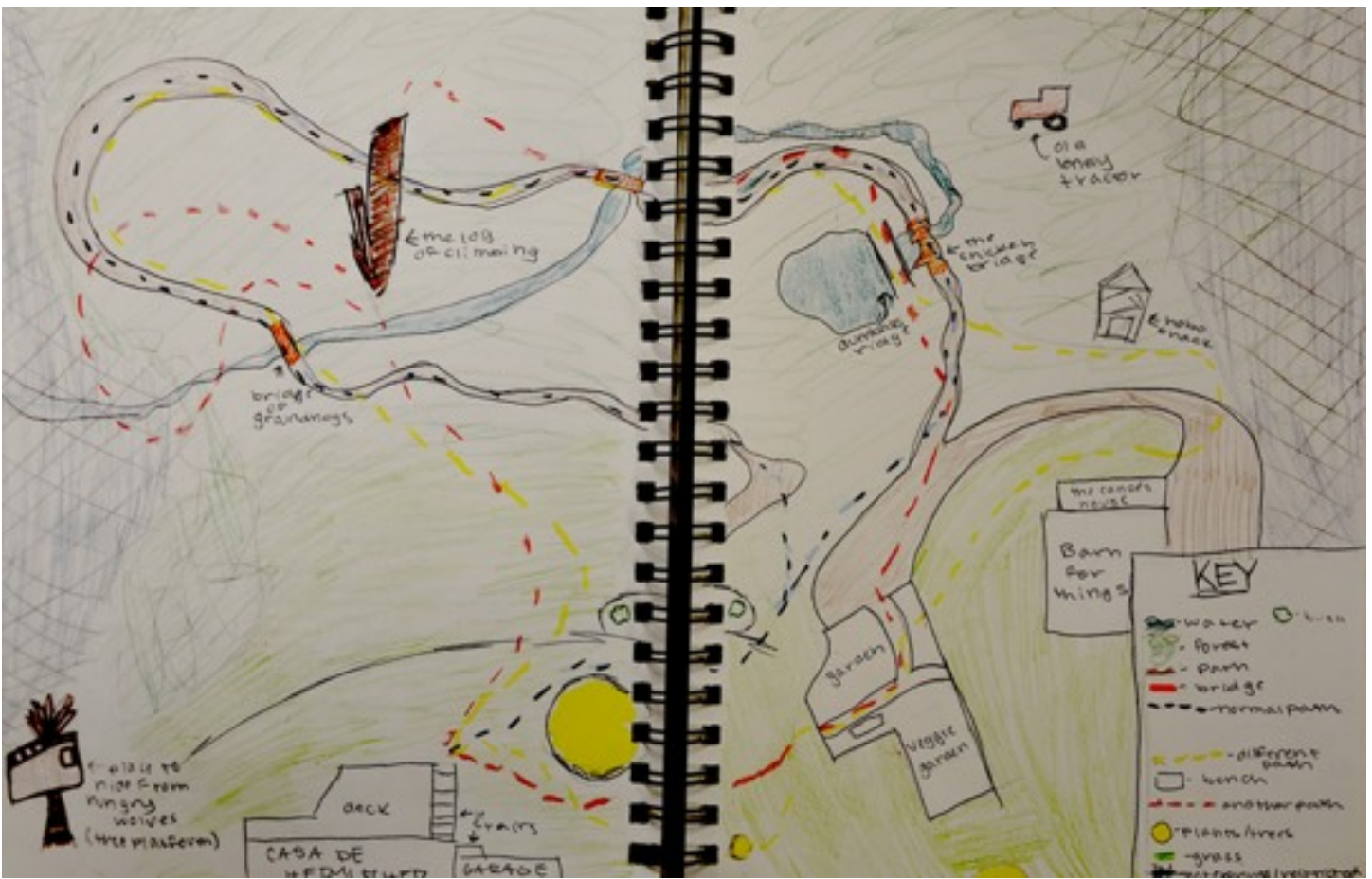
### ASSIGNMENT: CREATE YOUR MAP

Consider a path or road or journey you take **regularly** (where you walk the dog, driving to visit a relative, walking to a friend's house, taking a path through the woods, moving from one end of the school to the other).

- ◆ In your sketchbook, create a map over a **2-page spread** of the path you take (If your sketchbook is smaller than 8" X 10" (or if you would prefer having a solid sheet of paper) use a piece of 12" X 18" paper instead - found on the desk). Draw from memory the route you take. Consider if you take roads, sidewalks, trails, stairs, highways, or hallways. Do you walk into buildings? Do you walk on unmarked paths? Do you go by car, or bus, or skateboard, or on foot?
- ◆ Include a **key or reference** for specific features on your map (example: roads, sidewalks, buildings, barking dogs, stop signs, etc.) Be as detailed and specific as you can be about every feature in your map. Consider other elements of your journey that may not be on a "normal" map: what sounds are present, what colors, is there a specific time of day that you make this trip? Consider things that stand out in your mind as you travel (that funny looking mailbox on the corner, that dog that is always in the neighbor's yard) or people that also travel with you.
- ◆ Also include **your route** on your map - you can use arrows, colored lines, dotted lines, or another way of indicating your path. You may consider different indicators for different types of movement - for example, a line of one color means you are walking, a different color means you are driving.

You may use any of the materials in the room (markers, colored pencils, magazines, old books, etc), as well as paint (watercolor or tempera paint) from next door in the Art 1 room. If you choose to use paint, make sure you clean up thoroughly!





	<b>OBJECTIVE:</b>	<b>DESIGN:</b>	<b>STUDIO SKILLS:</b>	<b>PRESENTATION:</b>	<b>TOTAL:</b>
Derive Map Criteria	<p>You completed a map over 2 sketchbook pages (or 12"x18" paper) that represents a journey you take.</p> <p>You included a KEY that defines the symbols on your map.</p>	<p>You thoughtfully illustrated your map to not only be informative, but also to be visually captivating and personal.</p>	<p>You used a variety of materials to provide information in your map that adds to the over all design.</p>	<p>Your map shows evidence of time, thoughtful consideration, and effort put into your work.</p>	
Self-Assessment	/20	/20	/20	/20	/80
Teacher Assessment	/20	/20	/20	/20	/80