

Visual Art Virtual Learning

Art I - Unusual Art

May 14, 2020



ArtI

Lesson: May 14, 2020

Objective/Learning Target: We will be learning about artists that use unusual mediums (supplies).



Unique artists...

This week you will be introduced to unique artists that use unusual materials or somewhat strange techniques to create their artwork. Some of them will make you scratch your head...some may leave you in awe.

Let's get started with our fourth artist.

Invader



Invader is the pseudonym of a well-known French street artist, born in 1969, whose work is modeled on the crude pixelation of 1970s 8-bit video games. He took his name from the 1978 arcade game Space Invaders, and much of his work is composed of square ceramic tiles inspired by video game characters.



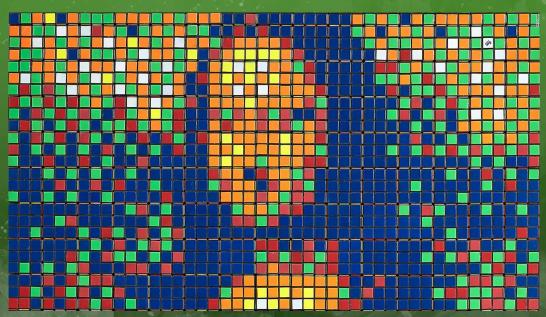
The artist "invades" cities worldwide, placing his tiled pieces in certain locations and awarding himself "points" based on the intricacy of the mural and the difficulty in placing it. "This," he said in 2011, "is the most addictive game I have ever played". He works without permission the vast majority of the time.

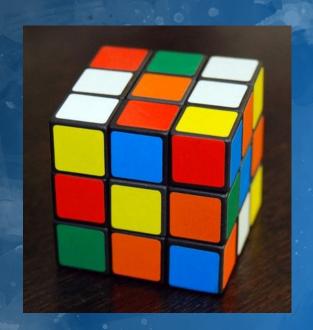


His street art is what made him famous, but using tiles to create a mosaic isn't anything new. The earliest known mosaics were from the 3rd millennium BC.

This photo is what makes him unusual to me. Looks like more tiles right?

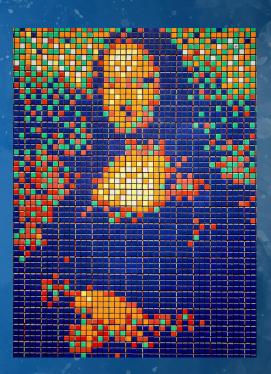
Wrong.





It's made from 330 rubik's cubes!

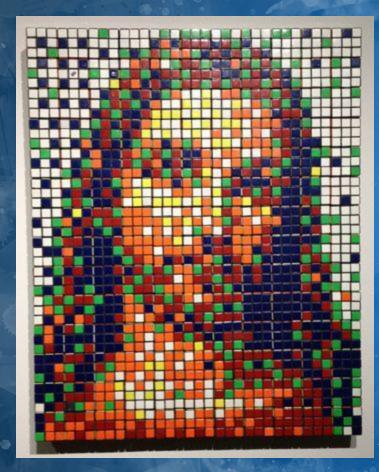
This rubik's version of the Mona Lisa sold at auction for 480,000 Euros or \$520,000!





Invader took those 330 rubik's cubes and made them have a certain pattern then glued them together!

Do you think you could do something like that?





For my Art 1 students this should look familiar! Roy Lichtenstein!



Watch this video of the Hunt of Space Invaders!
These two guys are walking the streets of Paris
finding Invaders work!



This should be another fun filled week learning about different types of artists.

Please email me if you have any questions.

shannon_bown@isdschools.org