Arti'stick Mobile

by Angela M. Scherz for Pebeo

Students will study works of stained glass as a one dimensional art form and adapt what they learn to a three dimensional sculpture — a brilliantly-colored transparent mobile. Students will incorporate the design principles of color, shape and balance as well as experimentation with physics to develop a functional, hanging design.

Students will learn how to prepare a wire pattern shape and fill it in with Pebeo Arti'Stick paint. They will see the transformation from an opaque color to transparency as the paint dries. Then they will take on the second aspect of hanging the pieces. Throughout the lesson, students will gain a basic understanding and appreciation for the finished piece as well as the process used to design and create the structure.



Note: instructions and materials based on a class of 25 students. Adjust as needed.

Preparation

1. Pre-cut wire into 3 sizes (12", 10" and 8"), then bend a small loop at the end of each. Transfer colors from the 500-ml bottles to the applicator bottles. 25-ml tubes (come with Teacher's pack) or individual bottles. Fill by unscrewing the top and squirting the paint from large 500-ml container into the applicator. Cap color identifies the color in the tube. Refill as needed.

Process

1. Select patterns of shapes and simple images from computer line art, printed art books, or freehand draw the designs (as a part of the project). Be sure that designs are very basic, and easy to achieve. One design should be a geometric shape which is repeated 3 times, in 3 different colors. The designs pictured may be used (star, fish, plane, hippo).



Pebeo® Arti'stick Teacher's Kit (00700-1109), contains ten 500-ml colors. Black and Gold outliner, 20 refillable applicator bottles, 30 plastic sheets, patterns, lesson plans and instructions - best value! OR purchase the following individual components: Six 500-ml bottles Arti'Stick colors: Yellow (00700-4005). Red (00700-3005), Light Blue (00700-5025), Light Green (00700-7015), Rainbow Sparkles (00700-0005), Black outliner (00700-2095).

Empty Applicator Bottles, 25-ml (02957-9000), set of 2, need one for each color (included with the Teacher's Kit) Pebeo® Plastic Sheets (00700-1017), 5-sheet package can be cut and distributed across class

Sculpture Wire, 14-gauge (33400-1435), need one 30" length per mobile.

Stringline (60612-0000), about 60" per mobile

Jump Rings, 8-mm (60697-2420), six per mobile

Jewelry Pliers, round tip (60618-1145), share one between three students

Wire Cutting Pliers (33023-1106) share one between three students

Mini Craft Sticks (60403-0500), one per student

Process, continued

- 2. Cut out the designs and lay them on a flat surface as the mobile is to be constructed. Place one of the geometric shapes with one of the other images (ie., hippo, fish, etc.). Place them in a series of three different "arms" of the mobile. Review the designs to be sure that the shapes and sizes will correspond to produce an equally weighted mobile. Review the designs to be sure that the images selected will produce an interesting and aesthetically pleasing combination.
- 3. Place the paper patterns under the plastic sheets. Leave several inches between each of the designs. Begin by outlining the shape of the design with the Black Outliner. Hold the tube at an angle and squeeze gently to release paint. Trace the pattern lines. If there is a "break" in the outline, simply go back and fill in the hole with the outliner.
- 4. Next, select the color or colors to fill in with. Place the nozzle of the tip next to the wet outline paint and draw a "line of paint" around the inside perimeter of the outline. This allows for a clean and neat appearance. Next, fill in the entire image with paint. Finally, paint all the small interior details (such as eyes and mouth) on top of the background color.
- 5. Repeat the above steps for each of the six designs.
- 6. Next, place the jump rings at the top of each of the designs. Be sure they are centrally placed so that the design will hang properly. The paint will dry around the jump rings, securing them in place.
- 7. Once all six of the designs have been painted, allow them to dry. They will need to dry for approximately 24 hours.

 WATCH the paint as it dries observe how the colors appear opaque as they are applied and become transparent upon drying. Note: red paint appears pink until dry Sparkle colors appear white until dry.
- 8. Once dry, cut out each of the designs; cut as close to the outline as possible.
- 9. Next, place the wires on a flat surface with the 12" inch on top, 10" in the middle and 8" on the bottom. With a piece of string line (20 inches long), tie each of the wire arms together, leaving about 3" between each arm. Be sure to leave about

- 8" at the top to hang the mobile.
- 10. Place the painted acetate designs in the spot where they will be tied onto the wire "arms."
- 11. Measure and cut six pieces of string line (about 10" each). Tie one end of the string onto the ring of each of the designs. Then tie each of these onto the hooks at the end of each of the metal wire arms.
- 12. Once complete, it may be necessary to hang the mobiles and adjust the length of the string to make them even and balanced.

Hints

- 1. Arti'Stick paint is available in 75-ml tubes (see DickBlick.com). Tip is slightly larger than applicator, and releases more paint. These are good for larger designs!
- 2. To paint, first "shake the tube" to release all the paint to the tip, then squeeze the tube gently and increase pressure slowly. For thicker lines, press more firmly, for thinner application, press lightly.
- 3. A mini craft stick may be used to "clean up" the outlines to be sure that they are straight.
- 4. Air pockets may sometimes "spit out" of the tube. Simply clean up any mess with a mini craft pick or damp paper towel and paint over it.
- 5. Paint should be applied in a fairly thick application, but not in "blobs." This will take longer to dry. If paint is too thin color will not be as vibrant and design will not be as durable.
- 5. If there are small spaces left in the design, go back and fill them in with color. ALL areas should be filled in and painted.

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National Standards

<u>Content Standard #1</u> — Understanding and applying media, techniques, and processes

- **K-4** Students use different media, techniques, and processes to communicate ideas, experiences, and stories
- 5-8 Students intentionally take advantage of the qualities and characteristics of art media, techniques, and processes to enhance communication of their experiences and ideas