

# Visually Naming Design Principles in Natural Forms

Read textbook chapter 3 by  
Thursday, September 6th

At least 5 pages of writing & drawing  
due Tuesday, September 11th

Final work, writing, and process  
work due by midnight on Wednesday,  
September 19th

Photographs of finished work,  
process work, and writing uploaded  
to Brightspace by the beginning of  
class on Thursday, September 20th

3

1

## naming/God

The psalms often express worship to God by writing to God about who He is and what He has done. This is a way of unfolding God's name, which was too holy even to be spoken out loud in ancient Israel. He is

Jehovah-Metshodhathi: Lord my Fortress (Psalm 18:2)

Jehovah-Mephalti: Lord my Deliverer (Psalm 18:2)

Jehovah-Rohi: Lord my Shepherd (Psalm 23)

Jehovah-'Ori: Lord my Light (Psalm 27:1)

## naming/art

When God set Adam and Eve in the Garden, He gave them the task of naming things. Madeline L'Engle writes about the beauty of naming through creative practice in her book *Walking on Water*.

*Naming is one of the impulses behind all art; to give a name to the cosmos we see despite all the chaos. God asked Adam to name all the animals, which was asking Adam to help in the creation of their wholeness. When we name each other, we are sharing in the joy and privilege of incarnation, and all great works of art are icons of Naming.*

—Madeline L'Engle, *Walking on Water*

# naming/mapping

Explorers and colonizers give names to places and plant flag poles in the ground.

Maps have place names printed over the land.

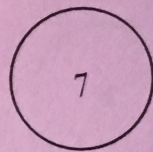
In his book *Art & Physics*, Leonard Slain writes that to attach a name to something is the beginning of control over it. Does naming have anything to do with ownership or power? Is this a good thing? Does it relate more to stewardship or tyranny?

What does it  
mean to Name  
something  
*visually?*

A good verbal or  
written name is true.

It maps the identity of  
a person, place, or  
thing.

How can a visual design  
be *true*?



## TO BEGIN

Choose a natural object like a leaf. Spend time carefully examining the ways that the object expresses the elements of design. *How does a leaf say "line" for example?*

Study the object visually and in books. Write, draw, diagram, and map, about it in your sketchbook.

For examples, look up Kely Bird's *Generative Scribing* and Leonardo's drawings.

Write a well-crafted paragraph about what you are trying to do in your work.

Look up Val Britton's artist statement for a good example of writing about visual ideas.

Create a flock of process work and four final designs (presented intentionally) that visually name the ways that the object "says" line, point, shape, texture, etc... Each design should visually name the way that one element of design is

expressed by the object you chose. Explore two *and* three dimensions.

4

6



## Context

Biomimicry or biomimetics is the examination of nature, its models, systems, processes, and elements to emulate or take inspiration from in order to solve human problems.

The term biomimicry and biomimetics come from the Greek words bios, meaning life, and mimesis, meaning to imitate.

Other terms often used are bionics, bio-inspiration, and biognosis.

## Evaluation Criteria

Careful consideration and study of a natural object in your sketches and final design will be graded.

Willingness to experiment with combinations of materials and methods is greatly valued.

Craft is an essential foundation to presenting your ideas successfully.

Variety of solutions in your final design is also important.