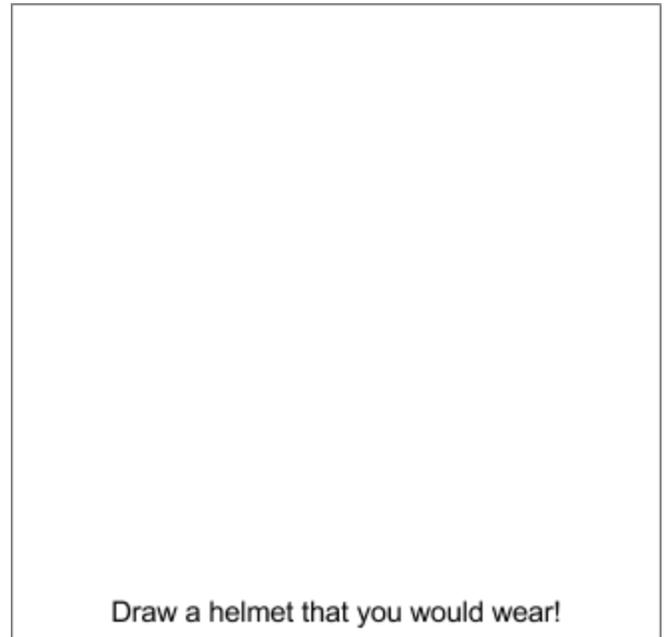


Dressed to Kill: POST-VISIT

Elements of Art

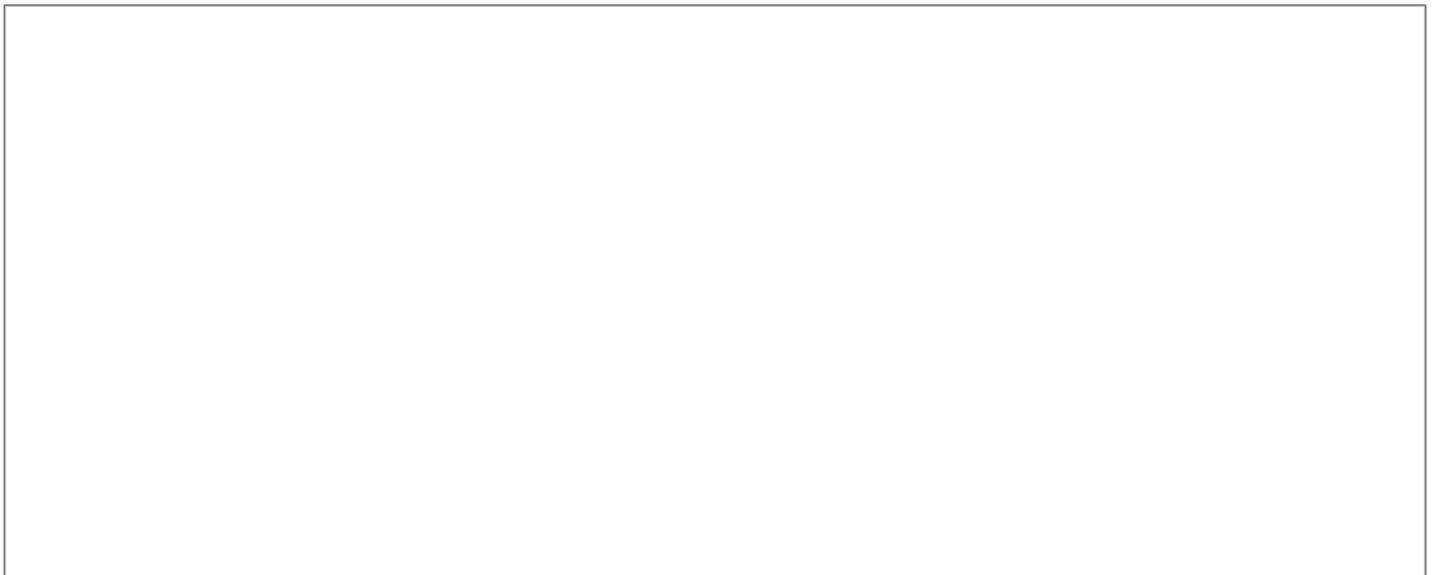
You have viewed many examples of Japanese artwork, including eleven suits of armor. Think about the helmets you saw. Did you see individual shapes within the helmet? Did they create a design? Do you think the helmet would protect a person's head?



Draw a helmet that you would wear!

Principles of Design

After looking at the exhibit and designing your ideal helmet, draw a landscape and place yourself in it. Think about creating a focal point that will grab the viewer's attention.



Composition

What were your favorite pieces of artwork? Use the boxes below to sketch your top three artworks. List the reasons why you like those specific artworks.



Artwork # 1



Artwork # 2



Artwork # 3

Creative Writing

- Imagine yourself wearing the armor you viewed. Journal your life as a Samurai. What would you do? Where would your adventures take you? How can you make your journaled adventures come to life? For example, you could describe your experiences during Samurai training.
- An idiom is a one-of-a-kind, expressive phrase whose meaning is not always predictable. Idioms have special, symbolic meaning. An example of a translated Japanese idiom is, “Even monkeys fall from trees,” which means, “Everyone makes mistakes.” What idioms have you heard members of your family use? What do they mean? What idioms can you create? What idioms do you think a Samurai would use?

Social Studies

- Cartography is the profession of drawing maps. You have been chosen to design a map depicting Japan’s geography (rivers, mountain ranges, cities) and unique landmarks. Use color to enhance your map. When you have finished, compare your map with map available on the Pre-Visit guide. What are the similarities and differences between these two maps?

Science

- The presence of weather is often visible within works of art. In the artworks you viewed, did you see evidence of weather (snow, fog, rain, cumulus clouds, nimbus clouds, etc.)? How would you include weather in your artwork? Can you add weather to your Samurai journaled adventures?
- Sabi is a Japanese term for something that has aged well or developed a patina. Rust is a common patina and occurs when iron reacts with oxygen (oxidizing to become rust). Give your artwork a patina by using tea or coffee. Prepare your chosen beverage and pour it into a shallow container. When the liquid cools, submerge a piece of drawing paper, remove, and let dry. The longer your paper is submerged, the darker your patina will be. Once your paper has completely dried, use it to draw an original suit of armor. Use ink, colored pencil, and watercolor.

Math

- Research Japan's currency (money). How are the different bills valued? What does the money look like? If you were designing a set of currency, what would it look like? Would you use symbols and specific colors? Would it be made of paper, metal, or something else? What different quantities or amounts would you have? Design your ideal currency. Research the exchange rate and plan a trip using your currency. Remember to consider airfare, lodging, and meals.

Art History

- Research the Samurai's Code of Conduct. What behaviors and traits are included in this code? With a group of your peers, discuss how the Samurai's code applies to the 21st century. Are there codes that still apply today? Should some codes be revised or removed? Would your revised codes apply in 100 years?
- Research the education and training a Samurai would experience. At what age would their education and training start? Create a timeline documenting the different areas of education and the levels of training.

Art Making

- Taking inspiration from the armor you viewed, imagine a suit of armor made specifically for you. Design a custom suit of armor that includes the qualities you need (flexibility, protection, heavy or light weight, etc.). What colors and shapes will be in your design? What symbols of power will your armor have?
- A comic strip tells a short story using images. Think of a story you can communicate using only images. For inspiration, look at the story you wrote about the Samurai's adventures or create a visual story based on the armor you designed. Choose five key events in your story that you can draw. On a piece of paper, draw five boxes; the boxes can be different sizes. In each box use pencil to draw a scene from your story. When your comic is sketched, use ink to add definition and give your comic a graphic feel. Make copies to share with friends by scanning and printing your Samurai inspired comic strip. To further enhance your comic, use marker and watercolors.