

Divergent Duplicates

Lesson Plan: "Divergent Duplicates"

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for ART 210: Drawing II, Summer 2013

DESCRIPTION:

Use a copier to create sixteen abstract drawings.

Create a simple drawing. Make two photocopies of that drawing. Uniquely add to each photocopy to create two new drawings. Use those two to create four; those four to create eight; and those eight to create the final sixteen.

OBJECTIVES:

Dissect decision-making by inventing multiple divergent solutions to each duplicate problem.

Create boldly and freely, taking advantage of the many "do-overs" this low-risk process provides.

Gain experience and confidence with abstraction, and understand its complexity, possibility, and value.

Competently operate the Xerox machine, use it to your advantage, and add it to your repertoire of viable art making tools.

EXECUTION:

Required Materials and Tools:

At least two [Sharpie Fine Point Markers](#) (not Ultra-Fine)

[Drawing Pencils](#)

[Timer](#)

[Copy Paper](#)

[Copy Machine](#)

General Process Guidelines:

All of the drawings for this assignment should be abstract. Limit yourself to lines, geometric shapes, organic shapes, forms, textures, patterns, and values. Your imagery should be non-representational and unrecognizable.

To operate the Xerox machine: Swipe your ActionCard and leave it in the reader. Place your drawings (in a stack) face up in the top paper feed drawer of the copier. Make sure the copier settings are on Default by pushing the yellow Function Clear button (FC) twice. Push "2" (number of desired copies), and push Start.

Before drawing on a new round of photocopies, label the backsides in pencil with the appropriate letter combination.

Every addition to an edition should be unique. Respond to each duplicate with creativity and originality. Throughout the assignment, each drawing should look very different from every other drawing.

Keep the drawings you "set aside" in order by step, in the same sequence as they are listed.

Keep an extra sheet of copy paper under your in-progress drawing to protect the table.

Step One:

Using a Sharpie, draw on a blank piece of copy paper for two minutes. Label this drawing "A".

Step Two:

Make two copies of A.

Label one copy "AA" and the other "AB".

Step Three:

Set original A aside facedown.

For two minutes, add to AA.

For two minutes, add to AB.

Step Four:

Make two copies of AA and two copies of AB.

Label AA's copies "AAA" and "AAB".

Label AB's copies "ABA" and "ABB".

Step Five:

Set originals AA and AB aside.

For two minutes, add to AAA.

For two minutes, add to AAB.

For two minutes, add to ABA.

For two minutes, add to ABB.

Step Six:

Make two copies each of AAA, AAB, ABA, and ABB.

AAA begat AAAA and AAAB.

AAB begat AABA and AABB.

ABA begat ABAA and ABAB.

ABB begat ABBA and ABBB.

Step Seven:

Set originals AAA, AAB, ABA, and ABB aside.

For two minutes each, add to AAAA, AAAB, AABA, AABB, ABAA, ABAB, ABBA, and ABBB.

Step Eight:

Make two copies each of AAAA, AAAB, AABA, AABB, ABAA, ABAB, ABBA, and ABBB.

AAAA begat AAAAA and AAAAB.

AAAB begat AAABA and AAABB.

AABA begat AABAA and AABAB.

AABB begat AABBA and AABBB.

ABAA begat ABAAA and ABAAB.

ABAB begat ABABA and ABABB.

ABBA begat ABBAA and ABBAB.

ABBB begat ABBBA and ABBBB.

Step Nine:

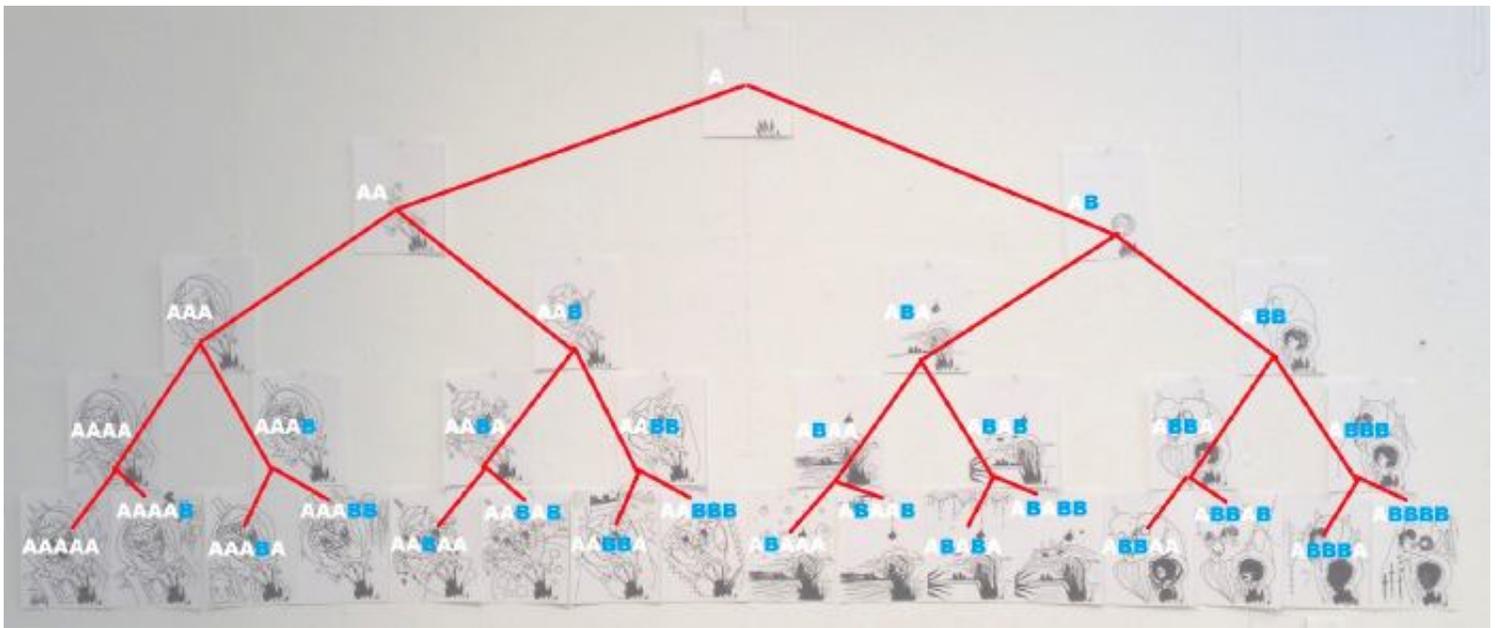
Set originals AAAA, AAAB, AABA, AABB, ABAA, ABAB, ABBA, and ABBB aside.

For two minutes each, finish AAAAA, AAAAB, AAABA, AAABB, AABAA, AABAB, AABBA, AABBB, ABAAA, ABAAB, ABABA, ABABB, ABBAA, ABBAB, ABBBA, ABBBB.

Critique:

For critique, use pushpins to hang your drawings in five rows, family tree style. First, hang the bottom row of sixteen 5-letter drawings in the order listed in "Step Nine". The next row up, hang each 4-letter drawing between the two drawings it begat. Likewise, hang each 3-letter drawing above and between the two drawings it begat; each 2-letter drawing above and between the two drawings it begat; and the 1-letter drawing above and between the two drawings it begat. Displaying your drawings on the wall in this manner creates a visual map of your decision-making.

Successfully installed, your drawings should be arranged as shown in the image below. (Click on image for full size)



"When you make a choice, you rule out infinity." -Billy Pappas

What does this series of drawings reveal to you about your creative process?

How did your decision-making change over time?

Notice an early drawing that yielded a fruitful lineage. What about that drawing made it so fruitful?

Notice an early drawing that yielded little fruit. What about that drawing made it so fruitless?

How important is it to have a final image in mind while working?

What does this series of drawings reveal to you about the importance of planning? Process? Openness?

Mindfulness? Intuition? Experimentation?

EVALUATION:

Students will be graded based on completion, organization, creativity, experimentation, and the quality of the final sixteen drawings.

CONCLUSIONS:

Little can yield much.

Because each of the final sixteen drawings was created from five two-minute stages, each one is representative of ten minutes of work. Sixteen ten-minute drawings amounts to 160 total minutes of completed drawings. The Xerox machine allowed you to accomplish these 160 creative minutes in 62 real-time minutes.

Much can yield little.

Conversely, your very best drawing of the final sixteen contains only ten minutes of work, though it cost you 32-62 minutes of trial and error to create it.

Life lesson: I applied to six graduate schools, and I was rejected by five of them.

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