I recently moved, and now in order to get to school, I have to walk through a cemetery... every day



My Guiding Question: What kind of shoe do I need to design so that I don't wake the dead?



First, I need to investigate....and experiment....I like pictures and drawing...so....

Since a lot of cemeteries are laid with grass, I could try that...





A shoe, made out of grass...this is where I run into my first problems....





Wet grass means 'squeak, squish' when I walk, which would surely wake up the dead!!

Ok, what else do I find in a cemetery? *Stone!*

Most headstones are made from stone....





Wait... stone ?!?! https://www.youtube.com/wa tch?v=RqoD414tl2A Did you hear that?

How much would a stone shoe weigh?



Nah, too complicated, plus, a stone is just too

Stone Calculator

MARBLECARVE.COM

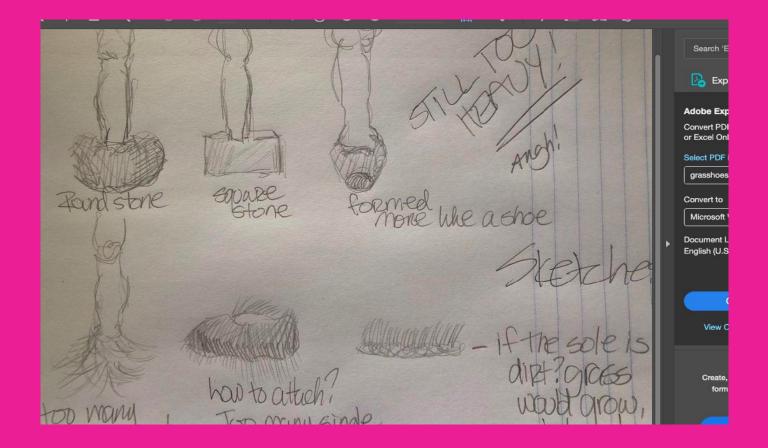
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Well, even though I'm not covinced, I'm still gonna do some sketches....this way I have the research done and have done some visual

thinking on this....



Hmm, so, where do I go next? The OWL! Yes!



The Owl was a sign of the underworld and in the Aztec's religious beliefs, they couldn't be killed because the owl was the protector.

How will this information help me with my project?

What if I **Re-contextualize** my quiet shoe with the owl's historical reference? What would it look and sound like?



Athena, also spelled Athene, in Greek religion, is the city protectress, goddess of war, handicraft, and practical reason. She is urban and civilized, and has great speed.

How can this help me with my design?



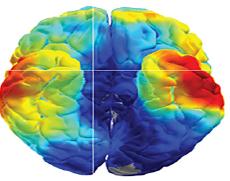
Oh, **yeah!** Now I have my inspiration – **Athena** has the power to run if I need to, move *fast*.

The owl feathers will protect me –since the owl is associated with death, when I walk through the cemetery with shoes made of owl feathers.

Well, guess what? The dead will just think it's the owl, and won't be disturbed. Yeah! Now, I gotta make them.....To the drawing board!





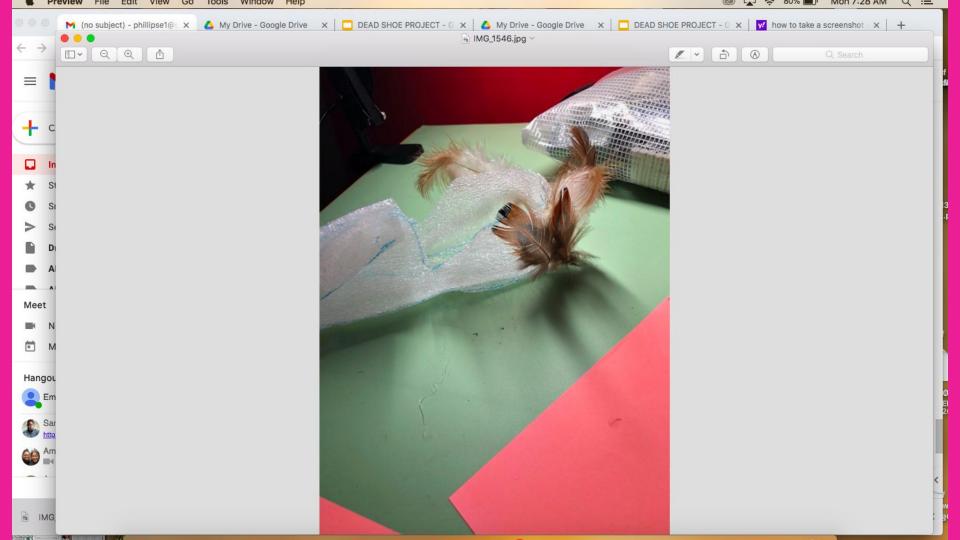


What materials do I need?













Checklist for Shoe Project

Do you have:

- Problem defined
- Guiding Question/s
- Explore many possible ideas and show this exploration in your sketchbook-made visible
- Concept map or list all the associations you can think of about the problem/question
- Research several ideas or possible subtopic ideas-make visible in sketchbook
- □ Ideate (brainstorm) using your concepting and sketches to come up with many ideas to...
- **Choose** an investigation from your inspiration!
- □ At least one <u>Creative Strategy</u>
- □ Sketch out ideas with possible materials
- **Create** your artwork.
- **U**pload all iterations of sketches, thoughts, mapping.
- **C**reate your story in slides.
- On the final slide, Reflect on your ideas, issues, drawings, and how it turned out.