

Project 2 Peer Review

Today's goal is to give feedback to your classmate about their model and writeup. By looking at a project with fresh eyes, you can give and receive important feedback, and get a better understanding about how your own project will be received, which will help you revise your project before next class.

Your goal is to be **generous** and **constructively critical** about the art.

What is the name of the artist and piece of art? _____

In what material will the final piece of art be printed? _____

First Impressions!

Set a timer for **three** minutes. Sit with the model you are critiquing for that amount of time. Turn it around and study it carefully. Look up close. Look at it from all sides. Think about it.

1. What are the first five words that come into your mind when you see the model?
2. Write two to four sentences about the artistic qualities of the piece. As an observer, what sensations are you getting from the object? Is the object smooth? Is it airy? dense? visually heavy or light? Is it aesthetically pleasing? Surprising? Jarring? Proportional? Abstract? What message do you think this piece conveys to observers?

Artwork analysis

Read once through the artist's writeup before continuing. You'll spend time critiquing that later, but return to the piece of art with a new sense of understanding of the artist's goals.

1. First write down two or three main goals that the artist was aiming for in creating their structure, as described in their writeup. Then, Looking carefully at the piece of art, write a sentence or two that explains how well those goals are achieved.

Goal 1:

Goal 2:

Goal 3:

2. What in the sculpture was especially well done? Give at least three examples and explain why you singled them out.

3. Brainstorm how the artist **might possibly** modify the piece of art. Give three suggestions for modifications they might make and why you are suggesting them. They do not have to be feasible, but they should be inspired by what you see when you look at the piece of art.

Modification 1:

Modification 2:

Modification 3:

4. Does the piece of art make you want to learn more about what it is? How it is made? The process of construction?

5. Ask two or three questions about the sculpture.

6. As you look at the artwork, think about the criteria on which it will be graded. (See the next page.) How well does the artwork address these criteria? Would you assess each of these criteria as Outstanding, Excellent, Good, Poor, or Unacceptable? Write a few sentences explaining your decision.

- **Intrigue:** Is the artist excited about your art? Is the material you chose appropriate? Does the final piece of art make people want to ask questions and learn more?

- **Mathiness:** Is the object based on some mathematical idea or concept? Alternatively, were mathematical concepts used to create a non-mathematical object? Can you explain in your own words the math that was used? Does the difficulty level of your project match your level of mathematical knowledge?

- **Functional Techniques:** Does the Mathematica in your file involved show that you have learned new techniques in Mathematica? Did you use specialized Mathematica techniques to refine your project so that it would be exportable to Shapeways? Does the complexity of your project match your level of computer programming background? Does the project show your advancement in programming in Mathematica and in computer programming in general?

The writeup

Now turn back to the writeup and read it carefully, making marks directly on the paper to improve the grammar and the sentence structure, and suggest helpful edits to improve the flow and format.

1. What in the writeup is especially well done?
2. What in the writeup needs some improvement? Give at least three examples and explain how they could be improved.

Improvement 1:

Improvement 2:

Improvement 3:

3. Did the artist convey well how the object is based on a mathematical idea or concept?

4. Did the artist convey well how they used new Mathematica techniques to create the art?

5. As you go through the writeup, think about the criteria on which the notebook will be graded. How well does the notebook address these criteria? Would you assess each of these criteria as Outstanding, Excellent, Good, Poor, or Unacceptable? Write a few sentences explaining your decision.
 - **Writeup of artistic qualities:** Have you addressed the following questions: What inspired your choice of subject? What visual and aesthetic choices did you make in designing the piece of art and why? What material did you choose and why? What should a viewer of your art appreciate about it?

 - **Writeup of mathematical and programming qualities:** Have you addressed the following questions: How do the mathematical principles you used match your level of mathematical knowledge? What initiative did you take to learn the necessary commands and techniques in Mathematica? How did you advance your programming skills in this project? Which commands and algorithmic techniques did you integrate into the coding of your project?

 - **Writeup of revision process:** Have you addressed the following questions: What obstacles did you encounter as you created your art? As you exported to STL format? As you uploaded to Shapeways? What was your first impression when you saw your prototype? In what ways did you decide to refine and revise your project once you received your prototype? If you had more expertise in Mathematica or more time to work on this piece of art, or were going to design a new, related, piece of art, what would you change and why?