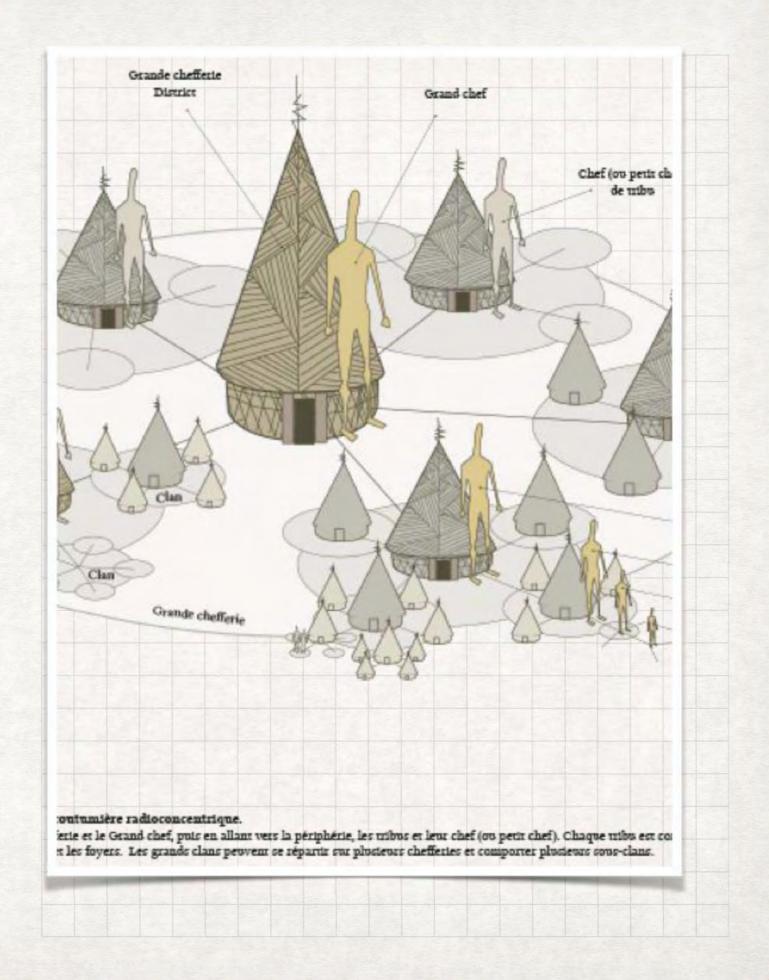
# SÉQUENCE D'ARTS PLASTIQUES

# CHEMIN



#### **TERRE & ESPACE**

« Le lien à la terre »

« L'occupation de l'espace »

« L'organisation spatiale de la tribu »

- occuper, cultiver, modifier et mettre en valeur l'espace pour en prendre le pouvoir.
- apprivoiser, modeler le paysage.
- sentiers coutumiers, partage et réciprocité (sentier kanak).

- occuper, marquer, aménager les espace pour se les approprier.
- donner à voir l'organisation sociale par la domestication de la nature.
- domestiquer & hiérarchiser les circulations dans l'espace.
- installation in situ / occupation de l'espace.
- espace perçu /espace parcouru.
- narration / déambulation.
- Land Art.
- dispositifs de représentation // dispositifs de présentation.



### **SEANCE 1**

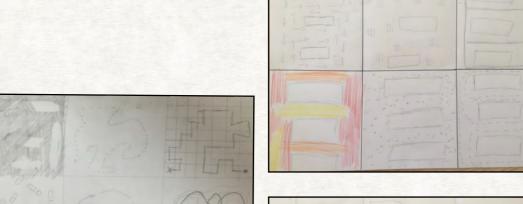
EXPERIMENTATION 1 : Pendant une minute déplacez-vous dans l'espace de la salle de manière libre sans rien toucher et sans s'arrêter

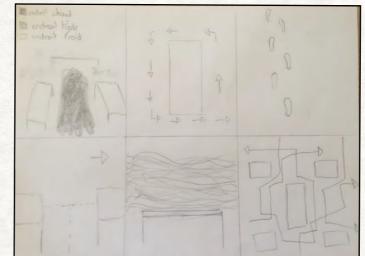
**Demande 1 :** Trouvez un maximum de solutions différentes pour matérialiser, donner à voir et rendre visibles vos déplacements. A5, outils graphiques.

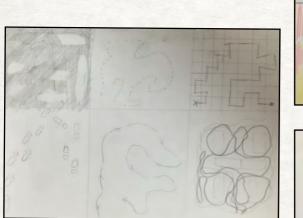
TEMPS: 10 minutes

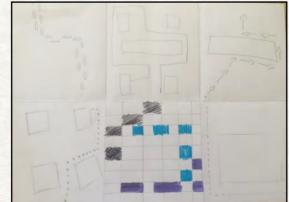


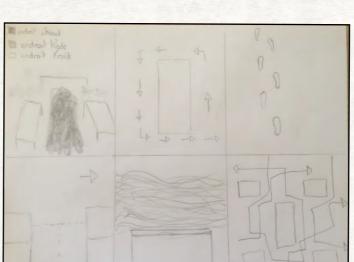
## EXPERIMENTATION 1: solutions possibles

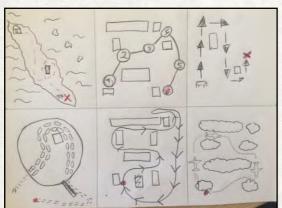


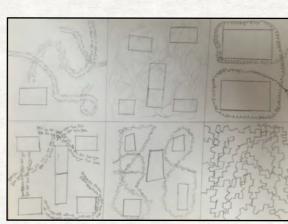


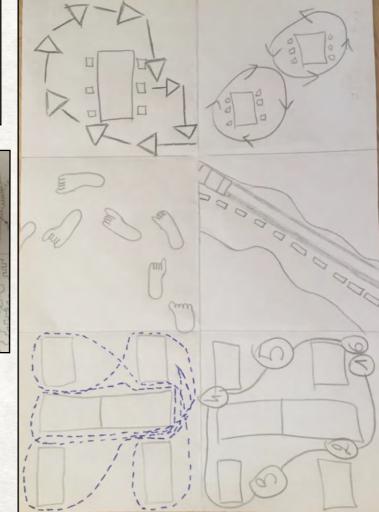


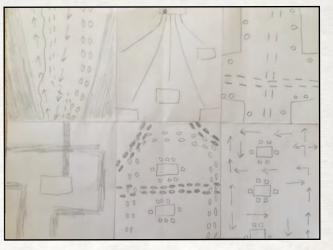


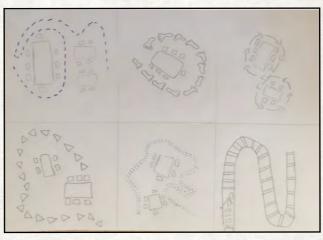


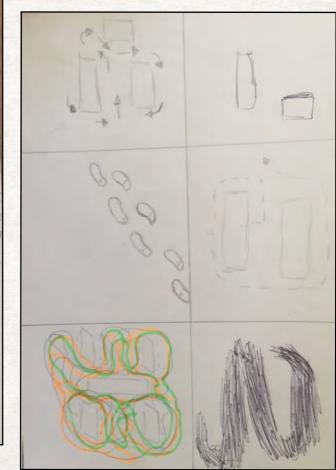


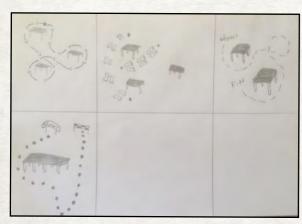














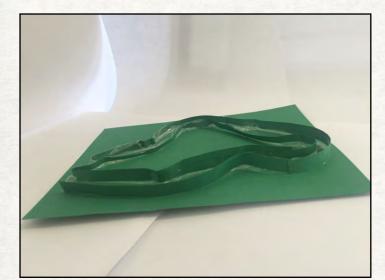
### SEANCE 1 suite

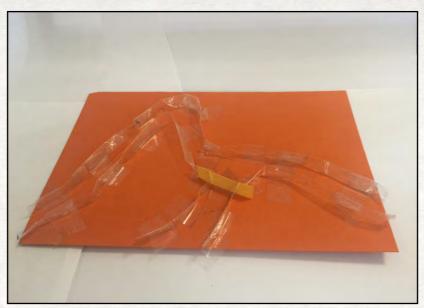
EXPERIMENTATION 2: Travail individuel

Demande 2 : Trouvez des solutions pour contraindre le visiteur à suivre le chemin que vous aurez choisi. Ciseaux, colle, scotch.

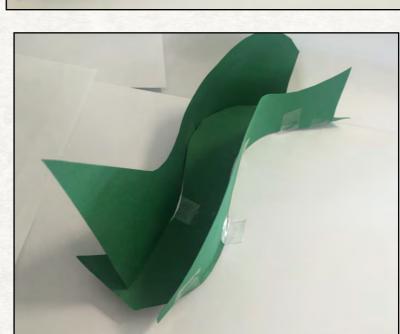
10 minutes de production

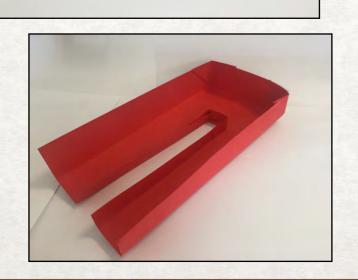
# EXPERIMENTATION 2: solutions possibles

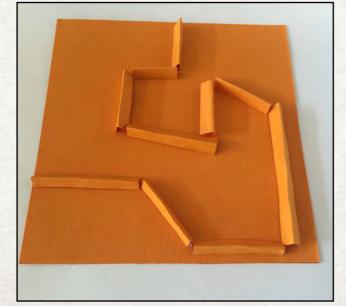


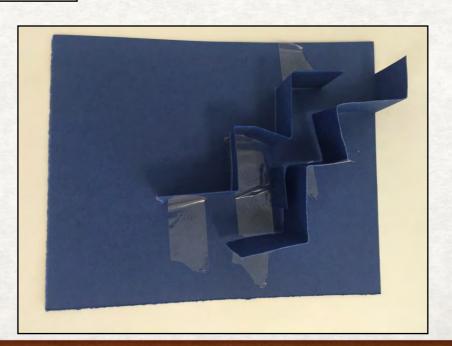




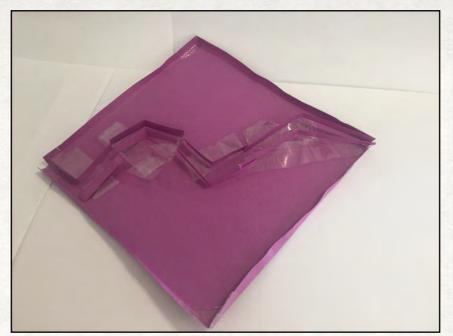








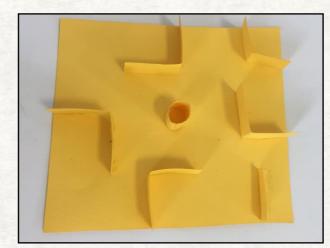






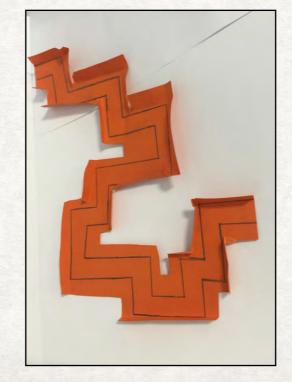


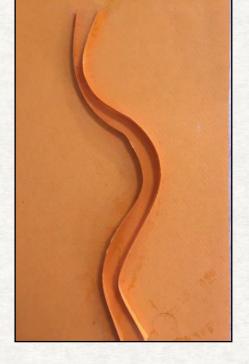
















### SEANCE 2

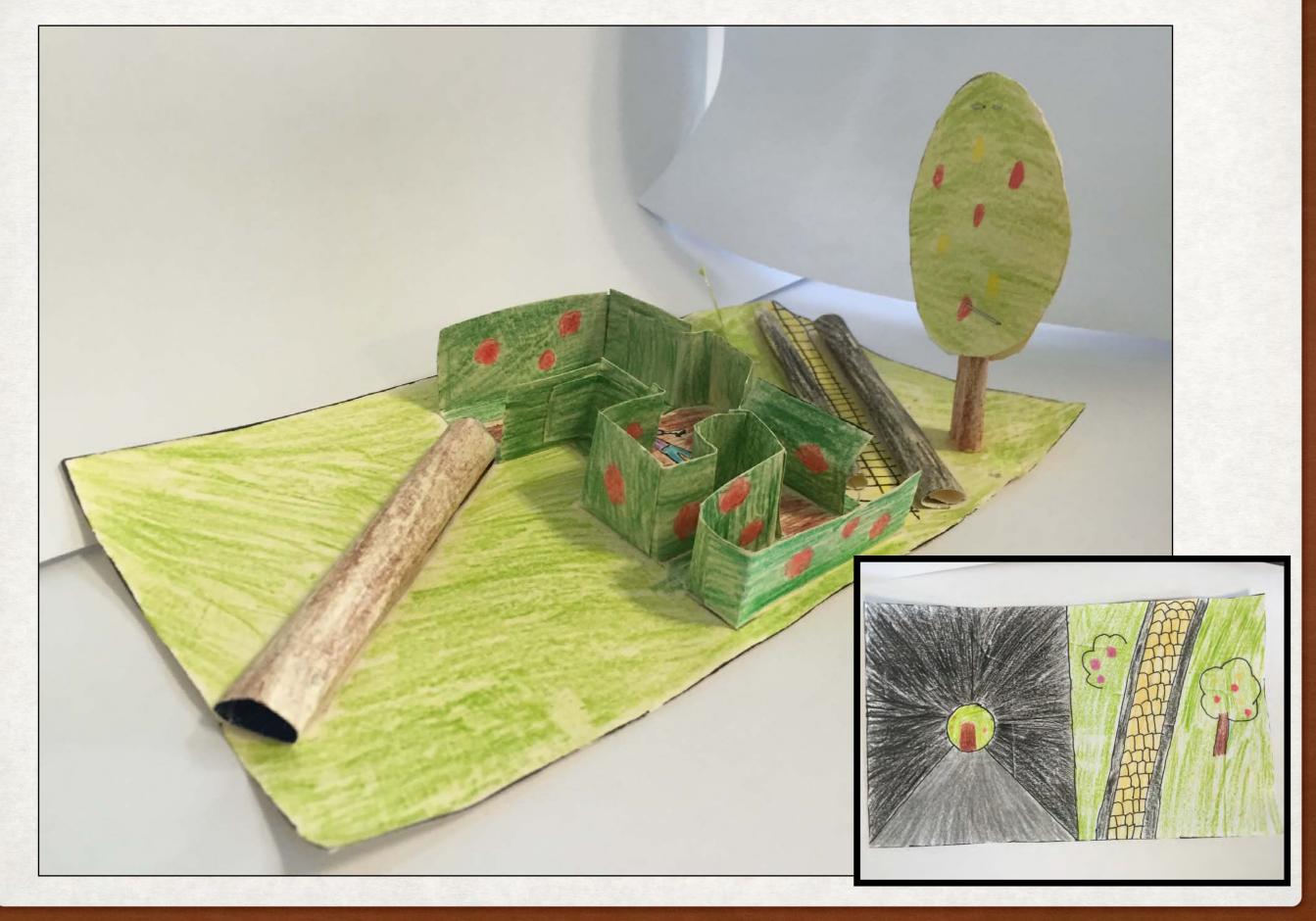
REINVESTISSEMENT: Travail individuel

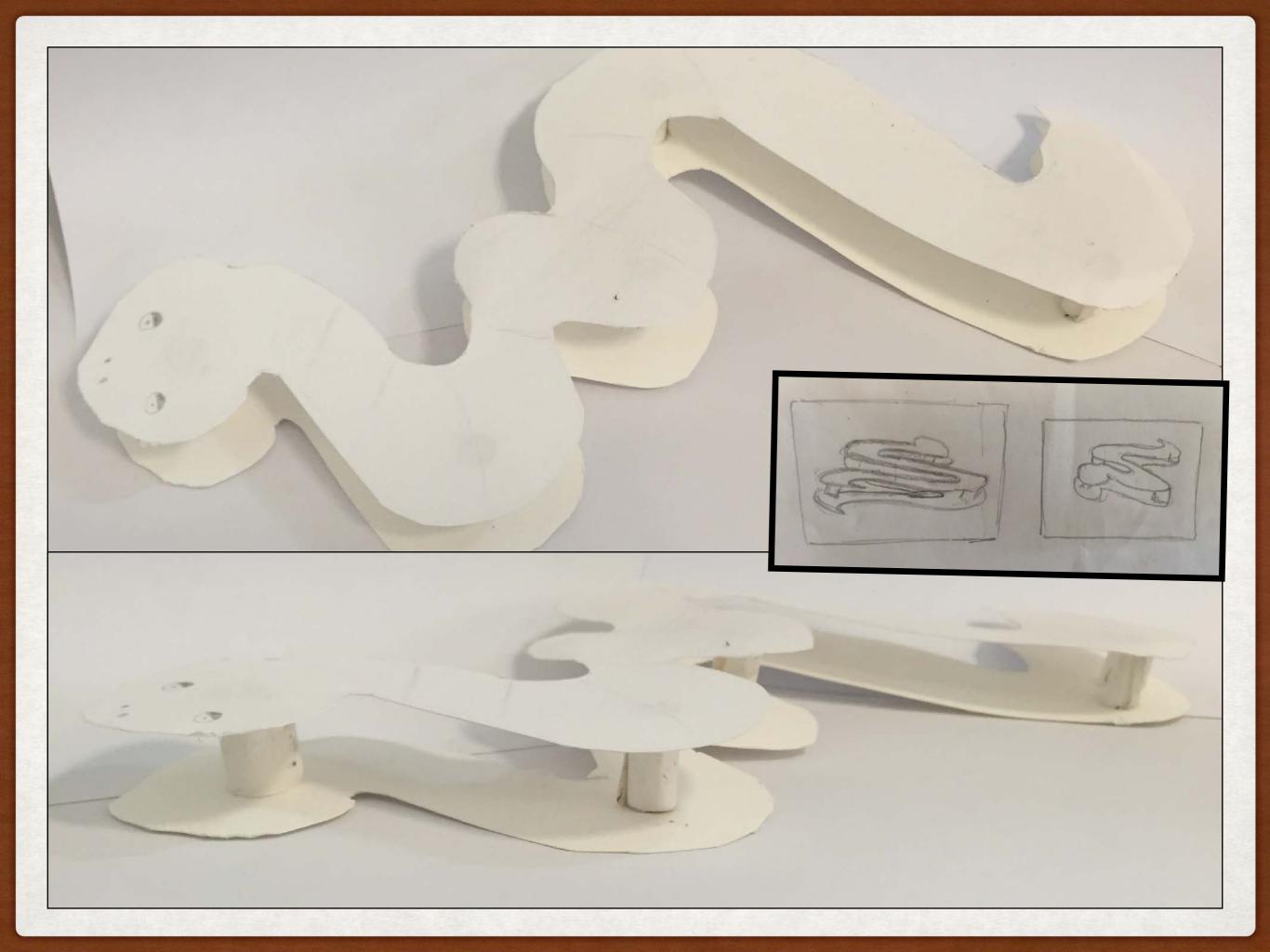
### Demande:

En utilisant les découvertes réalisées précédemment, réalisez une production plastique, personnelle et singulière, qui offrira au visiteur un chemin à parcourir de manière artistique et originale.

- 1.maquette 3D
- 2. Croquis 2D
- 3. modélisation google sketchup

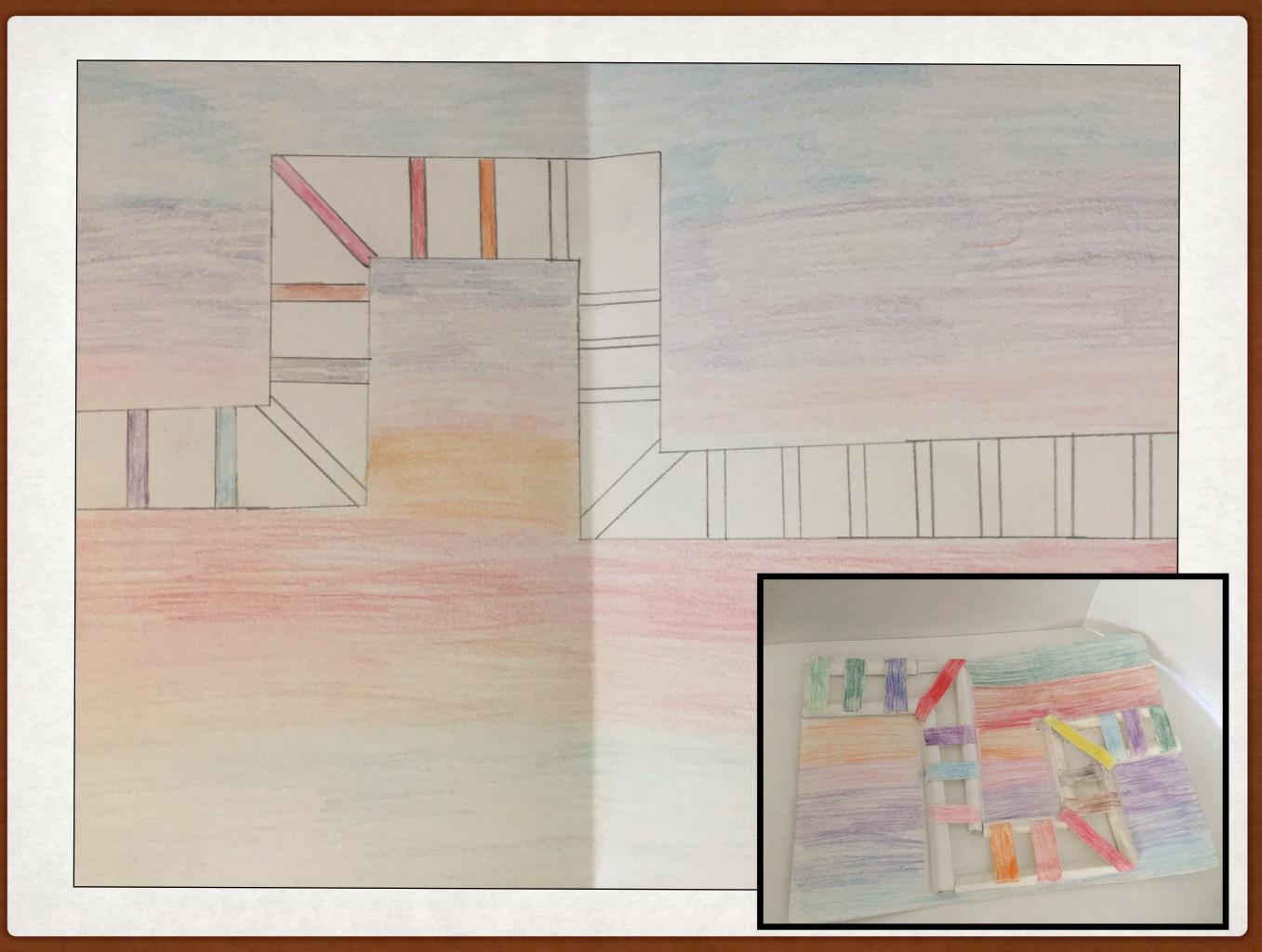
### Exemples de productions réalisées :

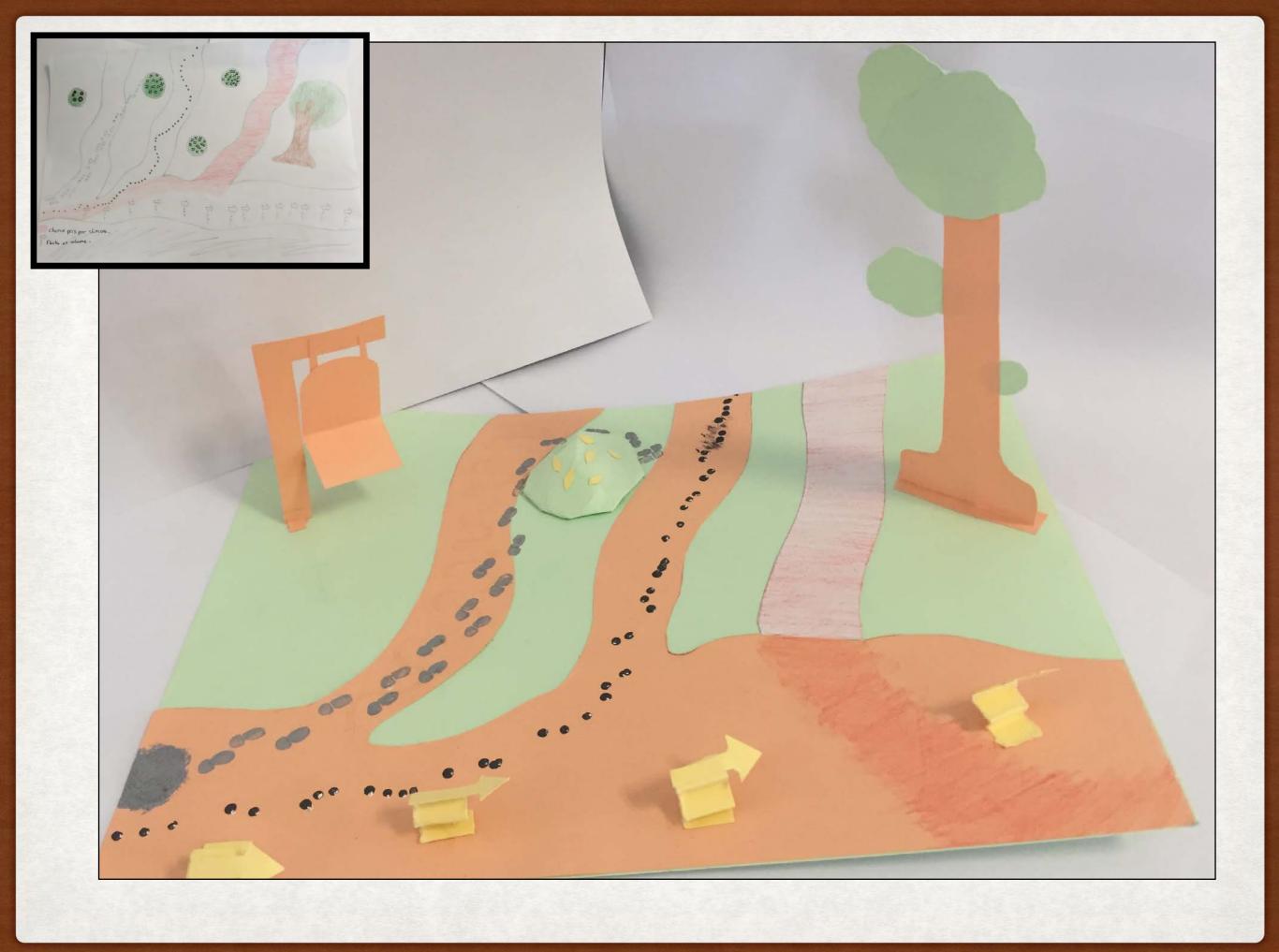


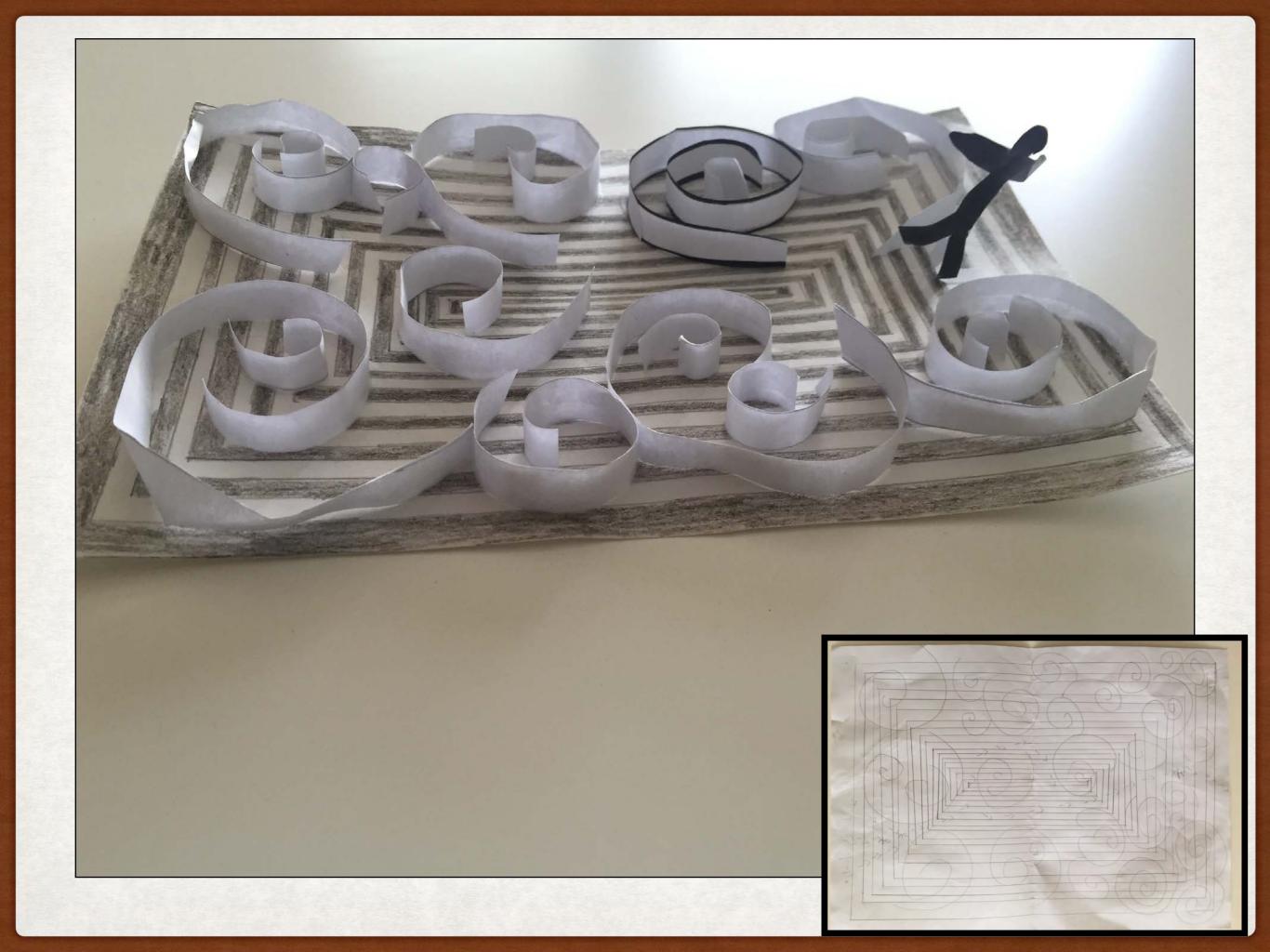


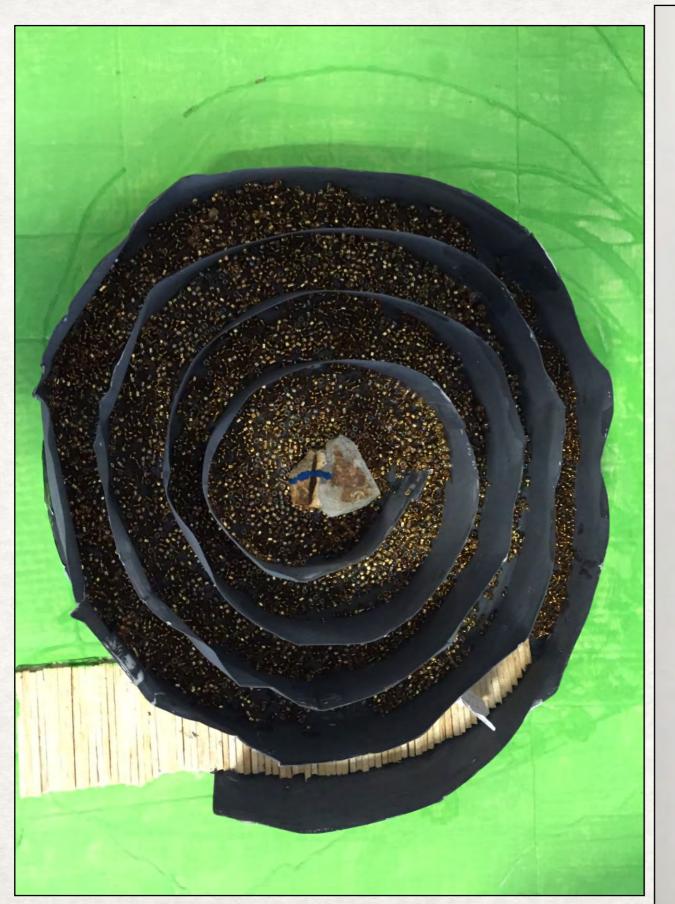




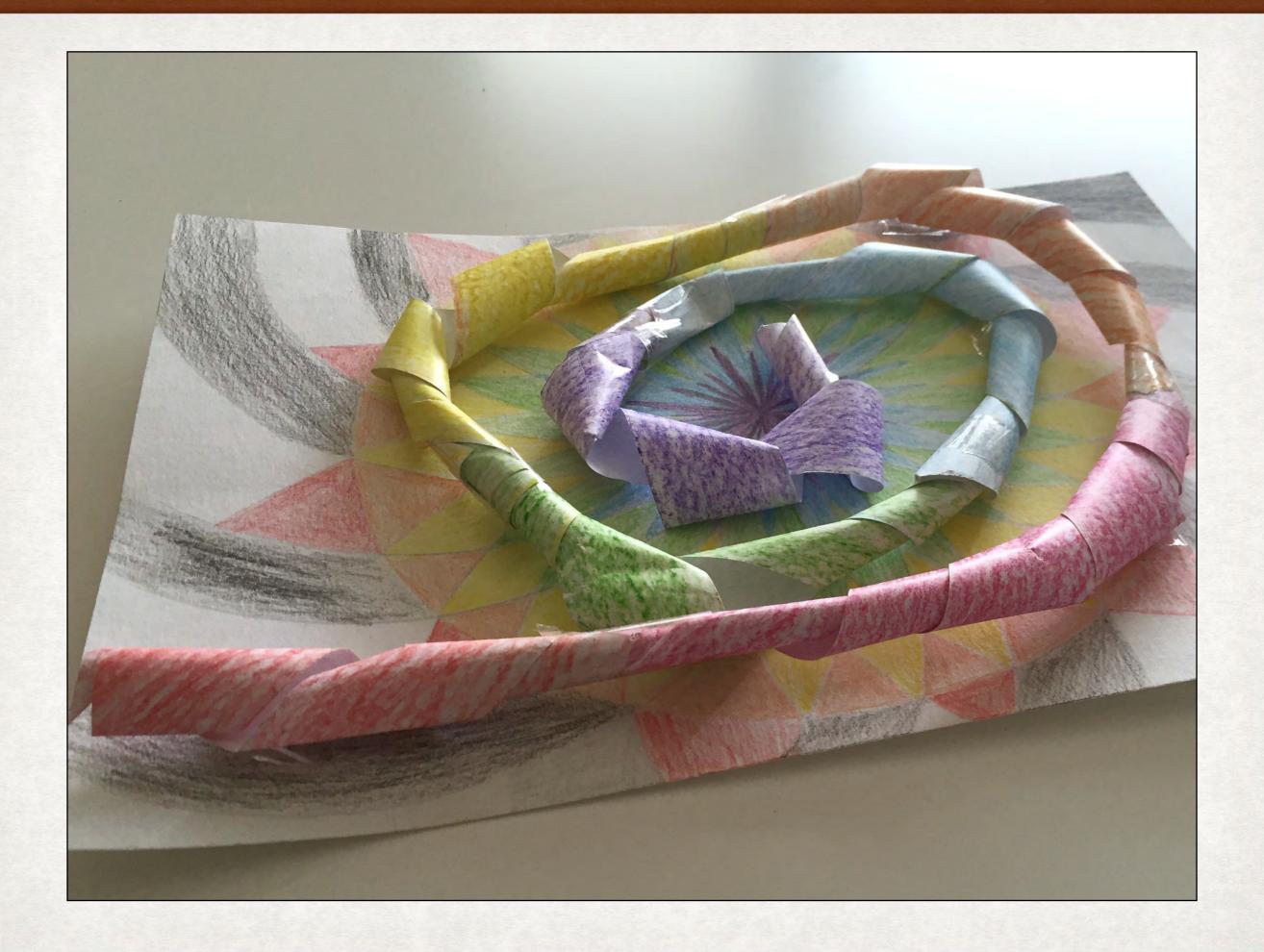




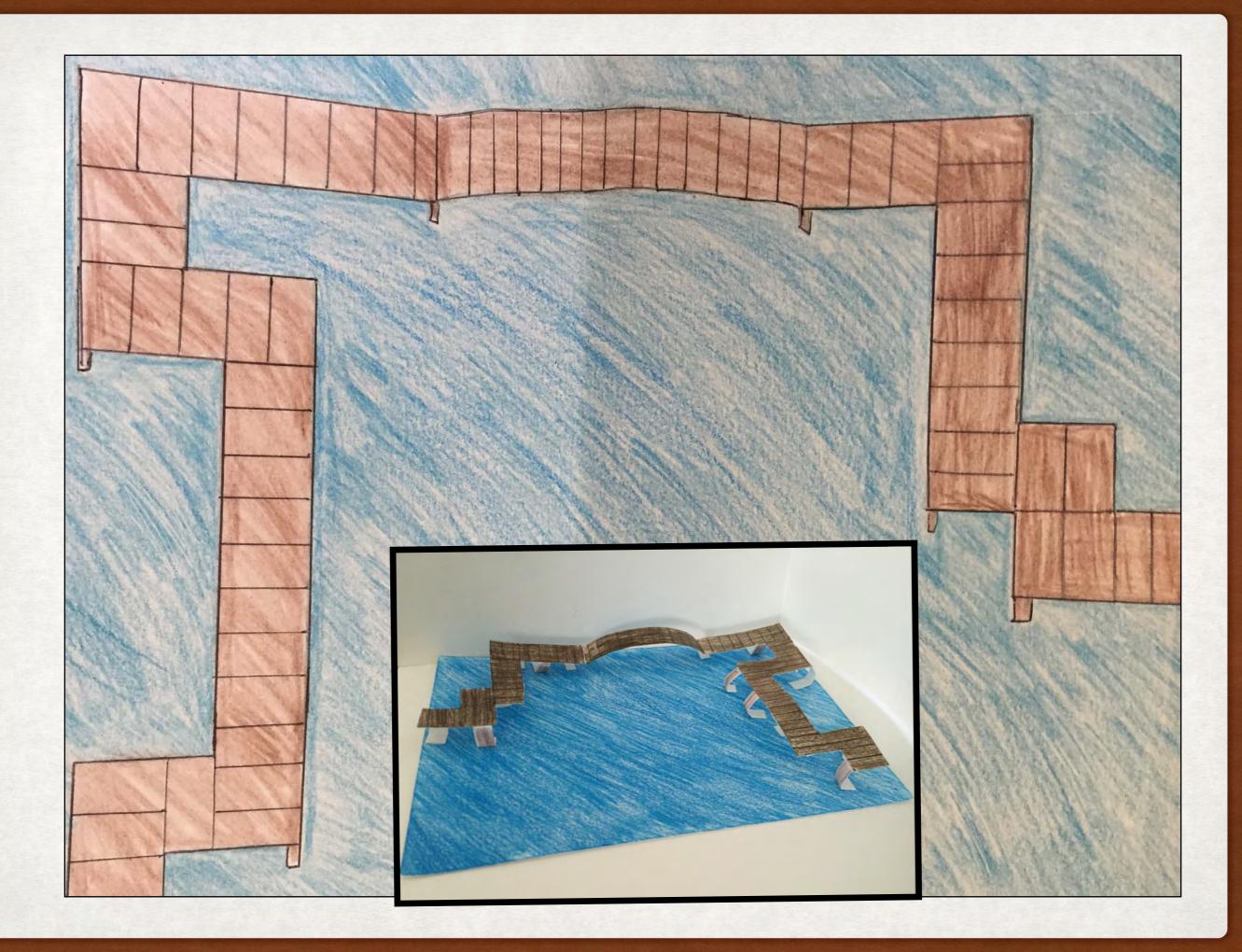


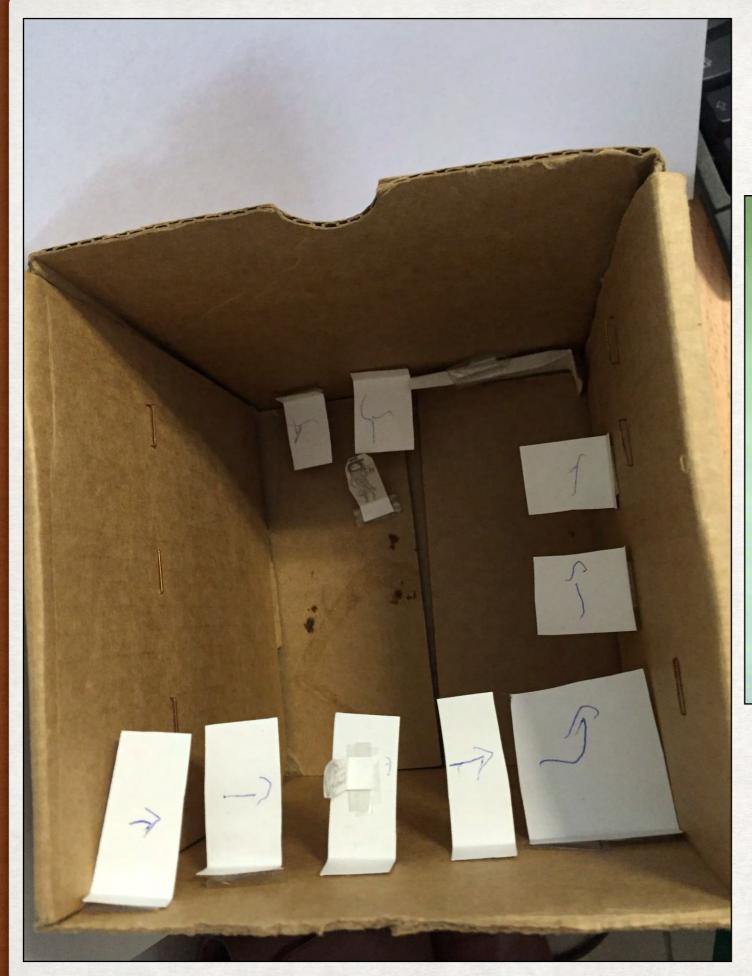


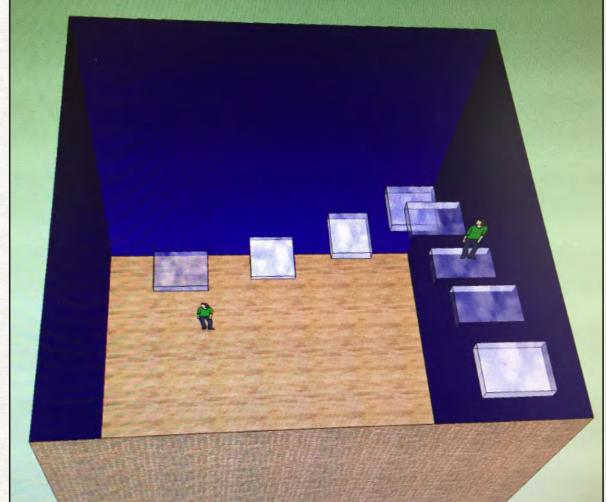


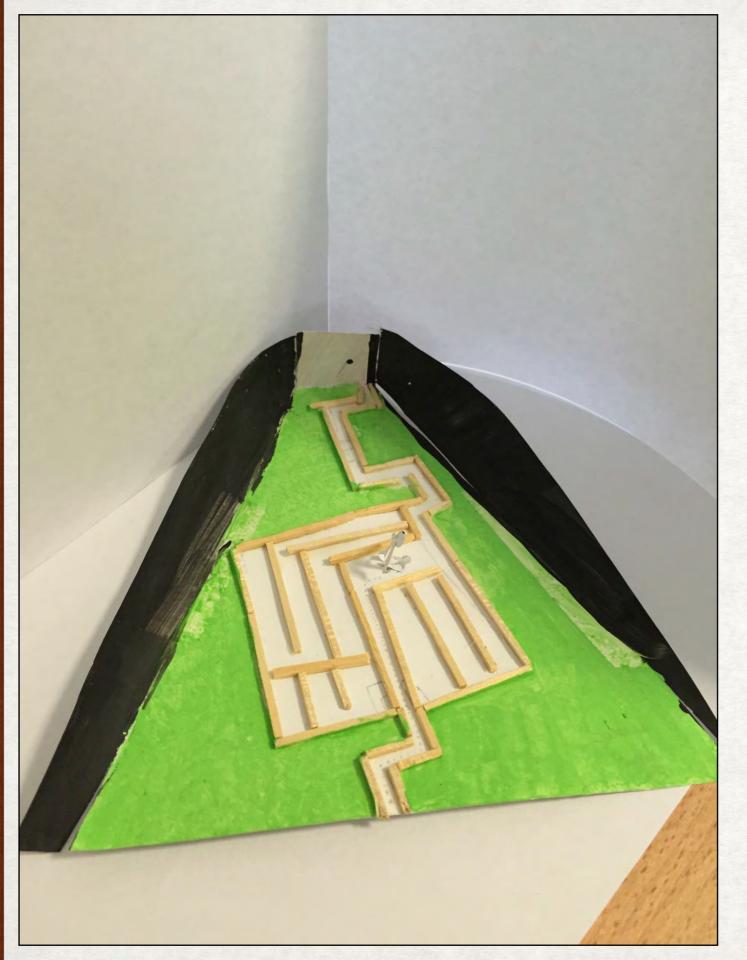


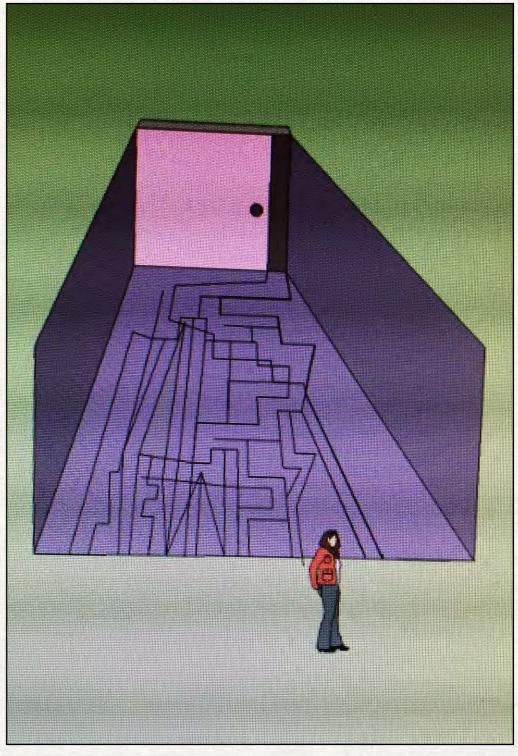


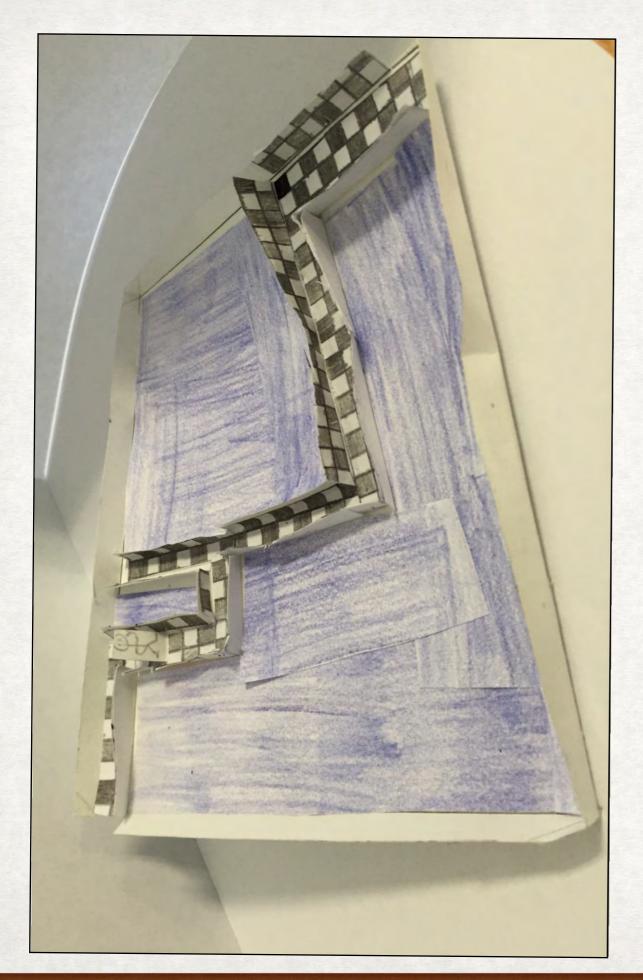


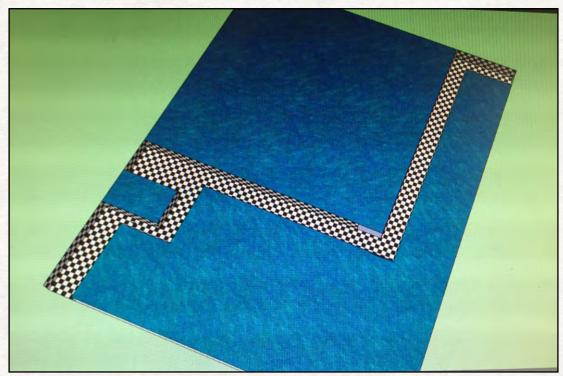


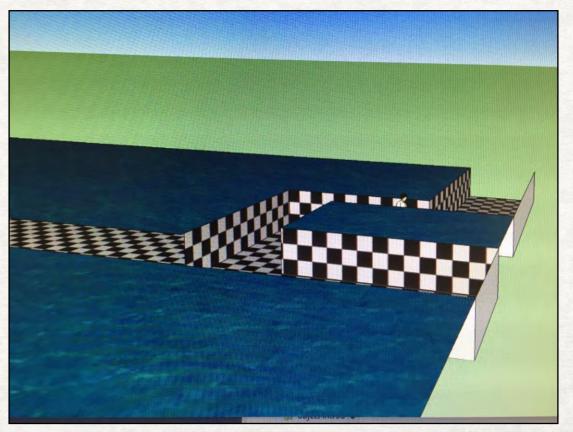




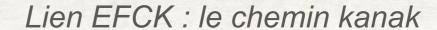


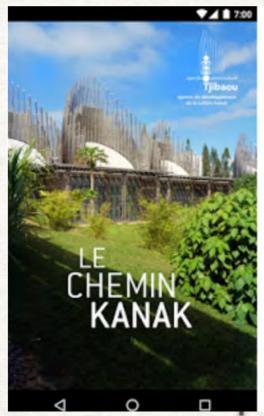






### OEUVRES DE RÉFÉRENCES CULTURELLES













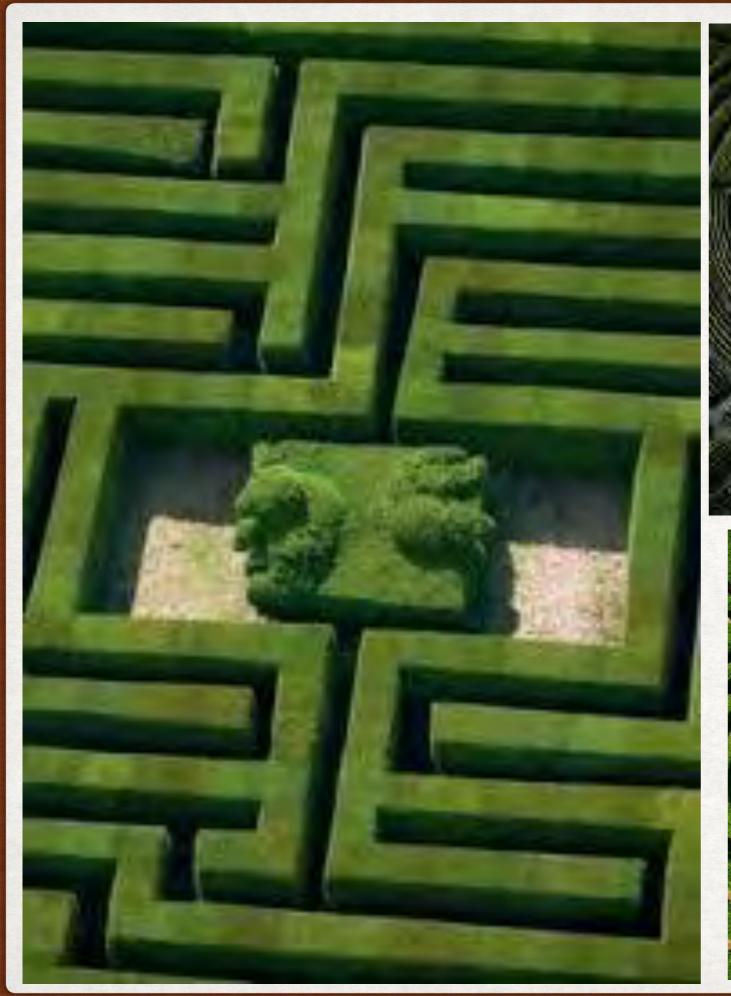






















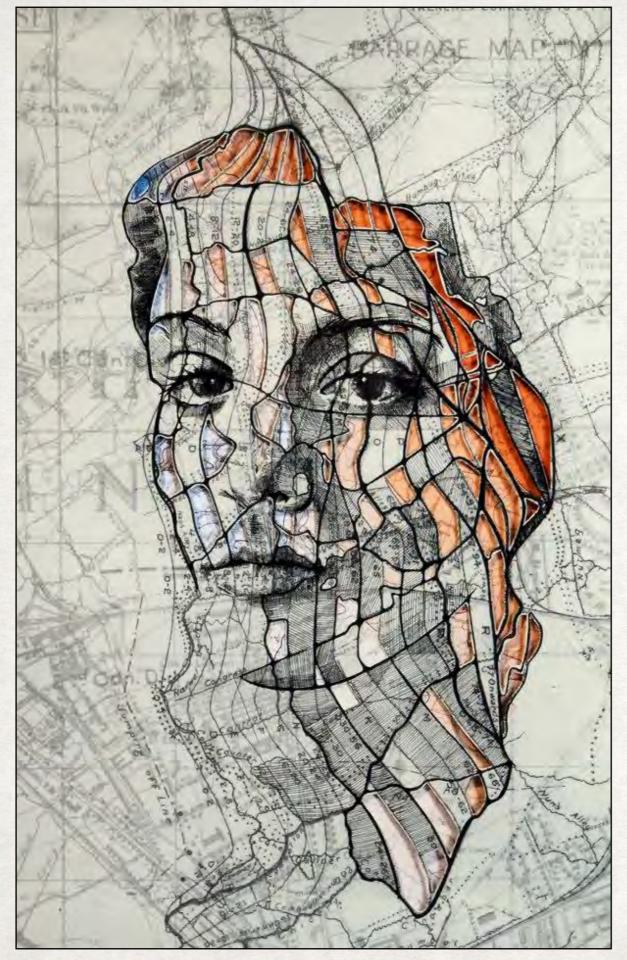


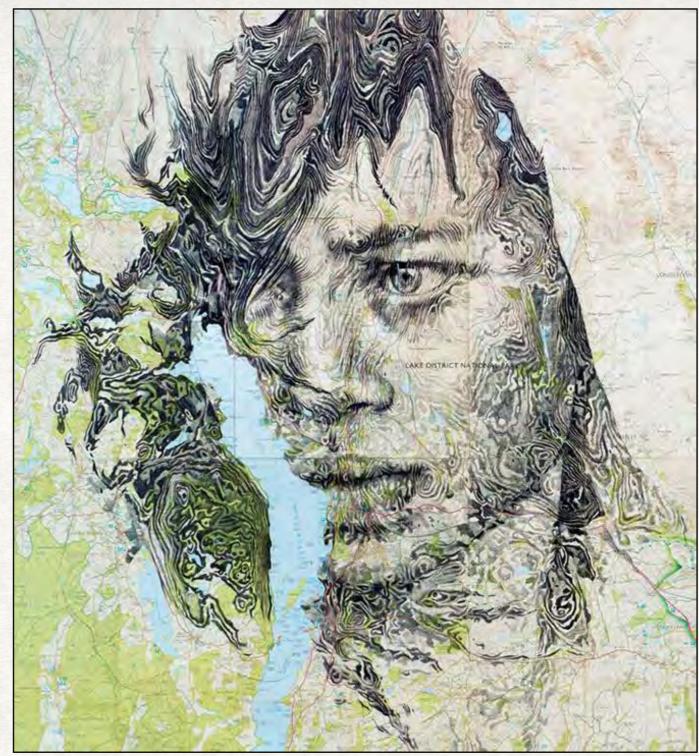


### Georges ROUSSE









Ed Fairburn