

ALASDAIR MACINTYRE: THE ADVENTURES OF AECAP

Tweed Regional Gallery & Margaret Olley Art Centre

8 December 2017 – 25 February 2018

A Hazelhurst Regional Gallery & Arts Centre touring exhibition

Education program produced by Public Programs and Education Team,

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Education Kit, K – 6

Pre-visit activities:

1. Discuss some gallery rules – emphasise the positive behaviour you want at the gallery and the reasons for these rules.
2. Pre-visit familiarisation with the artworks to be viewed. Reproduce images from exhibition and display in the classroom or school corridor. This will aid the child's connection to the work once they enter the exhibition. Images, video and information can be found at <https://sullivanstrumpf.com/exhibitions/alsadair-macintyre/the-adventures-of-aecap/art>
<http://www.alsadairmacintyre.com/>
<http://www.sutherlandshire.nsw.gov.au/Community/Hazelhurst/Exhibitions/Alasdair-Macintyre-The-Adventures-of-Aecap>
3. Discuss some of the art terms found under the Glossary of Terms.
4. Programming ideas are linked to outcomes from the Visual Arts Syllabus K-6.

Post-visit activities:

1. Post-visit activities at school should involve the step of display and respond. Children should be encouraged to use positive responses to each other's work and 'art talk' to describe it. (See Glossary of Terms for ideas).
2. Suggested activities are listed under artworks.

BACKGROUND INFORMATION FOR TEACHERS

About the exhibition

Brisbane-based artist Alasdair Macintyre creates miniature theatrical scenarios that are played out by sculpted figurines in the form of highly detailed dioramas. The artist explores a myriad of thematic terrain, satirically interrogating politics, current affairs and art history. His sculptures are intricate, playful and inventive. Macintyre uses signs and symbols from popular culture and high art, whilst also focussing on the fears and anxieties that pervade an artist's psyche.

The Adventures of Aecap is an exhibition for children and families that takes visitors on a journey with *Aecap*, Alasdair Macintyre's self-referential character, as he explores what it means to be an artist. Through a series of dioramas, larger-than-life sculptures, paintings and hands-on activities, the exhibition captures the essence of an artist's life, the studio, historical references and the journey of creating work.

Alasdair Macintyre

"Aecap' is my self-referential character, whom I have used in numerous artworks, in varying forms since the 1990s ... I hope to capture the essence of life in the studio, and the various sojourns that the artist takes in the pursuit of their vision..."

“The body of work ... will deal with various artists from art history, and the way in which they produce art. I intend to have Aecap travel through a portal in his studio to other places and artists’ studios in other places and times (such as Jackson Pollock’s barn studio in the Hamptons).” Alasdair Macintyre, 2016, notes to Curator.

The artist’s aim for the exhibition is to appeal to young children, to be semi-educational and semi-autobiographical, and to be easily viewed and experienced by children through the use of lower plinths, lower hanging wall pieces, interactive sculptures and 2D works.

Links to the Curriculum:

The *Alasdair Macintyre: The Adventures of Aecap* Education Kit contains background information on the exhibition as well as selected images and questions relating to the K-6 Visual Arts Syllabus and suggested activities for Appreciating and Making.

This Education Kit makes links to the Visual Arts Syllabus K-6 by: developing students’ knowledge and understanding of artists and artwork; by developing values and attitudes towards subject matter of works, the technique used and the meanings the works may generate; by investigating the range of the expressive form of sculpture and 3D forms and painting; and by considering an artist’s relationship to an audience and reflecting on their own relationship as audience members.



Alasdair Macintyre *Senior Custodial Public Liaison Interface Officer*, 2016, polystyrene, polyurethane resin, acrylic paint, wood, perspex.

Influences and background: miniature theatrical scenarios, references current affairs and art history, popular culture and high art, Aecap as alter-ego, explores life as an artist, playful look at art world, everyone can be an artist, finalist in Wynne Prize 2009 and National Sculpture Prize 2005.

Language: sculpture, diorama, colour, medium, fun, artist, alter-ego

Materials: toy box template, cardboard, clear plastic (cellophane), sticky tape, glue, modelling clay.

Teaching notes: create a template for small toy box prior to lesson.

Subject Matter: People, Places and Spaces

Forms: Sculpture and 3D Forms, Painting

Outcomes: VAES 1.2, VAS 1.2 VAS 2.2, VAS 3.2, VAES 1.3, VAS 1.3, VAS 2.3, VAS 3.3

KLA integration: Visual Arts (VA), HSIE (H), Mathematics (M), English (E)

Appreciating Activities	Making Activities
<p>Look at this artwork by Alasdair Macintyre.</p> <p>Describe the work you see including subject matter, size, shape, medium and colours. (VA) Describe the size. (M) Name the colours. (VA) Read out the rules. (E)</p> <p>Discuss why the Gallery Guard is so big? Why is he in a box? How is he feeling? How can you tell? Discuss the tools and materials needed to make this artwork. (E)</p> <p>Write a story about a day in the life of the Gallery Guard. What kind of troubles does he encounter? What is his favourite artwork? (H, E).</p>	<p>Create your own toy box and cranky person. Fold cardboard template into a box. Stick plastic in the windows so you can see in. Make your own cranky person using modelling clay. (VA) Who could this be? What kind of expression will they have? What could your cranky person say? Write some of these on your toy box. (E).</p> <p>Count how many materials you have used. (M)</p>



Alasdair Macintyre *Cast away*, 2016, polymer clay, polyurethane resin, acrylic paint, acrylic latex, paintbrushes, sand.

Influences and background: miniature theatrical scenarios, explores life as an artist, journeying through time, references art history, Aecap as alter-ego, everyone can be an artist, colourful and playful work examining art and art making.

Language: sculpture, diorama, playful, colour, adventure, loneliness, materials.

Materials: cartridge paper, pencils, sand, oil pastels, watercolours.

Teaching notes: Collect sand prior to lesson. Sand can be purchased from hardware store.

Subject Matter: People, Places and Spaces, Objects

Forms: Sculpture and 3D Forms, Painting

Outcomes: VAES 1.1, VAS 1.1 VAS 2.1, VAS 3.1, VAES 1.4, VAS 1.4, VAS 2.4, VAS 3.4

KLA integration: Visual Arts (VA), HSIE (H), Mathematics (M), English (E), Science and Technology (S)

Appreciating Activities	Making Activities
<p>Look at this artwork by Alasdair Macintyre</p> <p>Describe the work you see including size, colour, shapes and materials. Name the materials you can see? Where might you find these? (E)</p> <p>Discuss the size of Aecap. How is he feeling? Who is he with? Where is he? What has he got with him? Why is he here? Is she happy or sad? How do you think she is feeling? Discuss the tools and materials needed to make this artwork. (E)</p> <p>Write a story about where Aecap is and the adventure he and Impasto have on their way home. (E)</p>	<p>Create a painting of yourself as a “cast away”.</p> <p>Think about who would be there with you (maybe a pet or imaginary helper). What would your island look like, would the trees be paintbrushes? What else would be there? Sketch in pencil, add details with oil pastels. Glue on sand for the island. Add watercolour wash over the top. (VA)</p> <p>Think about whether your painting looks imaginary or real. (E)</p> <p>Discuss how natural materials can be used in art making. (S)</p>



Alasdair Macintyre *Hampton's photo bomb*, 2016, polymer clay, polyurethane resin, wood, acrylic latex, acrylic paint.

Influences and background: miniature theatrical scenarios, references current affairs and art history, popular culture and high art, Aecap as alter-ego, explores life as an artist, playful look at art world, everyone can be an artist, finalist in Wynne Prize 2009 and National Sculpture Prize 2005.

Language: art history, Jackson Pollock, selfie, colour, figurines, Abstract Expressionism, figurine, blue poles.

Materials: studio diorama template, modelling clay, paddle pop sticks, pipe cleaners, match sticks, coloured paper, scissors, glue.

Teaching notes: Research Jackson Pollock, print some examples of his work, including Blue Poles, to show students. Prior to lesson create cardboard template for studio diorama.

Subject Matter: People, Places and Spaces, Objects

Forms: Sculpture and 3D forms, Painting

Outcomes: VAES 1.2, VAS 1.2 VAS 2.2, VAS 3.2, VAES 1.3, VAS 1.3, VAS 2.3, VAS 3.3

KLA integration: Visual Arts (VA), HSIE (H), Mathematics (M), English (E), Science and Technology (S)

Appreciating Activities	Making Activities
<p>Look at this artwork by Alasdair Macintyre.</p> <p>Describe the work you see including the two people, the objects and environment. What are the materials? Find Impasto, painting, paint brushes and phone. What kind of photo are they taking? (E)</p> <p>Discuss who Jackson Pollock is? (VA) Where and when is this? (H) What would it be like to be an artist? (E)</p> <p>Write a description of what you would find in Jackson Pollock's studio. (E)</p> <p>Count how many different colours you can see in the painting. (M)</p>	<p>Create a diorama of your own art studio.</p> <p>Use the cardboard template to make the studio walls. Add your art supplies and artistic creations! You can use any materials. Create your own miniature paintings, add an easel and paint brushes. Make a sculpture of yourself and put it in the studio. (VA)</p> <p>Count how many things you put in your studio and the number of materials you used. (M)</p> <p>Display the dioramas as a class exhibition. Think of an exhibition title. (E)</p>



Alasdair Macintyre *Sea of colour*, 2016, photograph

Influences and background: miniature theatrical scenarios, playful look at art world, references current affairs and art history, popular culture and high art, Aecap as alter-ego, explores life as an artist, everyone can be an artist, finalist in Wynne Prize 2009 and National Sculpture Prize 2005.

Language: figurines, materials, palettes, adventure, sculpture, colours, tones.

Materials: cartridge paper, marbling inks, scissors, glue, oil pastels, watercolours.

Teaching notes: marbling background may be completed at an earlier time to allow for proper drying.

Subject Matter: People, Places and Spaces, Objects

Forms: Sculpture and 3D Forms, Painting

Outcomes: VAES 1.1, VAS 1.1 VAS 2.1, VAS 3.1, VAES 1.4, VAS 1.4, VAS 2.4, VAS 3.4

KLA integration: HSIE (H), Mathematics (M), English (E), Science and Technology (S)

Appreciating Activities	Making Activities
<p>Look at this artwork by Alasdair Macintyre.</p> <p>Describe what you can see. What is Aecap doing? Where is he going? Why are the palettes chasing him? Why is he swimming through a sea of colour? (H, E)</p> <p>How many colours can you see? Are the tones warm or cool? How do you think the artist make this work? (VA) How many palettes are there? (M)</p> <p>Write a story about Aecap and Impasto’s swim. Imagine what they might do and how they got back home. Did they have a good time? Who else did they meet? (E)</p>	<p>Create your own adventure in a sea of colour.</p> <p>Create a marbled ocean by dropping marbling paints into a water bath and placing paper on top. Leave these to dry. On a separate piece of paper, create a washed background of sky and clouds using oil pastels and watercolour paint. Cut out waves and an ocean from the marbled sheet of paper. On another piece of paper, draw yourself and your trusty companion (perhaps a pet or friend). Colour with oil pastels and watercolours. Cut these out and glue them onto your sea of colour. (VA)</p> <p>Display the works around the classroom.</p> <p>Create a story about your adventure. Perhaps you met Aecap and Impasto. (E)</p> <p>Research how marbling works. (S)</p>

GLOSSARY OF TERMS

Diorama – a model representing a scene with 3 dimensional figures, normally miniature, but may be on a large scale.

Figurine – a small statue that represents a human or animal.

Signs and Symbols – things that represent or stand for something else.

Popular Culture – culture based on the tastes of ordinary people rather than an elite or specific group.

High Art – art dealing with lofty and dignified subjects, often in an elevated style.

Alter Ego – a second self. A part of one's personality that is not usually seen by others.

Self Referential – making reference to its self, author or creator.

Tones – a tint or shade of colour. Maybe cool or warm.

Resin – a casting compound that allows you to cast specific shapes and sculpt objects or figures.

Polymer Clay – sculpting clay that hardens in the oven.

Palette – a thin oval or rectangular board or tablet that a painter holds and mixes pigments on.

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