



gridmagic art projects

double swirl

2c

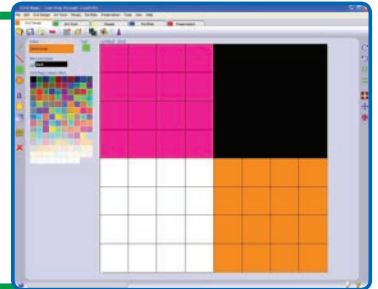
GRID DESIGN



1. Start on the 8x8 grid. Use the box tool. Colour each quarter a different colour.



2. Send to **Artwork**.

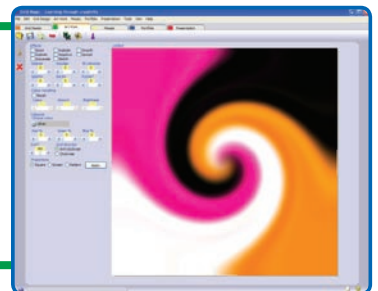


ARTWORK

3. Add a full 360° turn. It can be clockwise or anti-clockwise.



4. Send to **Grid Design**



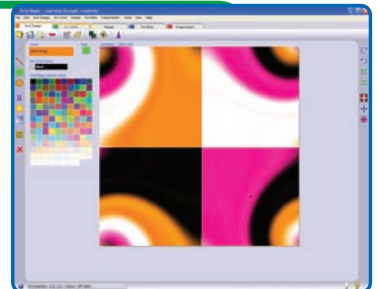
GRID DESIGN



5. Click on the Roll tool. This opens the Roll Magic Window, which lets you move the image up/down/left/right by one row and/or column. Click on the arrows until your swirl is quartered. Click OK.



6. Send to **Artwork**

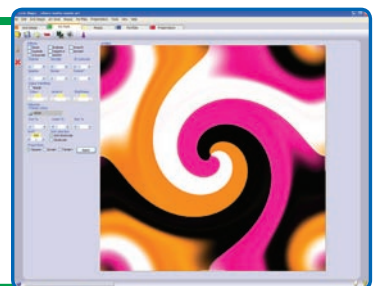


ARTWORK

7. Add another swirl, clockwise or anti-clockwise. (We used another 360° turn).

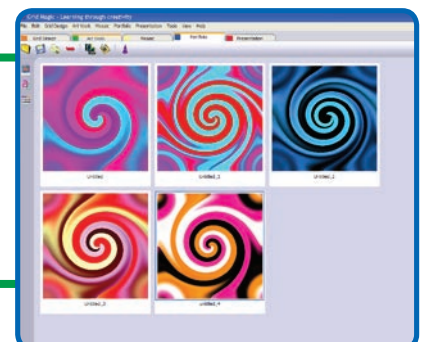


8. Send to **Portfolio**.



PORTFOLIO

9. Explore what happens with different colours, different amounts of swirl and starting on different grid sizes. Keep a record of your best results in **Portfolio**. Save your **Portfolio** as **DoubleSwirl.gmport** in your folder.





Art Project: Double Swirl
Level: Intermediate

- Maths skills:**
- Quarters
 - Rotation
 - Clockwise & Anti-clockwise
 - Columns & Rows

- ICT skills:**
- Send information (copy/paste)
 - Save as

- Art skills:**
- Swirls and spirals.
 - Move / wrap image

Definition: Swirl: a whirling, twisting design following a spiral motion.

Progression: Follow this activity with the Level 3c 'Swirly Mosaic' Art Project.

Grid Size and Shape: This Art Project is most effective using a low resolution square grid to start off. We've used 8x8 as it's the default starting grid and it divides easily into 4 quarters, the maths being straightforward. But you could explore different sized grids, for example, try the higher resolution grids, which will create a more well defined swirl in Artwork.

Teaching Points:

- This is a relatively straightforward activity that most pupils have little difficulty with, so it's a good opportunity to introduce the **Portfolio**. Ask pupils to keep a record of their different swirls in the **Portfolio**. It's much easier to judge the good ones from the bad ones when you see them all together.
- How is the rotation measured? Where does the swirl start, where does it end and where is the full turn? (there's no right or wrong answer).
- Swirls make excellent overlays and watermarks, so save the **Portfolio** as DoubleSwirl.gmport in the pupils folder. They'll be able to use it in other projects later on.

