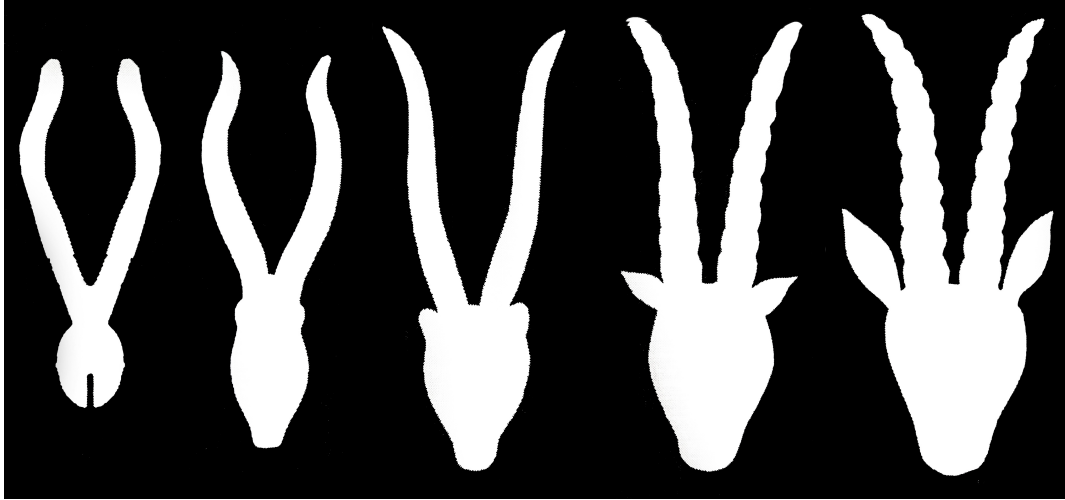
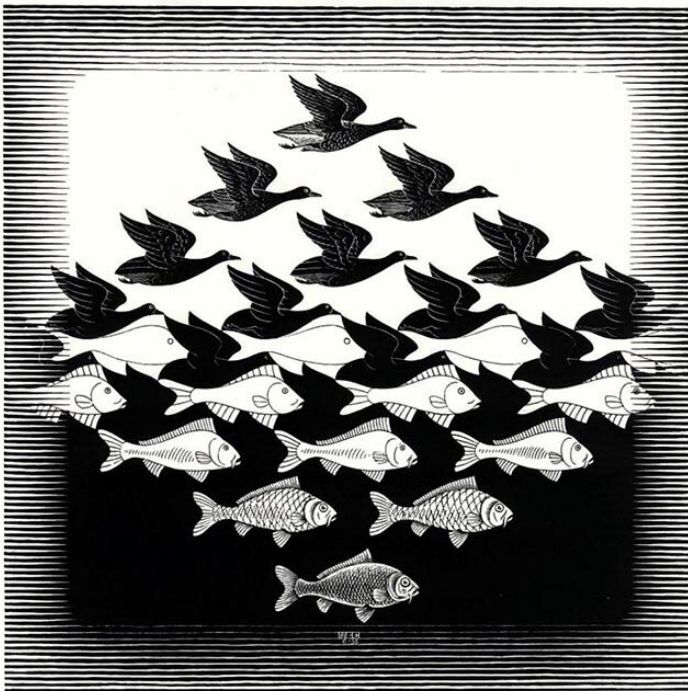


# Shape Metamorphosis



## Metamorphosis

When we think of metamorphosis, we often think of a caterpillar's transformation into a butterfly. Metamorphosis is "the change of the form or nature of a thing or person into a completely different one, by natural or supernatural means." Dutch graphic artist M.C. Escher (1898-1972) is one artist well known for working on the concept of metamorphosis. Escher used mathematical concepts to explore tessellating shapes, as seen below.

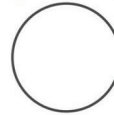


Sky and Water I (1938)

## Artists Challenge

Your challenge is to find an everyday object whose shape can be morphed into an animal in 5-6 steps. Don't get caught up in drawing the object's interior;

**SHAPE**



Circle

**FORM**



Sphere

stick to its shape or silhouette. In simple terms, a shape is a flat area defined by enclosed edges or an outline. The main consideration is shapes are 2-D. For example, a

circle is a shape. It is flat and 2 dimensional in contrast to a sphere, which is 3-D and has, or appears to have, weight and volume.

The object you pick should have an interesting and distinct shape. Any viewer should be able to determine what the object is. You should be able to see a relationship between the object and the animal it will become. For the student example, the tool's handle is directly related to the gazelle's horns.

It's crucial that you don't rely on memory alone when drawing. Take the time to observe the object (either the actual object or a photograph) to ensure your drawing accurately captures its outline. Similarly, research the animal it will transform into and find a high-quality image to guide you. Sketch out the progression carefully. Start by exploring several options in a sketchbook or on paper.