

Quick Map Menu

ART 236 Experience Mapping (adapted for Design III)
Cutler-Lake

Even more to explore. Be neat and somewhat precise, but don't worry if it "looks good" or not: information is inherently beautiful! Add as much detail as you possibly can. Think you're done? Add more.

1. **Map Oshkosh from memory.**

2. **Map the last 24 hours of your life.** Experiment with different structures and ways of presenting this information. (Hint: It might help to think about the way calendars, clocks, or timelines map time.) Account for all 24 hours, starting yesterday morning. You do not have to map geographical locations, though you certainly can.

3. **Map all of the places you have lived.** Where did you live first? Where do you live now? Make it easy for the viewer to trace your path.

4. **Map the story of your body.** Go back to childhood and go from there. Idea: start with a simple outline of (your) human form.

5. **Map your family tree, going back as far as you can. But don't make it look like a tree.** Try out two or three different structures to represent the same information.

6. Using tracing paper and handouts, **map memorable experiences** in/on a.) Wisconsin, b.) Oshkosh, and c.) the UWO campus. How does the notion of scale change what is recorded?

7. **Conceptual map shapes.** Using tracing paper and your completed experience maps (WI, etc.), connect points to make unique shapes. Think of the dot-to-dots you did as a child, but without the numbers. Make patterns with these shapes.

From *Map Art Lab* by Jill K. Berry:

LAB N^o 36: DETOURS. Tools needed: Paper, pencil, colored pens or pencils.

Feel free to use a page or two to make notes before you begin. Follow these instructions: 1. Decide on a theme (your career plans, etc.). 2. Imagine the most direct route to your goal. 3. List possible obstacles or delays. 4. Start your map by identifying the starting and ending points. 5. **Draw in at least two ways to get to the end point.** Perhaps one line is problem-free while the other is full of roadblocks (see map on p. 98), or maybe all of the roads that lead to the destination are complicated (see map on p. 99). Combine both text and illustration to get your point across.

LAB N^o 27: TESSELLATING TILES. Tools needed: Nine square paper tiles (provided), ruler, pencil, colored pens or pencils. Optional: collage directly on to tiles.

From the book: "A tessellation is a repeated geometric form fitted so that no gaps or holes are left. Floor tiles and quilted shapes are familiar examples of tessellations. Artists and architects have been making tessellations for centuries...Modern-day tessellations can push the boundaries of true tessellations by having only certain elements in common. In this project, each tile is unique but interchangeable, which produces a different result with every new combination."

Invent an (almost) infinitely changeable landscape. **Urban, suburban, or rural: it must be a map.** Mark the center point of each edge to make each road (or rail or river or trail) connect.