



## DISCOVERING AYN: RAMMELLZEE, LANGUAGE & ART IN GOTHIC FUTURISM

### EDUCATION GUIDE & ACTIVITIES

These educational resources for educators and families are designed to introduce our communities to the AYN Foundation art presentations at Mana Contemporary through the scope of other artists, educators and multiple arts disciplines.

### OVERVIEW

This education guide and activity sample is designed to inform families and educators about the possibilities and applications in visual arts of the connections between language and art through the work of Rammellzee. This guide can be used during the visit to Mana Contemporary, in school or after-school settings, for grades K-12. Drawn from the AYN Foundation presentation of Rammellzee's work at Mana Contemporary and the multiple ways to experience his work, this guide provides educational resources that families/educators can use with students to analyze, discuss, reflect and develop their interpretation of the connections between art and language as well as to engage in stimulating art projects that are both affordable and appropriate for grades K-12 students.

## ACTIVITY GUIDE I: GOTHIC FUTURISM CHARACTER DESIGN



*Image Courtesy of Monira Foundation*

The purpose of this activity is to create an interpretive approach to Rammellzee's Gothic Futurism language through character and mask design using recycled materials (for example: cardboard, containers, bottles,...).

### LEARNING OBJECTIVES

- Basic knowledge and understanding of Rammellzee's Gothic Futurism theories through his language.
- Creative expression and imagination development through the design and production of a character mock up.
- Creating original work through the use of recycled mixed media.
- Working on the concept of identity.
- To value their own work as well as work made by others.

## TOOLS

- Templates (Masks)
- Cardboard
- Containers
- Paper: white /multiple colors and effects (such as glossy)
- Adhesive fluorescent tape
- Glue stick
- Liquid glue/ hot glue
- Scissors / other cardboard cutting tools
- Pencil
- Markers or other paint
- Brushes
- Spray paint (water based, years 12)

## PROCESS

This activity can be developed in a session of around 30 min to 1 hour. (It can be divided into two or more sessions).

First, we explain and introduce the different characters created by Rammellzee as part of his theories of the *Gothic Futurism* and *Ikonoklast Panzerism* (Crux the Monk, Destiny Destiny, Wind The Mother Of Natures, Reaper Grim, Igniter The Master Alphabiter, Vain The Insane, Chaser The Eraser, Barshaw Gangstarr The Duck, Chimer , Gash/Olear). We connect this activity to Rammellzee's work and characters through the concept of armor, making references to Samurai culture.

Through a brief inquiry based game, participants are asked to choose a name for their character. By using a combination of a few given keywords, with the reference of the table below, participants are able to choose a name for their character (*Gothic Futuristic Nickname*).

<i>Laser</i>	<i>the / mega / rocking</i>	<i>Creator</i>
<i>Master</i>		<i>Great</i>
<i>Visor</i>		<i>Awesome</i>
<i>Invader</i>		<i>Incredible</i>
<i>Special</i>		<i>Fabulous</i>
<i>Robot</i>		<i>Spinner</i>

Once the name is selected, participants are asked to think of a short story for their character. This story development exercise would support the process of creating their masks.

During the mask building process, educators/families are encouraged to review and explain how to safely use each tool and materials (children need to be supervised by adults and receive help with some of the tools when necessary during the activity).

Each child participating in this activity, will receive a printed template of the mask as well as templates of the other elements to be used (online resource). These could be cut out and transferred to a cardboard, construction paper or other material that could be used as a mask and then decorated and personalized with papers of multiple colors, fluorescent tape, paint, markers, etc. For a mixed media character design based on Rammellzee's Gothic Futurism and ideas on art and language, we can apply other recycled materials to the masks. Once completed, the results of the masks can be tested and children could present their character.

IMAGE (FINAL REFERENCE FOR MASK TEMPLATE)

RESOURCE DESIGNED BY ALBERTO ASH SANTOS AND LAURA SANTOS

