Creative Research for 3D Core Studios

Library collections serve as a source of inspiration for artists, designers, and makers of every kind. Introducing students to the discovery of information, ideas, and images through library collections will benefit them at CCA and beyond. These activities give students a chance to explore library materials and gain confidence using CCA Libraries as a resource, as well as develop information literacy, visual literacy, and critical thinking skills.

Each prompt contains two versions: a **simple activity**, designed to occupy part of a single class session, and an **advanced activity**, that turns the library interaction into part of a more substantial project. Choose the approach that works for your class and schedule.

You are free to adapt, change, or reinterpret any of these prompts, and have students work individually or in small groups.

➡ Please let us know in advance if you are bringing your class to the library.
➡ Please remind students not to re-shelve unwanted items.

Research Party

Simple activity: In advance of an existing creative project, take the class into the library for a period of active research. Students look for sources that inform their **ideas**, the **materials** they intend to use, and the **tools** related to their project by searching our collection (libraries.cca.edu) and browsing the shelves. Students locate books, journals, or magazines that inspire and inform them. Encourage students to share their finds with each other or sketch and prototype creative ideas in the library.

Advanced: The students curate a display of books, journals, or magazines found during the Research Party. Students write captions describing how the information in the work they selected influenced their creative process.

Tip: When you search libraries.cca.edu, you can limit your results to the physical collection by clicking on Library Catalog under **NARROW YOUR SEARCH**.

Resources:
➡ **Browsing CCA Libraries** Quick Guide (with library map): https://bit.ly/2ykVCmD

Visual Lit-quake

Simple activity: Send students into the stacks to find **visually compelling images**. Students are assigned to different areas of the library to look for works with visual inspiration. Students share their discoveries and analyze how the images reflect time, culture, gender, or politics and verbalize how they came to those conclusions, or use the time to sketch and prototype creative ideas in the library.

Advanced: Students use an image or images from a book they found to inspire a creative project. Have the students address the relationship between the source of inspiration and their work in a written artist's statement that includes attribution of the source material.

Tip: Consult with a librarian for a custom location list for specific subjects (e.g., artists, genres, or medium) or use the suggestions below. Remember that the best visual inspiration often comes from crossing disciplines.

Suggested subjects for 3D studios:

➡ GT 500: Costume and Fashion
➡ N 8700: Public Art
➡ NB 198: Modern & Contemporary Sculpture
➡ NK 1135: Arts & Crafts Movement
➡ NK 1160: Design

➡ NK 1700: Interior Decoration
➡ NK 3700: Ceramics
➡ NK 5100: Glass Arts
➡ NK 6400: Jewelry/Metal Arts
➡ NK 8800: Textile Arts