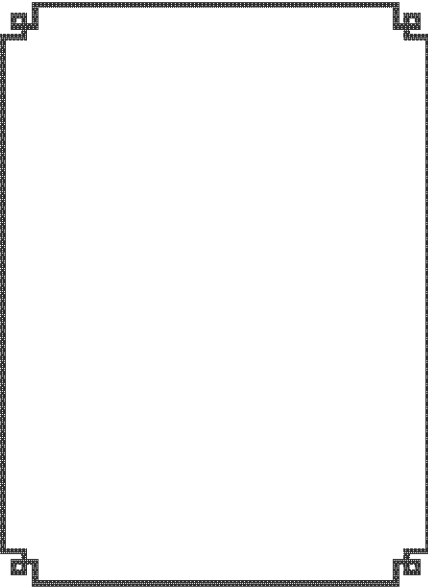


MARQUETTE

art

QUEST

ADVENTURE JOURNAL for
CREATIVE EXPLORATION



Name: _____

Favorite Color(s): _____

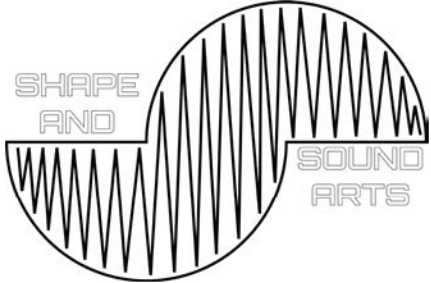
Favorite Animal(s): _____

Favorite kind of art: _____

Favorite Snack: _____

This is a good page for you to claim this book as yours. You can draw a picture to represent yourself, and use the space to write a few things about who you are, what kind of art you like to make, or whatever you want.

THE ACTIVITIES IN THIS JOURNAL WERE DEVELOPED AND DESIGNED BY:



Shape and Sound Arts is an educational arts program designed to help individuals reach their creative potential. Learn more at: www.shapeandsoundarts.com

IN PARTNERSHIP WITH:



Free & open to the public.
On the campus of Northern Michigan University
Monday – Friday 12 pm – 5 pm
nmu.edu/devos



NORTHERN MICHIGAN UNIVERSITY



City of Marquette Arts and Culture Center
217 N. Front Street
(Peter White Library Lower Level)
Marquette, MI 49855
228-0472



What are your favorite parts of this book? _____

Who is your favorite artist? _____

What do you like to use to make Art? _____

What is an aspect of Art that you would like to know more about? _____

What are some questions that you have about Art? _____


What Art activities should we add to this book for the next time we make one? _____

ADVENTURE JOURNAL USER MANUAL

Use this booklet to guide your creative adventures in Marquette and beyond. Use the prompts to expand your world and think in new ways. The most important thing to know is that this book is yours! Use it how you see fit. Decorate the cover, add additional pages in, tear pages out, make photocopies and give them to friends, or complete each page in a way that you see fit. If you have an idea, go for it!

If you would like to share your work, or see how others have finished parts of their journal, you can visit www.shapeandsoundarts.com/artquest. Adults can also share work on social media using #marquetteartquest.

MAP BUILDING

On the next page, there is the beginning of a map of Marquette. It is mostly empty so you can create a map that is yours. On many maps, there is a legend or key that has symbols to represent key places and points of interest on the map. For example, a common symbol on a map is a  to signify any forested areas. You could use this symbol, or come up with your own. To begin, you can create symbols for places and things that interest you. Point out homes of your friends, your favorite things, or places you would like to visit. You can also color in paths that you like to take. Your map tells a unique story based on how you complete it.

Complete this page for your chance at a prize of Art supplies, original artwork, and more!

This booklet was created to help people have more creative experiences as they explore Marquette, but that effort does not end with this book. By answering some of these questions and submitting them to us, you will help us gain information that we can use to provide more and improved creative experiences in the future. Submitting your answers will also enter you into a raffle for some great prizes! You can cut or tear this page out and drop off or mail it to this address:

Marquette Arts and Culture
217 N Front St.
Marquette, MI 49855

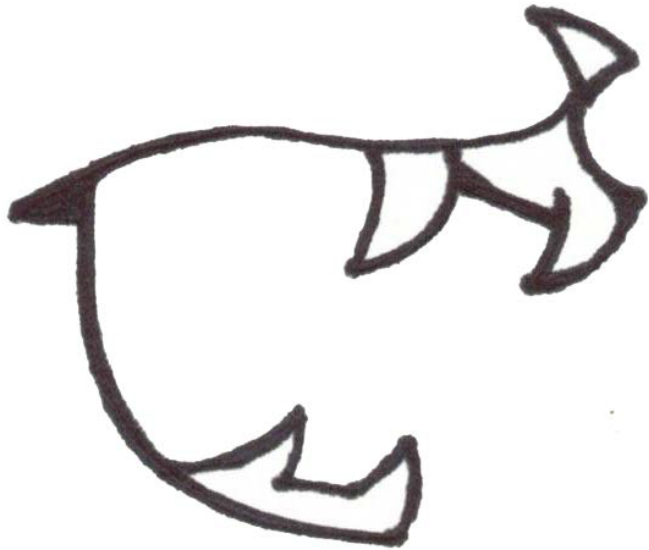
or you can photograph both sides and email it to
shapeandsoundarts@gmail.com

Name: _____

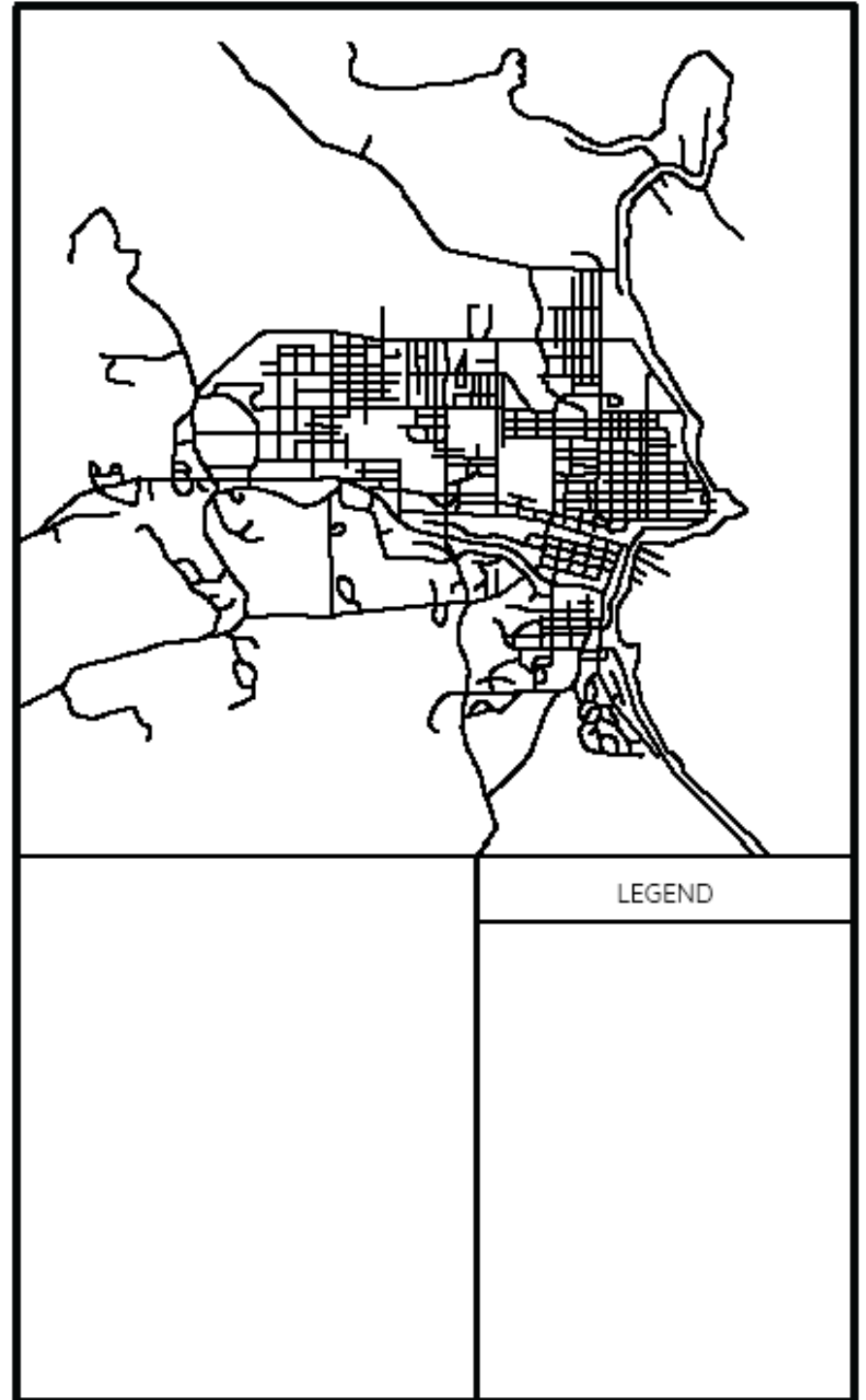
Email (or caregiver email): _____

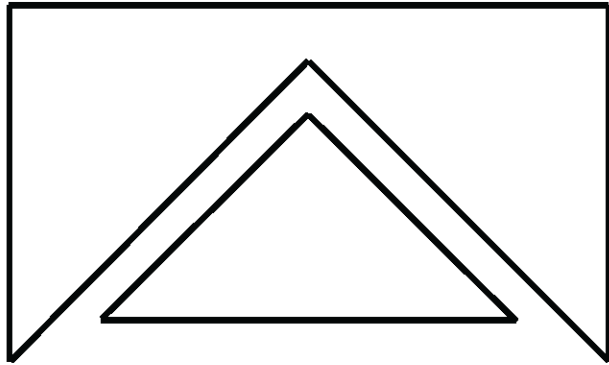
Did you attend Art Week in Marquette?(Y/N) _____

What kinds of creative events or activities would you like to see more of in the Marquette area? _____



Finish the drawing above however you see fit.
There are no right or wrong answers.





Finish the drawing above however you see fit.
There are no right or wrong answers.

Make Your Own Rebus Puzzles!

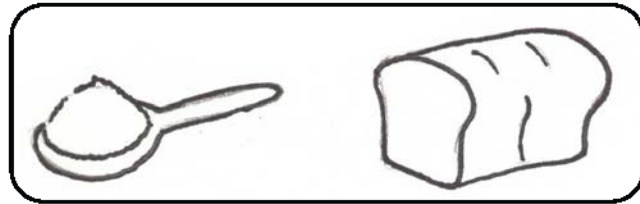
In the space above, try to create your own rebus puzzles and challenge people you know. The rebuses could be for other places around Marquette, names of your friends, or whatever you want!

ANSWERS FROM OPPOSITE PAGE: (1) SUGARLOAF (2) HOGBACK MOUNTAIN
(3) LITTLE GARLIC FALLS (4) PRESQUE ISLE

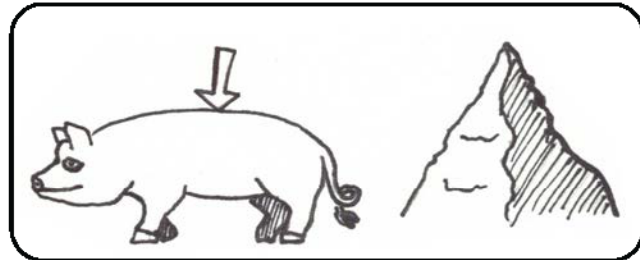
Radical Rebuses

A rebus is a type of puzzle that is made up of letters, pictures, and symbols whose names sound like parts or syllables of a specific word or phrase that the puzzle solver must figure out. Below are some rebuses found here that represent different places around Marquette.

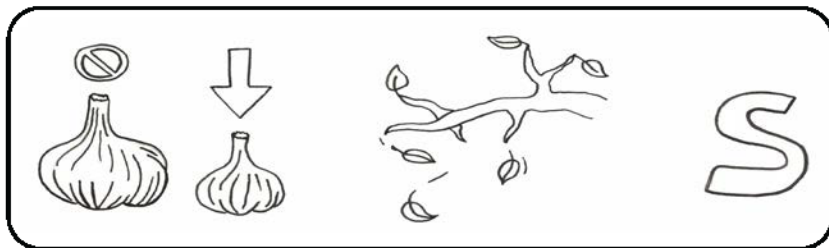
1.



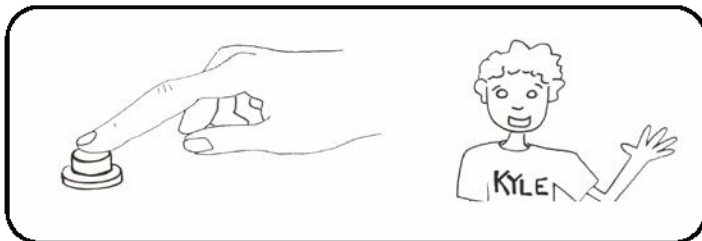
2.



3.



4.



FROTTAGE

Frottage is the technique of creating a design by rubbing (with the side of a pencil tip or crayon) over a piece of paper with an object or texture underneath it. This works well on textured surfaces like brick, or over engraved materials. I created the title above by doing frottage on the benches at Williams Park. Use this page to create a design using the textured surfaces you come across in

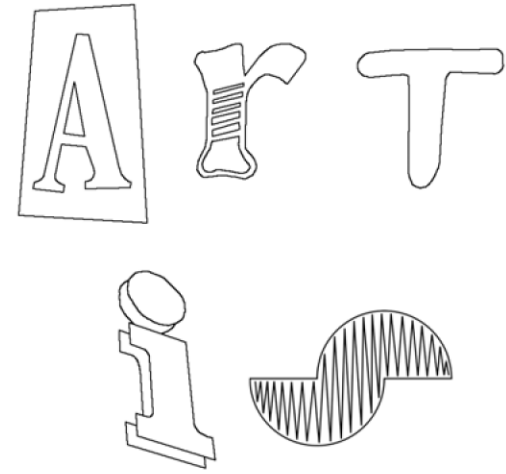
GLUE OR TAPE THINGS TO THIS PAGE. TRY TO COVER UP THESE DIRECTIONS WITH THINGS THAT YOU FIND: CANDY WRAPPERS, TICKET STUBS, FORTUNES, INTERESTING LEAVES, BORING LEAVES, IMAGES FROM ADVERTISEMENTS OR MAGAZINES, STICKERS, PIECES OF STRING, RIBBON, BUSINESS CARDS, RECEIPTS, AND ANYTHING ELSE THAT YOU WANT. JUST WASH YOUR HANDS AFTER YOU PICK UP ANYTHING YOU FIND.

This page has been left blank due to the frottage activity on the opposite page, but you can still use it for something if you want!

CREATIVE WALKS

You can combine creative thinking with almost anything. Here are some ideas for how you can add some creativity to just walking around. You can use the boxes next to each to make notes, sketch, or check off each as you try them.

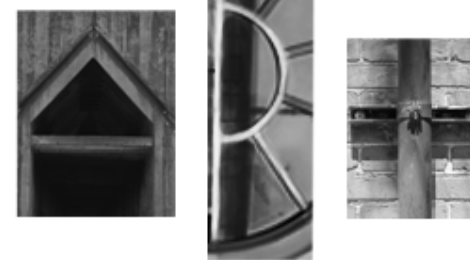
<p>Collect things you find. This could be rocks in funny shapes, unusual sticks, or any kind of weird stuff you might come across. (You can glue some things to the opposite page.)</p>	
<p>Make up rules to direct your route. Examples - Turn right every time you hear a bird. Turn around if you see a dog. Take a break if a bus drives past. Try to come up with some of your own!</p>	
<p>Try to spot things that have something in common. Examples - Spot everything that is red, sharp, older than your parents, mysterious, fresh, etc.</p>	
<p>Create a map and document things you experience and where. You could use the one in this book or make your own.</p>	
<p>Stop somewhere that you do not normally stop, and just try to focus on your other senses for a few minutes. What do you hear? What do you smell? Feel? Taste?</p>	



EVERYWHERE

Each letter in the above phrase comes from a sign of a different business or organization in Marquette. Can you recognize any of them? Try to keep an eye out as you are exploring Marquette and see if you can identify each one.

(A) Boomerang Retro and Relics (R) Stucko's Bar and Grille (T) Hot Plate (I) King Coin (S) Shape and Sound Arts (E) The Delft (V) Vango's (E) Donckers (R) Masonic Square (Y) Yoop-Phoria (W) Snowbound Books (H) Steinhilfs (E) Frosty Treats (R) Campfire Coworks (E) Getz



This time we spelled out the phrase by spotting things around Marquette that look like letters. Do you see anything around you that looks like a letter? What can you spell out? Try taking some photographs or do some observational drawings of your own and see what you can spell. You can use the space below here to put together different words or phrases.



in the space above, show a place in Marquette that makes you happy. You may draw, write, or express yourself however you see fit.

Design Public Art!

In the space provided, design some kind of public art. It could be a mural, statue, monument, or something else. What is an idea, event, or issue that you would like other people to know more about? Where should it go? You can even mark on your map a desired location in Marquette where your piece could live.

ways to look at Art

Below are some questions and techniques you can try if you are trying to dig a little deeper into Art that you come across.

What do you see? - That may seem obvious, but really spend some time with it. You could imagine that you are trying to describe the artwork to someone who can't see it.

Why did the artist make it that way? - Consider the artist's motivation behind making the piece.

Why did they use that material to make this artwork? - Do they help to communicate a specific idea? - Is there a practical reason for the materials? Would a different material make more sense in your opinion?

How is this artwork similar to or different from other works of Art you have seen? - Sometimes identifying their similarities and differences can help you realize something deeper

How does the environment around the piece affect the way you see it? - How would the piece change if it were someplace else? What if it was in your house? At a museum? In a cave?

What title would you give the artwork? - How does your title compare to the title the artwork already had?

How could you represent the same ideas as this artwork, but in a different kind of art? - If it is a painting, what would a sculpture version be like? What if it was a poem or a song, etc.?

PUBLIC ART SCAVENGER HUNT

Marquette is home to a lot of great Art that you can find all over the place. For this activity, we have provided a list of some Art that you can find around town. There is some space above each description that you can use as you see fit. You could try to draw the piece of Art, write a few words about how it makes you feel, or just make a big checkmark to signify that you have found it.

Courthouse Gates by Dale Wedig 234 W. Baraga	Murals behind Blackrocks Brewery by Shawn Wolfman 950 W. Washington	Murals at EZ Stop by Alanna Hamel 920 Wright Street
"Marquette Exploring Shores of Lake Superior" mural by Dewey Albinson US Post office 202 W. Washington	Statue of Phil Niemisto by Earl Senchuck 136 W. Washington	Statue of Father Marquette by Gaetano Trintanove Father Marquette Park - S. Lakeshore Drive and E. Baraga Ave.
Arched Gateway by Ryan Brayak Father Marquette Park - S. Lakeshore Drive and E. Baraga Ave.	Picnic Rocks Angel Memorial statue by Earl Senchuck Picnic Rocks Park Lakeshore Boulevard	Presque Isle Archway donated by Marquette Rotary Club Presque Isle Park - Lakeshore Blvd.

"Evolve and Be Involved" mural by Sawftsea Baraga Ave. and Front St.	Words to Live and Bike By mural by various artists Multi-Use Bike Path along lakeshore	Murals in progress by Jess Niemi Skate Park - Pine Ave. and E. Fair Ave.
"Divining Rod" sculpture by Don Osborn NMU Campus - Tracy Ave.	"Dream Walk" sculpture by John Mishler NMU Campus - Tracy Ave.	"Geocon:Spire" sculpture by Rico Eastman NMU Campus - Tracy Ave.
"Rusted Restoration" sculpture by Michael Anderson NMU Campus - Tracy Ave.	"Shape and Color" sculpture by Dale Wedig NMU Campus - Tracy Ave.	"Snake Charmer" sculpture by Michael Todd NMU Campus - Tracy Ave.
"Relaxation" sculpture by Anne Melanie NMU Campus - Lee Drive	Wildcat statue by Brian Hanlon NMU Campus - Academic Mall	Flying Wild Geese Memorial sculpture by Marshall M. Fredericks NMU Campus - Presque Isle Ave.

If you would like a Google map to help you in your quest to see Public Art around Marquette, you can access a map online here:
<https://tinyurl.com/97v4n8mf>

