FRIENDS & NEIGHBORS

Walter Gropius Master Artist Jessica Drenk

Raised in Montana, Jessica Drenk developed an appreciation for the natural world that inspires her artwork. Drenk's sculptures, which are tactile and textural, highlight the chaos and beauty found in simple materials.

Drenk earned an MFA in 3D Art from the University of Arizona and a bachelor's degree from Pomona College. Her work can be found internationally in private collections, as well as corporate and university collections in America. Drenk's awards include an Artist Project Grant from the Arizona Commission on the Arts, and the International Sculpture Center's Outstanding Student Achievement in Contemporary Sculpture Award. Her work has been pictured in "Sculpture," "Interior Design," and "Curve" magazines, as well as "The Workshop Guide to Ceramics." Recently, her work has become part of the Fidelity art collection and the Yale University Art Gallery. A working artist since 2007, her home and studio are near Rochester, New York.



Jessica Drenk, *Membria arius*, 2015. Coffee filters, 60 inches diameter. Photo courtesy of the artist.

ACTIVITY Assemblage Challenge

Toothpicks Marshmallows

Remember, **Shapes** are two-dimensional, while **Forms** are three-dimensional.

- Utilize triangle and square shapes to start construction, by pushing marshmallows onto the ends of toothpicks.
 - Think of your marshmallow as glue.
- Expanded your triangle and square into three-dimensional forms, like a cube or pyramid.
 - Test you engineer skills to see how tall your structures can be.

Have fun and make multiples, later try incorporating both cubes, and pyramids in a single structure. Don't be discouraged by a failed structure, learn from it and keep building! **Hint:** Well suited as an indoor activity. Sunlight and warm temperatures will make your marshmallows weak and sticky.

Nature inspires Jessica Drenk to create her beautiful forms. Draw what you think Jessica was inspired by when creating her piece "Circulation."



FRIENDS & NEIGHBORS