

ALL ^{FOR}_{THE} HALL



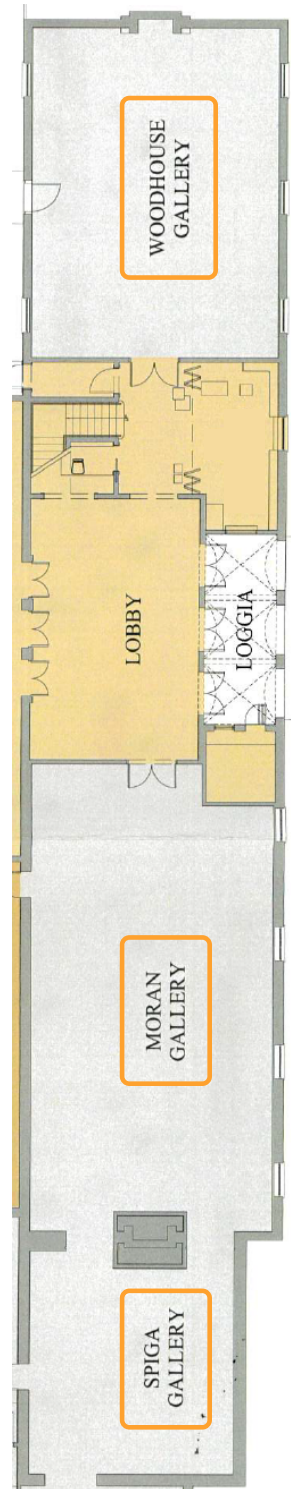
GUILD HALL



FLOORPLAN

For an optimal museum visit, we suggest you begin by exploring our Moran and Spiga galleries, followed by the Woodhouse Gallery across the hall.

Please use PENCIL ONLY
when completing the
ARTivity Guide.



WELCOME TO GUILD HALL!

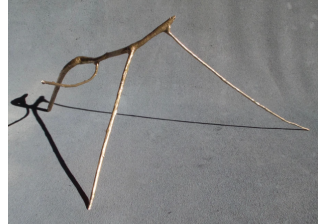
Guild Hall, one of the first multidisciplinary centers in the county to combine a museum, theater, and education space under one roof, was established in 1931 as a gathering place for community where an appreciation for the arts would serve to encourage greater civic participation. For nearly nine decades, Guild Hall has embraced this open-minded vision and provided a welcoming environment for the public to engage with art exhibitions, performances, and educational offerings. In developing programs that use our exhibits, theater roster, and rich artistic history, Guild Hall Education strives to create experiences for all our communities to think like an artist: to see and respect a world of various colors and shapes, to experiment with harmony and dissonance, and to value process over product.

A new collaboration between Guild Hall and the Children's Museum of the East End, this Family ARTivity Guide encourages children of all ages, and their parents, to collectively explore the works on view – sketching, writing, and even dancing(!) –, so that we all may think like an artist.

Choose a sculpture in the gallery:

1st-A (Creature), Ned Smyth;
Copper Uship, Bryan Hunt; *Steele #17*, Toni Ross.

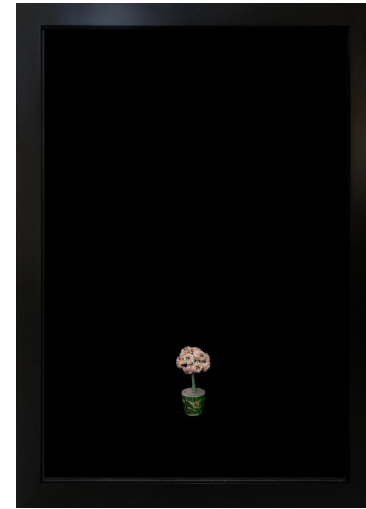
Zoom in and sketch the sculpture.



Next, *move around*, and draw the sculpture
from a *different side* or *angle*.



Stand in
front of
*Tiny
Potted
Tree*,
Dianne
Blell.



Draw
everything
you see in
this work
(including
you!).



Find **Wave**, Margaret Garrett.



Notice how the fabric moves.

Imagine you were that piece of a fabric, or that you were a plant being rocked by a wave in the ocean.

Move through the space like a slow swaying plant.

ART FACT

All the artist in this show have a personal connection to the East End. The Hamptons has been home to some of the country's most important artist for well over a century, from 1890s landscape artists William Merritt Chase and Thomas Moran, to post-war abstraction expressionists, Jackson Pollock, Willem de Kooning, and Lee Krasner, to 1960s pop-artists, Roy Lichtenstein and Andy Warhol, to the contemporary artists you see today.

Find **Scenes from My Opera**, Laurie Anderson.

Tell a story about what you see.

Beginning



Middle

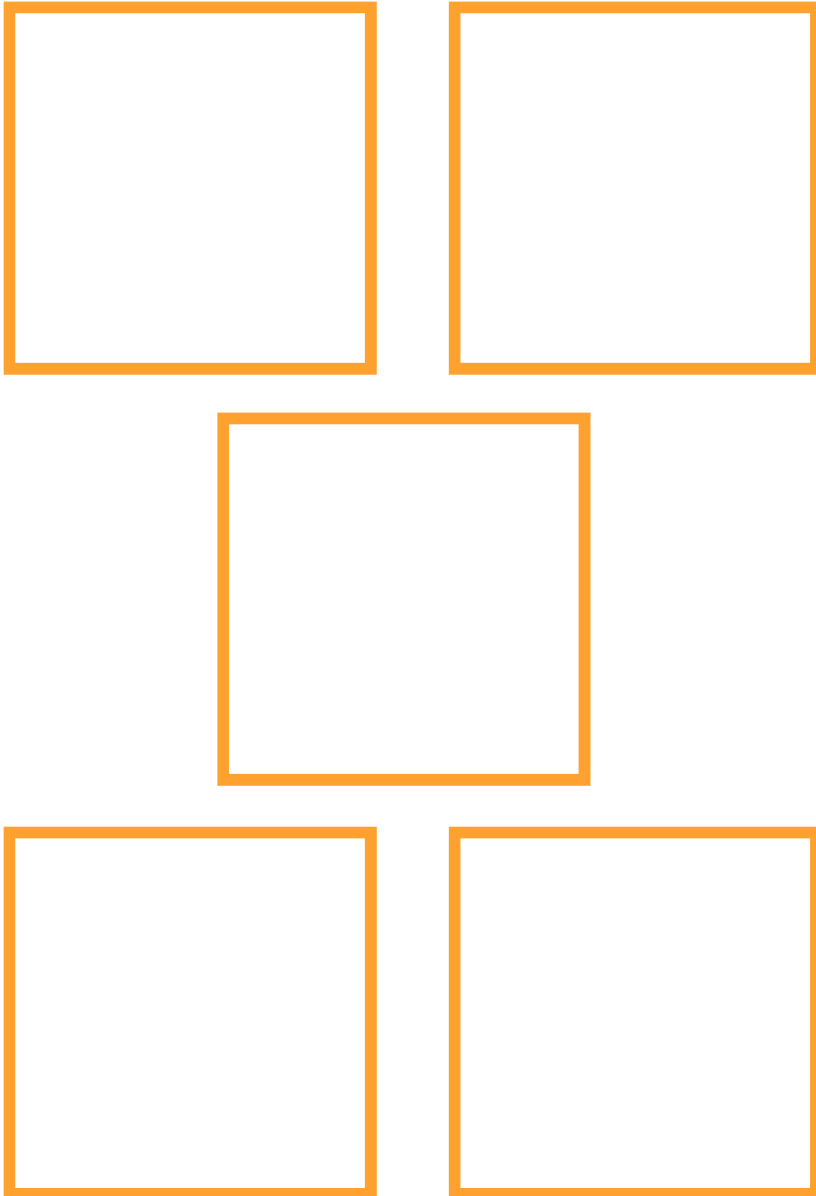
End



**On to the
Spiga Gallery!**

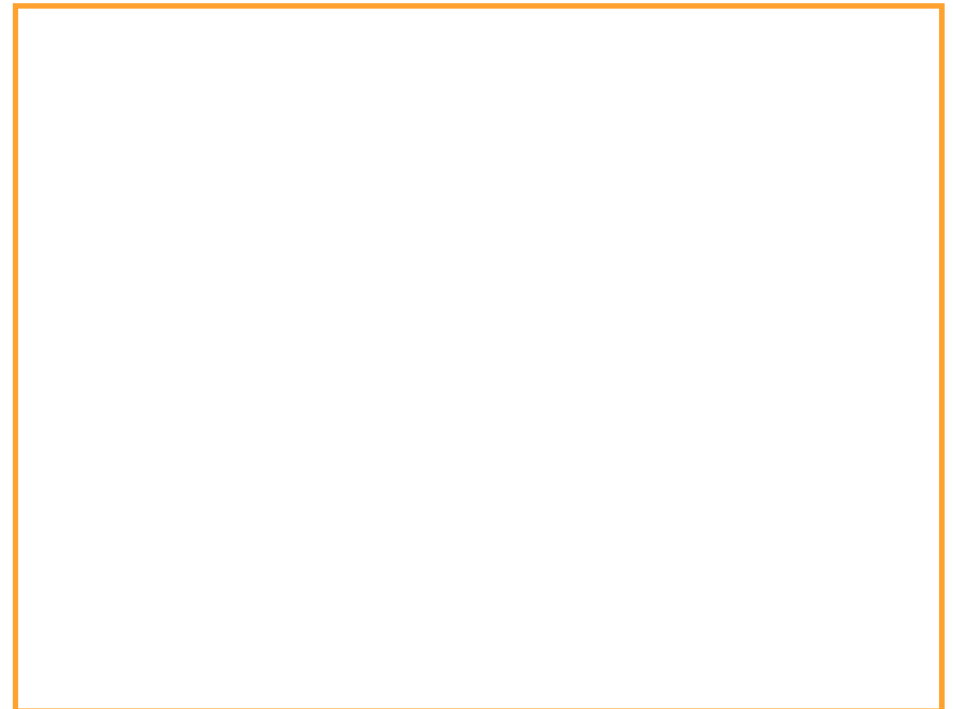
Look for 5 different shapes in this gallery.

Draw and name them below.

Five empty orange rectangular boxes arranged in three rows: two in the top row, one in the middle row, and two in the bottom row. These are intended for drawing and naming shapes.

How can you combine these shapes to create your own original work of art?

Look to *Untitled painting 004*, Hiroyuki Hamada;
Study for Electric Field, Dennis Oppenheim;
and *Untitled (a reminder of persistence)*,
Almond Zigmund for inspiration.

A large empty orange rectangular box intended for drawing a combined work of art based on the inspiration provided.

Find **Looking Up, Reading the Words**, Ilya & Emilia Kabakov.



Close your eyes, and imagine you are laying in the grass looking up at the sky.

What do you see around you? What sounds do you hear?

Write a letter to a friend, describing everything you see and hear.

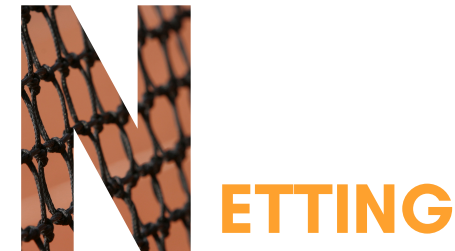
ART FACT

Both *Study for an Electric Field*, Dennis Oppenheim, and *Looking Up, Reading the Words*, Ilya & Emilia Kabakov, depict outdoor installations. Artistic contemporaries, both the Kabakovs' and Oppenheim's works span various mediums and genres, conceptual art, sculpture, drawing and collage, performance/body art and total installation.

You can see one of Dennis Oppenheim's sculptures right here at Guild Hall. *Straight Red Trees, Alternative Landscape Components* is permanently installed in our front yard.

Search for the materials below in the works of art.

How did the artist use each material?



List other material you see in this gallery:



**On to the
Woodhouse Gallery!**

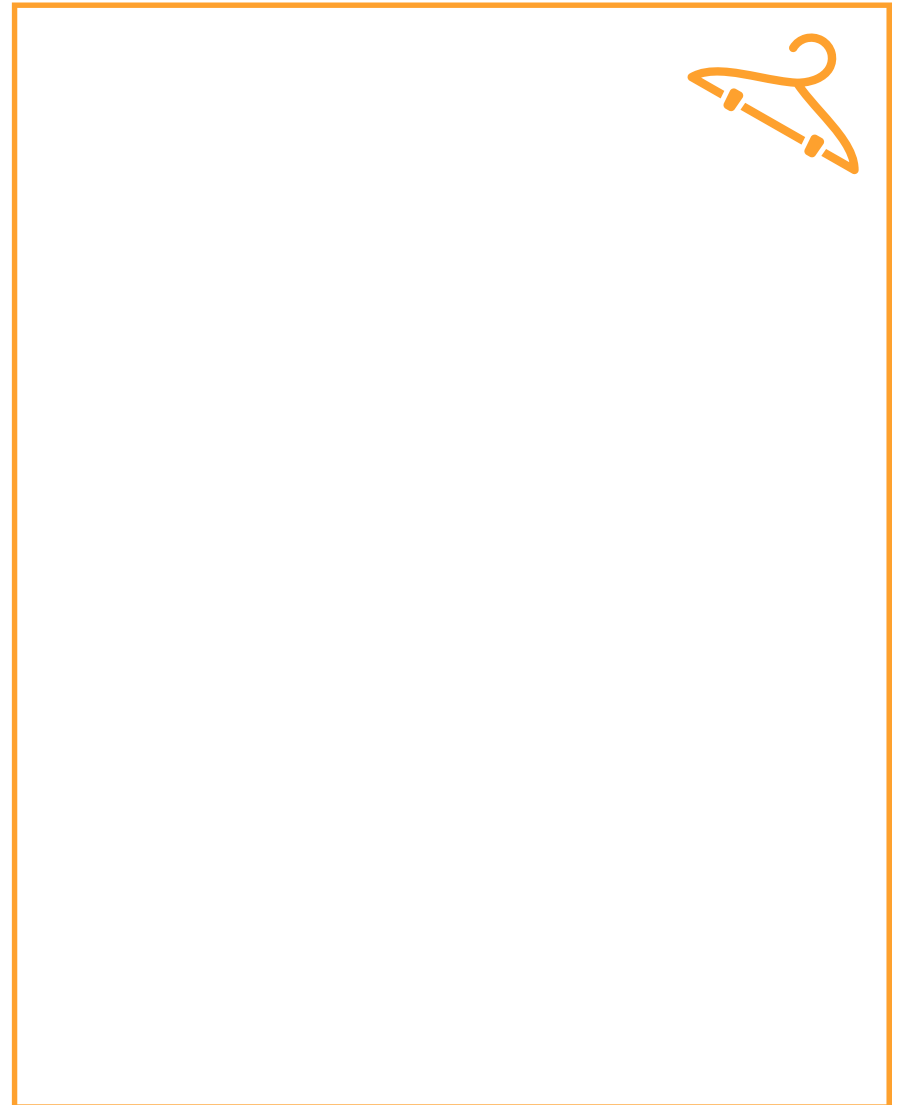
Find either **THE SIGNING, BEAU MCCAL**, Renee Cox or **Untitled**, Cindy Sherman.

Notice their expression, pose, outfits. What might they be thinking or saying?



What is your favorite outfit? If you could dress any way, how would you dress? What does your outfit say about your personality?

Draw a portrait of yourself in your best look.



Match each word below to a piece of art.

Discuss why you think each word fits with the artwork you chose.

BRIGHT

SHINY

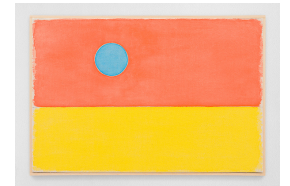
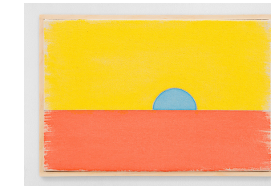
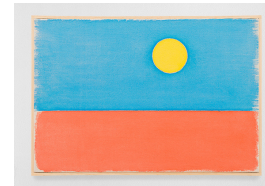
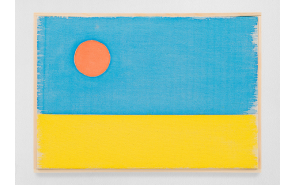
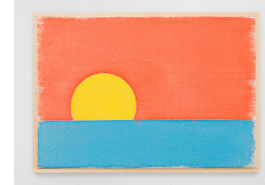
REPETITIVE
REPETITIVE
REPETITIVE

? CONFUSING ?

FUNNY

STRAIGHT

Find **Mattituck in January**, Ugo Rondinone.



What shapes do you see?

How do they interact with each other?

What does the piece make you think about?

ART FACT

The sun is a recurring symbol in the work of Ugo Rondinone, examining the link between the natural world and the human condition. In the Summer 2019, Guild Hall presented an exhibition of Rondinone's work, *sunny days*, and was featured in Beyoncé's visual album, *Black is King*.

Search for the following types of marks in this gallery:

DRIP



SMEAR



SQUIGGLE



DOT



SCRATCH



Find artworks in all three galleries that depict the animals in the bingo board below.

Check off each box as you go.



SPONSORSHIP

This Family ARTivity Guide is a collaboration between Guild Hall of East Hampton and the Children's Museum of the East End.



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