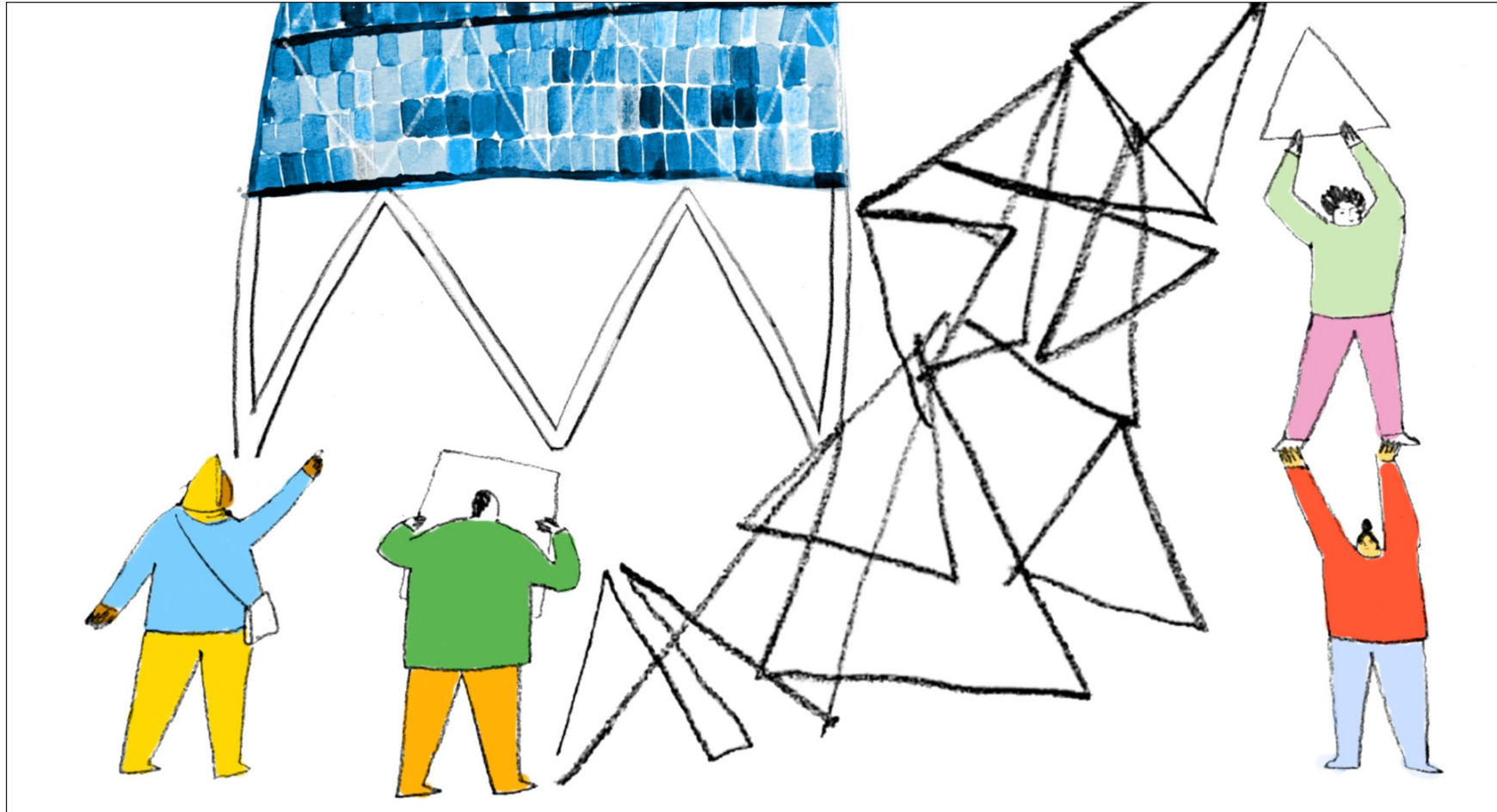
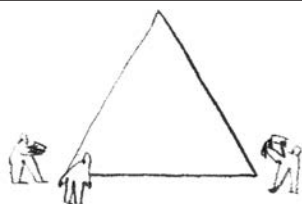


## CHAPTER 8 Design your own Sculpture in the City! Part 2



DESIGNING SCULPTURE



THIS SESSION YOU WILL BE  
DEVELOPING YOUR SCULPTURE  
DESIGN IN 3D!

## ACTIVITY 2: SKETCHING INITIAL SCULPTURE IDEAS

NAME: \_\_\_\_\_



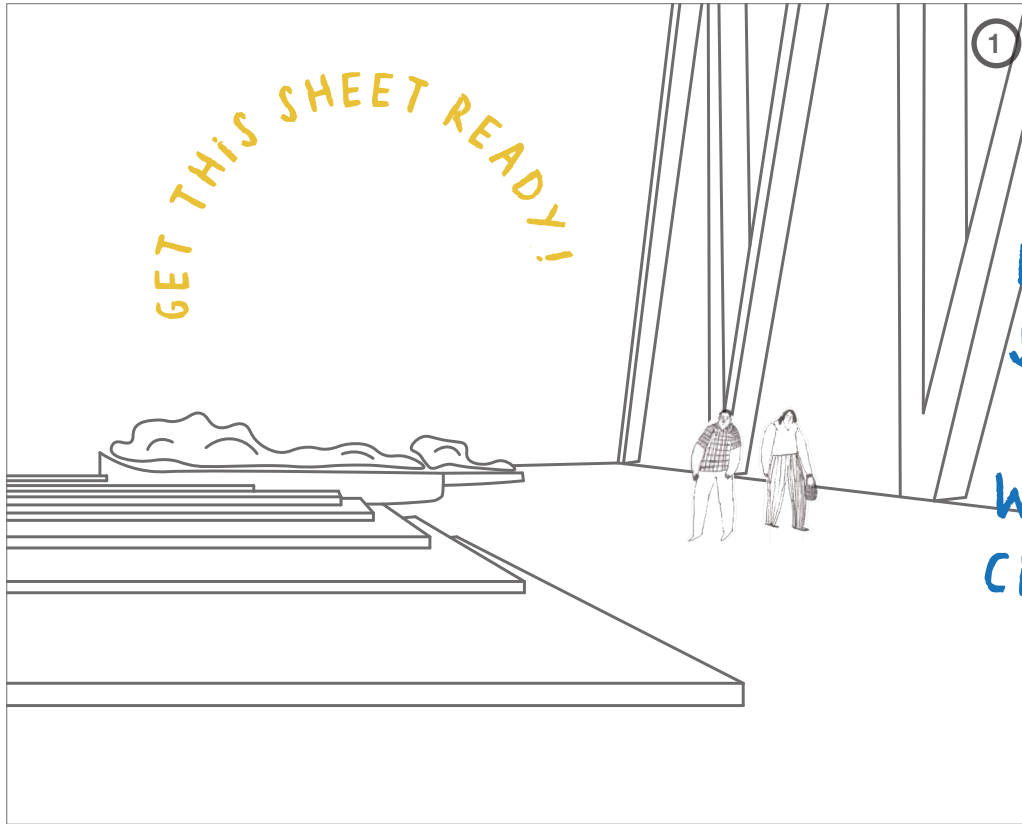
### LEARNING OBJECTIVES:

- Consider context, scale, materials and form when designing.
- Practice sketching technique.

### INSTRUCTIONS:

- Read the key information about your chosen site.
- Look at the drawing of your site and the proportion of the person. What size will your sculpture be?
- Sketch initial ideas for your sculpture!
- Write down what materials you want it to be.

#### Site 1



LOOK AT YOUR SCULPTURE IDEA  
SKETCH FROM CHAPTER 7!

WHICH SCULPTURE SITE DID YOU  
CHOOSE?



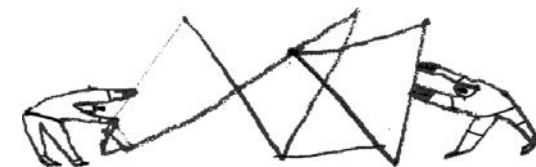
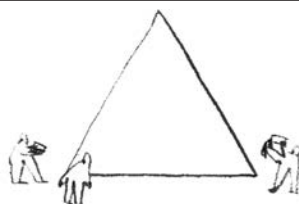
#### Key information:

- Lots of people walk past.
- It is not sheltered from the wind or rain.
- It can be seen from many directions.
- It is near the steps.

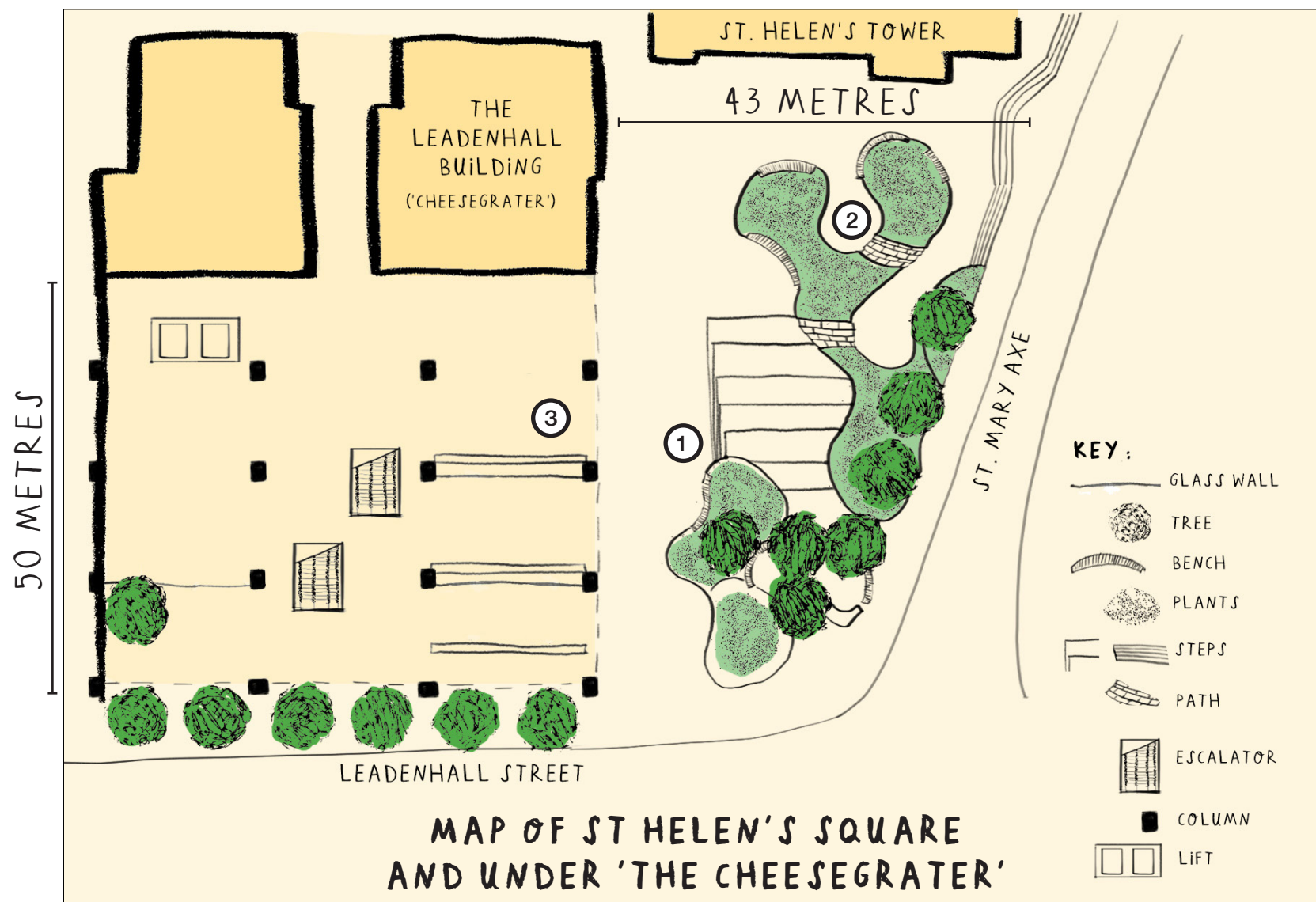
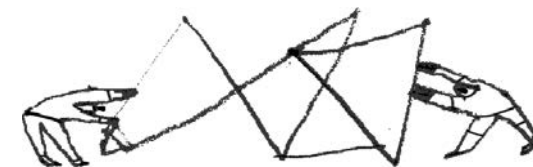
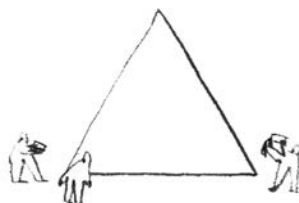
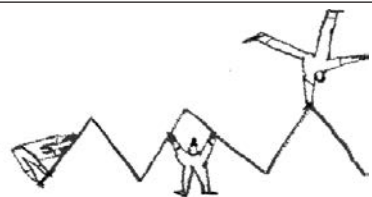
What materials will your sculpture be made from?

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

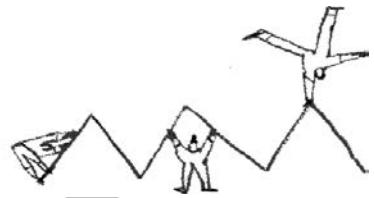




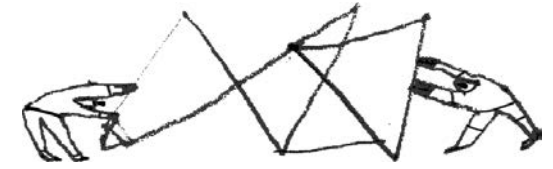
LET'S RECAP ON ST HELEN'S  
SQUARE AND THE 3 SCULPTURE  
LOCATIONS!



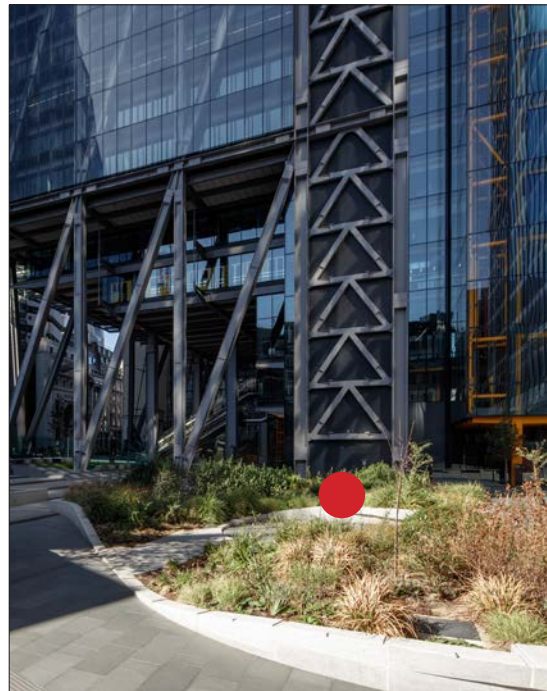




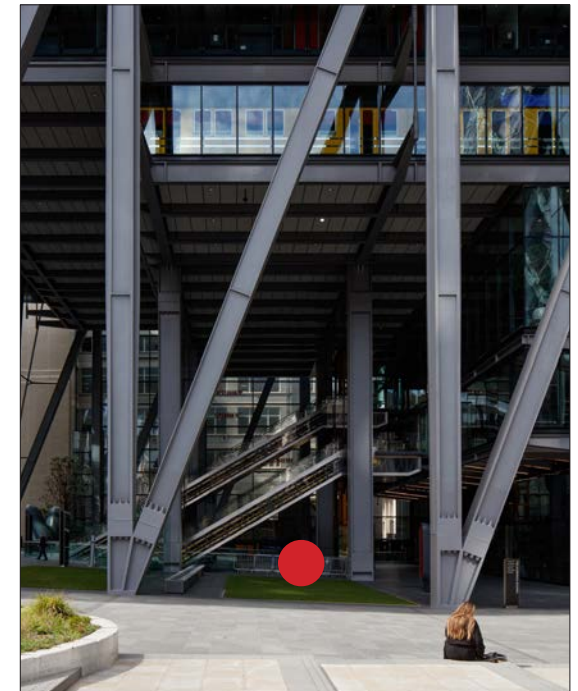
# SCULPTURE LOCATIONS!



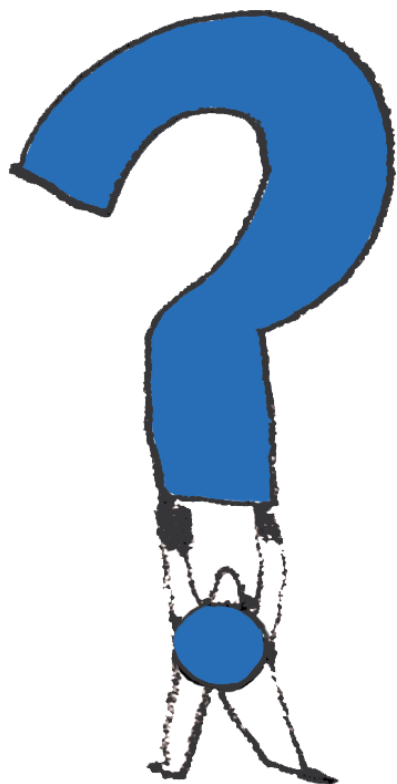
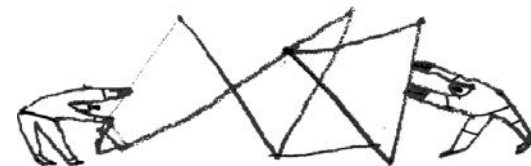
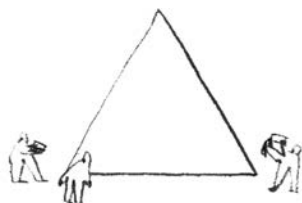
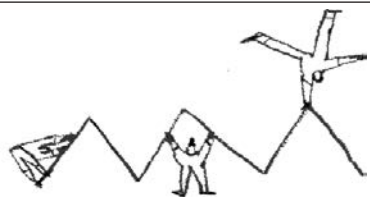
SITE 1



SITE 2

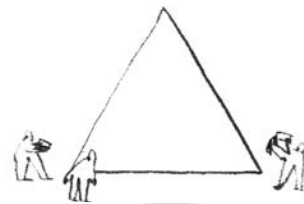
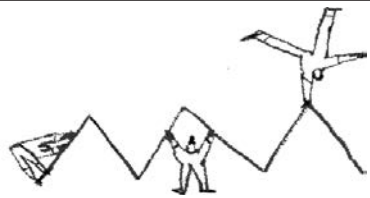


SITE 3

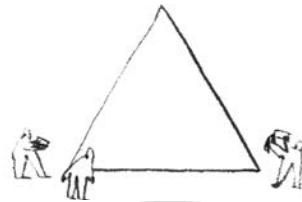
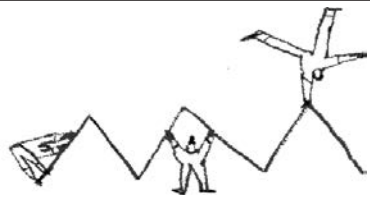


WHAT WAS YOUR  
SCULPTURE IDEA  
FOR ST HELEN'S SQUARE?

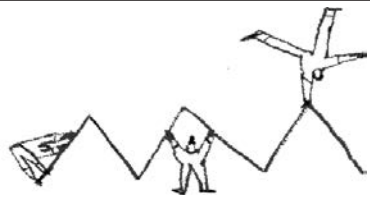




RECAP: INTRODUCING THE DESIGN TASK!



LET'S RECAP **THiNK LiKE**  
**AN ARTiST** AND REMEMBER  
iMPORTANT THEMES TO  
CONSiDER WHEN DESiGNiNG..



## 1. CONTEXT

THE LOCATION YOUR SCULPTURE WILL GO IN IS  
IMPORTANT...

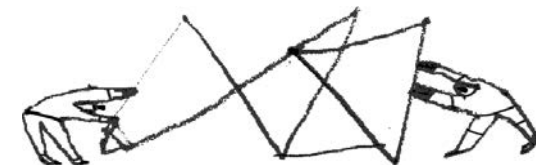
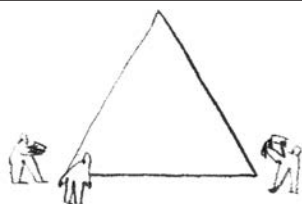
So you will need to think about:

- What is nearby the location? e.g. buildings, trees or benches
- Is the location open or hidden? e.g. can it be seen from other areas of the Square?
- Is the area sheltered from rain or wind?



← What buildings  
are nearby?

← People often  
walk past!



## 2. SCALE

THE SIZE AND SCALE OF YOUR SCULPTURE IS  
IMPORTANT...

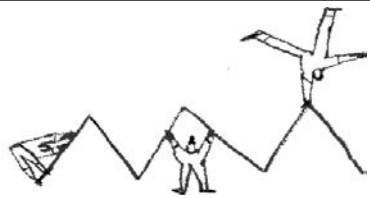
So you will need to think about:

- The size of the sculpture in relation to what is nearby.
- if the sculpture fits in it's location?
- Is it bigger or smaller than you?



Look at the size  
of the people  
compared to the  
buildings around  
them!



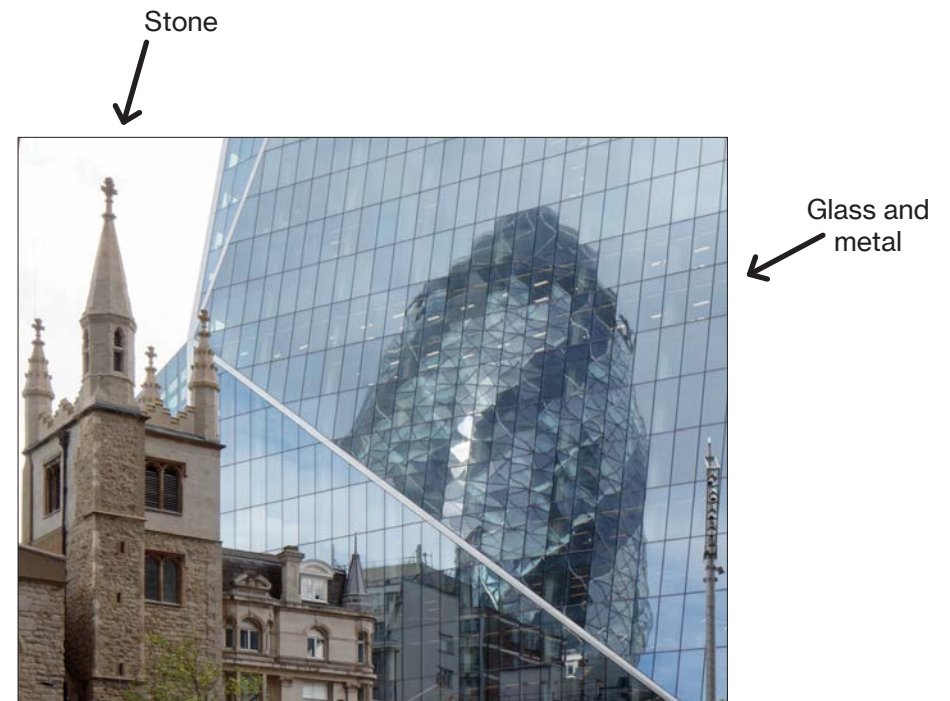


### 3. MATERIALS

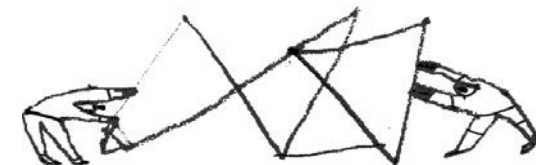
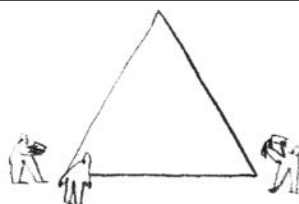
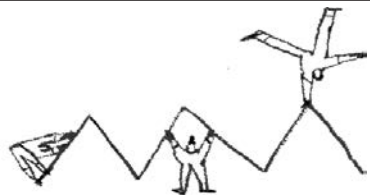
THE MATERIALS USED IS IMPORTANT...

So you will need to think about:

- What your sculpture made from.
- Are the materials similar or different to the materials found in St Helen's Square? e.g. metal or glass
- Think about the colours and textures of materials too!  
Metal and wood can be painted!







## 4. FORM

THE SHAPE OF YOUR SCULPTURE IS IMPORTANT...

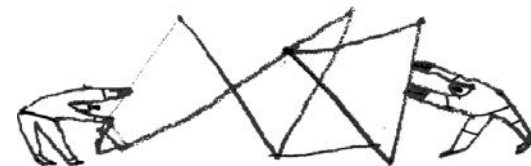
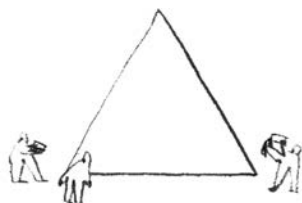
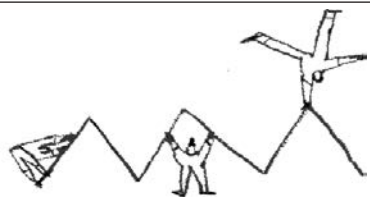
So you will need to think about:

- What 3D shape or shapes do you want your artwork to be?  
Is it curvy or have straight lines?
- Is the shape inspired by the buildings in St Helen's Square?
- It can be as abstract and fun as you want!

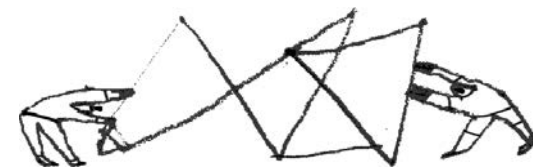
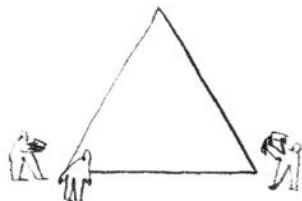


There are lots of  
straight lines too!

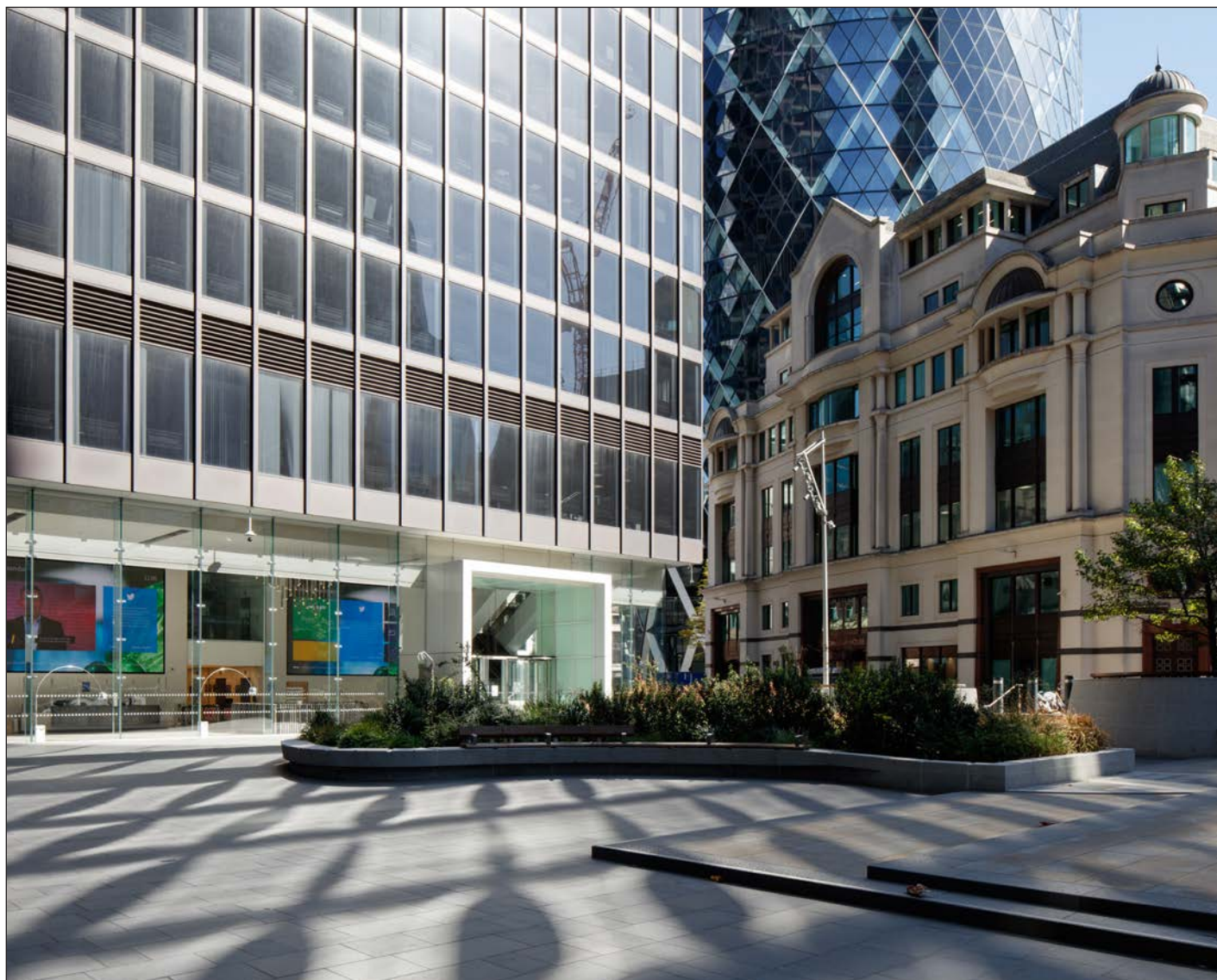
Look at the curved  
shapes on the  
different buildings!



DID ANYTHING AROUND ST HELEN'S  
SQUARE iNSPIRE YOUR SCULPTURE  
iDEA?



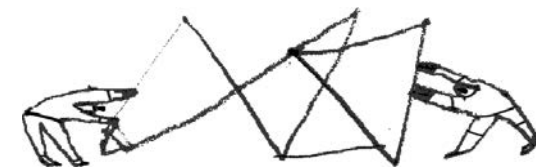
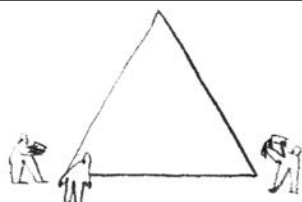
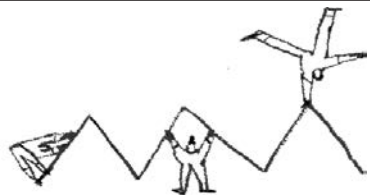
LOOK AT THE  
INCREDIBLE  
SHADOWS ON  
THE FLOOR  
CREATED  
BY THE  
BUILDINGS!



WHAT  
SHAPES CAN  
YOU SEE?

ST HELEN'S  
SQUARE HAS  
A MIXTURE  
OF OLDER  
AND NEW  
BUILDINGS

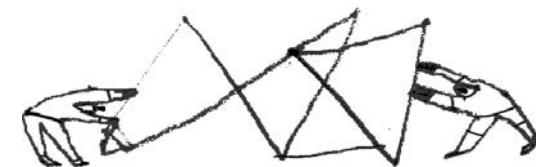
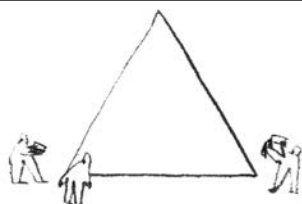




THE  
SKY SCRAPERS  
STAND TALL  
ABOVE THE  
SQUARE AND  
THE CHURCH!



WHAT  
MATERIALS  
CAN YOU  
SEE?

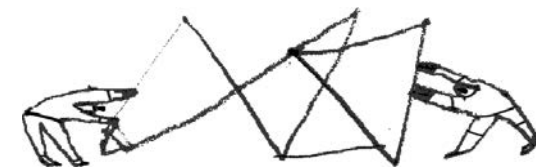
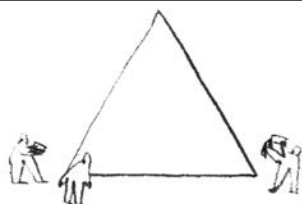
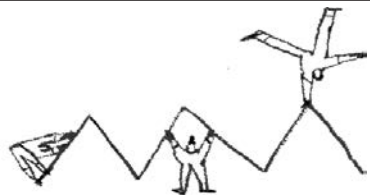


LOOK AT HOW  
THE SQUARE  
IS CONNECTED  
TO THE AREA  
UNDER 'THE  
CHEESE  
GRATER'

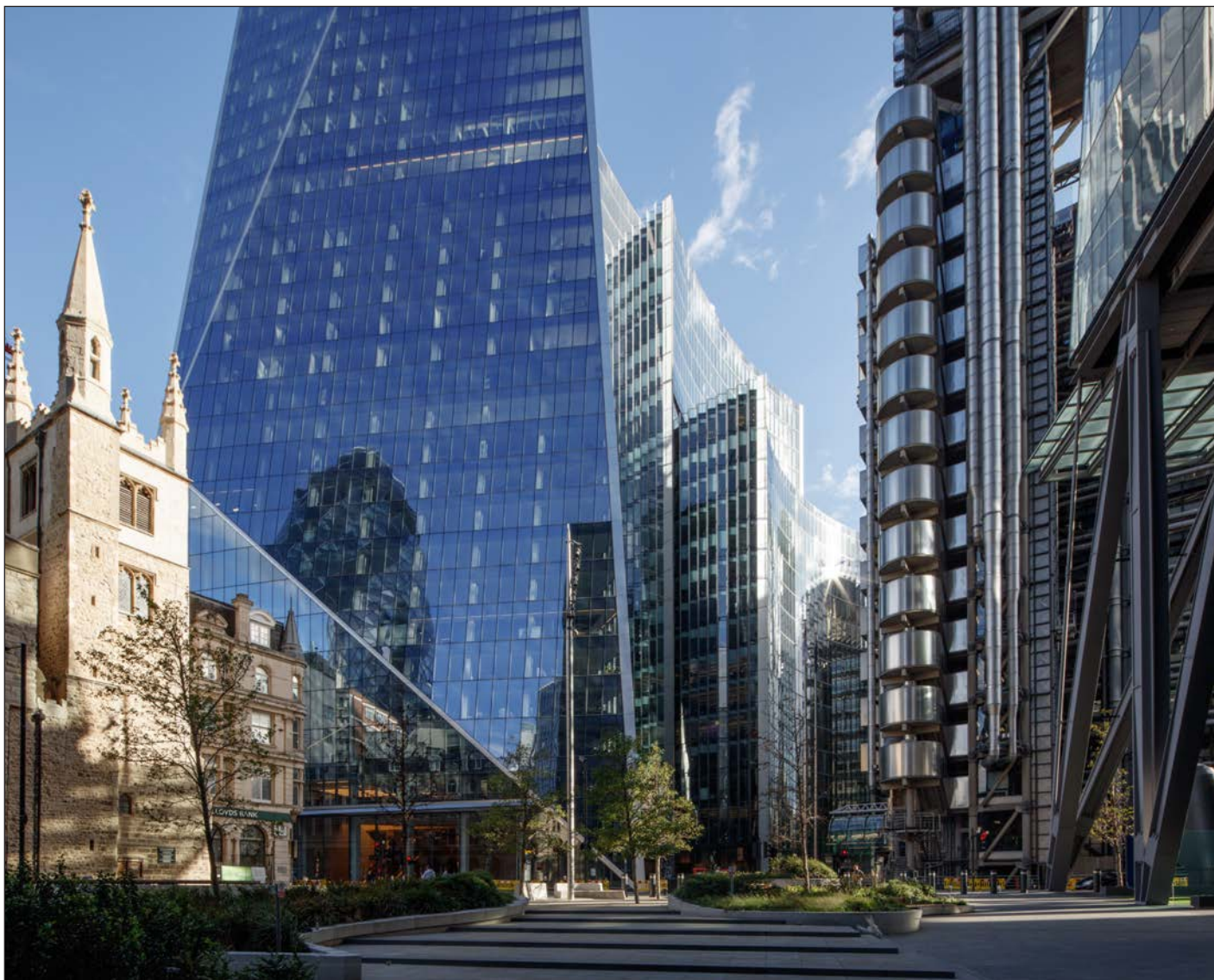


WHAT  
SHAPES CAN  
YOU SEE?



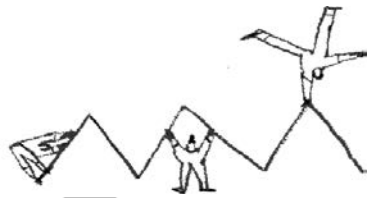


LOOK AT THE  
REFLECTIONS  
ON THE  
GLASS!

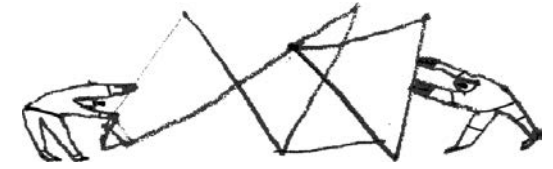


WHAT  
SHAPES CAN  
YOU SEE?

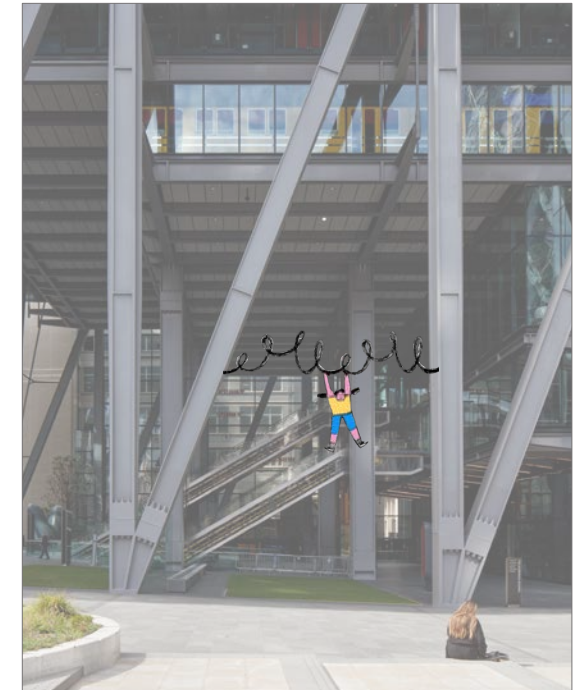
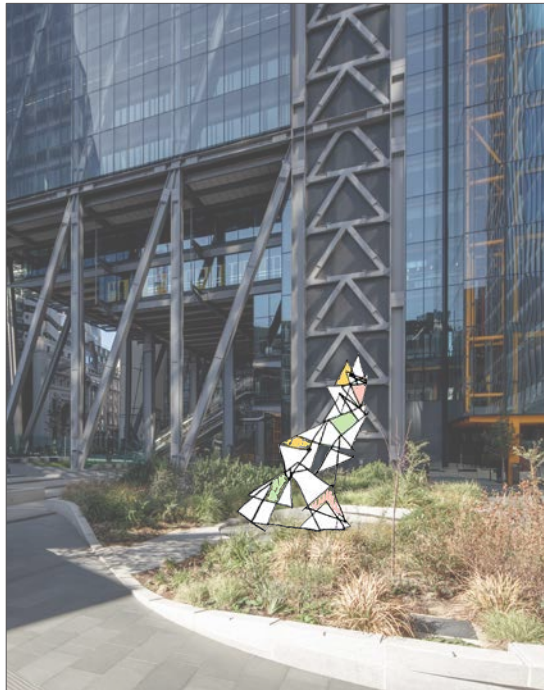
**SCULPTUREINTHECITY**



## ACTIVITY TIME!



### DEVELOPING YOUR SCULPTURE DESIGN FROM 2D TO 3D!





# ACTIVITY 1: SKETCHING AND MODELLING YOUR FINAL SCULPTURE DESIGN

NAME: \_\_\_\_\_



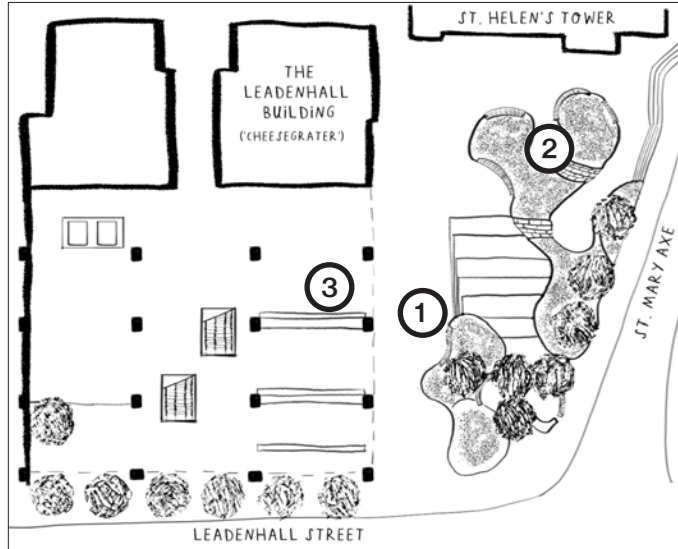
## LEARNING OBJECTIVES:

- Consider context, scale, materials and form when designing.
- Practice sketching technique.
- Moving from 2D to 3D designing.
- Practice model making techniques.

## INSTRUCTIONS:

- Check your initial idea sketch to help draw and finalise your design. Draw one side of sculpture (flat on).
- Look at the Toolkits and choose a scaled person and model making techniques - see key information below.
- Label your sketch with what materials the sculpture would be in real life and the modelling techniques you want to use to represent them.

### St Helen's Square Map - sculpture location



### Key information:



- Look at scaled people and choose which one to work with - use this to help draw your sculpture to scale.
- What modelling techniques will help turn your 2D sketch into a 3D model?
- Think about if you want to use 'card slot joints' because your model uses lots of straight lines, or maybe 'spiralling' for a more curvy design!
- Remember this drawing doesn't have to look exactly like your first sketch!
- Use this drawing to help you work out the shapes and sizes of templates you need to create to model your sculpture, and see how it changes as you develop your ideas from 2D to 3D.

**Drawing Space:** When you finish your drawing, start making your model referring to both your drawing and model making tool kit.

GET THIS SHEET READY!

SCALED PEOPLE TOOLKIT IS NEXT!



# TOOLKIT



## SCALED PEOPLE @ 1:50 AND 1:25

KEY:



Fold



Cut



Glue

## INSTRUCTIONS:

- Use the people to work out which scale to draw and then make a model of your sculpture at.
- TIP! Use 1:50 if your sculpture (in reality) is over double your height.
- Cut out the scaled people and fold the tab at the bottom.

**1:50** THESE SCALED PEOPLE ARE 50 TIMES SMALLER THAN REAL PEOPLE!



i'M AN ADULT MAN!



i'M AN ADULT WOMAN!



i'M A 14 YEAR OLD BOY!



i'M A 12 YEAR OLD GIRL!



i'M A 10 YEAR OLD GIRL!



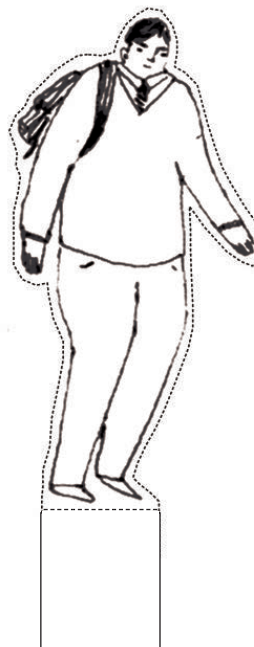
i'M A 10 YEAR OLD BOY!

**1:25** THESE SCALED PEOPLE ARE 25 TIMES SMALLER THAN REAL PEOPLE!

GET THIS SHEET READY!



i'M AN ADULT MAN!



i'M A 14 YEAR OLD BOY!



i'M A 12 YEAR OLD GIRL!



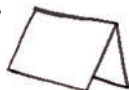
i'M A 10 YEAR OLD GIRL!

# TOOLKIT



## MODELLING YOUR FINAL SCULPTURE DESIGN

KEY:



Fold



Cut



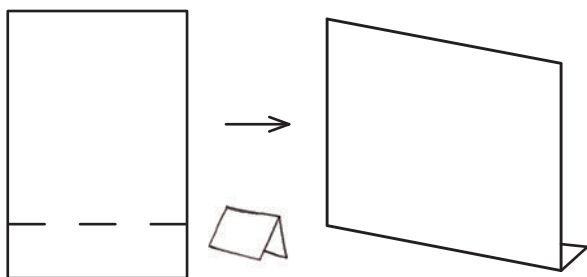
Glue

## INSTRUCTIONS:

- Read through the different modelling techniques and pick which one(s) you want to use when drawing your sculpture idea on the activity sheet.
- Once your sculpture drawing is finished, follow the instructions below to create your 3D model.

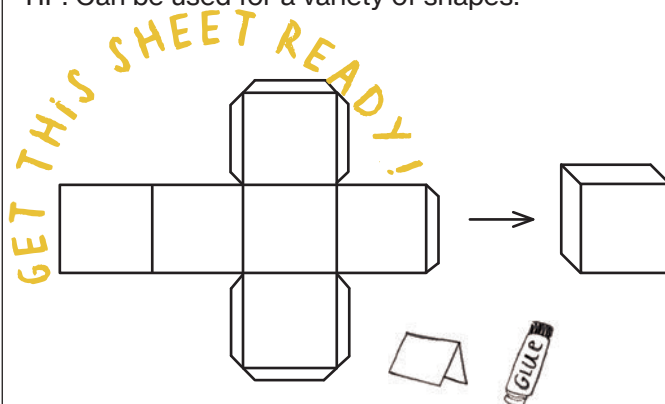
### Folding Card/Paper:

1. Measure a 2/3cm section of the paper/card with a ruler, mark with a pencil and fold.
  2. Holding at a 90 degree angle, use glue on the under side of the section and fix to your model base.
- TIP: Can cut shapes into the paper to make different flat sculptures.



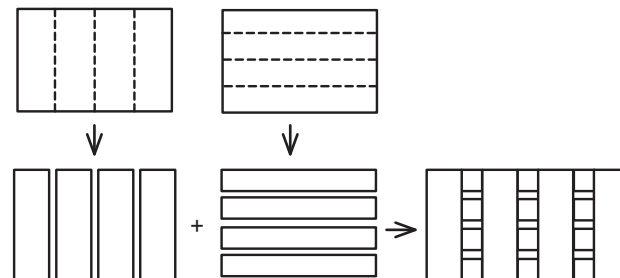
### Nets:

1. Draw out the net pattern on your card/paper.
  2. Cut around the edges carefully.
  3. Fold together and glue the tabs together if needed.
- TIP: Can be used for a variety of shapes!



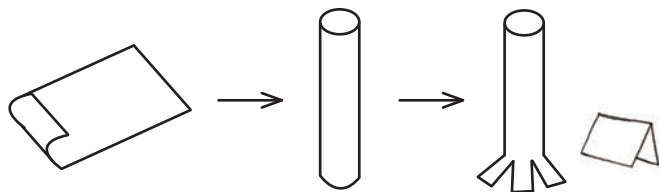
### Lattice:

1. Cut the pieces of paper/card in horizontal and vertical directions.
  2. Weave them in and out of each other or layer them on top of each other.
  3. Glue the edges down to make it secure.
- TIP: Can be used for sculptures that create interesting shadows.



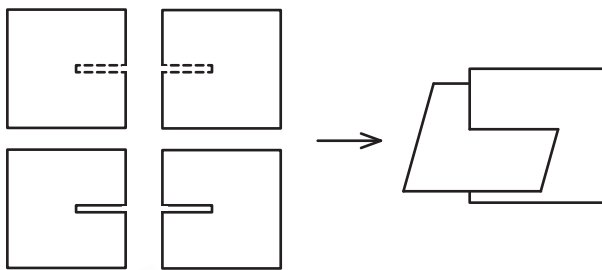
### Rolling Card/Paper:

1. Choose size and length of paper or card.
  2. Roll into a tight tube along the side.
  3. Measuring a small length up the side of the tube, snip several slots along the end and push out to make the base.
- TIP: Can be used for cylindrical sculptures or support columns.



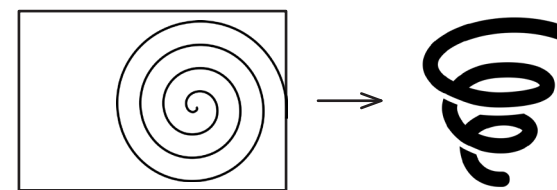
### Card/Paper Slot Joints:

1. Cut 2 squares of card/paper to size.
  2. Measure through the middle and cut out a very thin strip of equal length on both.
- TIP: Can be used to make unusual geometric shaped sculptures.



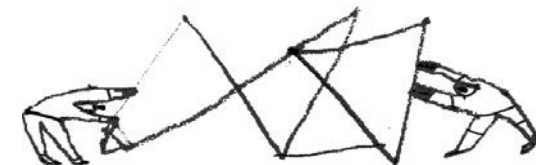
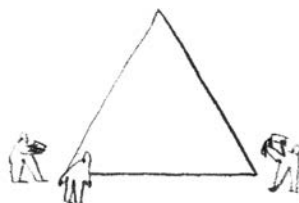
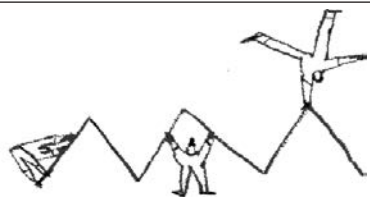
### Spiralling:

1. Using a sheet of thin card or paper, draw out a wide spiral shape and cut it out.
  2. Stretch out the spiral and glue the ends to other bits of card or hand with string.
- TIP: Can be used for curvy sculptures.



TIPS FOR DEVELOPING YOUR SCULPTURE IDEAS ARE NEXT!





## TIPS FOR DEVELOPING YOUR SCULPTURE DESIGN BEFORE MAKING IT IN 3D...

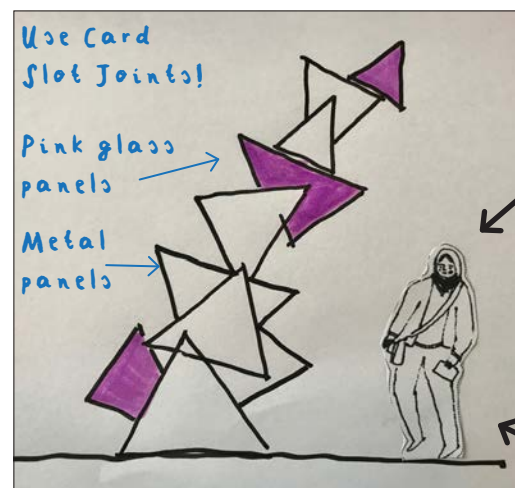
- Look at your initial sculpture idea sketch (from chapter 7) and remind yourself of how you arrived at this idea!
- Look at the scaled people toolkit and choose which sized scaled people to work with. HINT choose 1:50 scale if your sculpture is large and over double your height.
- Now draw one side of your sculpture (flat on) on the activity sheet, and before sketching:
  - look at the model making toolkit - think about which techniques will help turn your 2D drawing into a 3D model. You can use more than one technique!
  - TIP: If your sculpture has lots of straight lines you could use 'card slot joints' or 'nets'.
  - TIP: If your sculpture has curvy lines you could use 'spiralling' or 'rolling'.
- Label your drawing with what materials the sculpture would be in real life and the modelling techniques you want to use to represent them.
- This drawing will be the starting point for making your sculpture idea in 3D!



INITIAL SCULPTURE  
IDEA SKETCH!

**Top Tip!** Think about how big, in reality, your sculpture would be compared to you...

### SIDE ON DRAWING OF SCULPTURE!

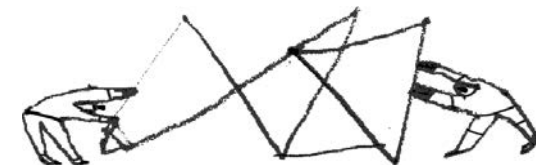
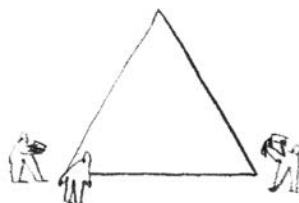
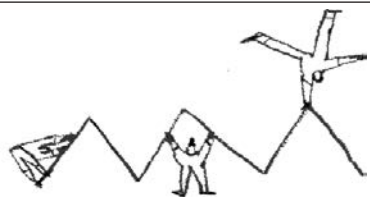


**Top Tip!** It's OK if you want to change or tweak your sculpture idea - this is part of the design process!

**Top Tip!** Use the scaled person to work out how big to draw your sculpture idea.

**Top Tip!** Don't make the different shapes you draw too small, as the model making templates you make will be approximately this size!

1:25 scaled person



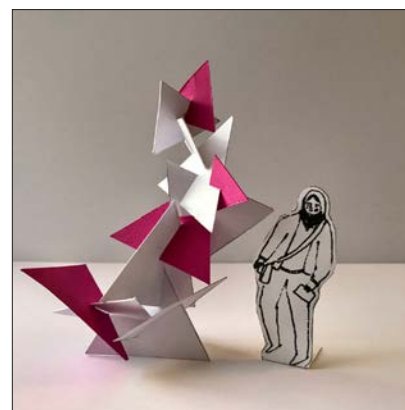
## TIPS FOR DEVELOPING YOUR SCULPTURE DESIGN MAKING IT IN 3D...

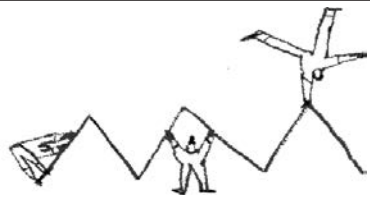
- Refer to the model making toolkit and make sure you're happy with the model making techniques you've chosen to turn your sculpture idea from 2D to 3D.
- TIP: If your sculpture has lots of straight lines you could use 'card slot joints' or 'nets'.
- TIP: If your sculpture has curvy lines you could use 'spiralling' or 'rolling'.
- Look at your drawing and use this to help you work out the shapes you need and how big to make them.
- Draw these shapes on paper or thin card to create your own templates and cut out.
- You could use coloured paper/ card or colour in the paper, if colour is important to your sculpture design.
- Start making! Have fun and good luck!



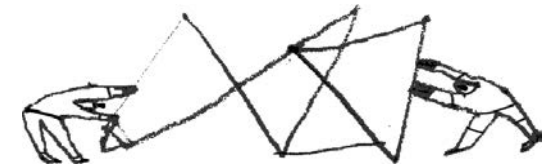
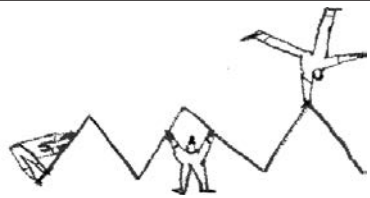
**Top Tip!** Remember the model doesn't need to look exactly like your drawing! You are now making the idea in 3D - so it might change a little!

**Top Tip!** Your model will probably need more shapes than shown in your drawing, which is only showing one side of your sculpture!

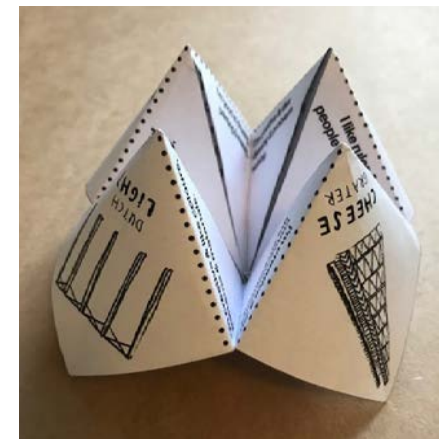
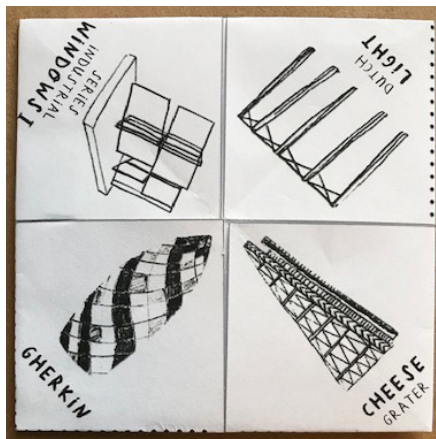




WE HOPE YOU ENJOYED DESIGNING  
AND MAKING  
A SCULPTURE IN THE CITY!



HAVE FUN LEARNING ABOUT CAREERS  
IN ART, DESIGN AND ARCHITECTURE  
PLAYING OUR CREATIVE CAREERS  
'CHATTERBOX' GAME!



# SCULPTUREINTHECITY

DIGITAL LEARNING PROGRAMME PARTNER:



PROJECT PARTNER:



# SCULPTUREINTHECITY LEARNING

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