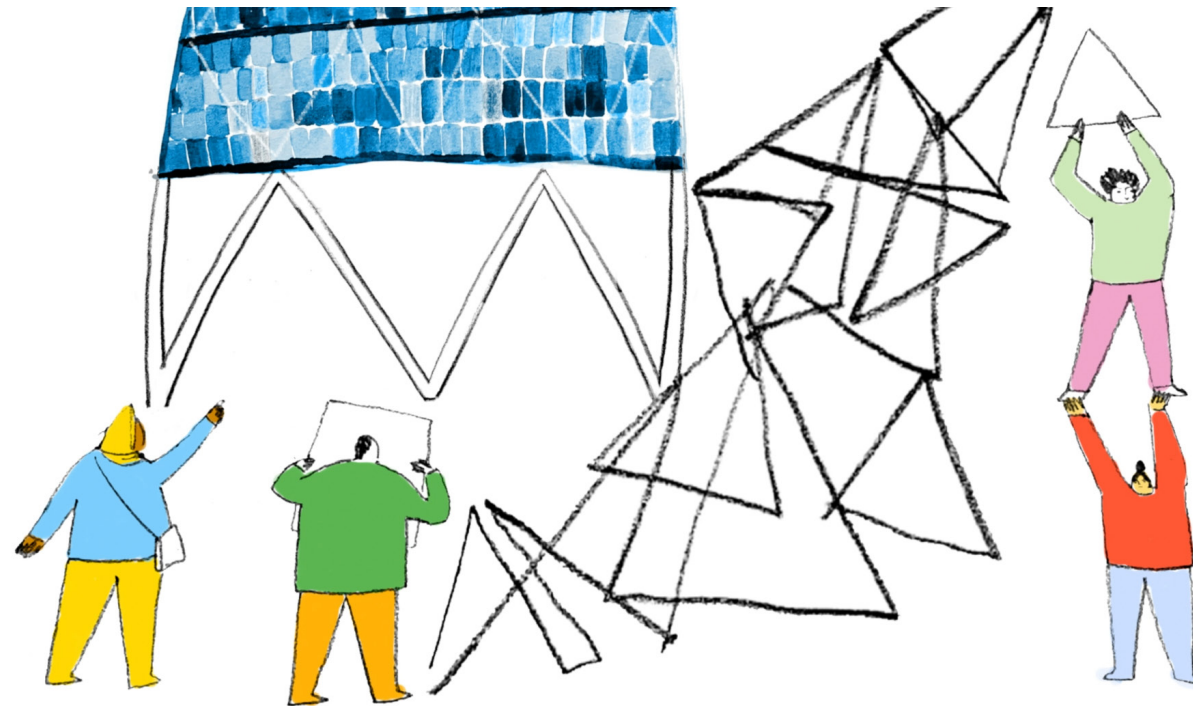


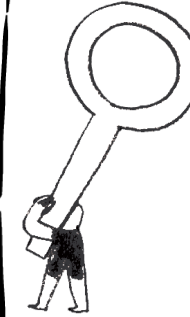
# SCULPTURE IN THE CITY FAMILY ACTIVITY

## ACTIVITY 14:

## DESIGN AND MAKE YOUR OWN SCULPTURE IN THE CITY!



Show on screen



### Key information:

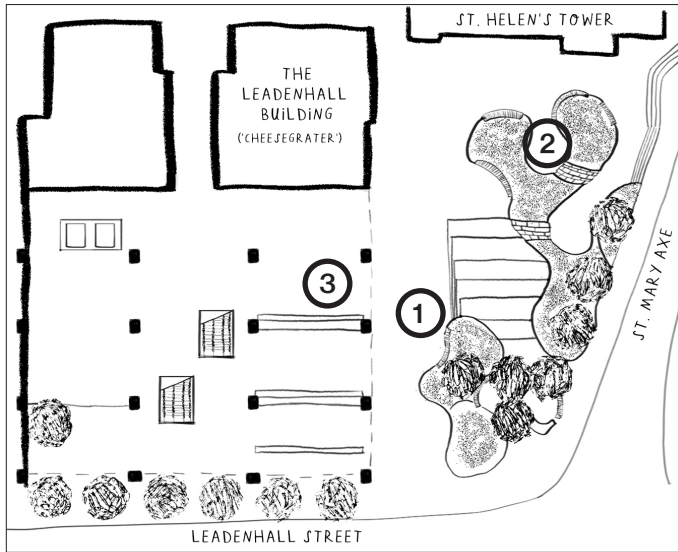
- Activity 14 follows on from activity 13 to develop and finalise your initial sculpture idea for St Helen's Square from activity 13.
- Look at your initial sculpture idea and remember how you arrived at this idea! You might also want to look through the activity 13 slides?
- Activity 14 helps you develop your sculpture idea in 3D. Before starting to make a model you need to draw your sculpture idea to an approximate scale:
  - Refer to the activity sheet, scaled people and model-making toolkit sheets, and the tips for drawing your sculpture (on the following slides).
- Once you've made your sculpture drawing, it's time to start modelling it in 3D:
  - Refer to your drawing, model-making toolkit, and tips for making your model (slides 4 + 6).
- You will need, pencils, colouring pencils thin card or paper (or recycled card, e.g. cereal box), scissors, ruler, glue or sticky tape.

# SCULPTURE IN THE CITY

FAMILY ACTIVITY

## ACTIVITY 14: SKETCHING AND MODELLING YOUR FINAL SCULPTURE DESIGN

### 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.

### WHAT YOU NEED:

- Scaled People and Model Making Toolkits
- Pencils, colouring pencils/ felt tips
- Paper /thin card or scrap card (e.g. cereal box)
- Scissors
- Glue/ sticky tape.

### 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.

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



# SCULPTURE IN THE CITY

FAMILY ACTIVITY

## TOOLKIT: SCALED PEOPLE

KEY:



Fold



Cut

### 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!



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!

# SCULPTURE IN THE CITY

FAMILY ACTIVITY

## TOOLKIT: MODEL MAKING TECHNIQUES

KEY:



Fold



Cut



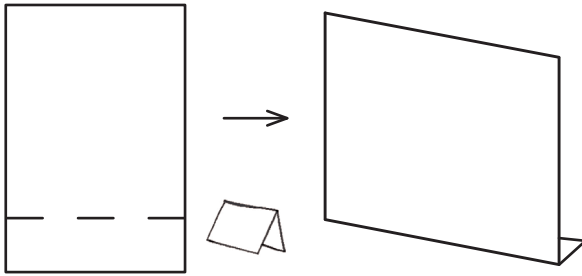
Glue

## 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.

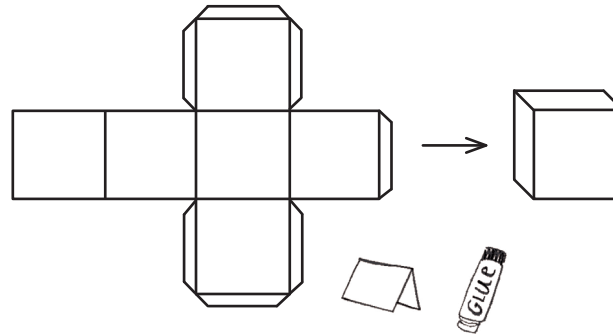
### Folding Card/Paper:

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.



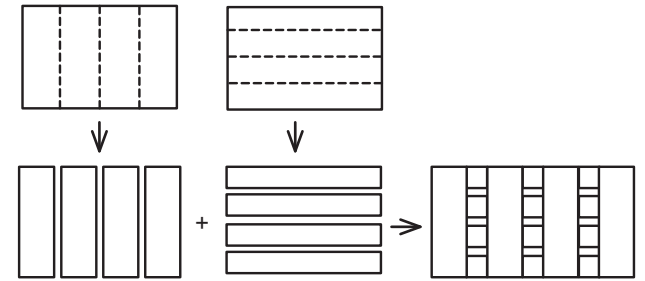
### Nets:

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!



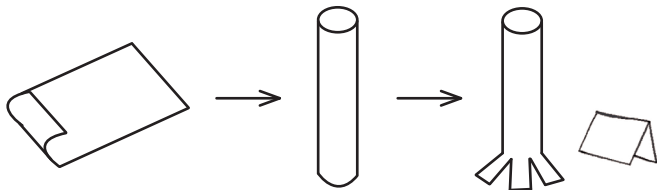
### Lattice:

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.



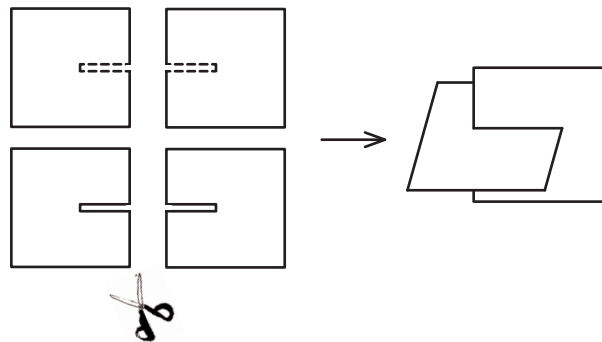
### Rolling Card/Paper:

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.



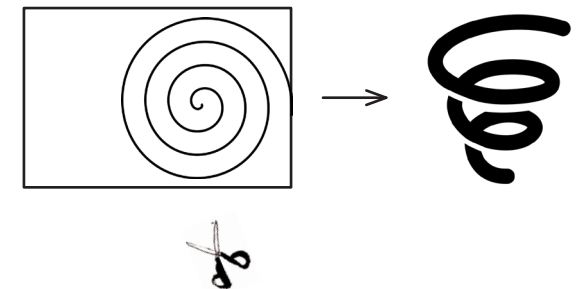
### Card/Paper Slot Joints:

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.



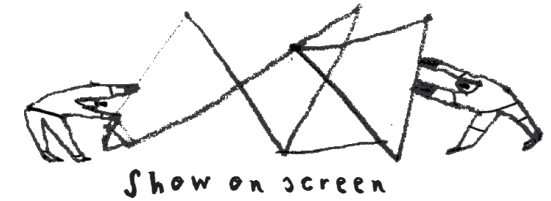
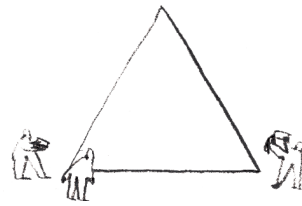
### Spiralling:

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.



# SCULPTURE IN THE CITY

FAMILY ACTIVITY



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

- Look at your initial sculpture idea sketch (from activity 13) 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!

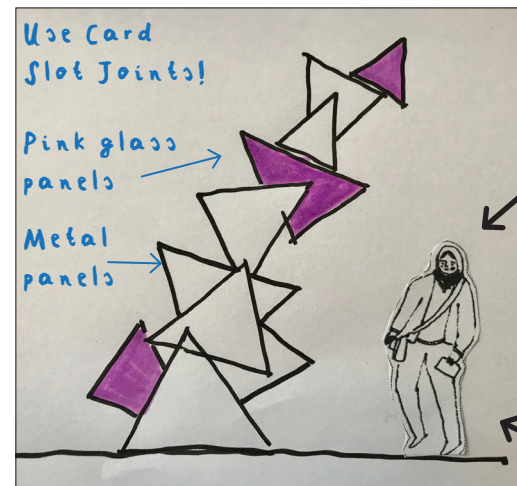


INITIAL SCULPTURE IDEA SKETCH!



**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!

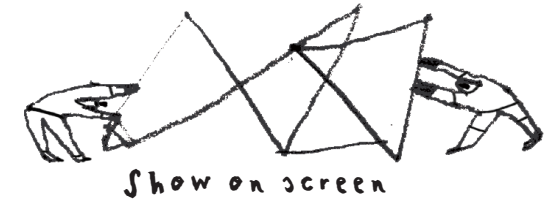
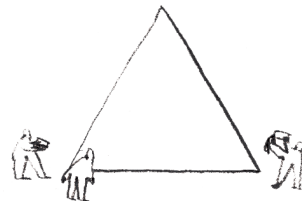
**Top Tip!** Use the scaled person to work out how big to draw your sculpture idea.

**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

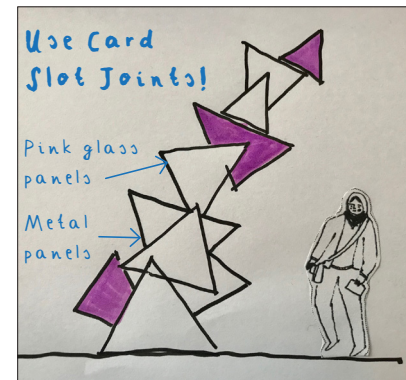
# SCULPTUREINTHECITY

FAMILY ACTIVITY



## 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!

