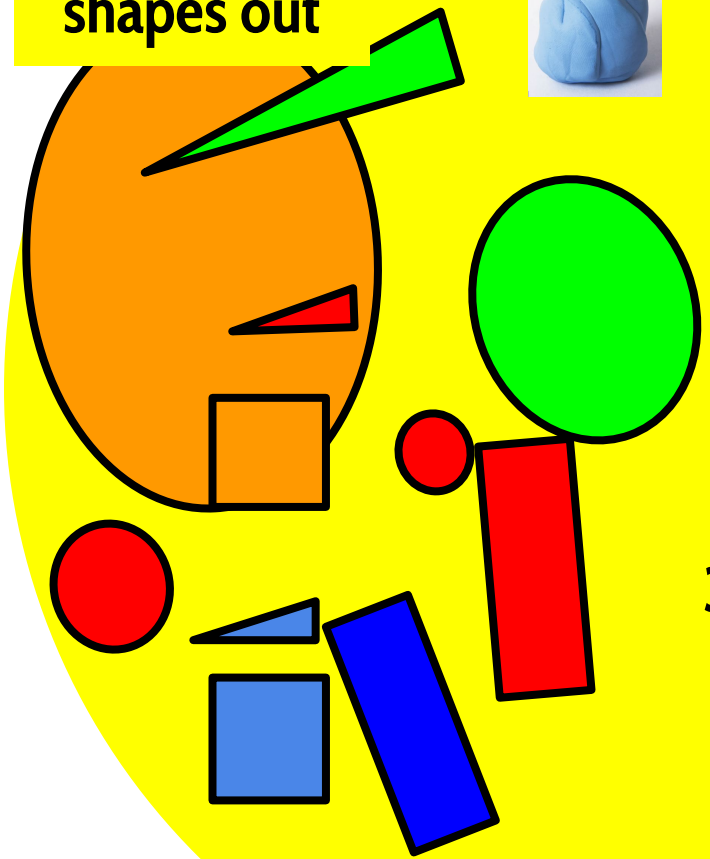
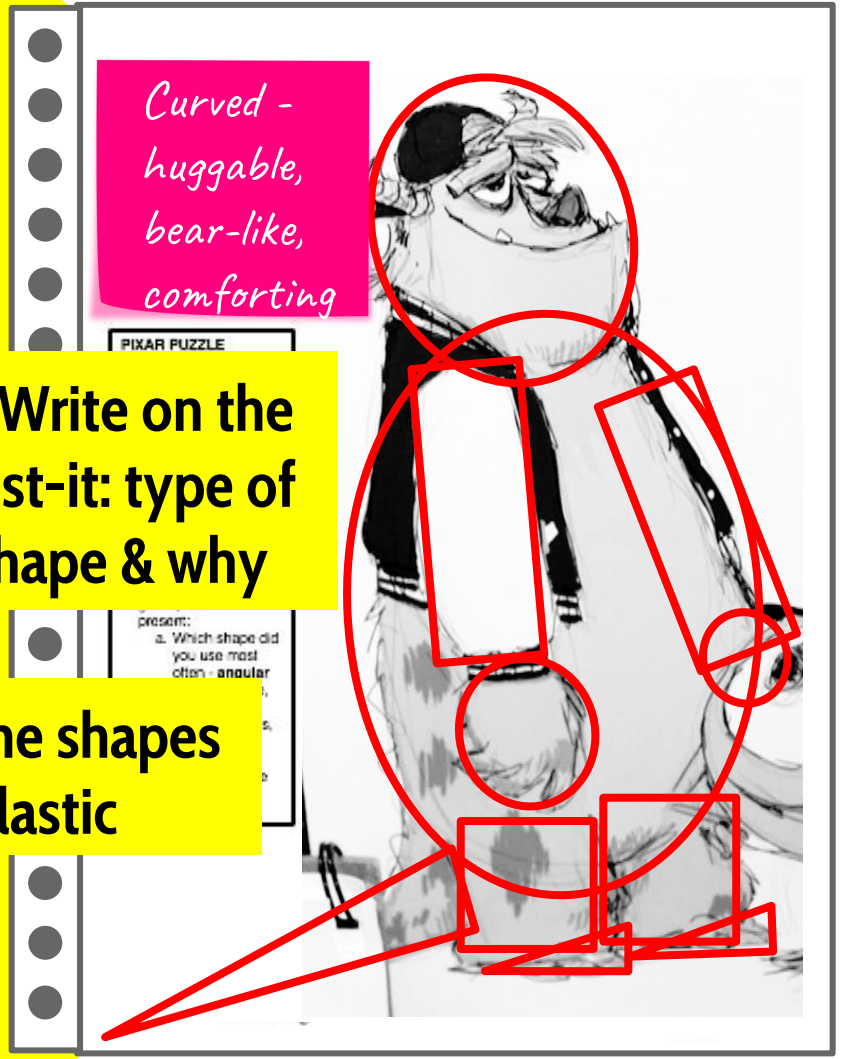
1. Take the shapes out

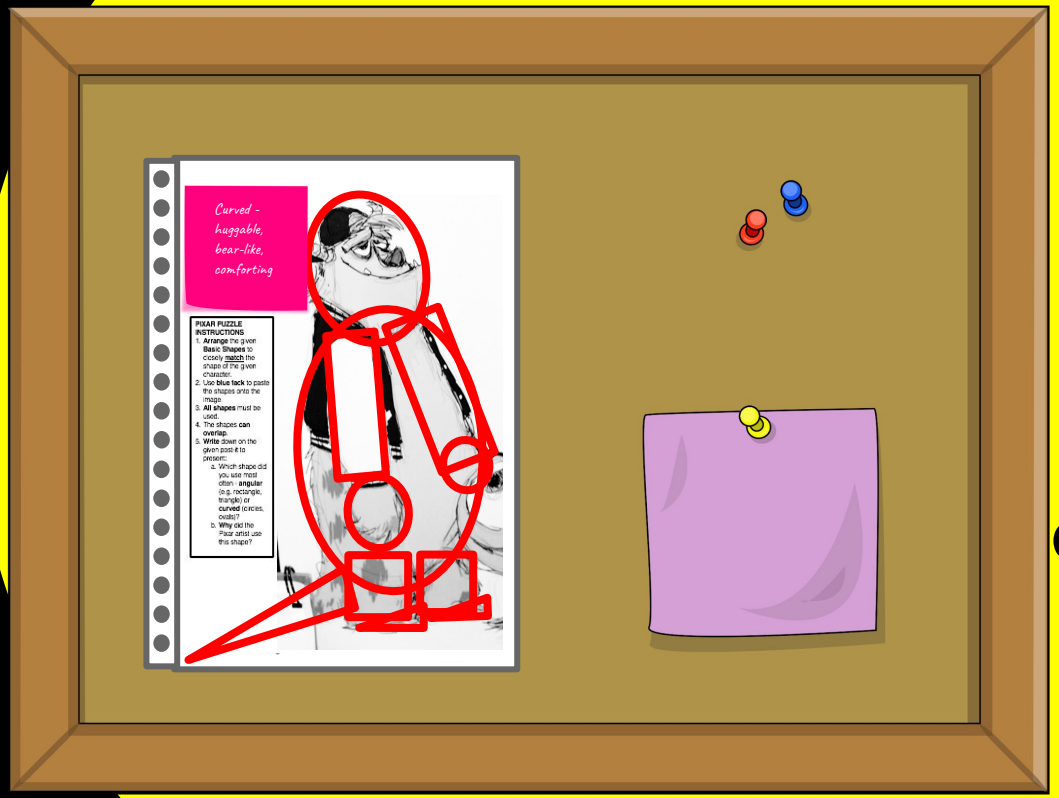
2. Use the blue tack



3. Arrange the shapes in the plastic

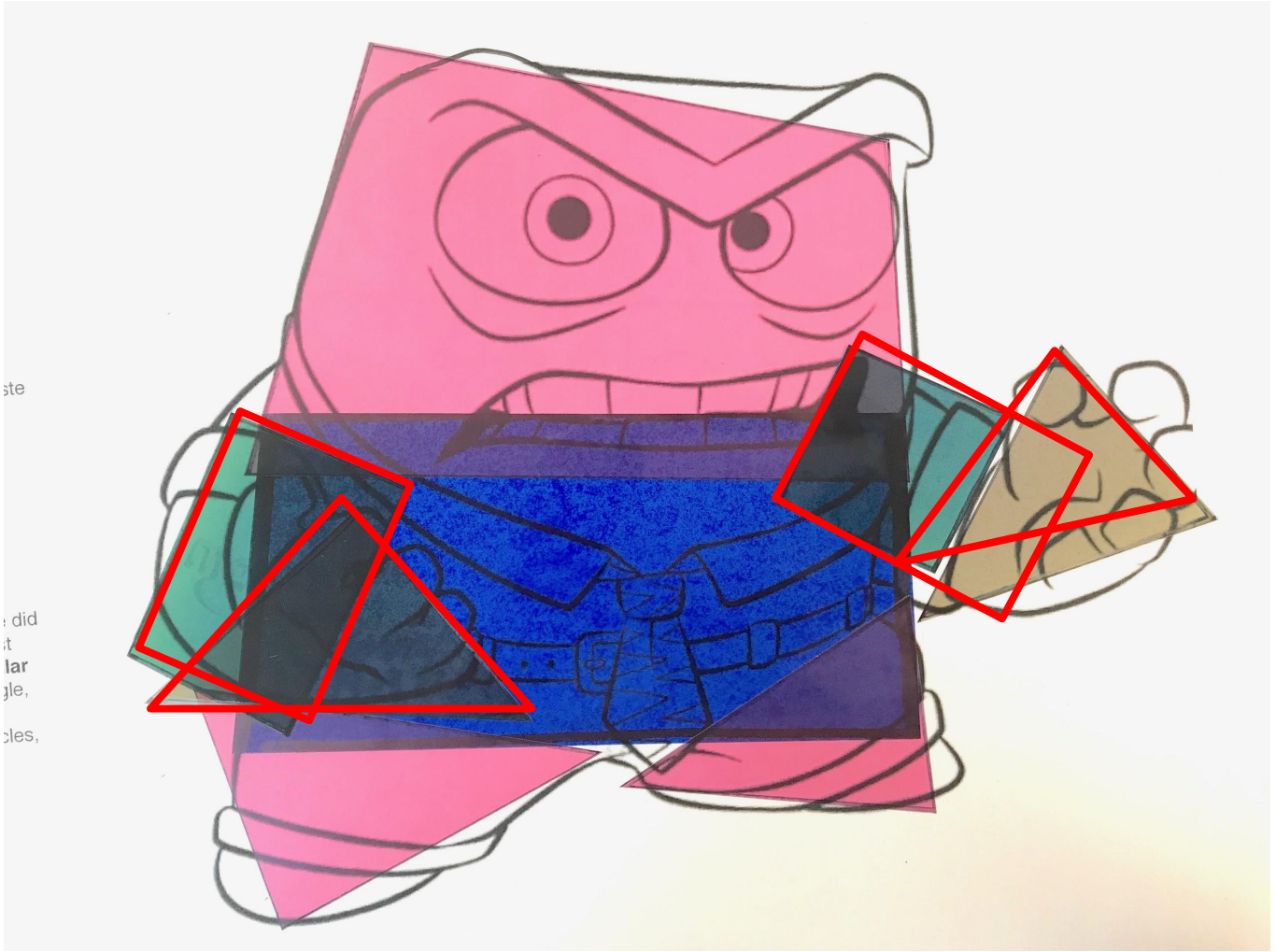
4. Write on the post-it: type of shape & why



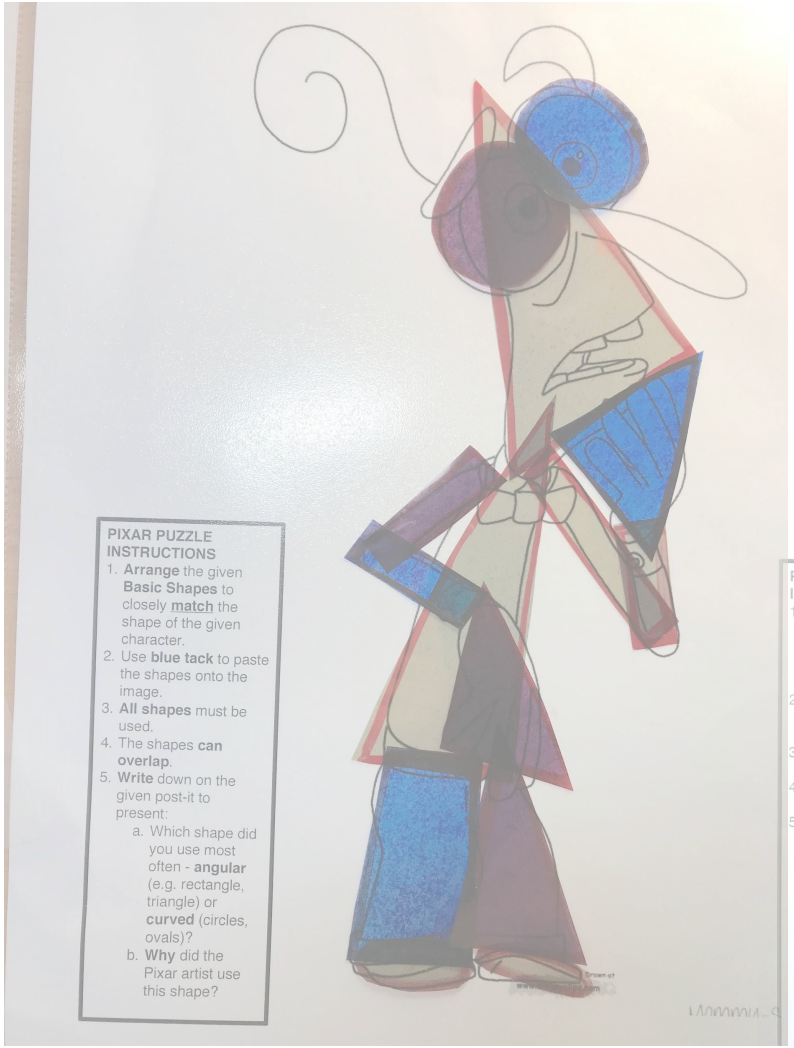


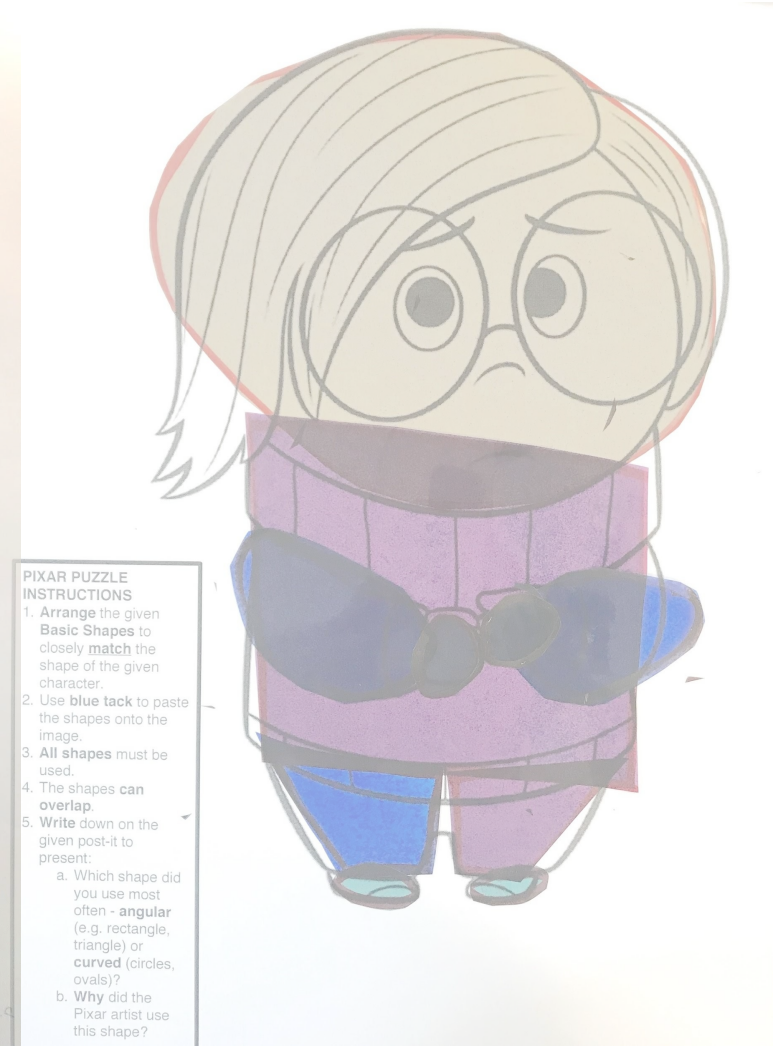
Before **4 minutes** are up, put up the completed puzzle on the noticeboard

Possible Answers

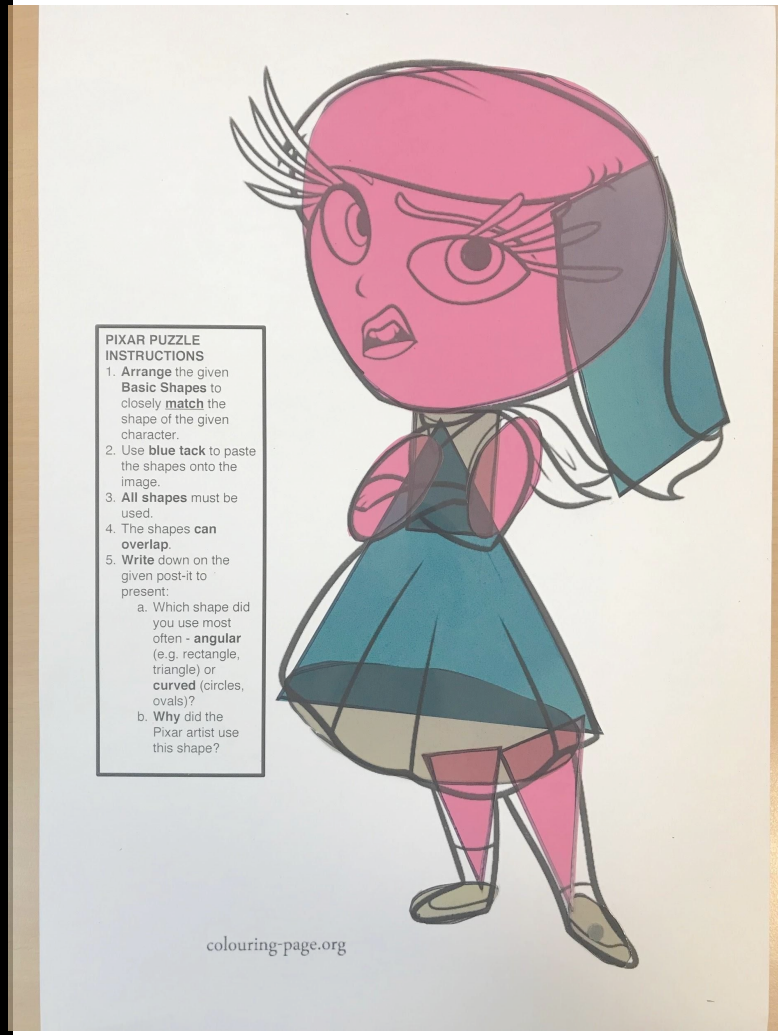


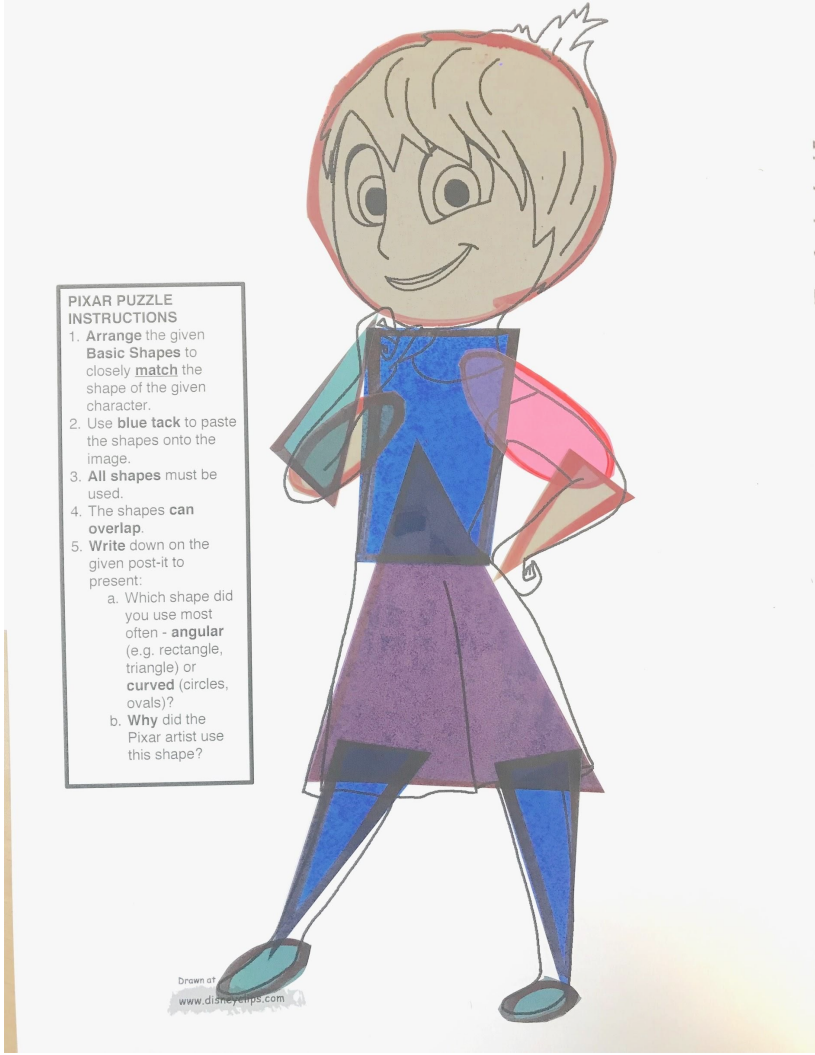
Possible Answers





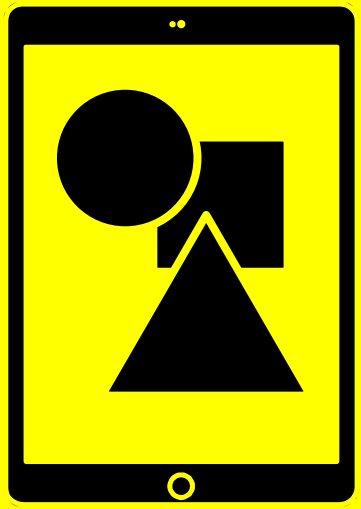
Possible Answers

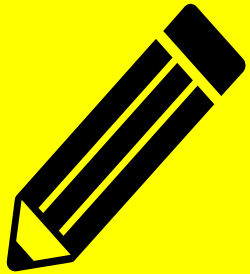




T3W4

Drawing using Basic Shapes





Lesson Overview

Intro 2 min

1. Term 3 Progress

Lesson 15 min

2. Drawing using Basic Shapes

Art-Making 40 min

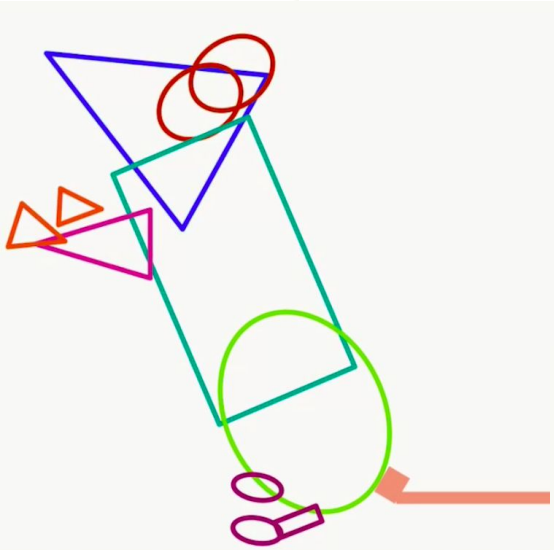
3. Work Time

9AM UPLOAD, RETURN TOOLS

Digital Tracing Clarifications 3 min

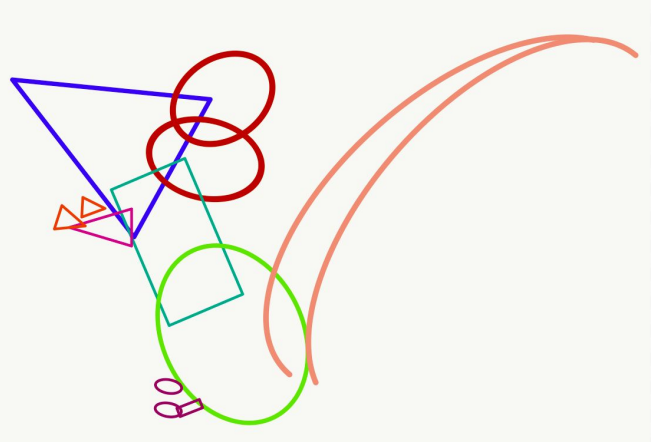
4. Recap: Digital Tracing - Expectations
5. Review Digital Tracing feedback & improve at home

Term 3 Progress

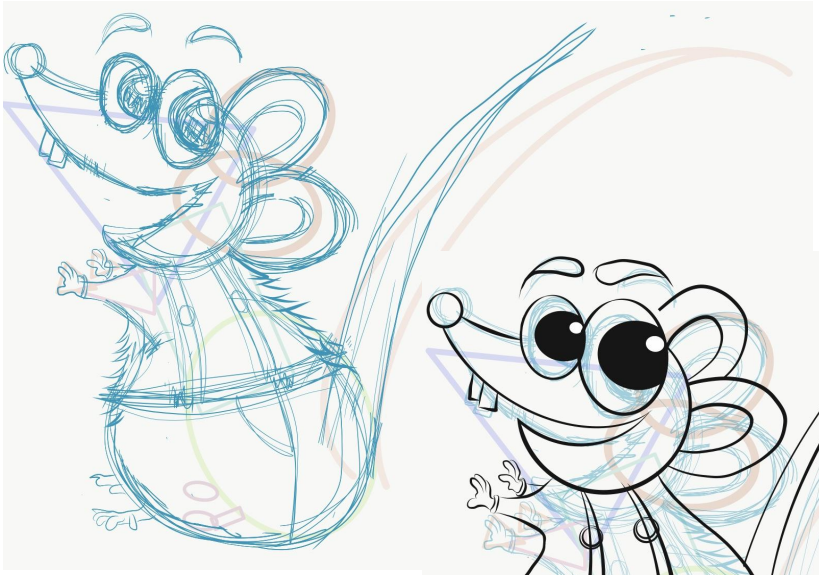


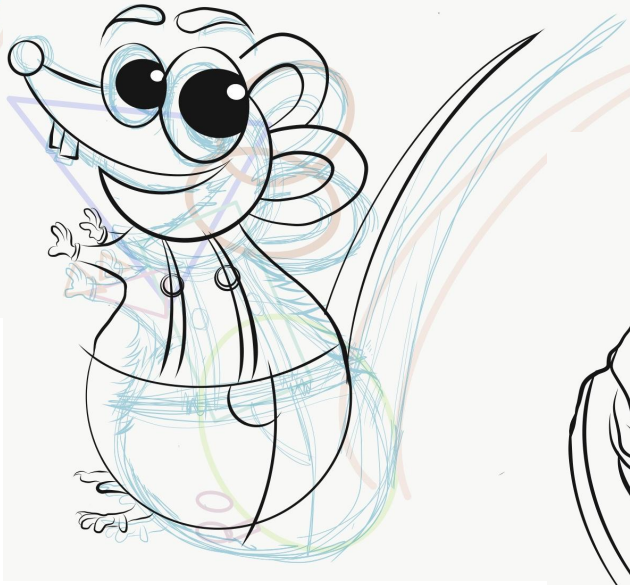
#80556318

W4

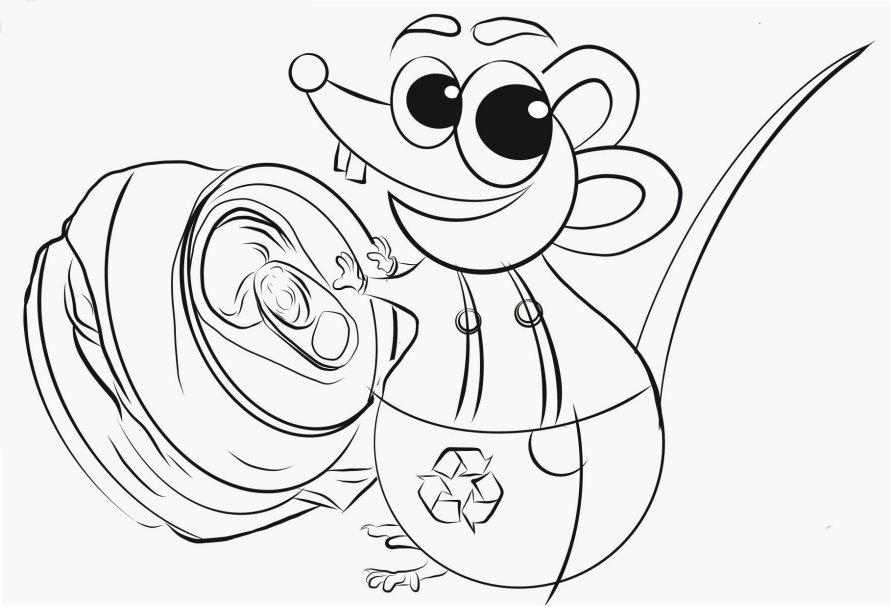


W1-3





W4-6



Your **Manipulated Character Design** (CA2 40%) will:

A. Be **Clear** & Complete

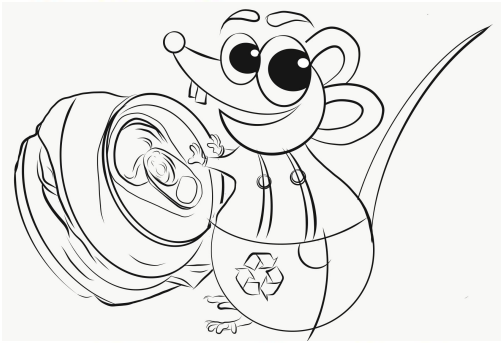
with clearly drawn lines and shapes (25m)

B. Be **Detailed**

with animal features & textures, e.g. fur, patterns, scales, claws (25m)

C. Be **Relevant**

to Saving the Environment (25m)



D. Show **Balance** & **Contrast**

with the use of contrasting Basic Shapes that are balanced on both ends (25m)

TODAY

(1) Identify
(2) Draw
(3) Exaggerate
Basic Shapes

on Adobe Draw

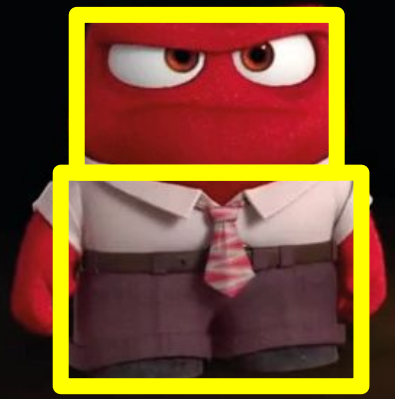
How do we use Basic Shapes to create interesting characters?

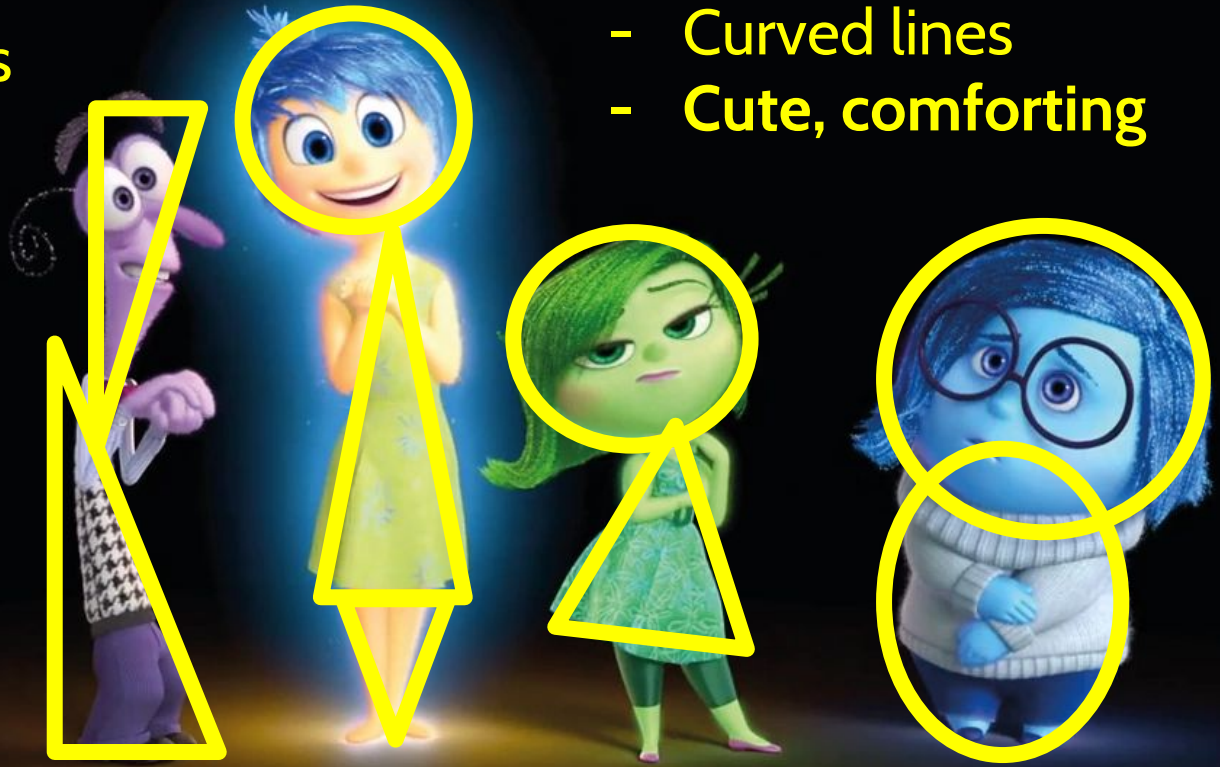
Angular shapes:

- Sharp corners
- Straight lines
- **Unfriendly, uncertain**

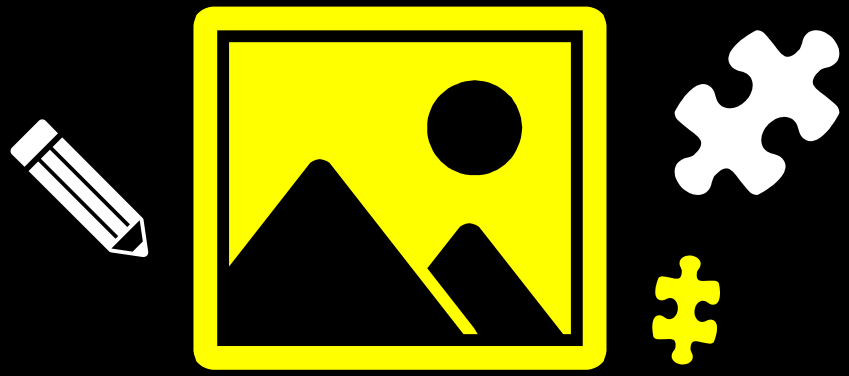
Curved shapes:

- Curved lines
- **Cute, comforting**





BOTH: To show balance



Pixar artists use Basic Shapes to

CONSTRUCT THE COMPOSITION

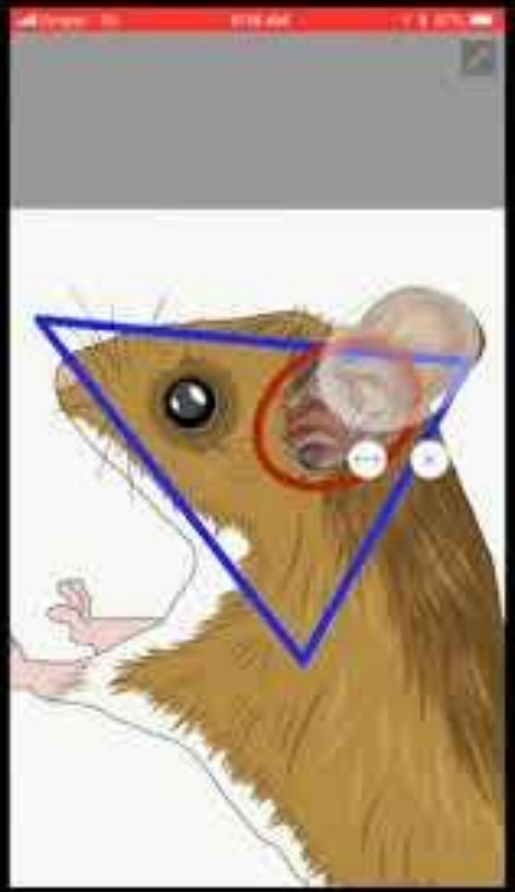
of the character design

Pixar artists use Basic Shapes to

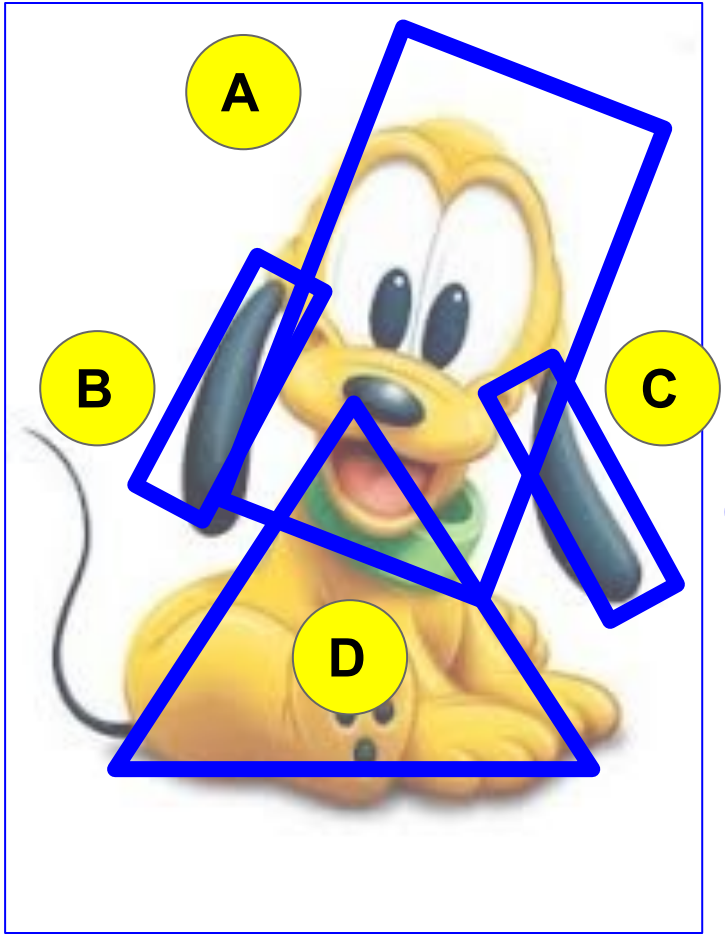
CONVEY THE PERSONALITY

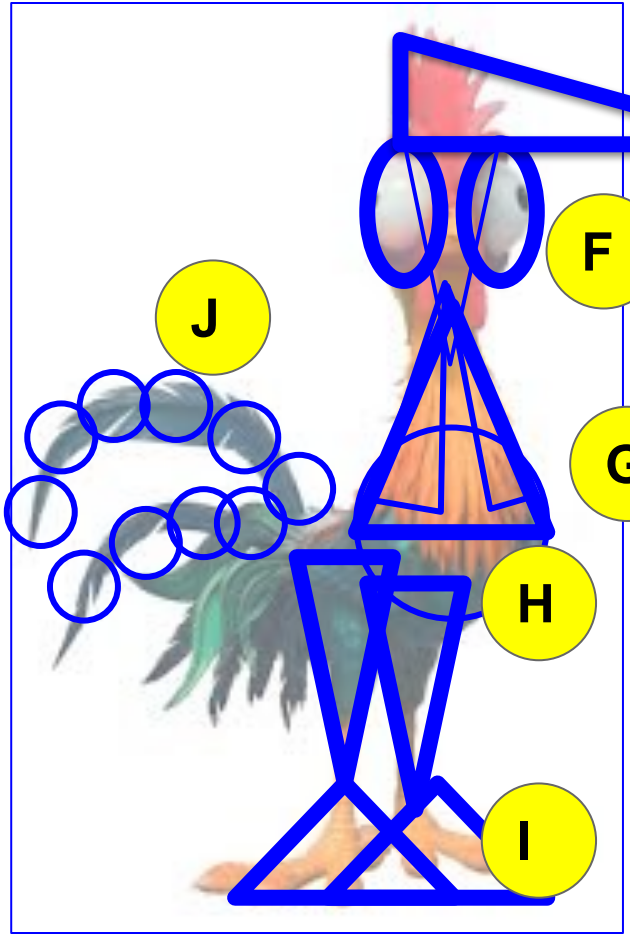
of the character

Drawing using Basic Shapes



What errors do you see?





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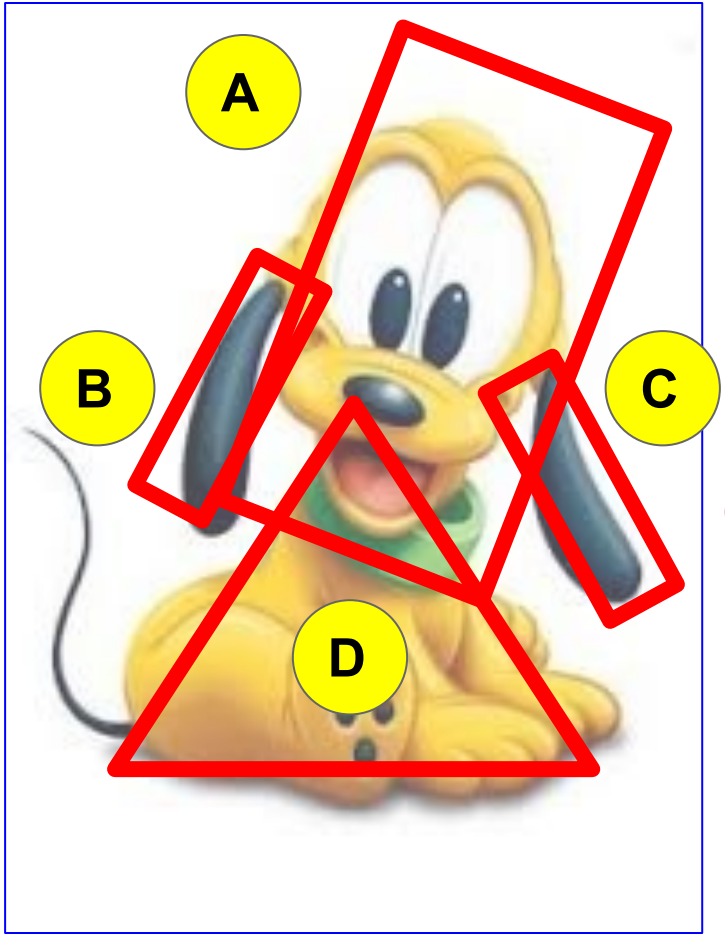
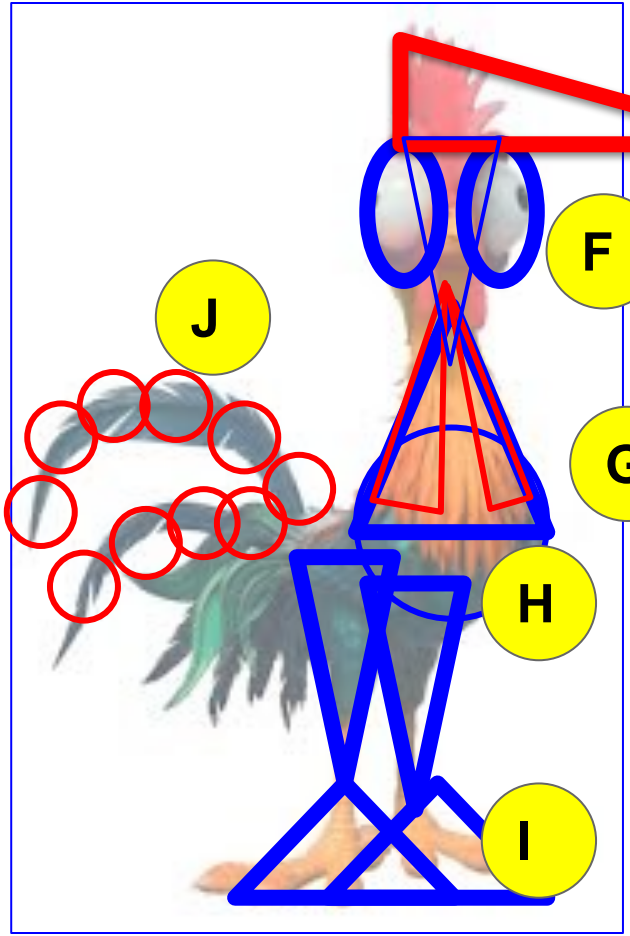




NOTE:

Identify basic shapes for important body parts to be manipulated later:

- Head
- Eyes
- Ears
- Limbs
- Paws/feet
- “Hands”
- Tail
- Wings
- Fins

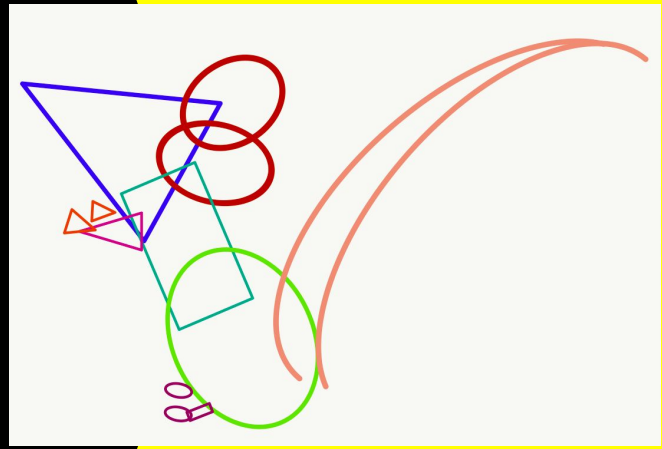
<u>NO BASIC SHAPES</u> FOR:

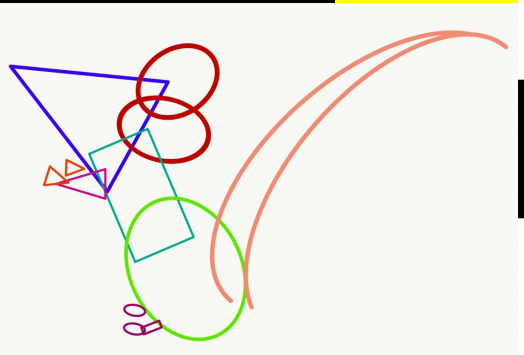
- Textures
- Fur
- Scales
- Patterns
- Claws
- Small details

If you find yourself drawing many shapes in 1 area, you need to stop and check.

Exaggerating Basic Shapes

Which Principles of Design do we need to create a beautiful character design?





rhythm

balance

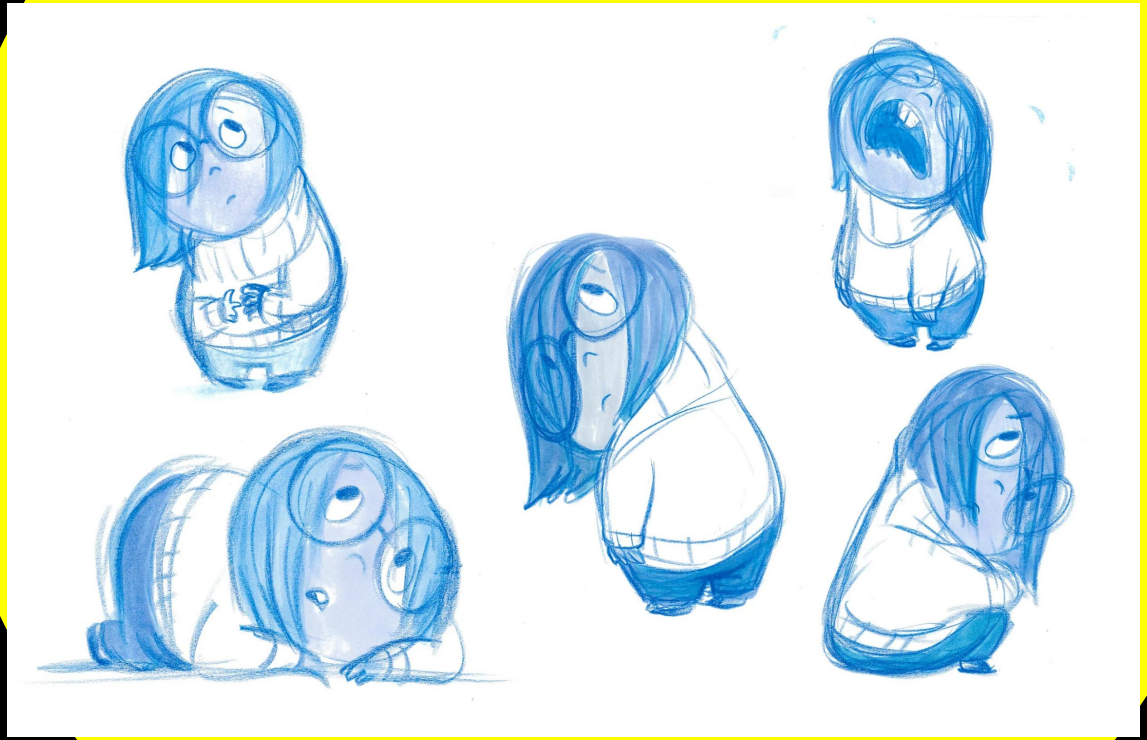
unity

THE PRINCIPLES OF DESIGN

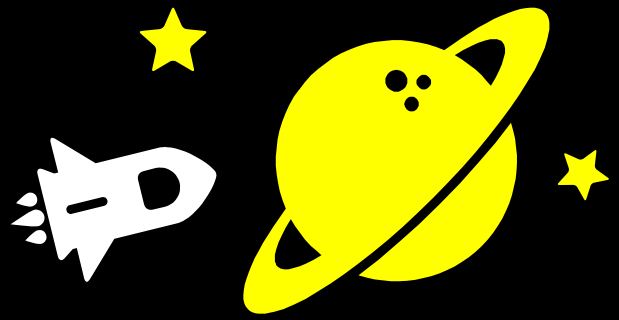
proportion

contrast

dominance

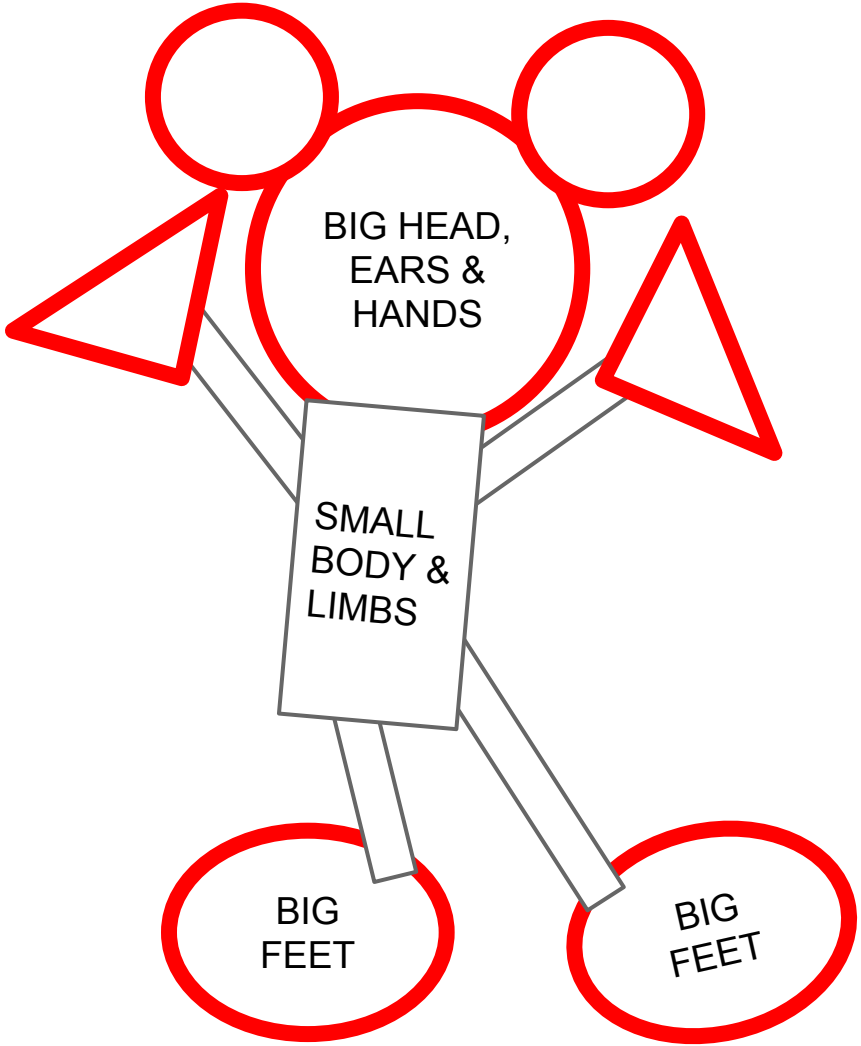


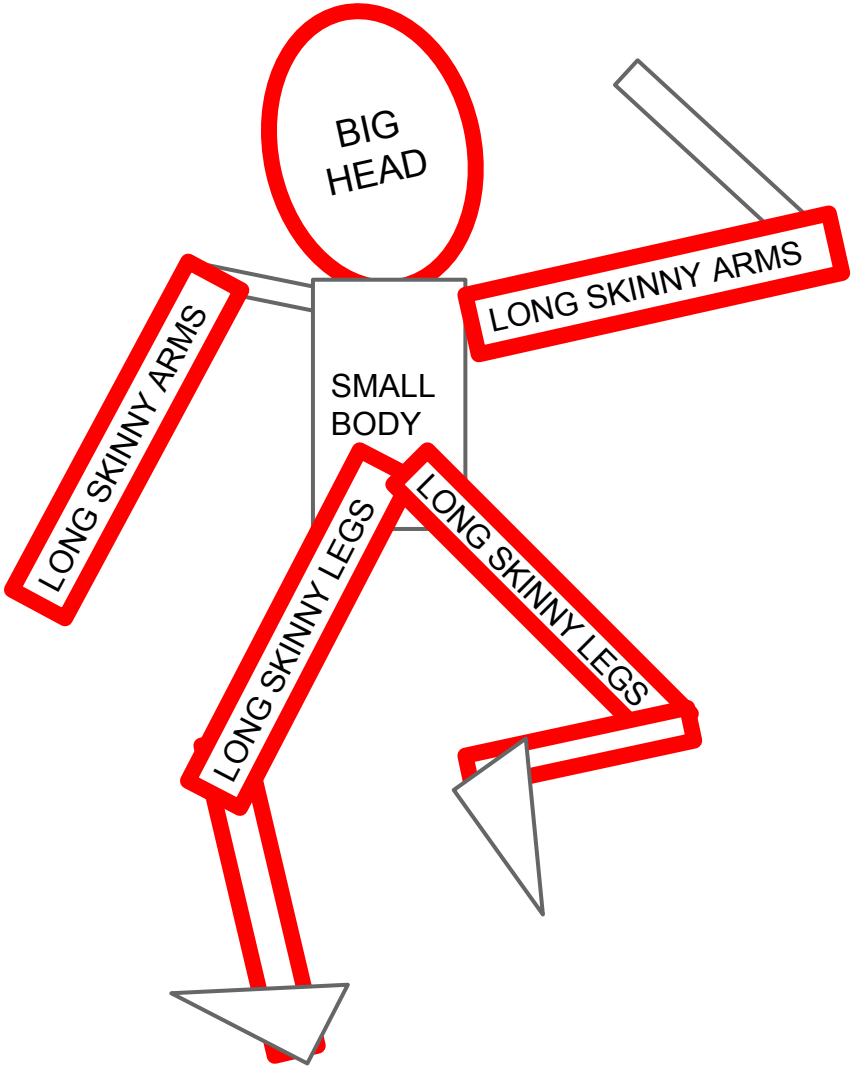
With EXAGGERATION, the sky's the limit, but we must have...

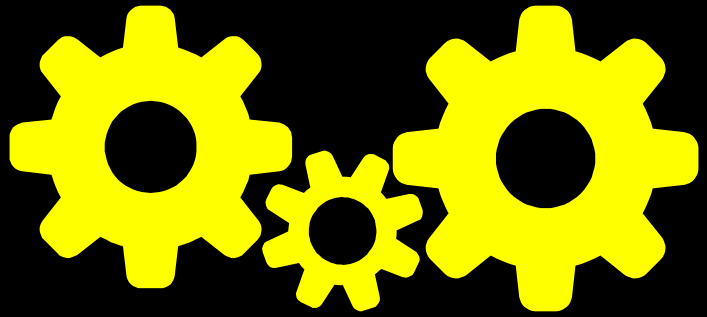


CONTRAST

by arranging OPPOSITE/DIFFERENT
shapes together

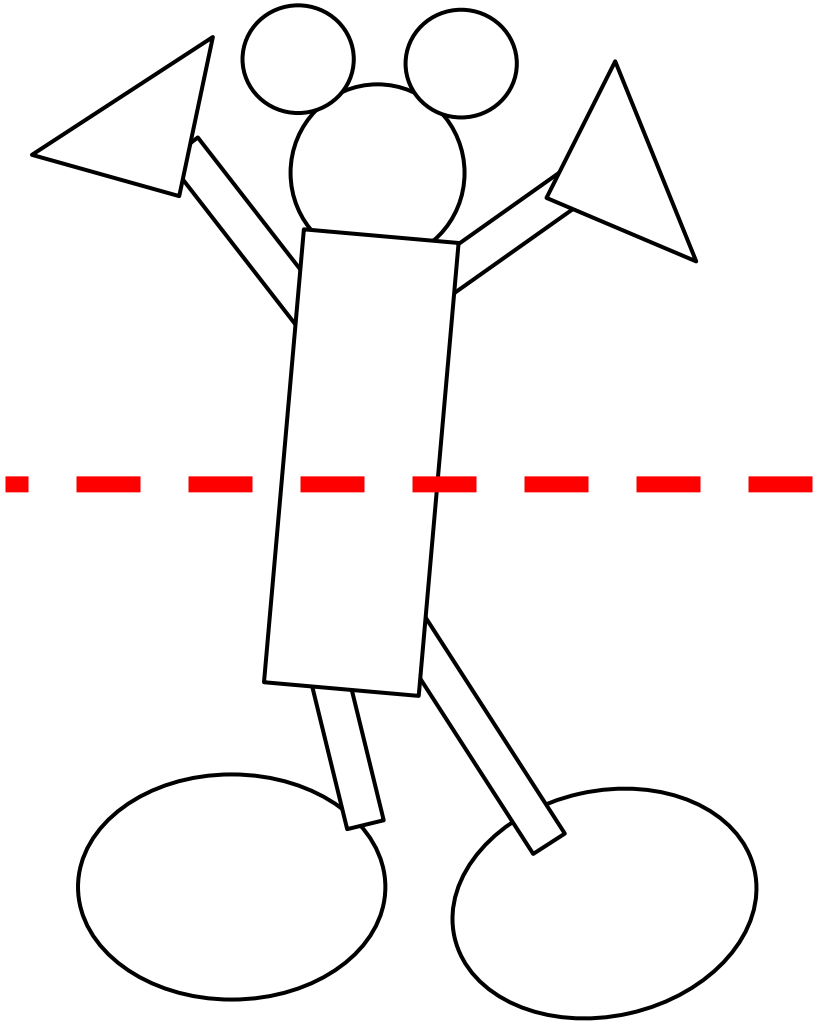

BIG HEAD, EARS & HANDS
SMALL BODY & LIMBS
BIG FEET
BIG FEET

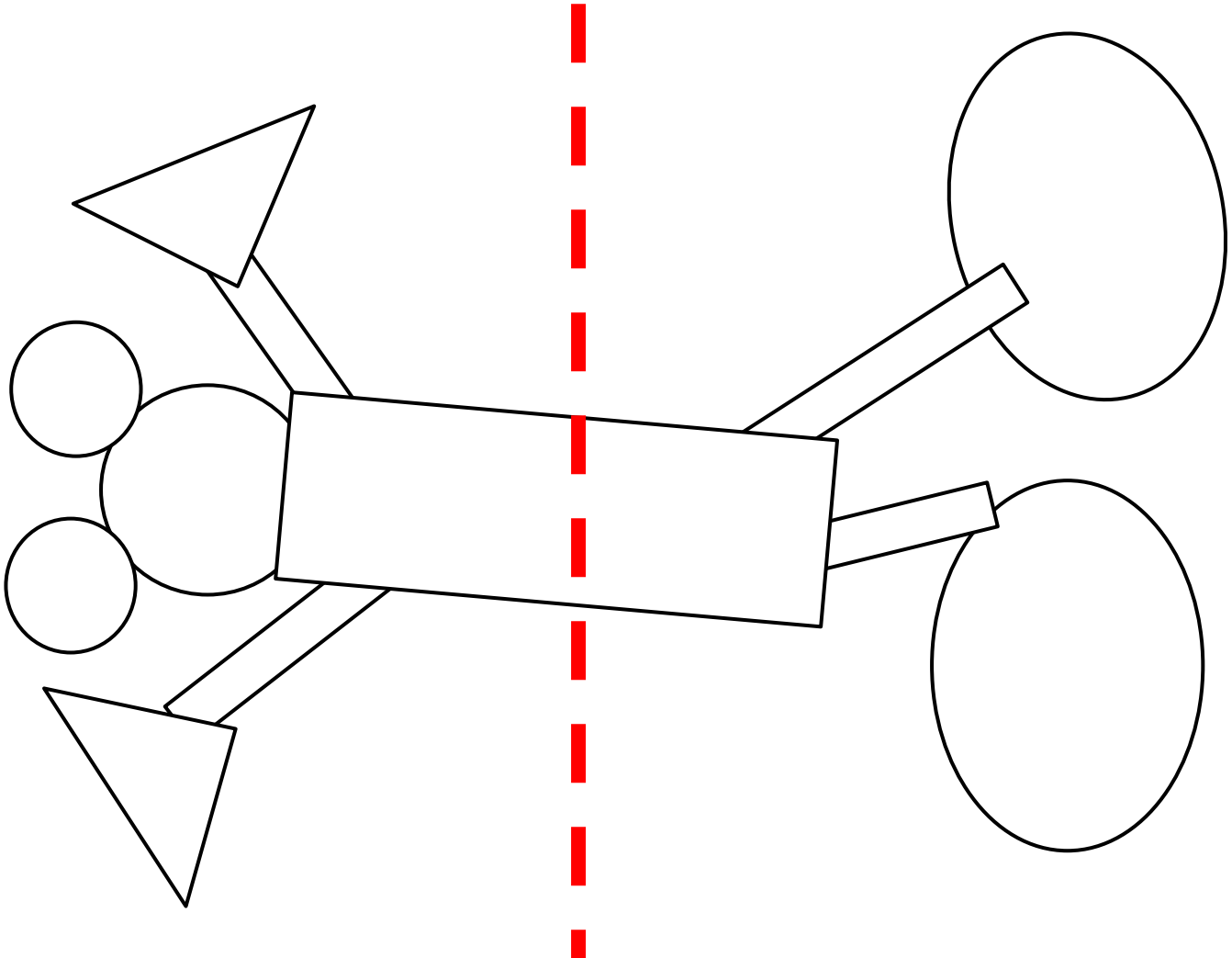

BIG
HEAD
LONG SKINNY ARMS
LONG SKINNY ARMS
SMALL
BODY
LONG SKINNY LEGS
LONG SKINNY LEGS

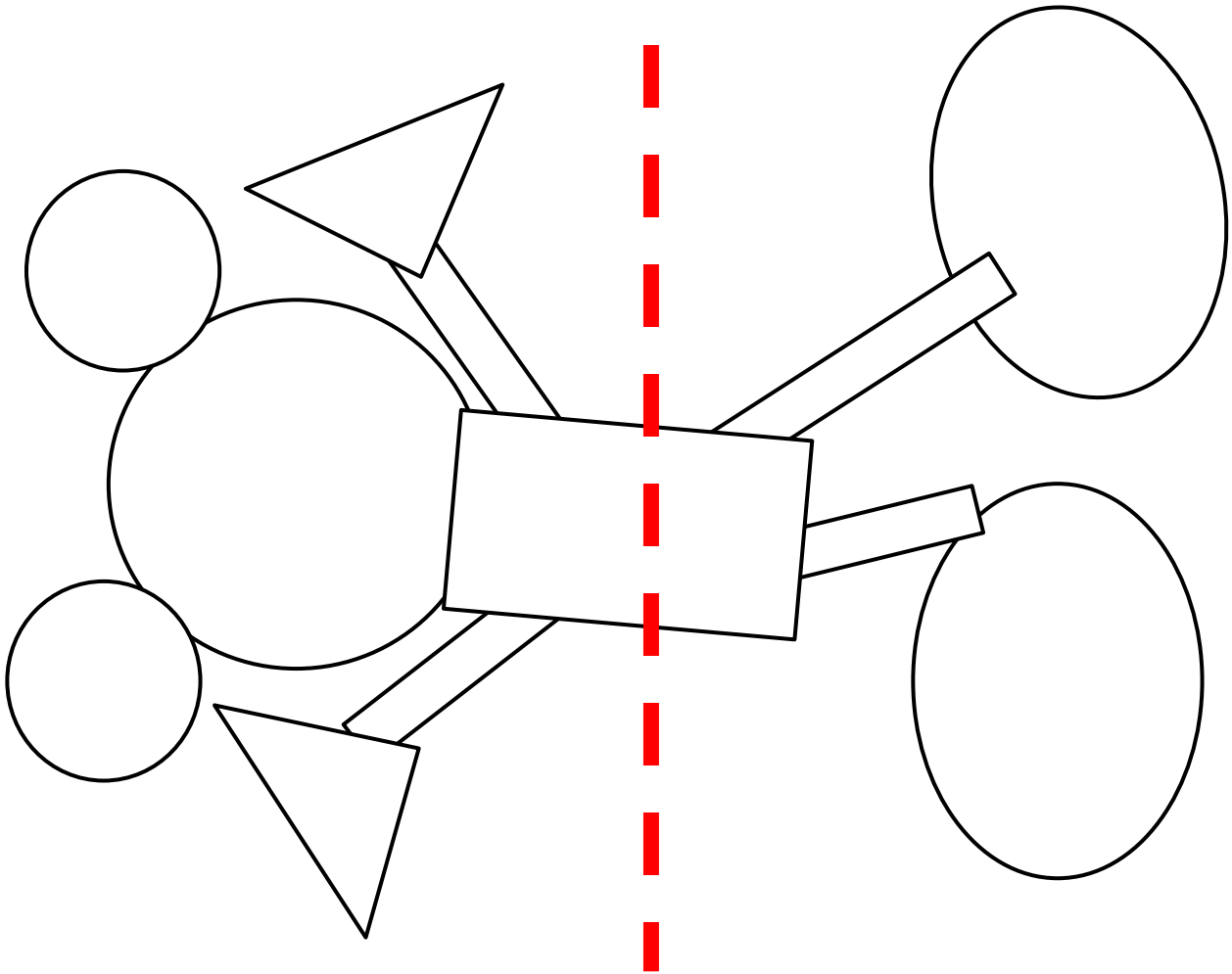


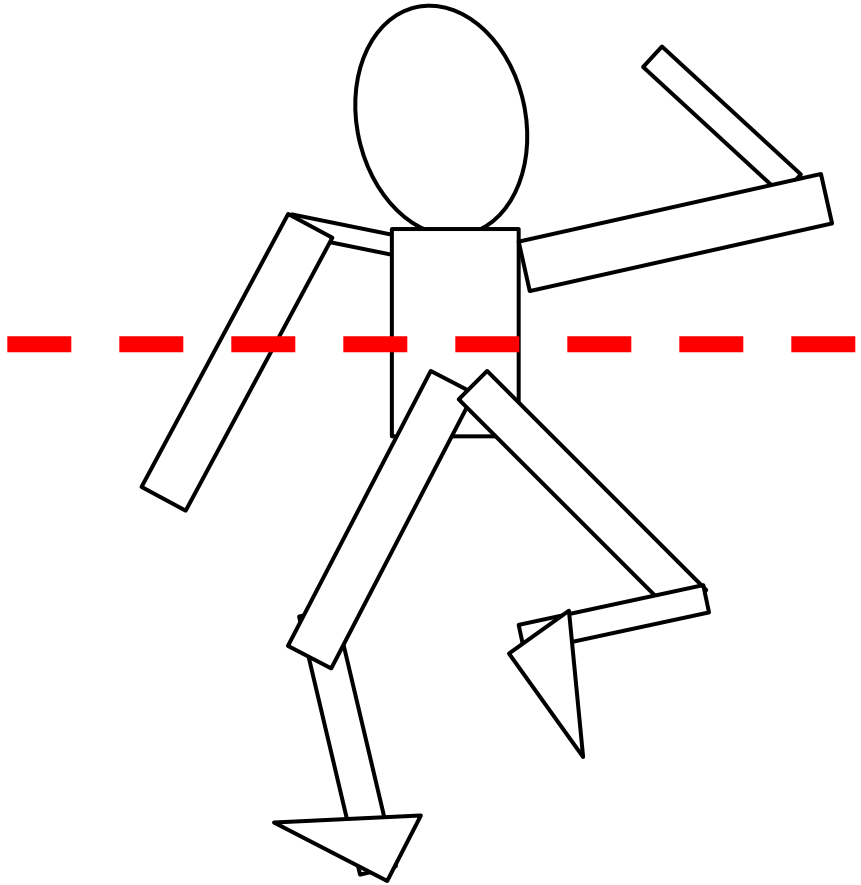
BALANCE

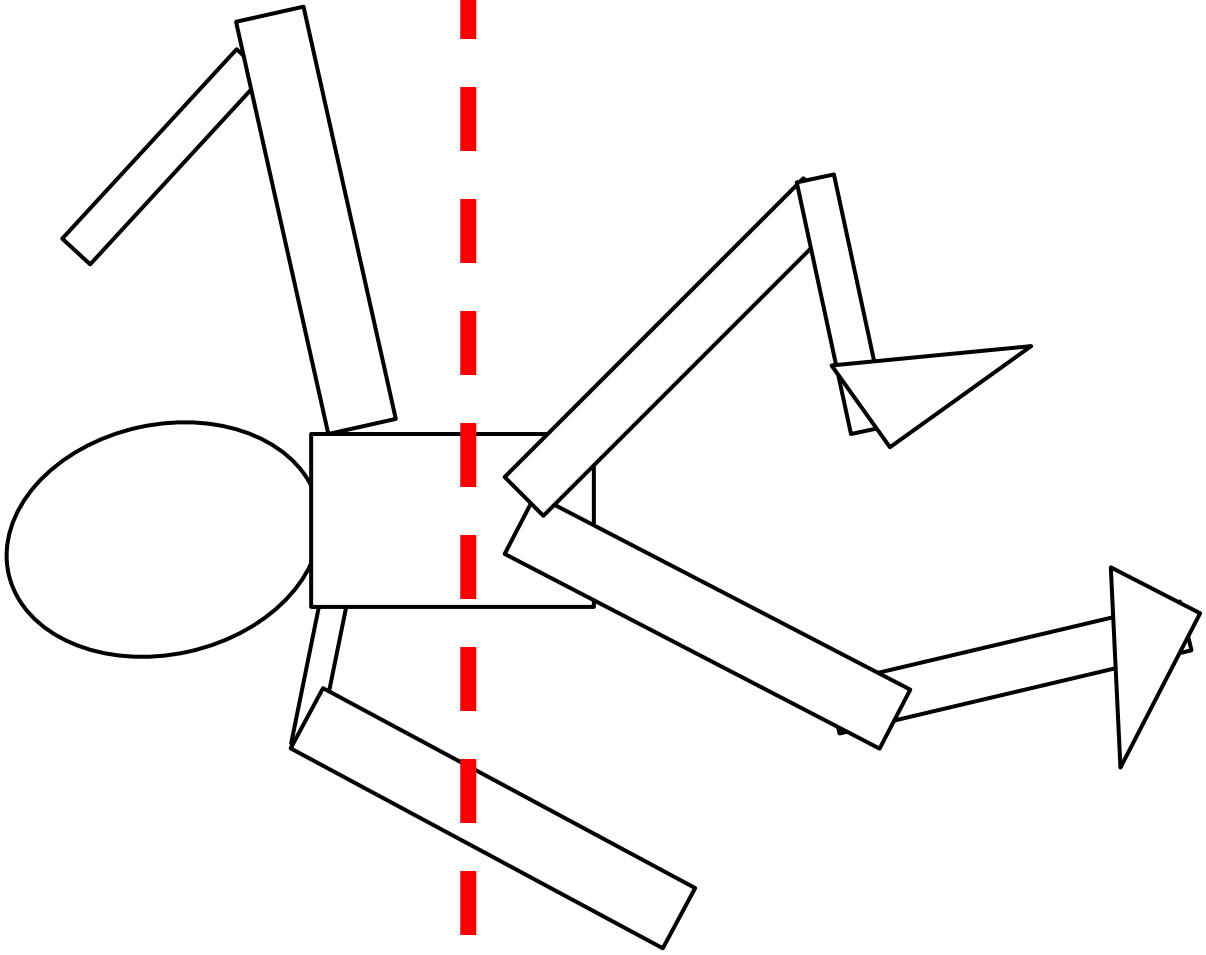
by ensuring each side of the image has equal weight

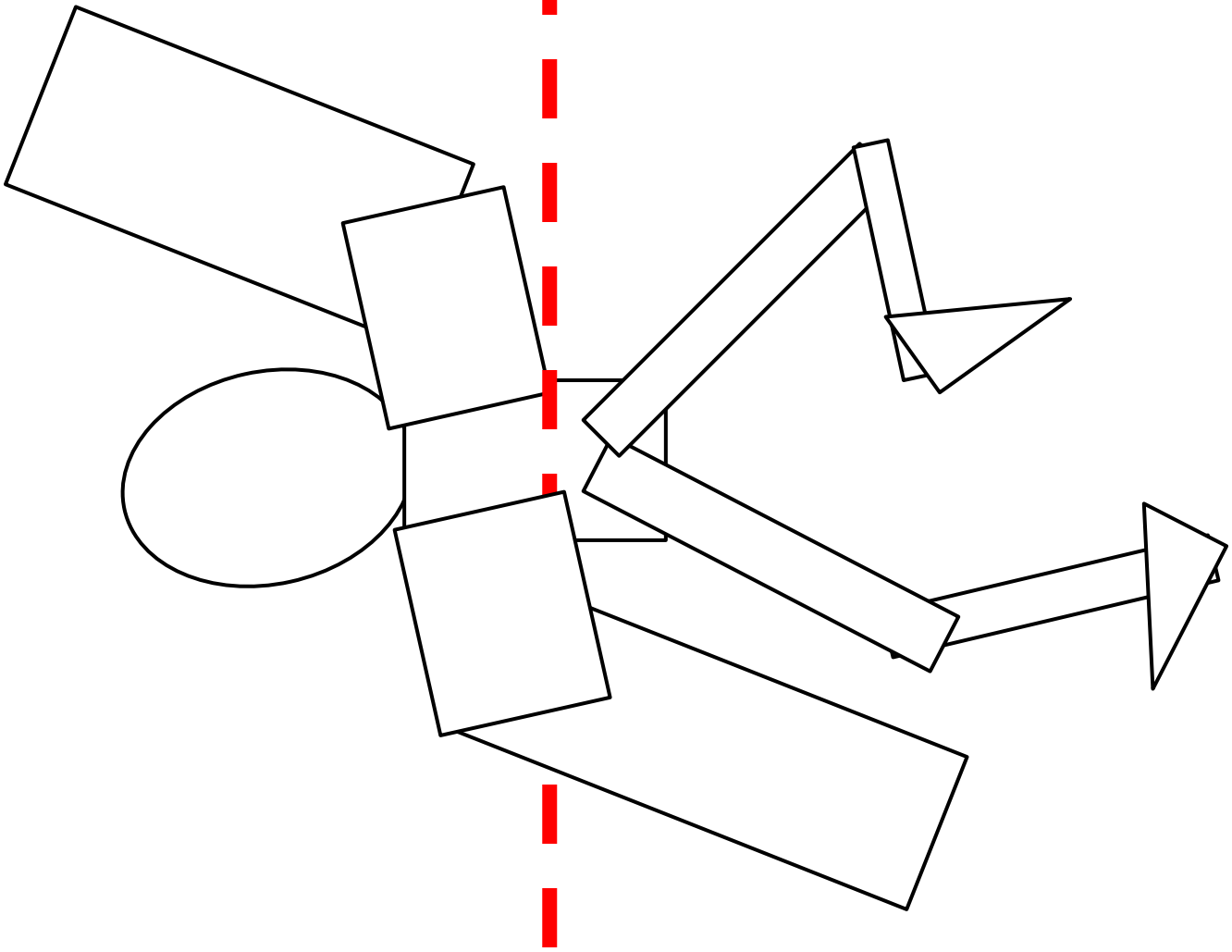


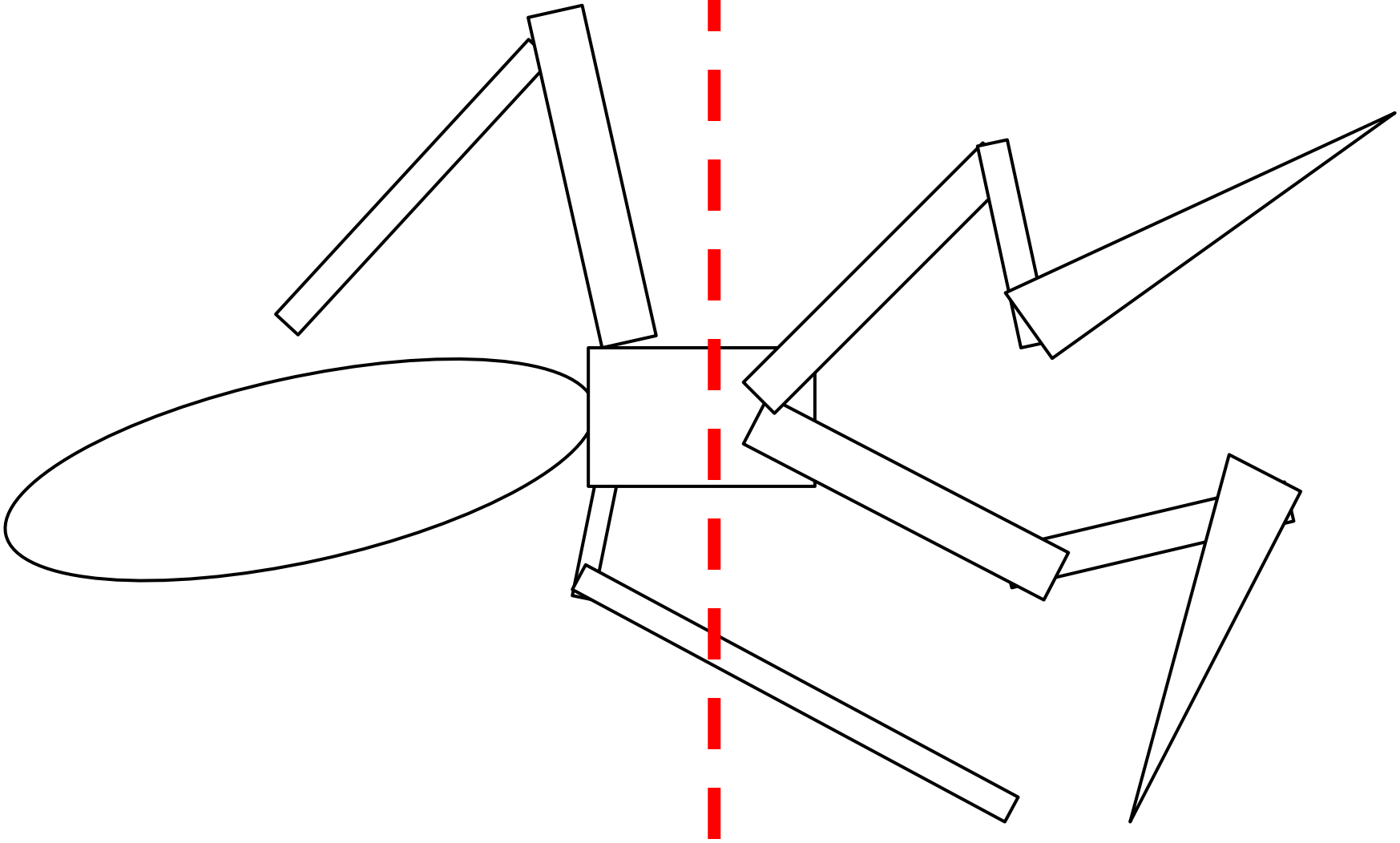








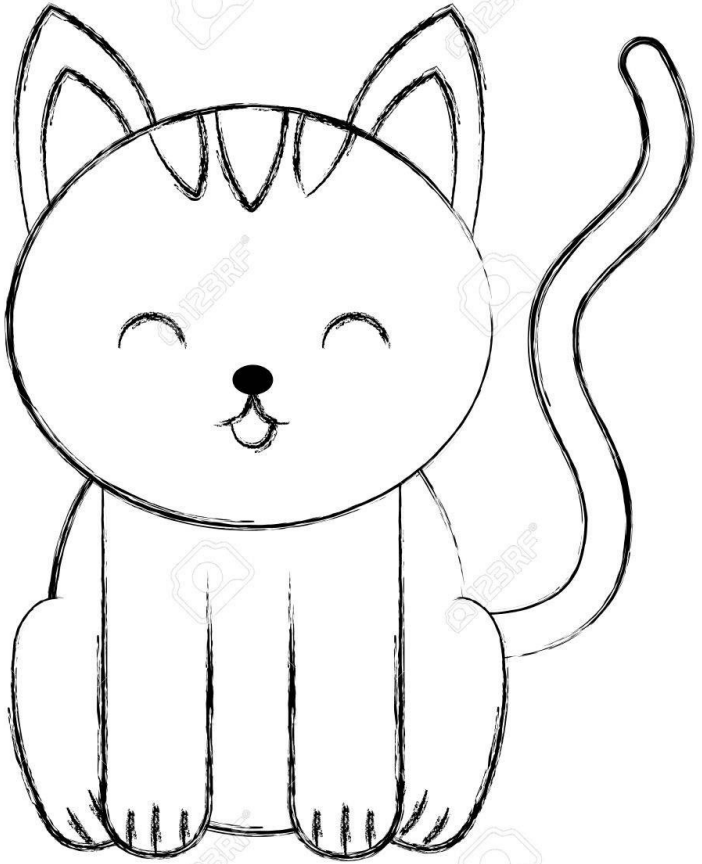




Exaggerate Basic Shapes

Rough Sketch

Which drawing has more **personality?**



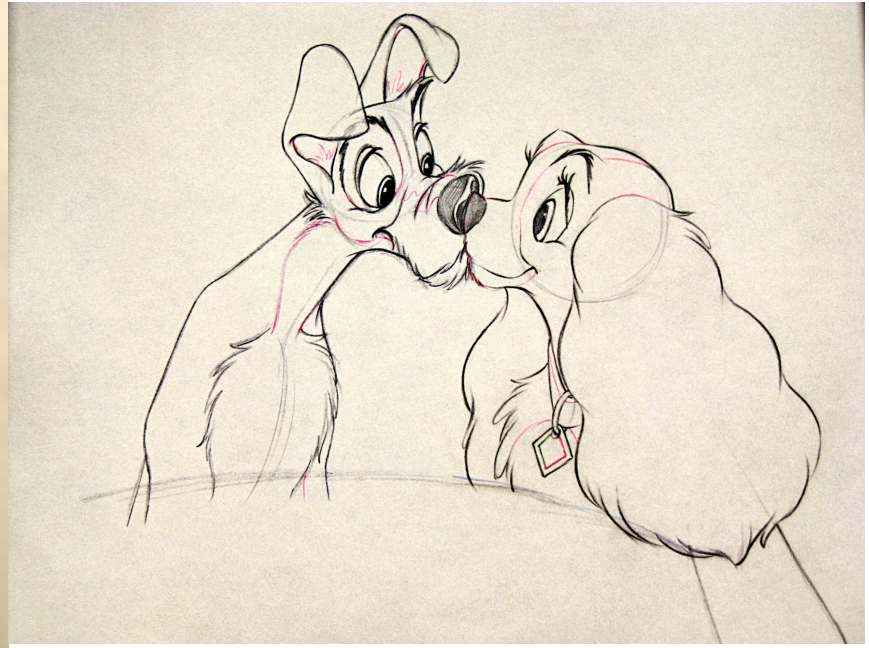
What makes a **successful character drawing?**

Always based on reality

Original Disney Drawings

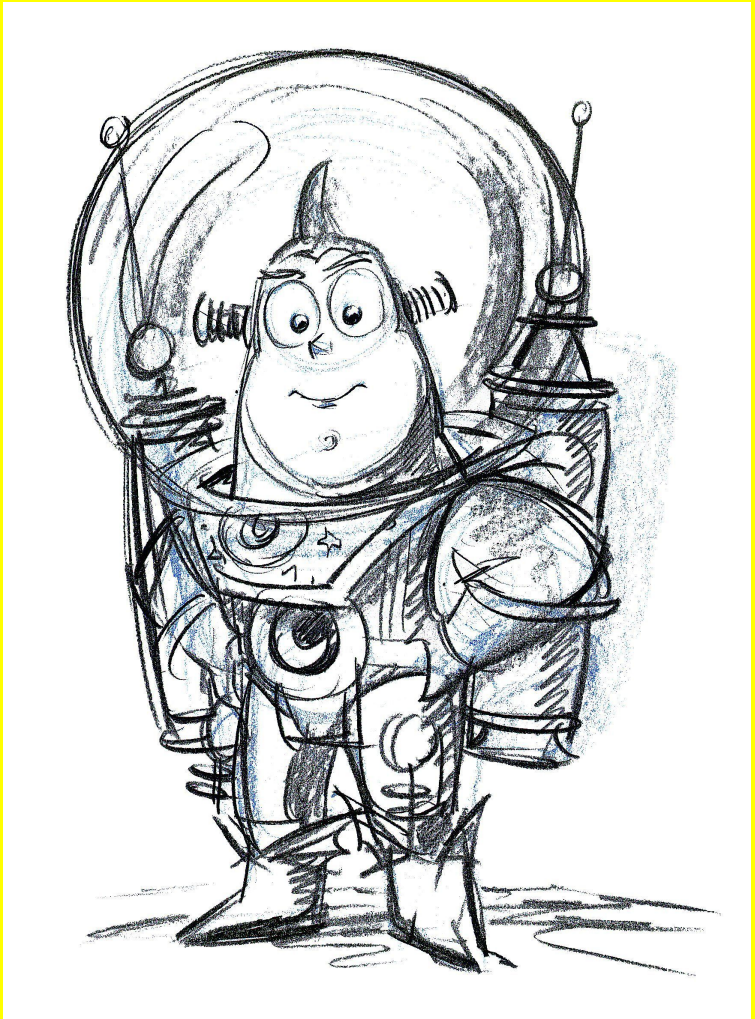
Mixture of realistic and imaginative details

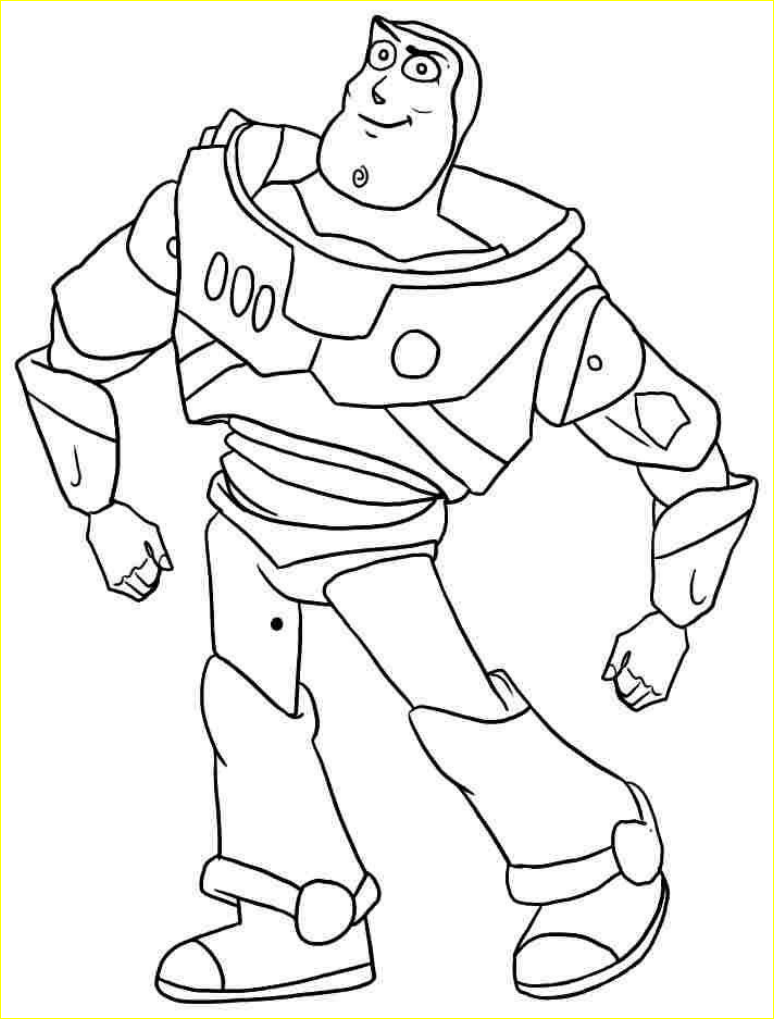
Original Disney Drawings



Use of thick and thin lines

Which do you prefer? Why?





Rough Sketch

Your **Manipulated Character Design** (CA2 40%) will:

A. Be **Clear** & Complete

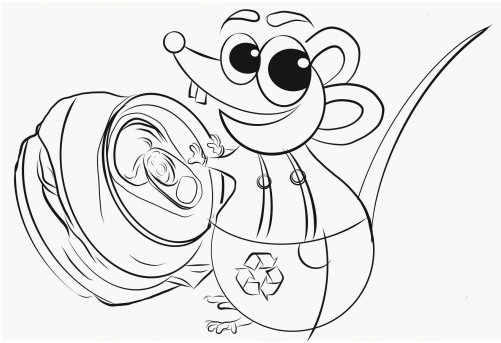
with clearly drawn lines and shapes (25m)

B. Be **Detailed**

with animal features & textures, e.g. fur, patterns, scales, claws (25m)

C. Be **Relevant**

to Saving the Environment (25m)

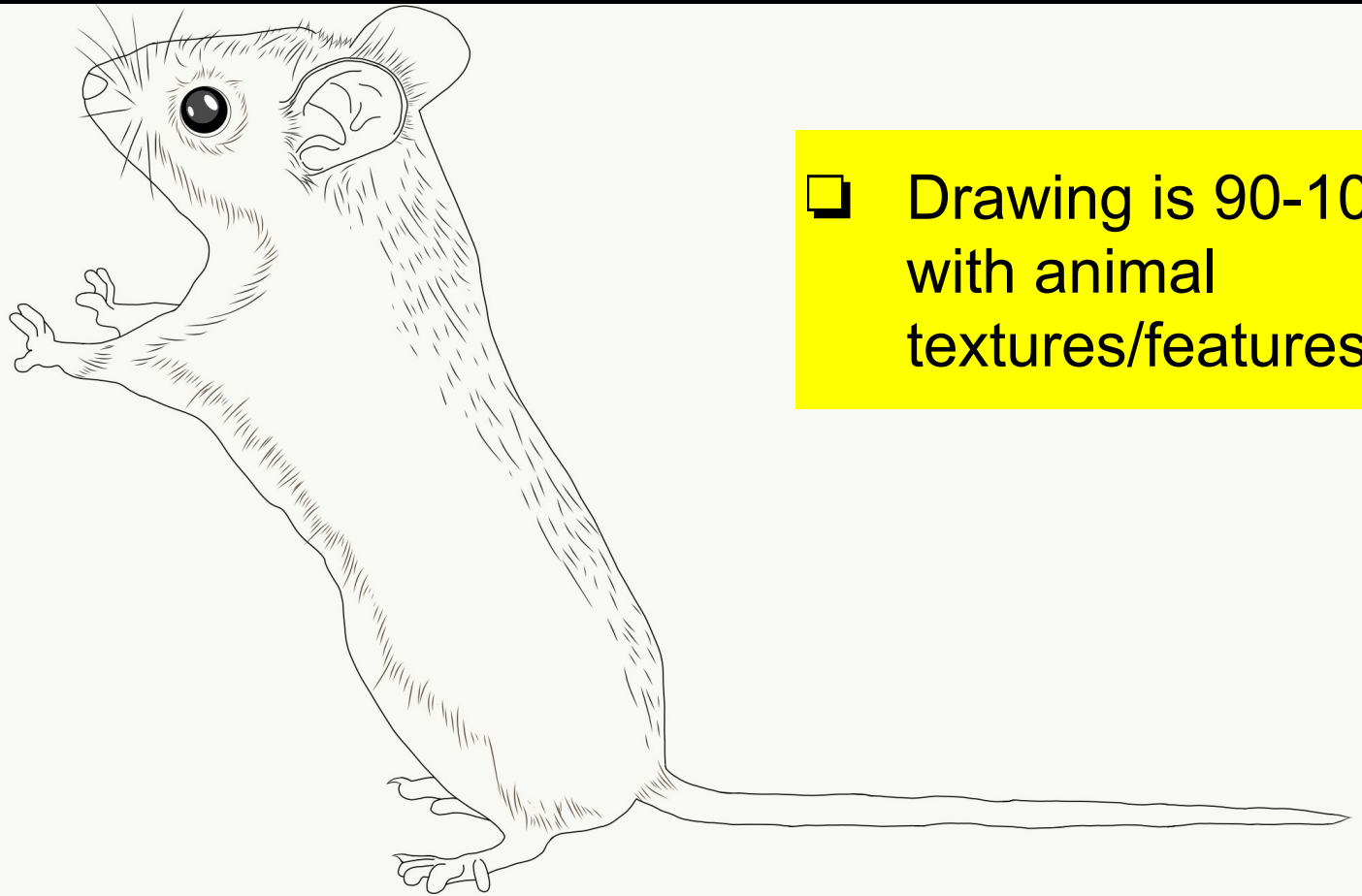


D. Show **Balance** & **Contrast**

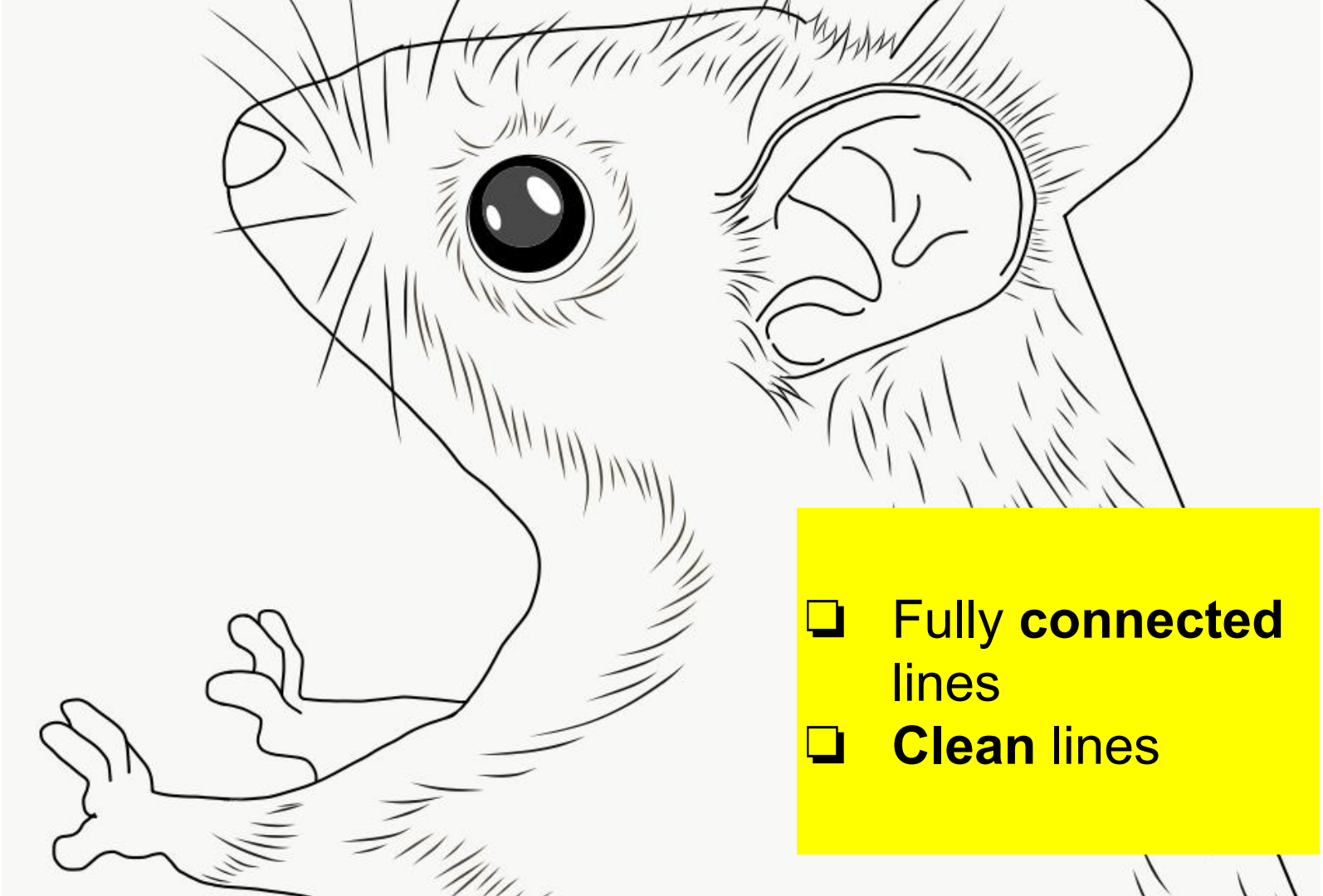
with the use of contrasting Basic Shapes that are balanced on both ends (25m)

Digital Tracing Feedback

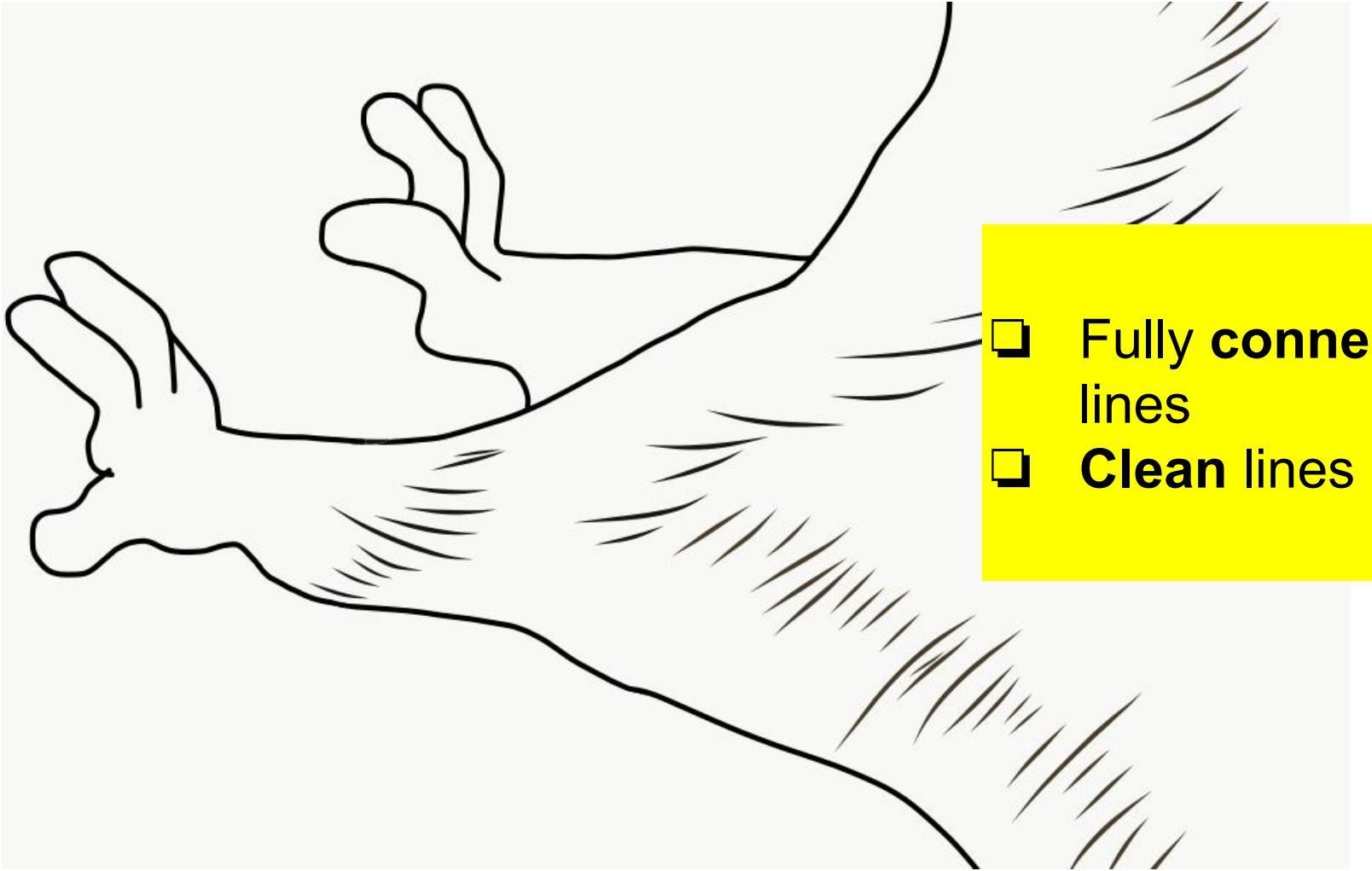
Expectations of Your Artwork



- Drawing is 90-100% filled with animal textures/features



- ❑ Fully **connected** lines
- ❑ **Clean** lines



- Fully **connected** lines
- **Clean** lines