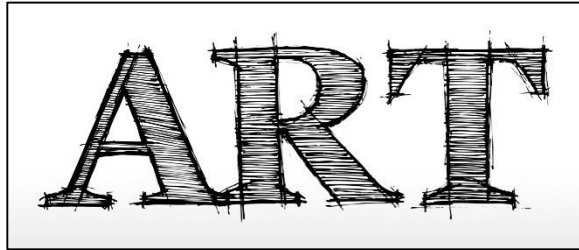


BWT YEAR 9



HOME LEARNING BOOKLET part 2

CONTENTS

- TASK 4 – HOMAGE TO AN OBJECT
- TASK 5 – ONCE UPON A TIME
- TASK 6 - IDENTITY
- EXTENSION TASK – CREATIVE DRAWING CHALLENGES

TASK 4 PROJECT

Homage to the Object

To further continue your studies into the use of the everyday object in art you have been tasked with producing an artwork that acts as a 'homage' to any object/s of your choice.

Homage to the Object

49 HOME-LEARNING PROJECT

celebrating
the everyday,
using everyday
objects in new
and innovative
ways to make art
of or with!



Project Examples

Task 1



Task 2

Produce a series of drawings (3 minimum) in a range of mediums of your chosen object



Produce a research page on an artist or artist of your choice that use or are inspired by everyday objects in their work - not claes Oldenburg!!

The Final Piece

Develop an original artwork to act as a homage to an everyday object of your choice



You will need to do the following:

1. Produce a series of drawings (minimum of 3) in any chosen medium of your chosen object/s
2. Produce a research page on an artist/s of your choice that uses or are inspired by everyday objects in their work such as Tony Cragg, Marcel Duchamp.
3. Create a final piece inspired by your chosen object/s and the artists you have studied in any media (consider what you could recycle).
4. Display and take photographs of your final piece. (you could edit on a free app)



- You can present work in any format you wish, on sheets, in a sketchbook, small or large and in any medium you choose and that is appropriate to the artist/s studied. Your final piece may be 2D or 3D and made in any way you. We are looking for some resourceful and creative thinking!

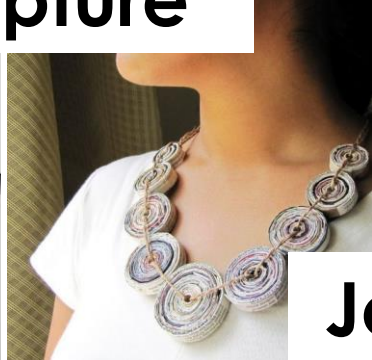
3D Design



Painting



Sculpture



Jewelry



Use the object itself



Collage



Photography



Clothing



Printing



TASK 5 PROJECT

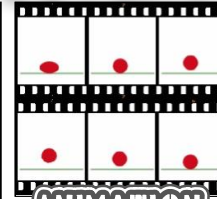
'Once upon a time...'

To further continue your studies into illustration you have been tasked with developing your illustrations one step further...

Once upon a time...

49 HOME-LEARNING PROJECT

'Once upon a time'...you have been challenged to take the idea of illustration one stage further... Will there be a happy ending?

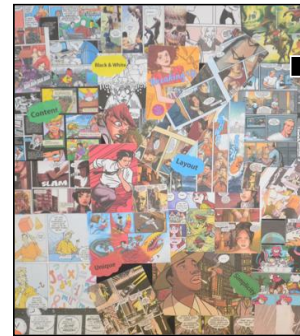


ANIMATION

GRAPHIC NOVEL

MODEL

Task 1



Make a moodboard on either animation styles, graphic novels or existing characters. Collect lots of visual examples to show how well you have researched your chosen option.

Task 2



sketch out 3 design ideas for An animation, graphic novel or 3d character.

Annotate your designs to explain your ideas and how you might make them.

The final piece

Choose one option for your final piece

make an animation. This can be as simple or complex as you wish, from a flip book to a film.

option 1

Write, design and make your own graphic novel story, hand draw it or use technology, it's up to you.

option 2

Make a 3d model of a Character you have created. Use any materials you can and make a character profile to explain your character.

option 3

PROJECT EXAMPLES

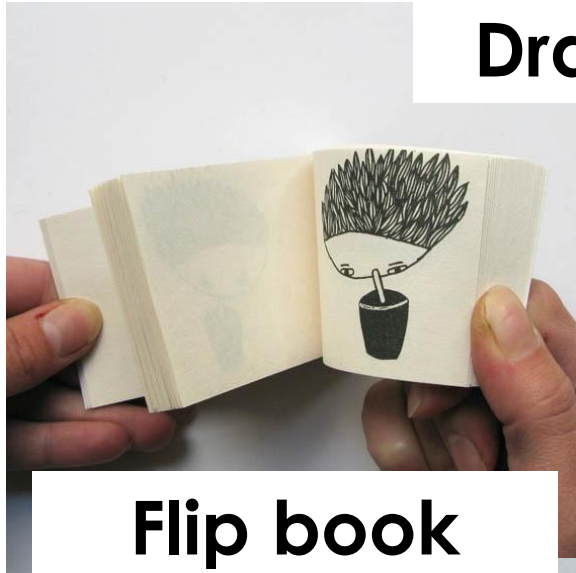


Option 1

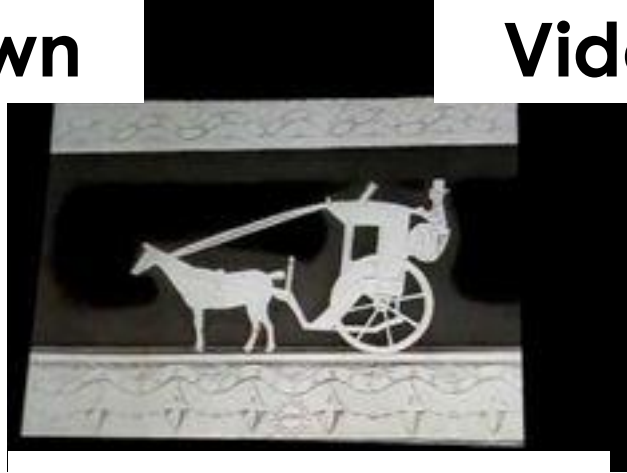
Create your own animation to tell a story it can be as simple or complex as you wish, it can be hand made or digitally created.

Drawn

Video



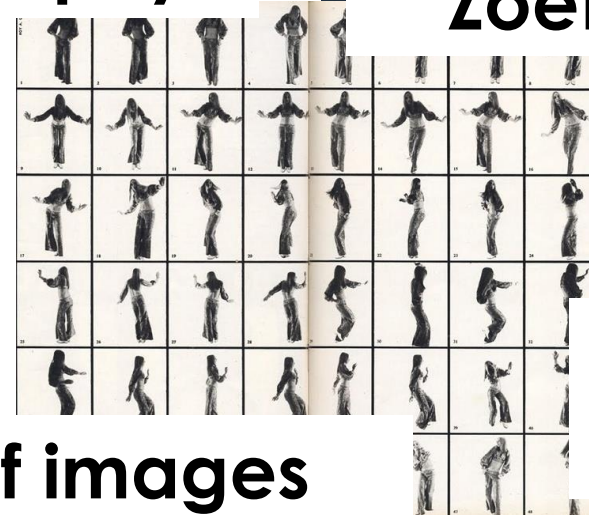
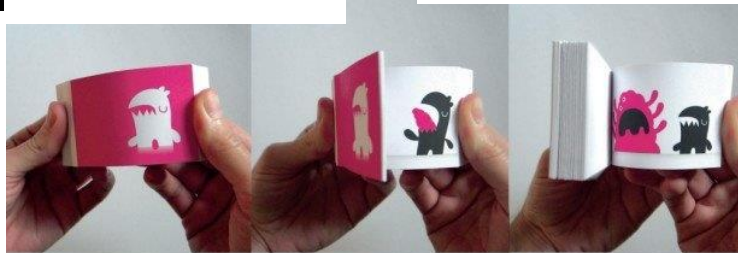
Flip book



Photography



Zoetrope



Series of images

Stop motion

**Model/
dolls**



Option 2

Design a character of your choice and make a 3D model of your character. It can be based on any person, thing, animal...you just need to include a profile with your character to let us know all about them

Sewn



Card

Mask

Model



Mixed media

Figure

Make from junk

Sculpt



Paper

Puppet

Option 3

Create your own graphic novel. Write a story and illustrate in the style of a graphic novel, it can be about anyone or anything of your choice...let your imagination go wild!



Black & White

Colour

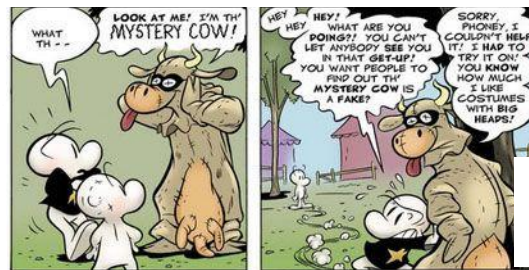


Photographic story

Scenes



Storyboard



Comic strip

Super heroes

Digital

Along side your final piece you need to:

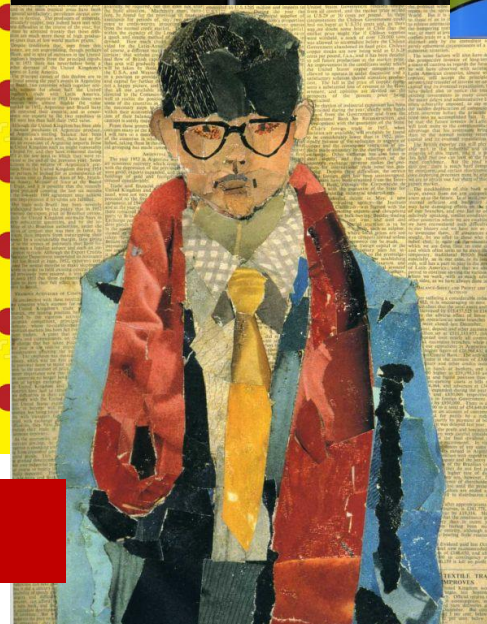
1. Produce a mood-board to show your influences from existing animations, models and graphic novels. Annotate the mood-board highlighting the features you like most and say why.
2. Produce some sketches of your ideas before you make them to show how you have developed ideas.
3. Make a final piece inspired by your chosen object/s and the artists you have studied

You can present supporting work in any format you wish, on sheets, powerpoint, in a sketchbook, small or large and in any medium you choose.

IDENTITY

Project task 6

Activity 1:
Create a **Self Portrait** in
the style of **Julian Opie**,
Sandra Chevrier or **David**
Hockney



- A3 in size
- Portrait in orientation
- Use appropriate materials
- Spend at least 3 hrs
- Try to make it accurate!

Due in:

IDENTITY

Activity 2

Create a set of **Top Trump** cards on at least 5 different **Pop Artists**...

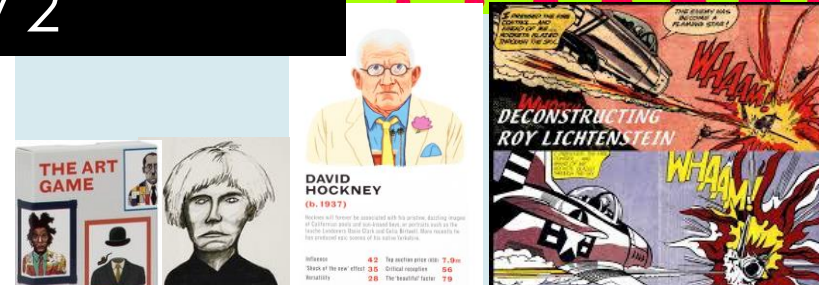


Or...

A **comic strip** in the style of **Roy Lichtenstein** depicting 5 different **Pop Artists**...



David Hockney
Robert Rauschenburg
Peter Blake
Andy Warhol
Claes Oldenburg
Richard Hamilton
Roy Lichtenstein
James Rosenquist



Visit
www.theartstory.org
for information
on artists

Due in:

#1115119

IDENTITY

Extended Tasks – if you have the resources

Task 2

Task 1 – from previous drawings

Make one of **your personal objects** in any **3D material** of your choice...



Play with scale

If it's big make it small

If it's small make it big

Create an **Andy Warhol** type repeat (minimum of 4) of an **everyday food item**...



Your favourite would be best!

You must try to complete
1 of these tasks

EXTENSION TASK - CREATIVE DRAWING CHALLENGES -
consider the techniques you have learnt during KS3.
Stretch your imagination!

Why are people afraid to visit cemeteries at night? Draw it.

Draw a medal for yourself. It must be designed for the thing you do best.

Draw a city on another planet.

Draw a picture of yourself the way you will look 20 years from now.

Draw a picture of the perfect garden for your house.

Draw a scene from your early childhood.

Draw a poster to advertise your favourite movie.

Draw a construction site.

Draw your view from an airplane window.

Draw a scene on another planet and include another kind of being.

Draw what you think a garden would look like from the view of an insect.

Draw your idea of Paradise

Draw a fantasy house.

Draw yourself as a robot.

Draw your favourite song.

