Animal Mash-up

This is an opportunity for you to learn some of the basic principles of art and design along the way to creating your very own imaginary creature. You are asked to take inspiration from the prompts below to design and draw a character capable of surviving in a post-apocalyptic world.

Your character may need to be tough and strong, feathery and lightweight, or thick and hairy to survive in these environments, for example. Experiment with using different features and colours as tools for defense, camouflage, warnings, or for other practical purposes. Your design should make sense within your chosen environment.

THE BRIEF

You are required to create a concept and character design sheet for an imaginary creature created by combining elements of real-life plants and animals. The creature should be adapted to live in post-apocalyptic environment such as:

1. A dry desert-like landscape with frequent sandstorms. It is hot and very brights. Food and water is hard to come by.
2. A windy land with tall grass turned red from radiation. There is soil and dirt and the ruins of long vacant buildings.
3. This place has a freezing arctic-atmosphere. Other than snowfall, the air is very still. The slightest movement can easily be heard, though it can be very hard to see through the frost.

PLEASE CREATE

Environment Mind-map

Create a mind-map of your chosen proposed environment detailing what kinds of plants and animals might have features suitable for living in that climate and why.

Artist Research

Describe, compare, and contrast two artists' works (e.g. Cassey Kuo and Alvin Lee), either from what we look at in class or your own research, in terms of how they are using elements of animals (ear position, size of eyes, body shape and stature, posture, etc) and artistic qualities (colour, texture, shape, form) to portray the character's personality. (Include a sketch of both artist's work and a printed image of each, annotated).

Photographs and Objects - Primary Sources

Take pictures of animals including both their whole bodies and close ups of some interesting features. Include different poses and angles according to what features and temperament you have decided on for your character during the mid-mapping and research phases. (Take at least 10 photographs of 2+ different animals and stick them into your sketchbook with notes).

KEY DATES

9th to 13th October
Introduction to Art
Introduction to project
Pencils – Line and shading

16th to 20th October
Colour Theory and Blending
Mind-maps and research

23rd to 27th October
Mind-maps and research
Looking at art
Comparing and writing about art
What to photograph

30th October to 3rd November – MIDTERM
Taking photographs
(Beginning observational draiwngs)

6th to 10th November
Observational drawings

13th to 17th November
Observational Drawings
Preliminary sketches

20th to 24th November
Preliminary sketches

27th November to 1st December
Preliminary sketches
Final plan for design sheet

4th to 8th December
Final Composition

11th to 15th December
Final Composition

18th to 22nd December
Final Composition

Observational Drawings
Create 3 to 6 observational drawings of selected photographs and or objects brought in. Include close ups of textures and sketches of different angles and poses.

Preliminary Thumbnail Sketches
Create 3 to 6 preliminary sketches of creature ideas including close ups and full body proportions, combining elements from your research and observational drawings using the primary sources you collected.

Final Composition Drawings
Create a character design sheet annotated with a colour palette for your creature. Include one main drawing in colour of the character from either the front or the side, and a sketch of the same character from both the back and the front or side.
(Drawn and coloured with watercolour pencils).

St. Caimin's Community School
1st Years, 2023

Drawing
Colour

Animal Mash-up

DELIVERABLES

Sketchbook containing:

1. Mind-map/s (and notes researching animals and plants)
2. Research on artists (with annotated imagery)
3. Photographs (annotated)
4. Observational drawings (annotated)
5. Preliminary sketches (annotated)

Final Composition
Character design sheet annotated with colour palette and character turn around (drawings from different angles).

ASSESSMENT

Sketchbook	50%
Final Composition	50%

LEARNING OUTCOMES

Artistic Principles
Basic understanding and ability to use and critique 2D elements of art including line, form, shape, colour, and texture.

Design and Composition
Ability to create a 2D design relevant to the brief. Some ability to balance positive and negative space.

Literacy and Communication
Ability to discuss and compare artworks and form and explain own concept. Ability to provide some constructive (helpful) feedback on your own and others' work.

PLEASE KEEP IN MIND

- A4 sketchbook.
- A2 character design sheet (Final Composition).