St. Caimin's Community School
2nd Years, 2023

Design
3D / Sculpture

Super Car

This is an opportunity for you to design and create the ideal vehicle for your favourite fantasy or science-fiction character. Take inspiration from the character's design and daily needs and activities. What era are they from? Where are they from? What's their personality? Are they mysterious, shy, brooding, angry, happy, friendly, anxious, grumpy, or chill? Think about the different colours and features associated with this character. Experiment with using these and other elements you think are reflective of your chosen character in your vehicle design.

THE BRIEF

To design and make a 3D vehicle for a sci-fi or fantasy character or superhero.

PLEASE CREATE

Character Mind-map

Create a mind-map detailing some iconic colours and features of your chosen character and listing what they do, their personality, and sketching imagery in relation to that.

Artist Research

Research designs or models of cars and other vehicles that have the same imagery, features, or mood as you have mentioned in your character mind-map.

Compare and contrast two artists' works in terms of how they are using physical elements (e.g. spikes for danger) or artistic qualities (colour, texture, shape, tone, scaling) for function and to communicate mood and personality.

Photographs and Objects - Primary Sources

Photograph vehicles and other objects that came up in your mind-mapping and research. (Take about 10+ photographs including at least one vehicle and 3 other objects). Take photographs from multiple angles and bring in any objects you can. (Include these photographs along with notes explaining your reasoning for each in your sketchbook).

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.

Preliminary Thumbnail Sketches

Create at least 3 preliminary sketches of your possible vehicle design ideas including close ups and full body proportions, combining elements from your research and observational drawings using the primary sources you collected.

KEY DATES

9th to 13th October
Introduction to project
Mind-maps and research

16th to 20th October
Mind-maps and research
Looking at art

23rd to 27th October
Comparing and writing about art
What to photograph

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

6th to 10th November
Observational drawings
Preliminary sketches

13th to 17th November
Preliminary sketches

20th to 24th November
Final plan for design sheet
Final design sheet

27th November to 1st December
Final design sheet
3D sculpture workshop

4th to 8th December
Final 3D sculpture

11th to 15th December
Final 3D sculpture

18th to 22nd December
Final 3D sculpture

Final Design Plan
Complete your final design plan with a full front and side colour drawing (or painting) and a sketch of the side or front and back. These should be labelled and noted beside to explain why different aspects of the design are there and how and what you plan to make them with. (You should also mark out your planned dimensions and estimated measurements).

Final 3D Sculpture / Model
Your final sculpture should clearly follow your design plan to the best of your ability. (Mixed-media: air-drying clay, masking tape, acrylic paint, newspaper, glue, and tinfoil).

Approximate size:

Width ~ 36 (=/- 10) cm

Length ~ 36 (=/- 10) cm

Height ~ 36 (=/- 10) cm

Volume ~ 108 cm3

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DELIVERABLES

Sketchbook containing:

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

Final Design Plan
Vehicle design sheet annotated with colour palette and drawings from different angles.

Final 3D Vehicle
Mixed media sculpture / model.

LEARNING OUTCOMES

Artistic Principles
Good understanding and ability to use and critique both 2D and 3D elements of art and design including line, form, shape, colour, and texture.

Design and Composition
Ability to use both 2D and 3D media to create an interesting and relevant response to the brief.

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.

ASSESSMENT

Sketchbook	25%
Final Design Plan	25%'
Final 3D Sculpture	50%'

PLEASE KEEP IN MIND

- A4 sketchbook.
- A2 vehicle design sheet (Final Design Plan)
- Mixed-media 3D vehicle