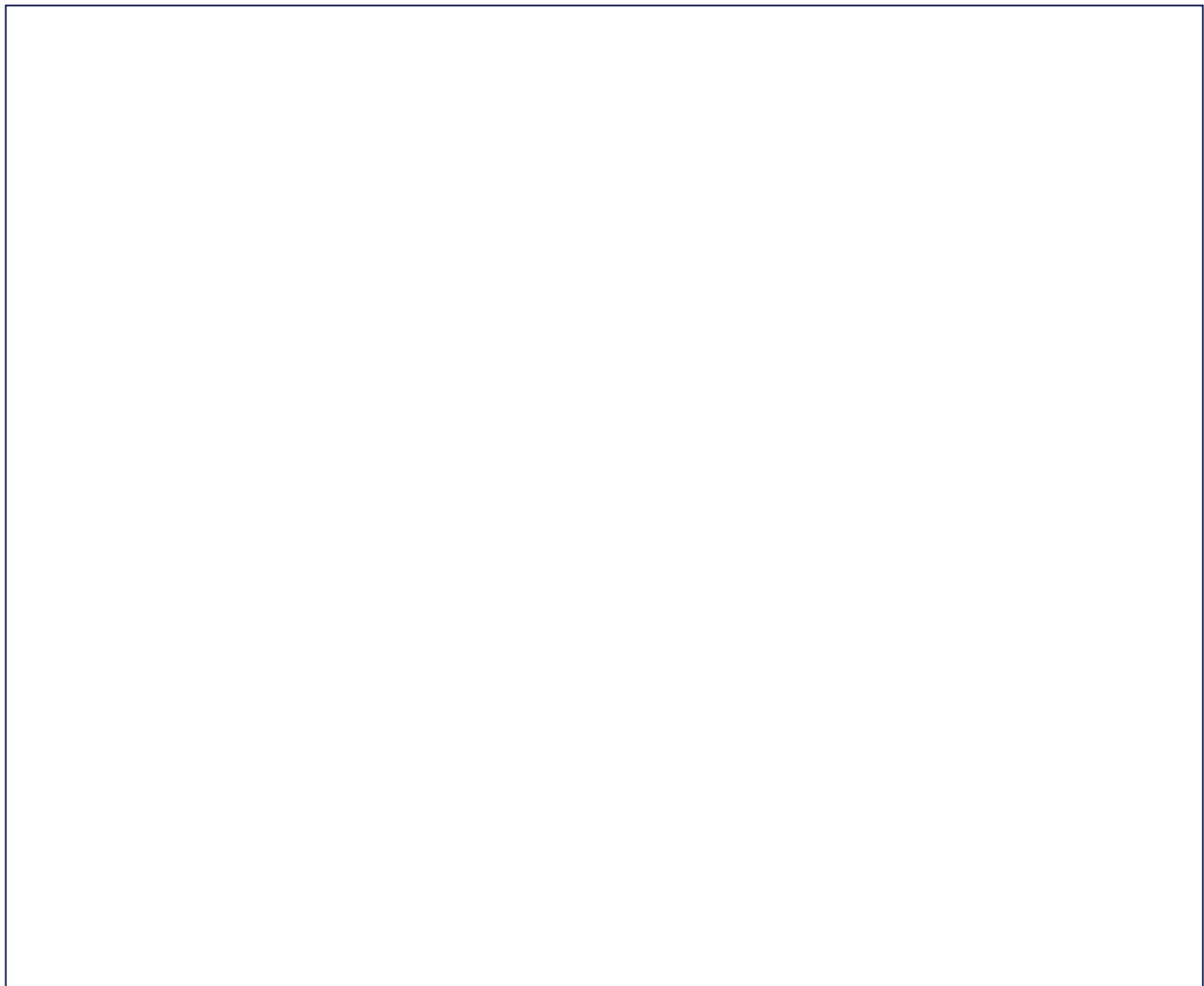


Zara's Sculpture Studio: Creating Form and Texture

Learning objective: To understand how to use sketching techniques to represent 3D form, texture, and balance in a sculpture.

Follow the steps below to design your own original sculpture. Use your pencil to add shading and texture to make your drawing look like it is made of a specific material, such as smooth clay, rough stone, or shiny metal.

Draw: Draw an imaginary sculpture that uses at least three different geometric shapes (like spheres, cubes, or cylinders) stacked or connected together. Ensure your drawing includes a clear light source so you can add shadows to show depth. Include a 'base' at the bottom to show how it is supported. **Style:** Detailed pencil sketch focusing on shading and texture.



Label words: Form · Texture · Base · Balance · Scale · Silhouette · Proportion

Steps:

1. Step 1: Sketch a large, interesting shape at the centre of your page. This will be the main body of your sculpture. What material is it made of?
2. Step 2: Draw a 'base' for your sculpture. How does the base help the sculpture stay upright?
3. Step 3: Label three parts of your sculpture using the words from the word bank.
4. Step 4: Use 'cross-hatching' or 'stippling' to add texture to one side of your sculpture. Why does this make

it look 3D?

5. Step 5: Imagine your sculpture is life-sized. If a sculpture cost £45 to make in clay and £12 for the stand, what is the total cost?