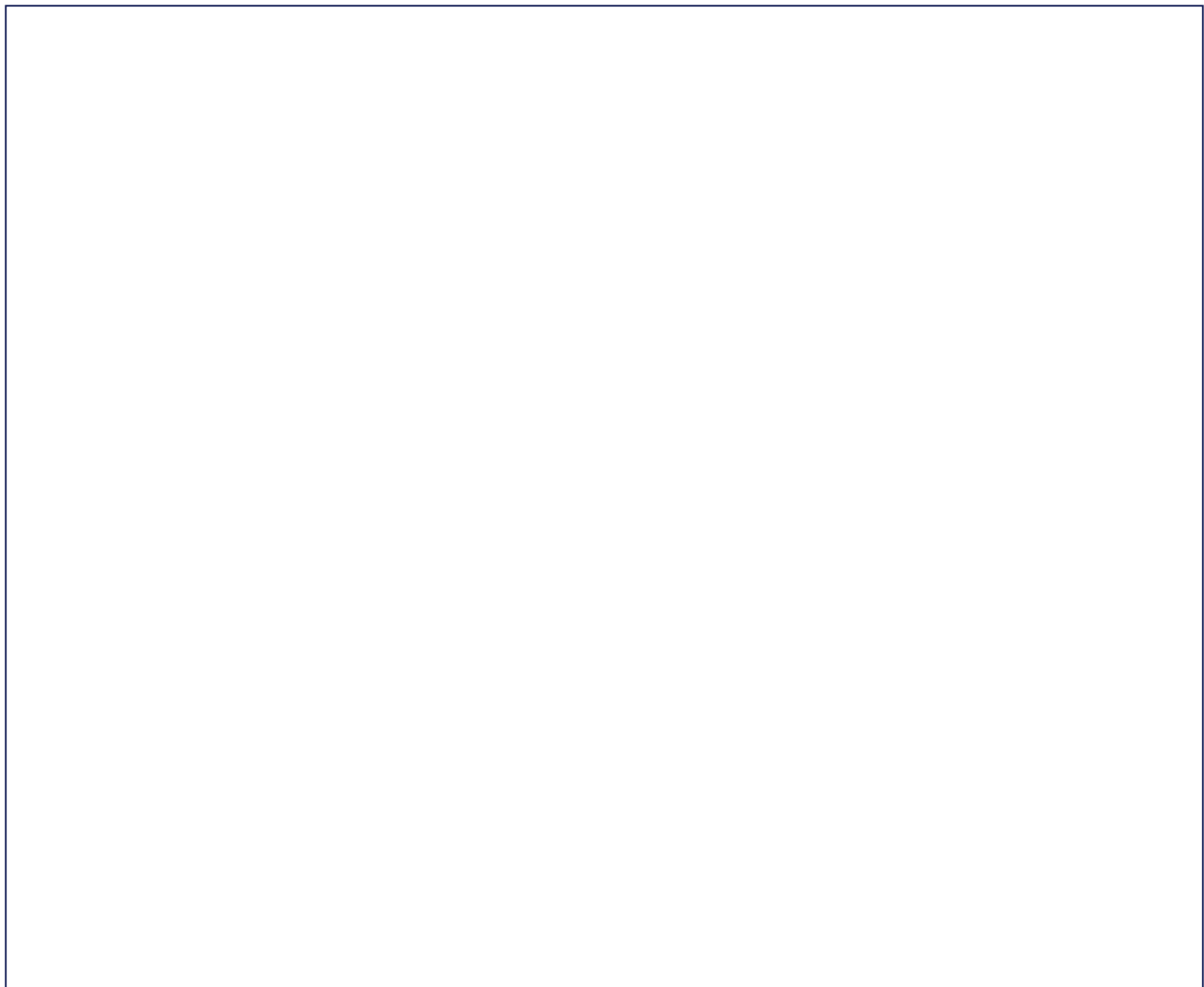


World Book Day: Illustrating Imaginary Worlds

Learning objective: To explore composition, perspective, and visual storytelling by creating an original scene inspired by a storybook setting.

Follow the steps below to design your own book-inspired scene. Think about how to use pattern, texture, and scale to make your illustration leap off the page! You may use the provided word bank to label specific features of your drawing.

Draw: Create a detailed illustration of a 'portal scene'. The scene should show an open book lying on the ground, with a fantastical landscape flowing out of its pages. Use bold, clear lines for the foreground objects and lighter, softer shading for the background to show depth. Include at least one original character inspired by the BookFlik group (such as Pip or Zara) interacting with this new environment. Use patterns in the background to show movement or magic.



Label words: foreground · background · texture · perspective · focal point · pattern · proportion · vantage point

Steps:

1. Step 1: Sketch a large, open book in the bottom corner of your page. Why is it important to consider the 'focal point' when deciding where to place your character?

2. Step 2: Draw a character emerging from the pages. How will you use 'proportion' to show that the character is closer to the reader than the background scenery?
3. Step 3: Add details to your background. Explain why using different 'textures' (like rough bark or soft clouds) helps to create a more immersive world.
4. Step 4: Label your drawing using at least four words from the word bank provided.
5. Compare and contrast your drawing style with that of a classmate. What artistic choices did you both make to represent the 'magic' of the book?
6. Justify your choice of colour palette. How does your use of colour change the mood or atmosphere of your illustration?