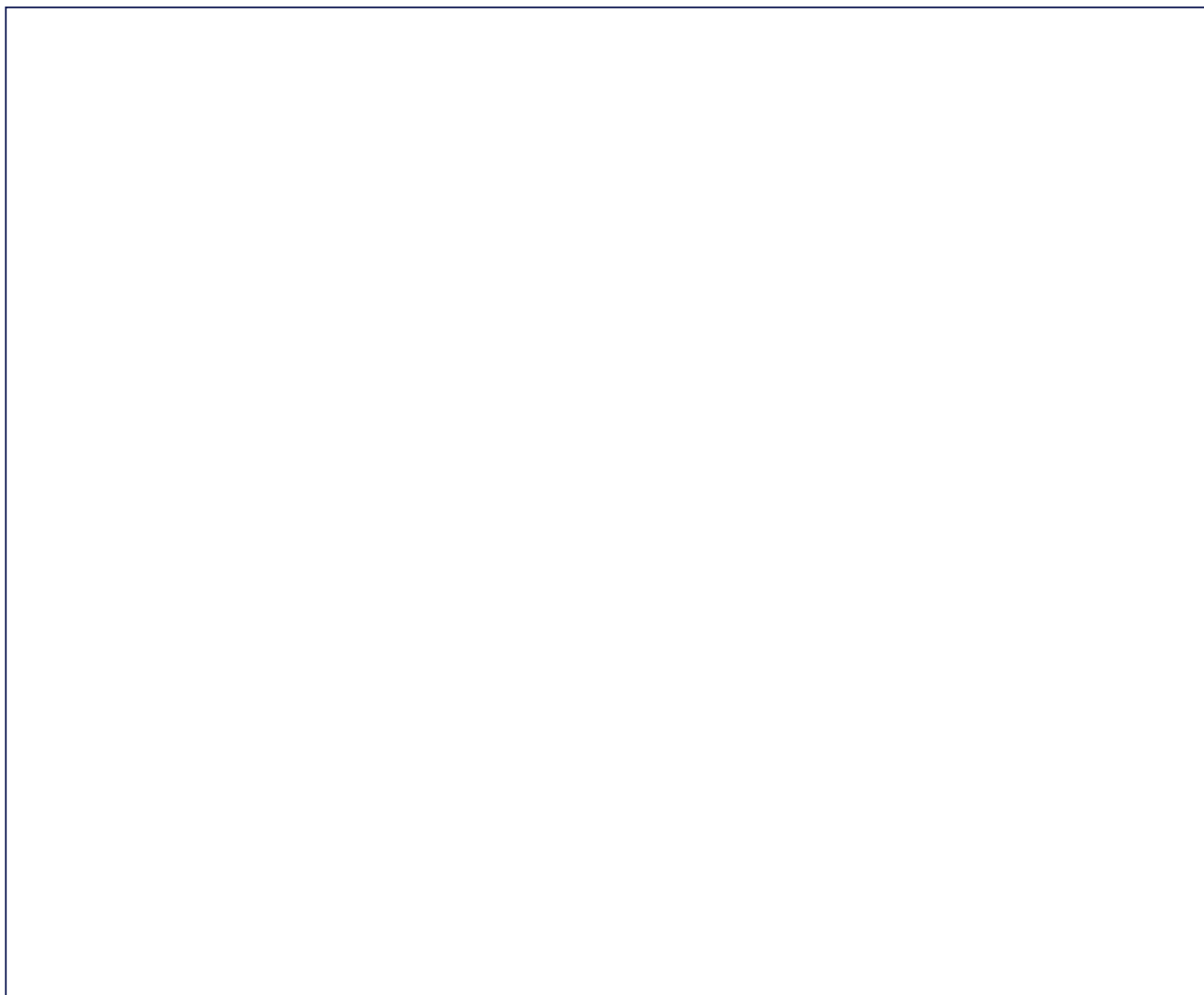


Zara's Sculpture Studio: Creating Form and Texture

Learning objective: To understand how sculptors use form, texture, and balance to create three-dimensional art, and to practise representing these features through 2D drawing.

Zara the Zebra is inspired by the textures and shapes found in nature. Today, you are designing a sculpture that could be displayed in a public garden. Follow the steps below to sketch your ideas, focusing on how light hits the surface and the materials you would choose.

Draw: Draw a sculpture inspired by a natural object, such as a twisted tree root, a seashell, or a mountain peak. Use hatching and cross-hatching to show the texture of the material. Include a flat 'base' for the sculpture to stand on, and draw a light source (like a sun) in the corner to show how the shadows should fall across the object.



Label words: Form · Texture · Silhouette · Base · Balance · Surface detail · Scale

Steps:

1. Explain why it is important for a sculptor to think about the 'base' of their sculpture before they start building.
2. If your sculpture had a 'rough' texture, what kind of shading techniques would you use to show this in your drawing?
3. Label your drawing to show where the 'light source' is and where the darkest 'shadow' would fall on your

sculpture.

4. Choose one material for your sculpture (e.g., bronze, clay, or wire) and describe how that material affects the look of the finished piece.

5. Look at your sketch. If you wanted to make the sculpture look taller, what change would you make to the 'scale' or the 'base'?