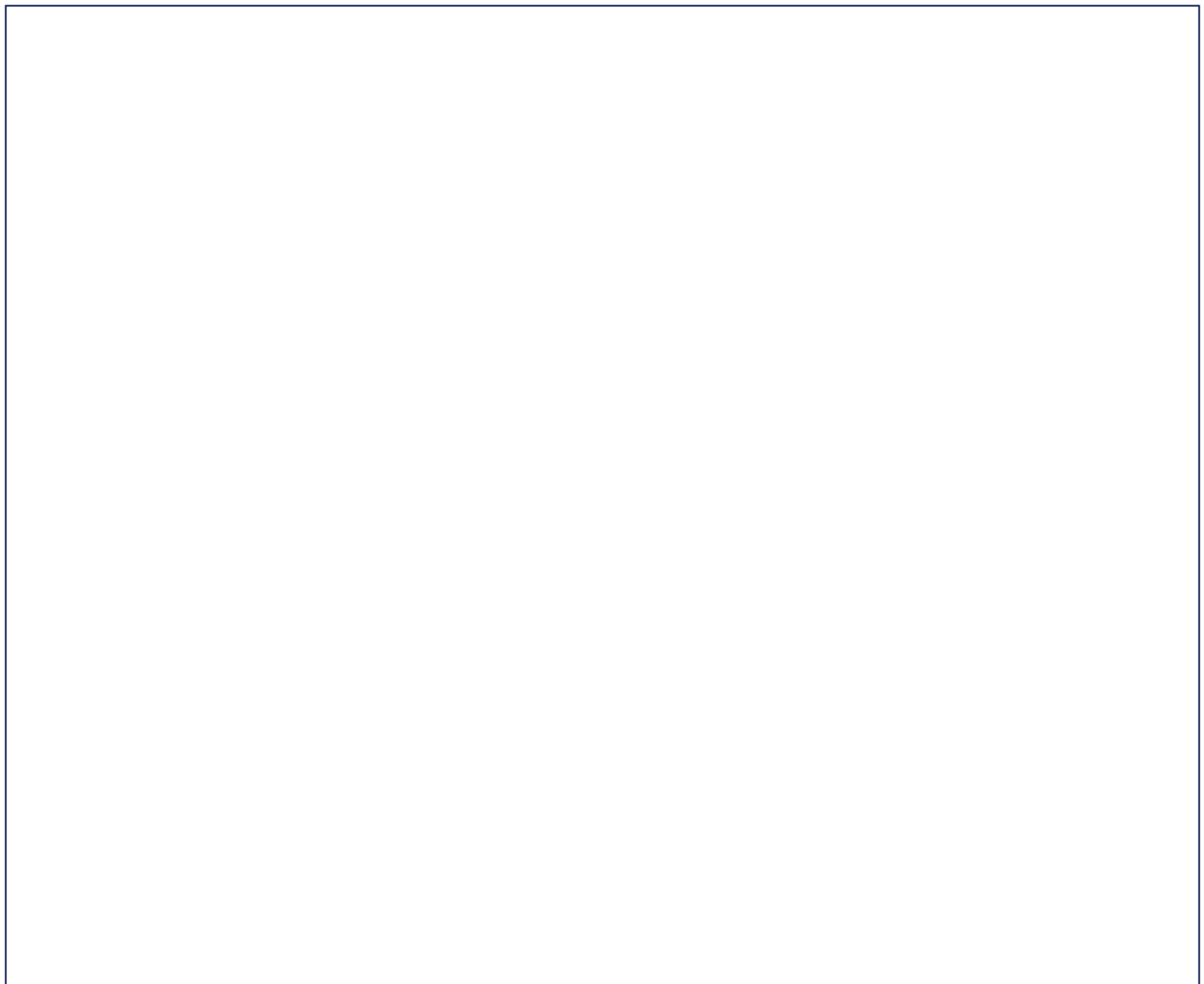


Zara's Sculptural Studio: Form and Texture

Learning objective: To explore the concept of 3D form in 2D art by drawing sculptures and understanding the importance of light, shadow, and texture.

Follow Zara the Zebra's guide to creating a detailed sketch of a sculpture. Focus on how light hits the surface to create the illusion of depth. Use shading techniques such as cross-hatching or stippling to represent different materials.

Draw: Create a detailed drawing of an imaginary abstract sculpture situated in a public park. The sculpture should be composed of three distinct geometric forms stacked or balanced together. Use fine-liner or pencil to apply cross-hatching to create a sense of metallic or stone texture. Ensure there is a clear, single light source from the top-right, resulting in a dark cast shadow on the left side of the sculpture. Include a background landscape to provide scale.



Label words: Form · Texture · Highlight · Cast Shadow · Bas-relief · Abstract · Proportion · Surface detail

Steps:

1. Step 1: Draw a basic geometric shape (like a sphere or a cube) in the centre of your page. Label the 'Highlight' where the light source hits it.
2. Step 2: Add a 'Cast Shadow' on the ground beneath your shape to ground it in the scene. Explain why this

shadow is necessary for creating a 3D effect.

3. Step 3: Choose one texture (e.g., rough stone, smooth metal, or flowing fabric) and add it to your sculpture. Describe the drawing technique you used to create this texture.

4. Compare and contrast a 'Bas-relief' sculpture with a 'Free-standing' sculpture. Which one would be easier to sketch from a single perspective and why?

5. Justify your answer: If you were to design a sculpture for the school garden, what material would you choose to ensure it stands the test of time? Why?

6. What might happen if you changed the position of the light source in your drawing? How would the 'Cast Shadow' and 'Highlight' change?