

Modelling The Head in Clay – by Melissa Pierce Murray

Artist [Melissa Pierce Murray](#) led a series of workshops for AccessArt's Experimental Drawing Class in which the teenagers modelled a head in clay. There are four resources in this series, beginning with constructing an armature and making preparatory drawings, then studying the bone structure of the skull before moving on to features.

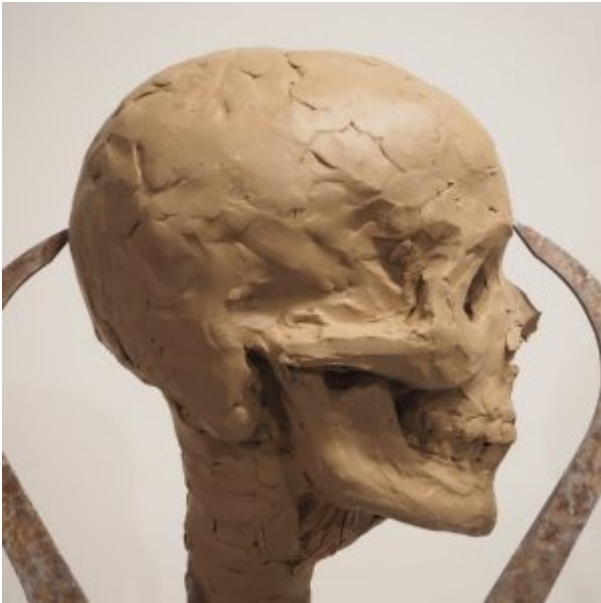
The work was done over 8 sessions of 75 minutes each, but could be adapted to two or three longer sessions. The workshops took place at over a term at [Cambridge ArtWorks](#).

Part One - Armature



Teenagers construct simple armatures out of cardboard and build a form for their clay heads out of paper and clay. [Read More](#)

Part Two - Preparations



[_](#)This post looks at two preparations for making a clay head: drawing to help us learn to see the form in the round, and taking measurements from life. [Read More](#)

Part Three - Skull



[_](#)In this post we concentrate on developing the shape of the cranium and forehead, the structure of the eye sockets, cheekbones, jaws and teeth. Referring to anatomical drawings or to a model of a skull will help students begin to see this bony underpinning to the skin and muscles of the head. [Read More](#)

Part Four - Features



We look at how to form the features: eyes, ears, mouth. We look at ways to finish and embellish the form using hair, clothing or inventing horns. In the class we talked about how the muscles attach to the bones, and how the skin smooths over the surfaces. [Read More](#)

This is a sample of a resource created by UK Charity AccessArt. We have over 1500 resources to help develop and inspire your creative thinking, practice and teaching.

AccessArt welcomes artists, educators, teachers and parents both in the UK and overseas.

We believe everyone has the right to be creative and by working together and sharing ideas we can enable everyone to reach their creative potential.

Collaborative Design: Making Dungarees!

Collaborative sewing project which aimed to help build a sense of “team” in teenager animators. Connecting head, heart and mind in this challenge helped creative juices flow in other areas of the #BeACreativeProducer animation project.

Screen Printing T Shirts for the How To Be A Creative Producer Project

This post shares the process of screen printing t-shirts for the #BeACreativeProducer teenagers to wear to help them identify as a “team” for the animation project.

Modelling the Head in Clay

Part 4 – Features

This is the final post in a series of posts following teenagers modelling a clay head over a term with artist Melissa Pierce Murray. In the final session of the series: Modelling the Head in Clay, we look at how to form the features: eyes, ears, mouth. We look at ways to finish and embellish the form using hair, clothing or inventing horns. In the class we talked about how the muscles attach to the bones, and how the skin smoothes over the surfaces.

Modelling the Head in Clay

Part 3 – Skull

This is the third post in a series of posts we concentrated on creating a solid armature and clay foundation for our clay heads. In this post This post is the third in a series of posts following teenagers making a clay head over the course of a term with artist Melissa Pierce Murray. Here they concentrate on developing the shape of the cranium and forehead, the structure of the eye sockets, cheekbones, jaws and teeth.

Modelling the Head in Clay

Part 2 – Preparations

This post looks at two preparations for making a clay head: drawing to help us learn to see the form in the round, and taking measurements from life.

This is the second post in a series of resources showing how teenagers modelled a clay head over the course of a term.

Modelling the Head in Clay

Part 1 – Armature

Making a Steel or Wood Armature is the first in a series of resources showing how teenagers modelled a clay head over the course of a term.

Animating with a Green Screen

This resource shares two accessible and fun ways of animating with a green screen, filming people and using props. Both methods use minimal minimal equipment.

Pimp That Snack! Large Scale Food Sculptures

Art educator Anne-Louise Quinton shares a process for making super sized food sculptures from everyday materials, inspired by the work of Claes Oldenburg. This is a fun and challenging sculpture project for Year Nine and above.

Messages From Creative Adults: Focussing on Art as a Career

Project 13

AccessArt Artist Rowan Briggs Smith shares her ideas and outcomes behind Project 13, and AccessArt Artist Mitch composes music to accompany the paintings.

Painting a Bluebell Forest in

Cyan, Magenta and Process Yellow on a Large Scale

In this project young teenagers were given the opportunity to paint on a larger scale; to explore working big whilst immersing themselves in colour. We were all inspired by the spring!

Students transformed the room into a bluebell forest in cyan, magenta and process yellow Scolaquip acrylic paint. By Sheila Ceccarelli

Withy Butterflies

Art educator Anne-Louise Quinton shares a workshop for making a flock of large, withy butterflies, creating a colourful and dramatic artwork.

**Inspired by Edgar Degas:
Printmaking, Drawing &
Sculpture at the Fitzwilliam
Museum Cambridge with**

AccessArt

Making Sculpture Inspired by Degas

This resource explores sculpture by French artist Edgar Degas (1834-1917) and shows how hands-on sculptural processes can be facilitated in a classroom. This resource was created in collaboration with AccessArt and the Fitzwilliam Museum, Cambridge.

How to Make Beautiful, Liquid Drawings Inspired by Degas

This resource looks at drawings by the French artist, Edgar Degas (1834-1917), and how to enable the production of beautiful, 'inky drawings' in the classroom. This resource was created in collaboration with AccessArt and the Fitzwilliam Museum, Cambridge.

Midi Art

AccessArt Young Artist Alex Tunstall shares how he explored midi art as part of a more open-ended exploration of developing his skills in Logic Pro X to compose music for animations for the #BeACreativeProducer Project.

Making Monotypes Inspired by Degas

This resource shares how Edgar Degas made his 'inky drawings,' or monotypes, and how the process of mono-printing can be further explored in the classroom – In collaboration with the Fitzwilliam Museum, Cambridge

Sculpture from Sculpture

Inspired by sculptures by Henry Moore, Barbara Hepworth and Jacob Epstein and looking at 'inside' and 'outside' shapes, students created their own constructions with help of artist Anne-Louise Quinton.

An Exploration of Artwork by Shepard Fairey