

Collaborative Design: Making Dungarees!

Collaborative sewing project which aimed to help builds 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.

Use Scrapstores!

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 smooths 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