

# The Making of: “Being Creative Helps You Tackle Challenges in All Areas of Life”

Meet Bob! A cloth character with a bendy wire armature to animate in front of a green screen.

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## The Making of: Hand Coloured Photoshop Animation Frames

This post shares how one of the #BeACreativeProducer team members, Alex, developed his digital skills by working across iMovie and Photoshop to extract single frames from a movie, hand colour them in Photoshop, and then import them back into iMovie to complete the animated scene.

We used the technique as a visual to an aural backdrop of the teenagers working collaboratively on their musical composition.

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## Taking on the Inktober

# Challenge

Artist Morag Thompson Merriman taking on the Inktober Challenge and generously shares her process with AccessArt.

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## Three Approaches to Drawing

Melissa Pierce Murray proposes three approaches to challenge habitual ways of drawing by expanding the repertoire of marks and approaches.

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## The Making of: “Creativity is a Process” and Comebacks to the Ogres”

This resource shares how teenagers practised interviewing skills before filming to get footage for animations.

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## The Making Of: The “Fill Your

# Funnel” Scene

Animating text and images using magnets and whiteboard, combined with stop motion footage of drama sessions.

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# The Making Of: The Shower Scene

See how we made a small clip from the #BeACreativeProducer Project in which teenagers made the props, animated the scene, and then composed music.

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# Modelling The Head in Clay – by Melissa Pierce Murray

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# 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.

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# 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.

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## 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.

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## 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.

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## 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.

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## Modelling the Head in Clay Part 1 – Armature

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

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# **Drama Exercises Explore Teamwork, Cooperation, Movement & Narrative**

If your animation project is team-based, then you might want to think about how you build a sense of collaboration. This resource shares how drama can be used as a way to explore ideas about teamwork, cooperation, movement and narrative which will feed into animations.

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# **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.

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# **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.

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# 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.

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## Basic Concepts in Drawing & Painting by Hester Berry



Discover the building blocks of drawing, painting, and life drawing through the work of artist [Hester Berry](#), from introductory concepts for young learners to more advanced life drawing resources

for older students.

Explore Hester Berry's approach to creating artwork [inspired by the landscape](#).

**Start Here for Young Learners...**

**Explore the basics....**

Explore the basics of drawing and painting for young learners

**Shape**



**Colour**



**Tone**



**Portrait**



**Develop for Older Learners...**

**build upon skills...**

**Develop drawing skills with these resources centred on Life Drawing, perfect for older learners**

**how to run a life drawing class**



## **An introduction to life drawing**



## **How to Capture Gesture**



## **Drawing the head**



**hands and feet**



**foreshortening**



**Using Tone**



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**Exploring Colour with Hester**

**Berry**