# Exploring Scale with Green Screen

By **Jean Edwards**.

In this post university lecturer and digital art specialist Jean Edwards explains the process of using green screens to experiment with scale when making digital artwork.

**Introduction:**

It is now possible for us to use our day-to-day digital

devices to access many of the techniques we once thought were available only to filmmakers. Green screen is one of these. We can use green screen with children to allow them manipulate the scale and location of their art to allow it be made larger or smaller and shown in impossible spaces. As well as being exciting creatively for children, it can also give them a sense of how sculptors plan their sculptures for public locations.

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# To access all content, I would like to join as…

# An Individual

Creative practitioners, educators, teachers, parents, learners…
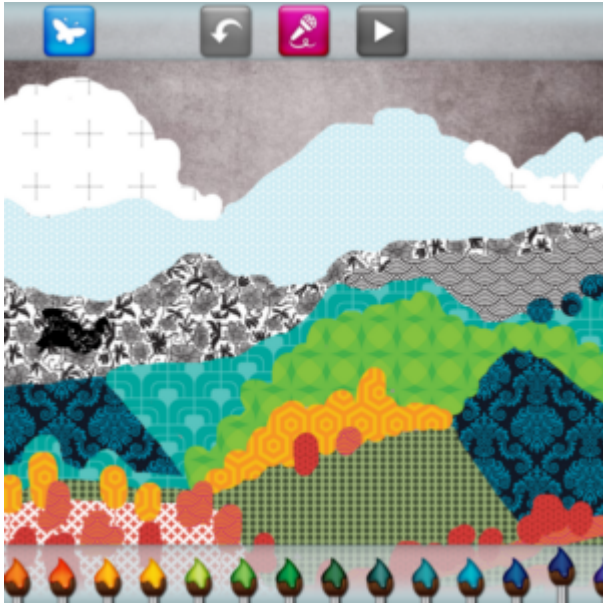From £3.50

## An Organisation...

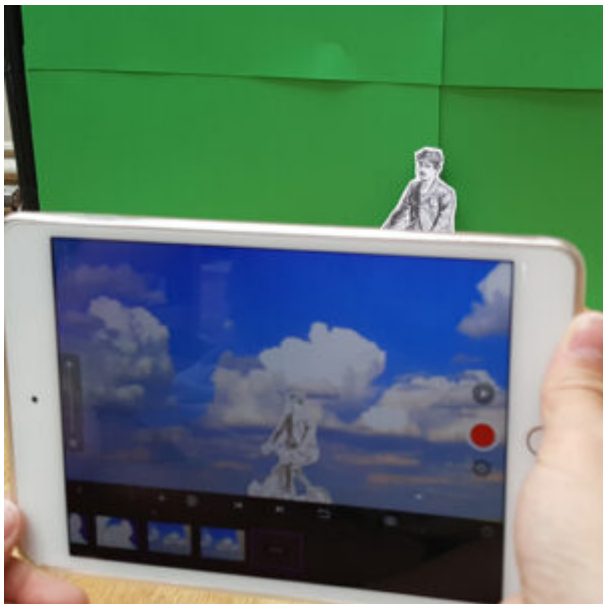Schools, Colleges, Arts Organisations: Single and Multi-Users
From £42

*AccessArt is a UK Charity and we believe everyone has the right to be creative. AccessArt provides inspiration to help us all reach our creative potential.*

# You Might Also Like...

## Painting On Screen

**Animating with a Green screen**



**Animation Software**

# Painting on Screen

## You Might Also Like…

### Exploring Scale with Green Screen

# Making Digital Bookmarks



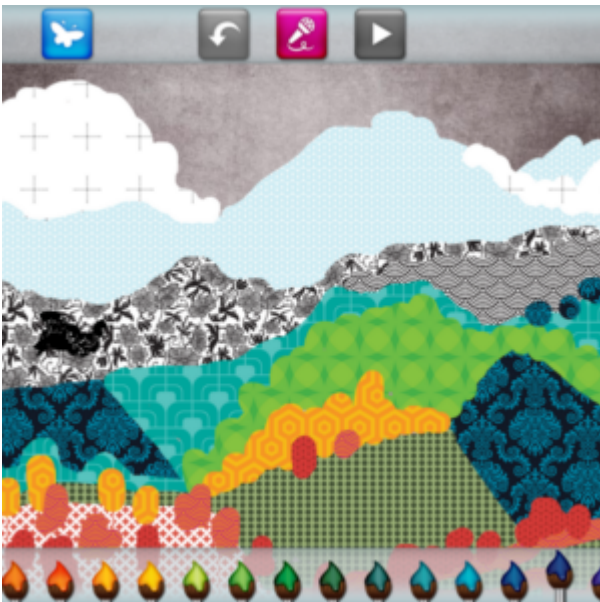# Taking Photos of 3D Artwork



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# Making Digital Bookmarks

# You Might Also Like…

## Exploring Scale with Green Screen



## Painting On Screen



## Digital Collage and Image Manipulation

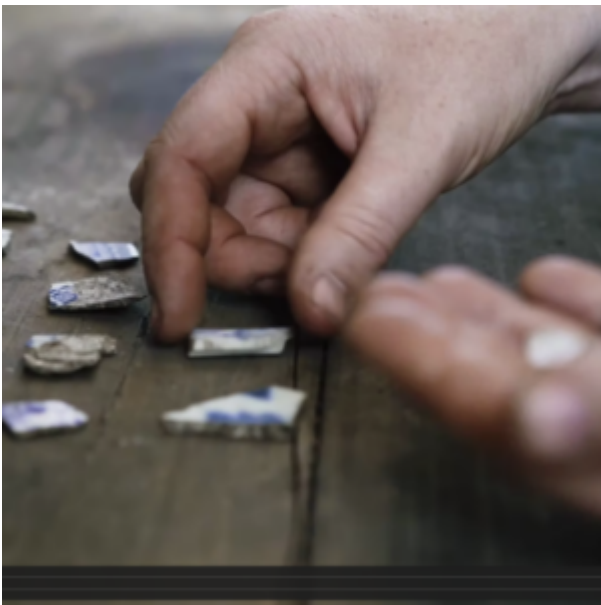# Digital Collage and Image Manipulation

## You May Also Like…

**Pathway: Explore and Draw**

## [Featured in the 'Explore and Draw' Pathway](#)

## Talking Points: Artists as Collectors and explorers



## insect hotels

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# Exploring Digital Animation

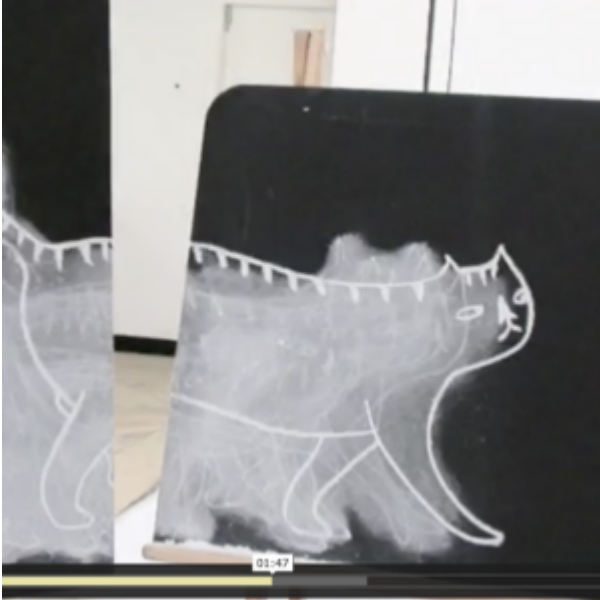## You May Also Like…

### Pathway: Making Animated Drawings

**Talking points: Making drawings move**



**Talking Points: paper cut puppets**



**Talking Points: Lauren child**

## Talking Points: Lotte reiniger



# Taking Photos of 3D Artwork

# You May Also Like…

## Pathway: An Exploration of Coal Mining



## [This resource is features in the 'An Exploration of Coal Mining' pathway](#)

## Exploring Scale with Green Screen

# painting on a screen



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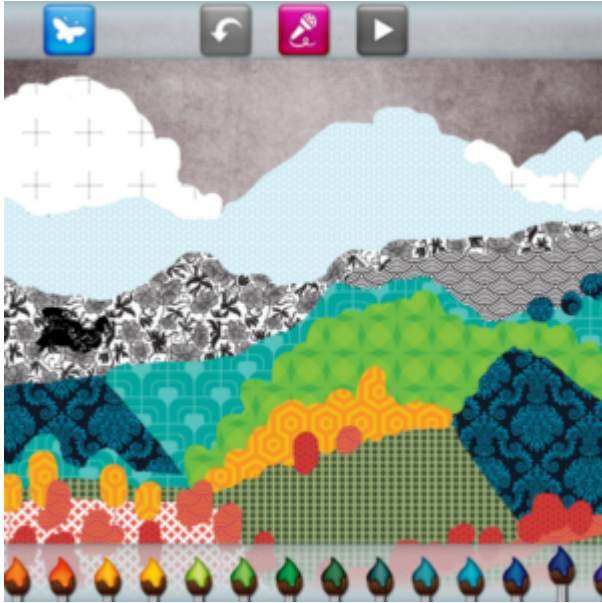
# Escaping Wars and Waves – Encounters with Syrian Refugees

## What We Like About This Resource…

*'This resource really demonstrates how art can successfully bring awareness to important humanitarian issues, promote inclusivity and can give a platform to those who otherwise wouldn't be heard. The links between text, photos and drawings*

*are really strong and demonstrate the creative process used by Olivier from start to finish. I really like the inclusion of suggestions for students within the post, which encourage students to learn more about their community and to understand the experience of being displaced. This is turn will hopefully inspire the next generation to be part of an inclusive and empathetic society.'* – Tobi, AccessArt

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# Which Artists: Merlin Evans

# What We Love About This Resource…

So often, we hear talk of the distinction between science and art, and no more so when teenagers proceed through their education and they are encouraged to choose one route or another. In reality, creative thinking helps scientific understanding and a scientific approach can inform and inspire art.

It's so refreshing to read and see Merlin's experience and understand how she works between these two areas – in her words *"mixing subjects, and seeing how they work and intersect is where*

*inventions take place!"*

We also love the way her work embraces the *felt* world of being human, as well as the *known* world. We're sure many young people will find Merlin's work of interest and reassuring when they are pressured to choose *"art or science"*.

# You May Also Like…

## Drawing for Learning



## Drawing as a Way of Understanding

## Drawing as a Way of Understanding



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# Still Life Compositions: Inspired by Cezanne

# What We Like About This Resource….

*"This activity walks through a number of different processes and taps into multiple skills.This provides a rich exploratory project for children to fully immerse themselves in. Cezanne was the focus artist for this project, but other contemporary still life painters could be used as starter inspiration. We actually advocate showing the work of more than one artist as this builds knowledge of how approaches to painting, drawing etc differ. This also helps children move towards a personal response rather than creating a 'copy' of one particular artist's work" – Rachel, AccessArt*

# You Might Also Like….

## Pathway: Exploring Still Life

Talking Points: Paul Cezanne



talking points: Contemporary still life



talking points: Flemish and Dutch Still Life Painters

# Which Artists: Claire Harrup

# What We Like About This Resource….

"We really enjoyed reading about the process of creating art work according to a design brief and how the experience of this differs to when an artist begins with their own idea or concept. That's not to say an artist can't approach a brief with their own individual style and ideas, but what this post shows us is that there can be a balance between the two. This would be a great resource to show older KS pupils who may be beginning to consider their options beyond Primary

School". — *Rachel, AccessArt*

# You Might Also Like….

## Pathway: 2D Drawing to 3D Making



## [This is featured in the '2D Drawing to 3D Making' pathway](#)
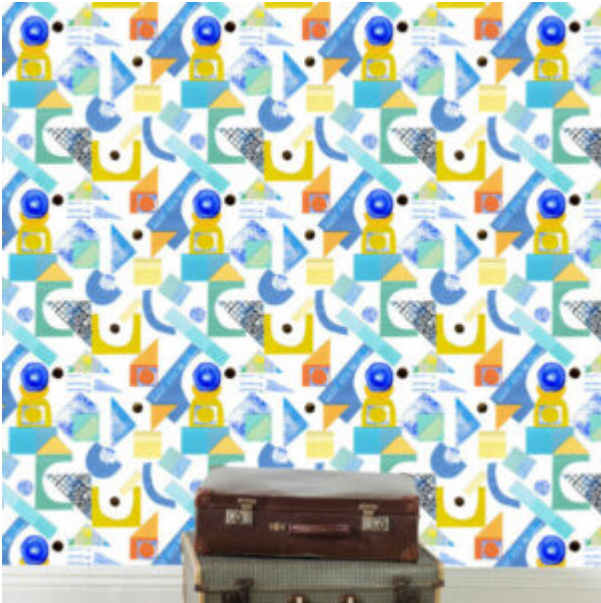
## Talking Points: Packaging Design

# What is Typography



# Which Artist: Rachel Parker



# Repeating Patterns

## Block Printing Repeat Patterns



# Which Artists: Ava Jolliffe

# Which Artists: 2B or Not 2B

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# Which Artists: Rachel Parker

## What We Like About This Resource

"It's really interesting to see the combination of hand and digital work in Rachel's work, and particularly how her hand stitched embroidery is scanned before being used to create patterned products. We love that lots of Rachel's work begins in sketchbooks and how this really underpins her creative process. For children in school, learning to utilise a sketchbook and discover their potential though drawing and mapping ideas is invaluable. We have a whole Sketchbook Journey section on the AccessArt website (linked below) which explores this in more detail". – *Rachel, AccessArt.*

## You Might Also Like….
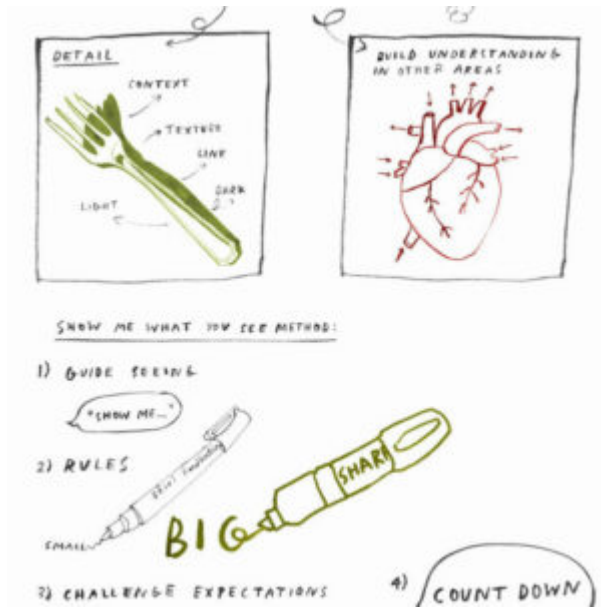
Pathway: Exploring pattern

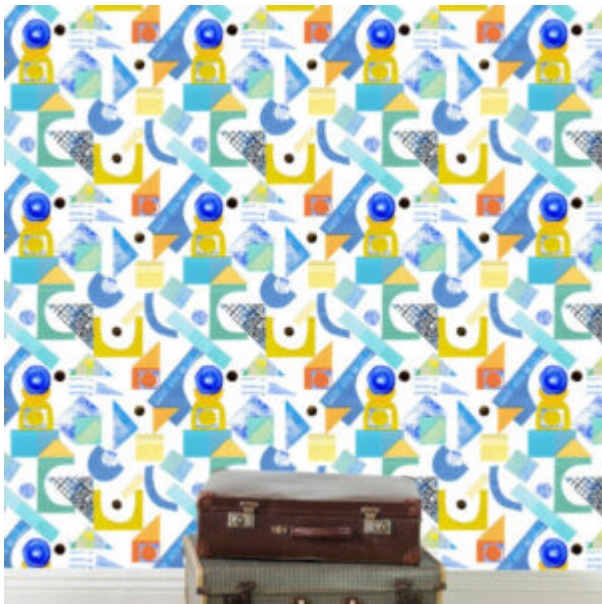**[This is featured in the 'Exploring Pattern' pathway](#)**

**using sketchbooks to make visual notes**



**Show me what you see**

# Inspired by Rachel Parker



# Sewn Treasure Box

## Felt and Embroidery Sets



# Which Artists: Nathan Ward

# Which Artists: Toby Pritchard

## What We Like About This Resource….

"It's a really positive thing for an artist to share the concept of the creative journey. At AccessArt we believe journeys are pretty important and we are pleased to show this in action through Toby Pritchard's post. We particularly like the anthropomorphic element, and how this really brings life to Toby's work." — *Rachel, AccessArt*
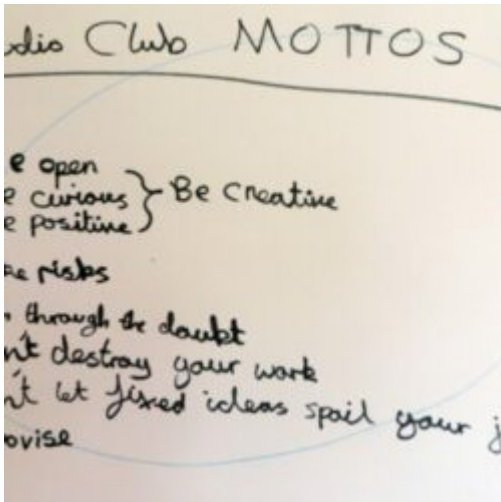
## You May Also Like….



[Anthropomorphic Animal Paintings](#)

[Exploring Animation](#)



[Teaching for the Journey not the Outcome](#)

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# Natsko Seki: Making Broadway Market

# What We Like About This Resource…

"This resource shows pupils how the experience, background and passions of an illustrator all feed into his or her work.

We like the way Natsko shares how her experience over time informs her work. For example, her background as a "visitor" or person living in cultures which she isn't initially familiar with, enable her to see that culture through fresh eyes. She takes these observations in through her sketchbooks, and then these inform her work at various points going forward. This is an important concept when facilitating art and developing pupils' own creativity – and **sketchbooks** provide the perfect tool for building this experience."
*Paula, AccessArt*

# You Might Also Like…
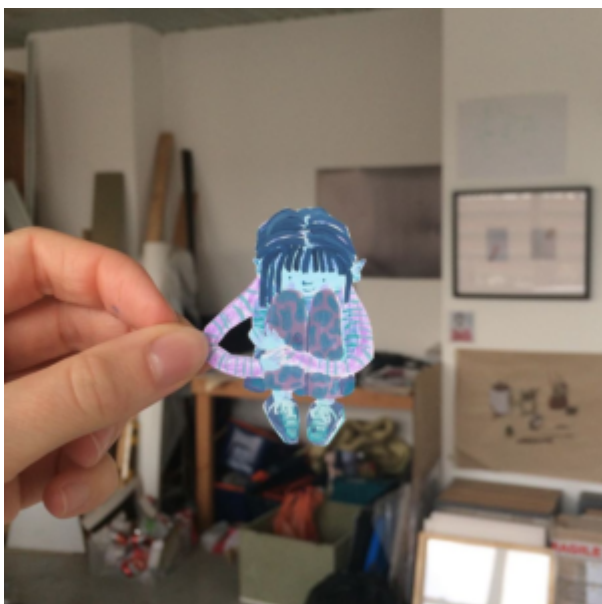
# Creating a Book World with Rose Feather



# Illustrating Stories: Creating a Storyboard and First Dummy Book



# Illustrating the Jaberwocky

# The Art Of Zines

## You Might Also Like…
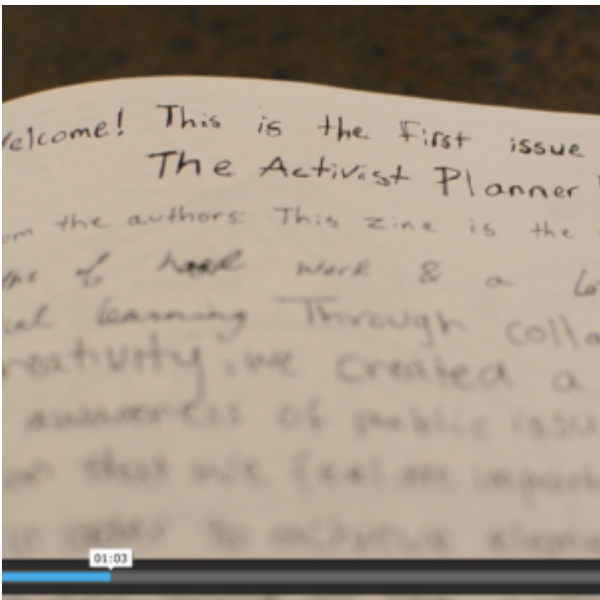
### Pathway: Print & Activism



### [This is featured in the 'Print & Activism' pathway](#)

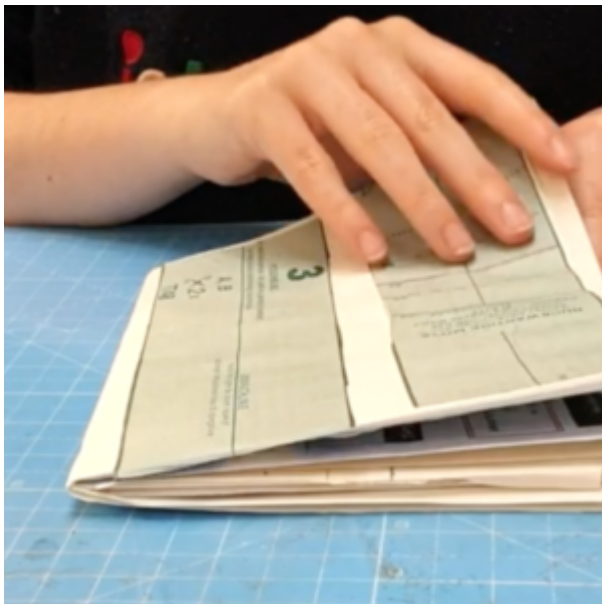### Talking Points: Luba Lukova

**Talking Points: What is a Zine?**



**Making Large Scale, Screenprinted, Collaged, Co-Created Campaign Posters!**

## Making an Artist's Book



## Book Artists

# Composing Digital Music to Enhance Visuals

AccessArt Young Artist Alex Tunstall shares his passion for composing digital music.

# AccessArt & #BeACreativeProducer Digital Wellbeing Week

**In response to the need to help teenagers**

navigate their use of digital media and increase their sense of wellbeing, AccessArt has launched a Digital Wellbeing Week.

Digital Wellbeing Week provides an opportunity for schools to encourage pupils to become more aware of their use of digital media, and how they can balance a more mindful and creative use of digital media with an exploration of creativity in the physical world.

The resources used in the Digital Wellbeing Week were created in collaboration with teenagers during the [#BeACreativeProducer](#) project. The resources have been designed to be shown in classrooms, assembly, or at home.

## You can find all the resources you need below.

There are no set dates for the Digital Wellbeing Week – instead a school can choose a time which is convenient to them. The resources are suitable for

Years 6 to 11 (UK schools) or ages 10 to 16.

The #BeACreativeProducer Project has 3 core values:

The project has 3 main core values:

- We need to help teenagers balance digital and physical, and to enable them to use digital in a mindful way

- We need to help teenagers value their creativity

- We can help teenagers find inspiration through friendship & collaboration

# Monday

**Meet the #BeACreativeProducer Team, and Then Try A quick quiz to help you think about how use use digital media**

**Follow-On Discussion Points:**

How do you spend your time online?

How does it make you feel?

Is there anything you would like to change about the way you use digital media?

# Tuesday

## Be Creative! Why is Being Creative Important?

### Follow-On Discussion Points:

What kinds of creative things do you do? In school and out of school? In the physical world, and in the digital world?

How do they make you feel?

# Wednesday

## How Can We Become More Creative?

### Follow-On Discussion Points:

There are different stages to being creative. Sometimes you need to "take in" to get inspiration. Sometimes you need to make "space" to have ideas. Sometimes being creative feels good, but sometimes being creative is hard work.

Do you recognise any of these stages? How do you

feel, in the different stages?

Can you think how you can help yourself, or help your friends, in the different stages?

# Thursday

## What Kinds of Things Can Hold Us Back?

### Follow-On Discussion Points:

Do you recognise any of the "Ogres" that can hold us back?

How do you get round these thoughts?

# Friday

## Go For It! Tips & Tricks To Help You Be Creative
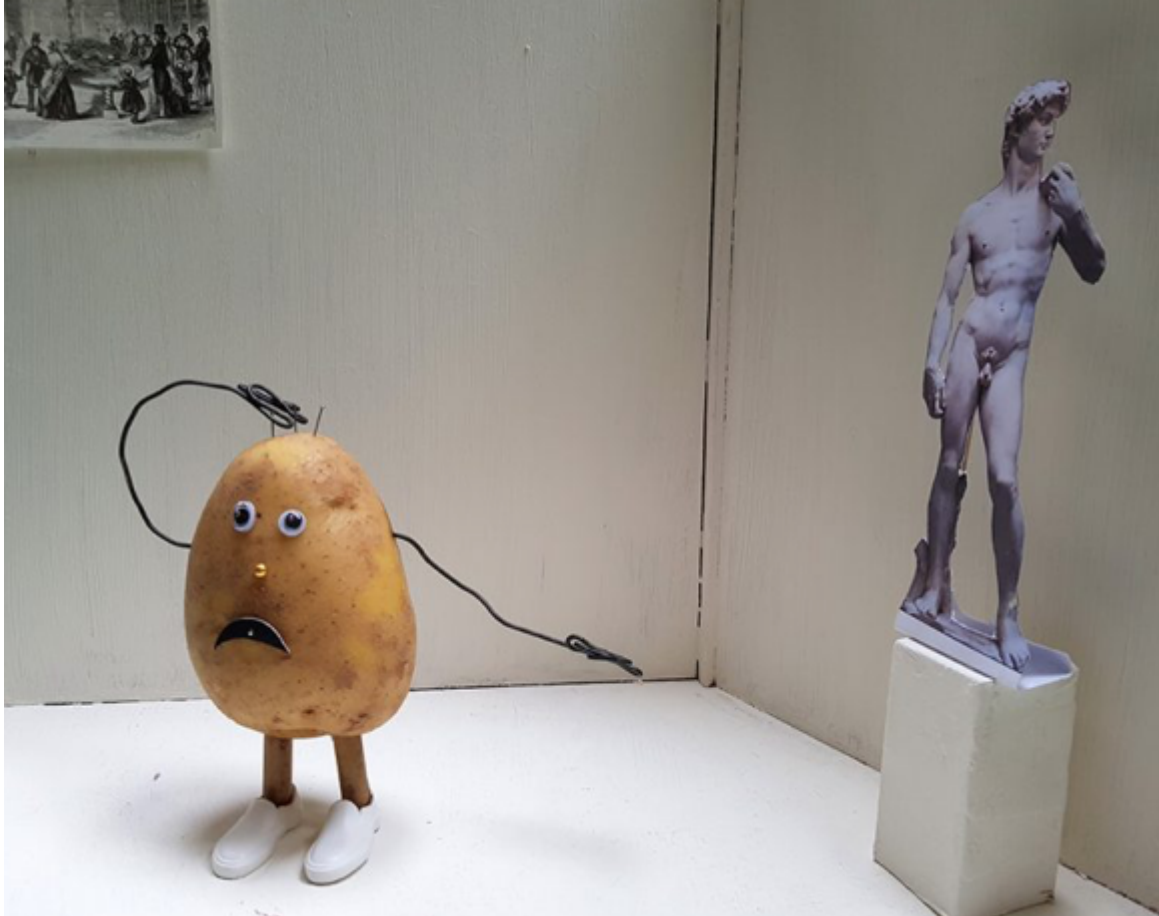
### Follow-On Discussion Points:

Think about the things you like to look at online (music, fashion, art, dancing, film, games…).

Think about your own skills…

If you could have a dream, what would YOU like to produce/create?

**Start small, or think big! It's up to you!**

# What Next?!



**Make your own films & animations!**

We have[ lots of resources](#) which share how we combined our skills to make our films and animations. Be inspired and make your own! You might use these resource in the classroom, at home, or even start a #BeACreativeProducer club.

**More resources are added each month.**

# Animation Software

Simple advice to help you chose and use accessible animation software and hardware. No experience needed!