

3D Set Design (Harry Potter)



Curriculum Links:

- To create sketch books to record their observations and use them to review and revisit ideas
- To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- About great artists, architects and designers in history

Key Skills:

- Develop a sketchbook to record images and ideas of interest and examples of their artwork.
- Recognise artists and their work using them as inspiration.
- Work collectively in groups to plan and create a 3D replica.
- Using primary drawings, images and other preparatory work, plan and create replica constructions of a 3D piece.
- Produce intricate patterns and textures in a range of media (recycled, natural and man-made) as well as recognise their properties and how this can impact results when sculpting/building.
- To shape, form, model and construct from observation.



Key Vocabulary

Form	3-Dimensional. Requires length, width and depth
Mixed Media	Using more than one medium (paint, natural materials etc.) in the same piece of art work
Scale	The size of artwork or objects in relation to what is surrounding it
Shape	When a line forms a boundary around an enclosure of space
Structure	The underlying frame around which a set is constructed
Texture	The feel, appearance or consistency of a surface

Potential Artists:

Stuart Craig, Rae Smith, Fausto Melotti, Tiny Inventions, Rose Hurley, Gabby Savage-Dickson

Possible experiences:

- Visit Warner Brother's Harry Potter Studios
- Invite in 'experts' to support with techniques

We should already know:

- How to shape, model and form media from a visual stimuli.
- How primary drawings and images can support creation of 3D models.
- Understand the meaning of 3-dimensional art and why it is used.