

# 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.
Structure	The underlying
Scale	The size of artwork or objects in relation to what is surrounding it.
Texture	The feel, appearance or consistency of a surface.
Shape	When a line forms a boundary around an enclosure of space.
Mixed Media	Using more than one medium (paint, natural materials etc.) in the same piece of art work.

## 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.