

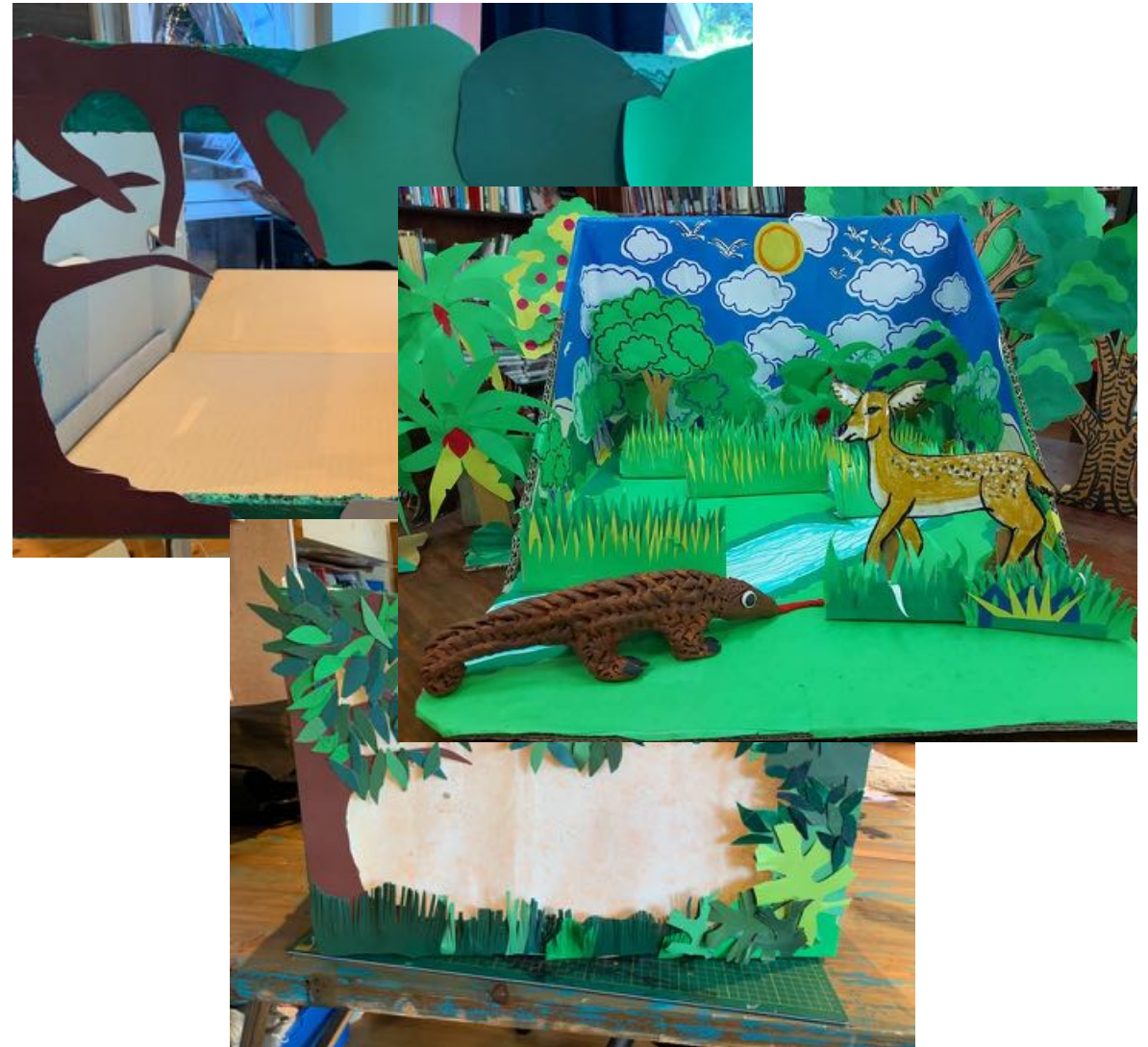
drawing TO LEARN

Model making:

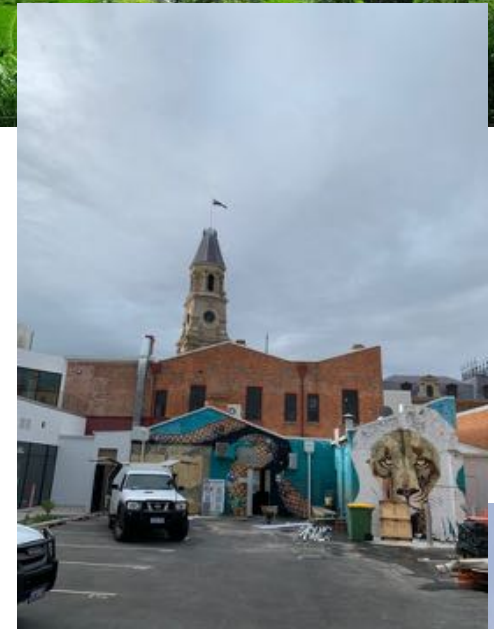
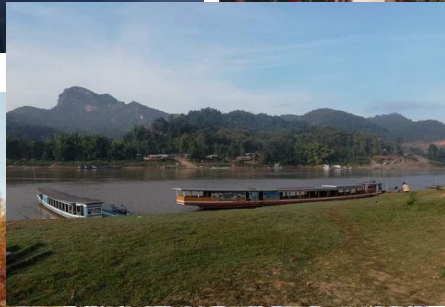
Creating a scene inside a cardboard box... a jungle, desert, city, farm, or lake scene, day or night.. ...anything/everything is possible inside a box!

To make a 3 D model inside a box you will need:

- A cereal box, shoebox, photocopy box or larger box
- Coloured card
- Patterned card
- Scissors or cutting knife
- Glue or tape
- A ruler
- Pencils/ felt tipped pens
- Black outliner
- Magazine or newspaper images to cut up and collage
- Fimo or clay to create figures
- Cardboard stands for supporting figures



Explore: Ideas for backgrounds/ skylines:
Collect as many images that you can find online or in magazines.



DESIGN: Use the space below to draw ideas for the skyline that you want to use as the background for your creation.



When you have designed the skyline/ background begin to think about what you will populate the Background/ middleground and foreground with. The RIBA Architecture site suggests that

- Foreground: means the front of the image, landscape or view. "The part of a view that is nearest to the observer, especially in a picture or photographs."
- Middleground: means the middle section of an image, landscape or view " The middle distance of a picture or a photograph"
- Background: means the furthest away part or framework of the scene/landscape or view." The part of a picture, scene or design that forms a setting for the main figures or objects"

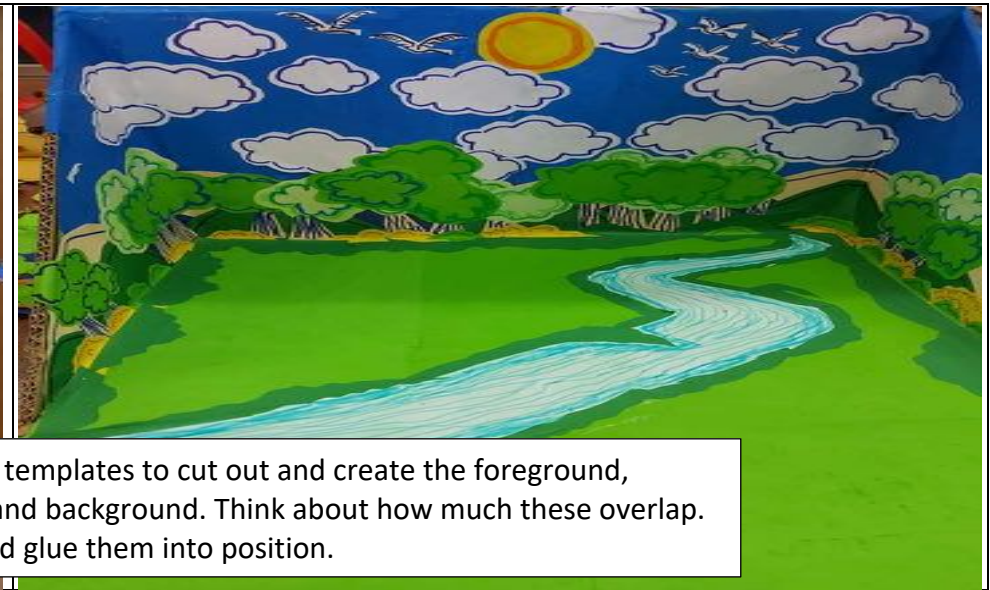
Cut up a scene that you plan to use and identify the foreground, middle ground and background. Where does each section start and finish?



Design: Use the spaces below to divide up the intended design into foreground, middleground and background. Where will the different parts go? In what position will you place them? Begin with the background and work forwards. Use the last box to add extra layers or details.

Background	Middleground
Foreground	Extra details or ideas

Now you are ready to turn the ideas into a 3 D model of whatever you are planning.



Use the design templates to cut out and create the foreground, middleground and background. Think about how much these overlap. Cut them up and glue them into position.



Now populate the scenes. Be mindful of the size of what you create so that the scene is balanced...add people, trees, sky, clouds, hills, buildings or anything else needed in the model. Get the sizes in context.

Now decorate the inside and outside of the box to make it extra special.

CELEBRATE YOUR CREATION!!

