

## PROJECT CRITERIA:

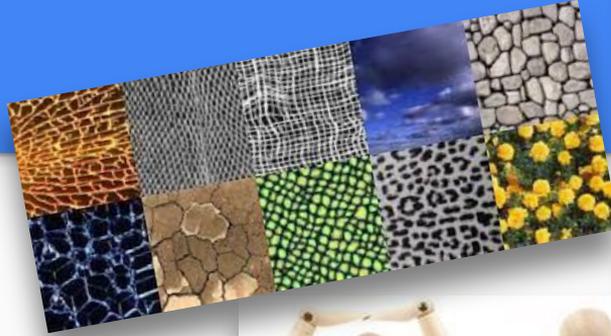
Students will demonstrate a basic understanding of body proportion and implied texture by positioning a wooden mannequin in three different poses and adding various textures.

- Elements of Art focuses: line, shape, texture and form.
- Principles of Design focuses: contrast, balance, movement, proportion/scale, unity, and emphasis.

## PROJECT INSTRUCTIONS:

- Day 1: Students follow a guided demonstration on how to draw a wooden mannequin with an emphasis on correct proportions.
- Day 2 & 3: Students warm up with a series of three 2-minute sketches of their wooden mannequin using graphite pencil.
- After they have completed their warm up exercises, students position their mannequin into the desired pose they would like to draw.
- When they have completed drawing their first pose, students repeat this process two more times, until they have a series of 3 mannequin drawings on a single drawing paper.
- Day 4 & 5: Students explore drawing various textures.
- After the student has completed 15 different texture swatches, they are to choose the 3 they like best and apply that visual texture onto their mannequins. Students may choose to fill the entire mannequin with the texture or portions of the mannequin's body. Students may use the art material they prefer to complete their texture application.

# MANNEQUIN TEXTURE DRAWING



## NECESSARY PROJECT MATERIALS:

- Drawing Paper
- Graphite Pencils
- Assorted art supplies
- Wooden Mannequin
- Resource images for inspiration of texture.

