

Name:

prd.

Date:

CLAY MONSTER DESIGN

Design Factors: (things you must have in your design)

1. **Face:** It must have eyes and a mouth. Things to think about is giving it ears, nose or horns (these are optional).
2. **Expression:** Make your monster be happy, sad, angry, or grinning. This is the most important aspect to your monster. It gives it character.
3. **Texture:** What does your monster have for it's skin? Scales, fur, moles/dots all over or something else. If you don't want texture for skin, you can put clothing on the monster or give it arms.
4. **Legs/Feet:** The monster must be able to stand. As for feet they can wear sneakers, have claws, or toes.
5. **Optional Items:** Arms, wings and a tail are all optional items but something to think about.



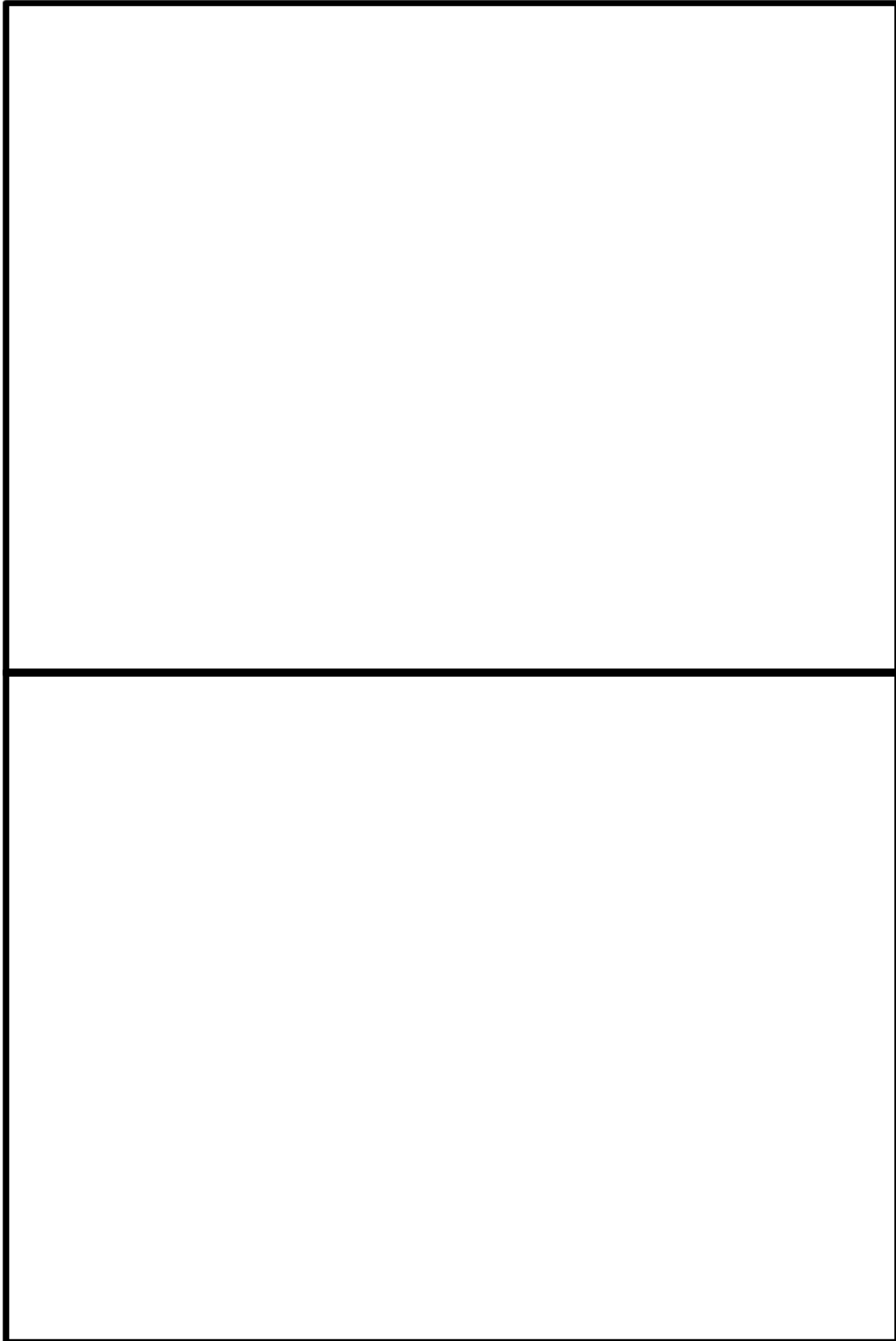
A monster can look scary or cute, but you can not copy an original design!

You must come up w/ your own. If you like the idea of an excising monster you can incorporate a part of it into your design but not everything.



Turn Over

Below you are to draw 2 designs of a monster with in the boxes. They don't need to be perfect drawings but you need to think about what you are going to create. This is a grade and I will be checking your designs.

The image contains two identical, empty rectangular boxes stacked vertically. Each box is defined by a solid black border and is intended for a student to draw a monster design. The boxes are of equal size and are positioned one above the other, separated by a small gap.