

Human Skull Sketch (10 Points)

What's underneath the flesh determines what we see on the surface. Faces are built upon skulls. Understanding the structure of the skull helps the artist in creating convincing creatures.

Grading is based on inclusion of all the elements listed.

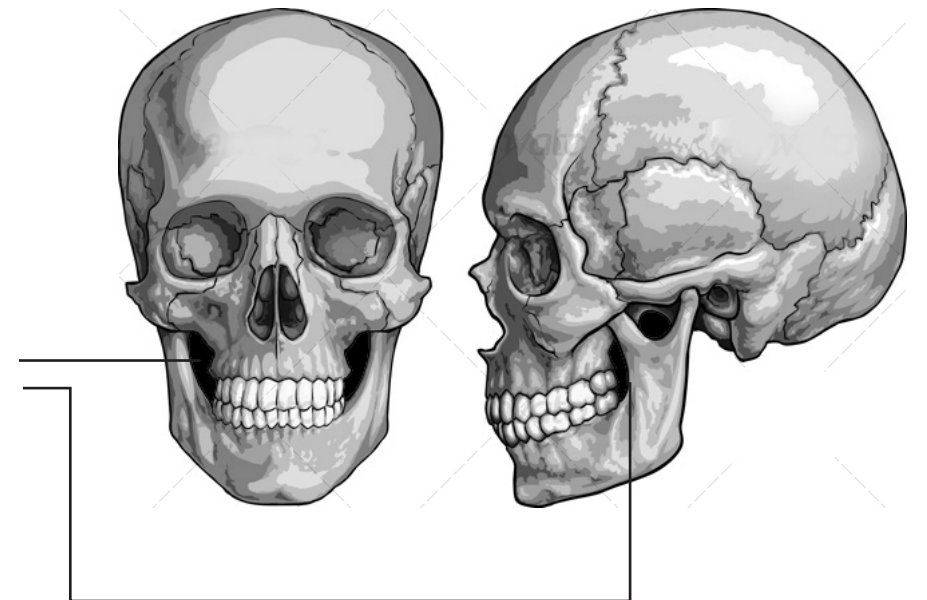
They are:

- Matching the scale of sculpt to the instructional illustration
- Cranium
- Zygomatic arch
- Placement of the orbits
- Placement of nasal cavity
- Maxilla
- Mandible
- Teeth

Symmetry

Surface Finish

Hollowness between
the Maxilla and the
Mandible.



Ogre Skull Sketch (10 Points)

Creature skulls have the same elements as a human skull but exaggerated and/or modified. A good creature plays off of human and animal qualities to create a novel experience for the audience.

Grading is based on inclusion of all the elements listed in class.

They are:

- Cranium
- Zygomatic arch
- Nasal Cavity
- Maxilla
- Mandible
- Teeth
- Symmetry
- Surface Finish
- Ogre-ness



3/4 Scale Ogre Portrait (30 Points)

Ogres are disagreeable creatures. They have bold, coarse features defined by deep folding. Their teeth are strong, made for crunching bones and eating marrow. They have human-like features but the features are contorted and exaggerated.

This project is a "Major" project worth 30 points, Grading is based on inclusion of all the elements listed in class.

They are:

- Does it look "Ogre-like". (This is not a vampire, clown, or space alien)

- Does it include all of the facial elements listed in the "Ogre Sketch" project?

Supra-Orbital Ridges

Nose Elements - Nostrils, Glabellum

Naso-Labial Fold

Zygomatic Arch

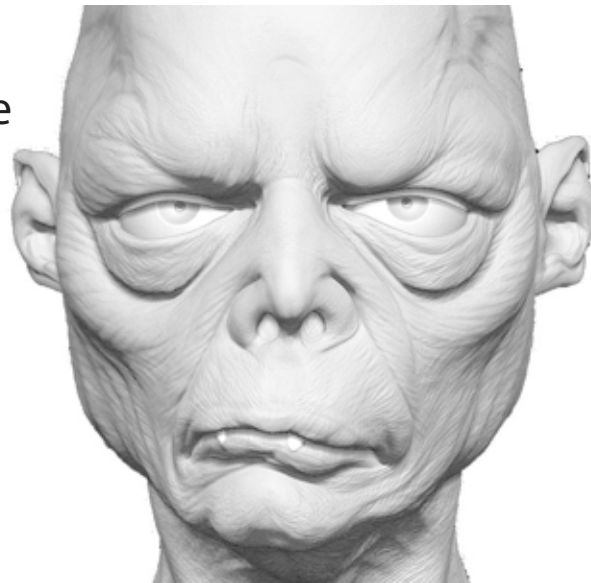
Eye Lids

Lips

Mental Sulcus

Symmetry

- Is the sculpture "finished" to a consistent skin-like surface?



3/4 Scale Ogre Portrait (continued)

You will be graded on two stages: skull and final sculpture

Step 1

Cover armature with a thin layer of clay.

Step 2

Sculpt your Ogre skull. Only the skull - no eyes, noses, or ears. Make sure to indicate all parts of a skull that we've discussed:

Cranium, Supra Orbital Ridges, Zygomatic Arch, Orbits, Nasalis Bone, Maxilla, Mandible, Teeth

Step 3

Show the creature skull to Mr. Schuchman for approval.

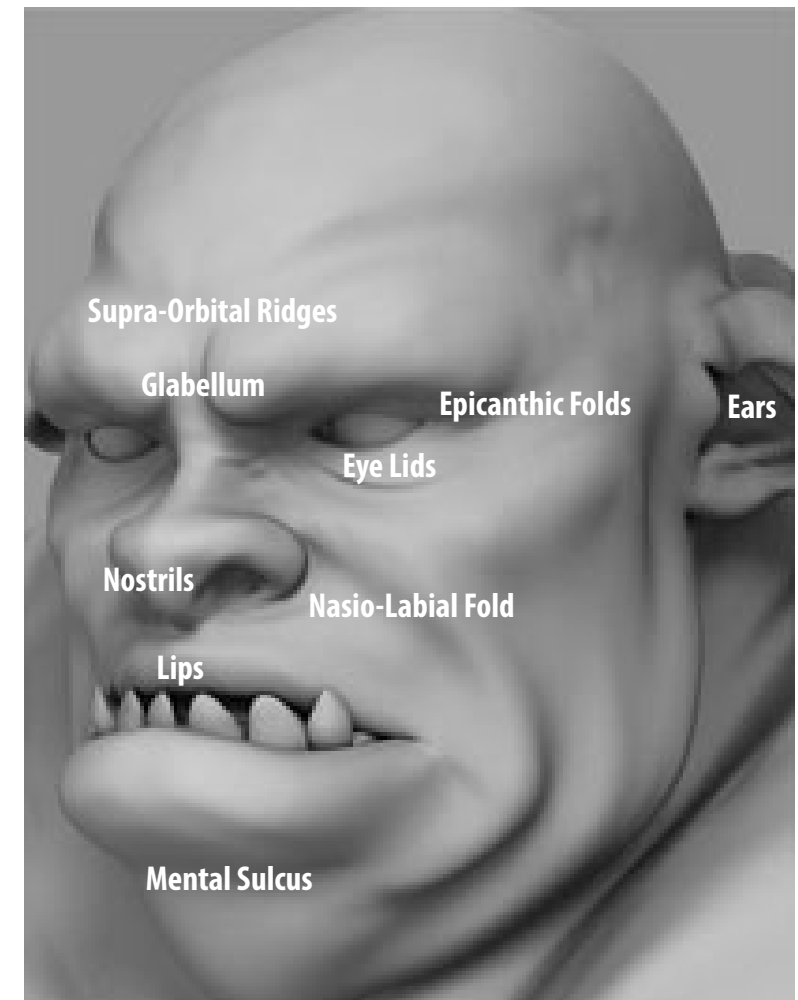
Step 4

Begin sculpting the primary flesh elements: Eyes, Eye Lids, Cheeks, Lips, Nose etc. Make sure that you indicate the different facial landmarks.

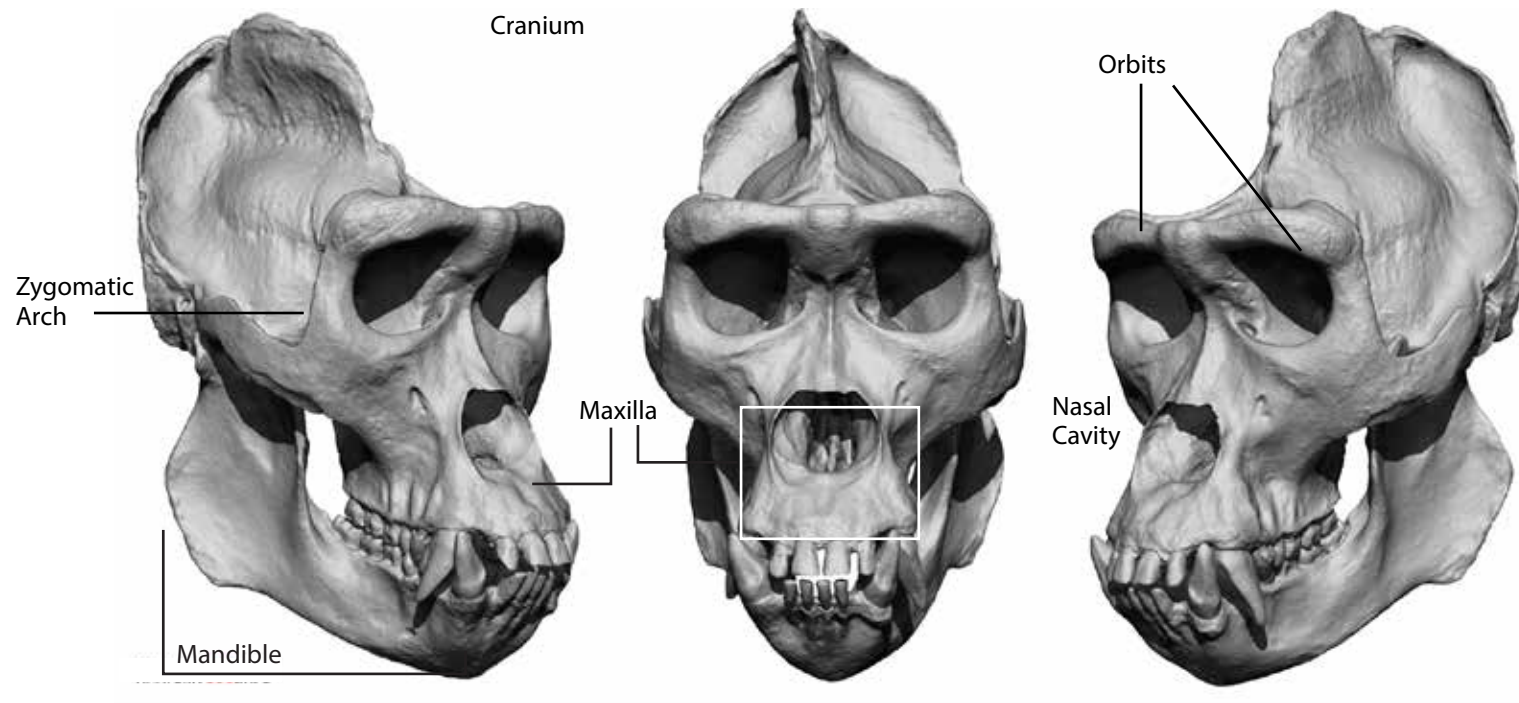
Step 5

Surface finish - You be given tools and instruction regarding wrinkles, scars, and skin texture.

**NOTE: This is a 30 point project.
Take your time and do your best.**



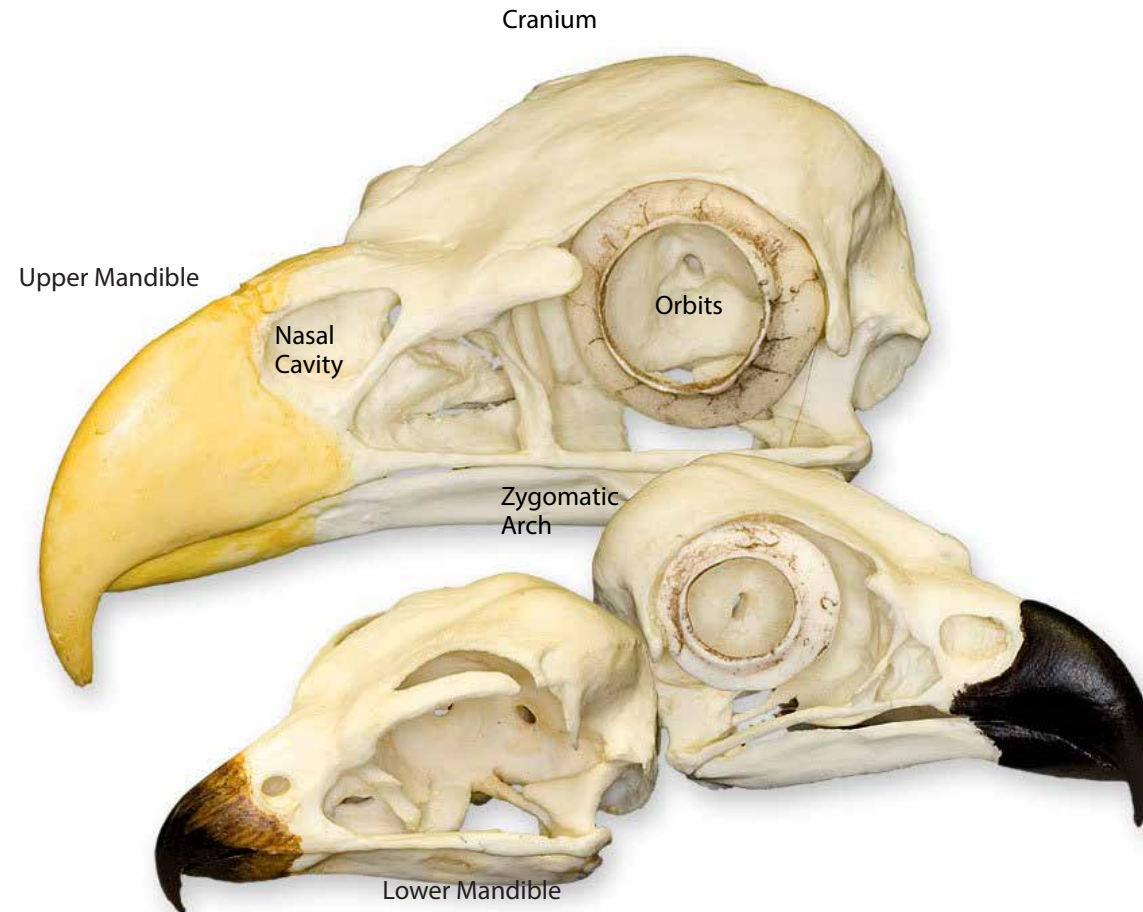
Gorilla Popsicle Sketch (10 Points)



- Cranium
- Orbits
- Zygomatic arch
- Nasal Cavity
- Maxilla
- Mandible
- Teeth

The skull parts of the gorilla are the same as those of a human. Nature merely takes the same parts of all and reshapes them to create new creatures. You're doing the same.

Eagle Popsicle Skull (10 Points)



- Cranium
- Orbits
- Zygomatic arch
- Nasal Cavity
- Upper Mandible
- Lower Mandible

The skull parts of the eagle are almost the same as those of a human but rather than having a maxilla and a mandible, they have an upper mandible. This is a distinction between birds and mammals.

Gnome (20 points per)



A gnome is a diminutive spirit in Renaissance magic and alchemy, first introduced by Paracelsus in the 16th century.

- This project requires no inner armature. It's all clay.
- All gnomes should be 6 inches tall.
- Proportions are vital. Divide the anatomy into 3 equal parts; head, body and legs.
- Include all facial features used in previous projects.
- All have facial hair.
- All wear clothing and hats.
- All hold some sort of tool or weapon.

Reuse your clay from the previous projects

