

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.

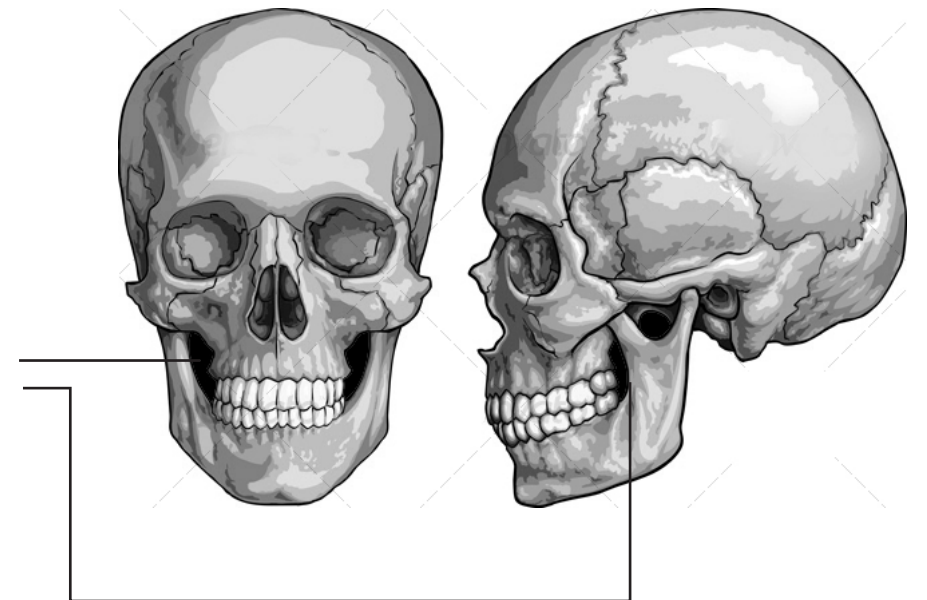
They are:

- 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.

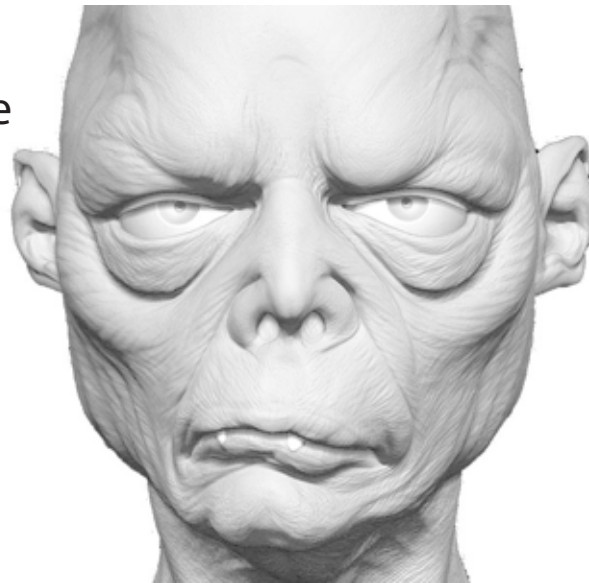
They are:

- 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.

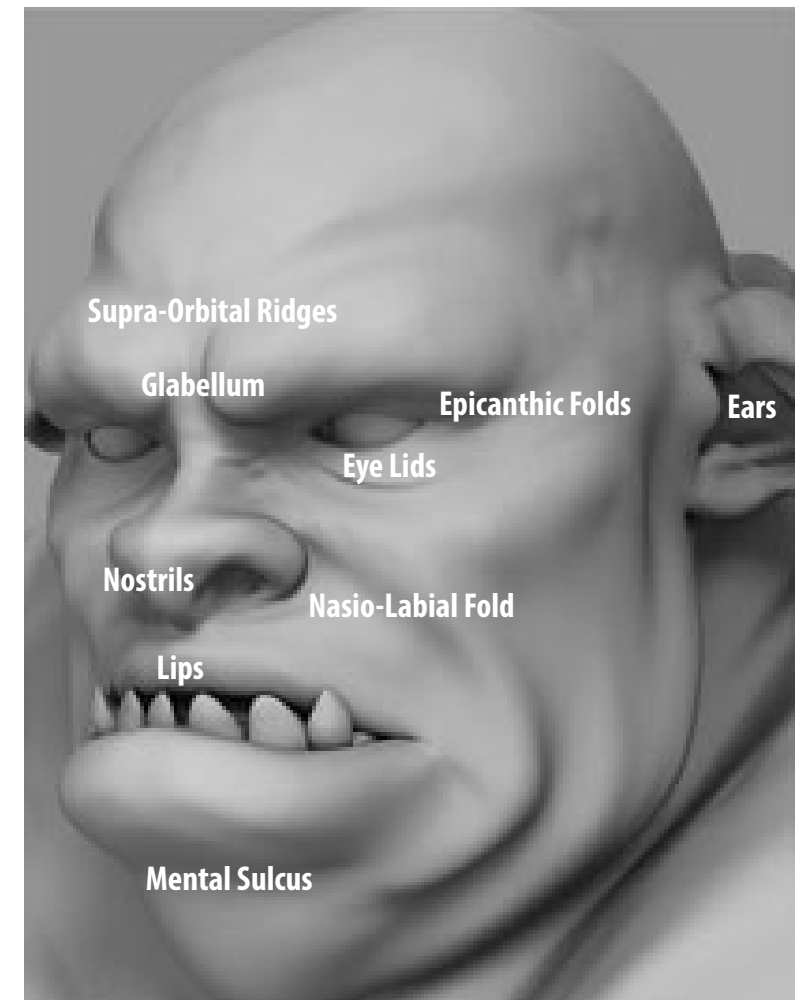
Step 4

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

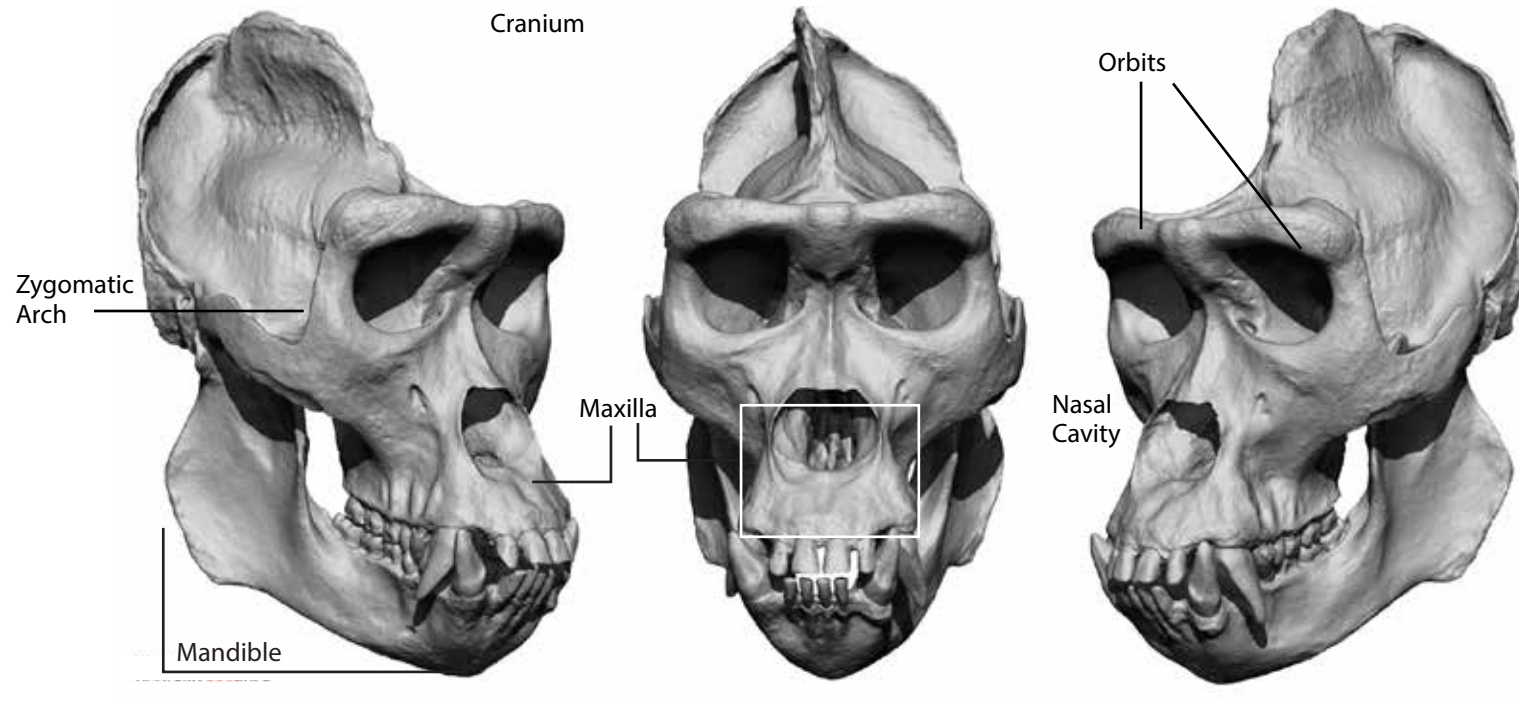
Step 5

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.**



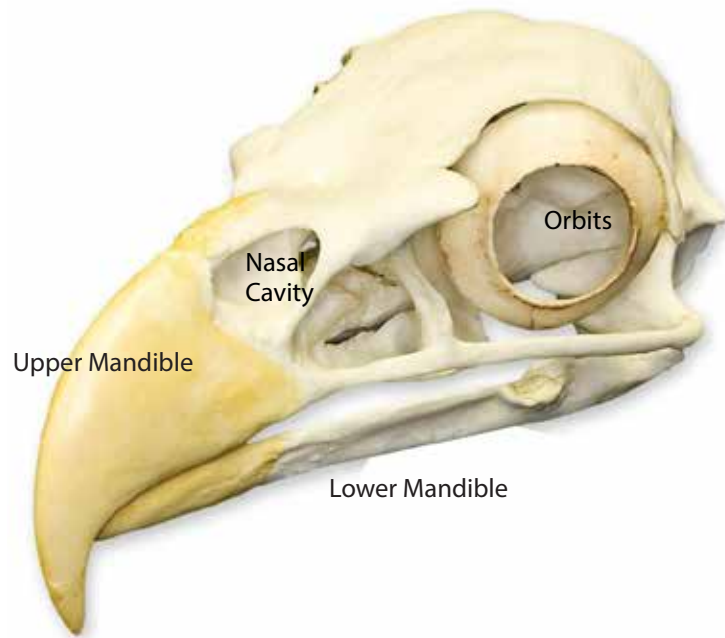
Gorilla Popsicle Sketch (10 Points)



- 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. Rather than having a maxilla and a mandible, they have an upper & lower mandible. This is a distinction between birds and mammals.

Zombie (30 Points)

The Zombie sculpt involves all aspects of the biped (walks on two legs) body: the skeleton and the musculature. You need to combine what you already know about the skull and face with new information about the bones and muscles of the torso and legs.

You must show the following in your sculpt:

Complete zombie figure - one half skeletal and the other half flesh.

The skeletal half will include the following bones:

- Clavical (collar bone)
- Scapula (shoulder blade)
- Humerus (upper arm bone)
- Ulna and Radius (lower arm bones)
- Rib cage
- Iliac (hip bone)
- Femur (upper leg bone)
- Tibia and Fibula (lower leg bones)


The flesh half will include these muscle masses:

- Pectoralis (chest muscles)
- Deltoid (shoulder muscle)
- Biceps and Triceps (upper arm muscles)
- Brachioradialis (lower arm muscle)
- Flexor Group (lower arm muscles)
- Adductor Group (upper leg)
- Vastus Medialis
- Quadriceps (front upper leg muscle group)
- Biceps Femoris (back upper leg)
- Tibialis Anterior (lower leg side)
- Soleus & Gastrocnemius (Calf)

In addition to the above you can add any interior elements (liver, heart, intestines) and torn flesh, making the sculpt creepy.

SEE THE NEXT PAGE FOR ILLUSTRATIONS

Zombie (continued)

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- The diagram shows a zombie skeleton with various muscles and bones highlighted. The labels are as follows:
- Pectoralis (chest muscles)
 - Deltoid (shoulder muscle)
 - Biceps and Triceps (upper arm muscles)
 - Brachioradialis (lower arm muscle)
 - Flexor Group (lower arm muscles)
 - Adductor Group (lower leg)
 - Quadriceps (front upper leg muscle group)
 - Vastus Medialis
 - Biceps Femoris (back upper leg)
 - Tibialis Anterior (lower leg side)
 - Soleus & Gastrocnemius (Calf)
 - Clavical (collar bone)
 - Scapula (shoulder blade)
 - Humerus (upper arm bone)
 - Ulna an Radius (lower arm bones)
 - Rib cage
 - Iliac (hip bone)
 - Femor (upper leg bone)
 - Tibia and Fibula (lower leg bones)



Gnome (20 points per)



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

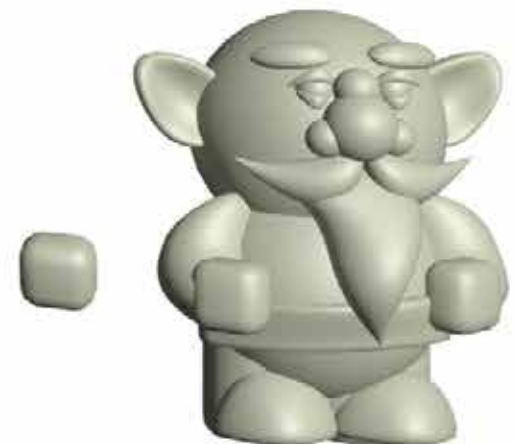
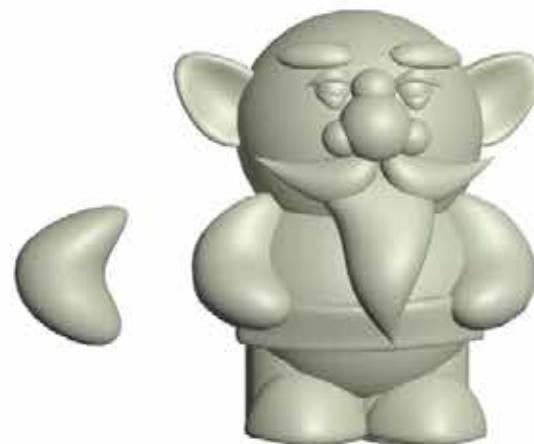
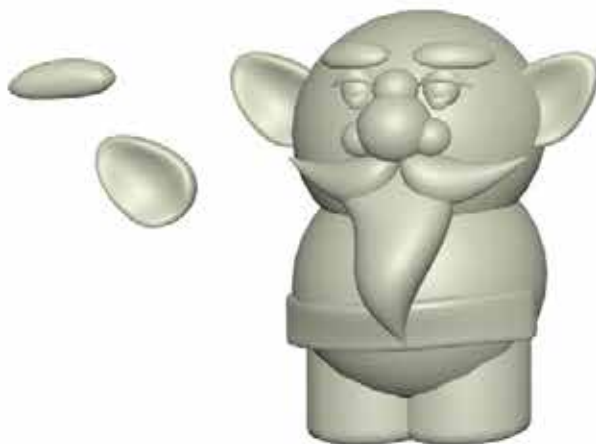
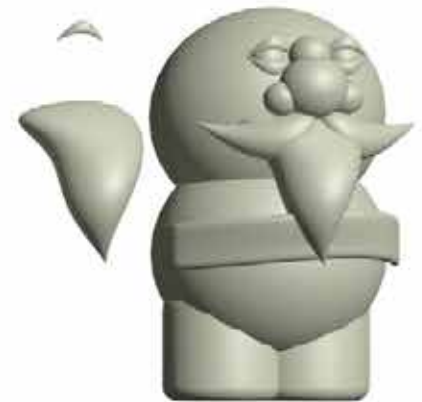
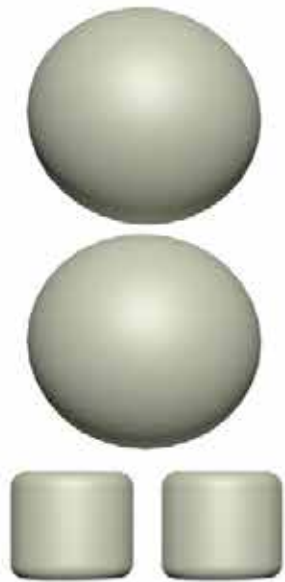
Feel free to design your own gnome but be sure to follow these requirements:

- Proportions are vital. Divide the anatomy into 3 equal parts; head, body and legs.
- They have stout, thick arm and legs and big noses.
- Include all facial features used in previous projects.
- All have facial hair.
- All wear clothing and hats.
- All hold some sort of tool like an axe or hammer

On the next page is a sequence to help you start the project.

Gnome (20 points per - continued)

MODELING SEQUENCE



Vampire Popsicle Portrait (10 Points)

A vampire is a being from folklore that subsists by feeding on the life essence of the living. In European folklore, vampires were undead beings that often visited loved ones and caused mischief or deaths in the neighbourhoods they inhabited when they were alive.

This model requires great attention to detail. Note the wrinkles around the eyes, face and mouth.

