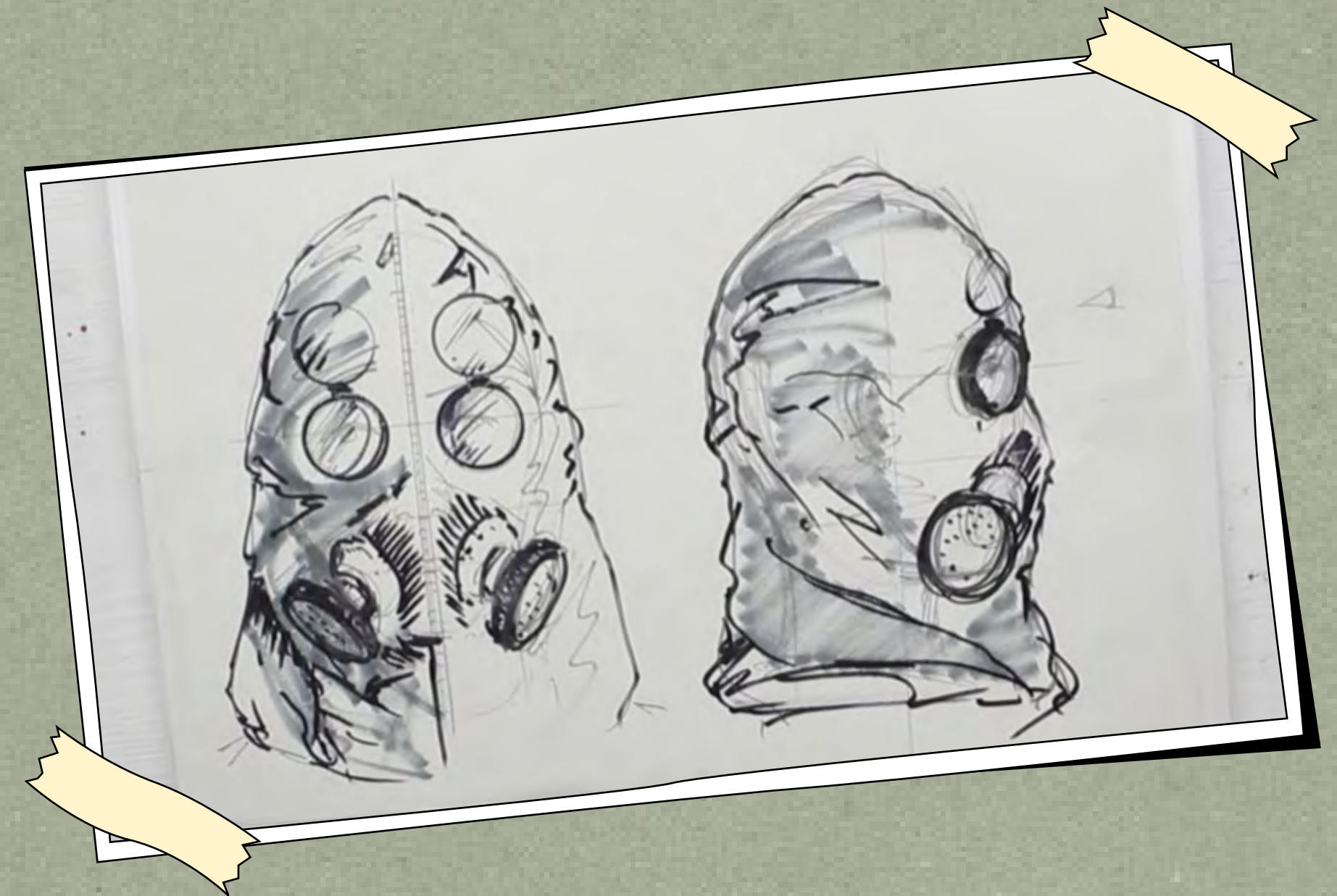


**ALEXANDRA PALACE
PRESENTS**

BIG

SCHOOLS

GREEN SCREEN CHAMPIONS

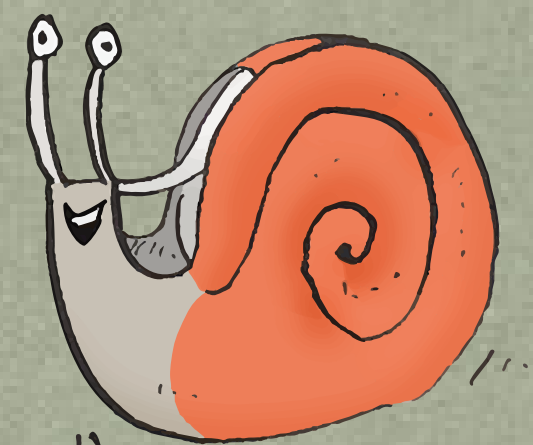


Animation

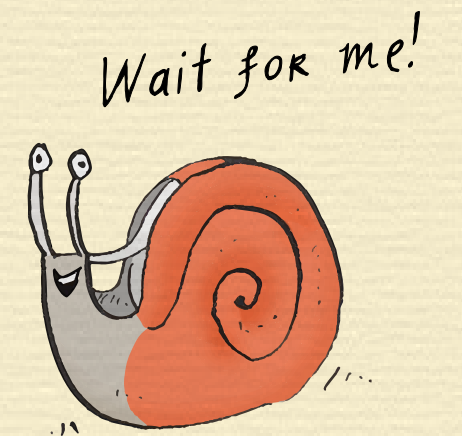
Explore fashion, function and aesthetic concepts, with Jack the Artist, whilst designing your own Personal Protective Equipment (PPE).



*follow along with
JACK THE ARTIST!*



WELCOME TO BIG SCHOOLS



What is the BIG SCHOOLS PROGRAMME

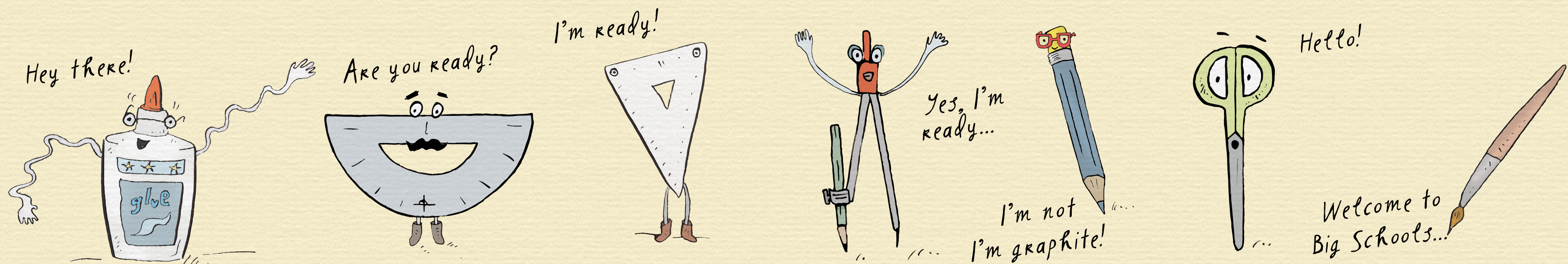
This learning program is designed to equip children and young people with the knowledge and skills needed to help them bridge key educational transitions in their lives - whether they are in primary education getting ready to transition into big school, heading off to college or university or a school leaver entering the big school of life.

Who are the GREEN SCREEN CHAMPIONS?

Over the next ten days, Alexandra Palace brings children and young people together with our Green Screen Champions - leading industry professionals who are raising people's environmental consciousness in the film, media and gaming sector. The programme creates a space for young thinkers with a deep investment in their future to explore the environmental challenges facing them, and reboot society - paving the way for a greener future!

Great... and who is JACK THE ARTIST?

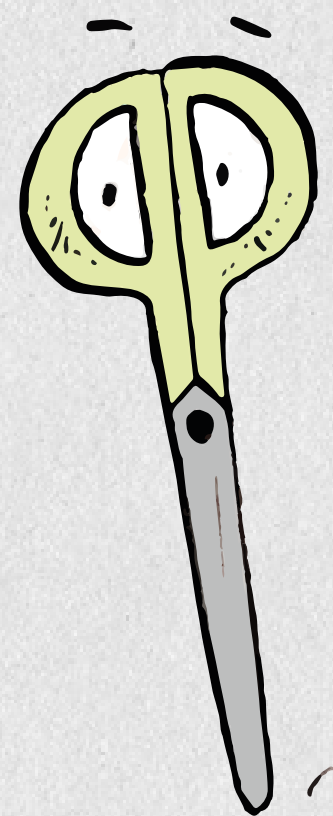
JACK THE ARTIST otherwise known as Jack Cornell, takes a multidisciplinary approach to making art in education settings, often exploring UN SUSTAINABLE DEVELOPMENT GOALS as initial stimuli. He regularly works with CREATE Arts charity, TATE Britain, TATE Modern, Camden Arts Centre, Wysing Arts Centre, AND he has his own YouTube series!



DESIGNING A FURTURISTIC MASK

For this task you will be designing PPE that explores concepts of function and aesthetics - think about how it can be comfortable, protective, easily used, but also how it looks - futuristic? Should it also be fashionable?

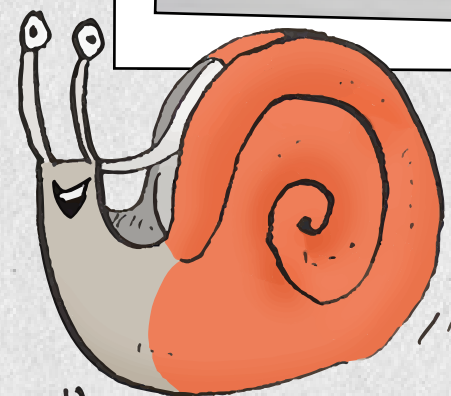
How does it look...
is it going to be fashionable
or branded?



Is it made from
inexpensive
recycled
materials?



How do people
use it?

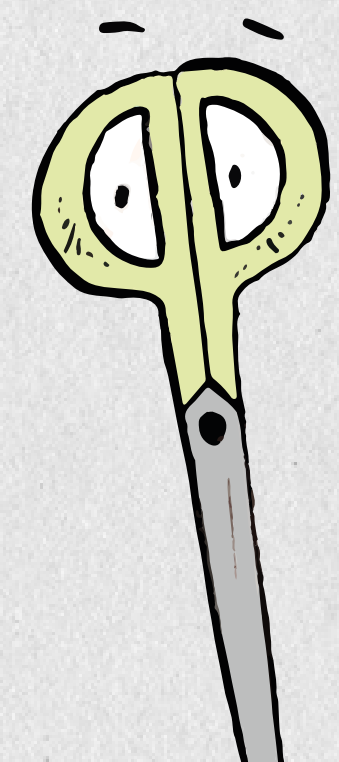


Look at different kinds of masks, from PPE to costumes / futuristic designs from movies and games. You could also look at historical masks and religious / cultural masks to inspire your design.

Let's start sketching some ideas.

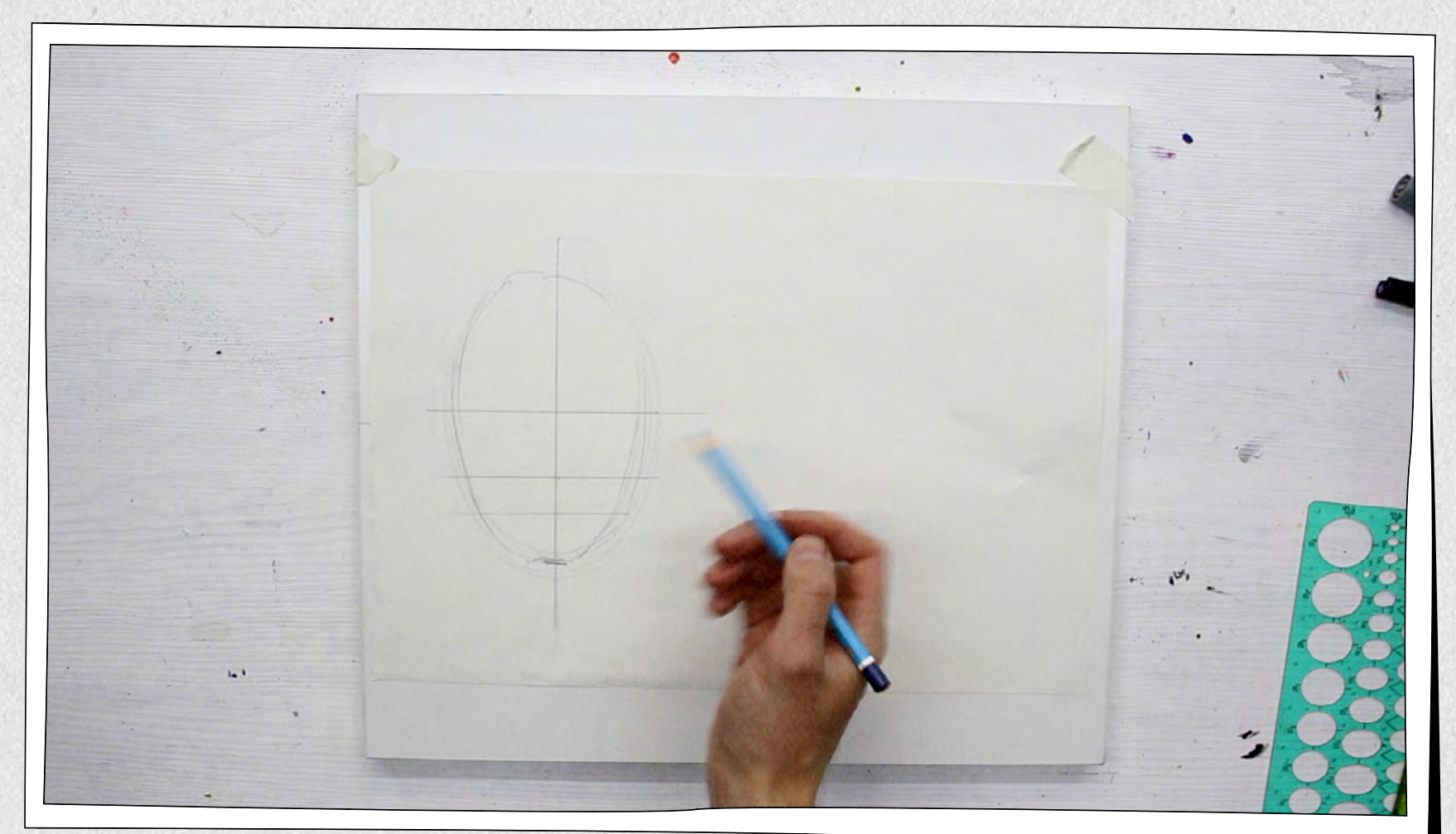
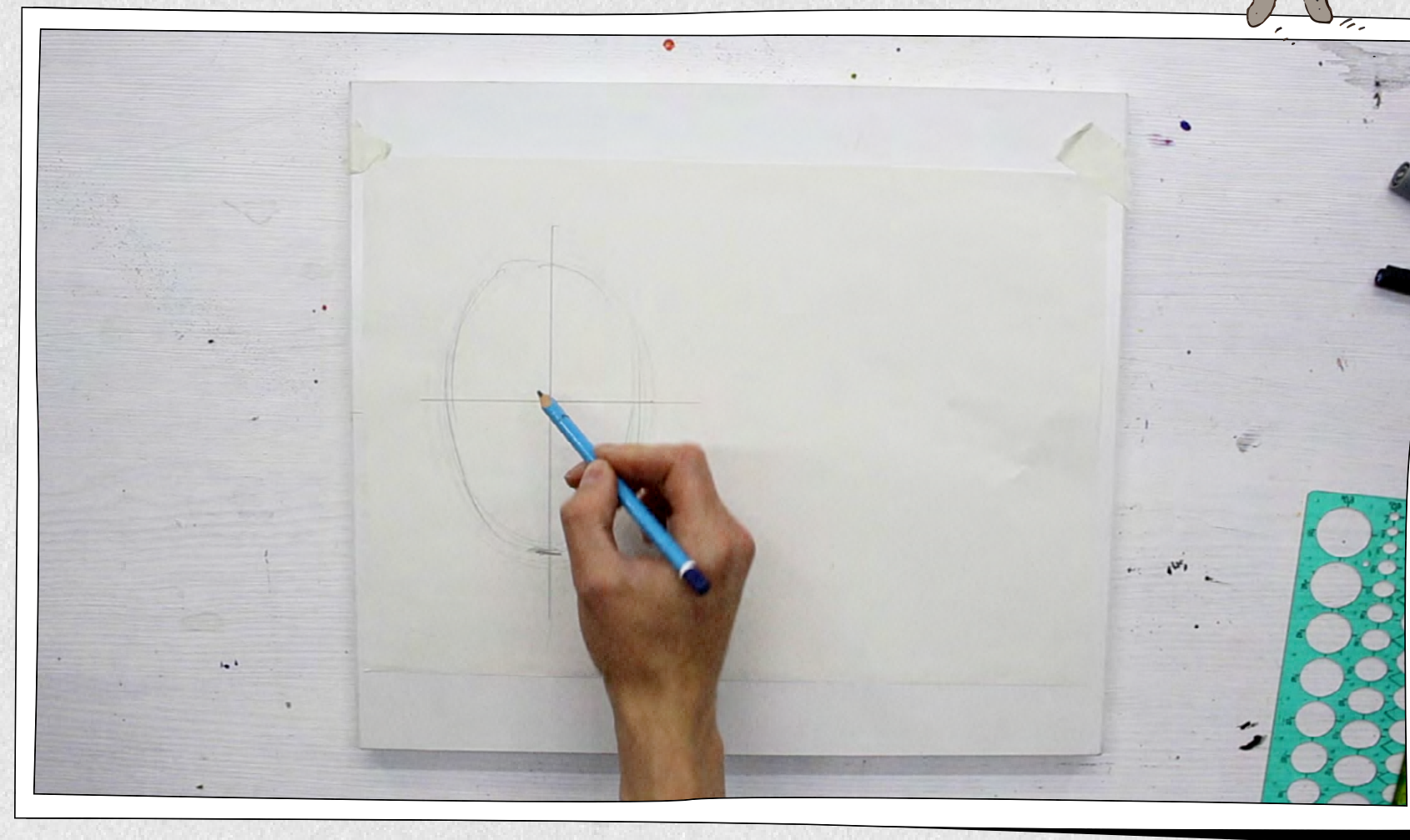
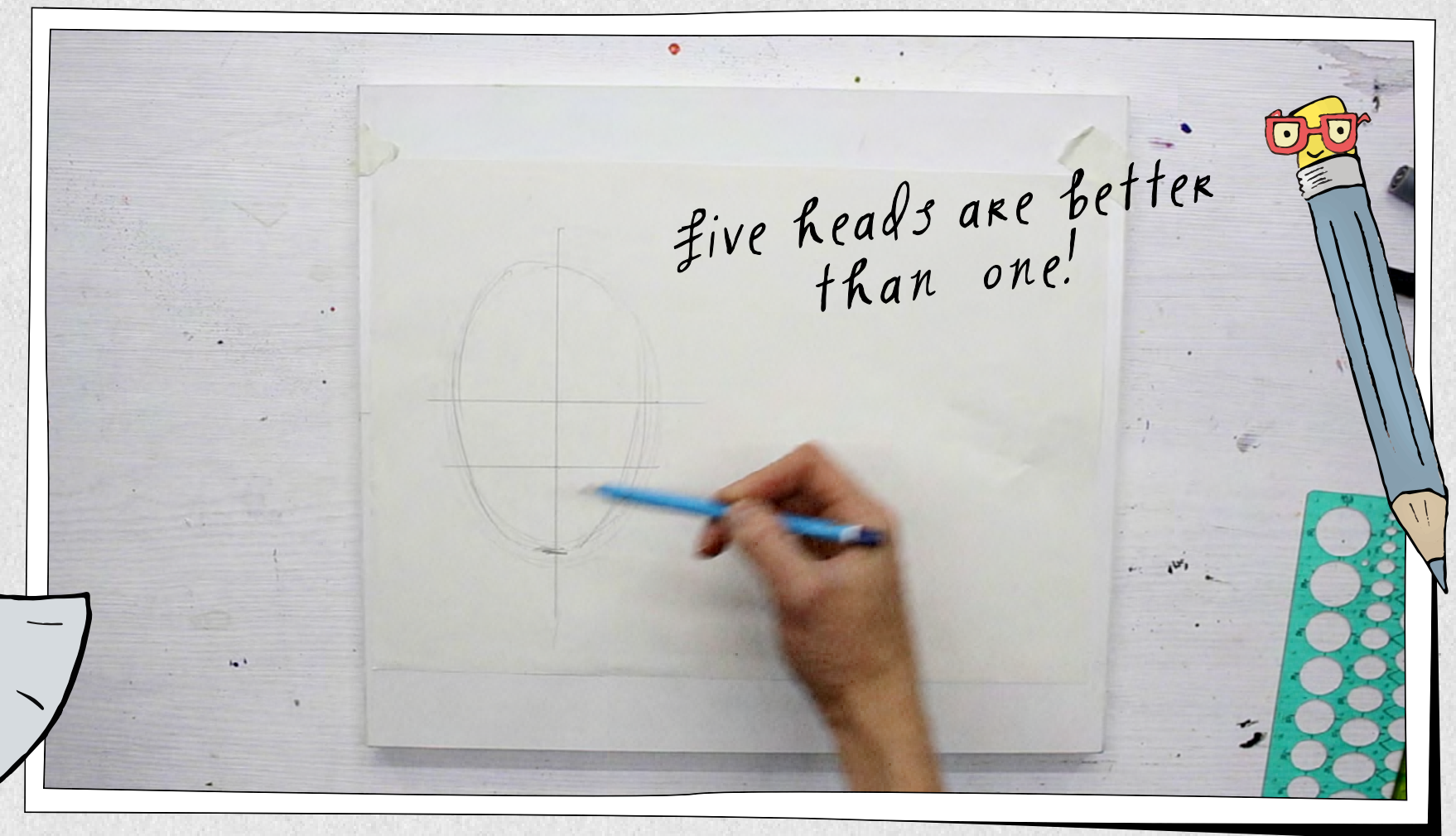
First we need a face for our mask.

Before we start, to help hone our ideas, we are going to draw some model heads. Start by sketching an oval shape (upside down egg shape). Draw a vertical line down the middle to create symmetry.



Am I symmetrical?

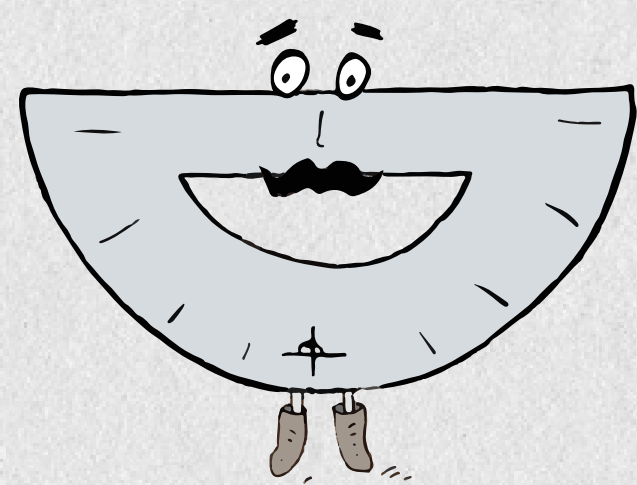
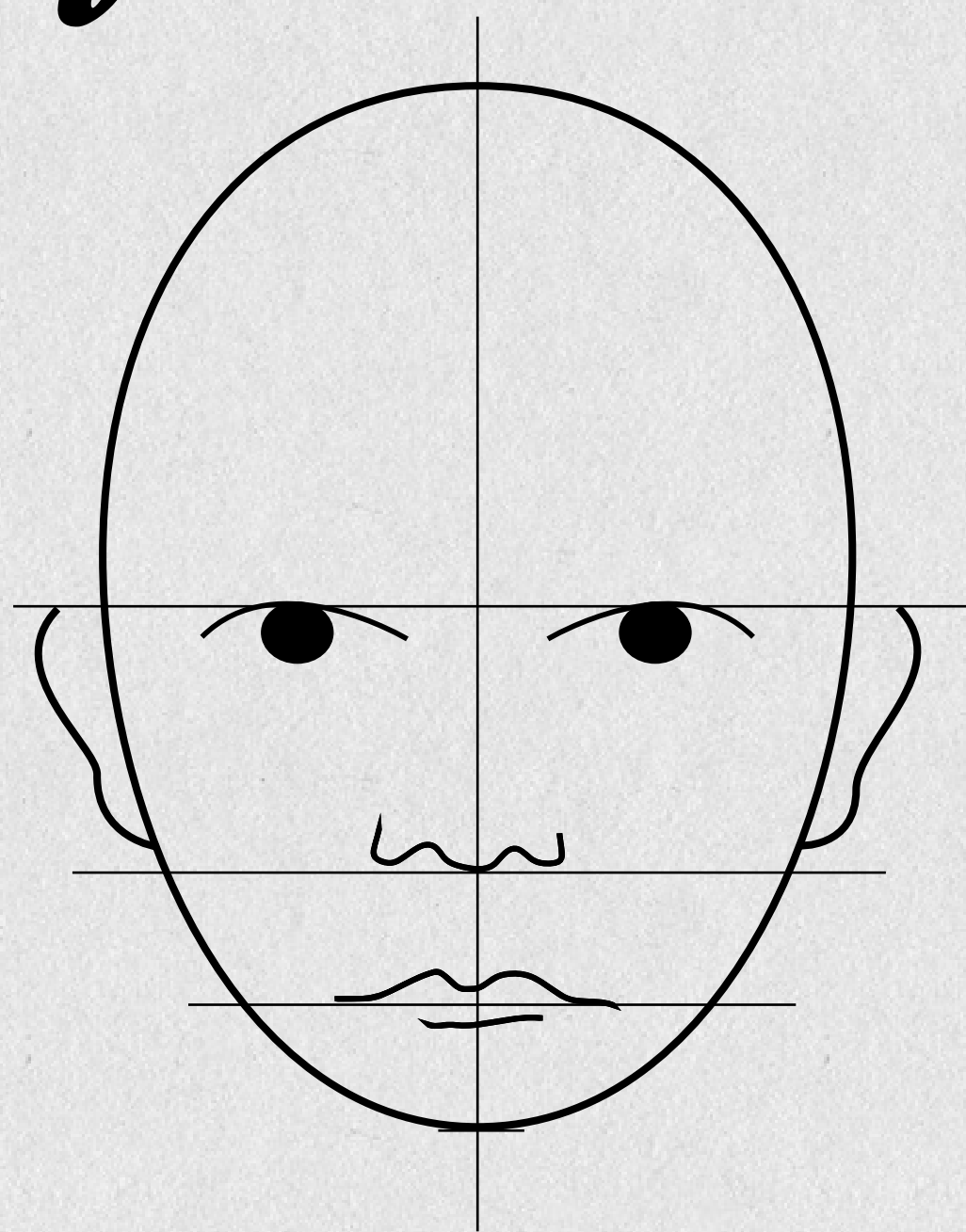
Um m m...



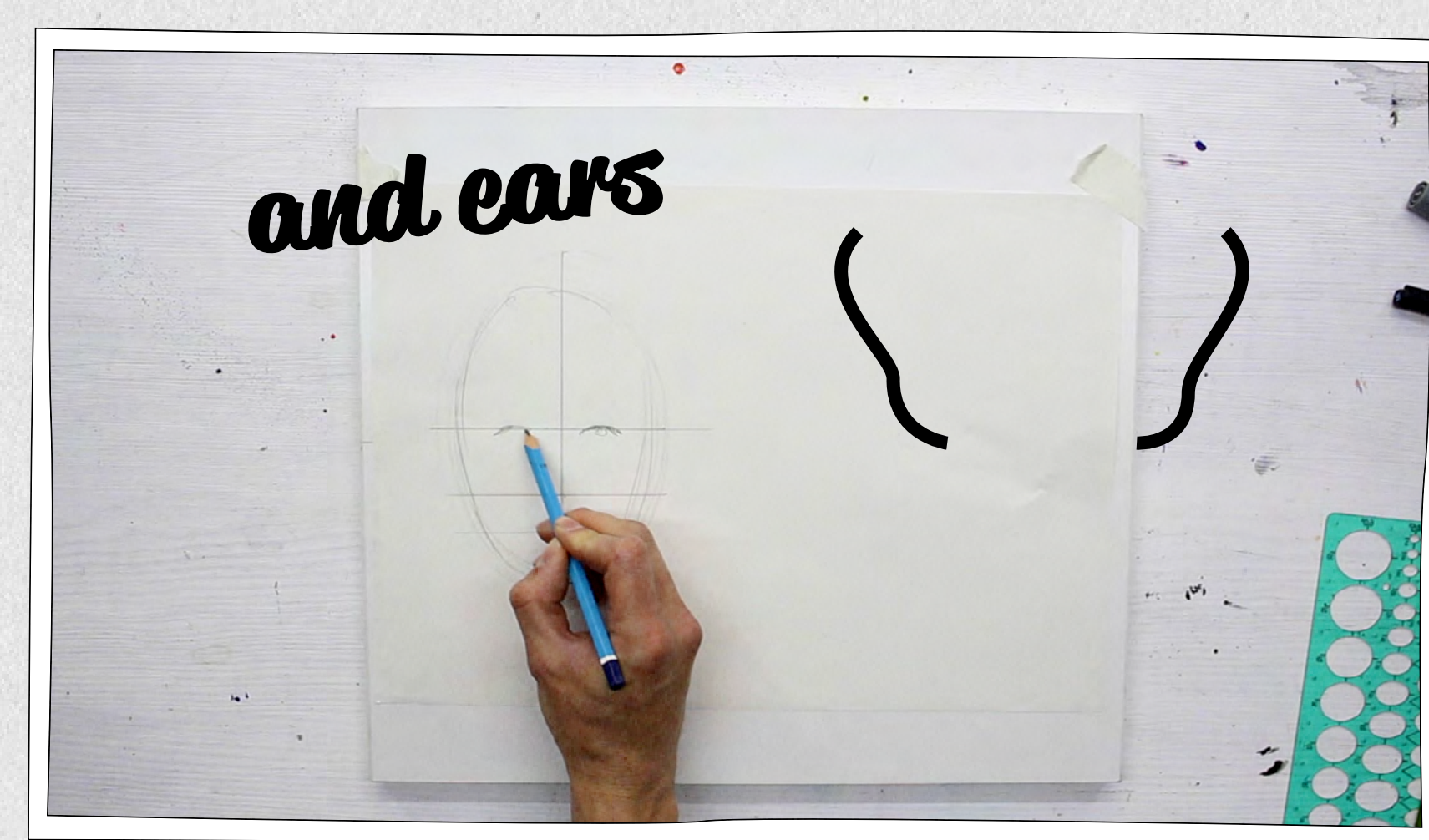
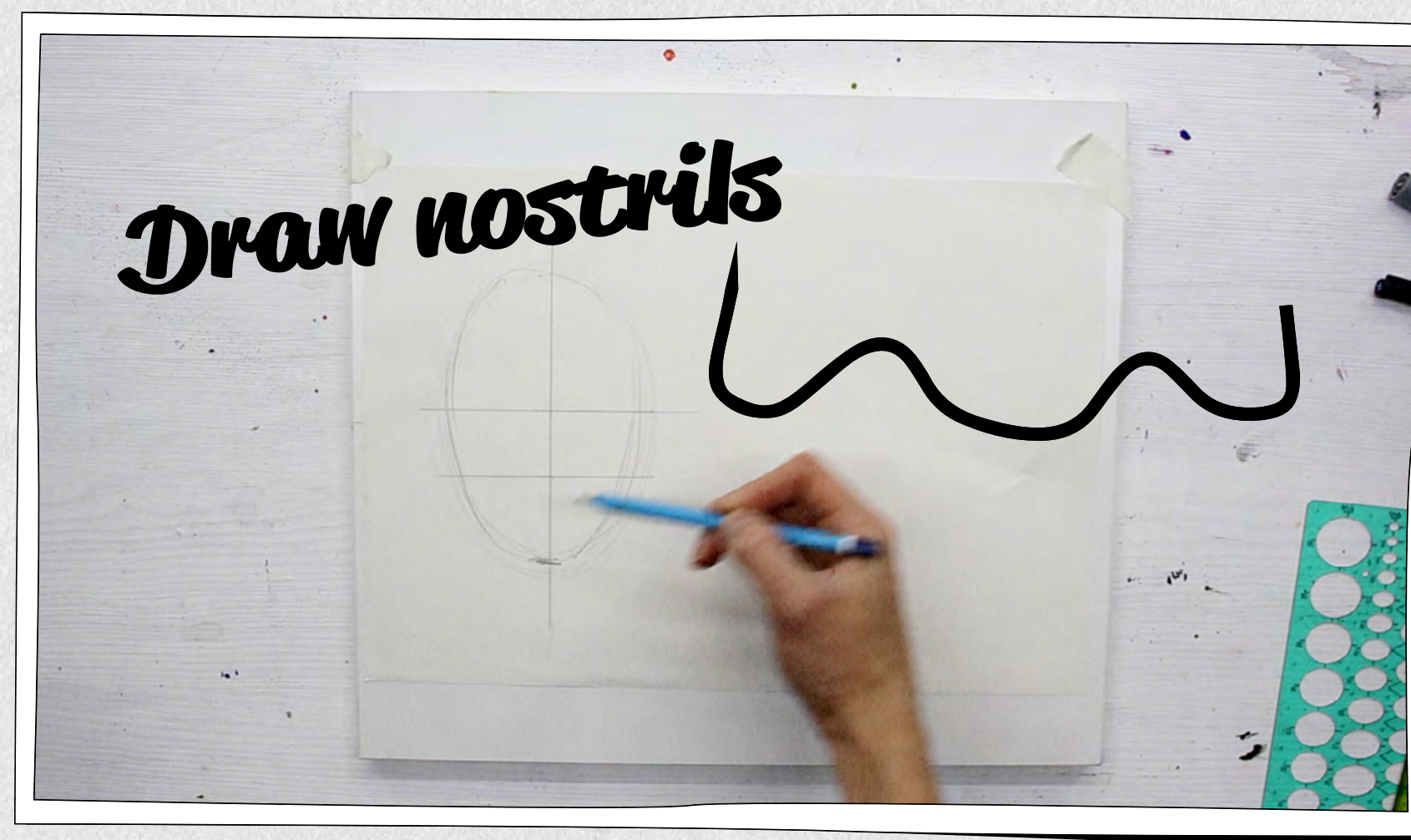
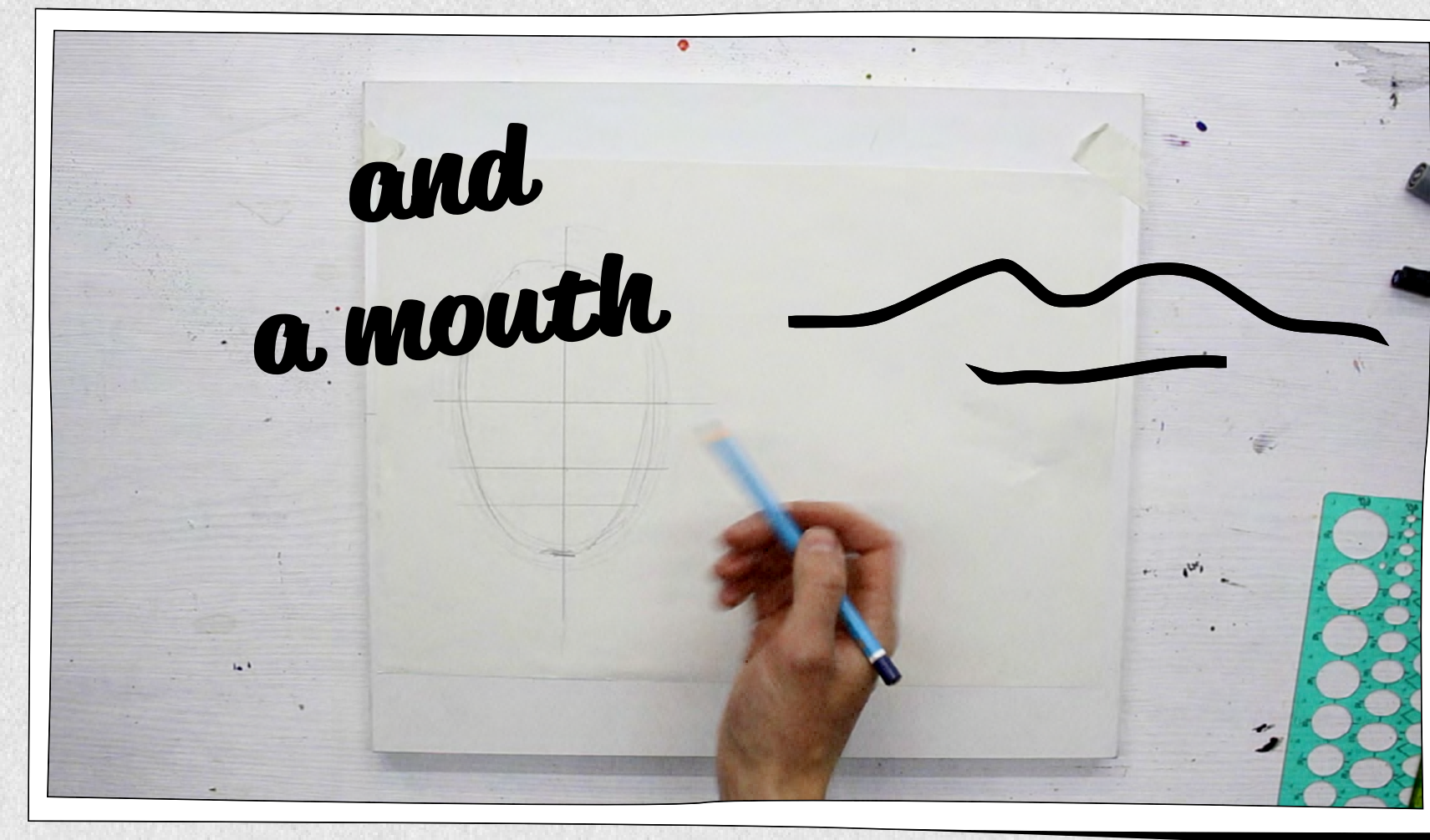
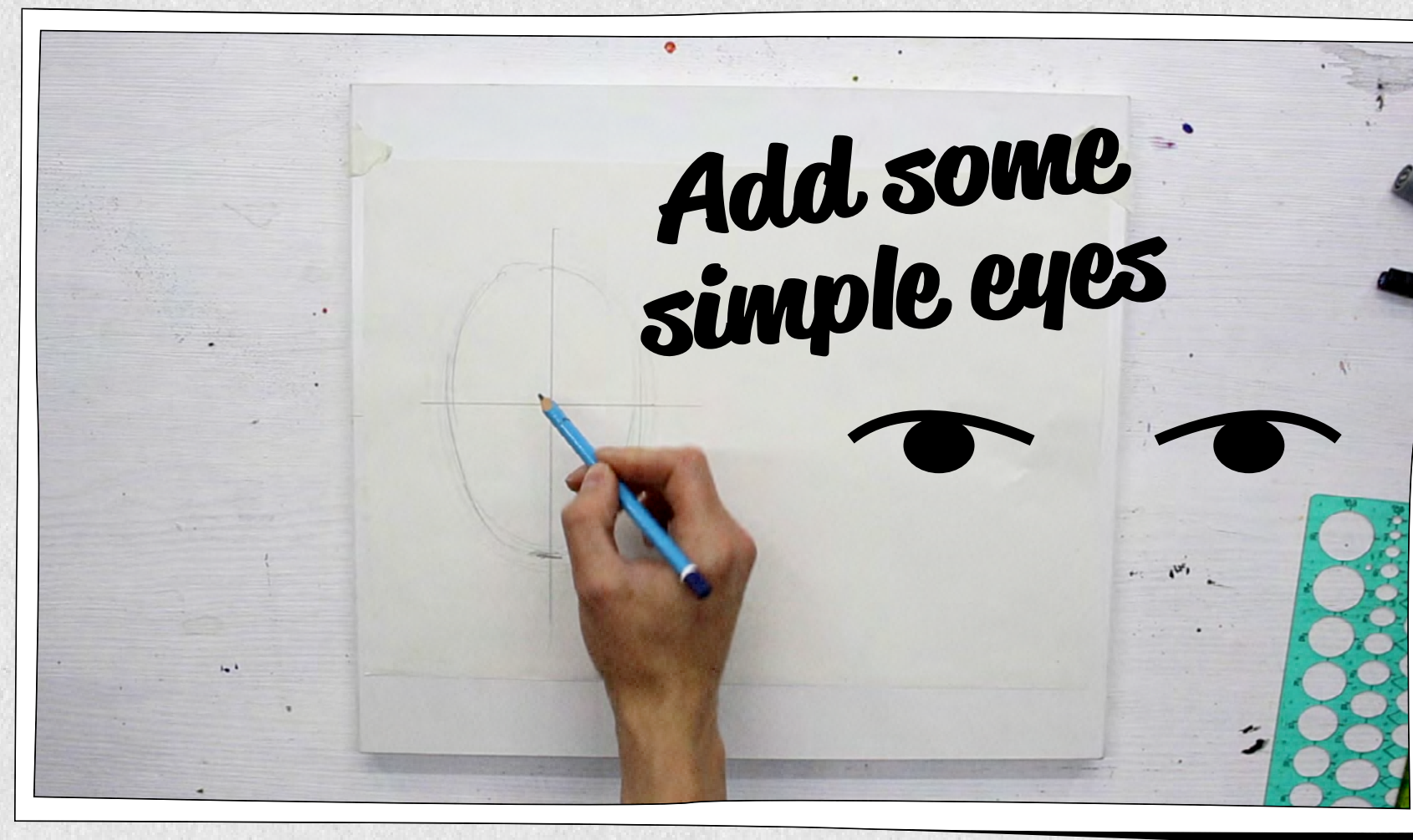
Draw a line horizontally half way through the oval, then mark the bottom of the oval for the chin, between the horizontal line and the chin line draw another horizontal line (half way between them).

Draw another horizontal line halfway between the chin and your last line. Don't do too much detail, this is just a sketch for your ideas.

Finish by adding your features...



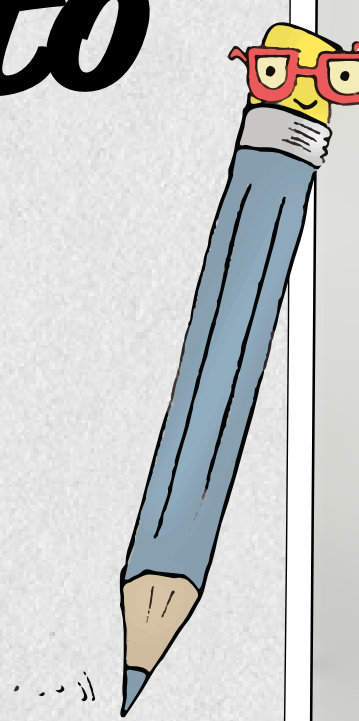
It should look something like this.



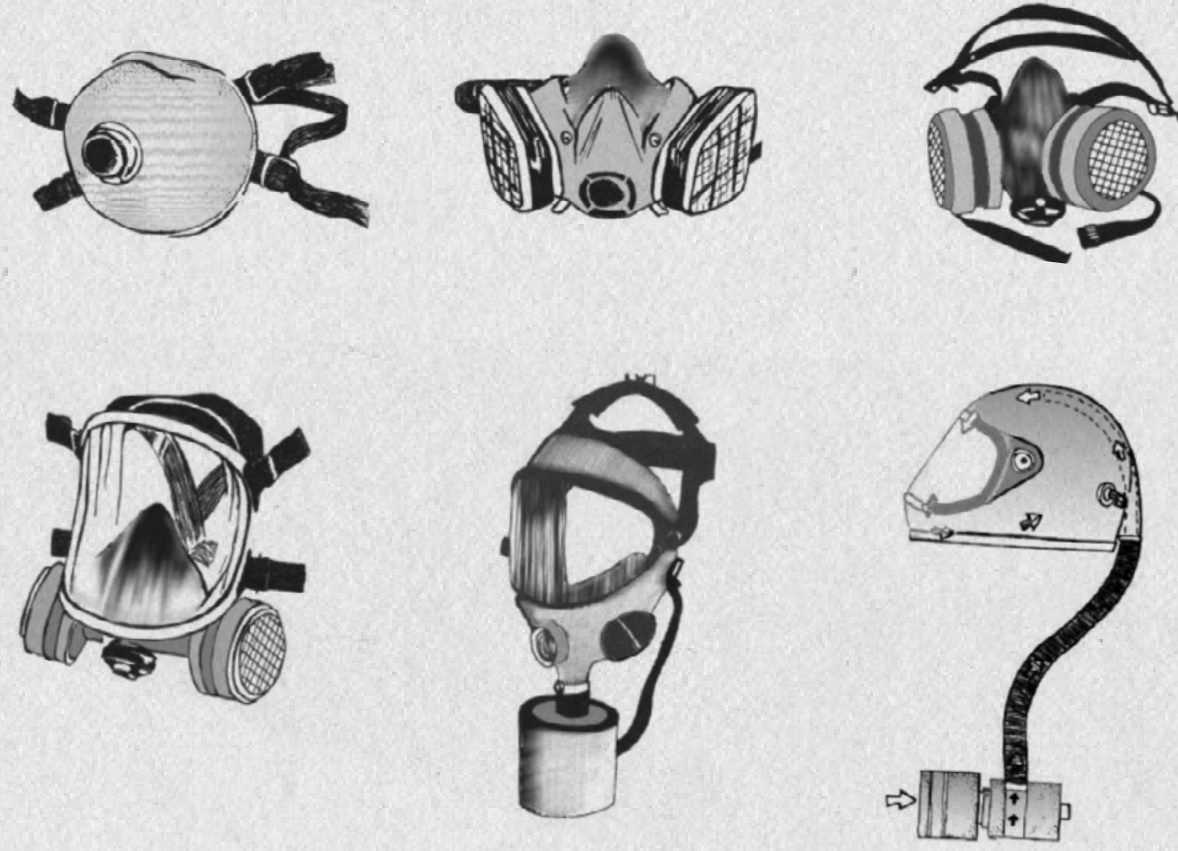
Now its time to add in some basic eyes, on the next line draw nostrils (you can do this by drawing a flattened M shape). Draw a mouth on the bottom line, again with a flattened M shape.

Ears are drawn between the eye line and the nose line. Once we have the features we are ready to start playing around with some ideas.

Now its time to mask up...



There are many different types of masks...

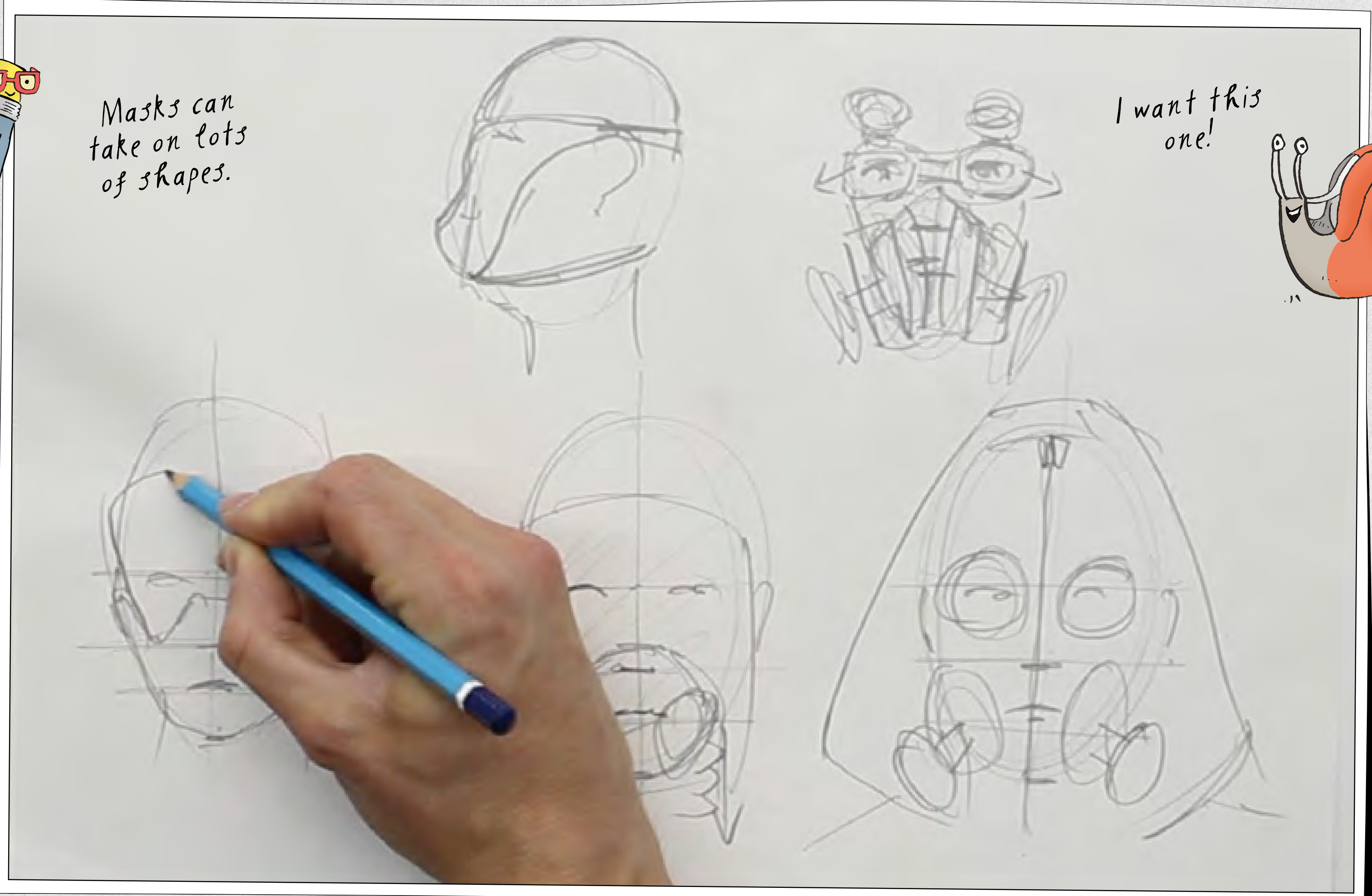


Draw your ideas into your sketched heads to see how they fit.



Now its time to let your imagination fly! Go for it!

Masks can take on lots of shapes.

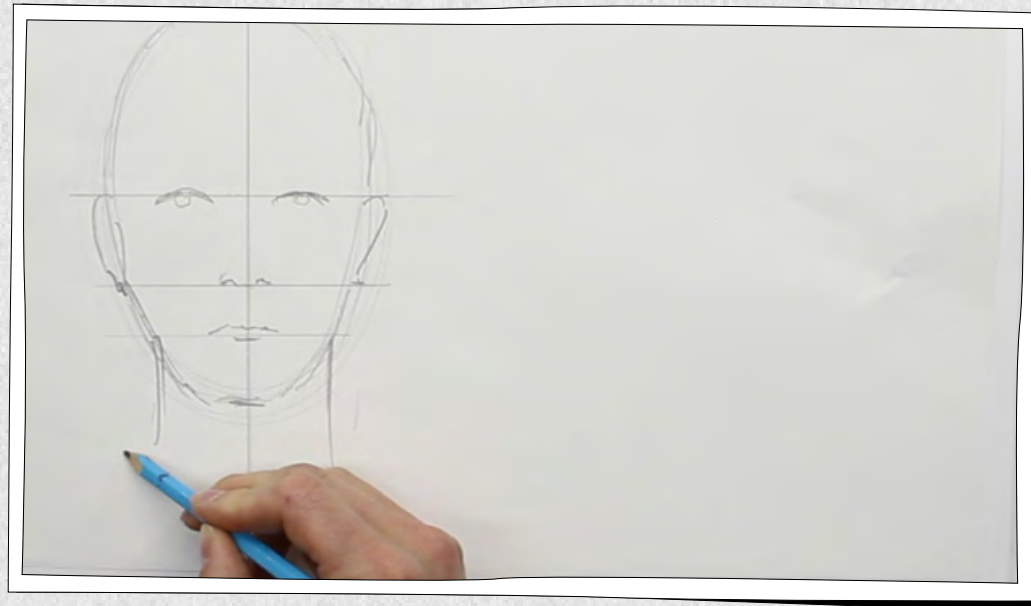


I want this one!

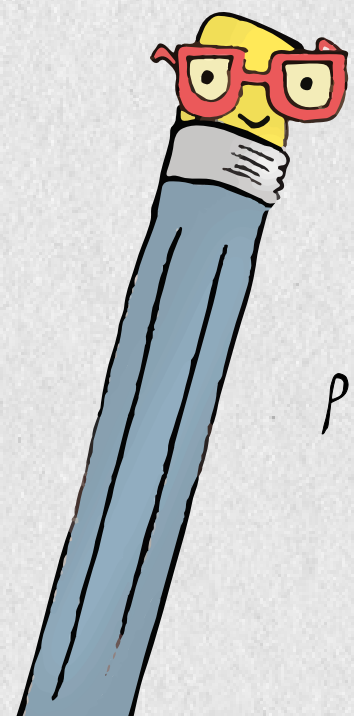


Start by just sketching and annotating some initial ideas, until you work out your final design.

Now you are ready to design your mask.



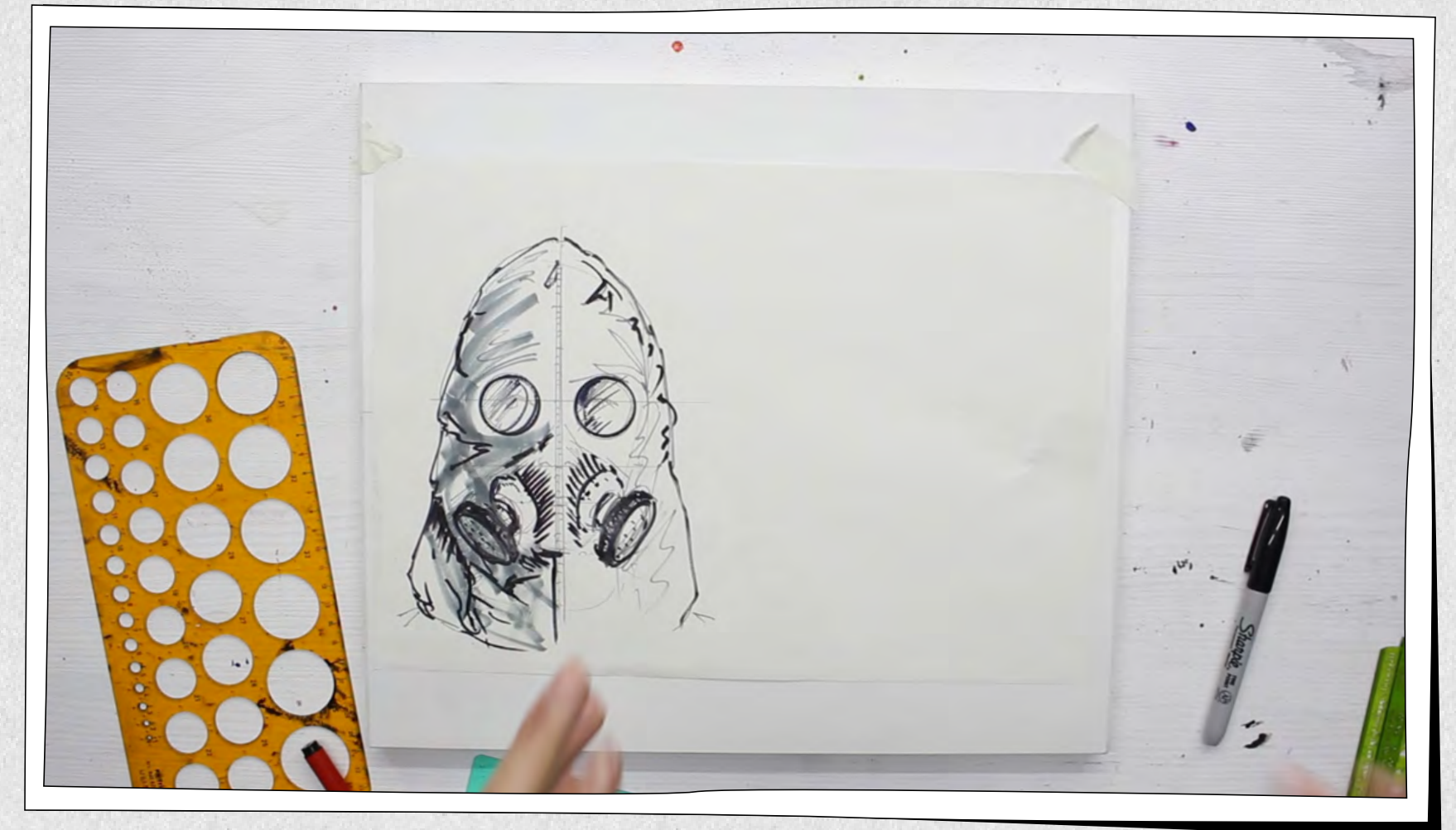
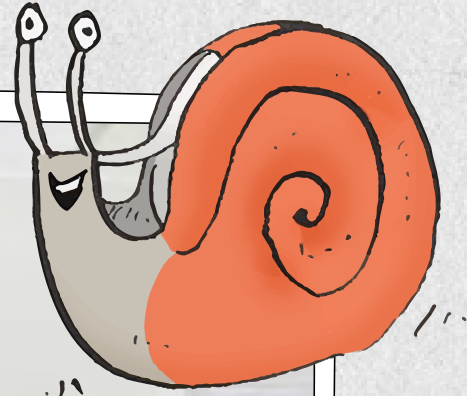
On a new piece of paper, draw a large head on the left leaving space for a profile view on the right. If you want to draw a neck, make two vertical lines from where the mouth line meets the side of the face.



Remember to leave space some for the a profile drawing of your mask...



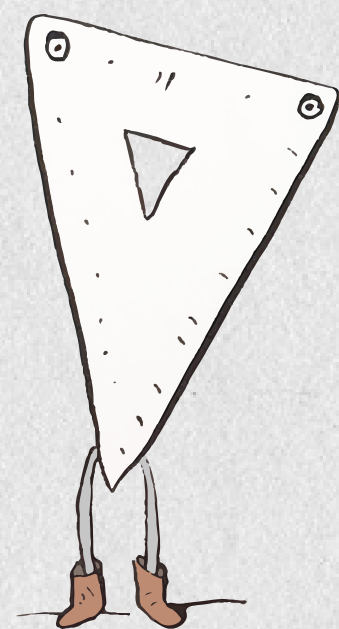
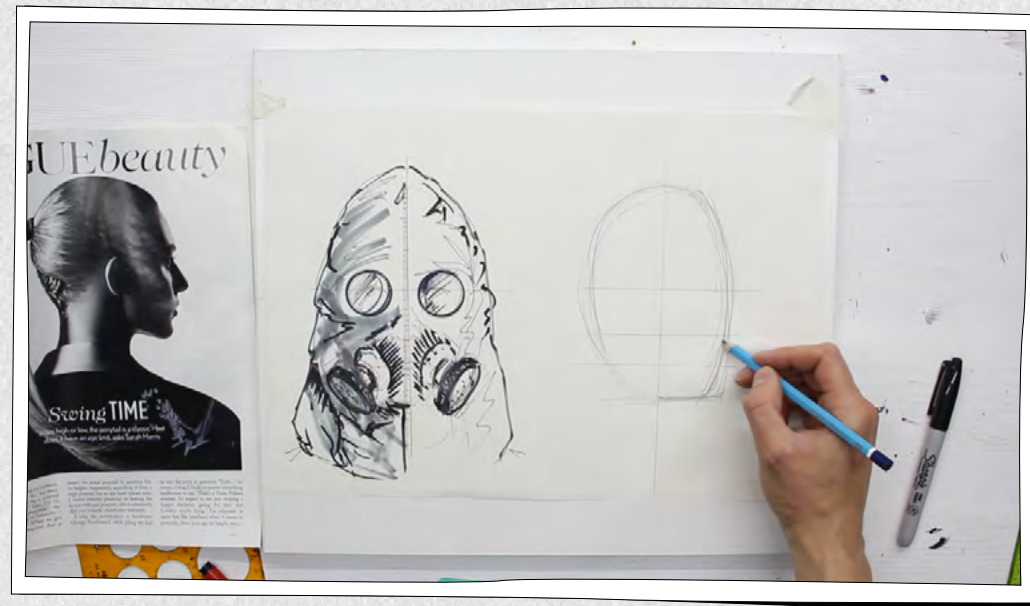
Start by drawing onto the face and working over with pen. When you work with pen, the pencil will not stand out as much, so your mask / helmet will really take shape.



Try to use a couple of pen / pencil colours (I have gone with just black and grey). You can create some really good effects through just highlighting parts with colour, not coloring in the whole image.

Now add the profile view of your design.

It's good to get a three dimensional idea of our mask. So we will now draw a profile view next to our first image. Start with an oval shape and add the lines as before.



The lines for the eyes mouth chin and nose are the same same as the front facing face.

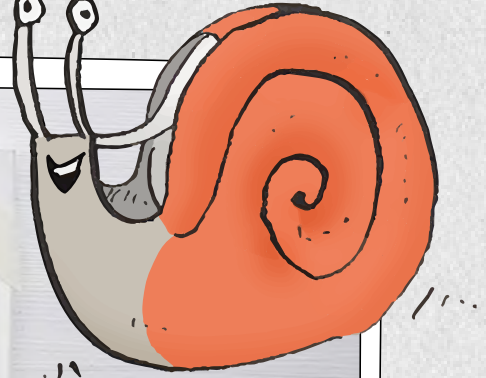


On your eye line, draw an eye to the side of the face - the eye from the side looks like a triangle on its side, with a curved base. Then from the eye line to the nose line, draw a side profile of the nose.



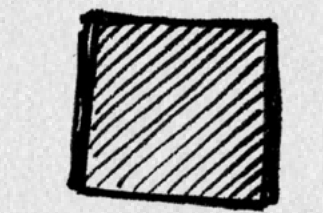
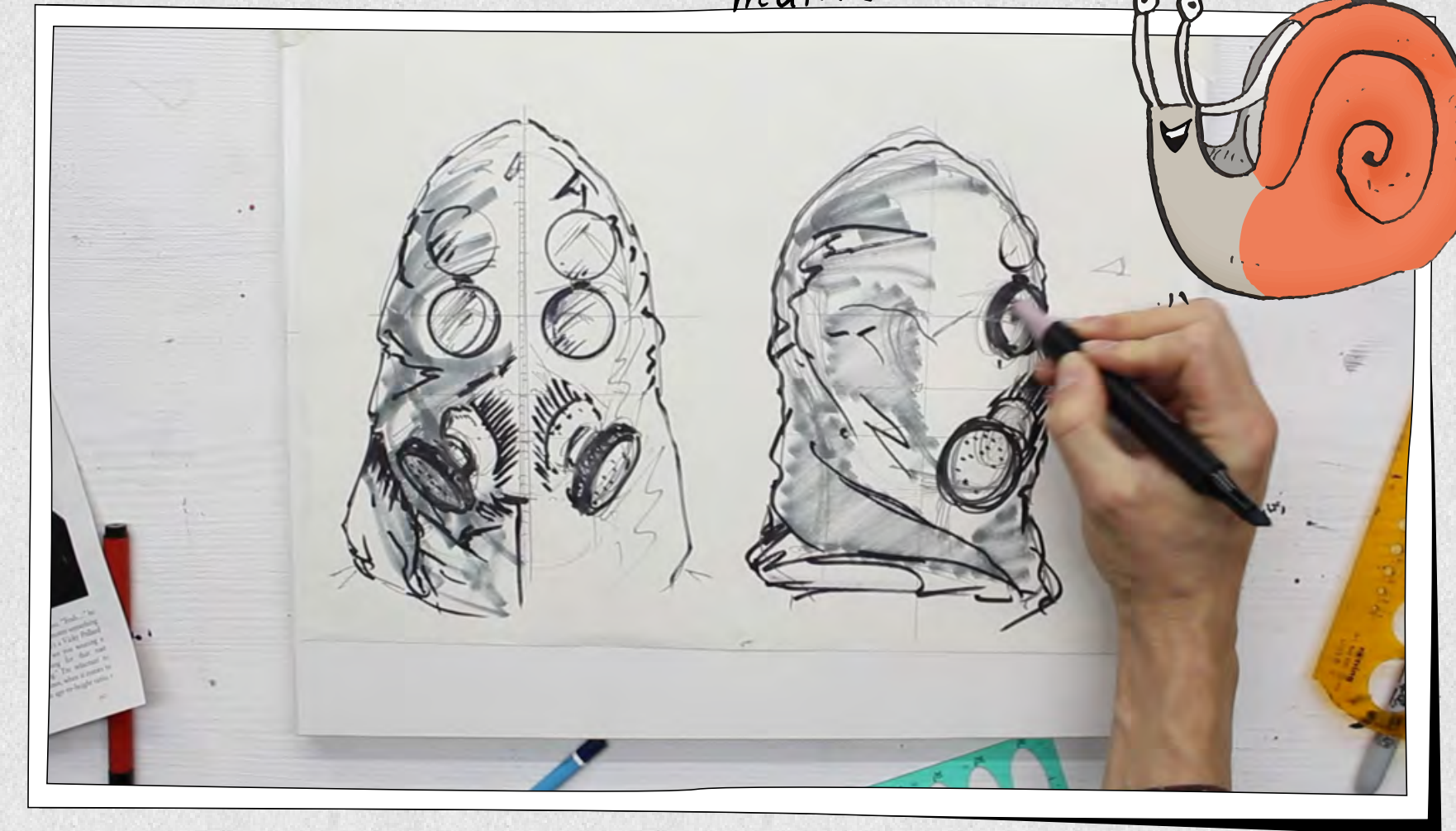
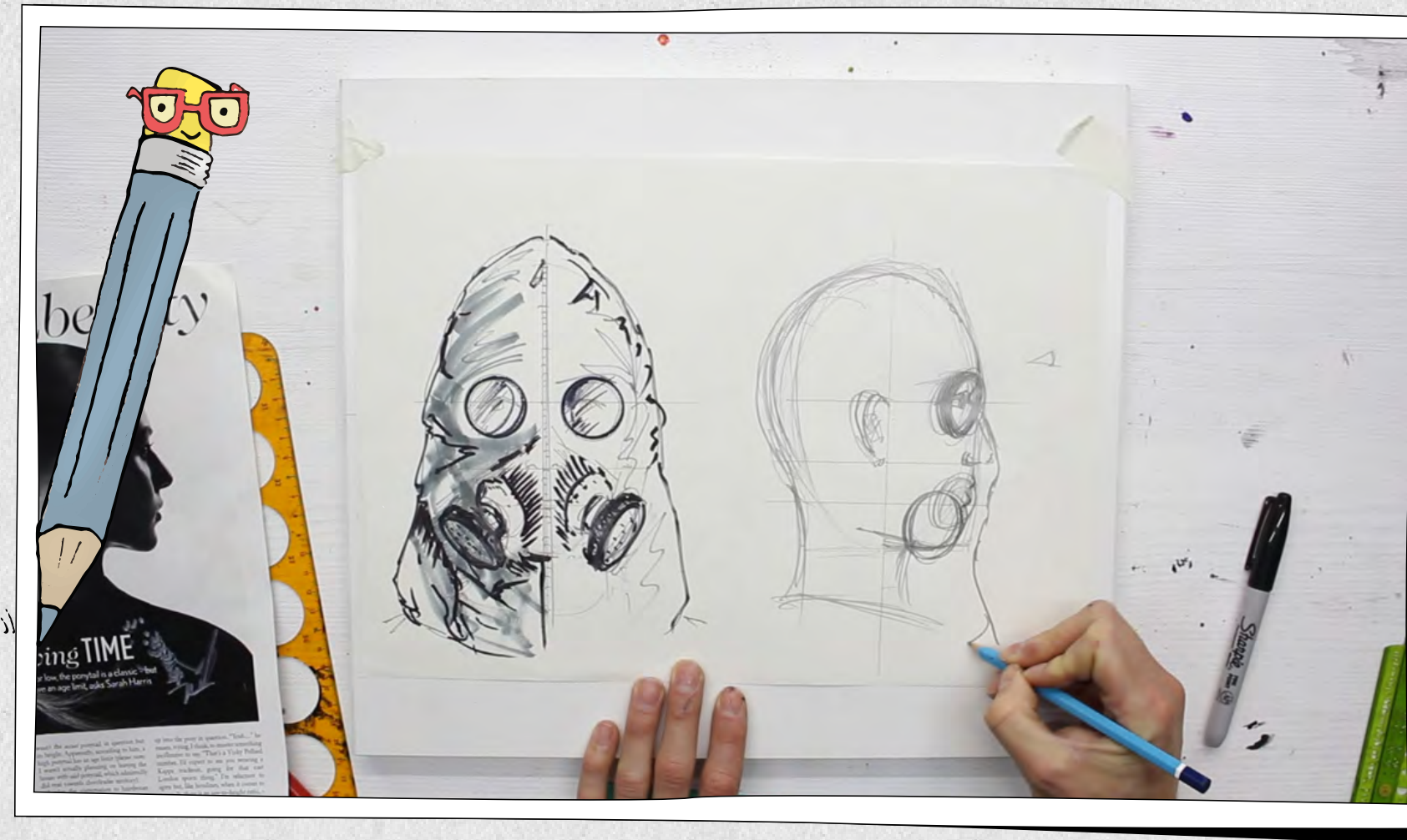
Then the lips down to the chin (use the mouth line as a guide for where to draw this). The lips from the side is like an M on its side. The ear is drawn again between the eye and nose line (along the middle symmetry line).

I don't have a chin!

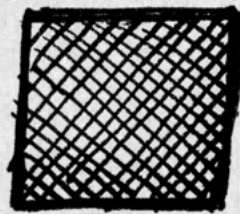


Now add the mask to your profile.

Now it's time to start drawing your mask from the side, remember to think about how the mask is strapped or fitted to the face.

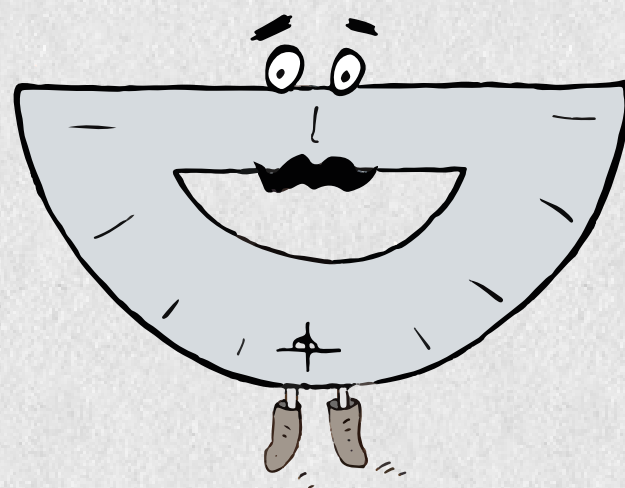
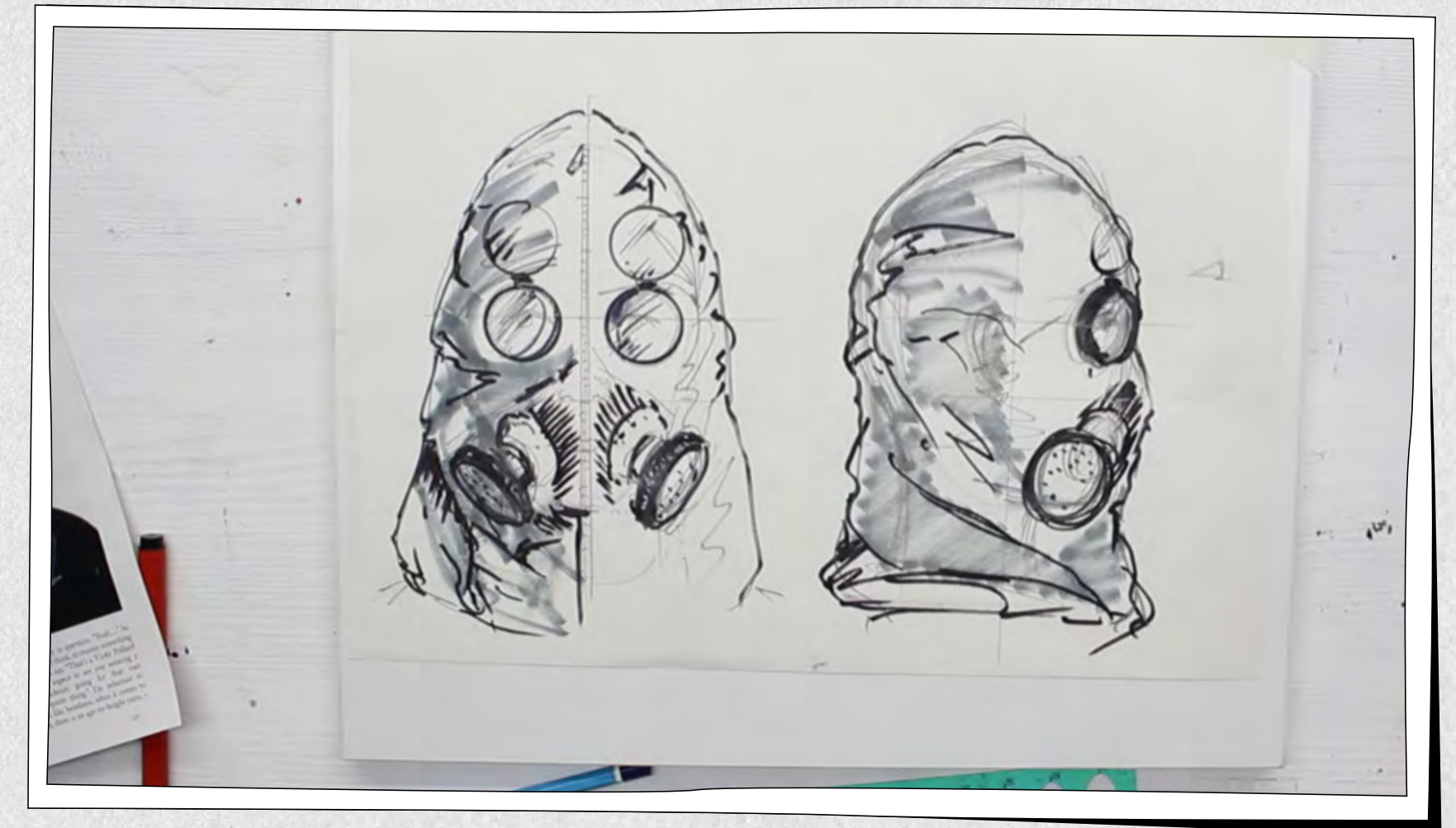
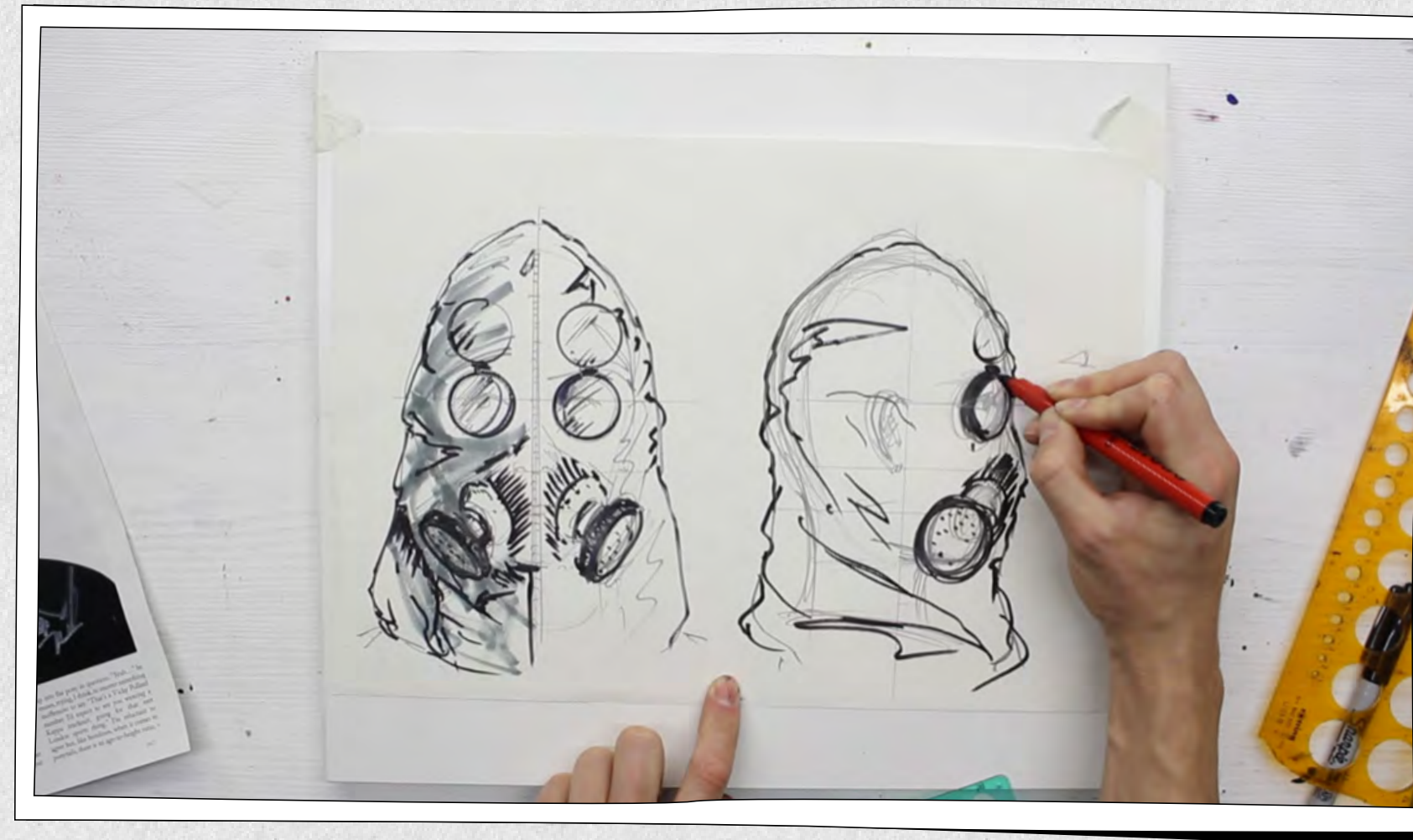


Hatching

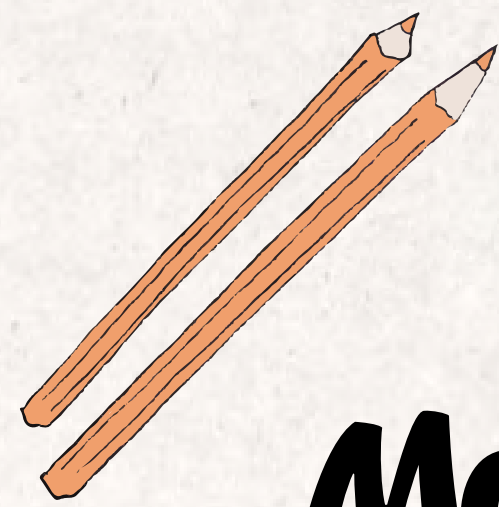


cross-hatching

You can do some hatching and cross hatching marks with pen, this creates good shadow effects.

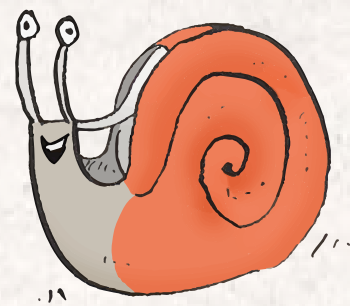


Sketch out your profile and work over your pencil with pen adding details, then add colour and highlights as before. There you have it! A finished concept drawing of a PPE mask.



Little Things Make A Big Difference!

YES!



Check out our other Green Screen Champions with ten days of films, webinars, blogs, competitions and masterclasses. Let's show children and young people the power they have to positively influence the world around them, and that little things they do can make a **BIG** difference!



Built Environment

Discover how materials are made and the way in which this contributes to global warming with award winning architects Feilden Clegg Bradley Studios. Explore architectural design processes, sustainable material and biomimicry with Jack the Artist.



Re-visioning TV

Explore with Discovery Learning the harmful effects of the sun and work together to design a TV studio that will help people to keep cool without using a lot of energy.



Gaming

Join Digital Schoolhouse and BAFTA Kids to create your own sustainable video game packaging. Design transport systems of the future with Jack the Artist using inspiration from gaming imagery to reduce carbon emissions.



Become a Campaigner

Join BAFTA Kids and Hope for The Future for a conversation encouraging children and young people to take actions that can help save the planet. Hear from the team at Albert, a project that brings together the film and television industry to reduce their environmental impact, and inspire audiences to act for a sustainable future.

See you next time!



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