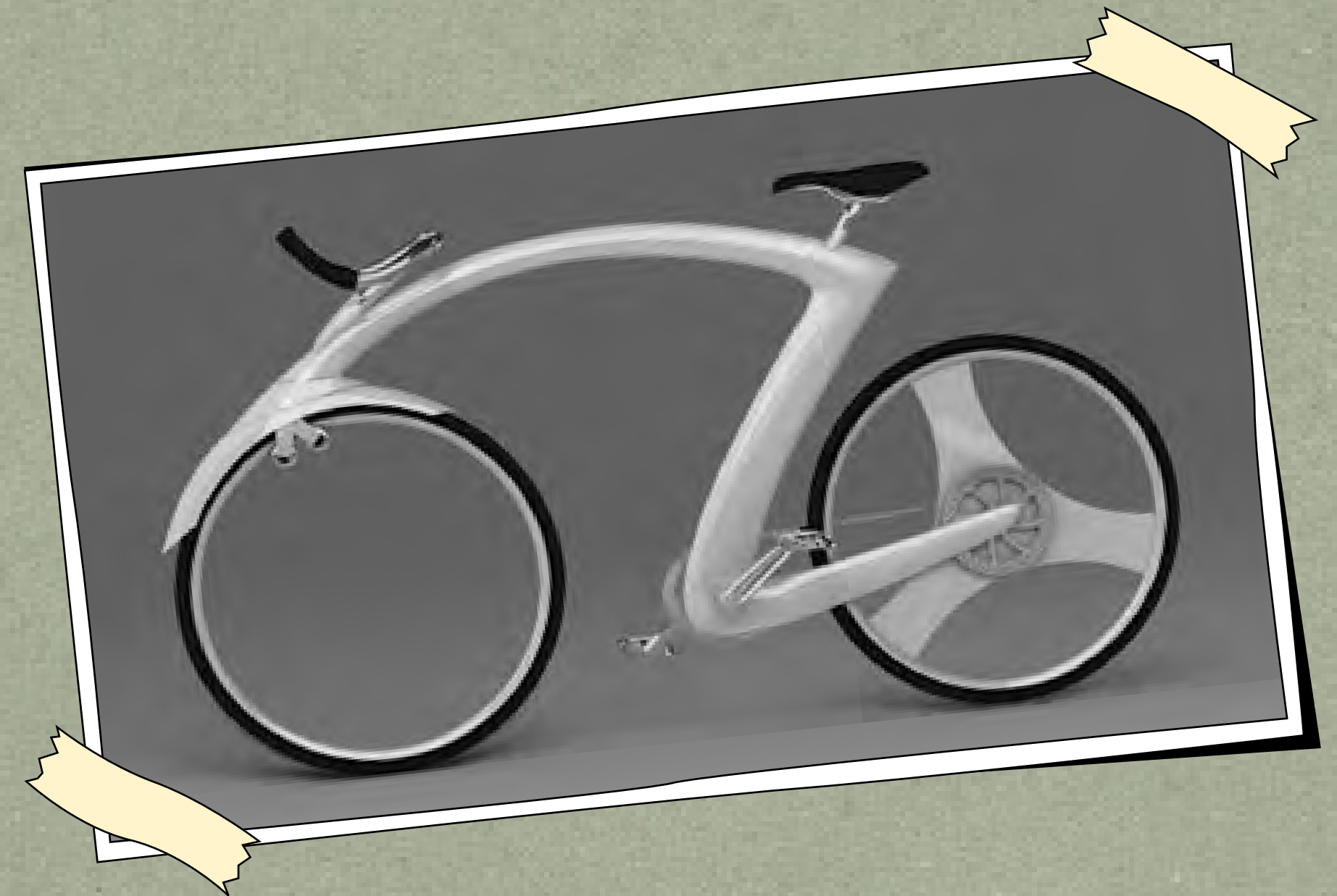


**ALEXANDRA PALACE
PRESENTS**

BIG

SCHOOLS

GREEN SCREEN CHAMPIONS

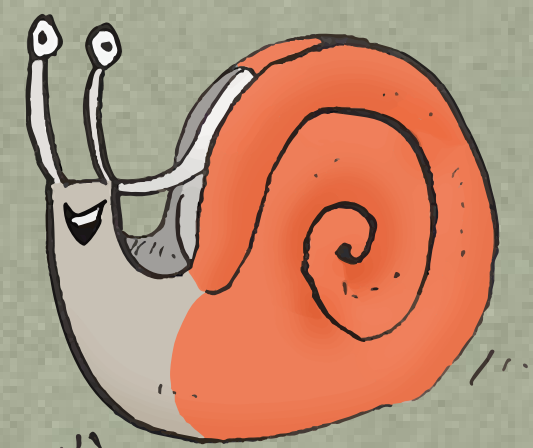


Gaming

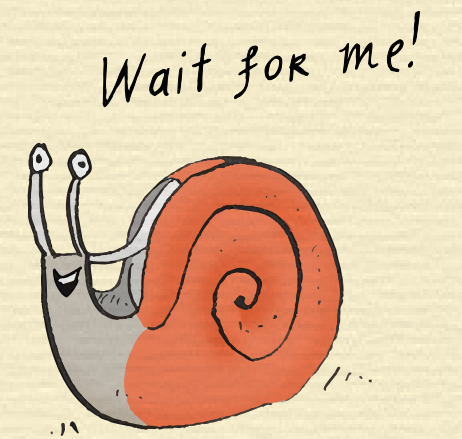
Design your own futuristic mode of transport inspired by video game and film art using blueprint style engineering and technical drawing techniques.



*follow along with
JACK THE ARTIST!*



WELCOME TO BIG SCHOOLS



What is the BIG SCHOOLS PROGRAMME

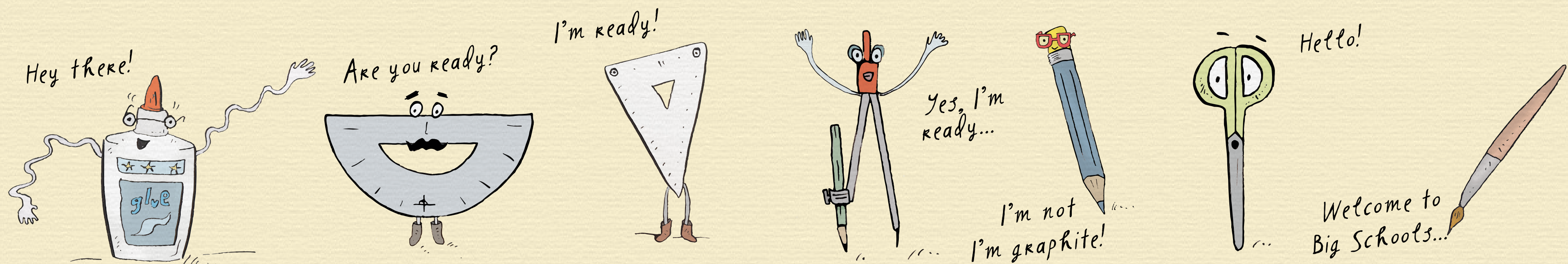
This learning program is designed to equip children and young people with the knowledge and skills needed to help them bridge key educational transitions in their lives - whether they are in primary education getting ready to transition into big school, heading off to college or university or a school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

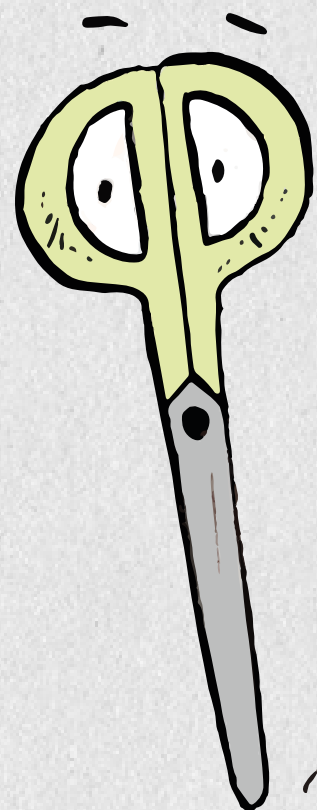
JACK THE ARTIST otherwise known as Jack Cornell, takes a multidisciplinary approach to making art in education settings, often exploring UN SUSTAINABLE DEVELOPMENT GOALS as initial stimuli. He regularly works with CREATE Arts charity, TATE Britain, TATE Modern, Camden Arts Centre, Wysing Arts Centre,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



DESIGNING A FUTURE SUSTAINABLE VEHICLE

For this task you are going to explore designing a futuristic mode of transport - it could be anything from a bike, to a train, or a boat. It could even fly... be as imaginative as possible. Think about sustainability - how does your vehicle impact the environment?

Does it run on green fuel?



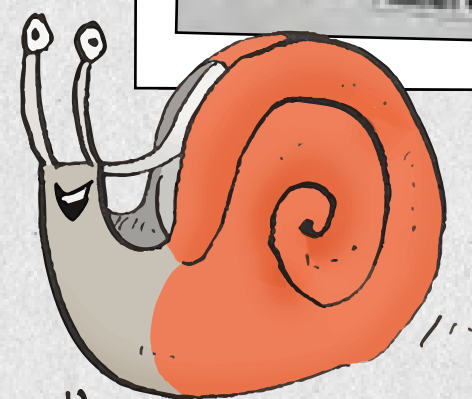
Is it made from inexpensive recycled materials?



How does it look... Is it retro or futuristic?



How do people use it?

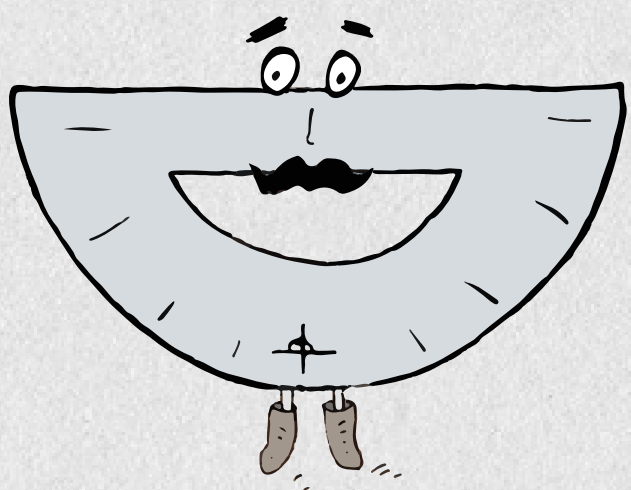


Have a look at examples of vehicles from concept design, google or pintrest vehicle concept designs to help inspire you.

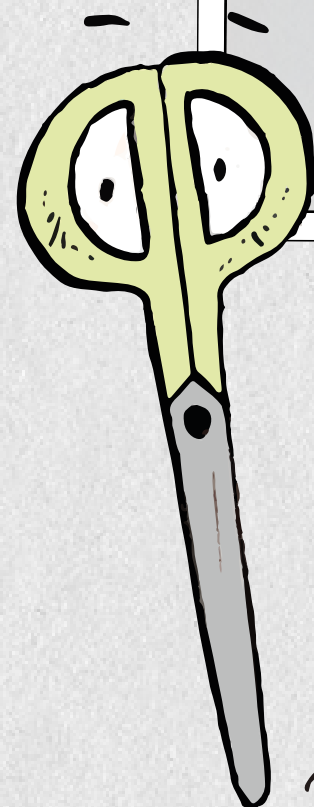
So, what is sustainability?



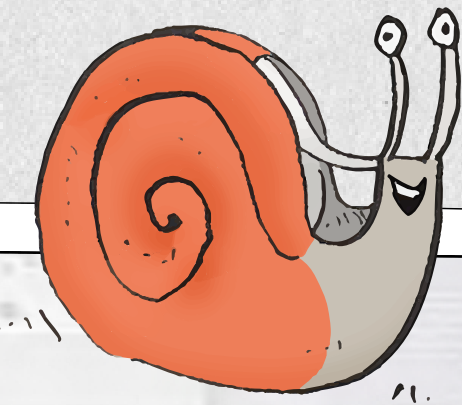
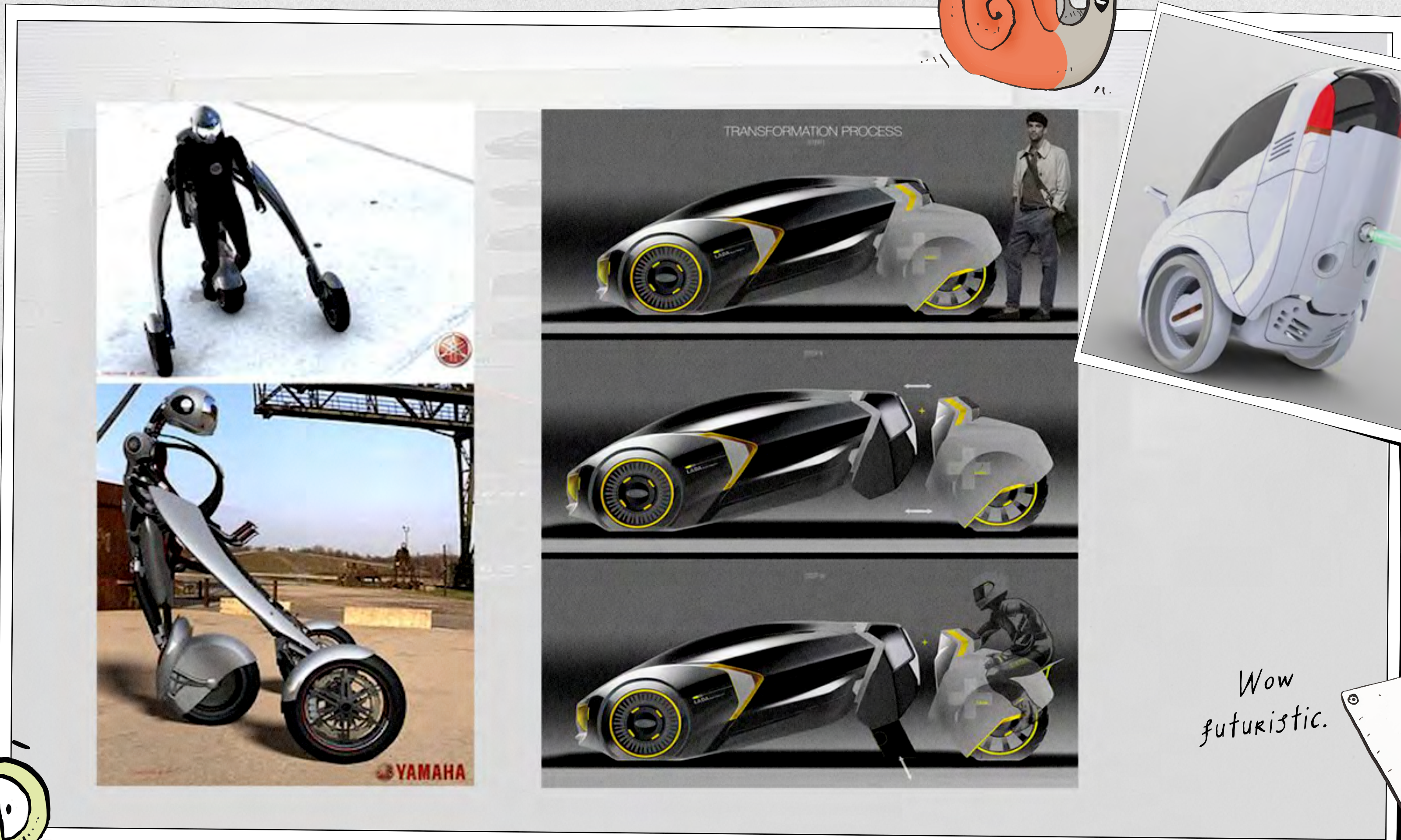
The ecological definition of sustainability describes sustainable development as one that satisfies the needs of the present without adversely affecting the conditions for future generations.



think about the sustainability of your design.



Can I ride this one?



Is that a car?

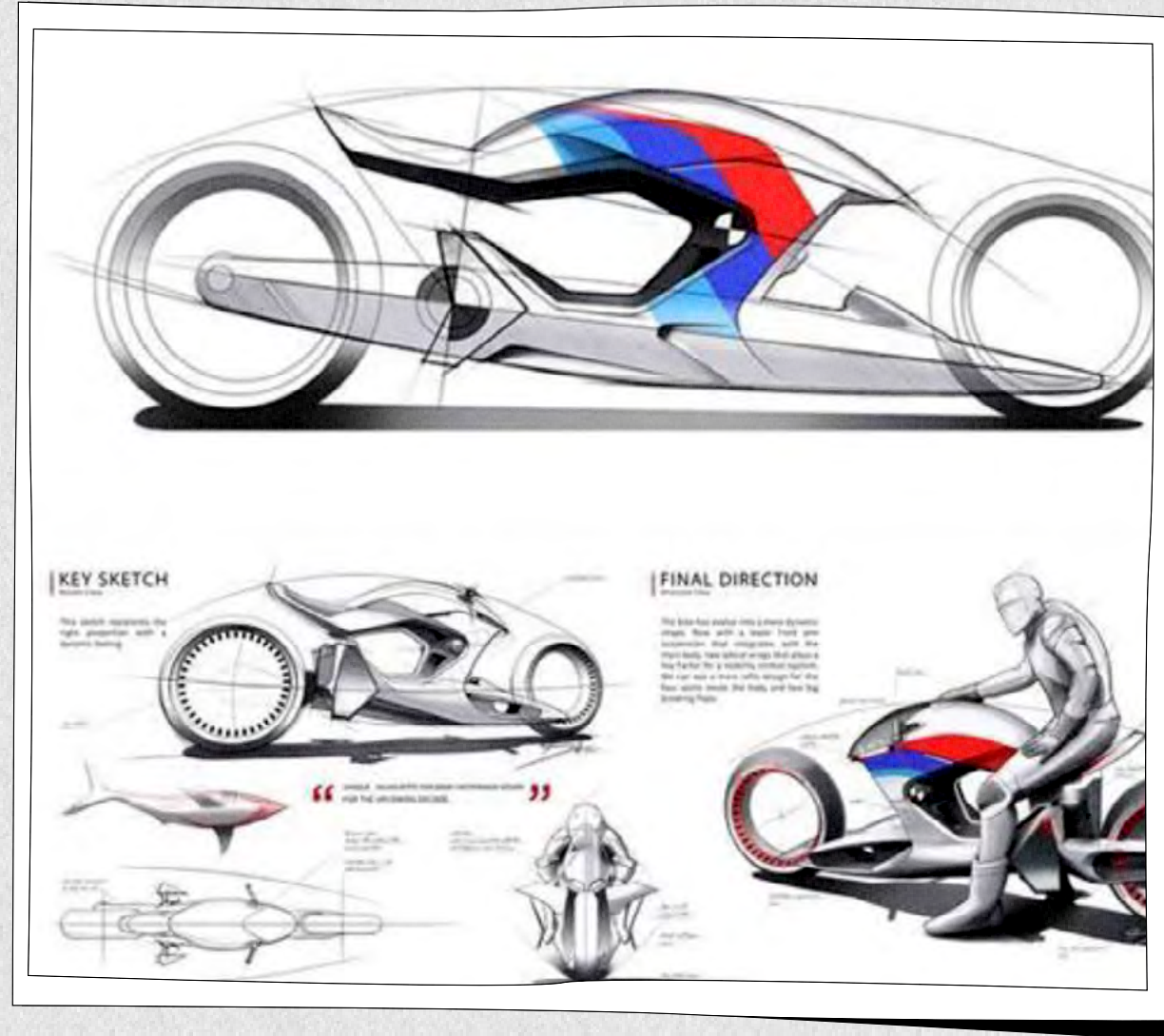


Wow futuristic.

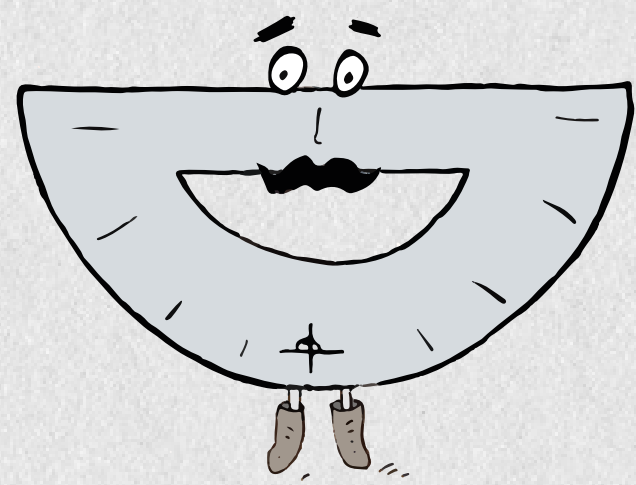


It doesn't use too much energy or resources, it could be made of recycled materials or run on renewable energy.

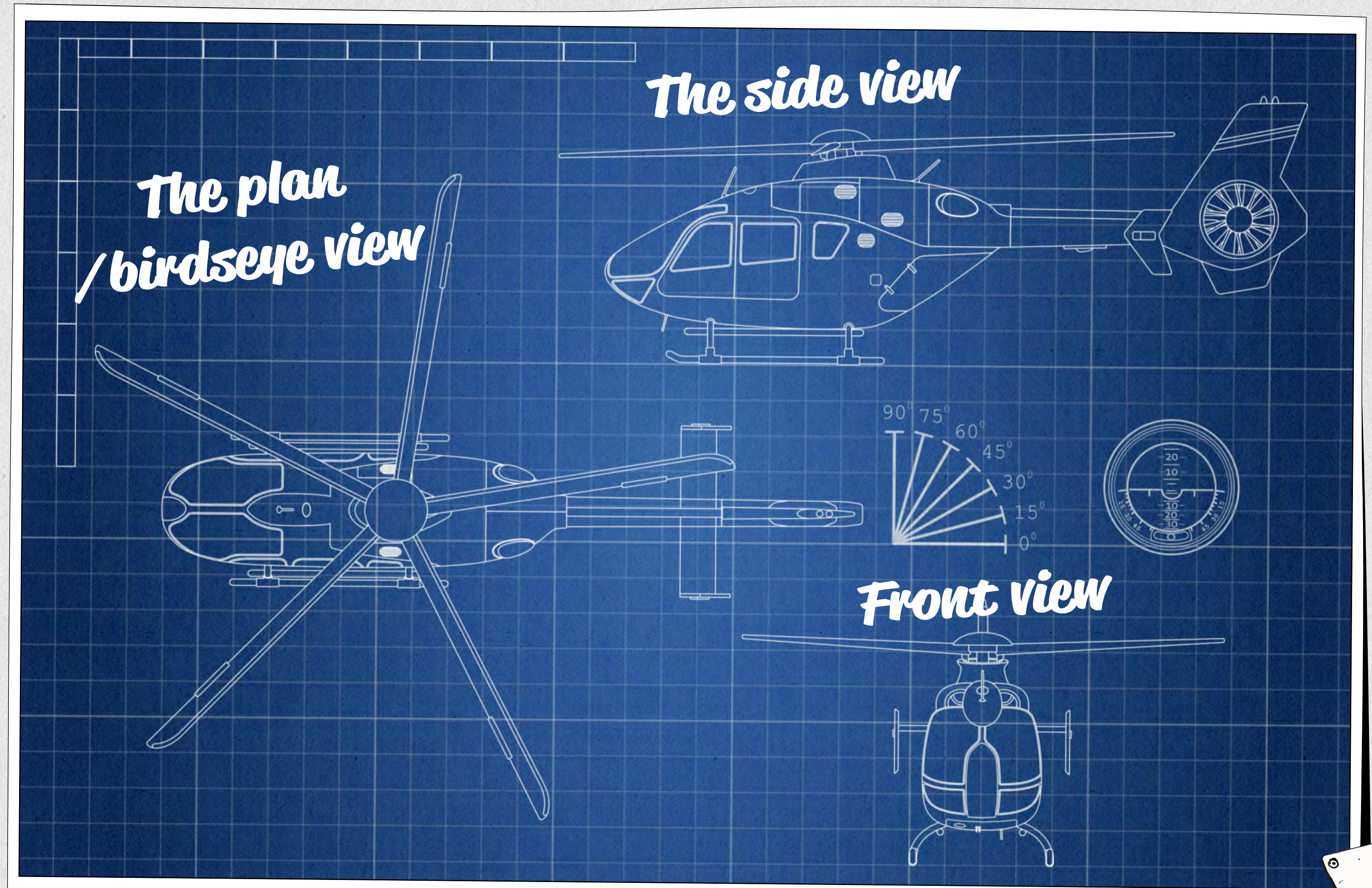
Making a design...



Our mission is to create a blueprint style engineering / technical drawing, inspired by video game / film concept art.

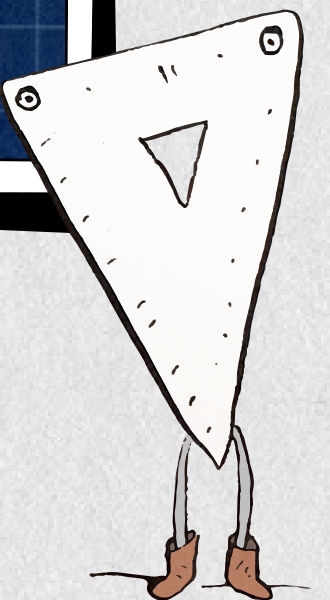


What type of transport will you design?



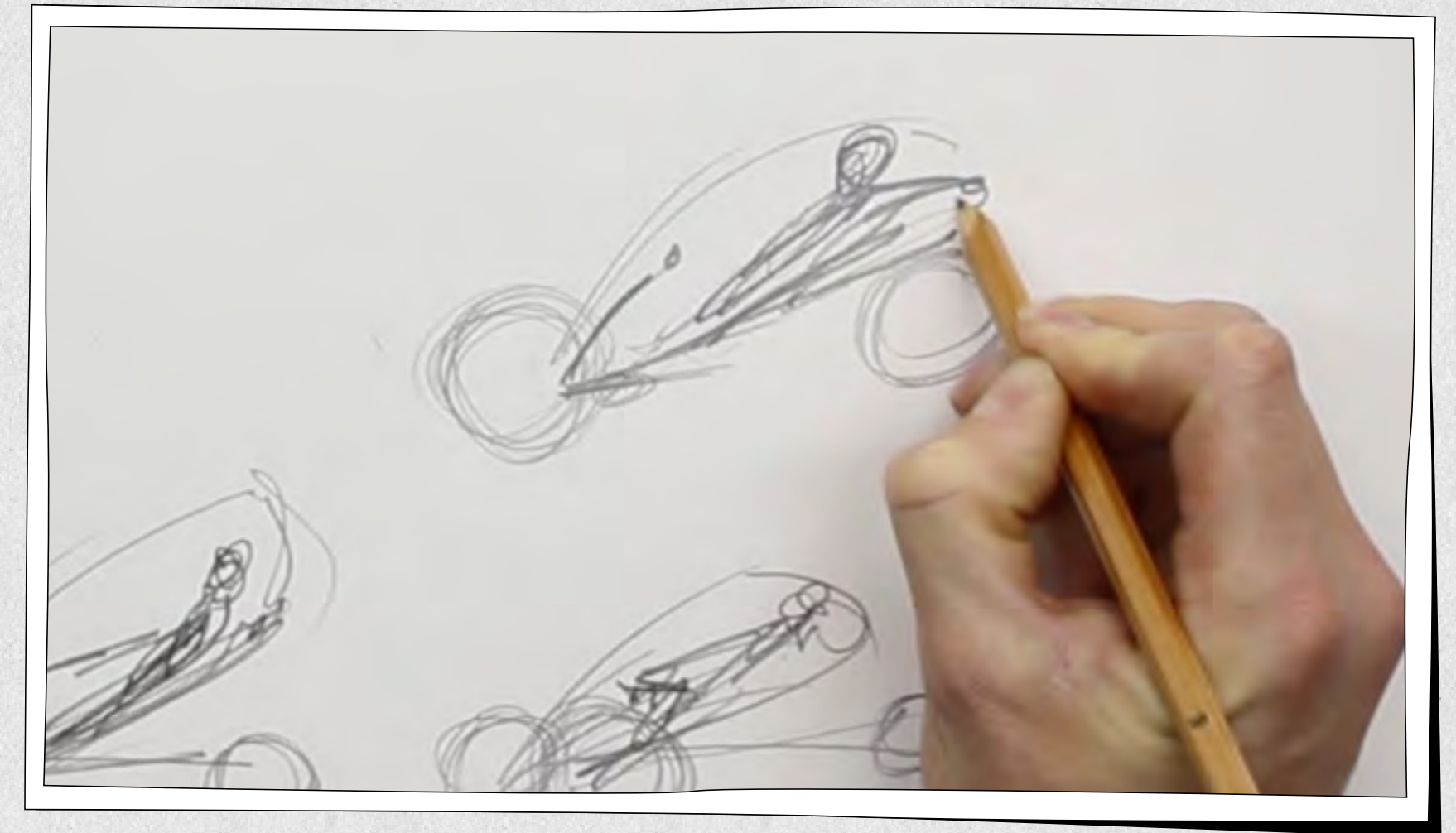
Our drawing will be made of three parts: the side view, front view and the plan which is also known as the birdseye view.

Great, let's go...

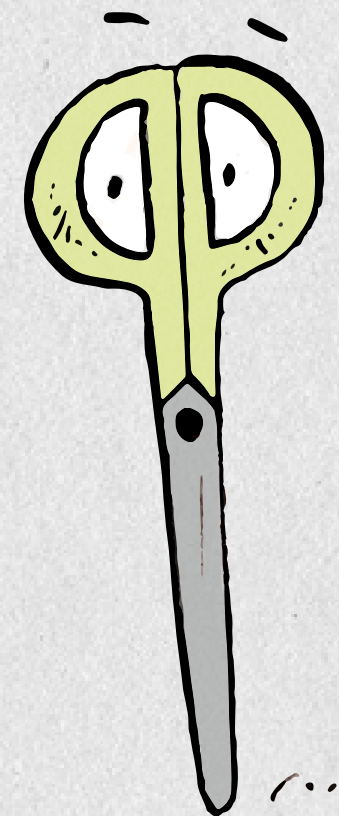


Explore your ideas...

Before we start let's brainstorm some ideas, find relevant inspiration and make a moodboard to help.

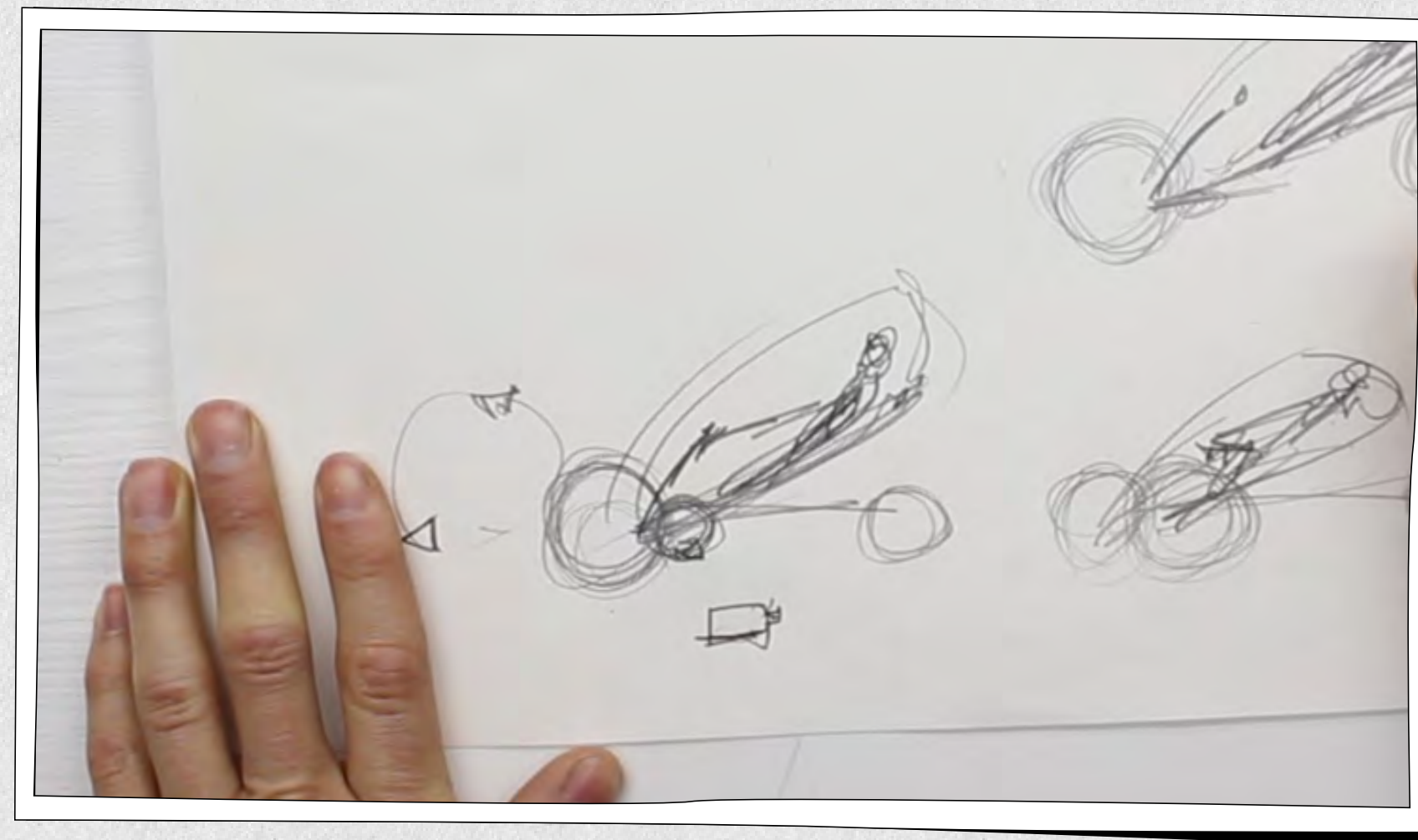
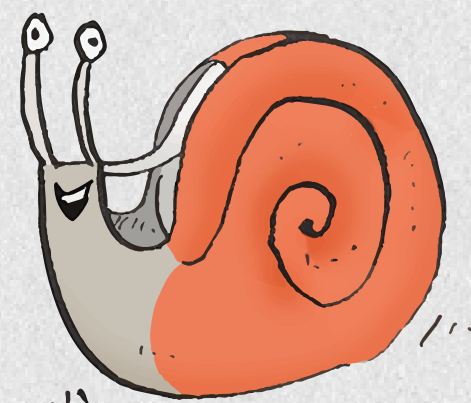


I'm going to design a bicycle...

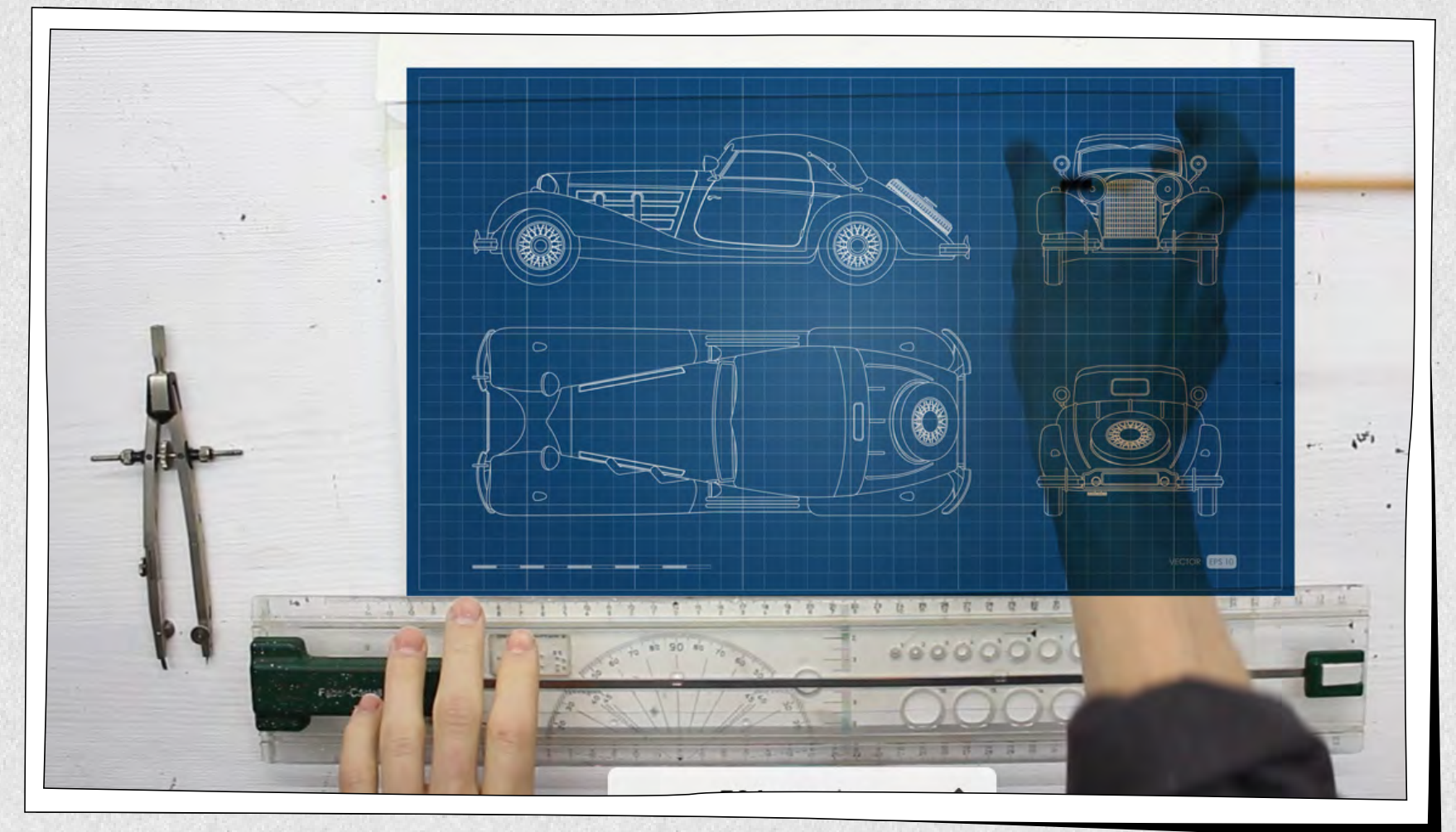


What's a bicycle?

Maybe its the future!



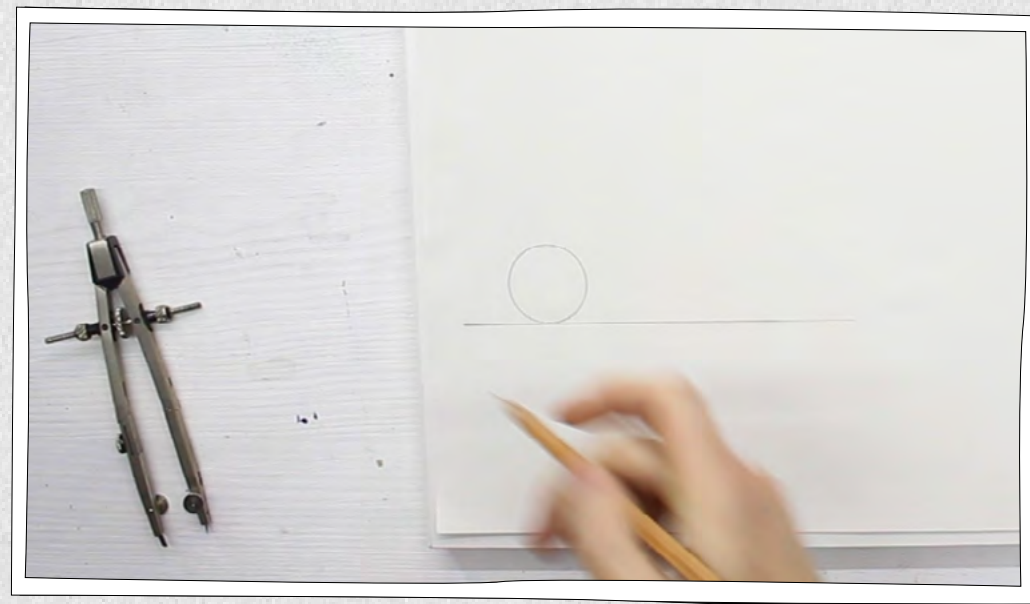
Start by just sketching and annotating some initial ideas, until you work out your final design.



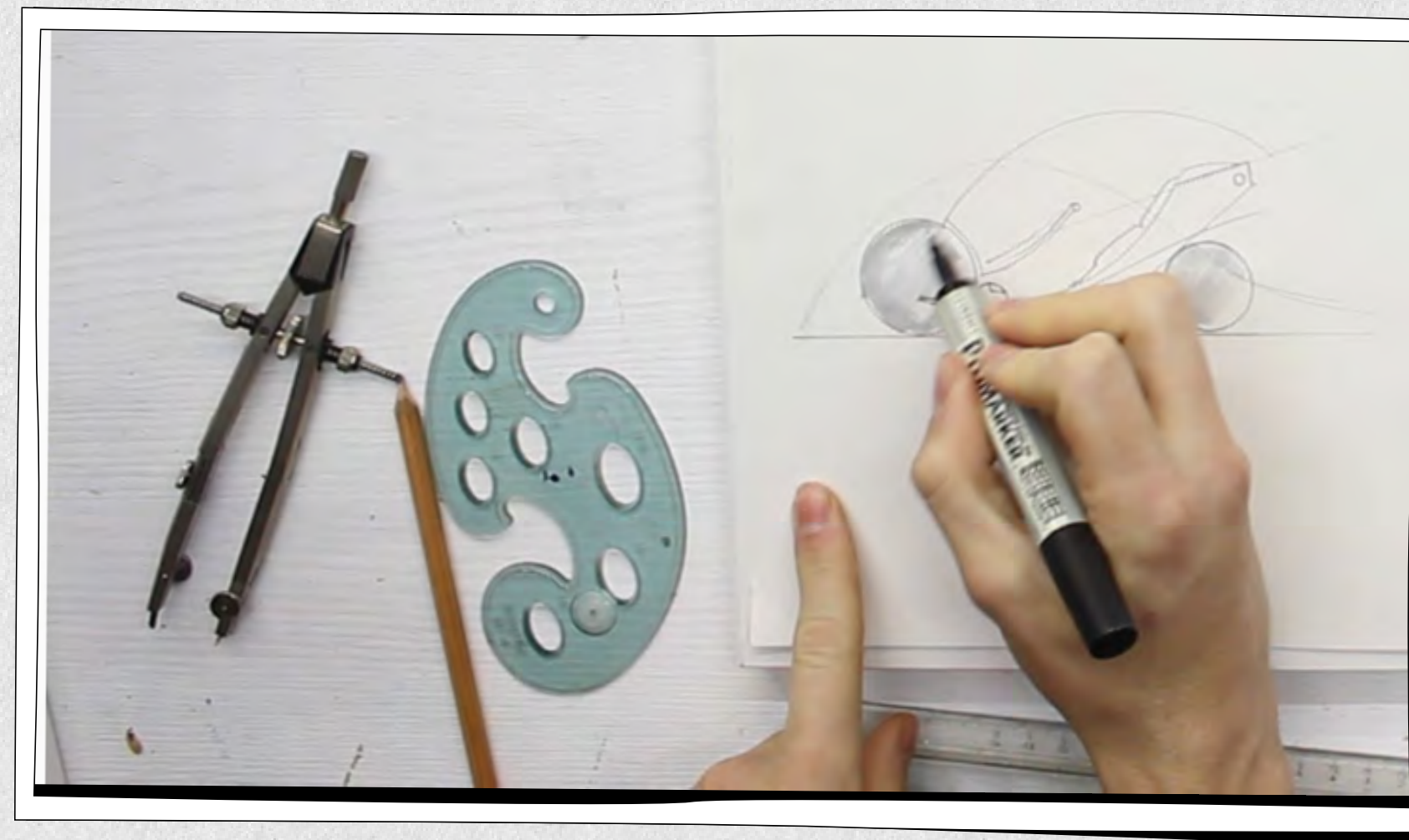
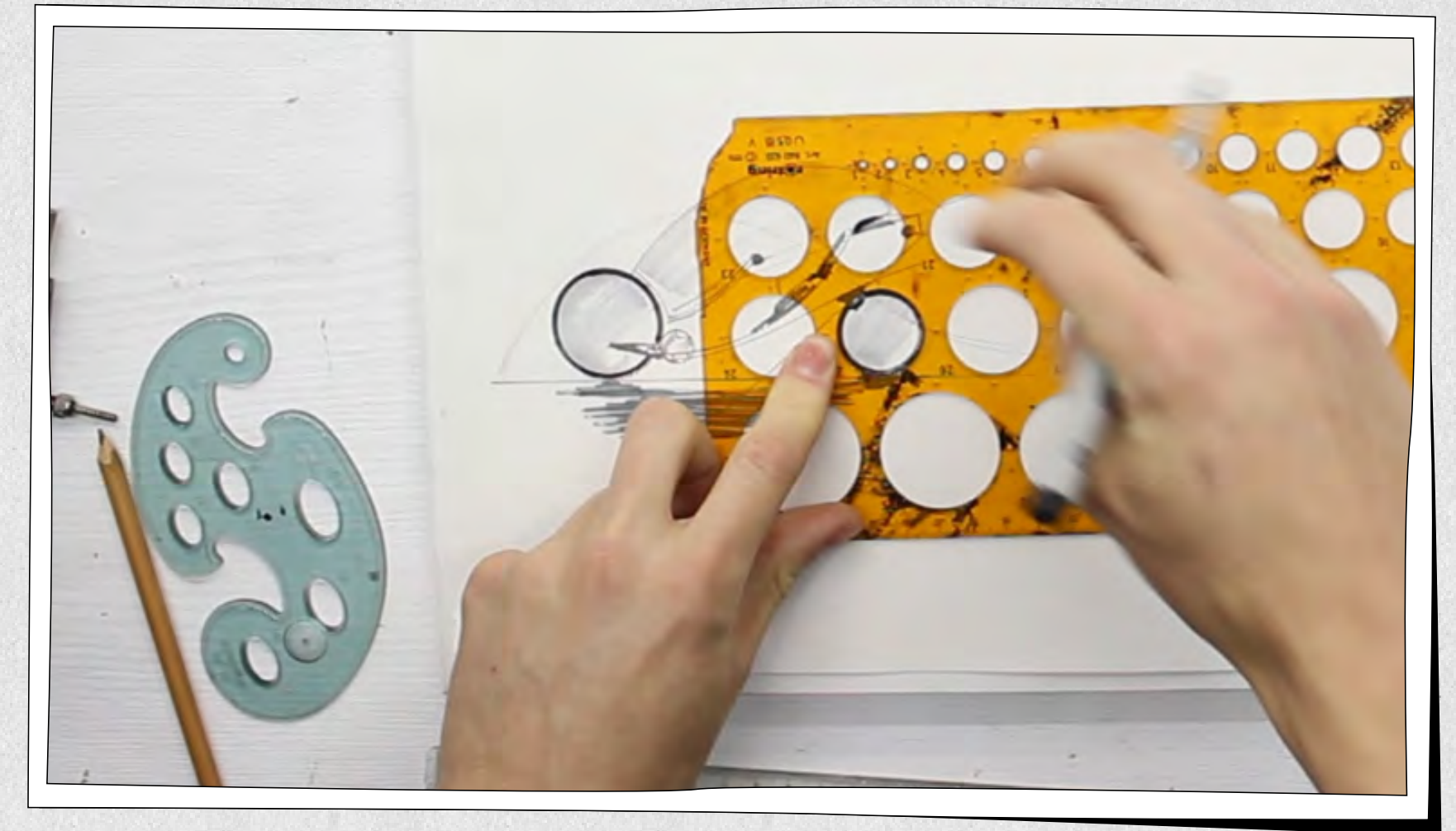
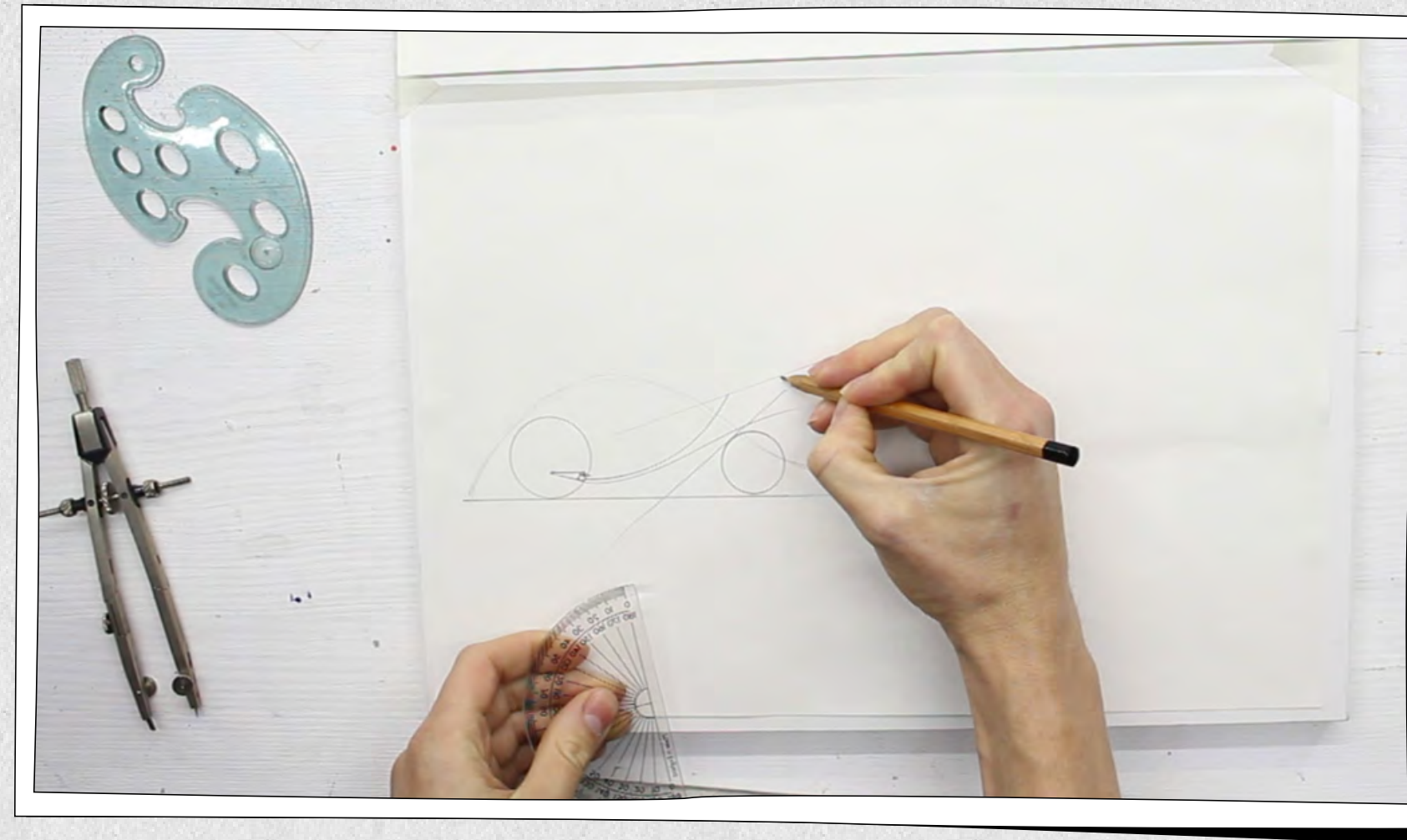
When you are ready to start make sure you leave enough space for 3 drawings, or you could work on 3 separate pages if you want.

Let's begin by drawing the side view.

Start by drawing a horizontal line as a base for your side image.

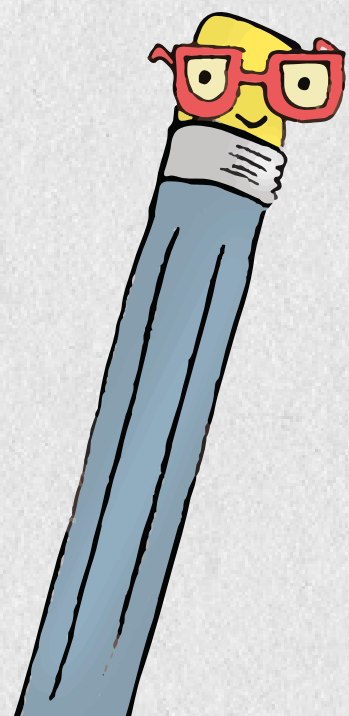


Think about what your vehicle looks like side on, use your initial sketches to help you.



It's good to draw around objects, to create curves / circles and lines for aerodynamics. Once you have your preliminary sketch, start working in some pen detail.

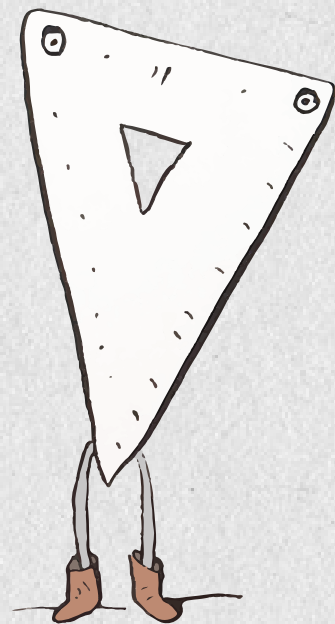
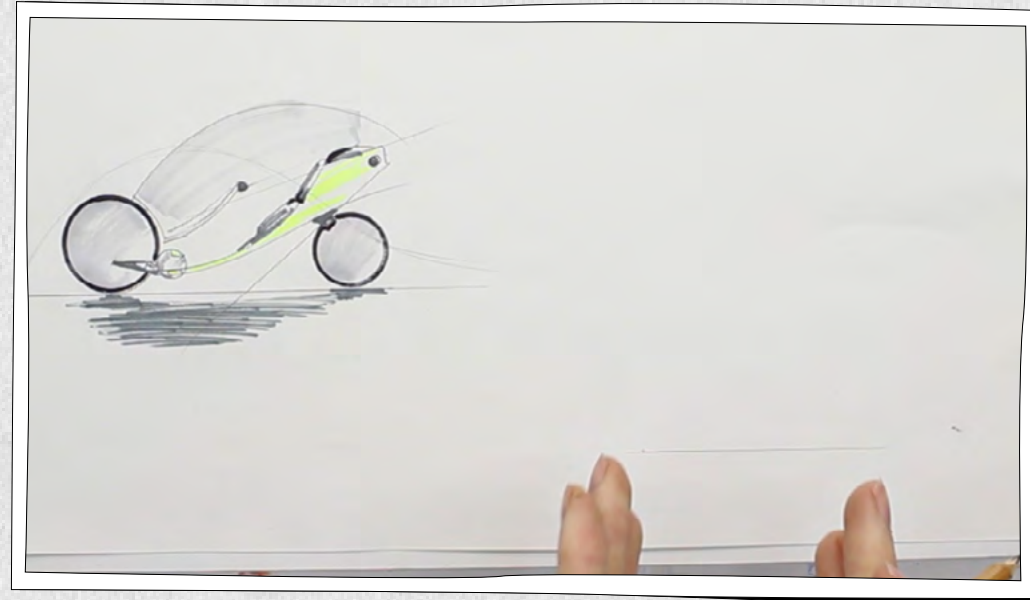
Use the pens just to highlight areas, often less is more when using colour / pen. Finish with a bit of shadow to make your vehicle look like it's in a space.



Remember to leave space for the three drawings in the plan!

**Great work, lets
look at the
front view next.**

Find a new space on the page, and draw another floor horizontal line, this will be for our front view.



Look at images of similar vehicles to see what it would look like...

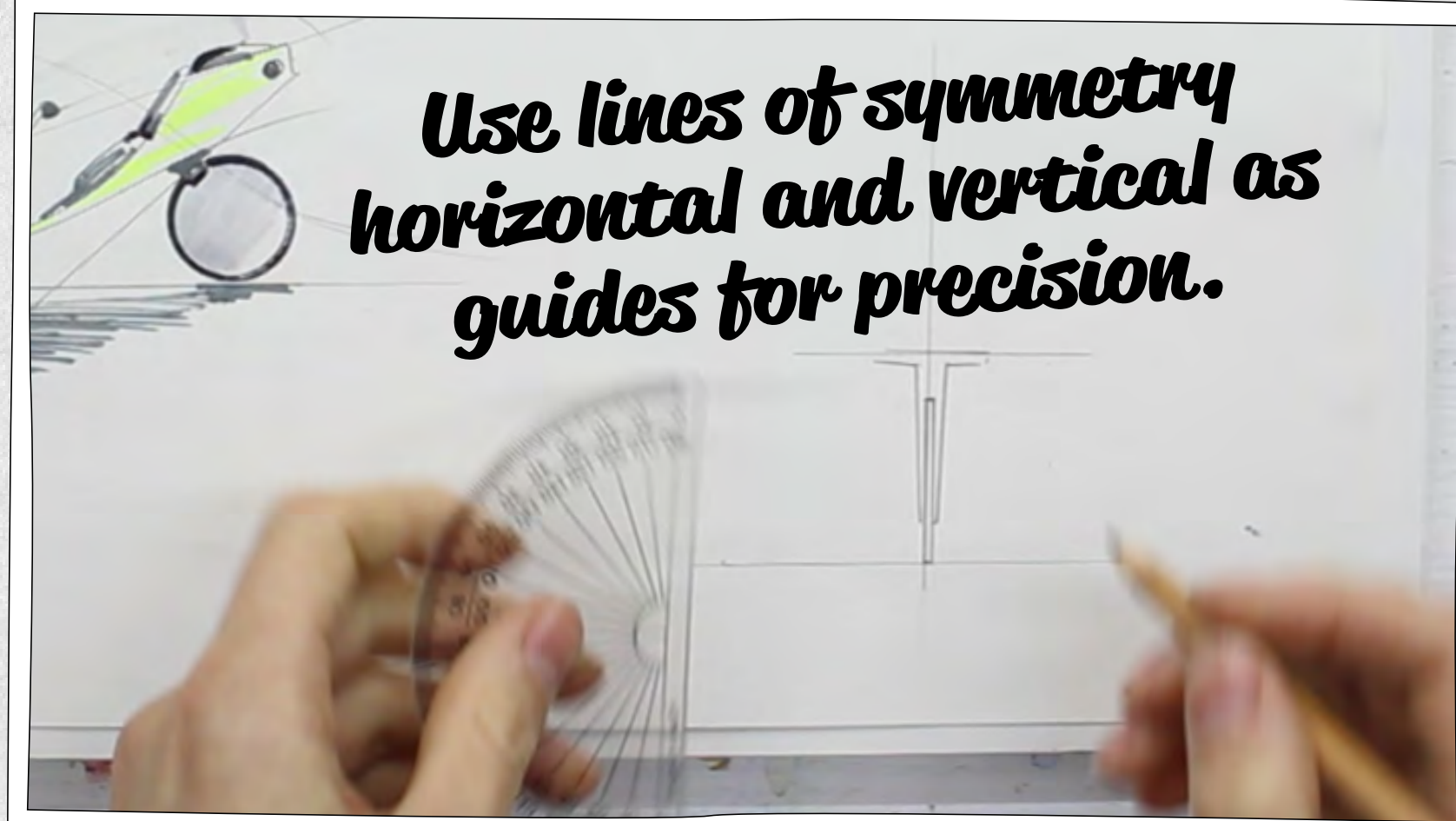
**Symmetrical means
something is even or equal
on both sides.**



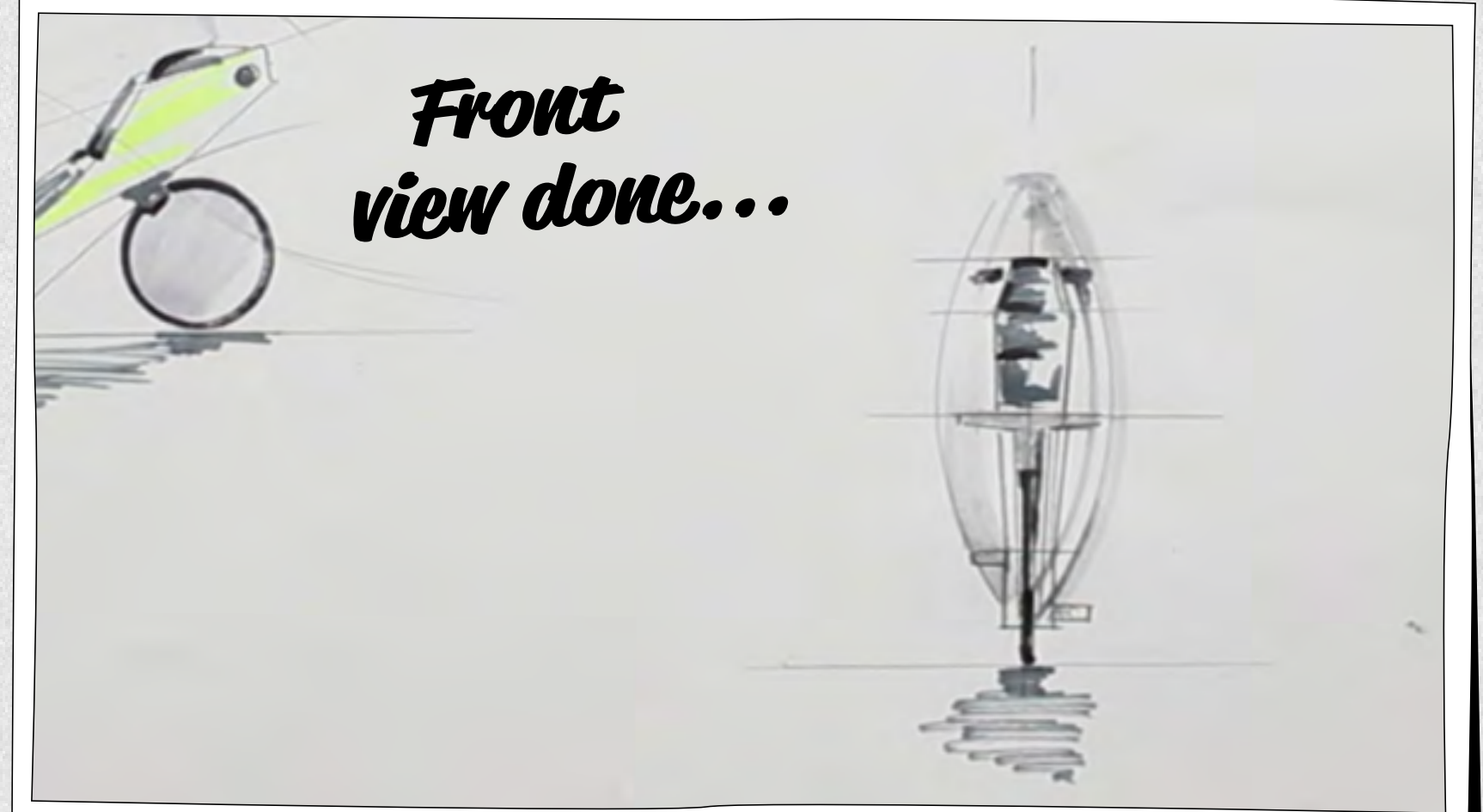
**Add in
some pen and
highlights.**



**Use lines of symmetry
horizontal and vertical as
guides for precision.**



**Front
view done...**



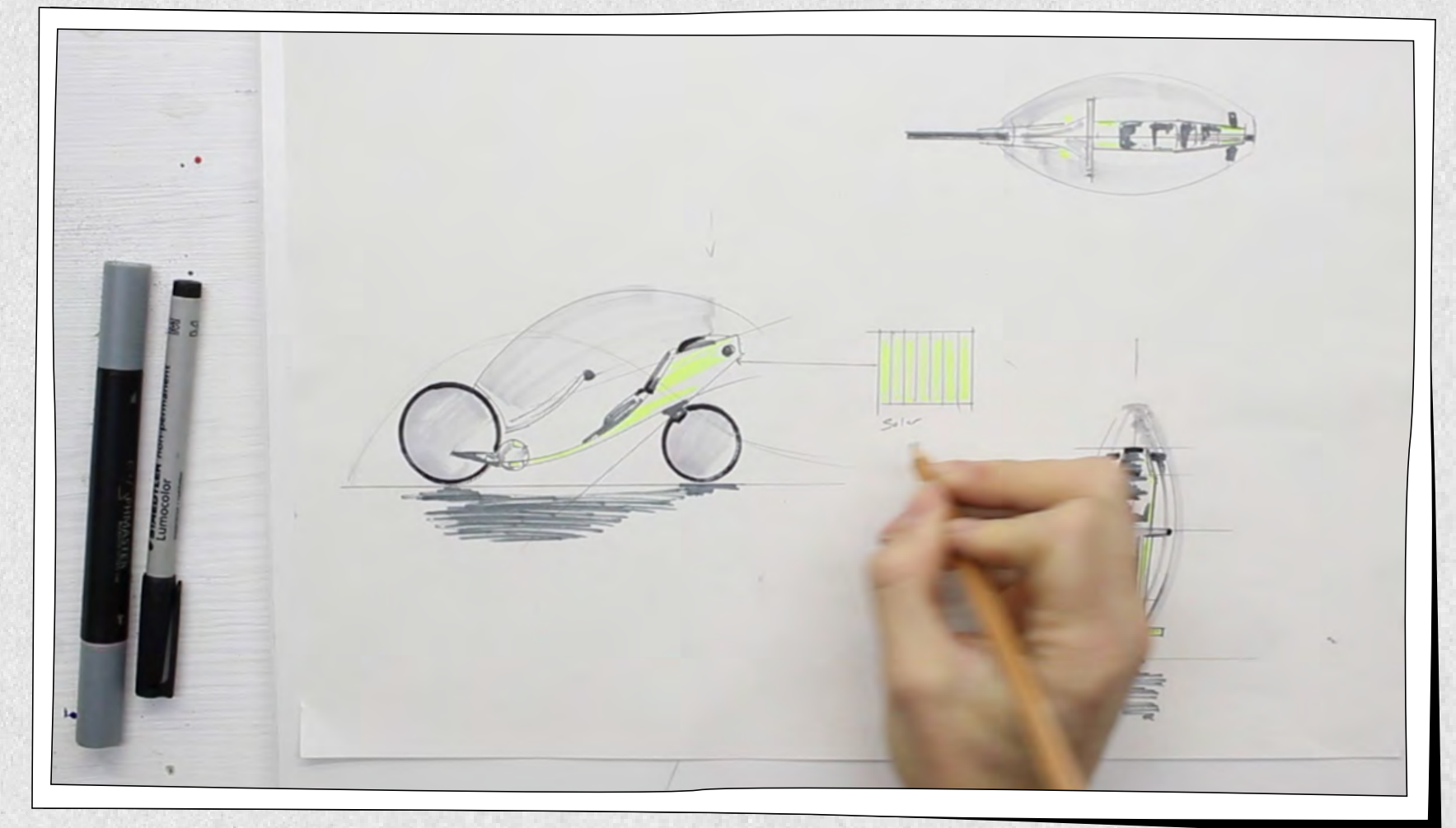
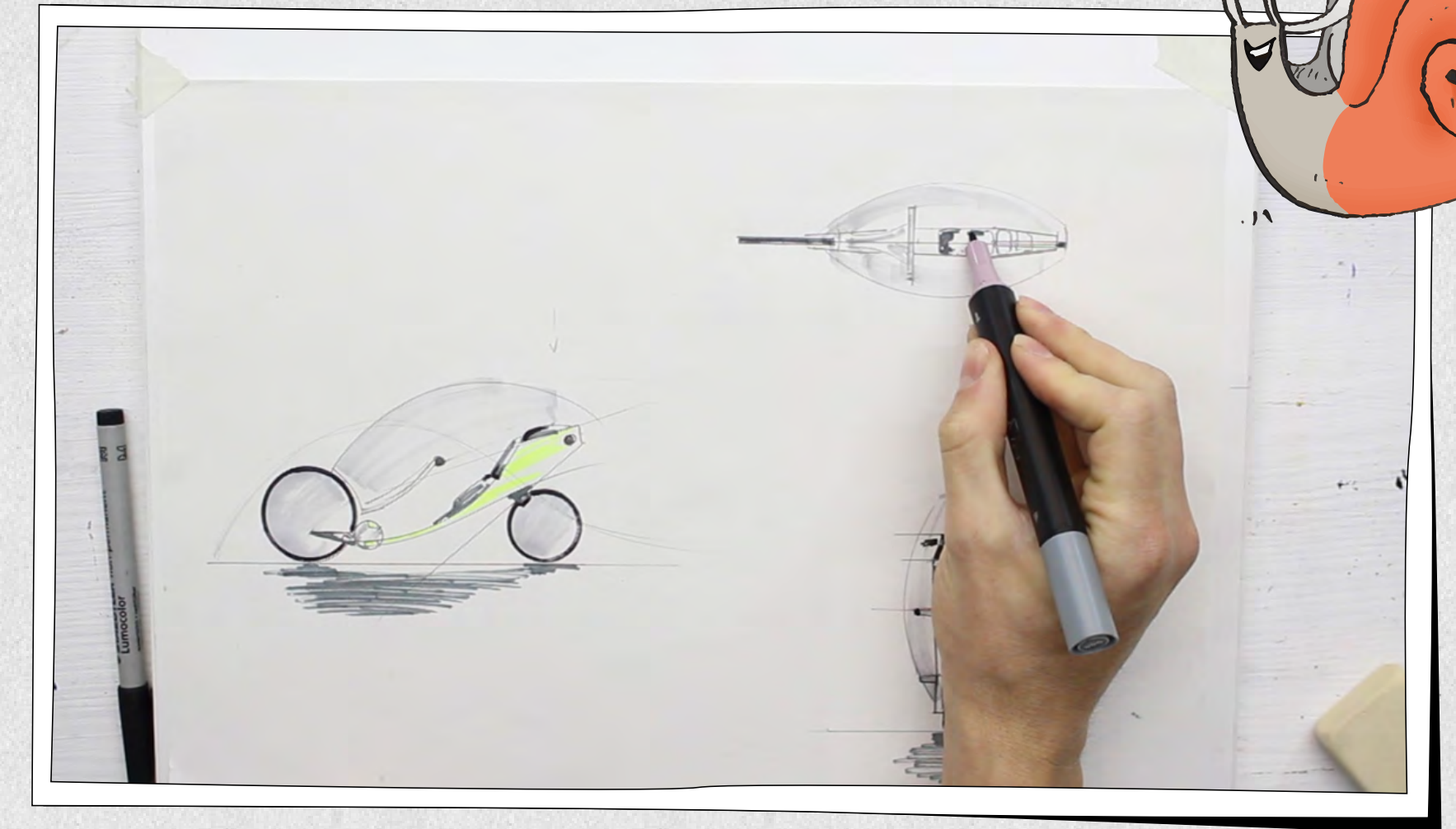
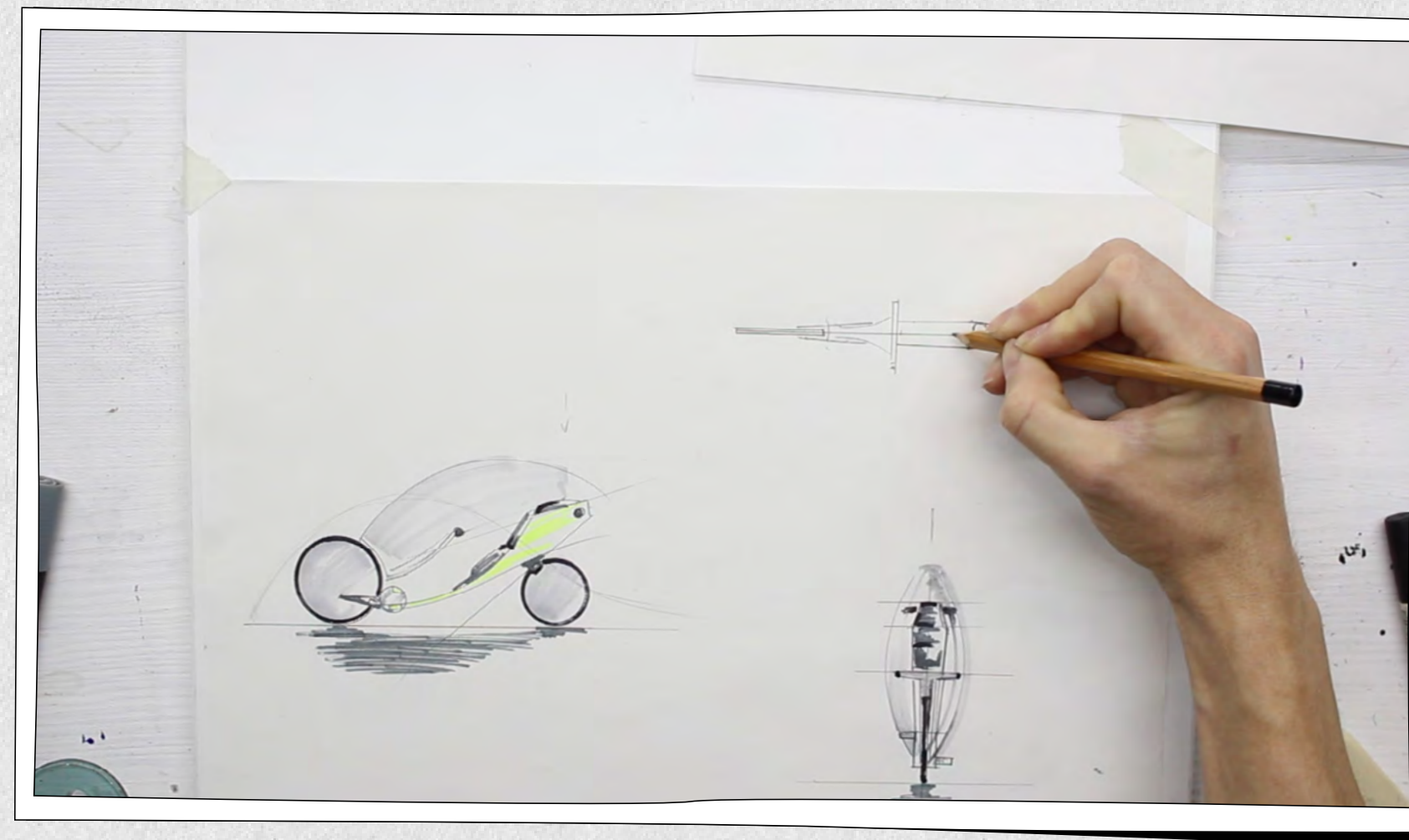
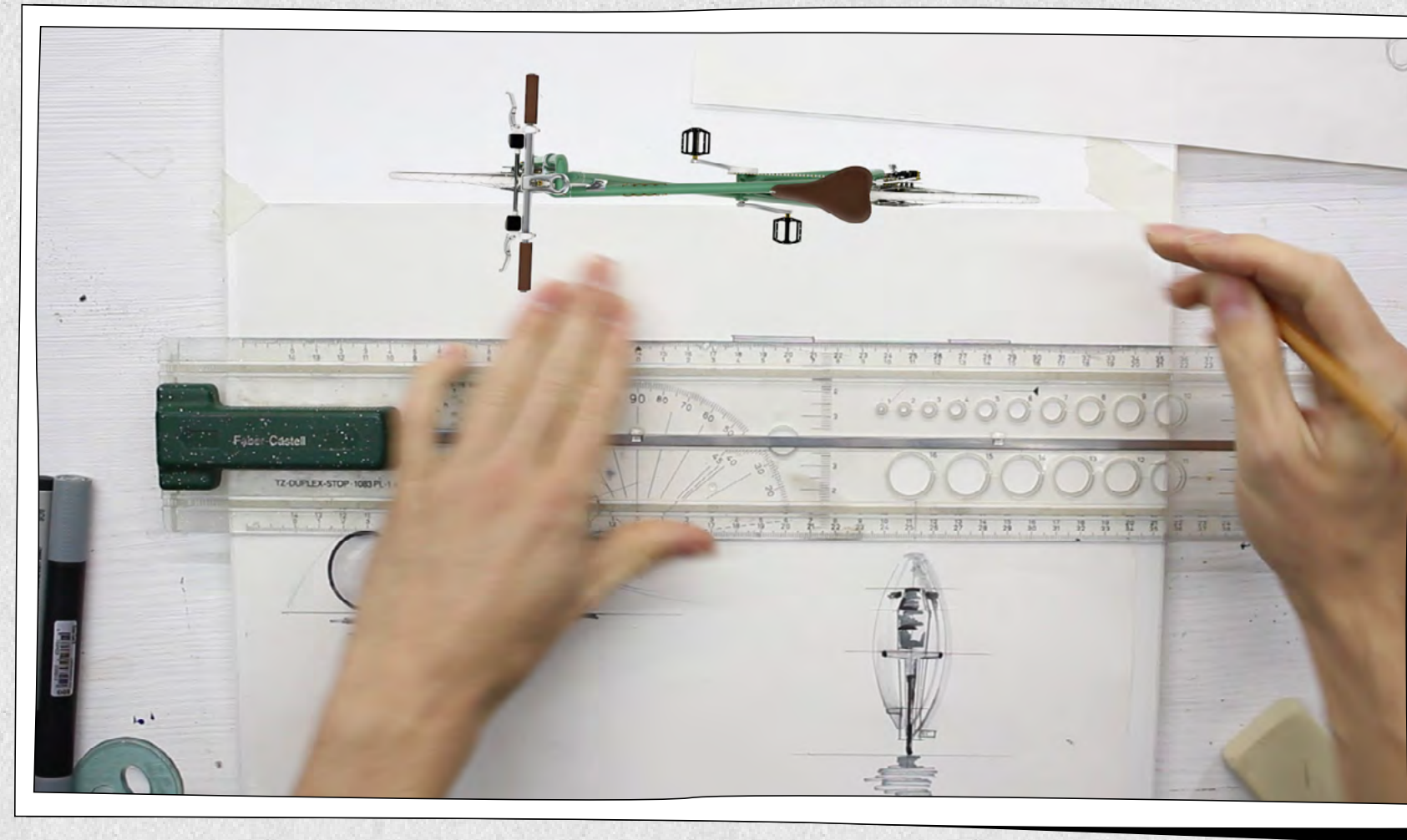
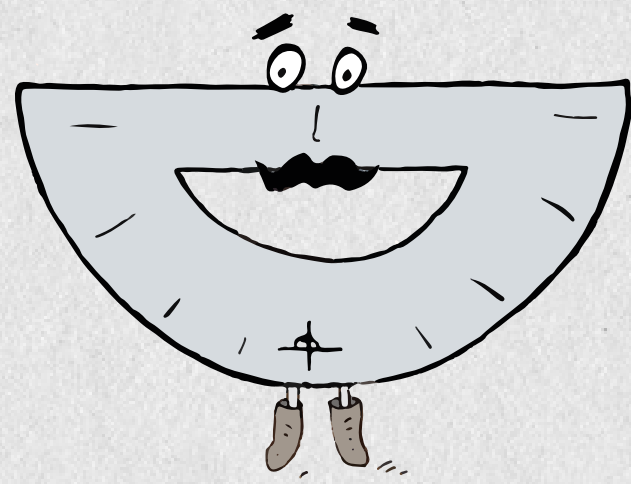
Look up pictures of relevant images of front views of vehicles to help you visualise. If you want some accuracy to your drawing, you can measure parts of your first drawing to create an accurate scale drawing from a different view.

(I measured the height of the wheel to help me gauge the drawing size).

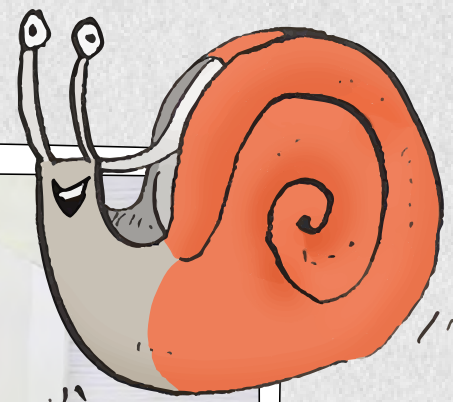
Finally, we will work on the plan (or birdseye view).

For the last view you don't need to draw a floor, but you will need to draw some lines of symmetry again to guide your design. Measure the length of your first drawing, to get an accurate plan view of the same length vehicle.

Again, look at relevant vehicle plan views to help you visualise your design.



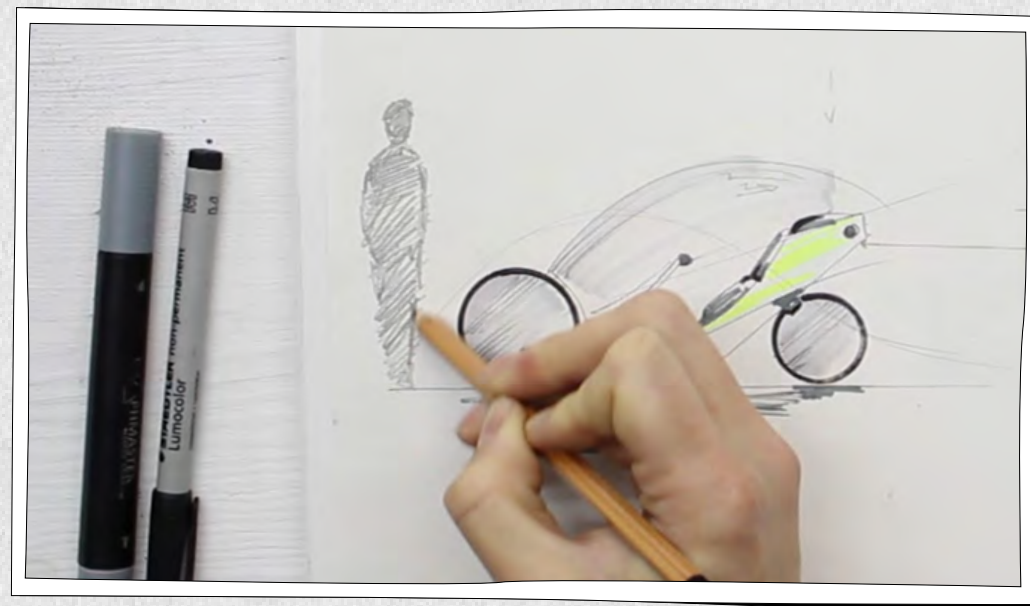
Looking good!



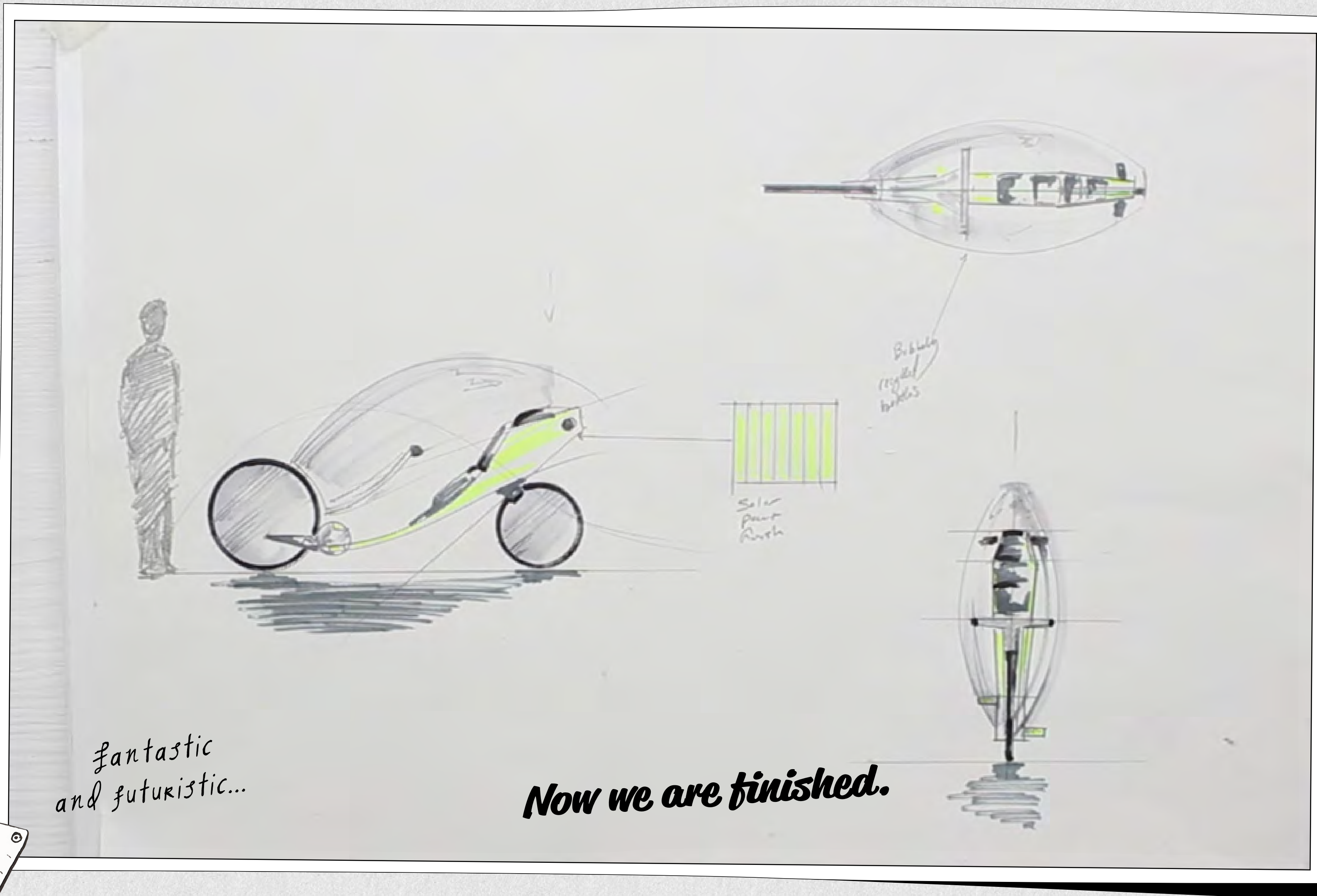
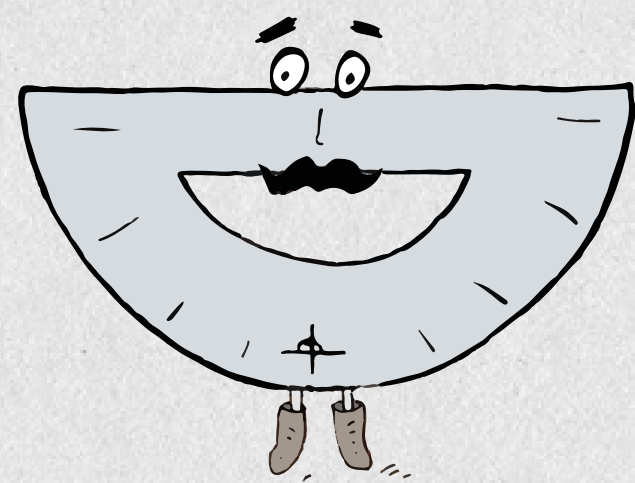
Add in your pen detail for a clean finish (keep your pencil lines as they look really snazzy). You could also draw in some close ups and notes on materials / aesthetics / mechanical parts, to help explain your design.

Now, we have NEARLY finished the design.

One final touch, sketch in a silhouette figure to show how big your vehicle is next to a human.



Have fun, and remember...
Let's think sustainably!



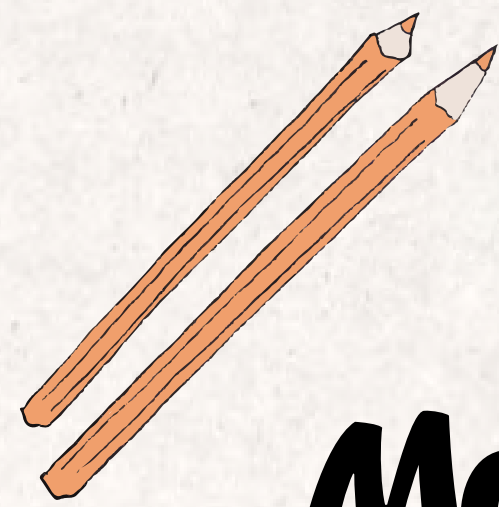
Fantastic
and futuristic...

Now we are finished.

Good luck! I hope you create the next generation of green vehicles!

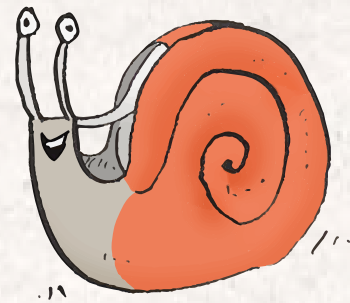
..and
sus, sus,
sustainable!





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!



Animation

Learn about the art of animation from BAFTA award-winning animation studio, the Cartoon Network and Lily Sakula. Design your own Personal Protective Equipment with Jack the Artist drawing inspiration from science fiction, imagery and Japanese Anime.



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.



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.



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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