Experiment with Rubbings ~ "homelife 2" ~ Create your world

We are going to have fun with rubbings to create a world for your Avatar. First you are going to explore your home - you need to find things with interesting surfaces or textures. You can begin a collection of things you like - check all recyclables before they go in the bin, this is part of the adventure.

You will be making rubbings on loose paper - you will stick your favourites into your sketchbook later

You will need:

Sketchbook Lots of A4 pages Scissors A Pencil Colouring pencils Glue Stick Materials to rub Leaves Cardboard - different types Plastic food packaging Fruit nets, CDs, coins, washers, wire



Natural Materials found growing in the outside world



Man-Made materials Found in recycling - and other finds around the house DIY toolbox Sewing and Kitchen materials



Hand-made materials -Shapes you cut out yourself Including different versions of your avatar



Lay out your material



Cover with paper Use your pencil on its side And rub over the surface To get a clear image Keep rubbing in the same direction

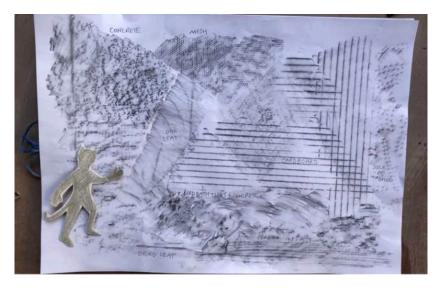


Try lots of experiments Fill up your paper with rubbings

I named all of my leaves



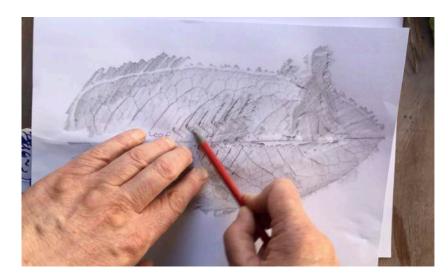
I labelled my man-made materials too



BUILD UP

Begin to think a landscape

You can place your avatar in the landscape to get a sense of scale



You can add your avatar by rubbing over it

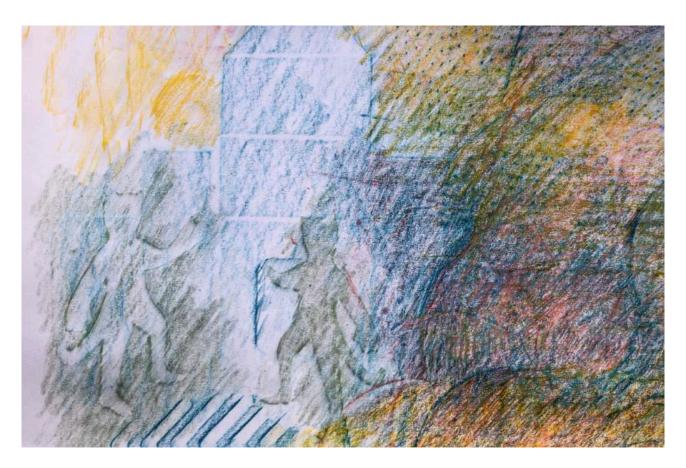


LAYERS

You can use colouring pencils and build up layerssee what happens

A story might emerge

.....what do you think is happening in mine?



.....Tell me on **#crawfordartgalleryhomelife**

Have fun making your rubbings You can pick your favourite rubbings and stick them into your sketch book

(~_~) SHARING <@v@> <#-#> **<~.~>**

You can upload your drawings to your **instagram** - add **#crawfordartgalleryhomelife This is a place where** everybody can share their drawings I would love to see what you do!

I will check in there and follow any ideas you share (: we could build this # together :)