

MONSTERS

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A monster is a type of fictional creature found in horror, fantasy, science fiction, folklore, mythology and religion. Monsters are very often depicted as **dangerous and aggressive with a strange, grotesque appearance that causes terror and fear.**



The most famous monsters in English Gothic literature are **Frankenstein's monster, Dr. Jekyll's alternate personality Mr. Hyde, and Dracula**, and each of these monsters bears a similar, common warning.

Key terms and techniques

CREATIVE DRAWING BENEFITS

Develops Fine Motor Skills. Fine motor skills include any specialized movement of the hands, wrists, and fingers.

Encourages Visual Analysis.

Helps Establish Concentration.

Improves Hand-Eye Coordination.

Increases Individual Confidence.

Teaches Creative Problem Solving.

Formal elements

These are used to help create or analysis artwork.

Composition – how the formal elements are laid out

Line – is a mark made on a surface, such as an outline of a shape, a pattern or texture.

Tone – is how light or dark something is. It can help show contrast between moods and visual effects.

Texture – a suggestion of how something feels or physically how it feels.

Form – refers to a 3D object – so it shows height, width and depth, like a cube.

Shape – these are 2D, so just show height and width like a square.

Colour - colour is very important as it can help show an emotion or feeling,

Pattern – this is a design in which lines, shapes, forms or colours are repeated.

Space – refers to objects and the area around them. Positive space – the space objects take up and negative is the space around the objects.

CLAY

Clay is **a natural material made up of tiny particles of rock**. When clay is mixed with enough water, it feels like soft, gluey mud. Unlike plain mud, however, clay holds its shape. Clay can be pinched, rolled, cut, or built up in layers to form shapes of all kinds.

CLAY techniques

Bisque - Clay that has been heated to over 1800 degrees F. in a kiln. Firing transforms the grey fragile form into a strong durable ceramic.

Coil Construction - A construction technique in which clay "snakes" are used to build ware.

Greenware - Raw, dry, unfired clay. Characterized by being very fragile.

Pinch Construction - A construction technique in which the clay is pinched and manipulated with the fingers into the desired shape.

Scoring - To join two pieces of clay, it is usually necessary to prepare the surfaces of each piece to create a strong bond where they meet. Generally this is done by making regular incisions with a pointed or serrated tool, a needle or fork across the joining area.

Slab Construction - A construction technique in which clay is rolled into thin sheets and manipulated into shapes.

Slip - Suspension of clay in water, used as a "glue" or for decorating.

Wedging - The process by which air pockets are forced out of the clay and the clay is mixed. It involves a kneading motion combined with a rotation.

