



VIRTUAL INSTRUCTION GUIDE

Workshop: *Creature Creations*

Teaching Artist: Mikey Peterson

Learn how to use the SculptGL application to create an original creature sculpture. You will also think about how your creature's aesthetic features relate to its environment.



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OBJECTIVES:

You will learn:

- how to navigate within digital interfaces of SculptGL, understanding how to sculpt using the X, Y and Z axes
- how to use digital sculpting applications to develop and create original creature sculptures
- how to compare your creature creation aesthetics to real animals, to determine how they function in their fictional environments
- how to experiment with facial features and body creation while working intricately with textures, shapes and color schemes
- use your imagination, knowledge, and intuition to create and discuss your unique vision

MATERIALS:

- one smart device with access to the Internet, e.g., a laptop or tablet



DIFFERENTIATED LEARNING Methods

Instruction is provided in text and video formats, available in both Spanish and English.

You may also work by printing this art-making guide.

YouTube can automatically create closed captions.

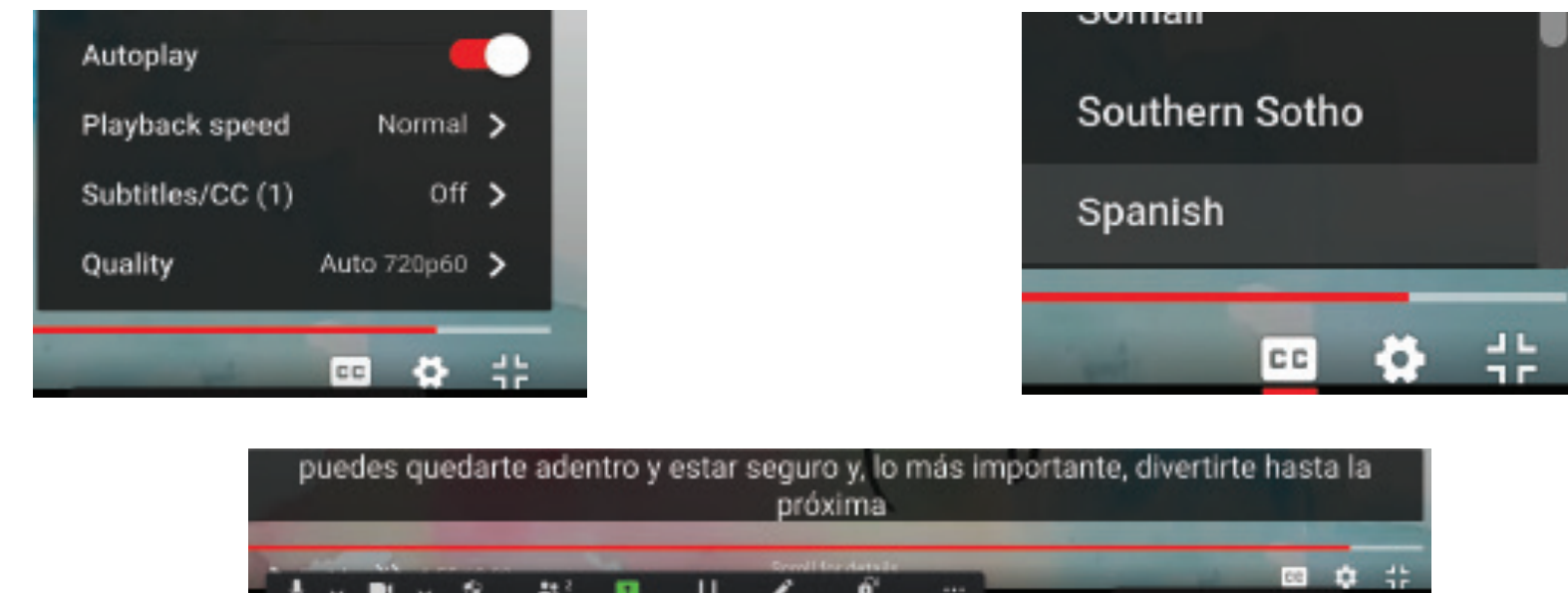


Click the [CC] button near the lower right corner of the viewer frame.

Please note: captions are generated by algorithms, so their quality may vary.

Workshop Duration: 25-45 Minutes | ALL LEVELS

A variety of language subtitles are available for each video.



- **Your sculpted creature can be as simple or complex as you want.** There is no right or wrong way to create your 3D sculpture!
- **If you have limited hand movement, another person can help you with the trackpad.** Ask a friend or family member to assist you.
- **If you are visually impaired, you can act as the director of this project.** Collaborate with a friend or family member to create a creature together. Give verbal directions to make creative decisions in the SculptGL application.



BACKGROUND/RESOURCES

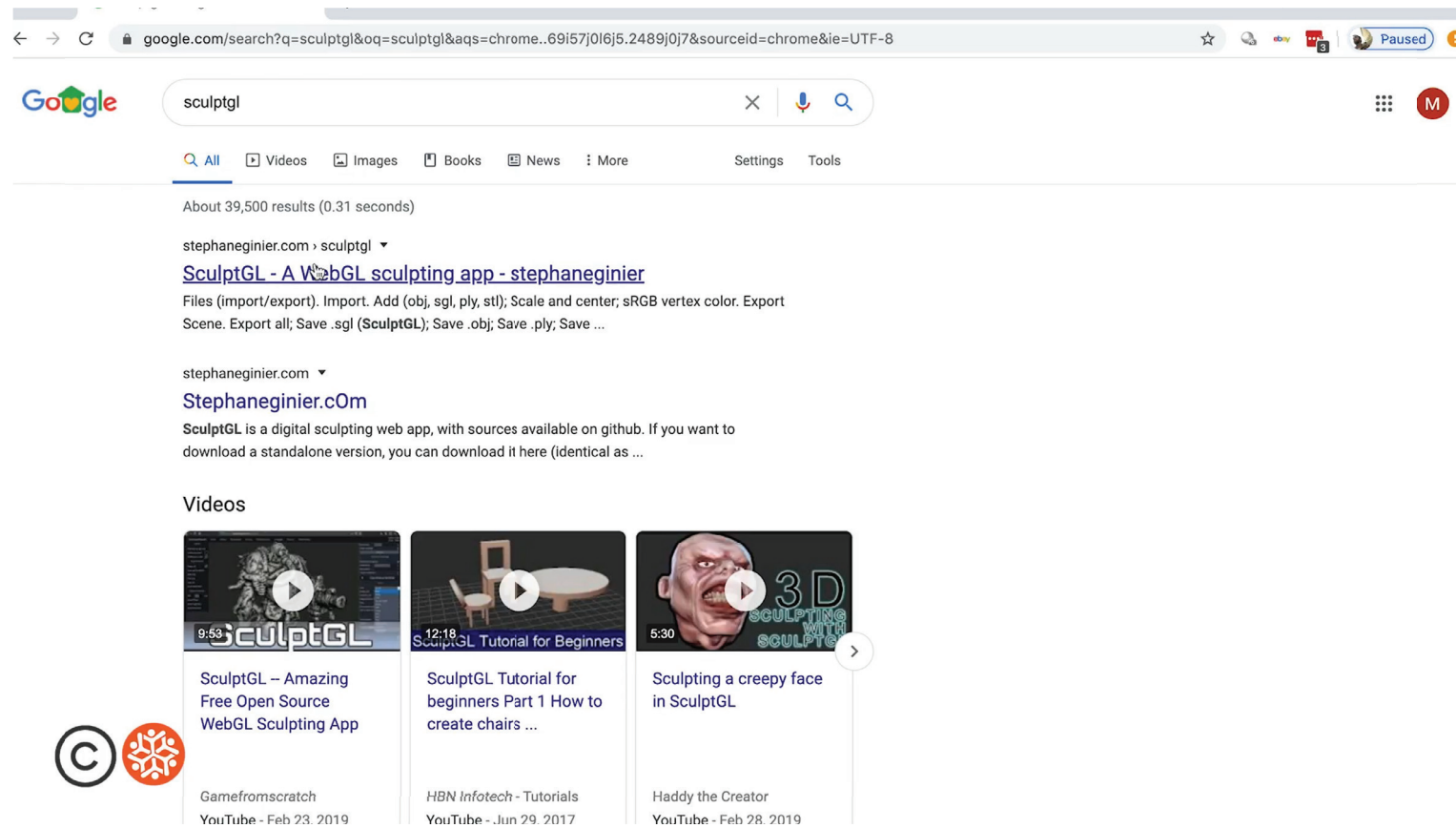
You will be introduced to these artists, art histories, movements and/or concepts:

SculptGL: A free-to-use, browser-based software that allows you to create and sculpt 3D objects. Available at stephaneginier.com/sculptgl.

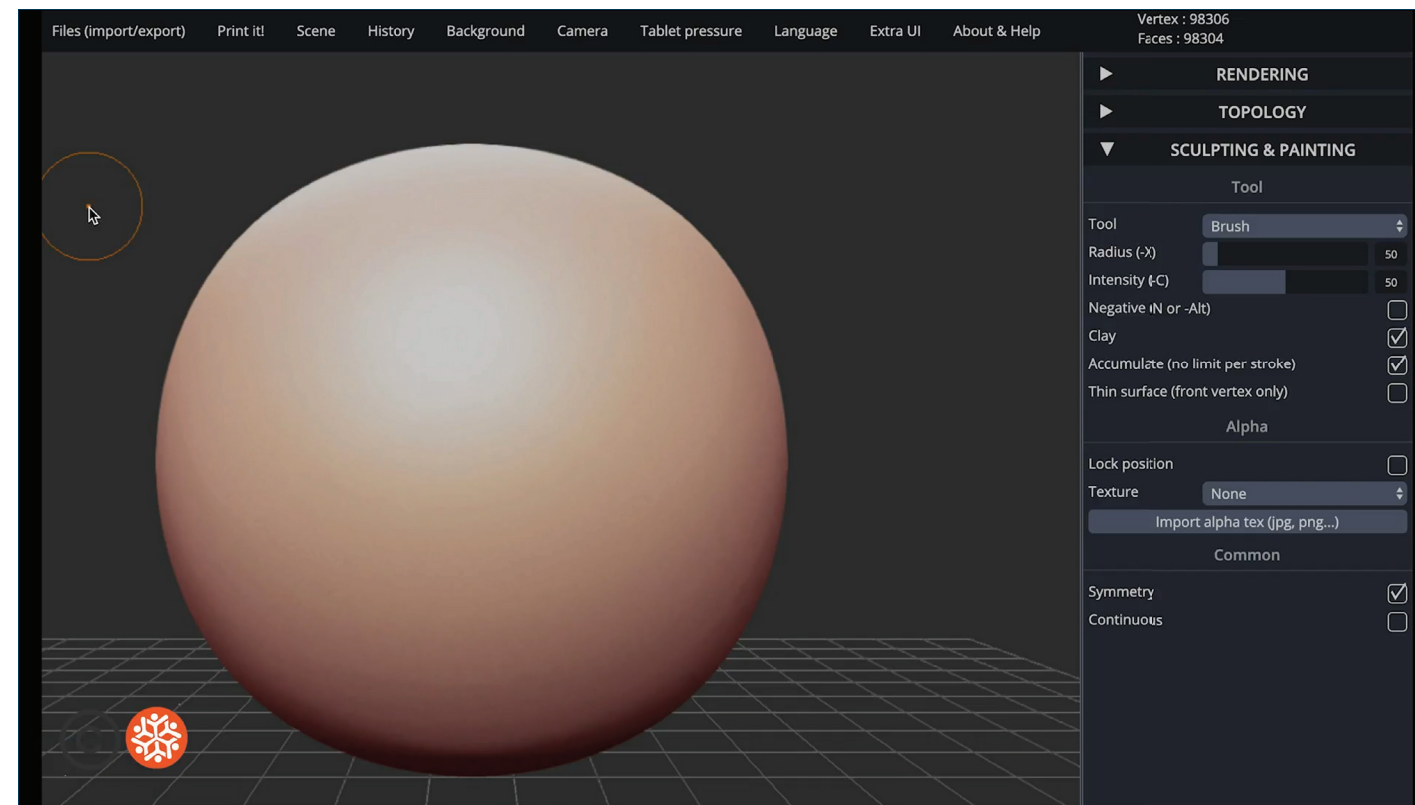
Symmetry: When something is the same on one side as it is on another. In this case, the software will make a vertical line of symmetry for us in the middle of our sphere. This will allow us to create a symmetrical face for our creature.



INSTRUCTION:



To begin your Creature Creation, go to the SculptGL application on any web browser: stephaneginier.com/sculptgl. There is no need to download anything - the application functions purely online.



Looking at the application's interface, you will see tabs at the top of the screen, tools on the right hand side, and the virtual clay sphere in the center.



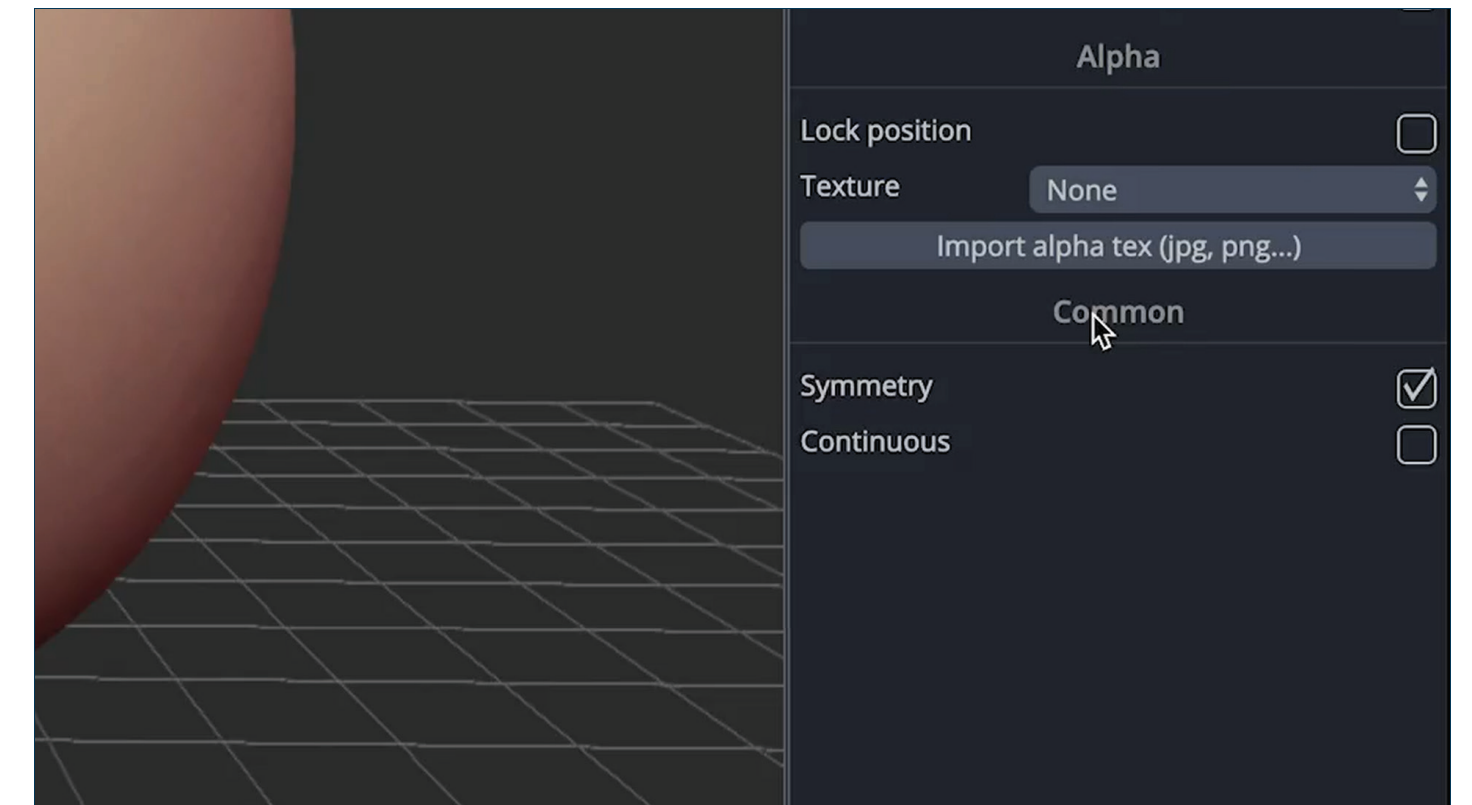
Let's start with moving the clay ball within the center field. Using your computer's trackpad, press down (keep it pressed) and use another finger to **rotate** the sphere.



To **zoom** in and out, use 2 fingers at the same time (like a peace sign) on the trackpad and lightly push forward and backward.



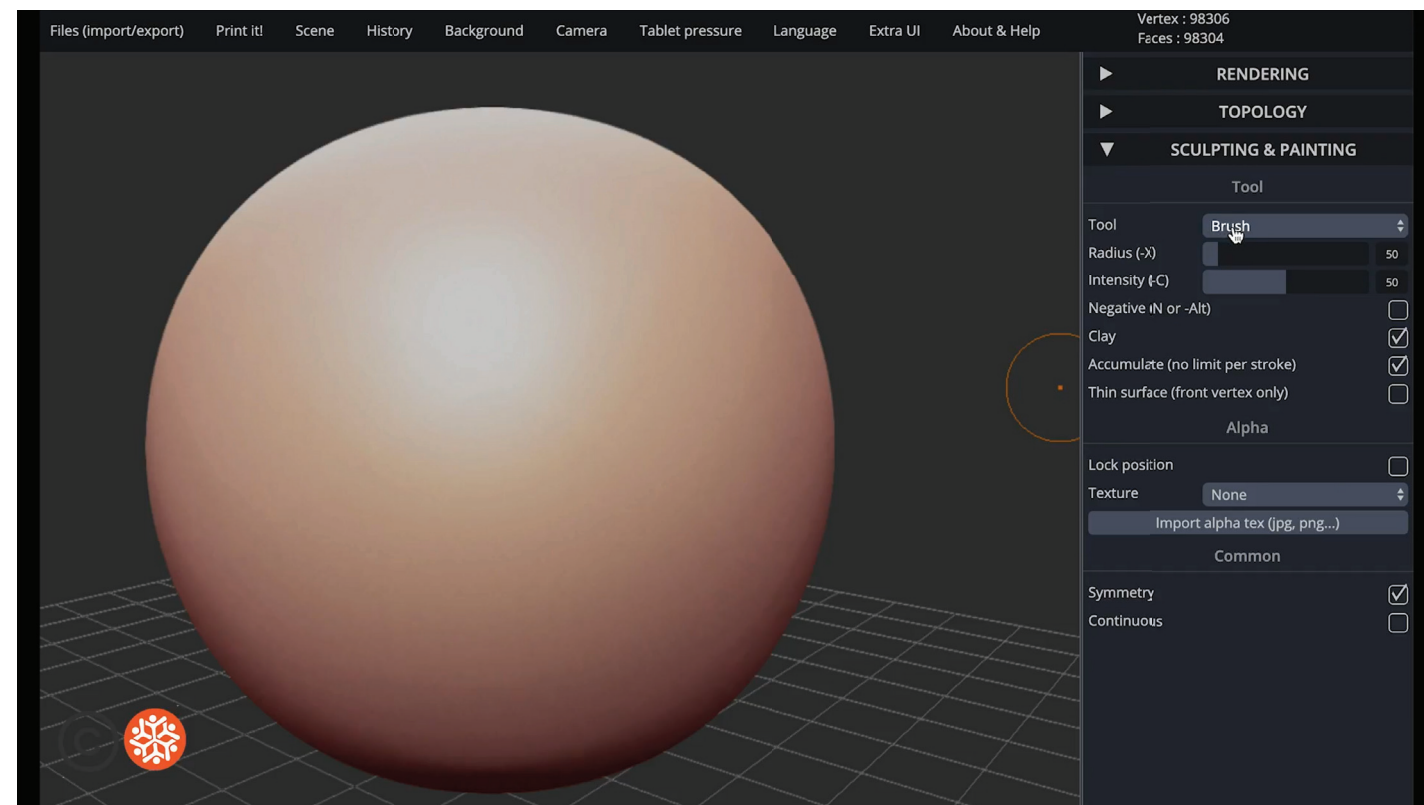
To **move** the clay sphere, keep the "option" key pressed down on the keyboard, and use the same method for rotating the sphere.



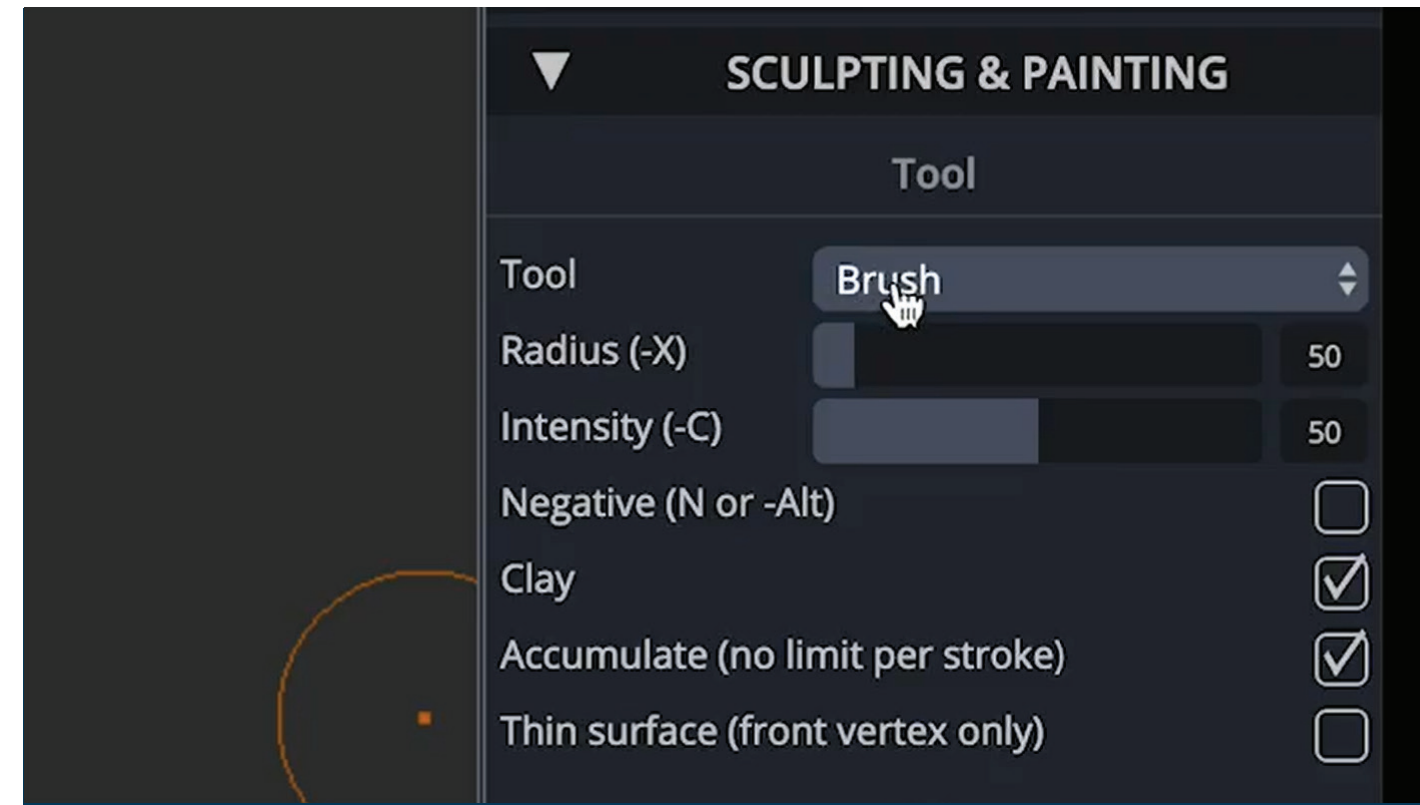
Now let's begin sculpting! On the right hand side, under **Sculpting and Painting** and the subheading **Common**, make sure that the **symmetry** box is checked.



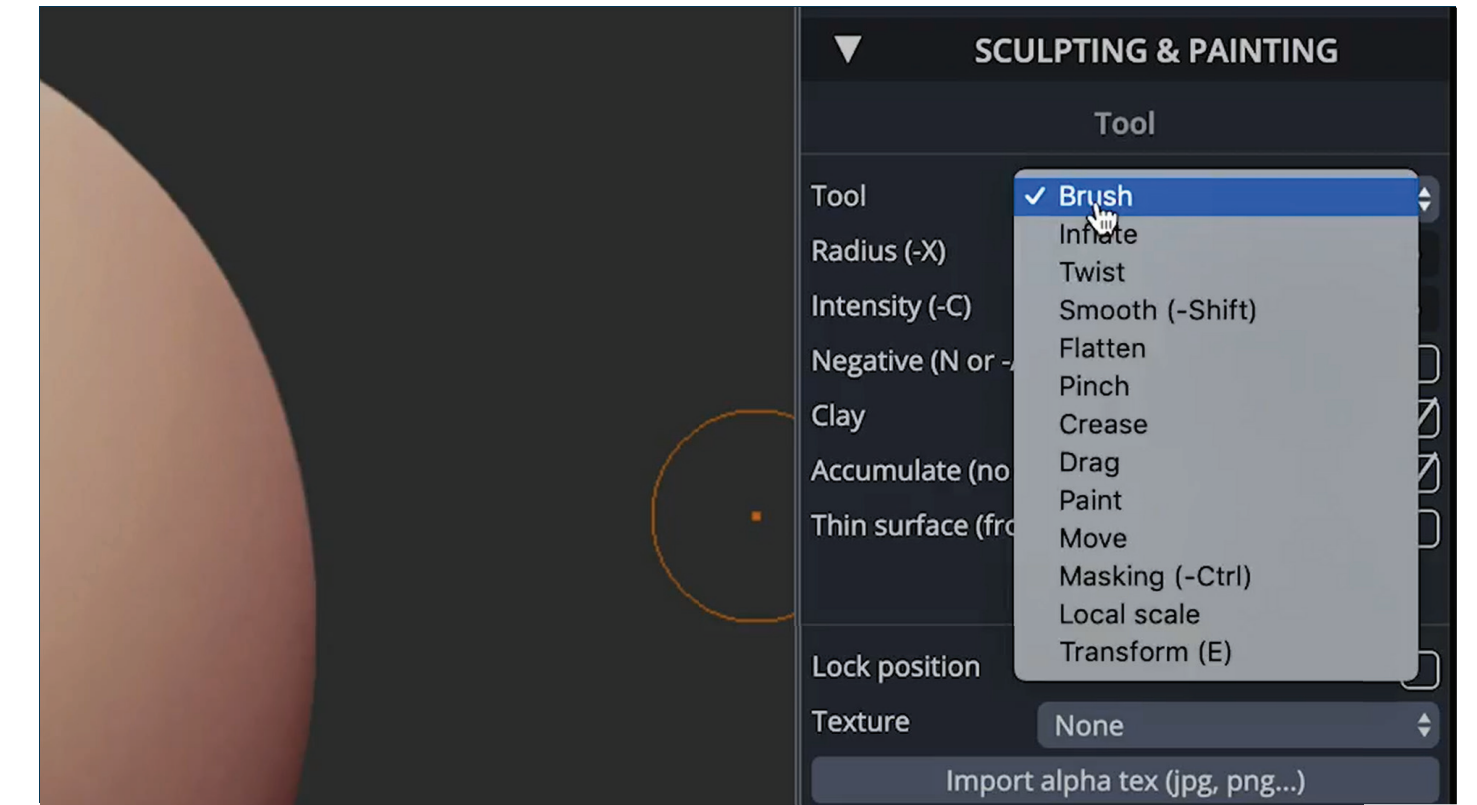
INSTRUCTION CONTINUED:



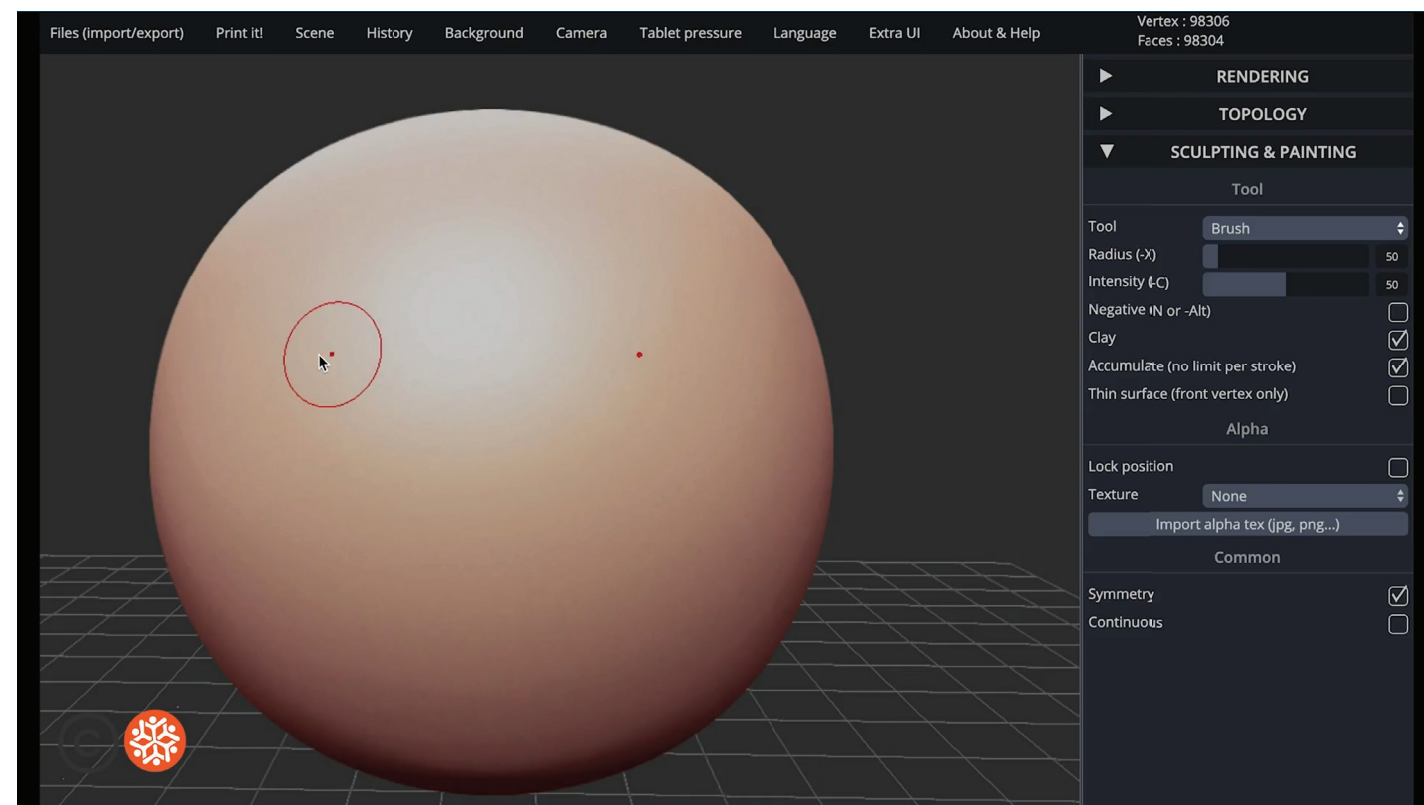
This feature divides your sphere into half - creating mirror images of each half. This feature is great for creating faces.



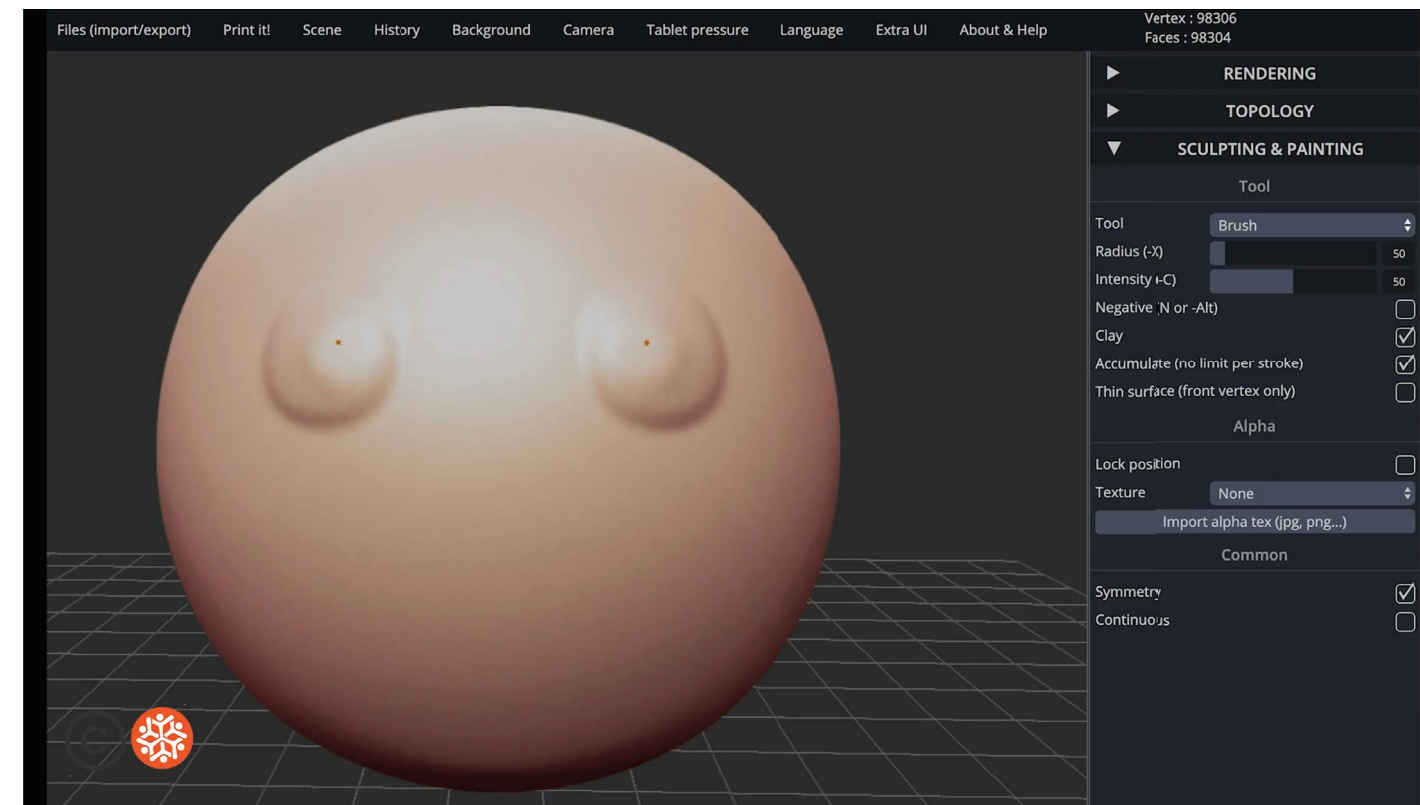
Now let's check out our sculpting tools. On the right hand side of the screen, under **Sculpting and Painting** and the subheading **Tool**, there is a box that says **Brush**. This is the first tool we'll use.



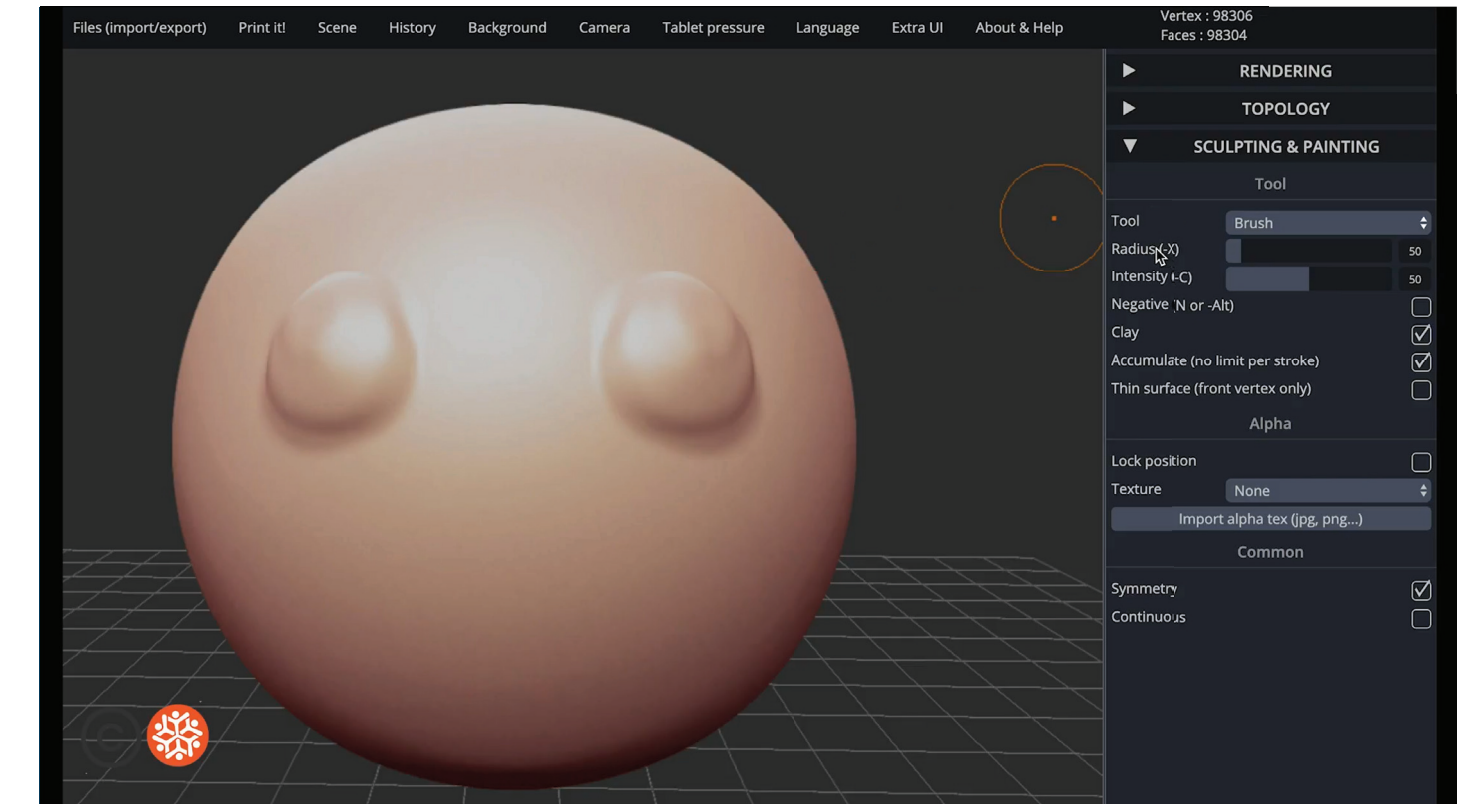
If you click this box, you will see a ton of other tool options. We'll get to these later. For now, stay on the **Brush** selection.



Move your cursor over the clay sphere. You'll notice a small dot with a circle around it, and another small dot.



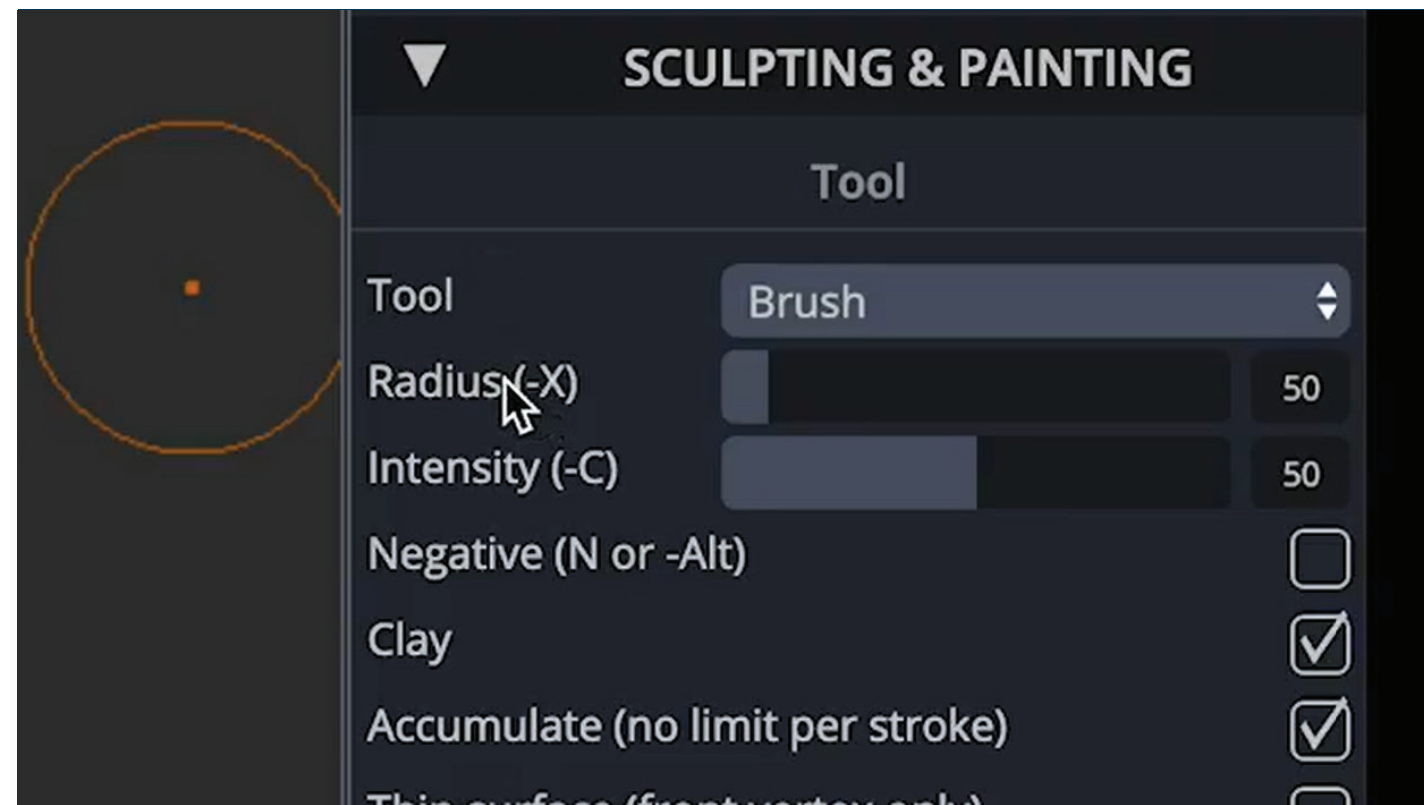
The dot and circle represents the area that will be manipulated when sculpting, and the dot without the circle signifies that the symmetry function is on. A mirror image of your sculpting manipulation will occur at this location.



To sculpt, keep the trackpad pressed and use another finger to manipulate the clay. As you can see, the manipulation is contained within the circle, and it also appears on the other side of the sphere with the symmetry function activated.



INSTRUCTION CONTINUED:



To change the area of manipulation, move the **Radius (+X)** bar in the **Tool** section. You will see the circle get larger or smaller depending on which direction you move the bar.



To change the intensity of your sculpting, move the **Intensity (-C)** bar in the **Tool** section. You will notice that your sculpting becomes stronger and weaker depending on which direction you move the bar.



As you can see when we are sculpting, clay is added to the sphere. If you want to subtract and dig into the sphere, check the **Negative** box located in the **Tool** section.



Now, let's explore some of the other tools that we can use to sculpt. So far, we've been using the **Brush** tool. If we click on **Brush** a window opens to reveal several different tools.



Select the **Drag** tool. When using this tool, you can pull the clay from the sphere.



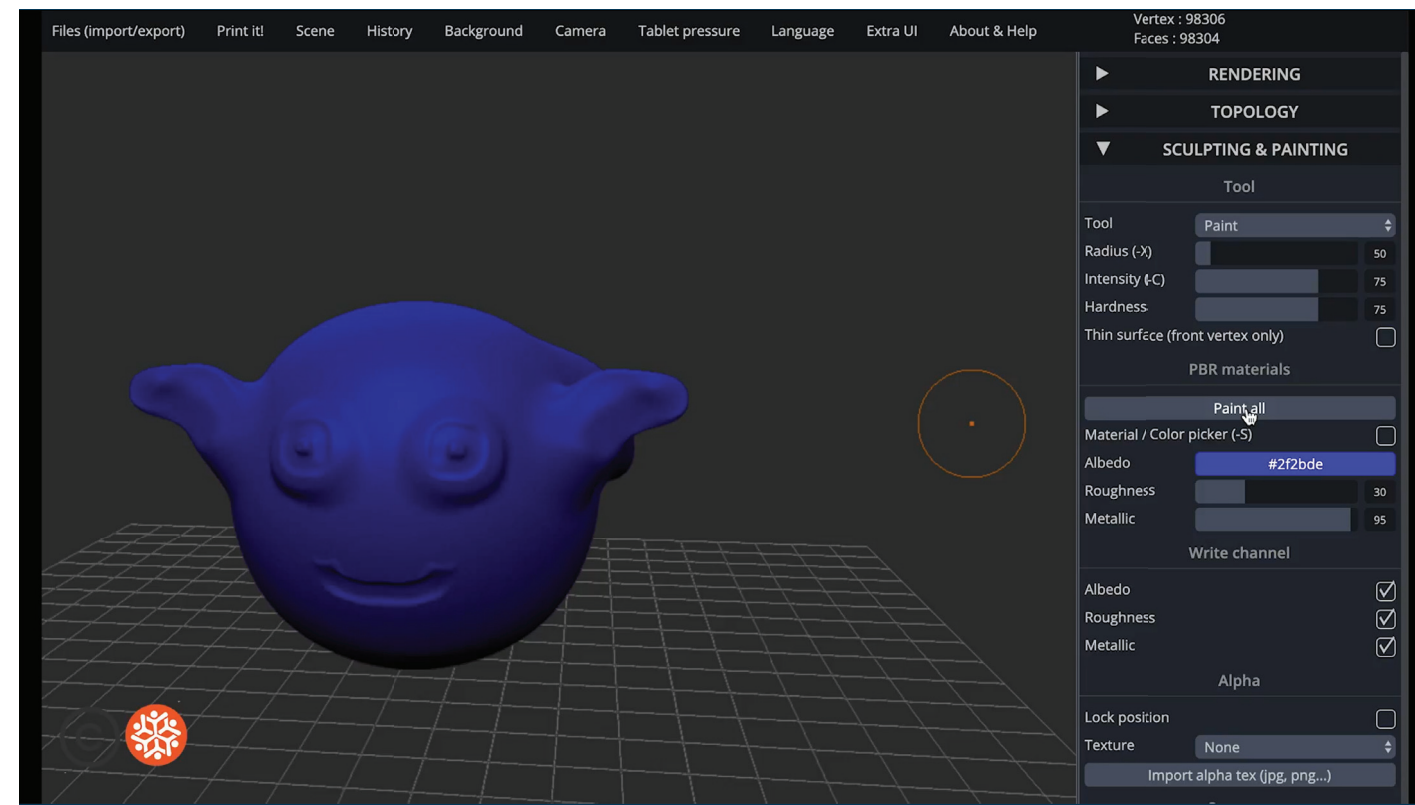
Now select **Flatten**. This will smooth out the clay.



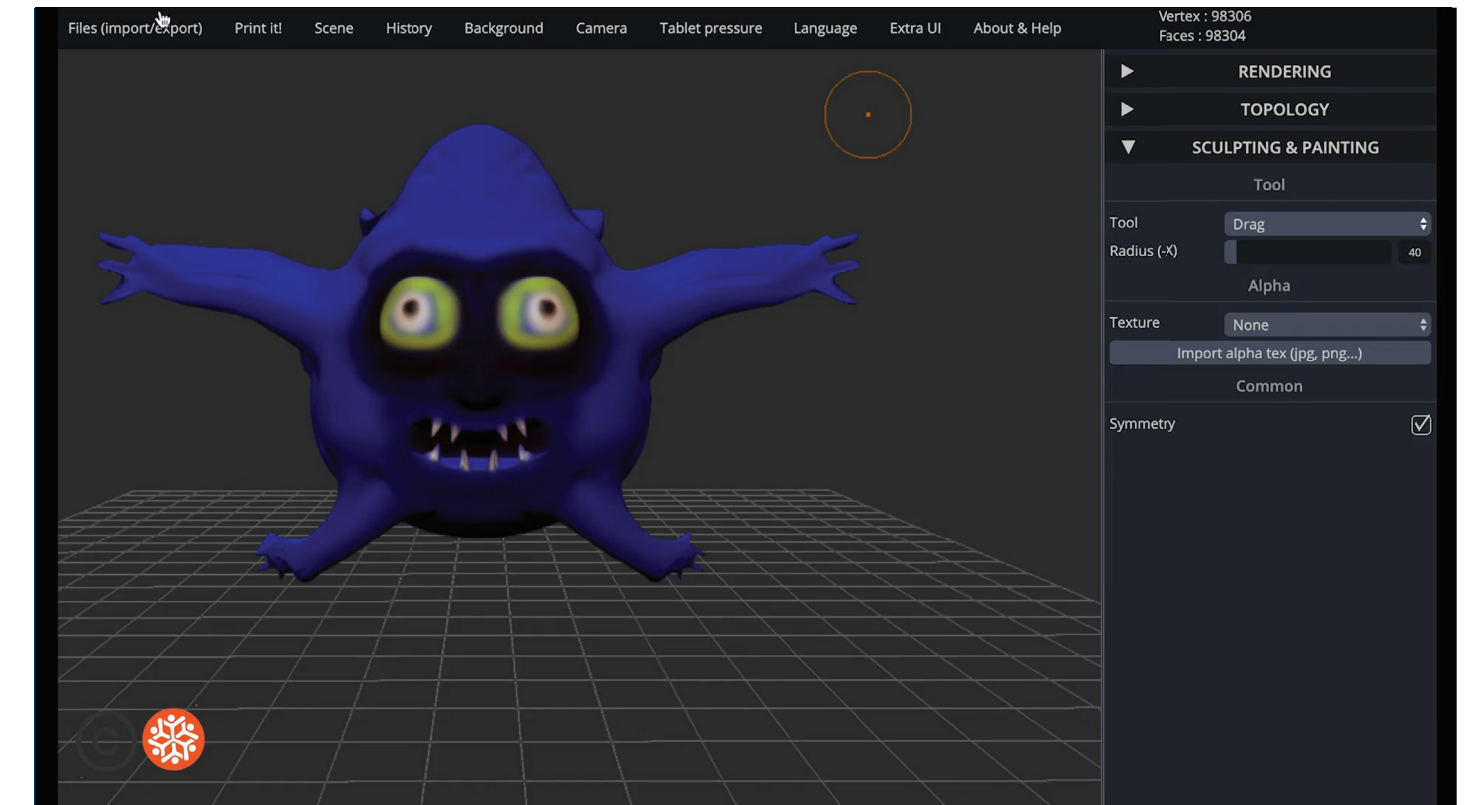
INSTRUCTION CONTINUED:



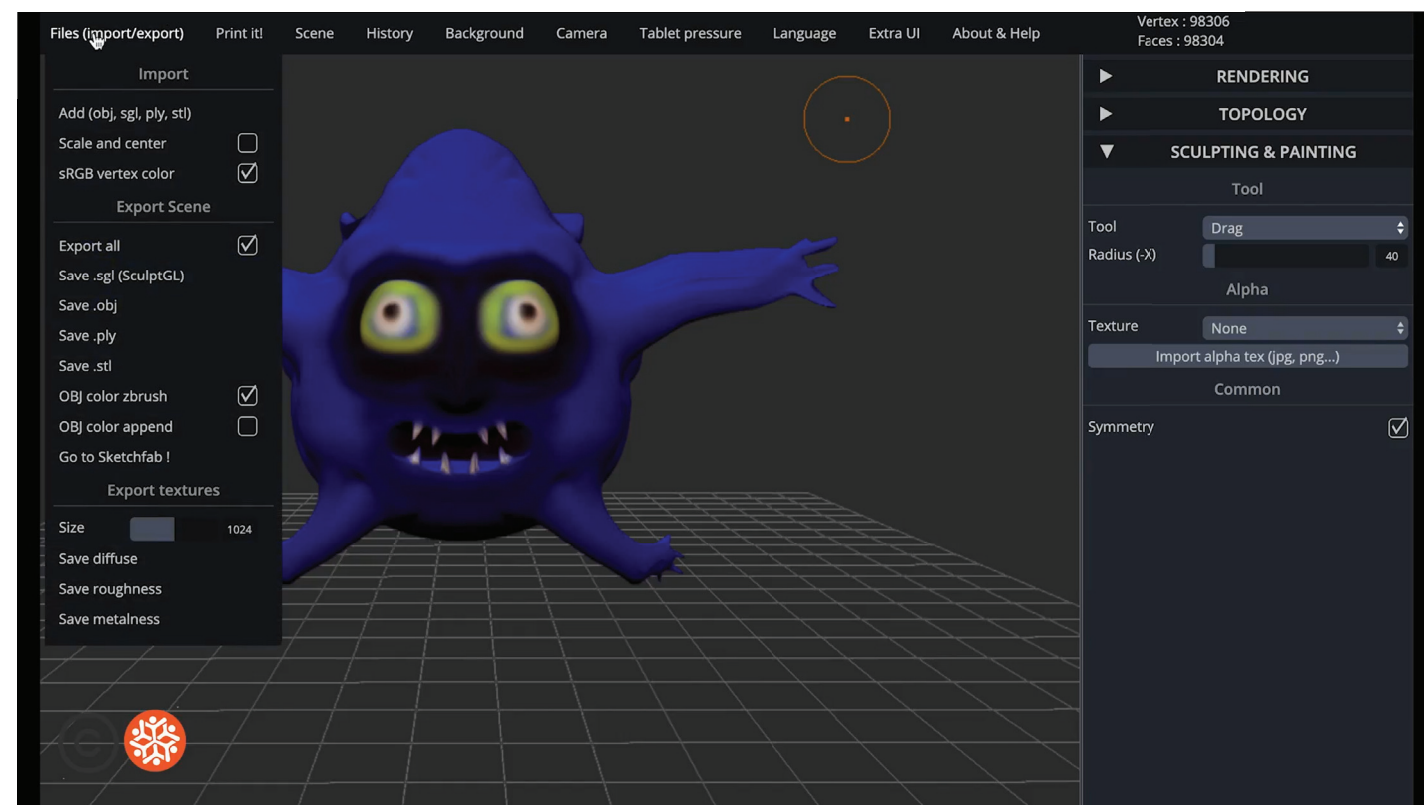
Now select **Paint**. A new section called **PBR Materials** will open up. Click on **Albedo** and a color wheel will open up. Here you can select what color you'd like to use.



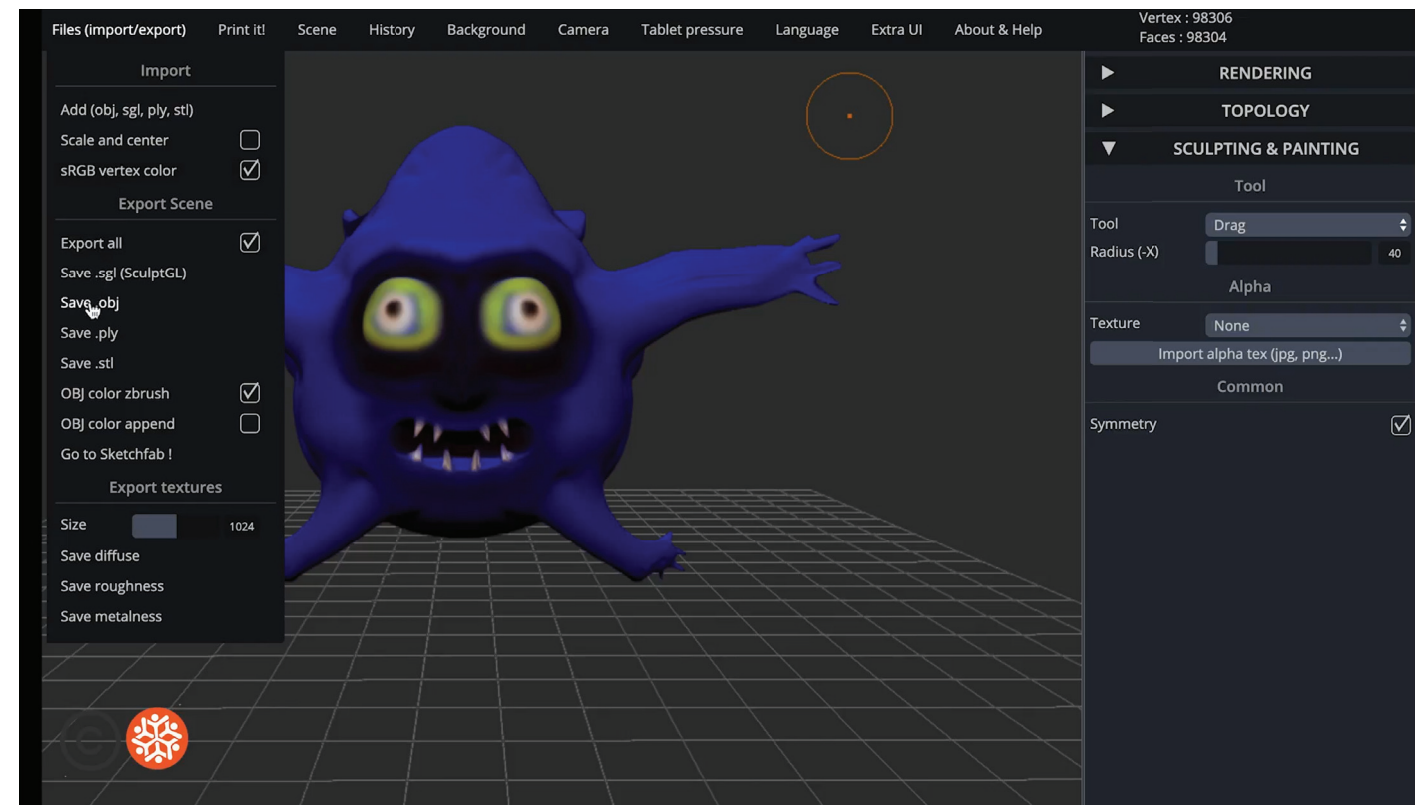
Your cursor now transforms into a paint brush. You can also select **Paint All** to paint your entire sculpture.



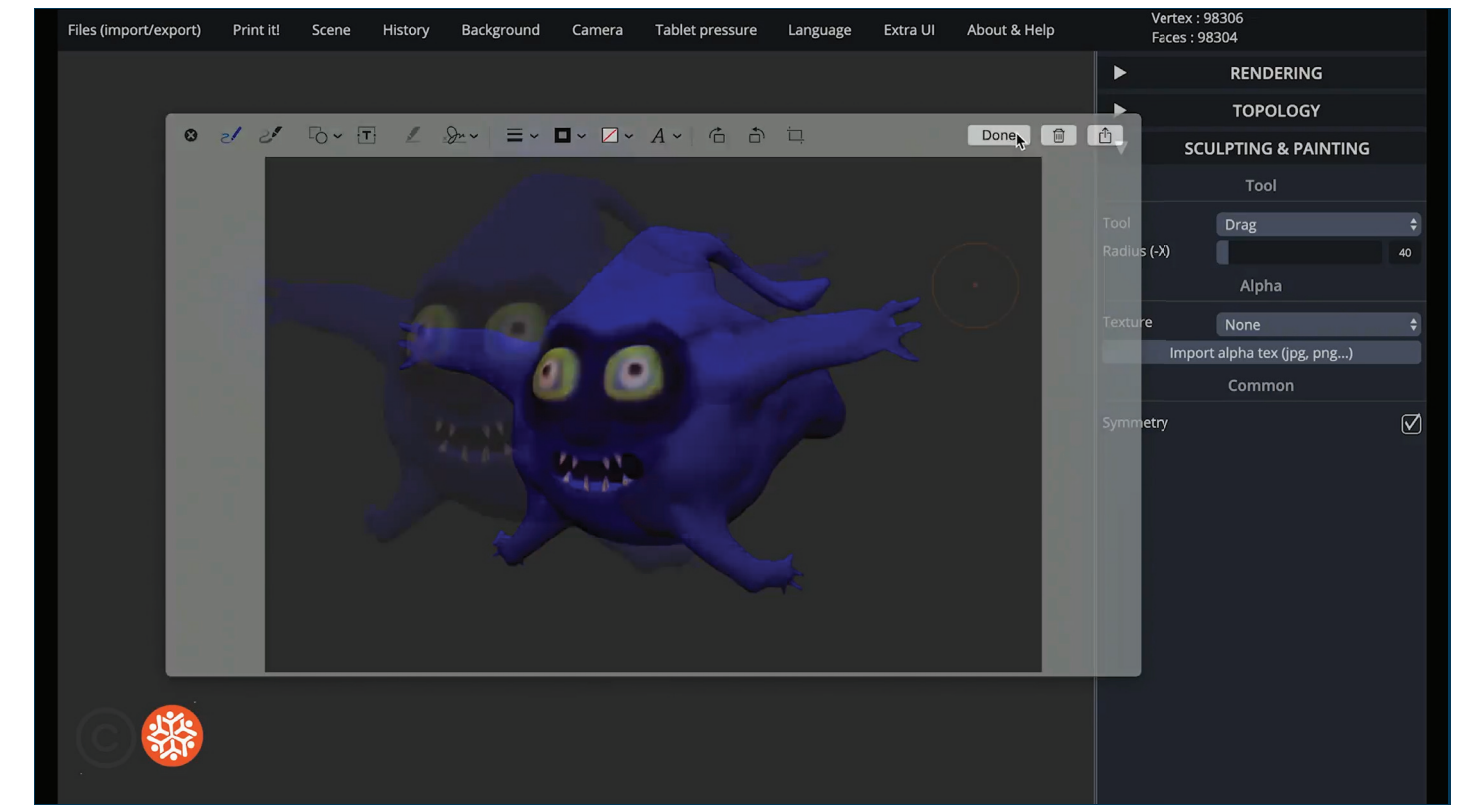
Keep experimenting with all of these different tools to create your creature. Get comfortable maneuvering the interface and switching back and forth from different tools.



When you're done with your creature you can save your project as a **.SGL** file or export your project into an **.OBJ** file by clicking **Files (import/export)** at the upper left of the screen.



Then select either **.SGL** or **.OBJ**. An **.OBJ** file can be imported into other programs, but the **.SGL** will only work with the SculptGL application.



If you'd like, you can take a screen capture of your Creature Creation by pressing **Command+Shift+4** on a Mac or by pressing **Windows+Print Screen** on a Windows computer.



INSTRUCTION CONTINUED:



Name: Blue Reed
Ave. Height: 20 ft.
Diet: Smaller Creatures
Home Planet: Drella
Planet Topography: 100% Water



Name: Blue Reed
Ave. Height: 20 ft.
Diet: Smaller Creatures
Home Planet: Drella
Planet Topography: 100% Water



The Blue Reed's bulbous body and long arms allow it to float and swim long distances. Its large eyes give it the advantage of seeing vast distances. Its ominous pointy fangs help it ward off or eat its enemies. It has a passion for underwater photography.



Congratulations! You've made your own Creature Creation. Now, let's think about your creature's scale, aesthetic, and functions.



What does your creature eat? How does its environment impact how it looks and acts?



Thanks so much for making art with me today! There are a ton of other cool Snow City Arts workshops, so feel free to check those out as well.



LEARNING STANDARDS

This workshop is aligned to the following state and national anchor standards. It can be differentiated for learners at every grade level. (For arts performance standard alignments at specific grade levels, feel free to email programs@snowcityarts.org.)

ILLINOIS ARTS LEARNING STANDARDS

Anchor Standards: Creating

- **CR1.** Generate and conceptualize artistic ideas and work.
- **CR2.** Organize and develop artistic ideas and work.

Anchor Standards: Performing, Presenting, Producing

- **PR4.** Select, analyze, and interpret artistic work for presentation.

COMMON CORE STATE STANDARDS

English Language Arts: College and Career Readiness Anchor Standards

Reading

- **CCSS.ELA-Literacy.CCRA.R.7.** Integrate and evaluate content presented in diverse media and formats, including visually and quantitatively, as well as in words.

Speaking and Listening

- **CCSS.ELA-Literacy.CCRA.SL.5.** Make strategic use of digital media and visual displays of data to express information and enhance understanding of presentations.

Standards for Mathematical Practice

- **SMP.5.** Use appropriate tools strategically.
- **SMP.6.** Attend to precision.





If you are interested in **receiving school credit** for the work you have completed in this workshop or if you would like to **have your artwork displayed** in a Snow City Arts exhibition space or virtual gallery, please visit <https://snowcityarts.org/consent-releases/>

Contact us at programs@snowcityarts.org if you have questions, would like to offer feedback, or would like to continue working with us virtually.





Workshop Duration: 25-45 Minutes | ALL LEVELS



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Snow City Arts inspires and educates children and youth in hospitals through the arts.

Contact us if you have questions,
or would like to offer feedback at
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