

# Miniature World Artwork

Artwork that plays with Scale

# Objective:

Students will create a miniature scene sculpture that addresses the element of scale.

Read this article about David Gilliver.

# David Gilliver

Google him to see  
more of his work













# Scale:

Scale refers to the size of an object (a whole) in relationship to another object (another whole). In art the size relationship between an object and the human body is significant. In experiencing the scale of an artwork we tend to compare its size to the size of our own bodies.



When you exaggerate and change the scale of objects you emphasize these differences and draw attention to objects that may have gone unnoticed. You can communicate a message through your art by just playing with scale.

# Now it's your turn to create.

You will be creating a sculptural artwork where you build a diorama or scene and put little people, toys, objects, etc. to play with the element of scale. This sculpture can be created using toys, legos, barbies, play dough, gingerbread cookies, wire, pipe-cleaners, etc. Use your imagination!

Make sure that some elements in the sculpture are large while others should be small. The bigger the difference the more effective.

Make sure you are communicating something through your art. You will be giving your artwork a title. This title should sum up what you are trying to communicate.

For example, this artwork by Gilliver is titled “Fetch”



If you read the title it sums up entirely what he is trying to communicate in one word. This does not have to be complicated. Have Fun with this!

Once your artwork is finished

Take several photos of your sculpture and paste them into the document I have attached with these slides in google classroom. Answer the questions in the document and turn in in google classroom.