Maquette Building (Workshop)
Students choose from a variety of characters to creat a maquette starting with armature construction to final finish.

Number of students: 20
Grades: 9-12
Primary Art Form: Animation
Duration: 3 hours a day for 5 days.

Materials: armature wire, epoxy, screws, wood podium, sculpey clay, foil, access to an oven, craft paint, primer, sculpting tools, and paint brushes.

Objective: to learn how to convert a two-dimensional design into a three-dimensional maquette, using the principles of sculpture and following a template.

Class 1: Introduction
Icebreaker: name, grade, favorite animation, experience with animation, what about this workshop interests you? Have you ever made a maquette?

Purpose of Maquettes:
Maquettes are a reference tools used by animators to test out ideas and/or stay on model. They are an important part of visual development. Stop motion animators use them as part of the puppet making process in foam casting; character design, maquette, armature, clay positive, silicone or plaster mold, foam.

Students are presented with character designs to choose from

Constructing the armature:

- Brass tubing
- Amature wire
- Feet
- Epoxy
- Podium—painting and attaching

Class 2: Workday--Sculpting
Students continue work on their maquettes—adding the foil fill and at least the first layer of sculpey

Classs 3: Workday--Sculpting
Students continue sculpting with the goal of taking their maquette home to bake and prime after class

Sculpey bakes at 275F, check every 15-30 minutes until it becomes a deep orange. Allow to cool completely before priming.

Class 4: Workday--Painting
Students return with their baked and primed maquettes.

- Painting demonstration
- Students begin painting

Class 5: Workday and Presentation

- Final touches are added
- Anyone who fell behind or had something go wrong will have time to finish up
- Show and tell!