

# Art at Home Activity 1

## Bumpman Portrait

**The Challenge:** Draw a portrait of Bumpman. Try to make your drawing look as 3D as possible. You can follow our 3D drawing activity below if you like, or if you'd prefer you can draw him in your own style! You can also complete our additional activity to write a story or poem about Bumpman.

**The Inspiration:** Bumpman, a character who appears in several sculptures by Paloma Varga Weisz. You can download our image pack to use as inspiration for your drawing, and your story or poem.

### 3D Drawing Activity

When drawing objects and sculptures we can use shading - making some areas darker and some lighter - to make our drawings look more 3D. This activity involves looking carefully at the highlights and shadows on an object and recreating them in a drawing, using three different colours.

This activity is also available as a video tutorial on our website and social media channels.

#### What you'll need:

Paper, a pencil and rubber

Any material to add colour to your drawing, e.g. felt pens, coloured pencils, paint. You'll need three colours that go together - one light, one medium, one dark.

An image of Bumpman to take inspiration from, either printed or on a laptop, phone or tablet.

#### Art Fact!

An art movement called Fauvism saw lots of artists use bright colours in their painting, instead of the colours found in real life.

**Step 1:** Practice the technique. If you can, print out page 3 below and complete the activities. These will help you to learn how to decide which parts of your drawing should be light, medium or dark.



**Step 2:** Choose an image of Bumpman to draw from the photos in the image pack. Print it out or load it up on screen.



**Step 3:** Sketch out Bumpman's shape. Try to get the proportions of his body right by using basic measurements.



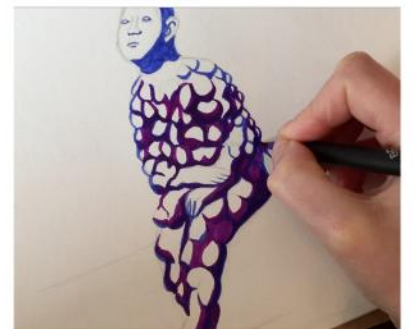
**Step 4:** Add in his bumps and details on his face, hands and feet. Keep looking carefully at the image whilst drawing.



**Step 5:** Choose your colours. Find a dark, medium and light colour, and check them on scrap paper first.



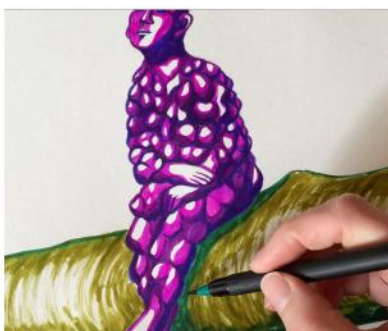
**Step 6:** Use your darkest colour to add in all the darkest areas of shadow you can see on Bumpman.



**Step 7:** Use your medium colour to add another layer of shading to Bumpman, leaving the brighter areas blank.



**Step 7:** Use your brightest colour to shade in the lighter areas. If you like, you can leave the brightest areas blank as a final highlight.



**Step 8:** Add in Bumpman's seat and a background if you like (If you're writing a story you might want to add this later to match your story setting.)



**Step 9:** If you like, you can now write a short story or poem to go with your drawing. Use the tips below for ideas. If you'd rather just draw, go to Step 10.

### Extension activity: Write a story or poem

Although these won't be judged as part of the competition, we would love to read your stories or poems about Bumpman. Write up to 1000 words, and to get some ideas for your story or poem, ask yourself these questions:

- Who is Bumpman?
- Why is he bumpy?
- Where does he live?
- Does he have a family, or friends? Who are they?
- What adventures has he been on? Where is he going next?

### Writing tips:

- When creating a setting for your story or poem, try to picture it in your head before you start writing.
- Describe your settings in lots of detail, using adjectives (describing words). For example, if he was in a woodland, you could choose some of these adjectives to describe it: dark, shadowy, gloomy, damp, sunlit, lush, green, bright.
- Do the same with characters in your story. Picture them in your head first, then describe them. Tell your reader about their appearance, and their personality.
- Use the senses when describing a place, a character, or an event in your story. Try to describe smells, sounds and tastes as well as what things look like.

**Step 10:** Capture your creations. Take a photo of your drawing, or scan it if you prefer. If you've handwritten a story or poem, take a photo (or photos) of that too. If you've written one on a computer or tablet, save your work as a pdf or an image.

**Step 11:** Share your work with us. Post your drawing (and story/poem if you've written one) on one of our social media channels:

[facebook.com/henrymooreinstitute](https://www.facebook.com/henrymooreinstitute)

[twitter.com/HMILeeds](https://twitter.com/HMILeeds)

[instagram.com/henrymooreinstitute](https://www.instagram.com/henrymooreinstitute)

Remember to use **#bumpmanportrait** when sharing your work. If you'd prefer to email in your entries, send them to [bumpman@henry-moore.org](mailto:bumpman@henry-moore.org).

The deadline for entries to the drawing competition is **Wednesday 20 May**. Winners from the three age categories will be informed via social media or email, and will receive a pack of drawing materials.

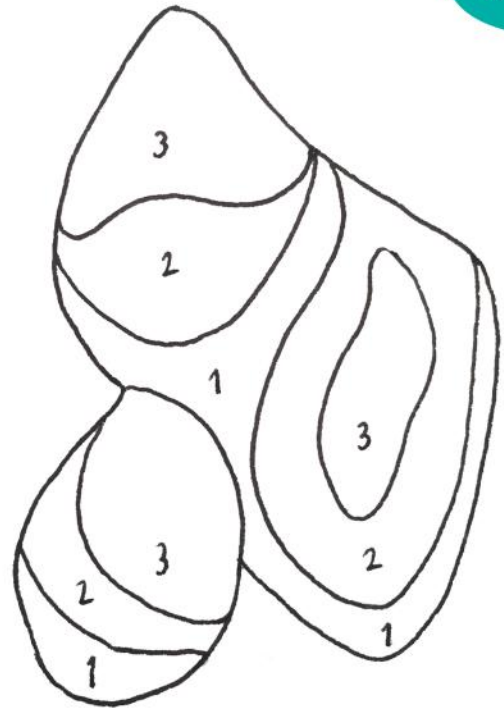
## Print this page out to practice your 3D shading

This drawing activity helps us to notice the shadows and highlights on an object. By recreating these shadows and highlights in our drawings, we can make them look as 3D, and life-like as possible.

This sketch shows a close-up of a few of the bumps on Bumpman, with lines drawn on to divide the bumps up into sections. Before you start, choose three different colours (one light, one medium and one dark), then colour in this image, following the number key.

### Key:

- 1 = darkest colour
- 2 = medium colour
- 3 = lightest colour



Now, use the images below to try this out yourself.

Use image 1 to pick out the areas that are dark, medium and light. The bump in the bottom corner has been done for you as an example, with areas labelled 1-4 (1 for the darkest, 4 for the lightest). Complete this by picking out the areas that are dark, medium and light by drawing on lines and numbers with a pencil.

Now, copy the lines you have drawn on image 1 on to image 2. Use your chosen colours to shade in the sections, to practice adding shading to your own drawing.

Image 1

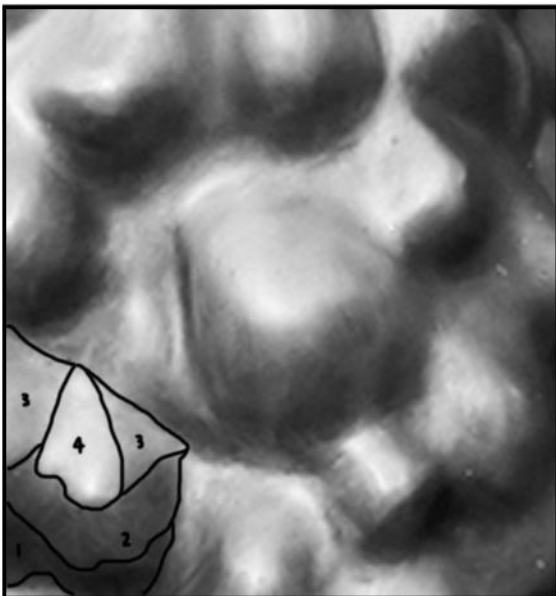
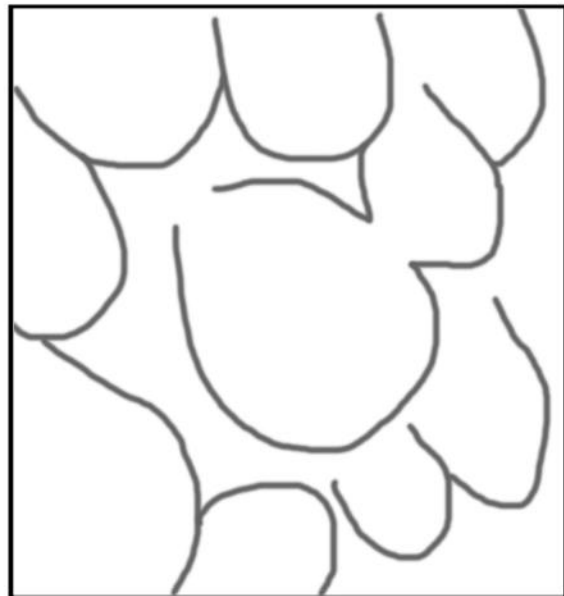


Image 2



These activities should help you to practice this drawing technique, which you can now use on your drawing of Bumpman. It may also come in useful when drawing other objects or sculptures with interesting shapes.