

ART EXPLOSION



ELECTIVE ADVENTURE

Complete requirements 1-3. Requirement 4 is optional.

Approved by _____

1. Visit an art museum, gallery, or exhibit. Discuss with an adult the art you saw. What did you like? _____
2. Create two self-portraits using two different techniques, such as drawing, painting, printmaking, sculpture, and computer illustration. _____
3. Do two of the following: _____
 - A. Draw or paint an original picture outdoors, using the art materials of your choice. _____
 - B. Use clay to sculpt a simple form. _____
 - C. Create an object using clay that can be fired, baked in the oven, or air-dried. _____
 - D. Create a freestanding sculpture or mobile using wood, metal, papier-mâché, or found or recycled objects. _____
 - E. Make a display of origami or kirigami projects. _____
 - F. Use a computer illustration or painting program to create a work of art. _____
 - G. Create an original logo or design. Transfer the design onto a T-shirt, hat, or other object. _____
 - H. Using a camera or other electronic device, take at least 10 photos of your family, a pet, or scenery. Use photo-editing software to crop, lighten or darken, and change some of the photos. _____
 - I. Create a comic strip with original characters. Include at least four panels to tell a story centered on one of the points of the Scout Law. Characters can be hand-drawn or computer-generated. _____
4. Choose one of the following methods to show your artwork: _____
 - A. Create a hard-copy or digital portfolio of your projects. Share it with your family and members of your den or pack. _____
 - B. Display your artwork in a pack, school, or community art show. _____

SNAPSHOT OF ADVENTURE

Art is a powerful way to capture a moment in time, an idea, or an emotion. It's a lot of fun, too. You get to work with all sorts of gooey and gloppy materials, and you never have to worry about getting the right answer because everybody's art is different. Whether you're into drawing, painting, sculpture, computer illustration, or photography, you'll find something to love on this adventure.



**COMPLETE REQUIREMENTS 1-3.
REQUIREMENT 4 IS OPTIONAL**

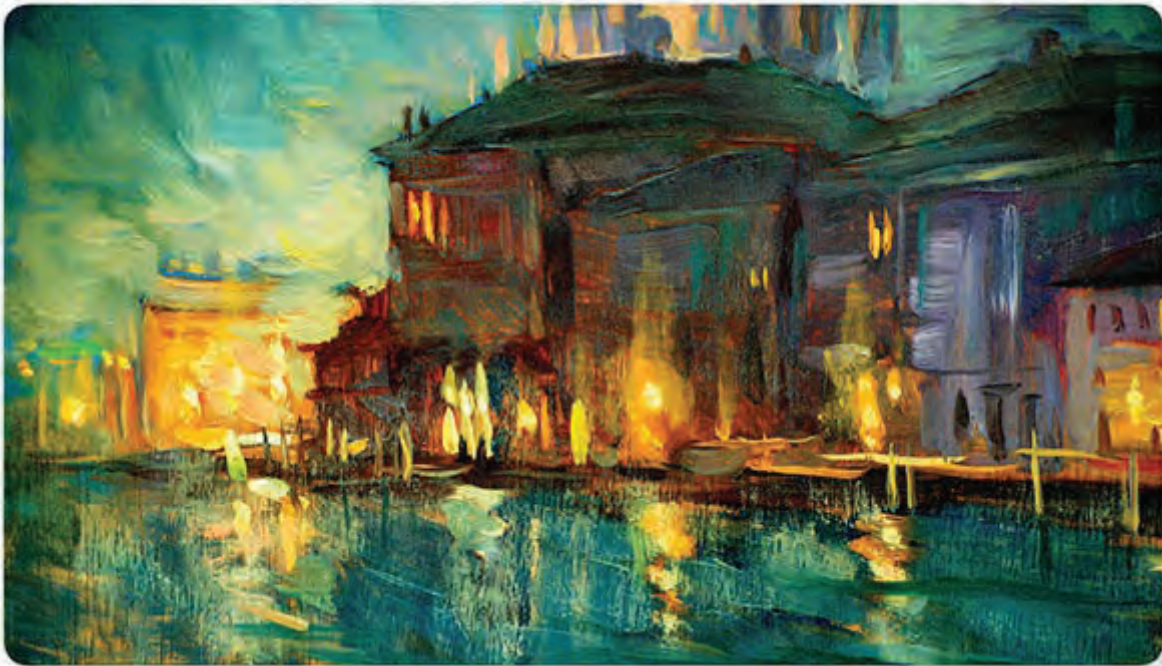
REQUIREMENT 1 | Visit an art museum, gallery, or exhibit.
Discuss with an adult the art you saw. What did you like?

Art is everywhere! You might find posters, drawings, photographs, sculptures, and copies of famous paintings around your home, at school, on television, on the internet, and at stores you visit. Many works of art have been turned into T-shirts, umbrellas, and greeting cards.

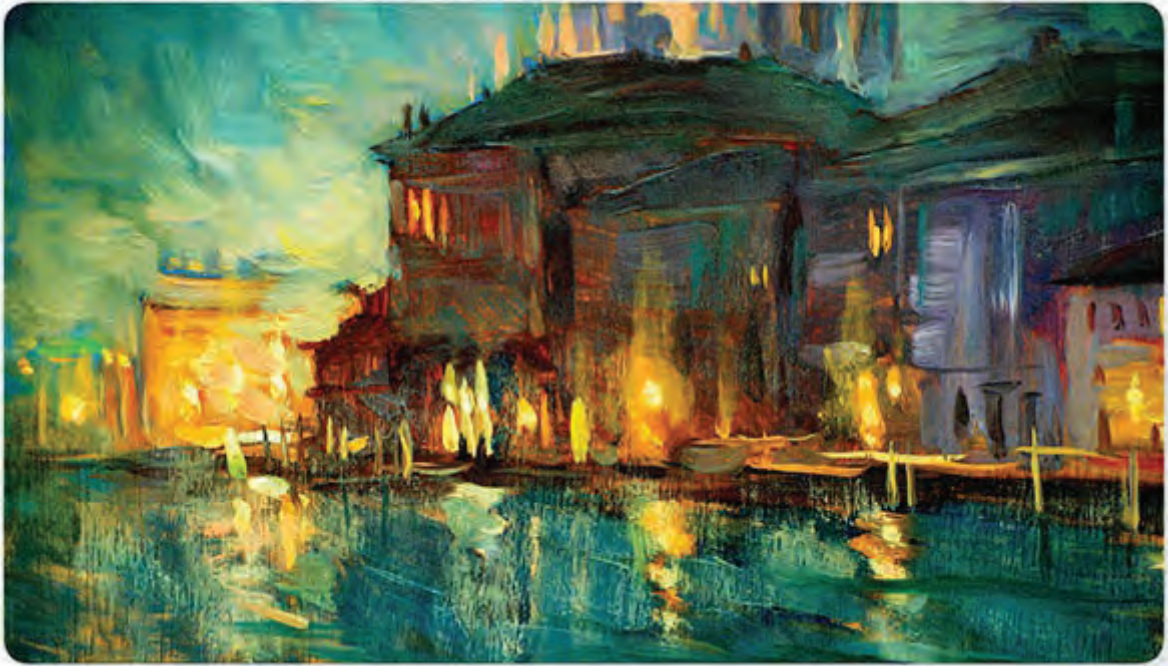
But to really enjoy and appreciate art, it helps to visit places that are designed just for displaying it. An art museum, of course, is a museum that focuses on art. In a museum, works of art will be grouped by artist, theme, or when they were created; and signs will help you understand what you're seeing. An art gallery is similar to a museum except that the art is for sale. An art exhibit takes art out of the museum or gallery into a place like a library or school so that more people can enjoy it.

One thing you'll discover is that artists have produced very different styles of art at different times in history. Here are some styles you may encounter:

- ♦ **Abstract art** uses color and shape to express emotion. You won't see subjects that you can recognize, but you may be able to sense what the artist was feeling when he or she created the art.
- ♦ **Expressionistic art** also expresses feeling. Here, the subjects are recognizable, but certain features are emphasized, like the scariness of a thunderstorm.



- ◆ **Impressionist art** is designed to show the artist's first impressions of looking at the subject. Impressionist paintings often show outdoor scenes and focus on how light and color appear.



- ◆ **Pop art** uses everyday objects and bright colors to communicate ideas. Some pop art looks like comic strips or collages.
- ◆ **Realist art** is designed to accurately record what the subject looks like—almost like taking a photograph. Realism was more popular before photography was invented because there was no other way to record how something looked.
- ◆ **Surrealist art** is often based on dreams or nightmares. The subjects may look recognizable, but something about them will be strange—sometimes very strange!



REQUIREMENT 2 | Create two self-portraits using two different techniques, such as drawing, painting, printmaking, sculpture, and computer illustration.

A self-portrait is a reflection of you—not just what you look like in a mirror but who you are, what you enjoy doing, what your favorite colors are, and how you think.

For this requirement, think about some things that define you, and then create self-portraits using two different techniques.

Ask yourself:

- ◆ How was the process different for each technique?
- ◆ Which technique did you enjoy most?
- ◆ What parts were challenging?
- ◆ What parts of yourself did you capture best in the portrait?



REQUIREMENT 3 | Do two of the following:

REQUIREMENT 3A | Draw or paint an original picture outdoors, using the art materials of your choice.

Drawing and painting are common ways to create art. You may have started drawing as soon as you could hold a crayon.

Picking Your Subject

To create a picture for this requirement, start by deciding what you want your picture to depict. Will it be your home? A scene in a nearby park? The playground at your school? (Be sure not to pick something like a dog that won't sit still!)

Decide where your picture will begin and end. Hold your hands up to form a frame, and move them around until you've enclosed just the parts of the scene you want to capture.

Picking Your Materials

You can create your picture using several different materials:

- ◆ Pencil
- ◆ Ink (black and other colors)
- ◆ Crayon
- ◆ Marker (fine or broad-tipped)
- ◆ Paint



With pencil and ink, a fairly smooth paper gives you clean lines. With crayons and markers, you can use either smooth or rougher-textured paper for different effects. Paint is a little harder to use, but it lets you create a huge variety of effects.

Here are some good choices for paint that cleans up with soap and water:

- ◆ **Watercolor paint** comes as a set in a box. To use watercolor, you dab it with a wet brush. Watercolor paint won't hide a color you've already painted, but it lets the white of the paper show through, adding light to the color. You can paint on drawing paper or special watercolor paper.
- ◆ **Tempera paint** (poster color) is liquid and dries quickly. It comes in small bottles or large squeeze bottles. Use it on manila paper or heavy white drawing paper. With tempera and acrylic paint, you can paint over areas you want to change.
- ◆ **Acrylic paint** comes in large squeeze bottles or in tubes. Use acrylic paint on canvas board or heavy paper.



A Scout is thrifty. Some art supplies can be expensive, so look for alternatives. Save more costly supplies for den projects, where the costs can be shared.

For painting, you will need some other supplies:

- ♦ **Brushes.** Inexpensive brushes with synthetic bristles will work for tempera and acrylic paint. (For acrylic, you must have synthetic bristles because the paint will ruin natural-hair bristles.) Watercolor brushes are softer, and camel hair is the least expensive. It's helpful to have two sizes of brushes—one for larger areas and one for detail.



- ◆ **A mixing palette or tray.** You can use a large plastic lid from a food container for tube acrylics. For tempera, school acrylics, and watercolor, which are runny, use several jar lids, or buy an inexpensive plastic paint tray with wells for colors.
- ◆ **A palette knife.** You will need this flexible mixing tool if you are using tube acrylics. For other paints, mix colors with your brush.
- ◆ **A sturdy water container.** You will need to rinse paint from brushes before switching colors. Be sure to change the water often.
- ◆ **A sponge.** Use this to press excess water from your brush before dipping it in paint.
- ◆ **Cleanup supplies.** You'll need a rag for spills and soap and water to wash your brushes and other tools when you're done.

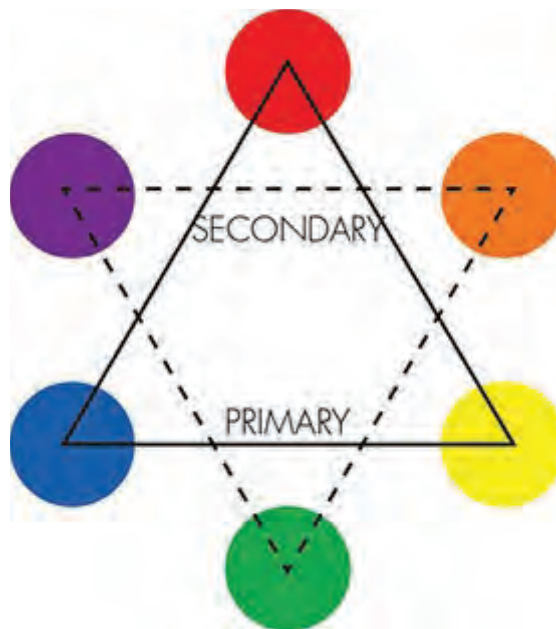
Paint can be messy! Work at a table with a washable surface, or

cover the table with layers of newspaper to protect it. When you stop working, promptly wash your brushes and tools with soap and water. Store brushes with the bristles up in a jar, can, or mug.

Mixing Paint

A fun thing about painting is mixing paints to create different colors. From just a few basic colors, you can create just about any color for your paintings.

Look at the color wheel on this page. The primary colors are red, yellow, and blue. The secondary colors are orange, green, and violet. You can mix equal amounts of yellow and blue (primary colors) to make green (a secondary color). If you add more yellow, you will get a yellow-green; if you add more blue, you will get a blue-green.



To make a color lighter, add a small amount of white. To make it darker, add a little black.

If you're not sure about a color you've mixed, try it first on a piece of scrap paper. The more you paint, the more you'll learn about mixing colors.

Art supply stores sell paints in many colors. After working with the primary colors, you may decide to buy a few other colors to see what they are like.

Experiment!

You can use a brush in many different ways. A wet brush makes a different pattern than a mostly dry brush. If you lay the brush flat, it will leave brush marks on your paper or canvas. If you touch just the tip to the paper, it will leave dots.



You can also use tools other than brushes. A sponge dipped in paint adds texture. A string dragged through paint and pressed down on the paper or canvas leaves a line. Crumpled paper dipped in paint makes interesting patterns.

You can even mix different materials. For example, you could use crayons for the lines of a drawing and then brush on watercolor paint in some areas.

REQUIREMENT 3B | Use clay to sculpt a simple form.

When you have a piece of clay in your hands, what happens? You squeeze it, twist it, pull it, roll it, and shape it. And before you know it, you are sculpting!

What will you make? It could be the figure of a person or just his head and neck. It could be an animal or a fantastic creature no one has ever seen before. You could even sculpt your own design for a futuristic car. You decide.



Materials

You can sculpt with several different materials:

- ◆ **Plasteline**, a commercial modeling clay, is oily and plastic (which means you can shape it). It never dries out and is easy to work at room temperature. Plasteline costs more than natural clay, but you can save money in the long run because you can use it again and again.
- ◆ **Natural clay** comes from the earth. It can be worked easily when it's damp and is good for detail work. As it dries, it becomes stiffer. Because it does dry out, it must be kept covered when you are not working it; cover with a wet cloth or plastic bag. If the clay dries out too soon, you can soak it and knead it until it becomes soft again.

- ◆ **Self-hardening clay** is a prepared clay. It costs more than natural clay. It is easily worked as long as it is kept wet and soft. Once it dries, it becomes very hard and cannot be softened for reuse.

Tools

Your best tools for working clay are your fingers, but sometimes other tools can come in handy. Try these:

- ◆ Dull kitchen knife for cutting clay
- ◆ Tongue depressor or craft stick for detail work and smoothing
- ◆ Homemade modeling tool



MODELING TOOL

Make a modeling tool with a wooden dowel for a handle. Shape a hairpin or paper clip and attach it to the dowel by wrapping with thread. Coat the thread with model cement and let it dry.

Making a Clay Animal

A fun project to make is an animal like a dog or an elephant (or an animal that exists only in your mind). Here's how:

1. Find or sketch the animal you want to create.

2. Tear off a piece of clay and work it into the shape of the animal's body. Don't worry about making it perfect at this point.



3. Tear off small pieces of clay to form the legs. Work them into shape. Widen the ends to form feet. Again, your pieces don't have to be perfect yet.



4. Score the ends of the legs and the body where the parts will connect. To score the clay, make grooves with a knife or a toothpick dipped in water. This will help the parts stick together.
5. Attach the legs one at a time. Use your thumb or modeling tool to smooth the clay between the legs and the body. Check to see if the animal will stand on its own; if not, adjust the legs or widen the feet.
6. Repeat steps 3 through 5 to create the head and tail.
7. Repeat steps 3 through 5 to add ears and a nose or trunk to the head.
8. Adjust the sculpture so it looks the way you want it to. As you work, refer to your picture to make sure the animal's proportions are right. Keep

working the clay until you're happy with the result.

9. With your knife or a needle, create the eyes, mouth, fur, and other features.

If you are using clay that dries out, you will need to hollow out your animal's body so it doesn't crack. Turn the animal over, and use your modeling tool to remove much of the clay inside. Then, close the hole and smooth it over.

REQUIREMENT 3C | Create an object using clay that can be fired, baked in the oven, or air-dried.

In addition to using store-bought clay, you can create your own modeling clay.

Ingredients:

- ◆ 4 cups flour
- ◆ 1½ cups salt
- ◆ 2 tablespoons vegetable oil
- ◆ 1 cup warm water
- ◆ Food coloring (optional)



Directions:

1. Combine the flour and salt in a bowl.

2. Combine the oil and water in a second bowl. Add a few drops of food coloring if you want to make colored clay.
3. Stir the dry ingredients into the liquid ingredients.
4. Put the modeling clay on a floured surface. Knead until smooth.

This clay will last a long time if you store it in an airtight container in the refrigerator.

Once you've made your creation, bake it at 200 degrees for 30 to 45 minutes or until it sounds hollow when you tap on it. After your sculpture cools, you can paint it and then cover it with clear shellac to protect it.

REQUIREMENT 3D | Create a freestanding sculpture or mobile using wood, metal, papiermâché, or found or recycled objects.

Sculptures and mobiles are a fun way to put a lot of small objects together to make a work of art. You can use all sorts of objects you find around your home or make out of simple materials.



Freestanding Sculpture

To make a freestanding sculpture, start by collecting odds and ends you'd like to combine. These might include scrap items, things you've saved, and things no one wants. Ideas include buttons, cloth, yarn, spools, craft sticks, toothpicks, bits of wood, string, plastic utensils, wire, chenille stems, old keys, bottle caps, egg cartons, pine cones, sticks, and seashells.

Next, create a good base for your sculpture. This could be a flat piece of wood, a lump of clay that you mold into shape, or a piece of floral foam. If you use wood, have an adult help you drill holes the right size for any sticks or wires you want to use as the sculpture's supports.

Finally, start building. Experiment with the placement of objects. Then, when you like how they look, tie or glue them into place.

Mobile

A mobile (MO-beel) is a hanging sculpture. It has many lightweight objects hanging from arms that move in the slightest breeze. To make a mobile, think of a design, create the parts, and balance them as you put your mobile together.

What will your mobile represent? It could be about your favorite sport. It could have butterflies or imaginary insects flying from it. It could show stars, planets, and spaceships. It could include curious shapes that no one can identify. You get to decide.

Draw a simple plan so you know how many hanging objects to make. They can be different sizes, but you will need to hang them so the mobile is balanced.

Create the objects for your mobile out of cardboard, foil, thin wood, or any lightweight material. Make a hole in the top of each one and attach a piece of string, heavy thread, or thin, flexible wire to it.

To make sure you put the hole in the right spot, which is called the balance point, first push a pin through the top of the object and hold the object by the pin so it can swing freely. If the object hangs crookedly, move the pin. Keep doing this until you find the balance point.

Now, make the arms for your mobile. Put on safety glasses to protect your eyes. Using wire cutters, cut pieces of coat hanger wire, one per object. They can range from 12 to 24 inches in length. Straighten each piece by hammering it or pressing it into a vise. Then, bend it into a smooth, gentle arc. With pliers, bend up about one-half inch from each end, making a right angle.

Follow these steps to put your mobile together, starting from the bottom up:

1. Hang an object on each end of one wire arm.
2. Tie a thread or string to the center of the wire arm and slide it until the

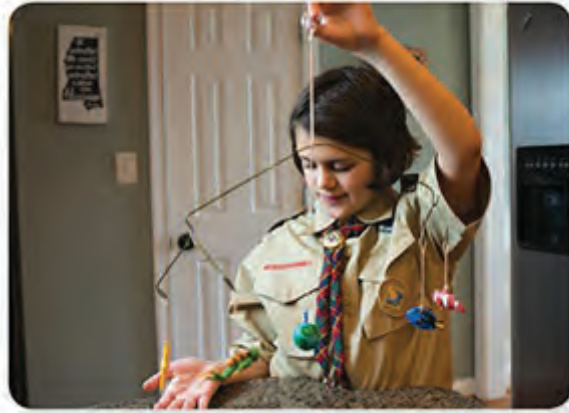
two objects balance. Make a loop at the other end of this thread. With flexible wire, make a small ring through this loop.



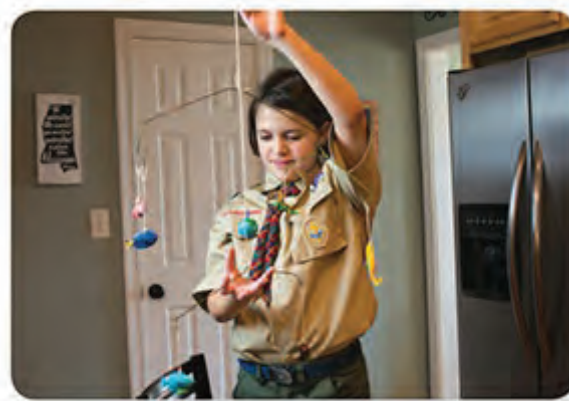
3. Slip the ring you just made over the end of a second wire arm. Fasten another object to the other end of this second wire.



4. Find the balance point of the second arm as you did for the first one by attaching a thread and sliding it. Again, make a thread loop at the other end of the thread, and add a wire ring to it.



5. Add the other wire arms and objects to the mobile. You may decide to move objects and rebalance arms. When you're happy with your mobile, bend the ends of the wire arms over to keep the objects in place.



6. Hang the mobile from the ceiling using fishing line or string.



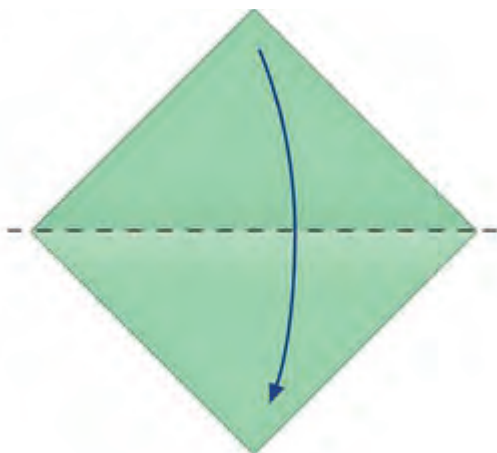
REQUIREMENT 3E | Make a display of origami or kirigami projects.

Have you ever made a paper airplane? Have you ever made a snowflake by folding a piece of paper, snipping the sides with scissors, and then opening it up again? Then you have experienced the Japanese art forms called origami and kirigami. Origami is the art of folding paper to create sculptures. Kirigami is similar to origami but also involves cutting and gluing the paper.

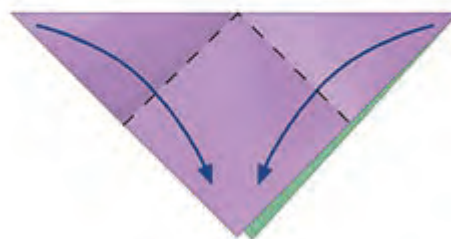
For this requirement, make several origami or kirigami projects such as the ones shown below and on the next page. Your parent, guardian, or den leader can help you find additional patterns on the internet.

ORIGAMI SAMURAI HELMET

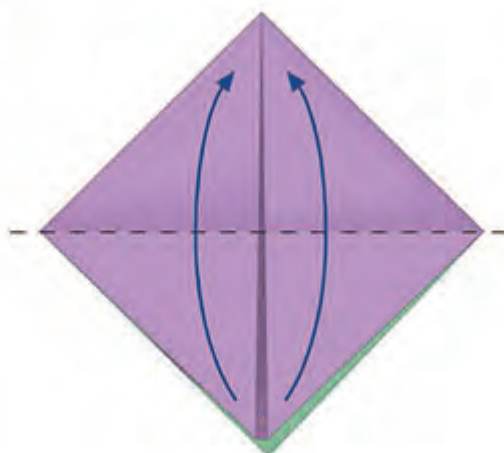
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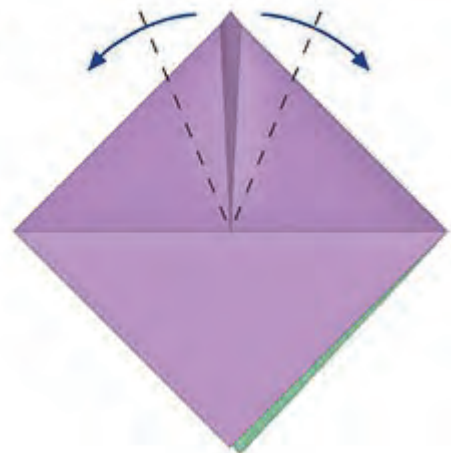
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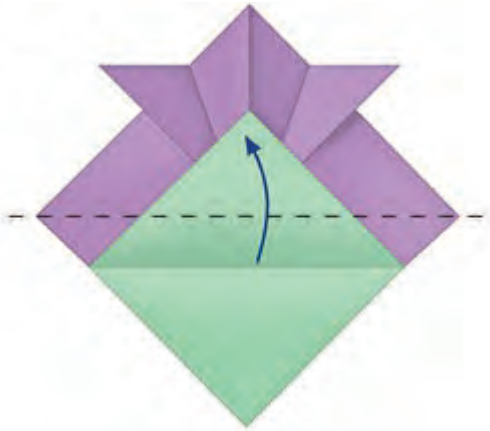
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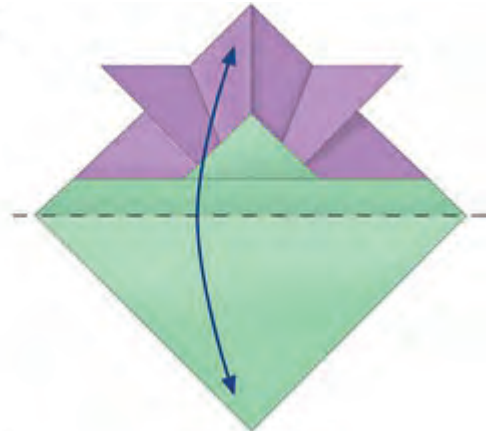
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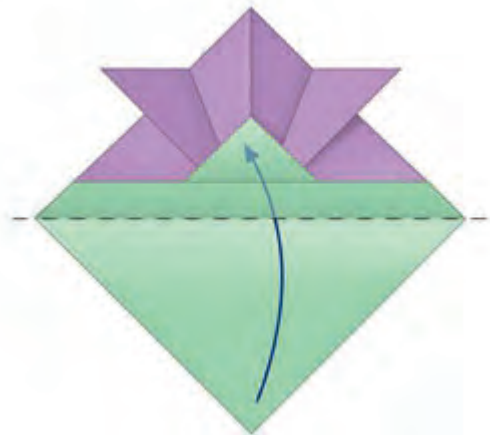
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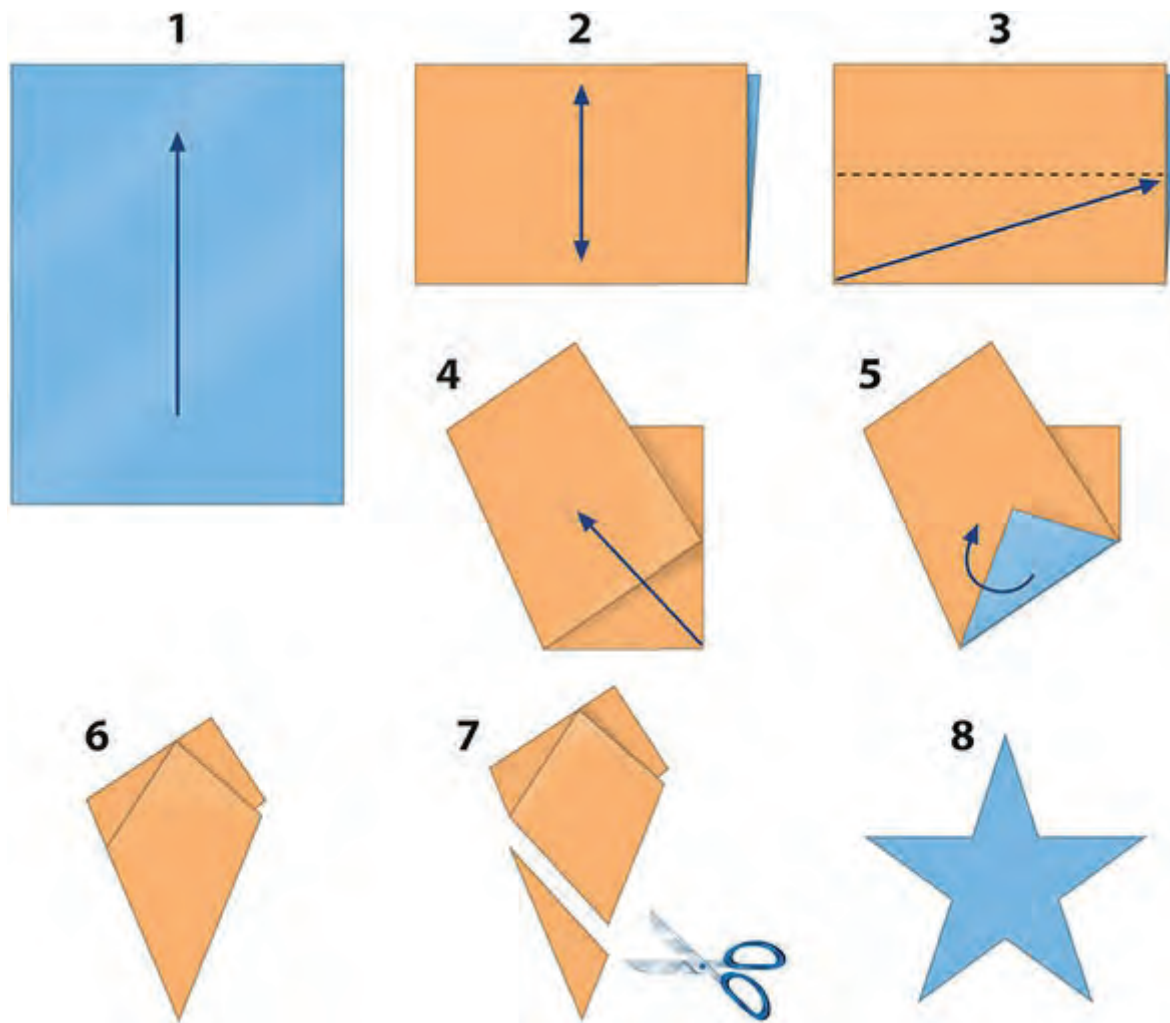
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8



KIRIGAMI STAR



0REQUIREMENT 3F | Use a computer illustration or painting program to create a work of art.

Just about every computer comes with an illustration or painting program. You can also find drawing apps for smartphones and tablets.



Most of these programs include tools that mimic what artists have been doing for thousands of years. You'll find a paint brush tool to paint shapes, a paint bucket tool to fill a space with color, and an eraser tool to undo mistakes. Some programs also include fun features: brushes that paint in patterns or tools that can create rainbows of color.

For this requirement, use a computer to create a work of art. You could start from scratch or modify a photo you've taken. The choice is yours!

**REQUIREMENT 3G | Create an original logo or design.
Transfer the design onto a T-shirt, hat, or other object.**

Think about your favorite restaurant or sports team. Can you picture its logo in your head? What about your favorite computer program or smartphone app? Can you draw its icon from memory?

Logos, icons, and other designs are important symbols of the products, places, or organizations they represent. That's why they are protected by trademark laws and can only be used with permission of their owners.

For this requirement, create your own logo or design. It can represent you, your family, your Webelos den, or anything else you choose. Make it as eye-catching as possible, much like the logos and icons you see every day.

Once you've created your design, transfer it to a T-shirt, hat, or other object. One good way to do that is with iron-on transfer paper and an ink-jet printer. Simply print your computer image on the special paper and then have an adult help you iron it onto a T-shirt. You could also use silk screening, stenciling, or another method, if you prefer.



REQUIREMENT 3H | Using a camera or other electronic device, take at least 10 photos of your family, a pet, or scenery. Use photo-editing software to crop, lighten or darken, and change some of the photos.

Have you ever wondered why the photos you see in books and magazines look better than your family snapshots? One reason is that professional photographers use cameras that can be adjusted and have had a lot of practice! Another reason is that they use photo-editing software to improve the pictures they take.

You can do the same thing. Most computers include simple photo-editing software, and photo-editing apps are available for smartphones and tablets.

Here are some common tools to look for:

- ◆ **Crop tool.** This tool lets you remove parts of the photo you don't want.
- ◆ **Brightness tool.** This tool lets you make the overall photo lighter or darker.
- ◆ **Contrast tool.** This tool lets you separately adjust the difference between your photo's light and dark areas.
- ◆ **Red-eye reduction tool.** This tool fixes a problem where the camera flash makes a subject's eyes look bright red.
- ◆ **Effects tools and filters.** These tools add all sorts of special effects to your photo. Different tools can give your photo vibrant colors, make it look like a photo from a long time ago, or add a picture frame around it.



For this requirement, take at least 10 photos and change them using photo-editing software. Be sure to edit copies—rather than the original photos—in case you don't like the changes you make.

REQUIREMENT 3I | Create a comic strip with original characters. Include at least four panels to tell a story centered on one of the points of the Scout Law. Characters can be hand-drawn or computer-generated.

Comic strips are a great way to tell stories. With just a few pictures and a little dialogue, you can communicate a surprising amount of information and many ideas.

For this requirement, create some original characters, and think of a story that involves one of the points of the Scout Law. Decide how to divide your story into panels, then create those panels on paper or on a computer.



REQUIREMENT 4 | Choose one of the following methods to show your artwork:

REQUIREMENT 4A | Create a hard-copy or digital portfolio of your projects. Share it with your family and members of your den or pack.

REQUIREMENT 4B | Display your artwork in a pack, school, or community art show.

Once you've created some works of art, you will undoubtedly want to share them with other people. You can do that in many ways:

- ◆ You can create a hard-copy portfolio by taking photos of your creations and putting them in a binder.
- ◆ You can create a digital portfolio by using software to turn photos of your creations into a slideshow or website.
- ◆ You can create an exhibit, similar to those you visited for requirement 1, at your school or at a pack meeting.
- ◆ You can enter pieces of art in a community art show or contest.

As people look at your creations, watch their reactions, and ask them what they like and don't like. You can use their feedback to make even better works of art in the future.

