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# Mythological Figure

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Drawing and Imaging, M. Vote

The New School

December November 29th

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## Overview and Objectives

Referencing both historical and contemporary examples of artists working with mythological themes from a range of different cultures students will create their own mythological figure, using drawings from class, those created at the Natural History Museum, and from collected imagery. Through the myth content must be explored.

Field Trip the Natural History Museum

## Activities

1. Field Trip to Natural History Museum.
2. Choose one animal seen at the Museum to create a mythological figure with. Draw this animal while there, also take A LOT of photos of it.
4. Draw the model in class, keeping in mind how to meld the life drawing with you animal drawing.
5. Meld your drawing(s) and photograph(s) of animals with human form.
6. Use any means you like to create the absolutely best drawing you can.

Scan the drawings in order to collage them together.

Alter the piece further using Photoshop and Illustrator, exploring the ability to, isolate simplify and change colors with digital media.

Print out the digital version, alter this one further through methods of collaged or implied texture (materials) pencil gouache, anything goes.

## Materials and Methods

Illustration Board or Bristol, Pencil, Ink, Gouache, Cliplight, Camera, Scanner, Photoshop, Illustrator

Other Resources: Presentations:

Artists and Historical Reference:

World Mythologies, Wangechi Mutu, Julie Heffernan, Mathew Barney, Judy Fox, Patricia Piccinini, Amy Cutler, Maurizio Cattelan Paul McCarthy etc.

## Evaluation

- **Present for critique:**  
Drawing/Photo Collage via Photoshop  
Printed out in Color  
300dpi, approximately 8"x10"
- **Make sure to mount project on Bristol**
- Post to Learning Portfolio

**Due: December 6th**