

## Real-Life Monster Art Criteria

### Our focus:

1. A real-life monster - something that you really struggle with every time you come up against it; something that, in real life, often prevents you from success or from being the person whom you want to be. Be very specific about how every part of your monster looks.
2. You - we should be able to see emotion on your face - how do you feel when this monster attacks you or gets in your way? How does this feeling effect your body? Make specific choices about how you look - your face, your hair, each article of clothing, etc.
3. Use of thinking and speaking bubbles - what are you thinking when this monster attacks you? What does the monster say to you when it attacks you?
4. A detailed setting - where are you, typically, when this monster attacks, in real life? Where is this monster most powerful? The juice is in the details.
5. Effective use of color - how can color enhance your drawing?
6. Use of the page - did you use the whole page, or is everything bunched in one area? Is your page balanced?

## STEPS:

1. Sketches of your monster, you facing your monster, and the setting - the more you experiment (in your comp book), the more successful you will be. This is a proven truth.
2. A draft of your full-page drawing, taking all of the criteria into account. The details do not need to be all fleshed out, but you need to have made notes on the page about what the details will be. Remember to leave space on the top and bottom for the title and the text.

*This needs to be submitted to me before you go on to your good copy.*

3. Choosing your title and your monster's strengths and weaknesses. I will give you a graphic organizer to aid in this work.

*This needs to be submitted to me before you go on to your good copy.*

4. A print-out of your title and text - Franklin Gothic font - 36 for the title; 14 for the text. Margins set for 1.5cm at the top and bottom of the page.

I will then copy this onto cardstock for you.

5. Good copy:

- get yourself into Lynda Barry's calm and friendly state of mind - approach your work from this place. It means slowing down, creating space (on your desk and in your mind), and breathing.

- pencil first

- pencil crayon - like a painter; do not rush

- fine-line

- FINAL ARTIST MOMENT - what can you add/change to turn it from a good piece of art into a masterpiece?