

SQUARE 1 ART

IT STARTS WITH THE ART!

Hello Art Friends!

I miss seeing your smiling faces in my classroom! But, I hope you're having fun and staying safe while learning from home. This year, we're participating in a FUNdraiser for the Art Room with Square1Art.

Square1Art provides a super cool opportunity to purchase your artwork reproduced on various products, while earning money for our school. Their products make wonderful gifts for loved ones, and just for participating, you'll get a sheet of stickers with your artwork on it for FREE! *How cool is that?!* Those stickers will come home with an order form later this Fall along with everything you need to know about purchasing should you choose to do so! But, the first step is to CREATE YOUR ART. I'm so excited to see your beautiful work ☺

-Mrs. Basgier

Wayne Thiebaud Inspired Cupcakes



Supplies Needed

- Pencil & Eraser
- Sharpie Marker (or Black Crayon)
- Crayons
- Watercolor Paint
- Paintbrush
- Water Cup

Parent Note

This project is the equivalent of 3 (45 minute) Art Classes in school. It shouldn't take you as long to complete at home, but you may want to break it down into parts for your young artist!

Also, feel free to make substitutions for any supplies you may not have. Markers or oil pastels are good alternatives for bold bright color. Be sure to use permanent marker if you plan to paint over it though; washable markers will bleed when wet!

Contact me

Questions? Need help? Email me at lmfbasgier@auburnschools.org

In order to participate, you will need to return your artwork to school so that it can be shipped to Square1Art. You may bring it to the main office, or contact me for instructions about how to submit it virtually! **Please return no later than Friday September 25th!**

Visit the link to view a short video about American Artist

Wayne Thiebaud

https://www.youtube.com/watch?v=H1p65qog_Y



Step one (pencil): Draw a zigzag line for the top of the cupcake liner near the center of your page.

Step two (pencil): Draw the sides and bottom of the liner. Be sure to angle the sides in slightly and curve the bottom line to round out your cupcake.

Step three (pencil): Connect each point of your zigzag line to the bottom of your cupcake liner.

Step four (pencil): Use wavy lines to create your cupcake icing. You can make it like mine or create your own!

Step five (pencil): Draw a cupcake topper of your choosing (I chose a cherry)! Add a straight line for a table.

Step six (pencil): Add *repetition* to your artwork by drawing patterns in the background and on the table.

Step seven (sharpened pencil or black crayon): Trace ALL your pencil lines with a permanent marker. When you're done tracing, erase any remaining pencil you see.

Step eight (crayon): Begin to color in your cupcake. Use two shades of the same color and alternate them to create highlights and shadows on your cupcake liner. You do not need to color in the entire page with crayon; leaving some space blank for paint can help add *texture* and *value* to your artwork.

Step nine (watercolor): Paint! Fill any white spaces left with watercolor. Additionally, I like to paint over crayon and let the watercolor fill any small spaces the crayon doesn't fully cover. This really helps to finish your artwork and make it POP!

Step ten (sharpened pencil and/or crayon): Add any final details and sign your work! It's important to keep your signature away from the edge though. Anything within an inch of the edge of the page could potentially be left off when your image is reproduced. Try signing somewhere along the edge of the table or cupcake instead; don't forget the year, too!

