

TODD FULLER



LITTLE STAR ACTIVITIES

HAVE
FUN!

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MAITLAND REGIONAL ART GALLERY

LITTLE STAR TODD FULLER

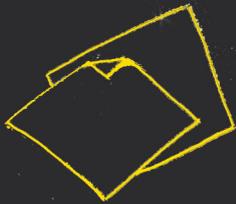
Based on Zvezdochka (Little Star), the 11th dog sent into space under the Soviet space program, Little Star invites you into the imaginings of a dog dreaming of space

This animation was drawn by hand. The artist made it by drawing on paper, photographing and re-drawing the scenes. In fact, Todd took over 3,600 photographs to make this animation.



MAKE YOUR OWN NIGHT SKY

YOU WILL NEED:



White paper - A4 or A3



Oil pastels



Toothpicks or skewers

1. COLOUR in a piece of paper, filling the whole page. You can use as many colours as you like, apart from black. You could add small and big blocks of colour, patterns and your own drawing with pencils, textas and oil pastels. **PRESS** hard with pencils, textas and oil pastels to make your colours thick with no paper showing through.

2. Using a black pastel, **COLOUR** over the top of your coloured drawing. Press hard. There should only be black visible when you are finished.

3. THINK about the different kinds of stars and planets that are in our galaxy. What else might you see in space?

4. Using a toothpick like a pencil, **DRAW** stars, planets, aliens, moons, or anything else you think would be in space onto your page. The toothpick will scratch off the black pastel and reveal the colours underneath. Be careful not to press too hard as you may scratch off the colours. Experiment with different types of marks by using other objects. You could use a fork to make rings on a planet, or a knife to scratch off large areas of a moon.

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MAITLAND REGIONAL ART GALLERY

BUILD YOUR OWN ROCKET

YOU WILL NEED:



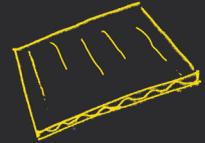
Scissors



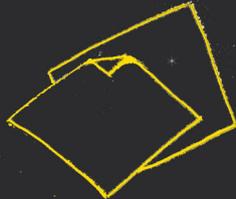
Large empty soft drink bottle



Pencil



Thick cardboard



Thin coloured card



Sticky tape



Toilet roll tubes



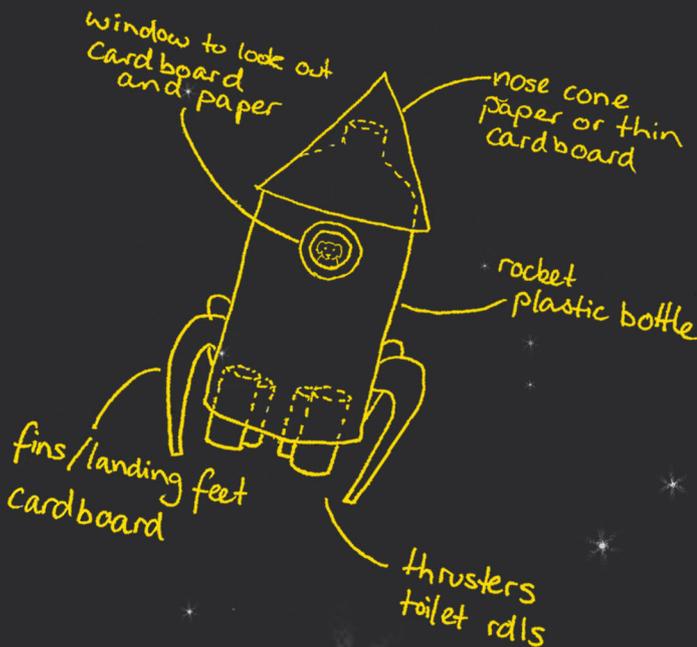
Acrylic paint



Paint brushes



Glue stick



INSTRUCTIONS:

1. ASK an adult to help carefully **CUT** the bottle about two-thirds of the way down and remove the bottom. This will be the main body of your rocket. Keep the bottom to use as a palette for paint or glue.

2. DRAW one landing fin on the thick cardboard. Carefully **CUT** it out and **TRACE** this fin three times. **CUT** out these fins.

3. To make a window for your rocket, **DRAW** a medium sized circle on the cardboard and then draw a smaller circle inside. You could trace around the top and bottom of a glass to make your circles nice and even. **CUT** out the larger circle. Use a toothpick or a skewer to pierce a hole in the small circle. Insert your scissors into this hole to cut out the smaller circle without cutting through the large circle. This will leave you with a ring shape.

4. TRACE the outside of the ring shape on a piece of thin coloured card and carefully cut out this circle. **DRAW** any passengers, like Little Star, looking out into space.

See steps 5 to 11 overleaf >

5. DRAW a large circle on a sheet of coloured card and cut it out. Try tracing around a bowl or a plate. Mark the centre of your circle and cut a line from the outside straight to the centre. Overlap the cut edges to make a cone and join together using sticky tape or glue. This is the nose cone of your rocket.

6. THINK about what colour you want your rocket to be. Paint the bottle, the toilet rolls, cardboard fins and the cardboard ring. Paint on any extra detail your rocket might have. Does it have stripes to help it go faster? Is the rocket's name painted on it?

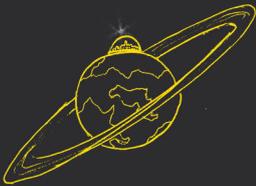
7. Once the paint is dry, **GLUE** the cardboard ring to the paper window you made earlier.

8. Grab an adult to help with glueing in the next steps. Using glue*, **ATTACH** the nose cone to the top of the bottle.

9. Position the window just under the nose cone and **GLUE*** it to the bottle.

10. APPLY GLUE to the top two thirds of your toilet rolls and insert into the bottom of your bottle. Leave about 4cm sticking out the bottom. These are your rocket's thrusters.

11. ATTACH your rocket fins with glue or sticky tape. Take care to make sure they are placed equally around the bottle and at the same height, otherwise your rocket will not be able to land.



*Use sticky tape if you don't have glue.

EXPERIMENT

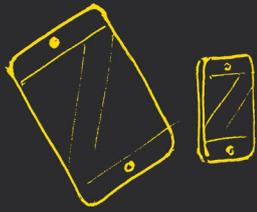
Think about what else you could add to your rocket, or what household items you could use to create planets or stars. Maybe you could use cotton wool to make smoke coming from the rocket's thrusters or aluminium foil to make a moon.



HAVE FUN!

MAKE YOUR OWN ANIMATION

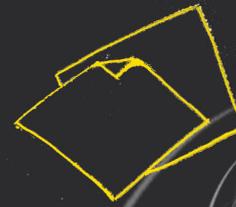
YOU WILL NEED:



Tablet or Smart Phone



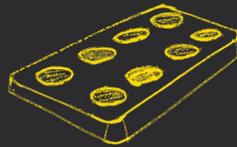
Masking tape and blue tac



Paper

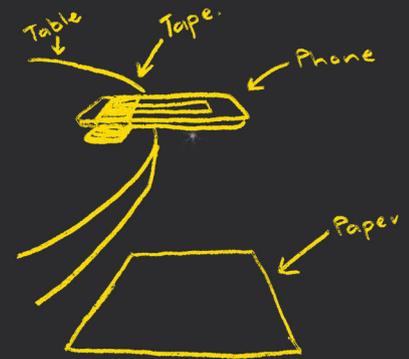
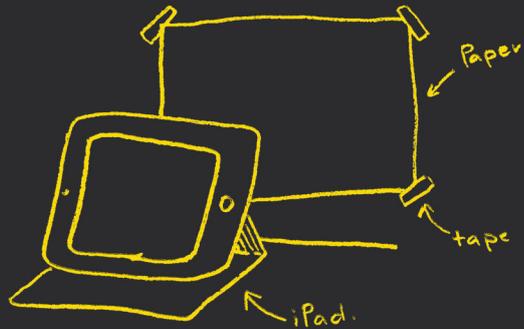


Scissors



Coloured pencils or watercolour paints

SET UP
YOUR SPACE
LIKE THIS:



INSTRUCTIONS:

1. ASK an adult to download the free app iMotion HD from the App Store or Google Play. The free version is fine!

2. PREPARE for your animation by cutting out a series of simple circles, these will be planets. Use your imagination to colour them in and design your own planets. You might want to add rings like Saturn or draw and cut out a space ship or a space dog!

3. USE the space drawing from the previous page as a backdrop (or just a black or white page), blutac it to a wall in front of your device or place it on the floor with your device taped over the edge of a coffee table. **MAKE SURE** your Tablet or Smart Phone is taped in place so that it won't move. **ASK** an adult to help you with this to ensure that the animation is nice and stable.

4. SELECT the iMotion App. Select 'new movie', select 'manual' and then select 'start'.

5. TAKE PHOTOGRAPHS OF YOUR BACKDROP by tapping capture. Try to keep your hands out of the shot!

6. PLACE your planets into the scene in small increments, taking a photo of them in each position and then repeat. You might need to place blutac on their backs to help them stay in place .

7. MOVE your planets around the page one frame at a time - take lots and lots of photographs to document them moving across the page. Challenge yourself to take over 100 photographs!

8. ADD your dog drawing, space ships or bottle-rocket for extra fun.

9. Once you have taken lots of photos, **PRESS 'STOP' AND THEN 'STOP' AGAIN** to confirm that you are finished.

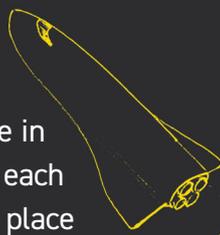
10. PLAY with the toggle in the middle of the screen, this lets you adjust the FPS. FPS means Frames Per Second - or how many photographs the animation is showing each second.

11. Once you are happy with the speed of your animation, **SELECT EXPORT** and **SAVE** it as a 'video' to the 'photo library' on your device.

IMAGE CREDITS:

Page 1: Todd Fuller, *Untitled (Little Star 9)* 2014 (detail), charcoal, acrylic and ink on paper, 56 x 87cm

Page 2: Todd Fuller, *Untitled (Little Star 3)* 2014 (detail), charcoal, acrylic and ink on paper, 56 x 87cm
Both courtesies of the artist and MAY SPACE, Sydney



ANIMATOR'S TIP

The stills you take will later become movement. If you take lots of photographs and move your paper planets small amounts, then your animation will look smooth, if you make big moves, your animation will be rougher.

EXPERIMENT

You can use this app and process in lots of different ways! You might want to use this activity to create the following:

- A lego animation
- An animation with kitchen utensils
- An animation using smarties
- A collage animation using cut out characters from magazines