

# COPPER “TEXTURED ANIMALS”



## Art Element:

Form, Texture, Color, Space, Movement, Emphasis

## Tools:

Copper Samples  
Art Term Posters  
Animal Pictures

## Supplemental Tools/Ideas:

Music – use the boom box in the portable  
Books – showing different seasons/stages of a tree  
Color Wheel

## Supplies:

Copper – 6x8 (use full roll, cut in half!)  
Animal Images for tracing (students may bring in other pictures!)  
Metal Stylus tools/Texture tools  
Black Acrylic paint/Paintbrushes  
Tape  
National Geographic – for padding  
Tag board - for matting

## Introduction:

1. Today we are learning about a well-known German artist named Albrecht Durer. Durer became a famous woodcut and print making artist during the Renaissance era. Today we are going to create a carving in the style of Durer using copper.
2. What art elements do you think we'll be focusing on today as you look at the sample piece? Yes, we'll focus on **space** – with such a small piece of copper to work with, we want you to fill the entire piece! We will also work with **texture** and the many different tools that you can use to manipulate the copper and form amazing textures.
3. **Remember that this copper is EXTREMELY sharp! Be careful!** Okay, let's make some copper art!

### **Procedure:**

1. First, work with the students to decide which animal they would like to focus on for their copper piece. There are several samples of animals in the file that they can choose from or they can bring an image from home, or they can even free-hand draw an animal.
2. Once students have chosen their animal or image, hand out the copper and the stylus tools. Help students to carefully tape their picture directly onto the copper piece. Students will then use the National Geographic magazines as a pad beneath the copper. **This is extremely important because without padding, the stylus will not texturize the copper.**
3. Now students can use the stylus tools to go over their picture completely. Again, be sure to add lots of texture detail throughout the carving. Use the stylus or other tools to achieve the texture. Occasionally check on your progress by carefully lifting the tracing paper to see how your texture looks.
4. Once the drawing is complete, students can remove the tracing paper. Now turn copper over and go over some of the lines to accentuate the texture. By “outlining” the raised lines, it gives the image more depth. Students can also use all of the tools to create texture in the background area – use hammers, pencils, stylus, any tools they’d like to “bang” in some texture!
6. Once the student has completed their piece, hand out the black acrylic paints and brushes. Have the student paint the background (only the back ground, be sure not to paint the animals!) black. Once they are done painting, they can use their stylus to carve designs into the black paint. This helps the animal look as though it could pop right off the copper! Students can also carve designs into the paint to add detail if they wish.
7. Allow the pieces to dry completely and then use tag boards to mount each cooper piece.

### **Summary/Art Quiz:**

1. Once students have cleaned up their work area. Remind them what they learned today.
2. Can anyone tell me the artist’s name who inspired us today? And what art techniques did we learn? And do you remember what tools we used? What was your favorite part of this lesson? Use the Art Quiz Door Poster for reference.

### **Artist Inspiration:**

Allbrecht Durer  
Engraving and Painting  
1472 - 1528  
German



**Albrecht Dürer** was a painter and printmaker of the German Renaissance. Born in Nuremberg, Dürer established his reputation and influence across Europe when he was still in his twenties, due to his high-quality woodcut prints. He was in communication with the major Italian artists of his time, including Raphael, Giovanni Bellini and Leonardo da Vinci, and from 1512 he was patronized by emperor Maximilian I.

His vast body of work includes engravings, his preferred technique in his later prints, altarpieces, portraits and self-portraits, watercolors and books. The woodcuts, such as the *Apocalypse* series (1498), retain a more Gothic flavor than the rest of his work. His well-known engravings include the *Knight, Death, and the Devil* (1513), *Saint Jerome in his Study* (1514) and *Melencolia I* (1514), which has been the subject of extensive analysis and interpretation. His watercolors also mark him as one of the first European landscape artists, while his ambitious woodcuts revolutionized the potential of that medium.

Dürer's introduction of classical motifs into Northern art, through his knowledge of Italian artists and German humanists, has secured his reputation as one of the most important figures of the Northern Renaissance..