

Grades: K - 3

Summary: Markers, water 3D painting of It's a Small World

Artist: Mary Blair (1911 – 1978)

Objective: Recognize Geometric Shapes/Forms in Art

Technical Level: Intermediate/Advanced

Time: 60 - 80 minutes

Meet the Artist: Mary Blair was an American artist, animator and designer who most famously worked for the Walt Disney Company. She created concept art for the films Alice in Wonderland, Peter Pan and Cinderella. Blair also created character designs and

the façade design for the ride It's a Small World at Disneyland.

After graduating from San Jose State University, she won a scholarship to the Chouinard Art Institute in Los Angeles. She graduated in 1933 and her second job after getting her graduate degree was with Walt Disney Studios. Mary Blair had a huge influence on the color design of many major films while she worked at the Walt Disney Studio.

Concept art: Is a form of illustration to convey an idea for use in films, video games, animation, comic books, or other media before it is put into the final product.

Geometric Shapes: A shape is a figure or surface area enclosed by a boundary. For example, squares, circle, triangle, rectangle, pentagon or hexagon

Discussion Points: Can you point out geometric shapes and forms in Mary Blair's artwork. Can they see any patterns in her artwork? What shapes do you see in the concept painting of *It's a Small World*?

Fun Facts:

- Mary Blair was inducted into the prestigious group of Disney Legends in 1991.
- She also created many murals in Disney parks and hotels.
- Films she worked on as an animator, concept artist or color designer:

How to Succeed in Business Without Really Trying (1967)

Donald Duck Visits Lake Titicaca (1955)

Peter Pan (1953)

Alice in Wonderland (1951)

Cinderella (1950)

Art Supplies:

- 8 ½ x 11 watercolor paper or 8 ½ x 11 cardstock
- White cardstock (for clock face)
- Small world template
- Circle clock face template
- Masking tape or risers*
- Google eyes
- Elmer's Glue or Glue sticks
- Paintbrushes (medium)

The Adventures of Ichabod and Mr. Toad (1949)

So Dear to My Heart (1948)

Melody Time (1948)

Song of the South (1948)

- Permanent Black markers
- Markers (Pink, Yellow, Turquoise, Light Blue, Purple, Orange and Green)
- Watercolor paint (optional)
- Small cups or jars for water
- Scissors
- Pencils (write name on back of art)

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*Risers are small pieces of cardboard that are about $\frac{1}{2}$ x $\frac{1}{2}$ inch and used to make the clock face "pop". You can use masking tape or skip this step.

Prep Art: Print the art lesson and templates out on cardstock or white copy paper. Depending on the child's age they can cut the clock face out. Use the photographs of children working on art projects as a reference.

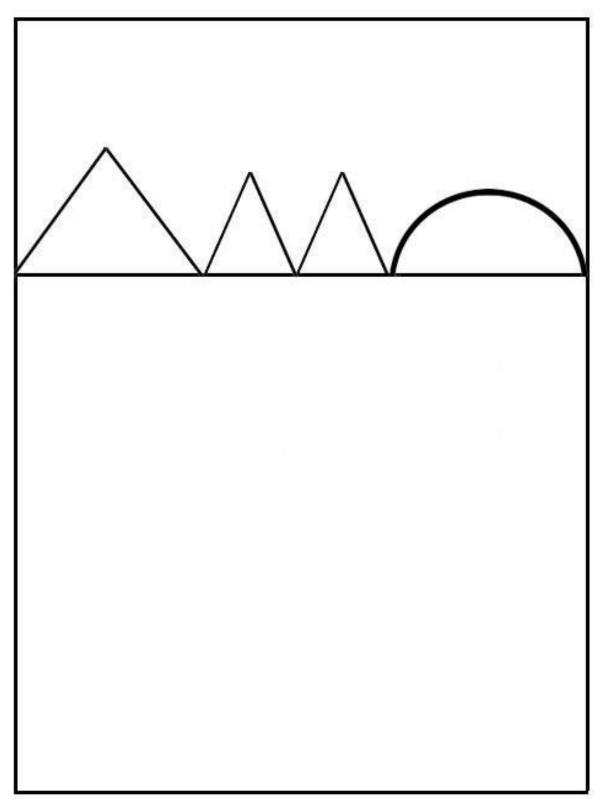
Art Directions:

- 1. Place the paper on the table vertically (long ways).
- 2. Start with the building on the left and break the building into 2 rectangles. Draw an "x" in each rectangle.
- 3. In the center of the middle building draw a line down the center of it. Next add a line in the center so it makes a "+" sign.
- 4. At the bottom of the middle building add two curved doors. They should look like rainbows.
- 5. For the third building we will be creating a checkerboard pattern. Start by drawing two lines all the way down the center of the building. Next do about 7 lines across the building to create a checkerboard pattern.
- 6. Use a medium paint brush and watercolors to paint the sky a light shade of blue. If you are short on time just add a few light blue clouds in the sky.
- 7. Use any color of markers you like and color the buildings.
- 8. You do not need to color everything in solid because when we use water over it will blend the colors. Feel free to use markers that are starting to dry out.
- 9. Leave some of the shapes white. Do not color everything in with markers.
- 10. Once the buildings are all colored with the markers use your small paint brush and brush a little water over one color at a time. Try to do all the same color at one time, it will save time. You will need to rinse off the brush each time you change colors. This is very important as the colors will all blend together and turn brown.
- 11. Put the painting aside.
- 12. Cut out the Clock Face or have a parent help you.
- 13. Use a black marker and add a smile to the bottom of the Clock Face. If time permits add a rectangle nose eyebrows and two pink rosy cheeks with a marker. If you do not have google eyes, draw two cartoon like eyes.
- 14. Use Elmer's Glue and glue two Google Eyes to the clockface.
- 15. Use three to four risers and place them on the center building near the roof of the building in the center. Glue them down and then put a dot of glue on the top of the risers. Or if you do not have risers take a piece of masking tape, roll it and tape the clock face to the painting.
- 16. Attach the clock face to the risers or the tape, have the clock face tilted slightly to one side.

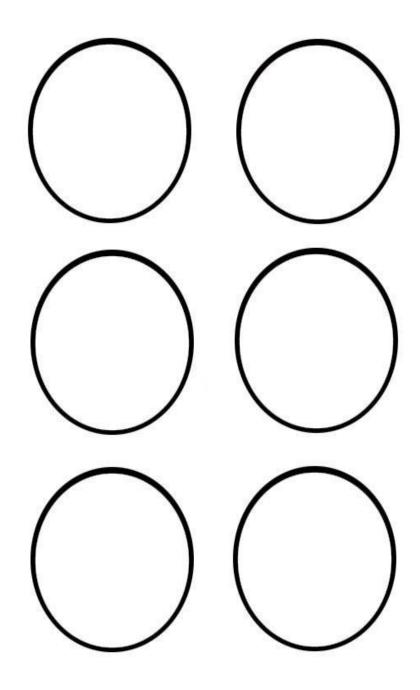
Quick Tips and Art Tricks

- Older students can draw the building and clock face free hand and use rulers to create the lines.
- Small paint brushes are best to use. Big paint brushes are like big dogs, they make BIG messes.
- Hold your brush by the metal part of the paint brush, like a pencil for better control.
- Be nice to your paint brush if you hear it "talking to you" (making noises on the paper) it needs more paint.
- When using Elmer's Glue use "just a dot, not a lot" and always put the glue on your artwork first.
- Play the song "It's A Small World" while you work on your art project.
- This art project can be done with crayons, oil pastels, chalk pastels, color pencils or just markers.
- Try to paint the actual It's a Small World with the figures from other countries and gold paint as an accent.
- Risers are optional but will make the clock face "pop" off the painting.



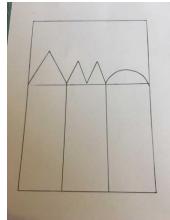


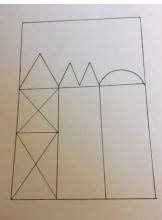


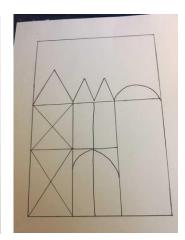


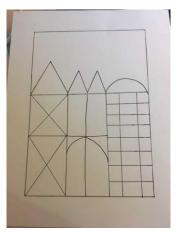


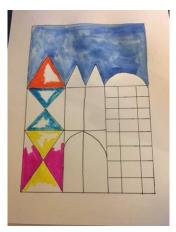
Student's working on their art projects







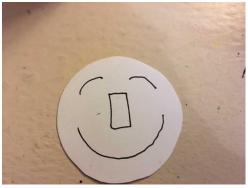




















©1963 Mary Blair. Concept drawings for It's a Small World at Disneyland





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