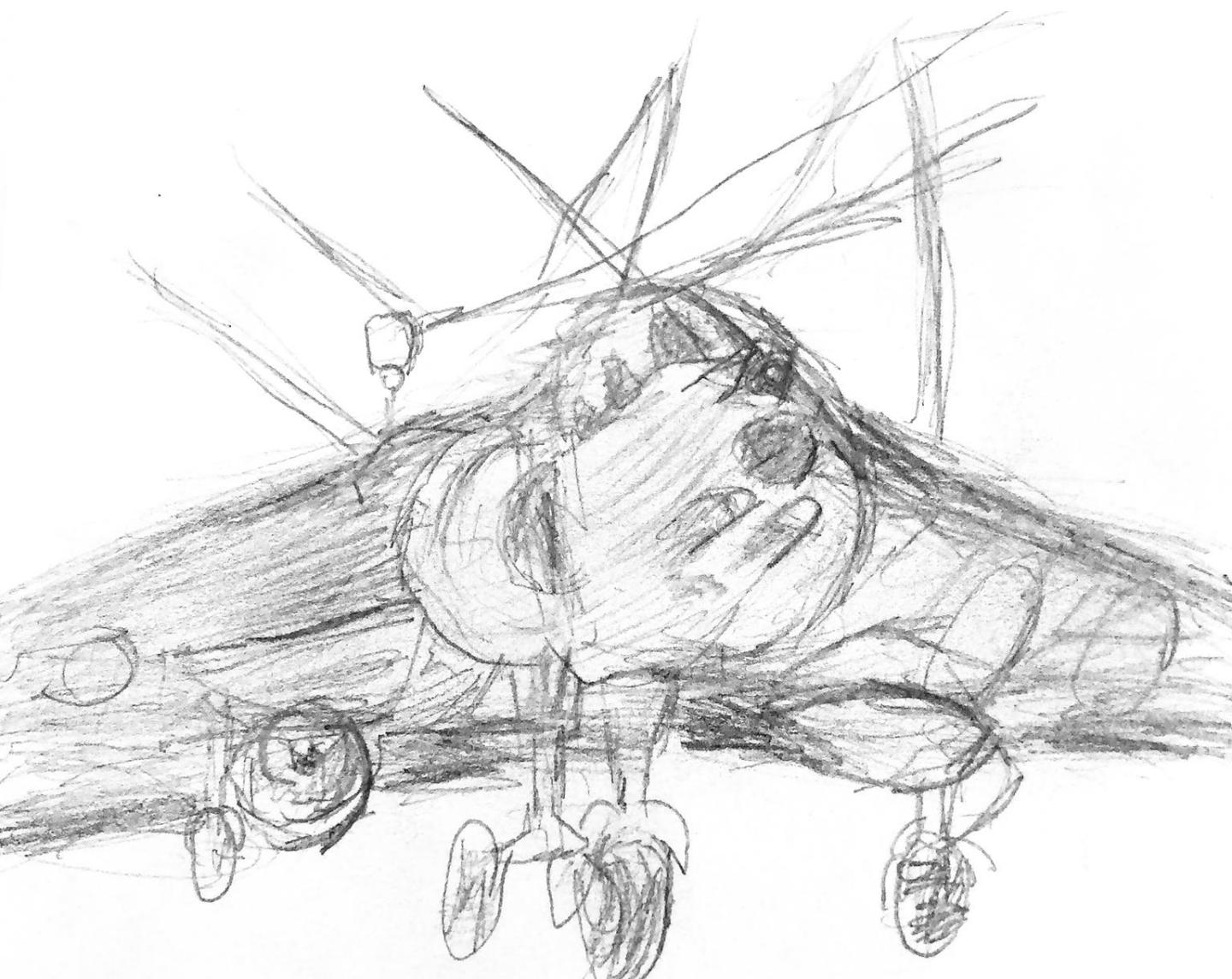


Sketching at the Museum (16+)

Activity Suggestions and guidance



Sketching at the Museum (16+)

In this pack there are a range of different sketching activities designed to guide a visit to the RAF Museum London.

Materials needed

- A range of drawing materials e.g. sketching pencils, colouring pencils, rubber, pencil sharpener
- Sketchbook or paper (watercolour or cartridge paper are best)
- Something to lean on e.g. clipboard (if using loose paper).

Tips

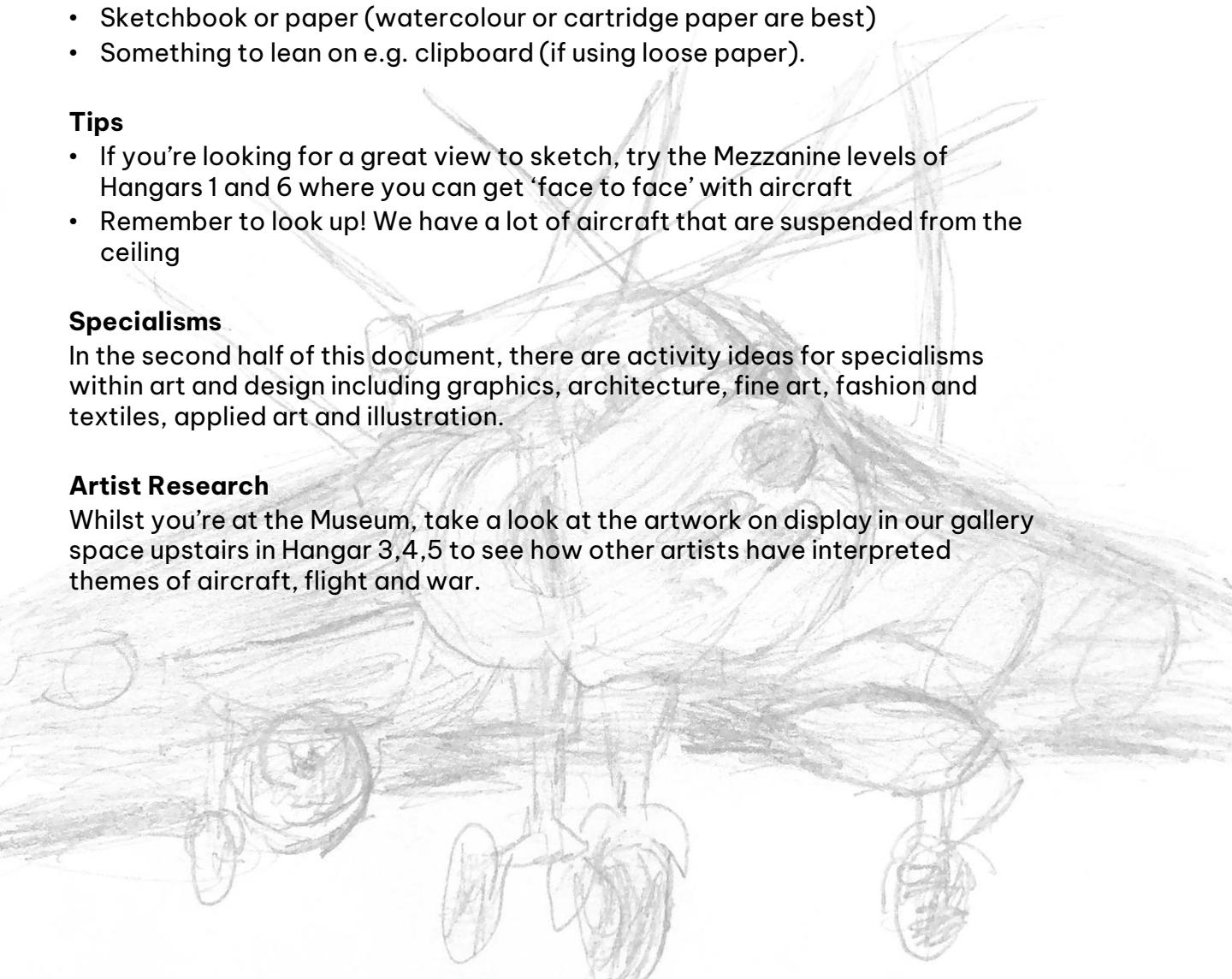
- If you're looking for a great view to sketch, try the Mezzanine levels of Hangars 1 and 6 where you can get 'face to face' with aircraft
- Remember to look up! We have a lot of aircraft that are suspended from the ceiling

Specialisms

In the second half of this document, there are activity ideas for specialisms within art and design including graphics, architecture, fine art, fashion and textiles, applied art and illustration.

Artist Research

Whilst you're at the Museum, take a look at the artwork on display in our gallery space upstairs in Hangar 3,4,5 to see how other artists have interpreted themes of aircraft, flight and war.



Sketching at the Museum (16+)

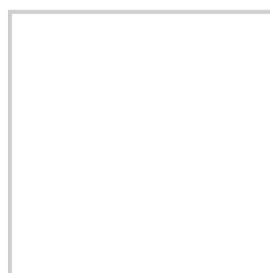
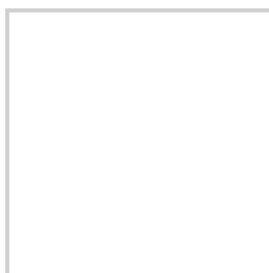
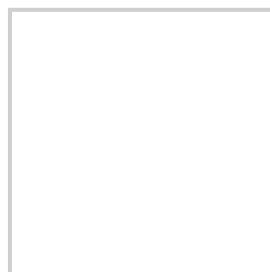
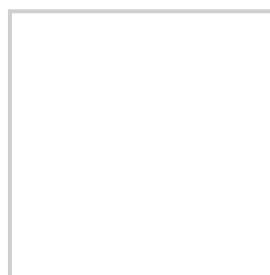
Mark Making

To warm up and explore some sketching techniques, try filling the boxes below (or a page of your sketchbook) with different styles of mark making. For example you could use lines, circles, scribbles, cross-hatching or dots.

You could also explore different types of drawing materials.



Cross-hatching



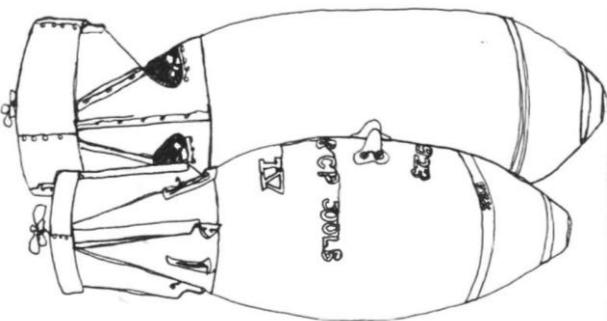
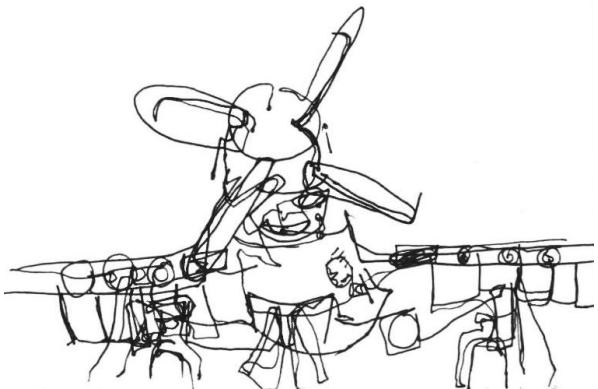
Sketching at the Museum (16+)

Focus the Eye

Activity Three: 'Blind' drawing

1. Choose a new subject
2. Focus your eyes on your subject and **draw it without looking down at your paper at all**. Try not to spend more than one or two minutes drawing
3. Draw the same subject twice more. Your drawing should improve with each try.

Time: Five to six minutes



Continuous line drawing

1. Choose a subject
2. Make a three-minute continuous line drawing. **Make sure the pencil stays in contact with the paper**. Focus your eyes on the subject, not your drawing

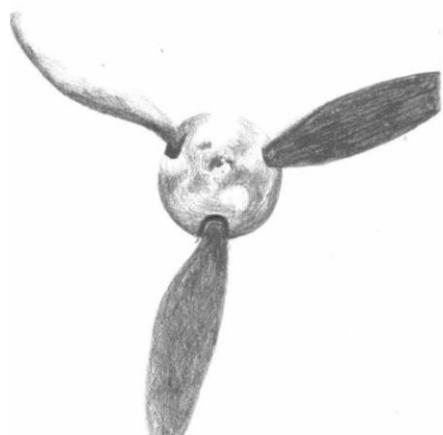
Time: Three minutes

Light and shade

1. Choose a new subject
2. Focus on the way light is hitting your subject
3. Draw the areas of light and shade without using lines. Remember to press on harder or go over the same area several times for the darkest areas.

Tip: You may want to use a softer pencil or graphite as this makes shading quicker.

Time: Three minutes



Sketching at the Museum (16+)

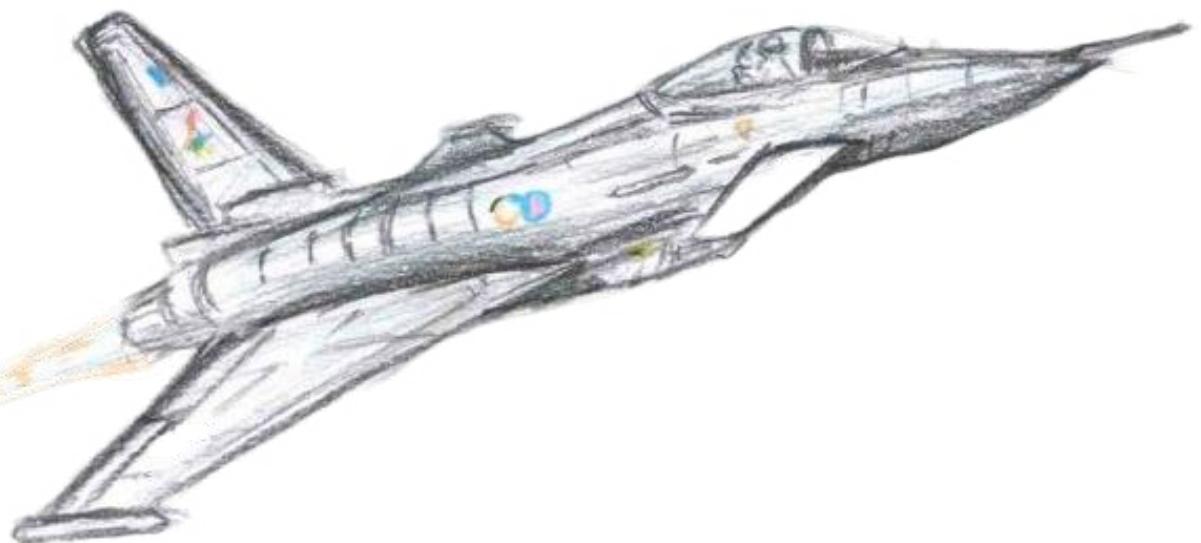
Detailed Sketch

Detailed sketch

1. Choose a new subject that's interesting enough to draw for 15-20 minutes. You could draw the whole object/aircraft or just a small section.
2. Create a detailed sketch. Make sure that you look carefully at the object you're drawing rather than focusing on your page.

Consider the following

- Light and shade
- Mark making techniques
- Texture
- Negative space



Sketch by one of our very talented visitors

Sketching at the Museum (16+)

Graphics

Around the museum there are lots of different typefaces and fonts. These can be seen in signage, object labels and on the aircraft in our Hangars. Become a 'collector' of graphic styles by drawing as many as you can find in the space below (or in your sketchbook). Below are a few examples to get you started.



Alvis MK6
Salamander
badge (Cold
War era)



Stencilled sign
on Blue Steel
missile (Cold
War era)



Text from RAF
Recruitment
poster (First
World War era)

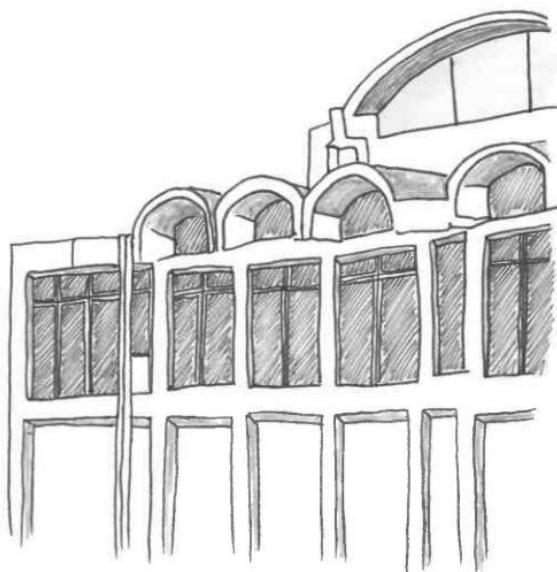
Take it further: The RAF Museum has been open since 1972 and our oldest aircraft date back to the First World War (1914–18). Can you find out or make an estimate of which time period each of your chosen examples comes from to create a mini history of graphic design?

Sketching at the Museum (16+)

Architecture

The RAF Museum London is made up of several different buildings, most of which have a distinct style. Some of our buildings (e.g. Hangar 2) date back to the early 1900s when the site was used as a factory and airfield. These are in contrast to both the 1970s curves of Hangar 3, 4, 5 the modern museum architecture of Hangars 1 and 2.

Become a “collector” of architectural styles by drawing as many as you can find in the space below (or in your sketchbook). You could draw the whole building or just elements that interest you.



Section of Hangars 3, 4, 5 façade (front)

Take it further: The Royal Air Force launched Space Command in 2021 with the aim of 'making space safe, secure and sustainable for all generations'. Design a futuristic new Hangar for the RAF Museum to tell the story of Space Command.

Sketching at the Museum (16+)

Fashion and Textiles

There is a huge array of uniform and flight clothing displayed throughout the Museum. These styles range in age from the First World War to present day, making them a cross-section of fashion history in themselves. Consider how technology has influenced the development of RAF uniform, and the very specific conditions it is used in.

As you move through the Museum, document the different styles of clothing/uniform and any details that interest you.



Sleeve detail on
First World War
uniform jacket

Take it further: Design a garment or outfit inspired by the pieces of uniform you have seen in our collection.

Sketching at the Museum (16+)

Applied Art (Surface Design)

Around the Museum there are lots of dynamic shapes, colours and forms that could be simplified, layered and turned into a print or pattern. The objects on display range from the early 1900s to present day, so you could create a pattern that links to a particular period.

As you move through the Museum, document objects with interesting shapes that could be turned into a dynamic pattern. Your drawings could be simple outlines rather than detailed sketches.



Example of how an aircraft sign
can be turned into a print by
repetition

Take it further: Design a print or pattern that represents each Hangar. It could show the age or types of objects on display, or capture the overall mood of the building and its contents.

OR collaborate with one of your peers who specialises in Fashion and Textiles. Design a garment together that includes the print or surface pattern you have designed.

Sketching at the Museum (16+)

Illustration

There are lots of stories contained in our Museum, some of which are communicated through 'silhouettes' which can be found throughout the Hangars. Many of the objects in our collection also tell interesting stories.

As you move through the Museum, select a few objects or

people that represent interesting stories. They could all follow a similar theme, or they could be completely separate. Illustrate these objects or people to tell their Stories.

Tip: Think about what you could add to your illustration to best tell the story e.g. background, other objects, etc.



'Silhouette' of
Flight Lieutenant
Trevor Edwards
(Hangar 6)

Sketching at the Museum (16+)

Fine Art

Throughout the Museum there is an array of stimulus that could inspire your artwork. From dynamic and sleek forms of aircraft which can be abstracted in your work, to moral questions about the ethics of bombing which could inspire a more political artwork.

As you move through the Museum, think about the kind of artwork you want to create and try to find objects and information that could inspire this, whilst documenting the process. OR travel through the Museum with an open mind and see where our collection takes you. Make sure you make notes, sketch and/or take photographs along the way.



The **Hawker Harrier** aircraft appears intimidating due to the way it has been painted by **Bryan Organ**. See this painting in our current exhibition 'To The Stars'.

Get inspired: Take a look at the artwork on display in our gallery space upstairs in Hangar 3,4,5 to see how other artists have interpreted themes of aircraft, flight and war.

Take it further: Now you have plenty of material as a starting point, develop your ideas into a finished artwork, making sure to experiment along the way and get inspired by other artists.