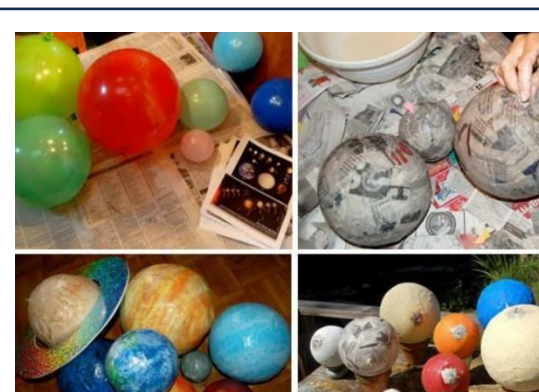
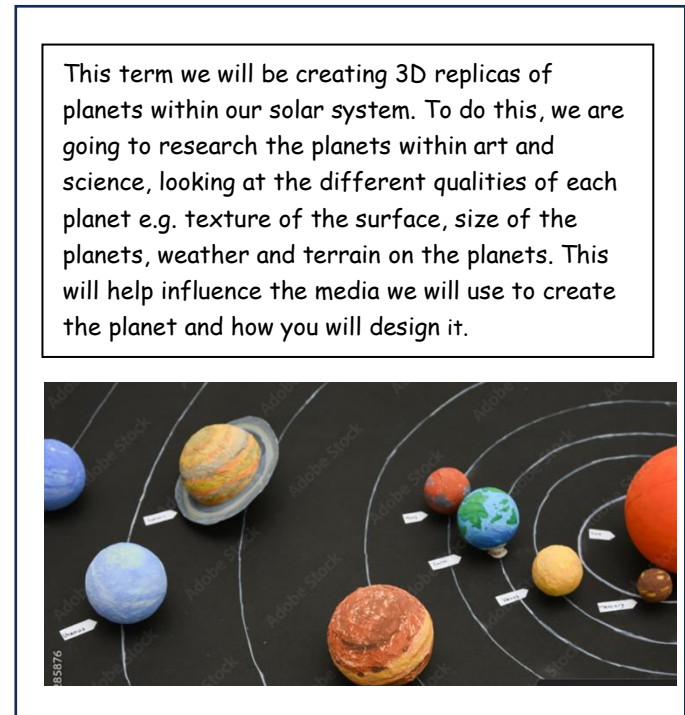
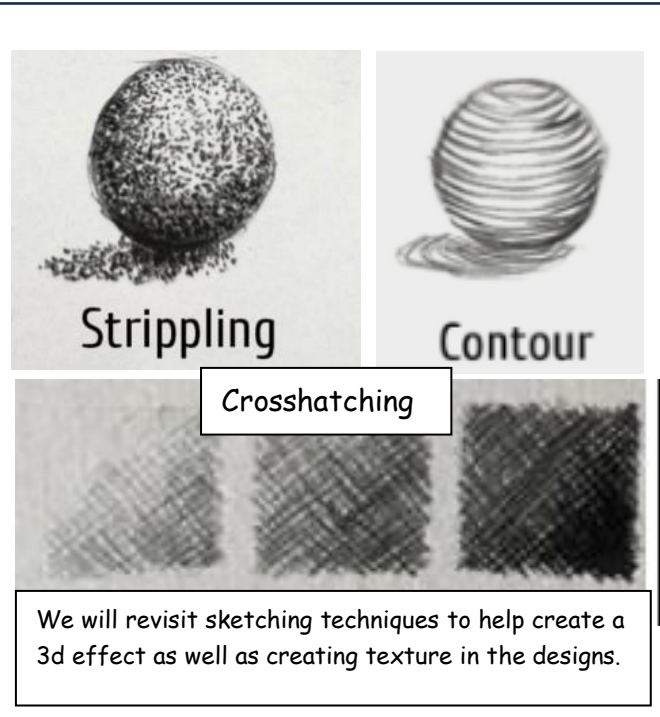


cross section	A cross section is the shape or view you see when something is cut through, usually at a right angle to its length
Form	form is the three-dimensional shape of an object, showing height, width, and depth.
Annotation	An annotation is a note or comment added to a piece of work to explain or give more detail.
Armature	An armature is a framework or skeleton used to support a sculpture while it is being made.
Core	A core is the inner central part of something
Sphere	A sphere is a perfectly round 3D shape, like a ball, where all points are the same distance from the centre.
Flange	A flange is a raised edge or rim used to strengthen, attach, or hold parts together.
Tactile	Tactile texture is the way a surface feels when touched, such as rough or smooth.
Contrast	Contrast in art is the difference between elements (like light and dark or rough and smooth) used to create interest and make things stand out
Mixed media	Mixed media in art is the use of different materials or techniques in one artwork.
Relief	Relief in art is a type of sculpture where shapes are raised from a flat background.
Gradient	Gradient in art is a gradual change from one colour, tone, or shade to another.
Dry brush	Dry brush is a technique where very little paint is used on a brush to create a rough, scratchy texture on a surface.
Base-coat	base coat is the first layer of paint applied to a surface to prepare it for additional layers.
Blending	Blending in art is the smoothing together of colours or tones so they gradually merge into each other.
Tone	tone in art is the lightness or darkness of a colour or shade.
Highlight	The lightest or brightest area of an artwork, used to show where light hits a surface
Pigment	A coloured substance used in art materials (like paint or ink) to give colour.



We are going to use Modroc and/or paper mache to create our 3D models. This includes using armatures withing our structures to ensure its stability

