

Let's Build: Krusty Krab Krabby Patties!

Deep in the vast waters of the Pacific Ocean, steps away from a pineapple under the sea, you will find the legendary Krusty Krab; home of the saltwater favorite - the Krabby Patty. Create your own Krabby Patty, experiment with different ingredients and discover your own secret formula!



MATERIALS:

- Modeling Clay
- Shaping tools or cutlery
- Your own Secret Formula!

STEP 1:

Take a tan colored piece of clay, place it between the palms of your hands and roll it into a ball. Once you have the ball, place it on a flat surface and lightly press down on it to make a bun. Make sure to make two!



STEP 2:

Repeat Step 1 with a brown piece of clay to create the patty. Once you've finished making the patty, place it on top of one of the buns you made in Step 1 to start building your Krabby Patty!



STEP 3:

You can use tools like plastic forks, knives and spoons to create **texture** on any of your ingredients. **Texture** is one of the seven elements of art along with form, shape, line, color, value and space.



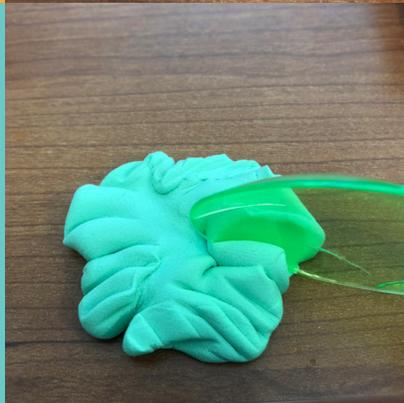
STEP 4:

Time for the cheese! Repeat Step 1 with orange colored clay. This time, flatten your clay until it's a square and then pinch the corners so it looks like a slice of cheese! Place it on top of your patty when you finish.



STEP 5:

Repeat Step 1 with a green piece of clay. Use a spoon to crinkle the edges of your clay to resemble the edges of a slice of lettuce! When you finish, place it on top of the slice of cheese.



STEP 6:

Top off your lettuce with your second bun, and you've made a Krabby Patty! Experiment with different ingredients and create a variety of Krabby Patties. What's in your secret formula? Sesame seeds? Pickles? Onions? Potato Chips? You decide!



In the "Fun-Sized Friends" episode from Season 11, a grumpy Squidward shuts down Spongebob and Patrick's day of play. Determined to play, have fun and keep each other company, Spongebob and Patrick gift each other tiny versions of themselves, and eventually build tiny versions of their homes for their fun sized friends. Use your creativity to recreate a miniature pop up of Conch Street that Spongebob and Patrick's fun-sized friends can play in!

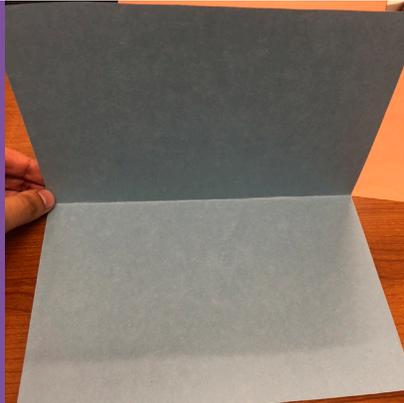


MATERIALS:

- Pencil
- Construction Paper
- Glue
- Marker
- Scissors
- Cardboard
- Don't forget your imaaaagination!

STEP 1:

Scale is a word used in art to describe the size of an object when compared to another object. Usually, when we examine the size of a work of art, we compare it to how big (or small) it is compared to ourselves. To create our small-scaled version of Conch Street, we'll begin by folding our construction paper in half to create the base for our neighborhood.



STEP 2:

To create our model, we'll be dividing it by creating a **background**, **middleground**, and **foreground**. We use these terms to describe the elements of a picture or art that create **depth** or the illusion of **space**. The background is the space furthest from the viewer, the middleground is the space in between the background and the foreground is the space closest to the viewer. We're going to start with our sky, which is in our background. Draw some Bikini Bottom clouds and cut them out with some scissors.



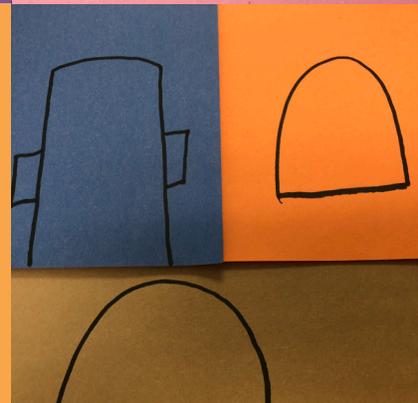
STEP 3:

Glue your clouds onto the half of the paper that is standing up. To give your drawings a more graphic look, outline them with a black marker! If you want to add other things to your **background**, make sure you **scale** them down, as things that are further away from us generally look smaller.



STEP 4:

Now we're going to move on to our **middleground**. We'll be recreating Patrick's, Squidward's and Spongebob's homes. Draw these simple shapes to get the base of every home. You can draw them on different colored paper, or use white paper and color them in with a marker.



STEP 5:

Cut out your pieces. To create details for the homes, you can draw them directly on, or draw them on different colored paper and attach them with glue. Here, we're drawing the leafy top of Spongebob's Pineapple. To make sure the scale remains the same, use your cut out and draw around the top of it.



STEP 6:

You can do the same with Squidward's and Patrick's homes. Here, we used different colors for the windows and the door, but you can draw them on too! Squidward's house appears to be made of stone, you can create the illusion of texture using a marker! By drawing small, condensed dots, we can give the house a rough, weathered texture. What textures can you come up with for Spongebob's and Patrick's homes?



Let's Build: Conch Street Pop Up!

Continued...



MATERIALS:

- Pencil
- Ruler or straight edge
- Paper
- Eraser
- Don't forget your imaaaagination!

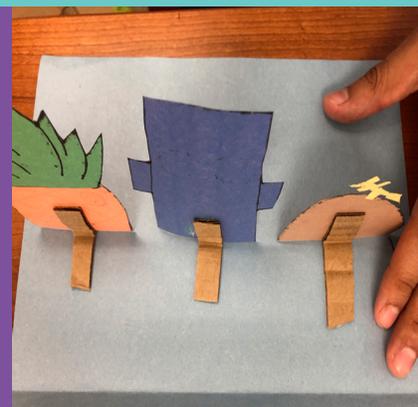
STEP 7:

To make sure that your structures stay up, cut out small pieces of cardboard or another sturdy material and fold it into the shape of a letter "L."



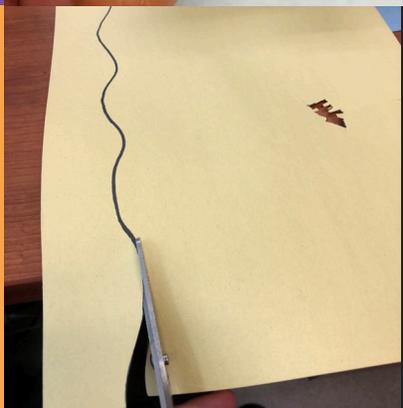
STEP 8:

Glue and secure these pieces on to the back of your structures.



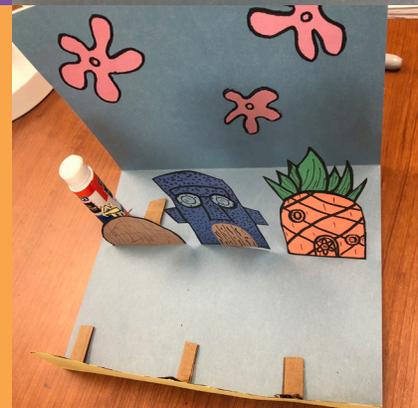
STEP 9:

Now, we're going to create the foreground! Use a yellow paper (or color a white paper yellow) to create some sand.



STEP 10:

You can choose to glue the sand down flat, or hold it up with pieces of cardboard. Remember, because it's in our **foreground** it has to be at the very front. Now that we have our foreground, we can clearly see how the 3 different spaces are divided in our model.



STEP 11:

If your background is having a hard time staying up, you can use a piece of cardboard shaped like a right triangle to hold it up.



STEP 12:

Add more details to Spongebob's neighborhood!
Who's playing outside? If you add characters, make sure to **scale** them correctly - you can use their homes as references. It wouldn't make sense for them to be bigger than the homes, would it?
Once you finish your pop up, you can use it to make stop motion animation films!



In the Season 11 episode "Squid Noir," Squidward's clarinet goes missing. To track it down, Squidward and the gang don their trench coats and become detectives. The episode makes use of film noir, a style of filmmaking that emphasizes a dark mood by its use of lighting, characters, and themes. In this project, we will be exploring color theory by way of pure colors, tints, and shades. Recreate a still shot from the episode and analyze how the presence of color, or lack thereof, can affect the way a viewer experiences an image.

MATERIALS:

- Watercolors, tempera/ acrylic paint, or colored pencils
- Print Outs



STEP 1:

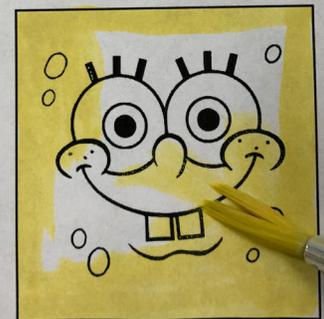
Once you have your "SpongeBob Color Swatches" print out, we'll begin by painting in the top box, labeled "color" with our pure color. Since we're working on Spongebob, we're using yellow. This box will serve as our reference. As we create new colors, we can look back at our reference to see how much they've changed from their original hue (color).



Color

STEP 2:

The box right below our reference is labeled "tint." A tint is created whenever you mix a color with white. Take your yellow, and mix in a bit of white to create a lighter tint of your original color.



Tint

STEP 3:

We're using watercolors for this example, but you can also use colored pencils, or tempera/ acrylic paints!

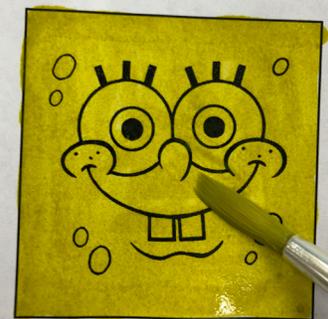
If you're using watercolors, you can mix the colors off to the side. Start off with the base color, add some water to your brush and add the color you'd like to mix in.

To create a tint with colored pencils, use a white pencil and color in the entire box. Then, grab a yellow pencil and color on top of the white - they will mix and create a yellow tint!



STEP 4:

The next box is the shade box. A shade is created whenever you mix a color with black. Take your original yellow color and mix it in with a bit of black to create a darker shade. Black is a strong color, a little goes a long way, so it's best to add it gradually to get your desired shade!



Shade

STEP 5:

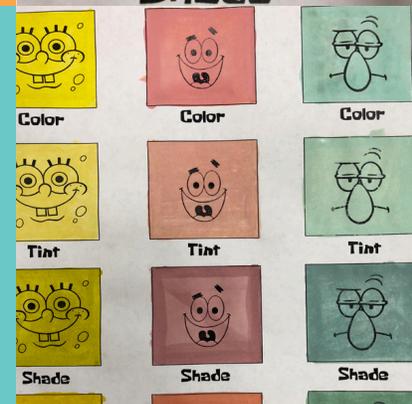
Our very last box is blank! Experiment with color mixing to create your own tint, or shade of Spongebob's yellow hue. Give your color it's own unique underwater-themed name!



SEA SPONGE YELLOW

STEP 6:

Now that you've painted SpongeBob - try your hand at Patrick's and Squidward's hues! The steps are the same, but you'll begin with a different pure color.



Continued...

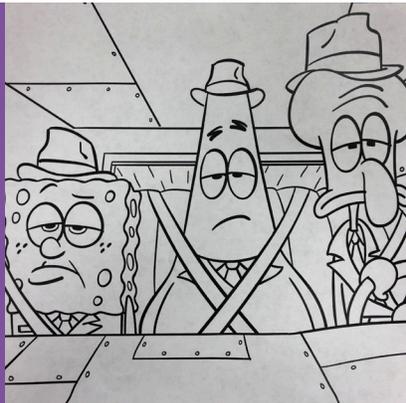


MATERIALS:

- Watercolors, tempera/acrylic paint, or colored pencils
- Print Outs

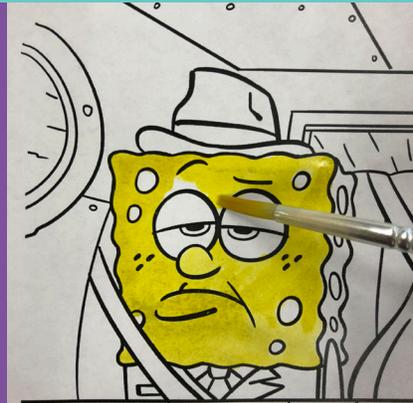
STEP 7:

Now that you've practiced color mixing, bring this still shot from "Squid Noir" to life by painting it in! How does adding color affect the overall **tone** or **mood** of the scene?



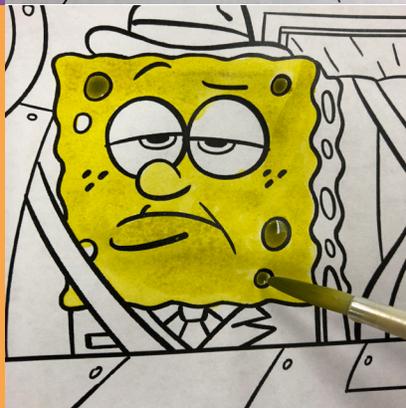
STEP 8:

Starting off with SpongeBob, we're taking our **pure color** and painting his face. The holes in his face will have to be a darker **shade**, so we'll skip them for now.



STEP 9:

The holes in SpongeBob's porous body receive less light than the rest of his body, which means they will be darker. Mix your **pure color** with some black to create a darker **shade**. To paint this still shot, you'll have to imagine a **light source** (where light is coming from) and what objects are receiving the most/least amount of light.



STEP 10:

SpongeBob's eyelids look tired, and as a result they appear to be puffing out of his face. This could mean they are receiving more light than the rest of his face, which means we'll have to create a **tint** of our **pure color**!



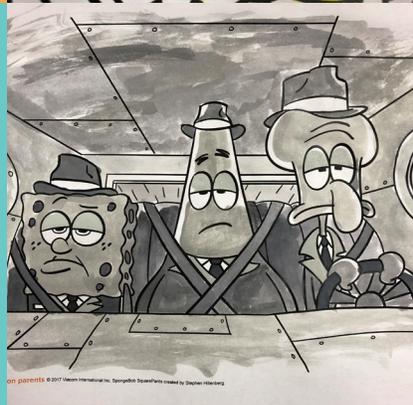
STEP 11:

Use these techniques to paint in the rest of your image!

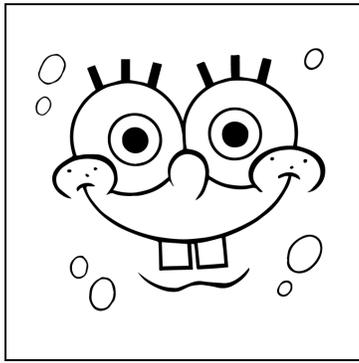


STEP 12

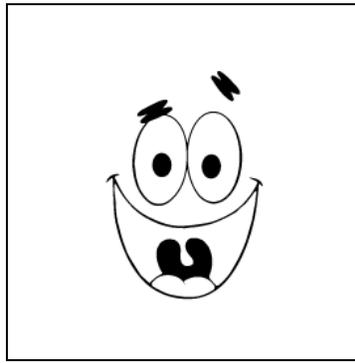
Too easy? Try painting the same image using only black and white! Compare the two - which one sets the more appropriate tone? Is the mood the same between both versions?



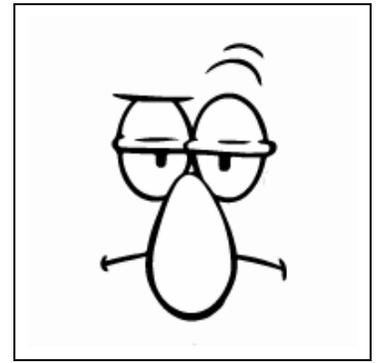
SpongeBob Color Swatches



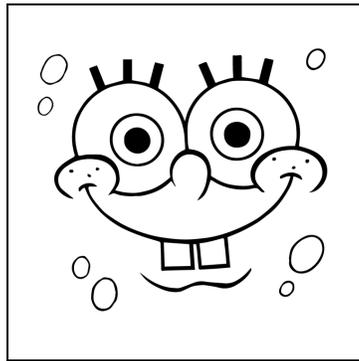
Color



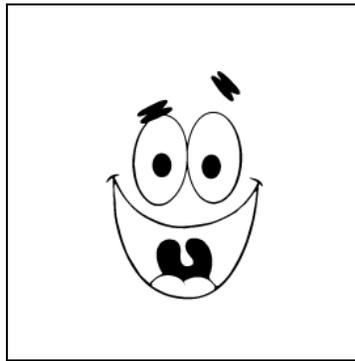
Color



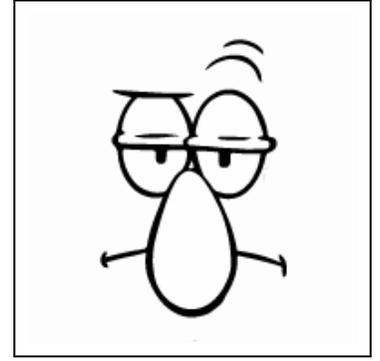
Color



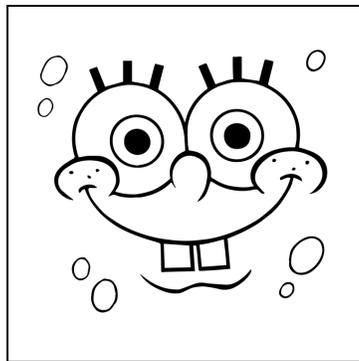
Tint



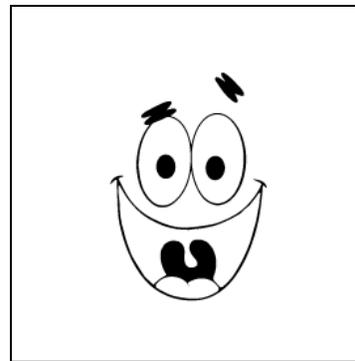
Tint



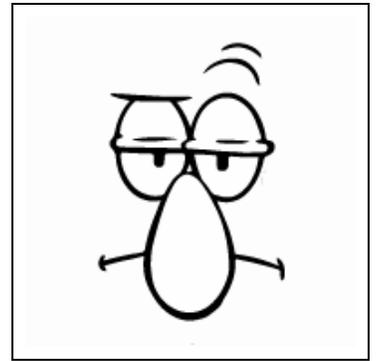
Tint



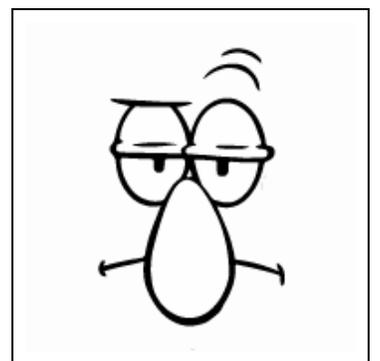
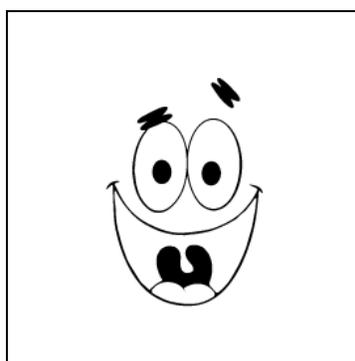
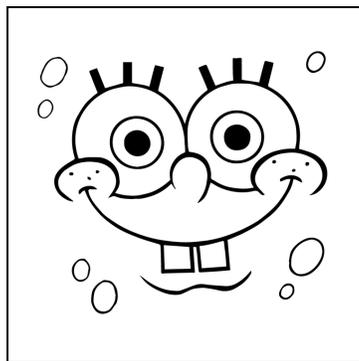
Shade



Shade



Shade



In the "Feral Friends" episode from Season 10, Neptune's moon transforms all of Bikini Bottoms sea creatures into realistic, biological versions of themselves. Being that Sandy isn't a sea creature, she does not transform and takes on the responsibility of protecting her friends. In this exercise, we will explore how to create the illusion of texture by transforming SpongeBob from his spongy form into various other forms, examining how texture can change the look and feel of the beloved sea sponge.

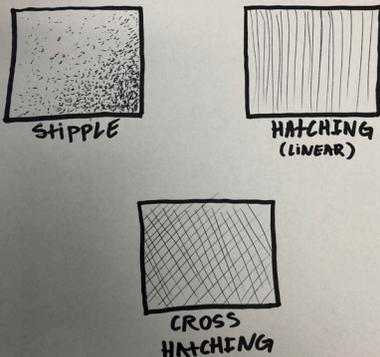


MATERIALS:

- Pen
- Downloadable Handout
- Eraser
- Optional: Marker, Pencil sharpener
- Don't forget your imaaaagination!

STEP 1:

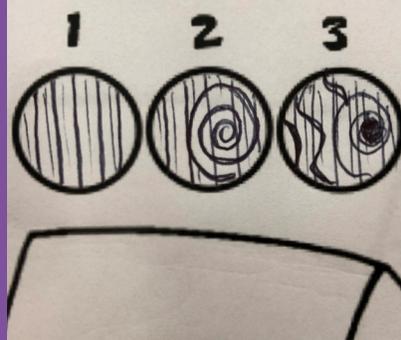
For our texture exercise, we'll be utilizing **stippling** and **hatching** (linear + cross). These are techniques that artists use to make their drawings more life-like. **Stippling** consists of marking a page with numerous small dots. The more condensed they are, the darker the pattern appears. The more spread out they are, the lighter it will appear. This can help create **value** - how light or how dark something is. Value is an important element to consider when creating the illusion of texture. Hatching works the same way. With linear hatching, the closer your lines are together the darker the pattern will appear. With cross hatching, your pattern will darken the more you cross your lines.



STEP 2:

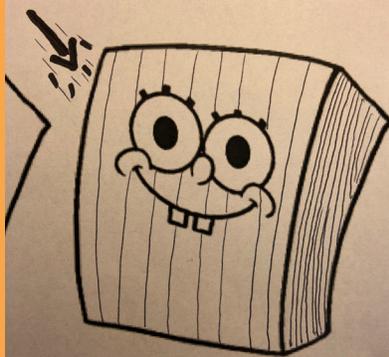
Download and print out the template so that you can begin practicing.

What if our porous friend was made of wood? We can split this pattern into three different steps. We'll begin by creating linear hatches, then, we'll add some of the swirls commonly found in wood patterns, and finally we'll add to the pattern with more organic lines. Organic imitate the form of nature. They are not straight, rather, they are free flowing.



STEP 3:

The arrow next to SpongeBob indicates our **light source**. This is where we are imagining the direction light is coming from. This will help us determine our values. Based on what areas are more directly facing the light source we will have a better understanding of what areas should be darker than others. Create some linear hatches following SpongeBob's form. SpongeBob's left side is receiving less light than his front side, so it will have a darker value. To create this illusion, make sure you draw more lines and draw them closer together.



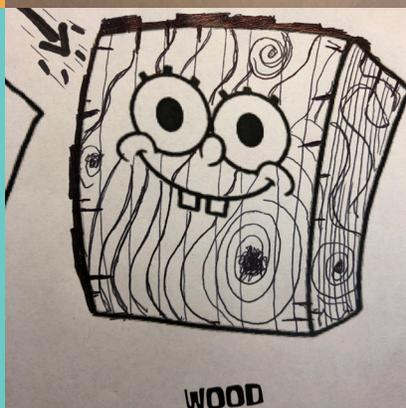
STEP 4:

Add the details and patterns that you find in wood to continue creating the texture. Use **organic** lines to create the grooves commonly found in wood.



STEP 5:

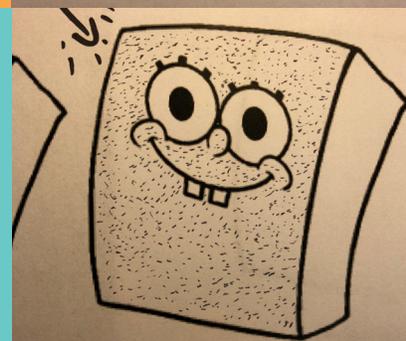
To continue the illusion, play around with the edges of the body. Because he's a sponge, SpongeBob normally has a wavy **contour**, or outline. Since we've drawn him like he was made out of wood, the edges of his body will become more rigid and **inorganic**, or geometric.



WOOD

STEP 6:

A sandy SpongeBob would consist of heavy **stippling**. The various dots will help us create a grainy look.



SAND

Lets Draw: Spongebob Texture Swap

Continued...

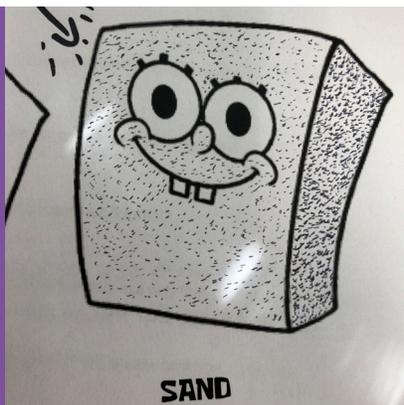


MATERIALS:

- Pen
- Downloadable Handout
- Eraser
- Optional: Marker, Pencil sharpener
- Don't forget your imaaaagination!

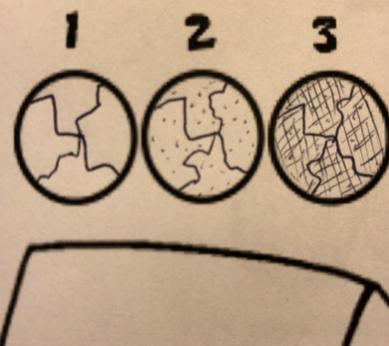
STEP 7:

To create a deeper, darker **value**, create stipples that are closer together. This will indicate that SpongeBob's left side is receiving less light.



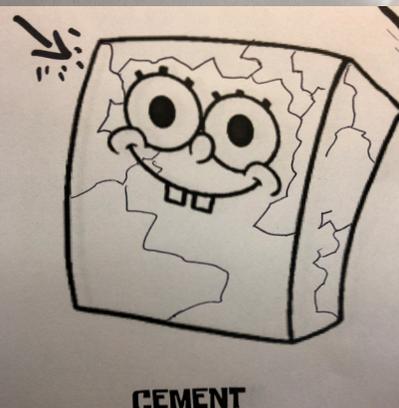
STEP 8:

What if SpongeBob was made of cement? To create this texture, we'll use some **organic** lines to simulate cracking. Next, we'll use **stippling** to give our cement a grainy look. For the final step, we'll use the **cross hatching** technique to add **value** and a weathered look to our cement.



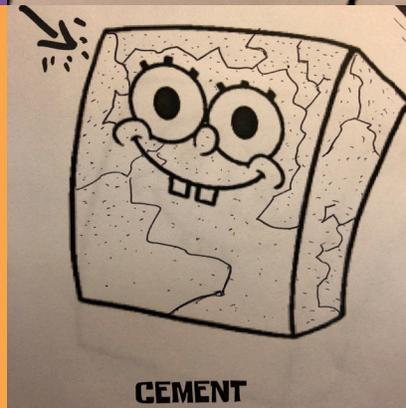
STEP 9:

Create some **organic** lines to make it look as if SpongeBob (errr, CementBob) is cracking.



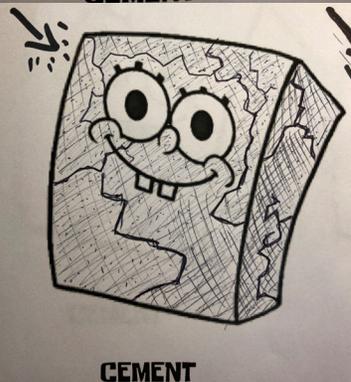
STEP 10:

Using the **stippling** technique, we'll add some grain to our cement. The amount of grain you'd like to add is completely up to you and your imagination!



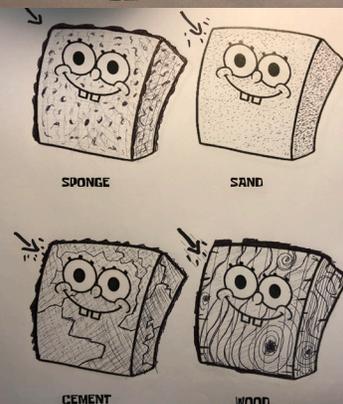
STEP 11:

Use a loose **cross hatching** technique to create a more weathered look. This will also help us create darker **values** in areas that aren't by our **light source**.

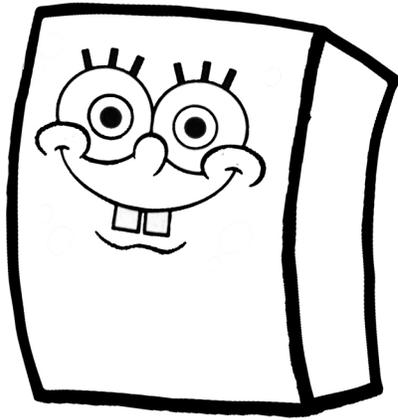
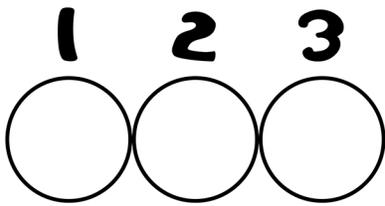


STEP 12:

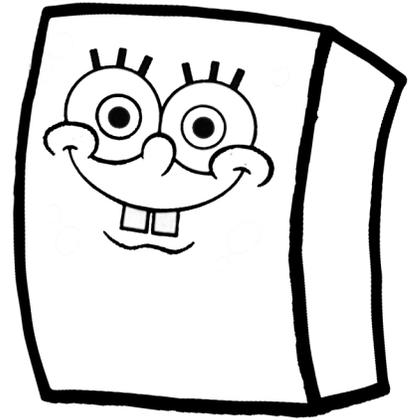
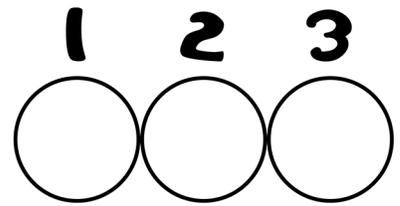
How else can you change up SpongeBob's texture? Can you give him some fur? Scales? What if he was made of rocks? Experiment with different forms of mark making to create your own patterns!



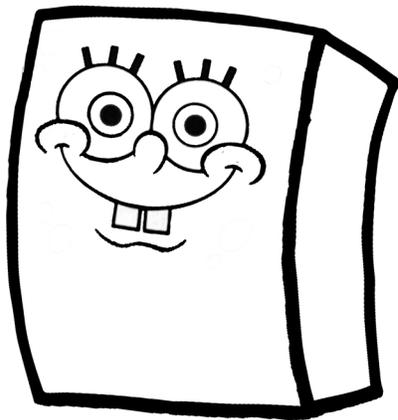
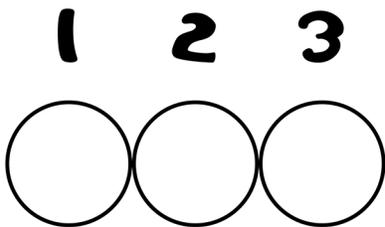
Spongebob Texture Swap!



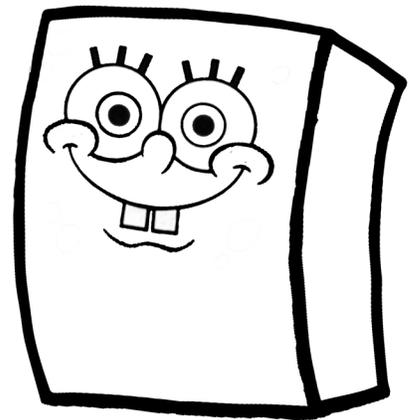
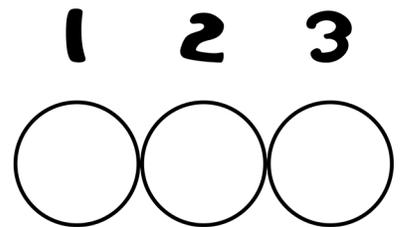
sponge



sand

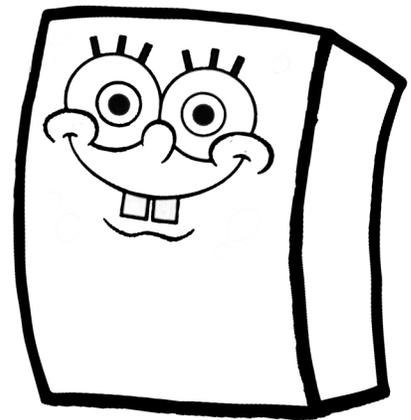
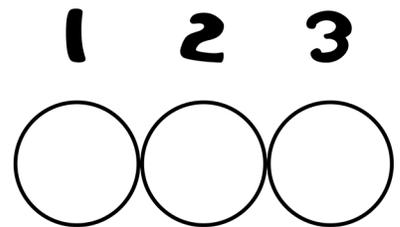
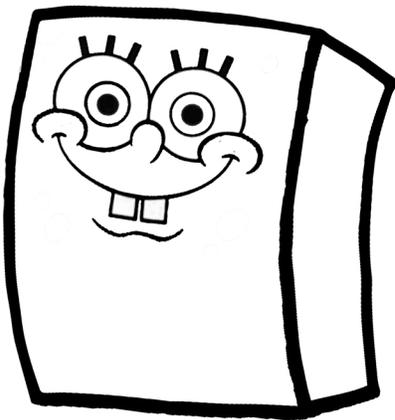
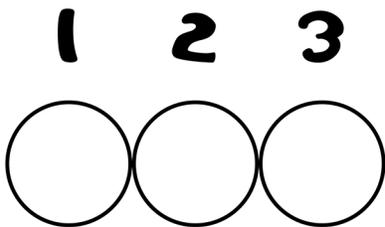
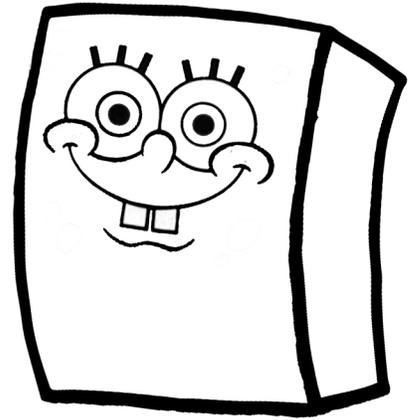
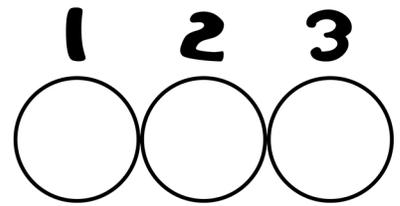
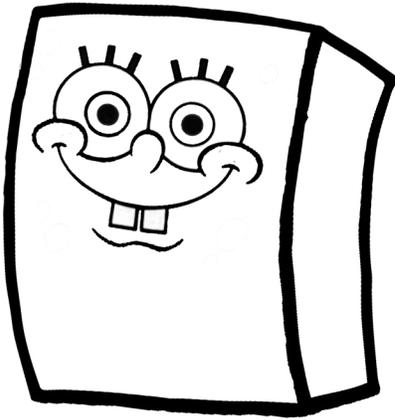
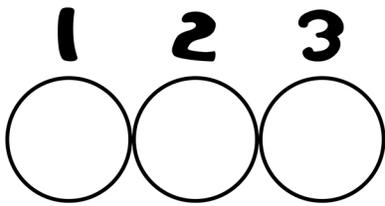


wood

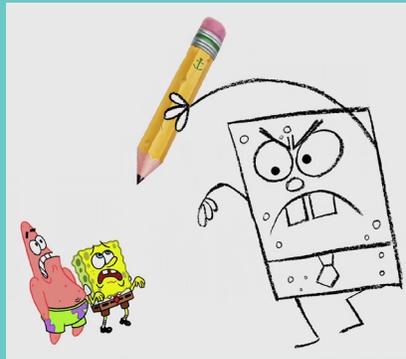


cement

Spongebob Texture Swap!



In the "Doodle Dimension" episode from Season 11, Spongebob and Patrick become trapped in the Doodle Dimension, an alternate dimension where anything they draw comes to life! In this exercise, we will build our own storyboard and create a flipbook that will bring our drawings to life. A flipbook is a type of book that uses a series of pictures that vary slightly from one page to the next. When flipped with enough speed, the still images appear to animate. Create a compelling story, share it and gift your knowledge of animation to a friend!

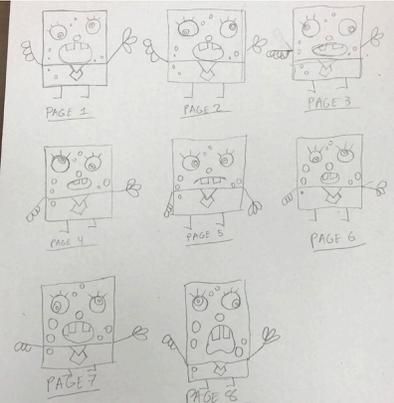


MATERIALS:

- Pencil
- Paper
- Eraser
- Stapler/paper or binder clips
- Don't forget your imaaaagination!

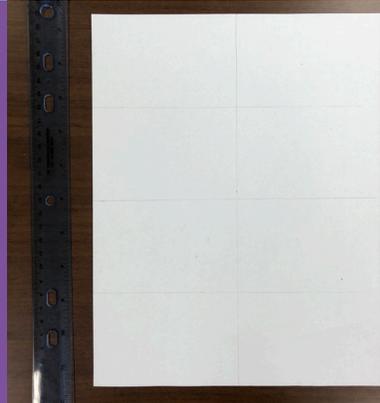
STEP 1:

For our first step, we'll want to create a **storyboard** to give us an idea of how we will lay out our pages. These drawings do not need to be perfect. Animators use storyboards to organize their ideas and illustrations before they get into the real deal. Here, we've drawn DoodleBob in the different poses we'd like to animate him in. Each page shows a similar pose, with a slight adjustment. Here, DoodleBob is moving his eyes, arms and mouth.



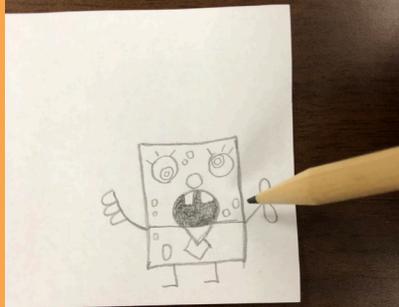
STEP 2:

You can use index cards as the paper for your flipbook, sticky notes or you can take a regular piece of paper and divide it into 8 separate rectangular sections. Each rectangle will be a page in your flipbook. Keep in mind that the more pages you have, the more detailed and fluid your animation will be. If you want more than 8 pages, repeat this step and create as many as you'd like!



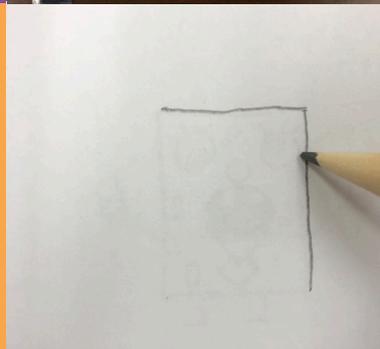
STEP 3:

Cut your rectangles out and begin with the first page. This first page will be the archetype for the rest of your flipbook, so make sure that you are happy with it before you move on to the rest of your pages! Draw your images close to the edge of the paper where you will be flipping. You can number your pages (top left corner is a good option) to keep everything organized in case your pages get mixed up.



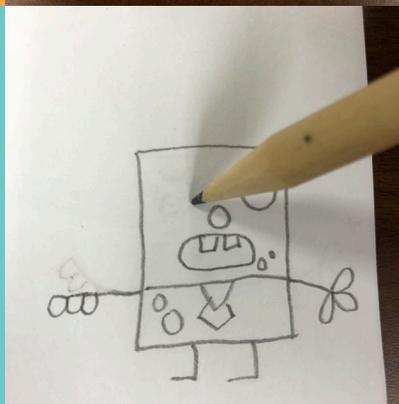
STEP 4:

To draw your second page, you'll place a new piece of paper over your first page. Trace your first drawing, but adjust the necessary areas. For this drawing, we're keeping most of it the same, but we'll make slight adjustments to indicate movement in the eyes, arms, and mouth. If you can't quite see your drawing under your page, place it on top of a light source.



STEP 5:

Repeat Step 4, this time tracing over your second page. Notice how we are continually adjusting our drawing according to what we drew on our **storyboard**. Here you can see DoodleBob's right arm has been slightly lowered to indicate that he is lowering his arms. His mouth is growing narrower as he begins closing it. Small, gradual adjustments work best for flipbook animations.



STEP 6:

Bind your flip book with clips or some staples and flip through your animation! Once you get the hang of it, challenge yourself to create stories of nautical nonsense that you can share with friends and family!



Let's Draw: Very Handsome Squidward!

MATERIALS:

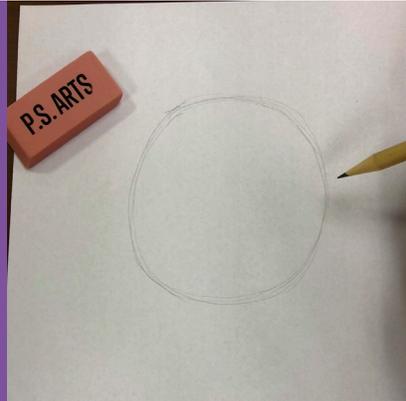
- Pencil
- Paper
- Eraser
- Optional: Marker, Pencil sharpener
- Don't forget your imaaaagination!



In the "Out Of The Picture" episode from Season 10, Squidward showcases and attempts to sell his art. After being ridiculed for creating "bad" art, Mr. Krabs buys it, hoping to make a profit when the value increases. Unfortunately, this will only happen if Squidward disappears. Fearing his safety, Squidward destroys the work Mr. Krabs purchased. An art appraiser witnesses the destruction and deems it a masterpiece of performance art. The remnants of Squidward's work are placed in a museum, and Squidward proudly exclaims - "I'm an artist!". Channel Squidward's determination and artistry by recreating his masterpiece - Very Handsome Squidward!

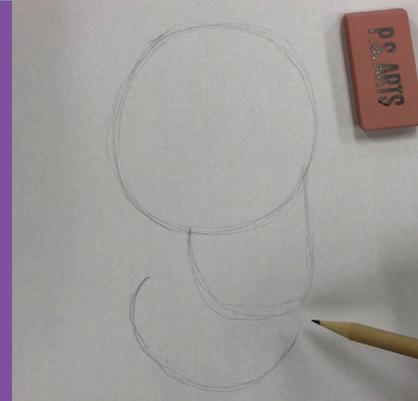
STEP 1:

When drawing a head, it's important to simplify it into basic shapes before adding all the major, complex details. These basic shapes will act as **guidelines** for us as we create our drawing. All heads start off as a sphere/oval shape. The size of your sphere/oval will determine the size of the head, so it's up to you how big you want your drawing to be!



STEP 2:

We'll continue creating guidelines by adding a basic shape for Squidward's long, prominent chin - it resembles a letter "U", and a letter 'C' shaped line to indicate the collar of his shirt.



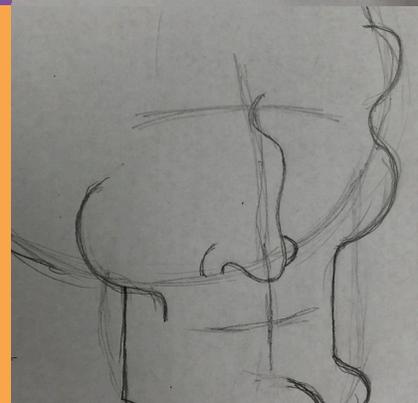
STEP 3:

Proportion is the relationship in size of one part of a work of art to another. When drawing faces, we want to keep features proportioned. Accurate proportions help add harmony, **balance** and realism to art. To help you with facial proportions, create a vertical guideline down the middle of his face. Create two horizontal guidelines to mark where his eyes and his mouth would be. You can begin to add in his cheekbones, chin, and forehead.



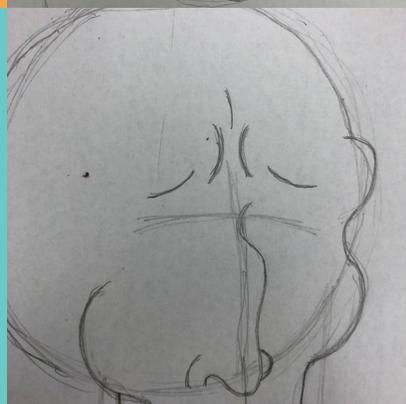
STEP 4:

To create the nose, we'll use our **guideline** from Step 3. Starting off just above the line that marks where his eyes will be, draw the **contour**, or outline, of his nose. The tip of the nose will fall just below where the oval and the shape you drew for the chin meet. Add the sides of the nostrils once you have the main contour line for the nose.



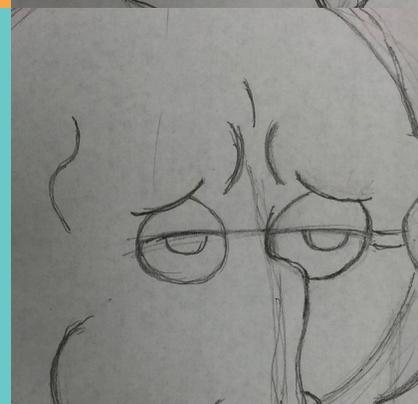
STEP 5:

Now we can begin to add some expression to his face. Here, we are further defining some of the muscles in his face. Artists often hold mirrors to their faces to examine how their face changes with different expressions. Very Handsome Squidward has a kind of thoughtful, solemn look - causing him to scrunch his forehead a bit.



STEP 6:

To create the eyes, use the top **guideline** to create the eyelids. To create the rest of the eyeball, draw one semi circle for the top half and another semi circle for the bottom half. Use the brow lines you created in Step 5 as guides, the eyeballs should appear to rest below them. Squidward's prominent nose should also appear to cover his left eye just a bit.



Let's Draw: Very Handsome Squidward!

Continued...



MATERIALS:

- Pencil
- Ruler or straight edge
- Paper
- Eraser
- Optional: Marker, Pencil sharpener
- Don't forget your imaaaagination!

STEP 7:

Now you'll use the bottom **guideline** to create the mouth. The bottom **guideline** will help you split the top lip from the bottom lip. The top lip will be shaped like the letter "M" (or the top of a heart) and the bottom lip will be shaped like a wide letter "U."



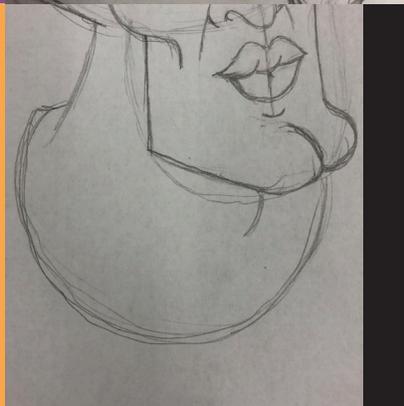
STEP 8:

The guideline in the lips will also help you create the creases and details in Squidward's lips. You can also capture the wrinkle between his bottom lip and his chin.



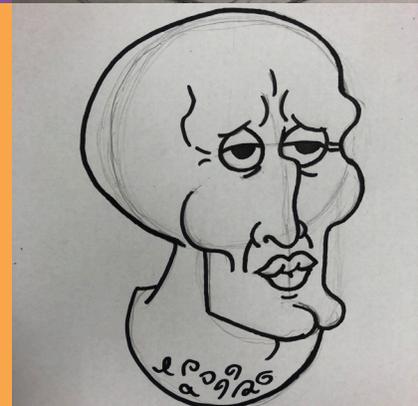
STEP 9:

Now you can move on to his neck area. Draw a line connecting the head to the "C" shape we drew in Step 2 to create a neck for Squidward. You can also add an Adam's apple below his chin.



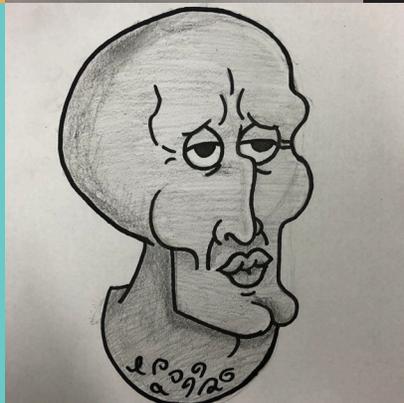
STEP 10:

Clean up your drawing and adjust it as you'd like. Once you're happy with your sketch, you can finalize your drawing using a black marker. You can add details like Very Handsome Squidward's fabulous chest hair!



STEP 11:

Color your drawing or use your pencil to shade Squidward in!



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SPONGEBOB

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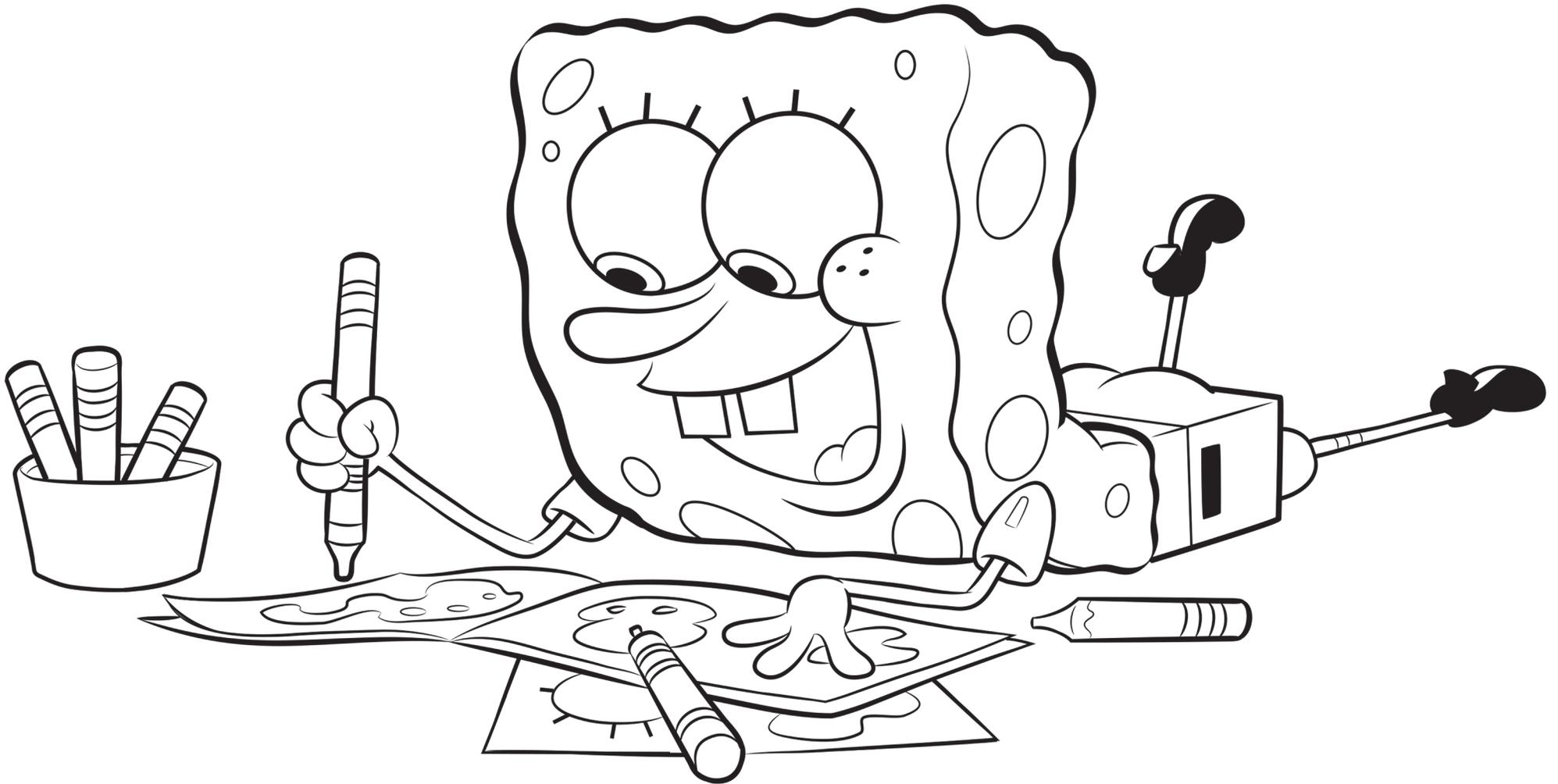


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SPONGEBOB

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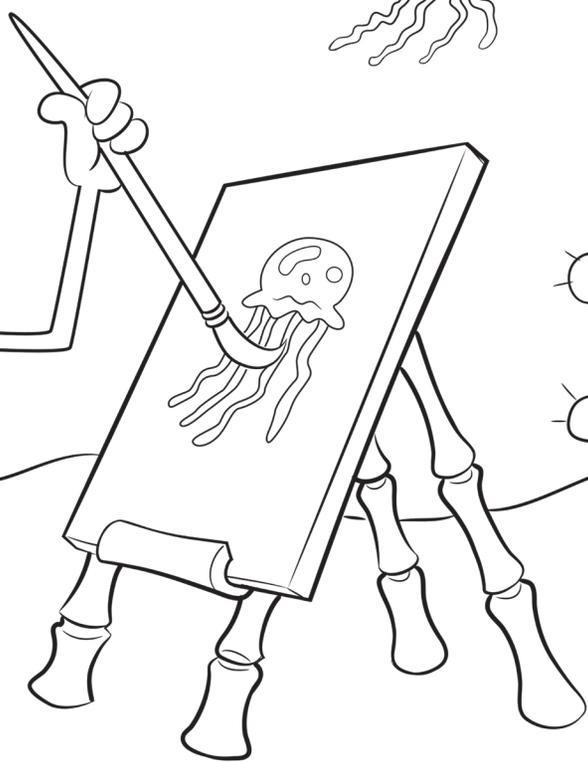
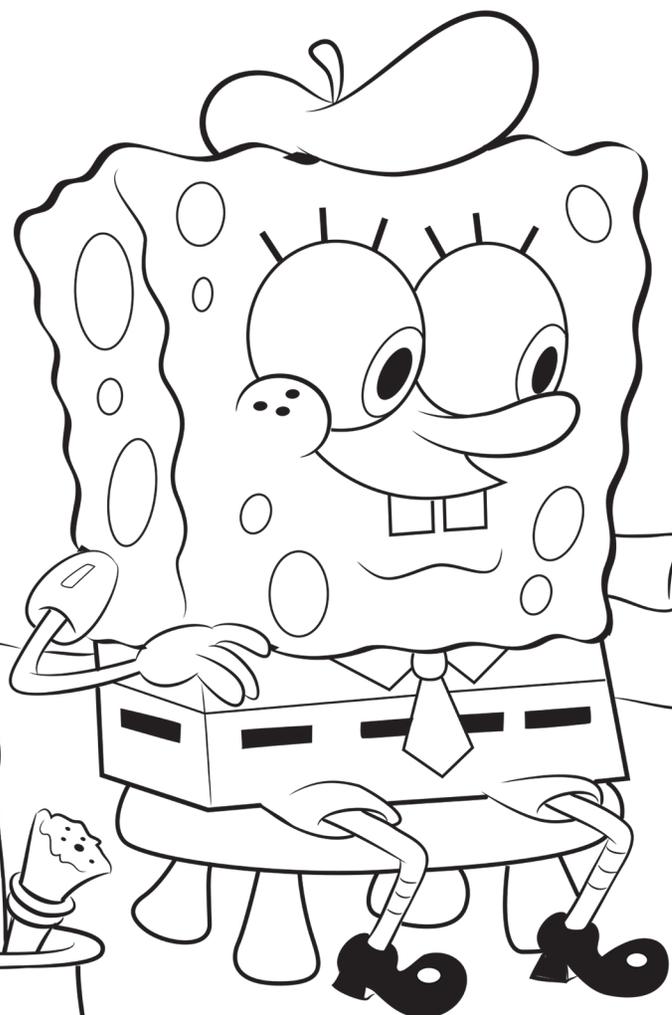
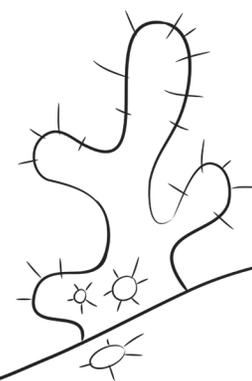
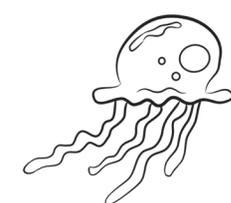
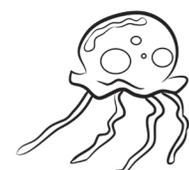
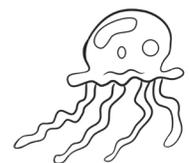
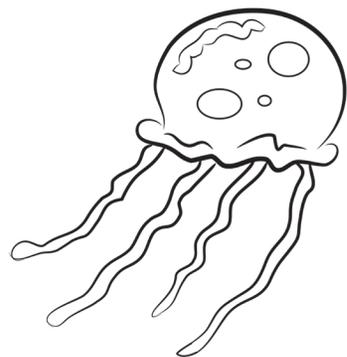


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