

# My Marvellous Map

of York Minster!

Use your newly honed art skills to bring your map of York Minster to life.

Can you draw yourself and someone special?  
How can you show this person is important to you? Design a shield and sketch a scroll to label who everyone is!

Why not draw your favourite parts of York Minster?  
Remember the more playful the better - feel free to move things around if it helps your composition!

Try adding shading and choosing different mark-making techniques to help create a sense of form and texture.

Add lots of colour and detail.  
Perhaps you could illustrate your route today somehow?

Draw a line from the scrolls to your map!

This was cool!

I want to know more...

My favourite part.

This surprised me!

Tag your map to share with others!  
@yorkminsterofficial

Tag us!

YORK MINSTER

# My Marvellous Map

of York Minster!

Join Mason Mouse as you practise your artistic skills and create a map of your own, inspired by Isabel Saul's magnificent illustration of York Minster!

Isabel Saul focussed on the history of the building and how it was used, so she wasn't afraid to move things around, leave things out and play with their size. This is called **composition**.

Who is important to you?  
How might you show this on your map?

St Peter is the largest figure on the map, as this is his church!

Find the map here!

Isabel Saul used imagination and humour to bring the building to life.



# Let's Loosen Up!

Isabel Saul's work is detailed and precise, but the overall impression is sometimes more important than the small parts. Simple outlines here suggest the shape of statues!



Practise looking carefully and get your hands moving with some quick sketching exercises.

1 Close your eyes - then open them! Set a timer for two minutes and sketch the first thing you see.

2 Next, set another timer for two minutes and draw the same thing again, but this time **don't** look at the paper!

Isabel Saul was talented in many art forms, from painting to stained glass. As an **illuminator and miniaturist**, she made vibrant illustrations, sometimes on a very small scale!



Many artists, like Isabel Saul, use shading to create a sense of **three dimensions**, or **3D form**. This means showing where **light and shadow** falls, transforming drawings from a flat shape into something that looks like it really exists!

## Shading!



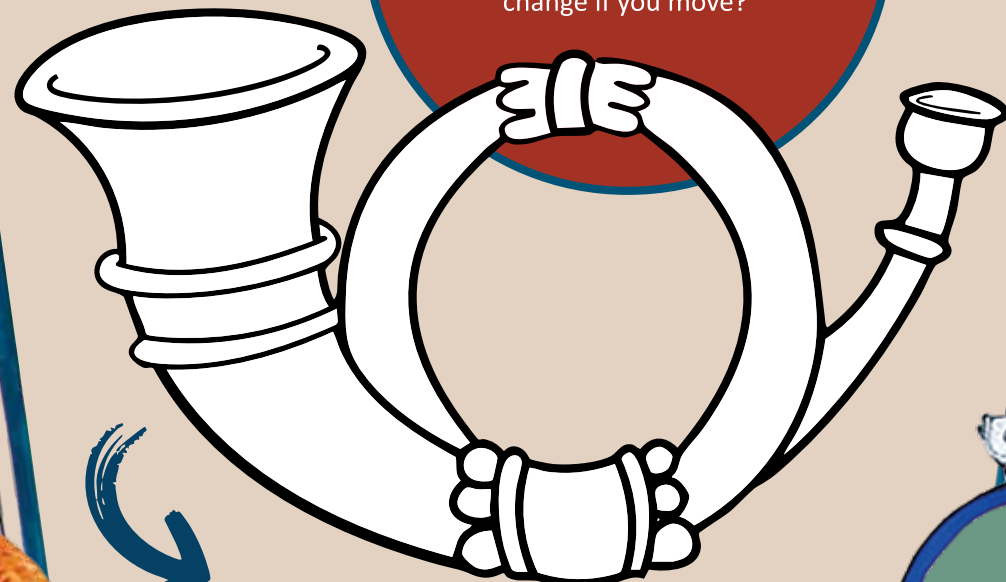
Highlights show which areas catch the light, telling us this is a round shape.

Dark shadows show that this statue is 3D.



Spend some time looking carefully at different objects in York Minster.

See how the light falls on them. Do the highlights and shadows change if you move?



Transform this into a 3D form!

Use your drawing pencil to softly cover the whole shape. Next, remove small sections with a rubber to create highlights. Finally, press harder to add shaded areas.



## Mark-making!



Isabel Saul uses soft, rounded lines for feathers, which she shortens and curves round to shape the bird's breast.

Lines at the top and bottom, called **hatching**, show how the sail strains in the wind, catching the light.



Saul showed what material things are made of by using different types of lines or marks to suggest **texture** and **shape**. This is called **mark-making**.

Look around York Minster. What kind of marks could you use to show a smooth shiny surface, like metal?

How about a rough stone?

Can you invent your own mark-making technique?

Add texture and shape to the lamb's body.

Rounded marks might suggest the feel of the lamb's wool!



Top tip:

Space your marks out and apply less pressure in the areas that catch the light. Keep marks close together and press harder for shaded areas.

Isabel Saul lived near Bournemouth, on the south coast, where she studied art. Saul was a very successful artist, she exhibited her work many times and was elected a Fellow of the Royal Society of Arts.

## Scrolls!

Isabel Saul used bright, vibrant colours and gold details to illustrate the people who have shaped York Minster's history. Scrolls and shields tell us who these figures represent.

Follow the steps below to draw your own 3D scroll!

1 Draw a long wave shape, like an 's' shape on its side.

2 Add a second wave shape underneath, following the curves of the first one.

3 Join up each end with a straight line.

4 Add one little curl to each end of the wave (it might help to turn your paper to the side and draw an 'e' shape).

5 Draw lines down from the edges of the curl.

6 Now add your lettering, following the curve of the wave.

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7 Finally add some shading, showing which parts curve out towards the light, and which are in the shade.

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Draw your scroll here!