

Roblox Worlds and Real-World Art: Exploring Style and Design

Materials Needed:

- Computer or tablet with internet access
- Access to Roblox (viewing examples online is sufficient, playing is optional)
- Sketchpad or plain paper
- Drawing tools (coloring pencils, markers, or crayons)
- Access to examples of famous artworks (e.g., via online museum collections, art history websites, or books)

Introduction: Your Favorite Roblox Worlds (10 mins)

Let's talk about Roblox! What are some of your favorite games or worlds to explore? What makes them look interesting or fun? Think about the colors, the shapes of buildings or characters, the overall 'look' or 'feel'. Does it look realistic? Cartoony? Scary? Awesome? The way a game looks is its **visual style**, and it's created by designers, just like artists create paintings or sculptures!

Exploration: Art Elements Everywhere! (20 mins)

Artists and game designers use special tools to create their styles. These are called **visual art elements**. Let's look at a few:

- **Color:** Bright, dark, pastel, clashing? How do colors make you feel in a game (e.g., bright colors in Adopt Me! vs. dark colors in a horror game)? Let's look at how artist Vincent van Gogh used color in 'Starry Night' to show emotion.
- **Line:** Are lines straight, curvy, thick, thin, jagged? Think about the outlines of characters or buildings. Compare the smooth, curvy lines in some cartoon-style games to the sharp, straight lines you might see in a city game. Artist Piet Mondrian used straight lines and primary colors in his art.
- **Shape:** Are things made of geometric shapes (squares, circles, triangles) or organic shapes (irregular, like clouds or puddles)? Look at how Roblox characters (blocky shapes) are different from characters in other games. Artist Pablo Picasso played with shapes in amazing ways in his Cubist art.
- **Texture:** How does the surface look like it would feel? Rough, smooth, bumpy, shiny? Think about grass, water, wood, or metal textures in Roblox. Can you see texture in paintings? Look closely at Impressionist paintings, like those by Claude Monet, to see how they created the *idea* of texture with paint.

Designers use these elements to create a **mood** or **atmosphere**. A spooky game might use dark colors, jagged lines, and rough textures. A happy, fun game might use bright colors, curvy lines, and smooth textures.

Activity Part 1: Roblox vs. Real Art (15 mins)

Let's be art detectives! We'll look at a screenshot from a Roblox game and compare it to a famous artwork. (Teacher: Show a Roblox screenshot, e.g., a natural landscape from a Roblox game, side-by-side with an Impressionist landscape like Monet's 'Water Lilies'. Or show a blocky Roblox cityscape next to a Mondrian painting). What's similar? What's different? How do they use color, line, shape, or texture? What kind of mood does each one create?

Activity Part 2: Design Your Scene! (25 mins)

Now it's your turn to be the designer! On your paper, design a simple scene inspired by Roblox. It could be a room, an outdoor place, or an obstacle course. Before you start, decide:

1. **What is the mood?** (Happy, mysterious, exciting, calm?)
2. **What style will you use?** (Realistic, cartoony, blocky, pixelated, dreamy?)
3. **Which art elements will you focus on?** (Choose 1-2 elements like 'bright colors and curvy lines' or 'geometric shapes and rough textures').

Use your drawing tools to create your scene. Think about how your choices of color, line, shape, and texture help create the mood and style you want.

Wrap-up: Designer Showcase (10 mins)

Let's see your amazing design! Tell me about your scene:

- What mood were you trying to create?
- What style did you choose?
- Which art elements did you focus on, and how did you use them?
- How is designing a game world (even a simple drawing) like creating a piece of art?

Great job today exploring the art in Roblox and connecting it to famous artists! You used the same elements artists use to create your own unique world.