

FORM 2 STRAND 8.1: KNOWLEDGE

Sub – strand 8.1.1 DRAWING AND PAINTING

Design: a design is an arrangement, a way of organizing something. In arts and crafts, even though we use many different materials, the visual appearance (that is what our eyes sees and our brain decodes) can be reduced to 7 elements of design.

Elements of design. These are the basic tools used to create any style of design.

There are 7 most important elements of design to consider when creating any visual of art whether it be for interior design, a logo, an advertisement, or web design. The basic elements of design are:

1. **Colour:** Colour helps establish a mood for your composition. When light waves strike an object and reflect back to the optic nerve in a human's eyes, the sensation they perceive is called colour.

There are primary, secondary and tertiary colours as well as colour schemes that can be used when designing art.

PRIMARY COLOURS are the base colours for all other colours.

The primary colours are **RED, YELLOW AND BLUE**. If you have red, yellow and blue paint then you should be able to make most other colours. Tints and tones of each colour can be made by adding black or adding white paint.

SECONDARY COLOURS are made by mixing two primary colours.

Red + Yellow = ORANGE

Yellow + Blue = GREEN

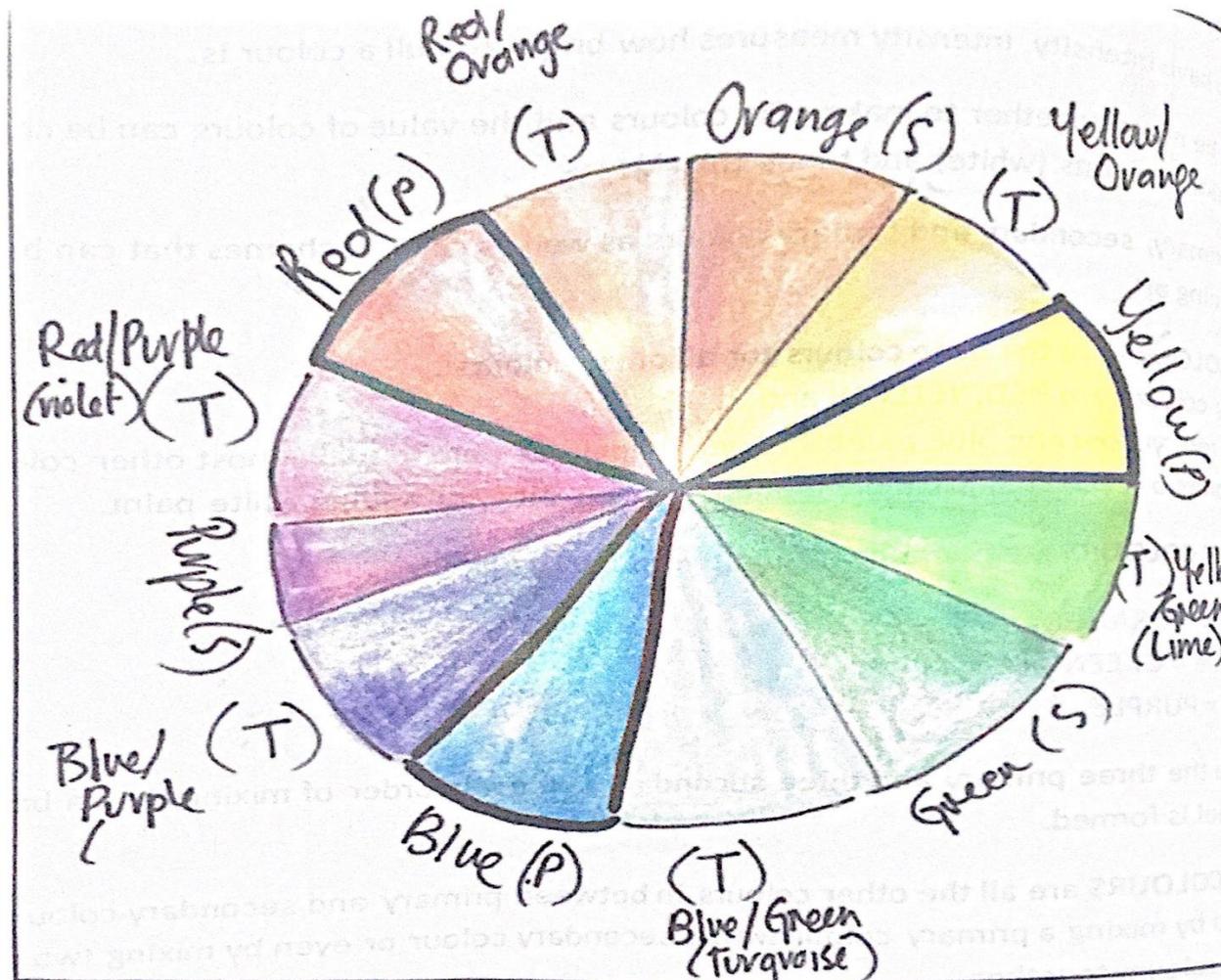
Blue + Red = PURPLE

If you place the three primary and secondary colours in order of mixing then a basic colour wheel is formed.

TERTIARY COLOURS are all the other colours in between primary and secondary colours. They are created by mixing a primary colour with a secondary colour or even by mixing two secondary colours together.

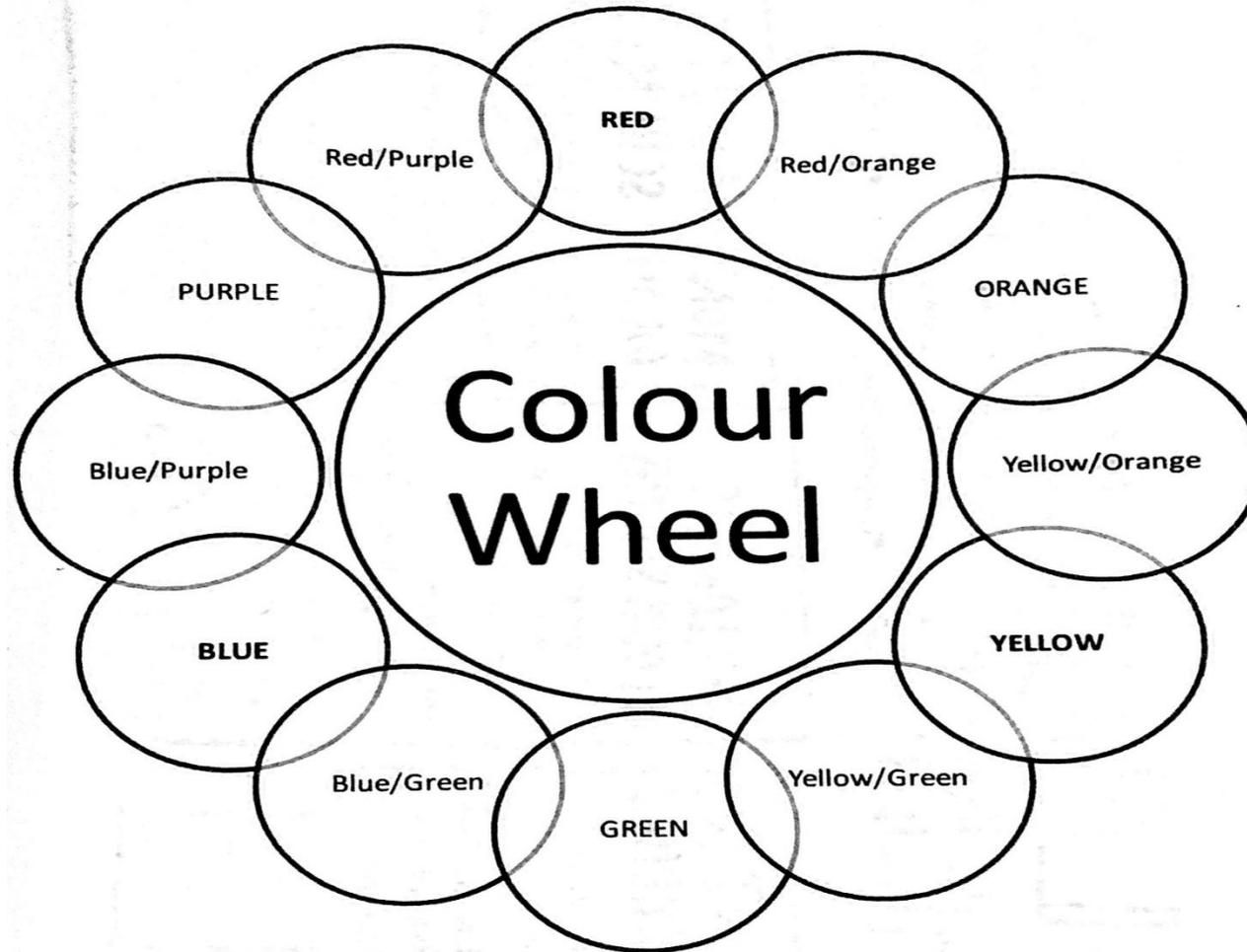
Tertiary colours usually have a mixed name that indicates the colours used in mixing. The primary colour is usually noted first, for example. Yellow/Green is often called "Lime" and Blue/Green is known as "Turquoise."

Below is an example of colour wheel demonstrating primary, secondary and tertiary colours. The dark solid lines show primary colours. The lighter lines indicate secondary colours. All other colours are tertiary colours.



ACTIVITY 1

Use paint in the three Primary colours to mix secondary and all other tertiary colours in this colour wheel.



COLOUR SCHEMES

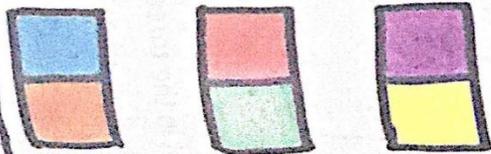
We can use the colours on the colour wheel together to create combinations or colour schemes. There are three (3) main colour schemes:

- Complementary
- Analogous
- Monochromatic

COMPLEMENTARY COLOUR SCHEMES

- use colours that are opposite on the colour wheel.

- for example: • Blue and Orange
- Red and Green
- Purple and Yellow



ANALOGOUS COLOUR SCHEMES

- use colours that are next to each other on the colour wheel.

- for example:
- Orange, Yellow, Green
- Green, Purple, Blue
- Red, Orange, Yellow



MONOCHROMATIC COLOUR SCHEMES

- use only one colour. Tints (white) and tones (black) are added to change the colour. Monochromatic colour schemes add value to the main colour

- for example: • Maroon, Red, Pink
- Dark Green, Green, Lt Green



Use the image to illustrate three different colour schemes.

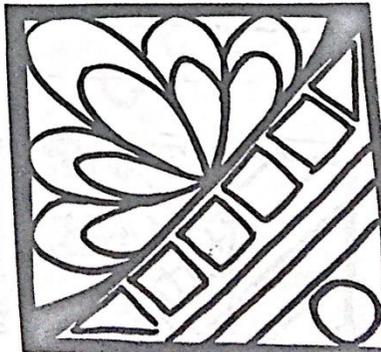
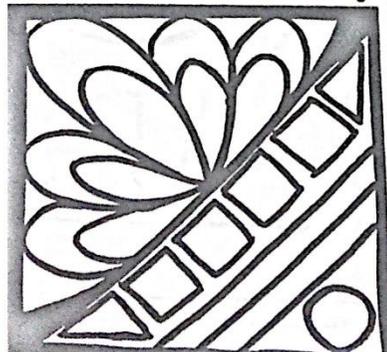
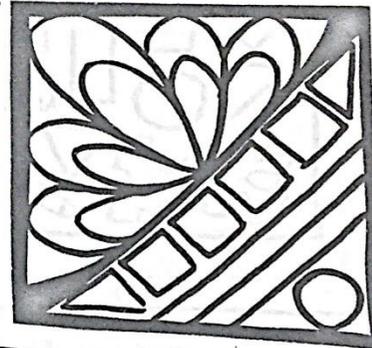
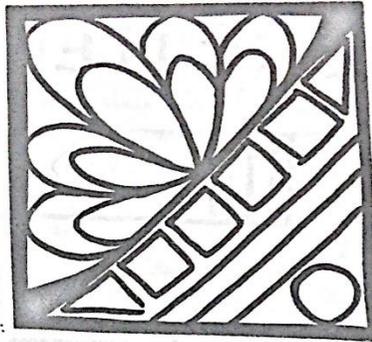
Black + White →

Write a definition for each colour scheme:

Complementary Colours →

Analogous Colours →

Monochromatic Colours →



LINE

A Line is a mark with greater length than width that starts at one point and continues for a distance. Lines can be wavy, wiggly, curved, broken, unbroken, straight, bent, zigzag, spiralling, circular, angular, thick, thin, rigid, strict, loose, free, flexible, scribbled.

Line is an important element as it is usually the first act that is completed, making a mark or drawing on a page. All the other elements will use lines of some type and description.

A grid can be drawn up and students asked to draw and label a different type of line in each box. The task could be a challenge to see who could illustrate the largest number of different lines. Refer to the example.

	straight thin		Dashed		curved dashed
	Straight thick		dotted		curved

The table below has several images included. Identify and draw the types of line in each image.

Image				
Type of line				
Drawn line				



DIRECTION

Direction is the way that the design is moving. This may sound strange but lines and shapes in art will make your eye move to certain parts of the art, this is the direction.

Direction can be labeled vertical, horizontal, diagonal, radiating or spiraling. Direction can be at any angle, 360° in a circular direction. Direction suggests movement of a piece of work. Arrow heads on the ends of lines are also useful as they show where the line has been and where it is going.

It is easy to combine line and direction together as the angle of force is changed. If you change direction four times to the left you will get a four sided shape. If the angles are all 90° and the sides are all the same length then direction and line are used together to make a shape, in this case a square.

Examples:

These 2 images make your eye follow the arrow, you can clearly see where the line started and has finished



The next set of images, illustrate how direction can be used in artworks to symbolize particular objects or events.

The images to the right indicate a sunrise in the cooler colours of morning and a sunset in the warmer colours after a full day.



The spiral lines below draw you into the design. Your eyes follow the lines and shapes created.

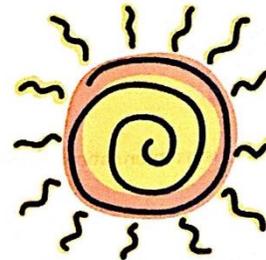


DIRECTION

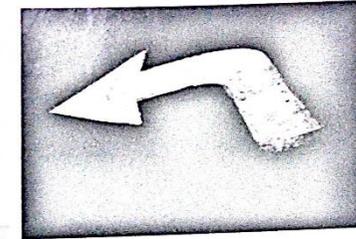
Label and describe the following images in terms of direction.



1)



2)



3)



4)

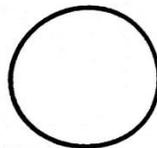
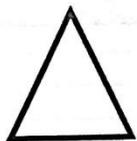


SHAPE

Shapes are formed by a closed line or a series of lines joined together. Shapes can be geometric, like squares and circles; organic natural shapes or symbolic shapes.

Shapes can be two dimensional (2D) or three dimensional (3D) depending on the other elements and details that the artist includes.

Geometric shapes are the basic shapes we learn at school; circle, square, rectangle, triangle, etc. Art becomes interesting in how the artist combines the shapes. For example a triangle is very simple by itself. Together with other shapes it can become much more interesting. The images are still geometric images.



Organic shapes are those which come from nature and the natural environment. These shapes are generally unusual and can vary from one another. A leaf can be many different shapes, yet we still call it a leaf.



Symbolic shapes are used for the same purpose each time and give us information. The most common examples are road signs and warning labels.



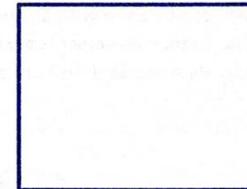
SHAPE

Complete the following sentences:

- 1) Shapes are formed by a _____ line or a _____ of _____ joined together.
- 2) Shapes can be _____ (2D) or _____ (3D)

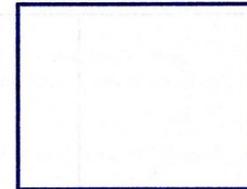
Define the three types of shapes. Draw an example of each.

G _____ :



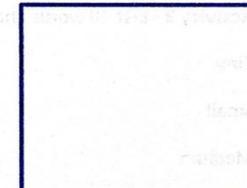
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O _____ :



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S _____ :



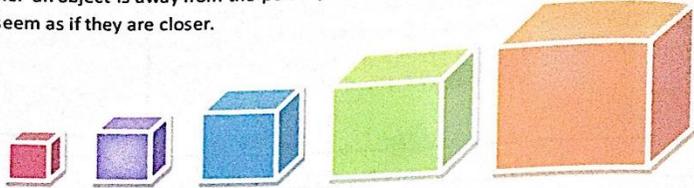
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SIZE

Size is how big or little the object is. Size is often objective and can be relative to the objects surroundings. General categories are large, medium and small, however many words can be used to describe size: tiny, miniature, 'normal' size, enormous, wide, skinny etc.

Size can be used with all lines and shapes and therefore objects. Using size can create illusions. The further an object is away from the person, the smaller it will seem. Objects that are large usually seem as if they are closer.



Activity 1 - Redraw the object in the size indicated.

Tiny	small	Medium	large	huge

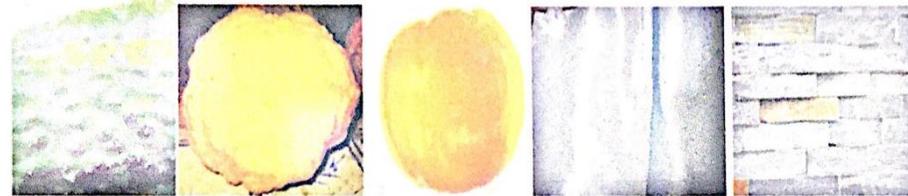
Activity 2 - List 10 words that describe size (5 words have already been given as examples)

- | | | |
|--------|----------|-----------|
| Tiny | 1. _____ | 6. _____ |
| Small | 2. _____ | 7. _____ |
| Medium | 3. _____ | 8. _____ |
| Large | 4. _____ | 9. _____ |
| Huge | 5. _____ | 10. _____ |



TEXTURE

Texture is the surface quality that can be seen and felt. Textures can be rough or smooth, soft or hard. Textures do not always feel the way they look; for example, a drawing of a porcupine may look prickly, but if you touch the drawing, the paper is still smooth.



BUMPY

ROUGH

SMOOTH

SILKY

UNEVEN

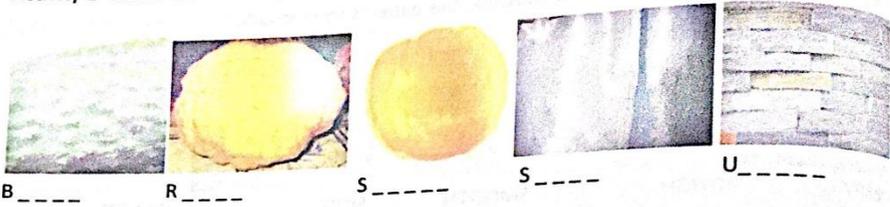
There are many different textures and they can be difficult to represent on paper with drawing and painting. To develop skills in creating realistic images takes much practice and patience. Texture can be added easily with simple markings, however these will not be as detailed and realistic as an experienced artist can produce.

Make a series of texture rubbings with pencil or crayon. Look for surfaces like bricks, tile, concrete, asphalt, etc. Find at least four different surfaces at school and then describe each texture using an adjectives to state how the texture might feel.

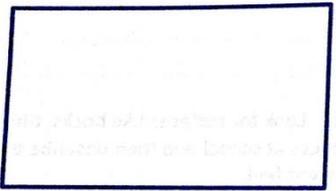
Texture rubbings are made by placing a piece of paper over an object or surface and 'rubbing over it with crayon or charcoal. The crayon or charcoal highlight the surface.

TEXTURE

Activity 1 - Label the following images in terms of texture.



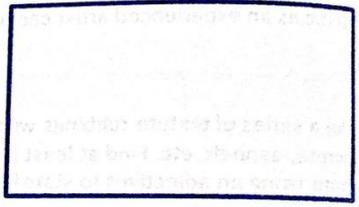
Activity 2 - Make four texture rubbings with pencil or crayon. Look for surfaces like bricks, tile, concrete, asphalt, etc. Describe each texture using adjectives to state how the texture might feel.

1) 

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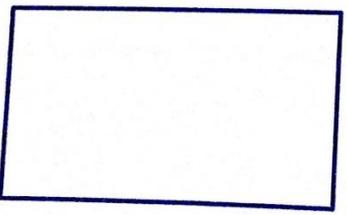
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3) 

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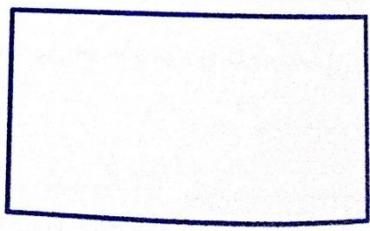
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2) 

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4) 

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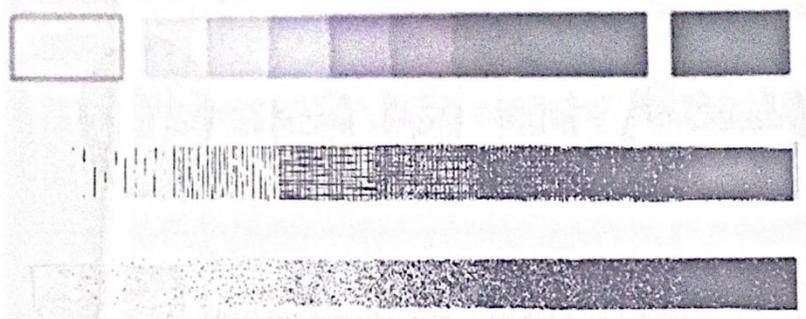
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VALUE

Value is the lightness or darkness of a colour. Value can be measured in tints and tones. A tint is the addition of white to a hue and a tone is the addition of black to a hue.

Creating Value. The illusion of space on the flat page can be created with the element of value, with tints and tones. Large forms and dark tones appear to be closer to us in space and small forms and light tones appear to be further away in space. Atmospheric perspective is the principle at work here. In real life, you can see this principle by looking out across the landscape of your neighborhood. Objects in the distance are lighter and less detailed.

A grey scale is a series of 10 tints and tones of gray from light to dark. The farther apart the values are on the scale the more value contrast can be seen. Values next to each other on the scale have the least contrast.

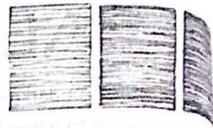


Tints and tones can be made with many mediums. In painting white paint can be used to make tints of colours and black paint can be used to create tones of colours. In drawing and sketching, lines and dots can be used. The closer together the lines and dots are the darker the colour and therefore a tone is created. The opposite concept goes for tints, the further apart the markings are the lighter the tint appears.

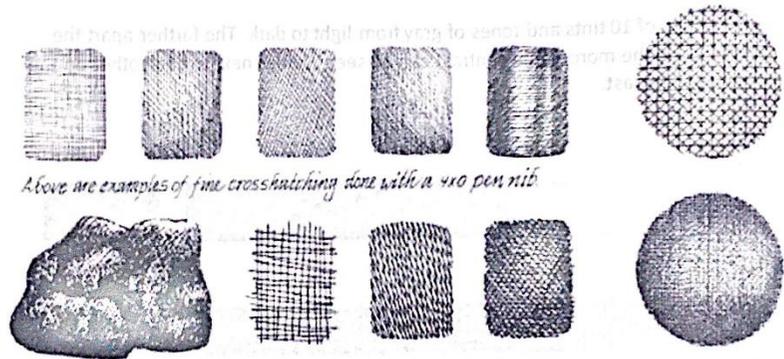
Drawing Techniques

Different pen, ink and pencil drawing techniques can yield a variety of different effects in a design. There are three basic techniques, hatching, scribbling, and stippling.

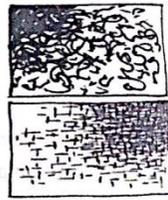
Hatching is the most basic method of creating value in ink and pencil drawings. Fine parallel lines fill an area, so that from just a slight distance, we have the illusion of value. The closer the lines are, the less white paper shows, and the darker the value appears. Heavier line-weight (pressing more firmly or using a bigger nib) also gives a darker appearance.



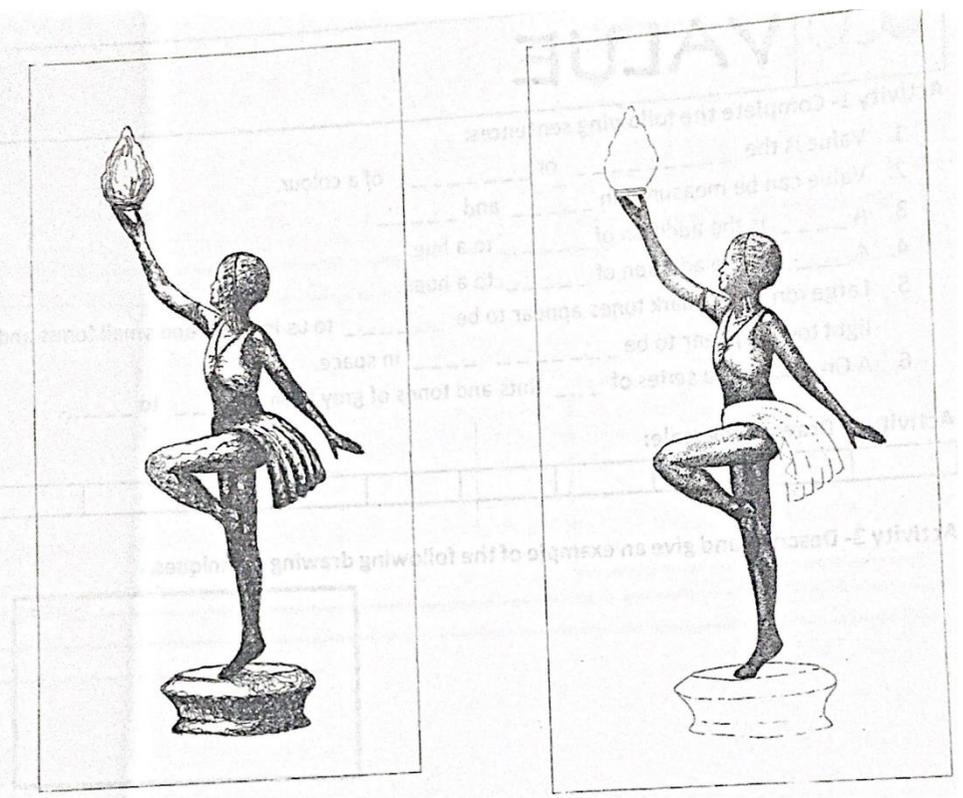
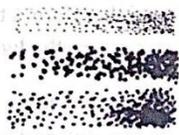
Crosshatching uses layers of hatching placed at an angle. Usually, the first layer would be vertical, the next horizontal, the next at forty-five degrees, and so on. This methodical approach can look a little mechanical, so artists often use variation in direction to add interest.



Scribbling often called the 'brillo pad' technique or scumbling, uses layers of small scribbled marks to build up value and texture. Varying the direction and shape adds more interest than a simple circular scribble. Random hatching uses layers of short, straight marks. Various textures result depending on whether these short hatches are applied vertically, at right angles, following a contour or at random angles.



Stippling uses tiny dots to create value. The closer together the dots, the darker the tone. Larger dots create a darker value more but will not look refined.



The two images above are examples of using different techniques to create detail and adding different value and textures to an object.

The image on the left employs scribbling.

The image on the right uses stippling.

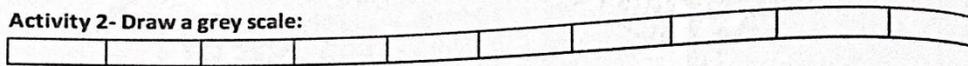


VALUE

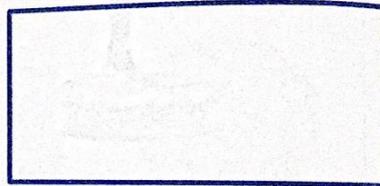
Activity 1- Complete the following sentences:

1. Value is the _____ or _____ of a colour.
2. Value can be measured in _____ and _____.
3. A _____ is the addition of _____ to a hue.
4. A _____ is the addition of _____ to a hue.
5. Large forms and dark tones appear to be _____ to us in space and small forms and light tones appear to be _____ in space.
6. A Grey scale is a series of _____ tints and tones of grey from _____ to _____.

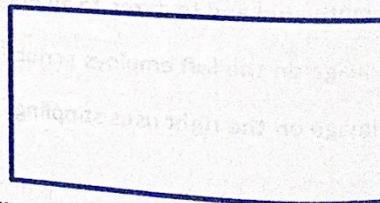
Activity 2- Draw a grey scale:



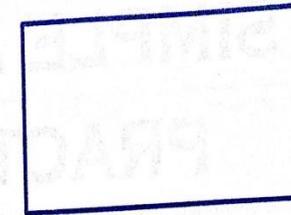
Activity 3- Describe and give an example of the following drawing techniques.



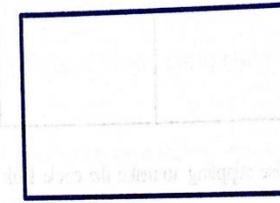
Hatching:.....



Crosshatching:.....



Scribbling:.....



Stippling:.....

