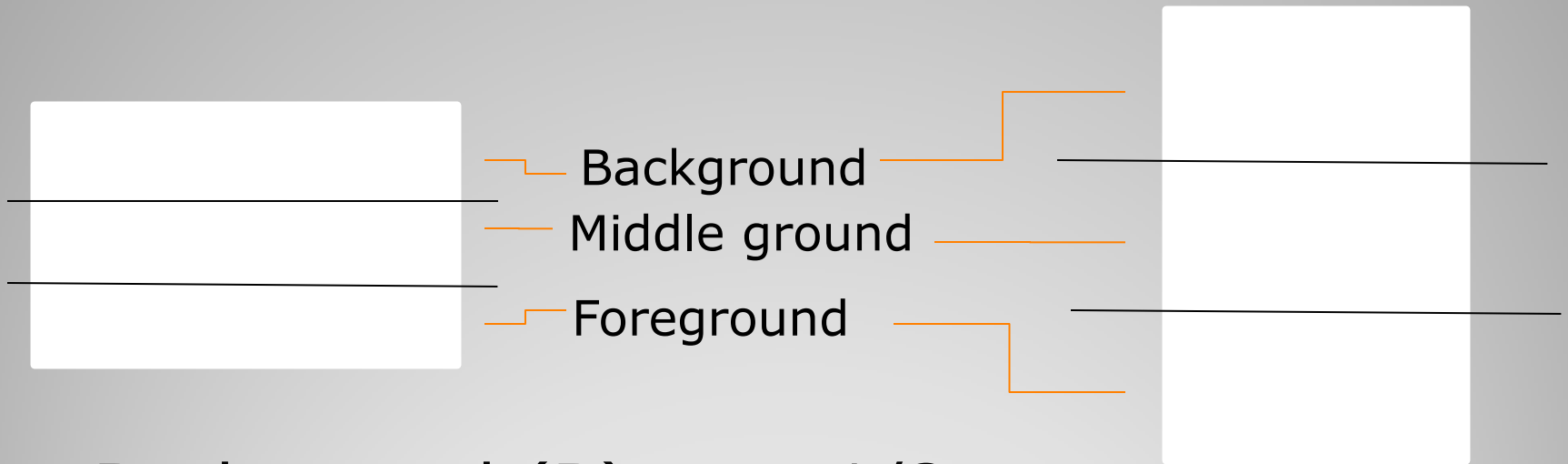


# ART

**A creative  
approach  
using the  
basics**



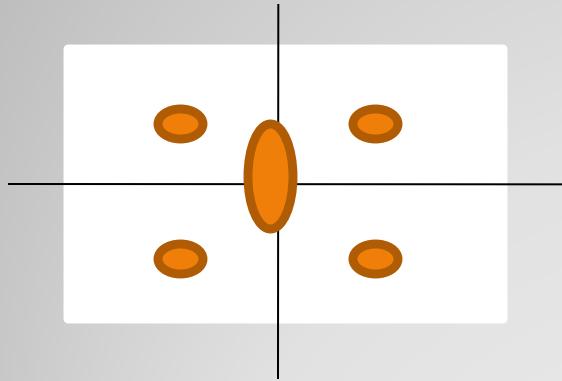
# Placement on paper/canvas



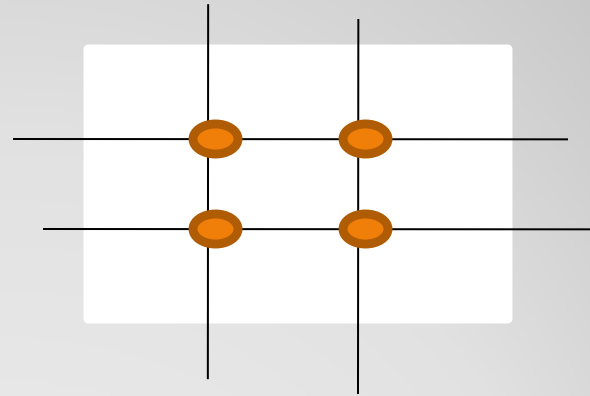
- Background (B)– top 1/3
- Middle ground (M)– middle 1/3
- Foreground (F)– bottom 1/3

# Sweet Spots

- Divide paper/canvas vertically and horizontally into thirds



- Center emphasis



- Off center emphasis

# Depth in Artwork

1. HIGHER Objects farther away  
LOWER objects closer
2. OVERLAP
3. LESS detail farther away  
MORE detail closer
- \*4. LIGHTER objects farther away  
DARKER objects closer  
(depending on the light source)
5. PERSPECTIVE



# Perspective

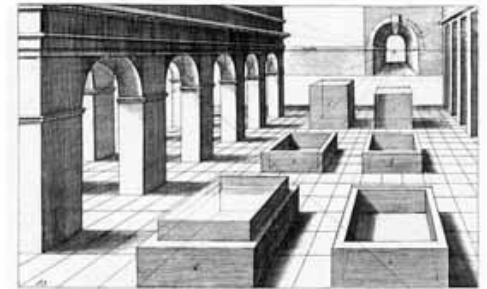
- Creating the illusion of a 3-D object on a 2-D surface

## RULES of Perspective

1. Things get smaller in the distance.
2. PARALLEL LINES in REALITY share the same VANISHING POINT in PERSPECTIVE



*Dino Rossello* AUTUMN ROAD



3.60 Jan Vredeman de Vries, *Perspective Study*, from *Perspective*, Leiden, 1604.

One Point



3.62 Frank Lloyd Wright, *Drawing for Fallingwater*, Kaufmann House, Bear Run, Pennsylvania, 1936. 15 1/4 x 27 1/4 in. (39 x 69 cm)

Two Point



Three point

# Elements of Design

1. Line



2. Shape (2-D)



3. Texture

light is important



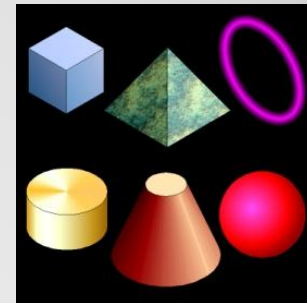
4. Colour\*

5. Space

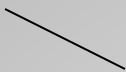




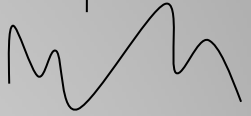


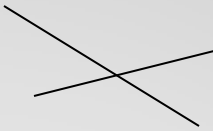
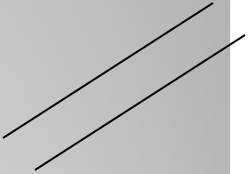



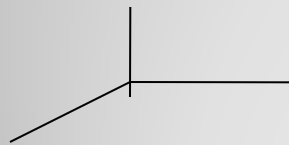


positive, negative, background, middle ground, foreground

6. Form (3-D) enclosed volume

sphere, cones, rectangular prism, cylinder, etc



# Lines

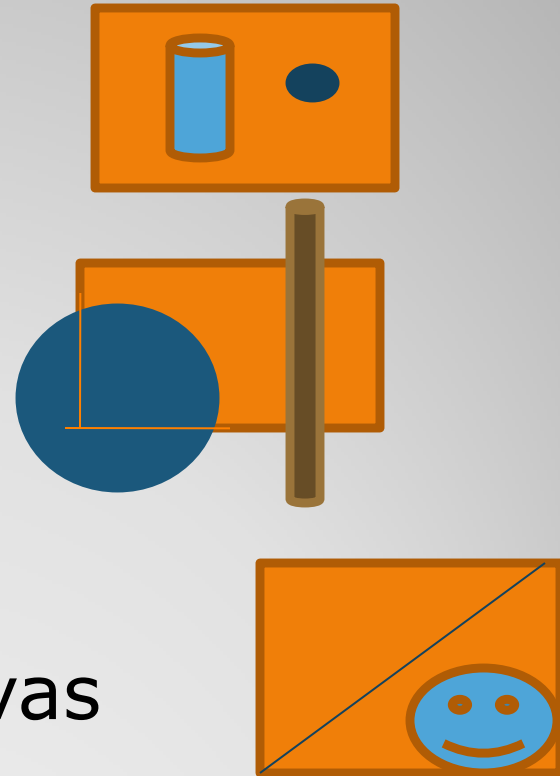
- Solid  horizontal  vertical 
- Broken  curved  jagged 
- Thin  thick 
- Straight intersecting  parallel 
- Perpendicular 
- Converging  diverging 
- Corner  contour  continuous 

# Putting objects into artwork...

✓ Use whole objects

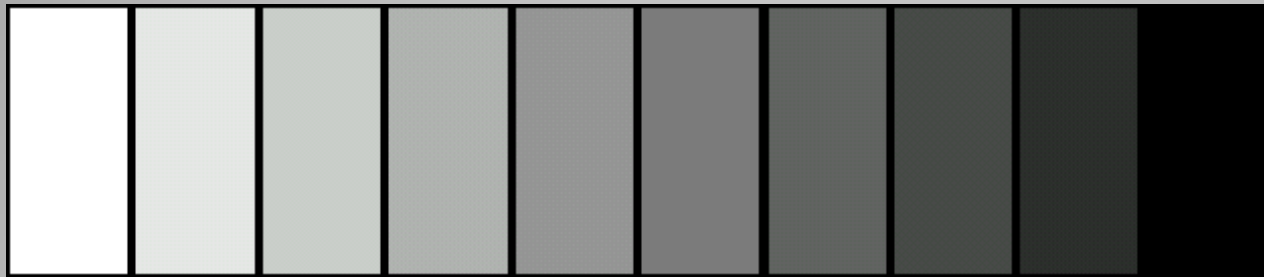
✓ Use partial objects

✗ **NEVER** have the edge on an object sitting on the edge of paper/canvas

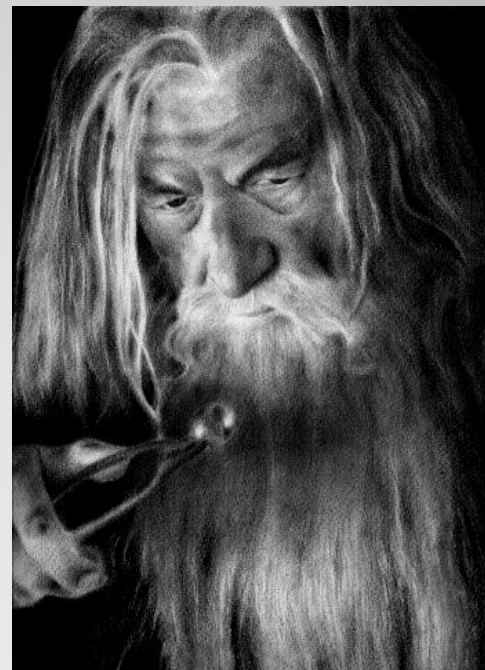




# Value Scale



Tones used to create contrast in artwork



# Tonal value Edges VS Colouring page line

- Contour lines  
HB pencil

- Tonal values  
uses 3B, 5B, 6B

\* depending on the contrast needed

\* tone built up by overlap graphite

NOT pressure on pencil

(DO NOT want shine)

- Contour lines get absorbed in tonal values

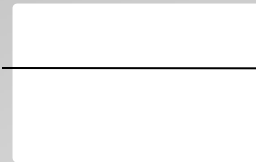


# Rule of Composition...VARIETY

- Vary your intervals... Enhance visual interest



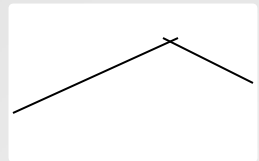
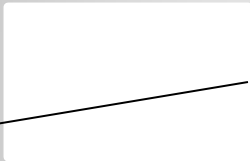
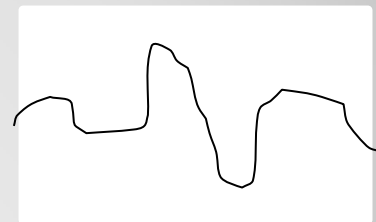
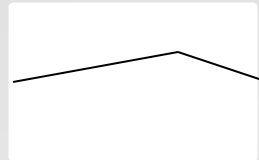
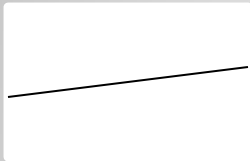
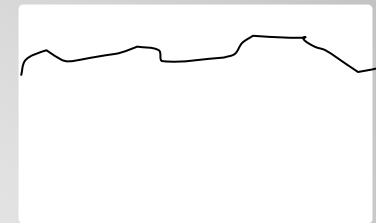
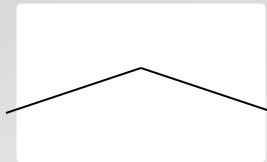
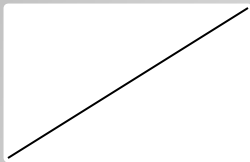
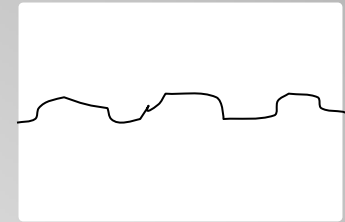
Boring 50-50



ground emphasis

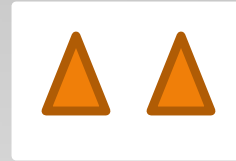


sky emphasis

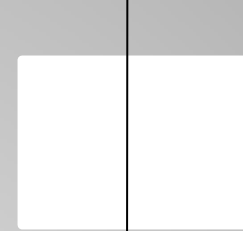
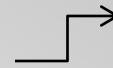


# Balance

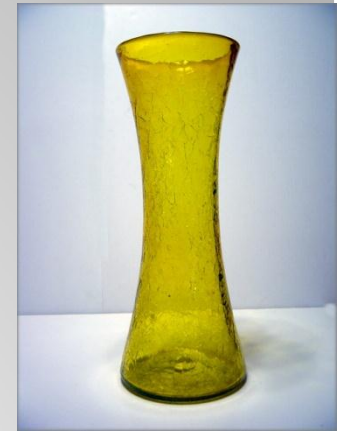
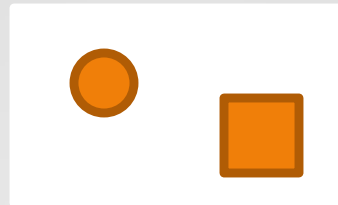
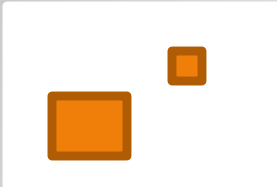
- Symmetrical  
Same on both sides



Axis of symmetry



- Asymmetrical  
elevate smaller object for perspective



NOTE:

square objects seem heavier than round ones

# Colours

## Primary Colours

-basic colours of the colour wheel

red, yellow, blue



## Secondary Colours

-formed by mixing two primary colours

red + yellow = orange

yellow + blue = green

red + blue = violet



## Tertiary Colours

-formed by mixing a primary and the nearest secondary

- named: PRIMARY -SECONDARY

yellow-orange

red- orange

blue-green

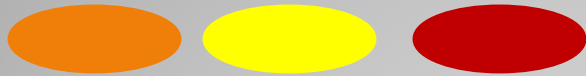
yellow-green

red-violet

blue-violet

# Colours

## Warm colours



## Cool Colours



## Neutrals



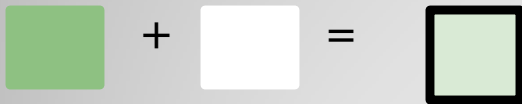
## Monochromatic Colours



## Tints

A colour mixed with WHITE (makes colour LIGHTER)

green + white = lighter green



\*red+ white = pink



## Shades

A colour mixed with BLACK ( makes colour DARKER)

Green + black = darker green



# Colours

- Complementary Colours

- Colours opposite on the colours wheel

- RED and GREEN



- YELLOW and VIOLET

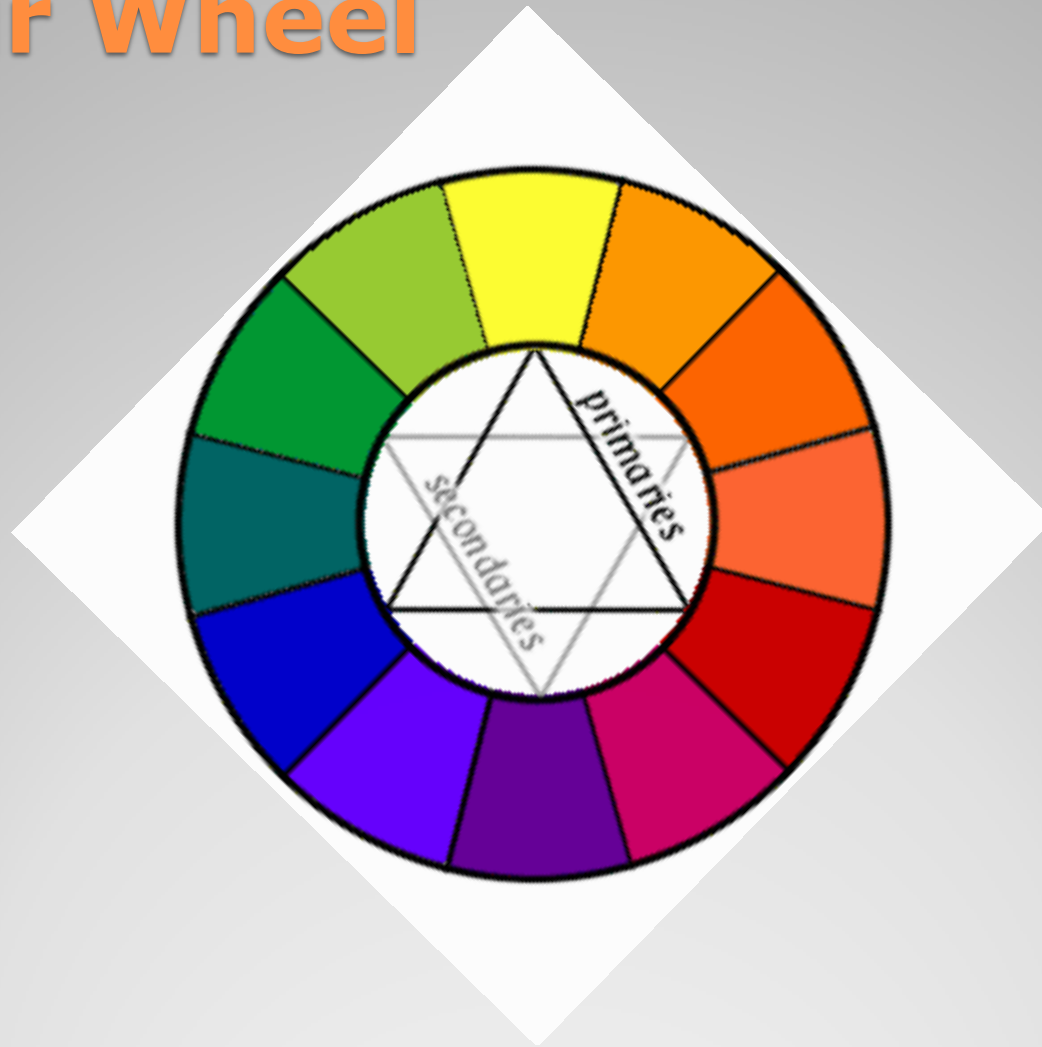


- BLUE and ORANGE



- NOTE: mixing complementary colours makes darker versions of the colour

# Colour Wheel





# Contrast

- Size
- Tonal values
- Colours

light VS dark

complementary colours

warm VS cool colours

# Titling Your Work

- Originals  
one of a kind



"Title"

Name Year

- Prints/Reproductions  
more than one copy



6/25

"Title"

Name Year

Use quotation marks for title

- Ex                      100/250                      "Cry of the Loon"                      J. Bennett 2008

# Things to remember...

- Horizontal or vertical
- Simplicity (KISS) ; Watch for being TOO BUSY
- WHOLE VS partial objects
- Sweet spots uses
- Rule of Thirds
- Leading lines
- FILL THE FRAME
- Select colours to suit artwork
- Watch background doesn't overshadow your object
- Emphasize DEPTH
- Point of View makes interest
- Tonal value/colour use for CONTRAST
- Type of drawing/painting: realism, impressionistic, abstract, modern, folk, traditional
- Symbolism of objects to allow artwork to speak to the viewer
- BE CREATIVE!!!