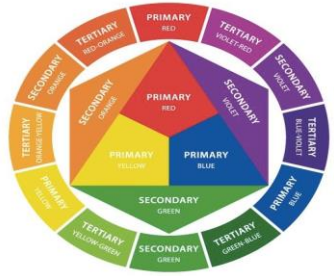


COLOUR THEORY

PRIMARY= RED, YELLOW, BLUE	ANALOGUE COLOURS= NEXT TO EACHOTHER
SECONDARY= PRIMARY + PRIMARY	COMPLEMENTARY= OPPOSITE
TERTIARY= SECONDARY + PRIMARY	MONOCHROMATIC= SHADES, TONES & TINTS OF ONE COLOUR
SHADES- ADD BLACK	HUE- THE PIGMENT
TINT- ADD WHITE	WARM+ RED, ORANGE, YELLOW COLD= BLUE, GREEN, PURPLE

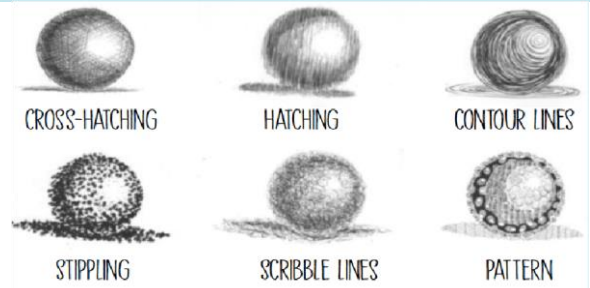


VALUE

APPLY TONE TO CREATE A GRADUAL TRANSITION FROM DARK TO LIGHT:



- ★ PRODUCE A RANGE OF TONES BY VARYING THE PRESSURE AND LAYERING
- ★ CONSIDER USING SOFTER PENCILS FOR DARKER SHADES
- ★ APPLY TONE USING A SOFT CIRCULAR MOTION TO CREATE A SMOOTH COVERAGE
- ★ ADD DETAIL/INTEREST BY APPLYING TONE USING MARK-MAKING TECHNIQUES



TECHNIQUES TO ADD TONE



CLASSROOM RULES

1. Hang your coat and blazer on pegs.
2. Put your bag UNDER the table.
3. Pencil cases and planners ON the table.
4. **ALWAYS** listen carefully to instructions.
5. Wash hands after using paint, clay etc.

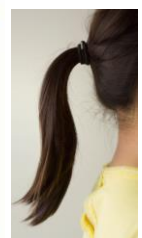
TECHNIQUES TO ADD TONE

PAINT NAMES

- Black
- Vandyke Brown
- Burnt Sienna
- Crimson
- Vermillion
- Prussian Blue
- Ultramarine
- Hookers Green
- Leaf Green
- Yellow Ochre
- Gamboge
- White



CLAY LESSON:



Hessian mat stops your work sticking to the table.

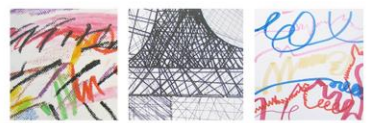
Guide rules help you to roll out the clay evenly.

Always wear an apron.

Tie your hair up.

ELEMENTS OF ART

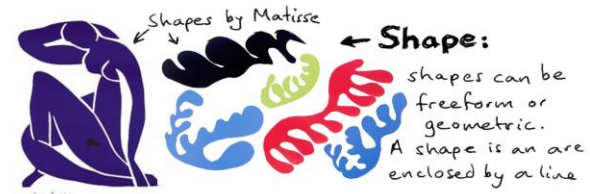
(Elements of the Visual Language)



Line: different lines express different emotions and ideas. a line is a path made by a moving point...

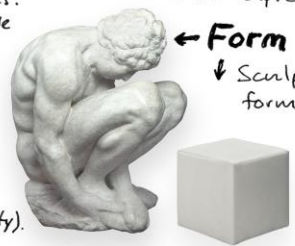


Colour Another word for colour is 'hue'. Colours can be very pure (with a high intensity). Colours can be lightened or darkened using white or black. This is called the brightness or the 'value' of the colour.



Artworks are 'built' using the visual elements. These elements are an expressive language.

Form is 3D shape. Sculpture uses form, of course.



Texture is the roughness or smoothness. Also called 'surface quality'.



Space You can't have shape or form without having space. Here the 'negative space' creates the image.

Value is the lightness or darkness of something. It is also called **tone**. different values or tones created by shading.