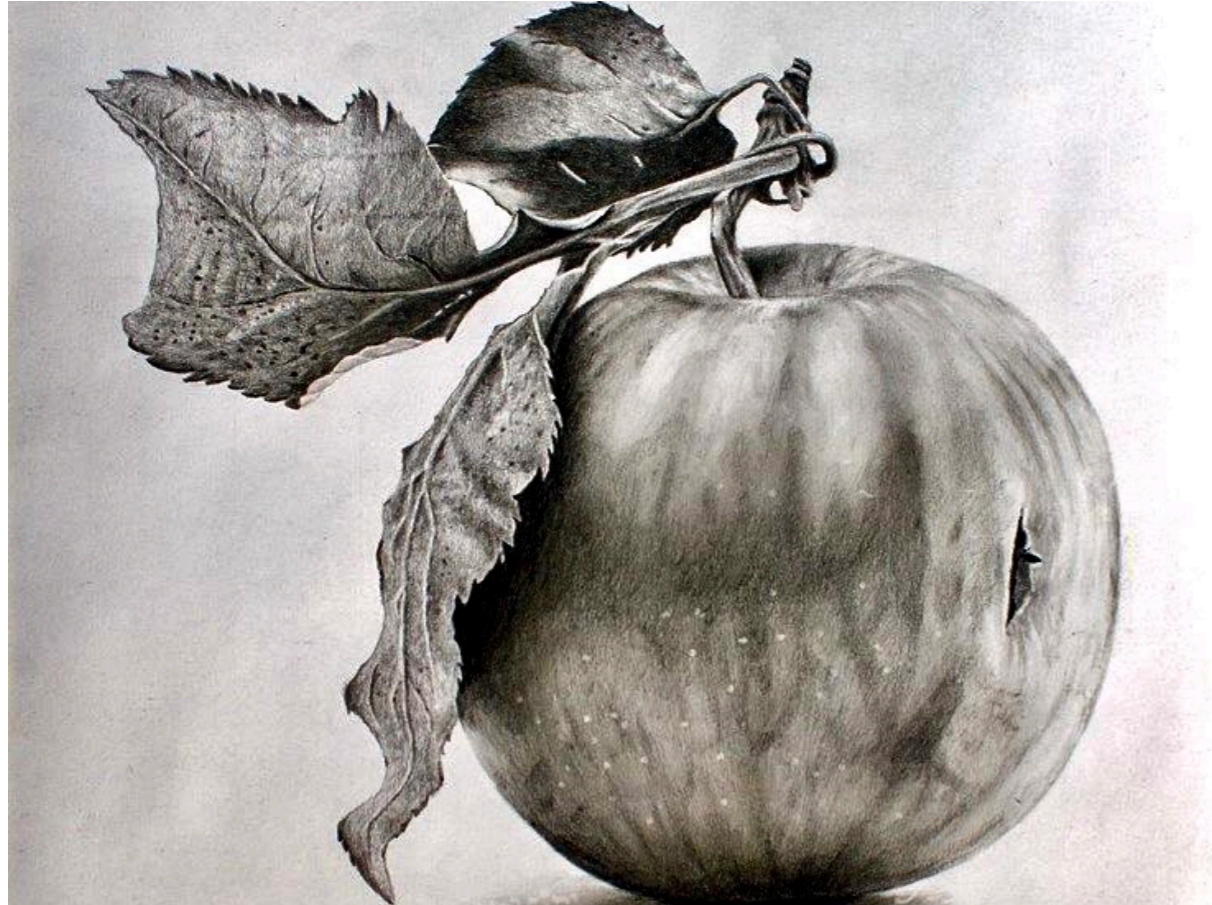


SUMMA STUDIO ART

ELEMENTS OF ART AND
PRINCIPLES OF DESIGN

TECHNIQUES, MATERIALS,
COMPOSITION, SKILL
DEVELOPMENT



ELEMENTS OF ART

PRINCIPLES OF DESIGN

DRAW EXAMPLES OF THE
7 ELEMENTS OF ART

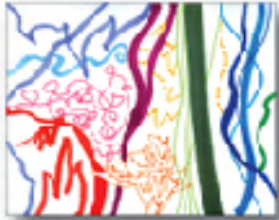
DRAW EXAMPLES OF THE
7 PRINCIPLES OF DESIGN

PRACTICE WORK:

In your sketchbook, name the 14 elements & principles of art followed by 2-3 drawn examples of each. Remember to include all 3 types of balance.

Elements of Art

These are the basic elements that are used by Artists in creating Art; they are what you use to create an aesthetically pleasing work. When we make Art, we need to understand and apply these seven Elements of Art.



Line

A mark made by a pointed tool such as a brush, pen or stick; a moving point.



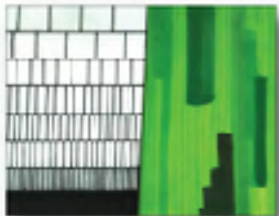
Shape

A flat, enclosed area that has two dimensions, length and width. Artists use both geometric and organic shapes.



Color

Is one of the most dominant elements. It is created by light. There are three properties of color; Hue (name,) Value (shades and tints,) and Intensity (brightness.)



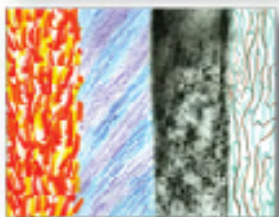
Value

Degrees of lightness or darkness. The difference between values is called value contrast.



Form

Objects that are three-dimensional having length, width and height. They can be viewed from many sides. Forms take up space and volume.



Texture

Describes the feel of an actual surface. The surface quality of an object; can be real or implied.

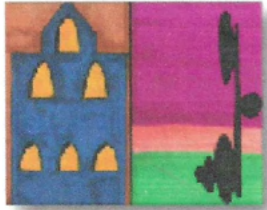


Space

Is used to create the illusion of depth. Space can be two-dimensional, three-dimensional, negative and/or positive.

Principles of Design

These are the standards or rules to be observed by Artists in creating works of Art; they are how to create and organize Artwork. When elements are utilized with the principles in mind, outstanding Artwork is created.



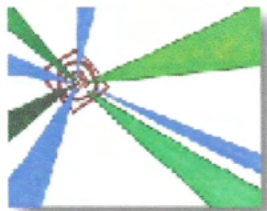
Balance

A distribution of visual weight on either side of the vertical axis. Symmetrical balance uses the same characteristics. Asymmetrical uses different but equally weighted features.



Contrast

The arrangement of opposite elements (light vs. dark, rough vs. smooth, small vs large, etc...) in a composition so as to create visual interest.



Emphasis

Used to make certain parts of an Artwork stand out. It creates the center of interest or focal point. It is the place in which an Artist draws your eye to first.



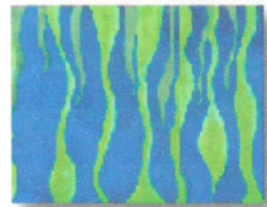
Movement

How the eye moves through the composition; leading the attention of the viewer from one aspect of the work to another. Can create the illusion of action.



Pattern

The repetition of specific visual elements such as a unit of shape or form. A method used to organize surfaces in a consistent regular manner.



Rhythm

Regular repetition of, or alternation in elements to create cohesiveness and interest.



Unity

Visually pleasing agreement among the elements in a design; It is the feeling that everything in the work of Art works together and looks like it fits.

BALANCE

- ▶ **Asymmetrical balance:** where equilibrium is achieved by the balance differences in the art elements within a composition.
- ▶ **Symmetrical balance:** where the art elements in a composition are balanced in a mirror-like fashion (it does not have to be exact but close).
- ▶ **Radial balance:** a kind of balance where the elements branch or radiate out from a central point.



Skills practice:

- 1) Draw long, straight contour (unbroken) lines in every direction across the entire page. Use the edge of your hand to *GLIDE* your arm across the page. Practice horizontal, vertical and diagonal lines across one page over and over. Do use your elbow and shoulder joints instead of just your fingers and wrist.
- 2) Then practice drawing curved lines making dots on the tippy top, the half way point, and the very bottom and try to hit your dots making 1/2 circles. Reverse direction.
- 3) Practice drawing shapes in the same way by gliding your hand to make circles, squares and rectangles of all sizes. Keep your lines unbroken and long.

MATERIALS FOR DRAWING WITH GRAPHITE

Types of pencils & what to use them for:

Types of eraser & what to use them for:

Blending stumps/tortillions - what's that?

Pencil hold: how and when to adjust

Drawing straight lines - contour vs static

Skills to practice & why:

Glide your hand: Use different joints rather than solely your fingers. Try locking your wrist and bending at the elbow. Change pencil hold to backing out of the front into the middle. Try shading with your pencil UNDER your hand rather than on the top.

Draw 10 long vertical lines bending at the shoulder then 10 long horizontal lines bending at the elbow.

steps to draw the sphere in your sketchbook roughly 4 x 4". Use the appropriate drawing tools.

Chiaroscuro is a method for applying value to a two-dimensional piece of artwork to create the illusion of a three-dimensional solid form. This way of working was devised during the Italian Renaissance and was used by artists such as Leonardo da Vinci and Raphael. In this system, if light is coming from one predetermined direction, then light and shadow will conform to a set of rules.

1. **Highlight** is the lightest value of an object. This is where direct light hits the surface.
2. **Light** - as the surface curves, it does not get as much light, so value becomes slightly darker.
3. **Core Shadow** - once the surface curves away from the light source, it does not receive any direct light, but it does get some indirect light from the surroundings - that's why it is not completely black.
4. **Reflected light** is light that is bounced off the surfaces (surroundings), making the value slightly lighter.
5. **Cast shadow** is the darkest value, but further it is from the object - lighter it gets.



The same exact pattern should be applied to shading **all forms**. The only thing that changes - is the shape of the pattern.

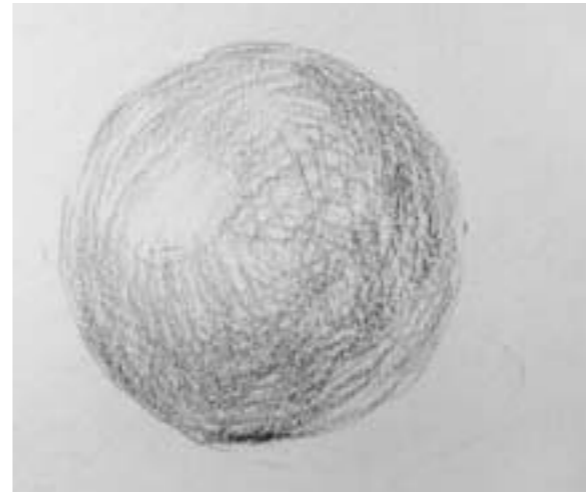


Step 1

Sketch out the contour lines with a pencil of the main form..

For more complex drawings I would use a regular drawing pencil (not too soft though).

Draw the outlines and major value changes.



Step 2

Start shading lightly with the main value/color.

Keep strokes small and light.

Step 3



Use pencils, blending stump and eraser alternately to sketch, Takeaway: use your eraser to sketch areas you've already toned.

Add a layer of a darker tone where necessary, then use the main value and blending stump to blend over.

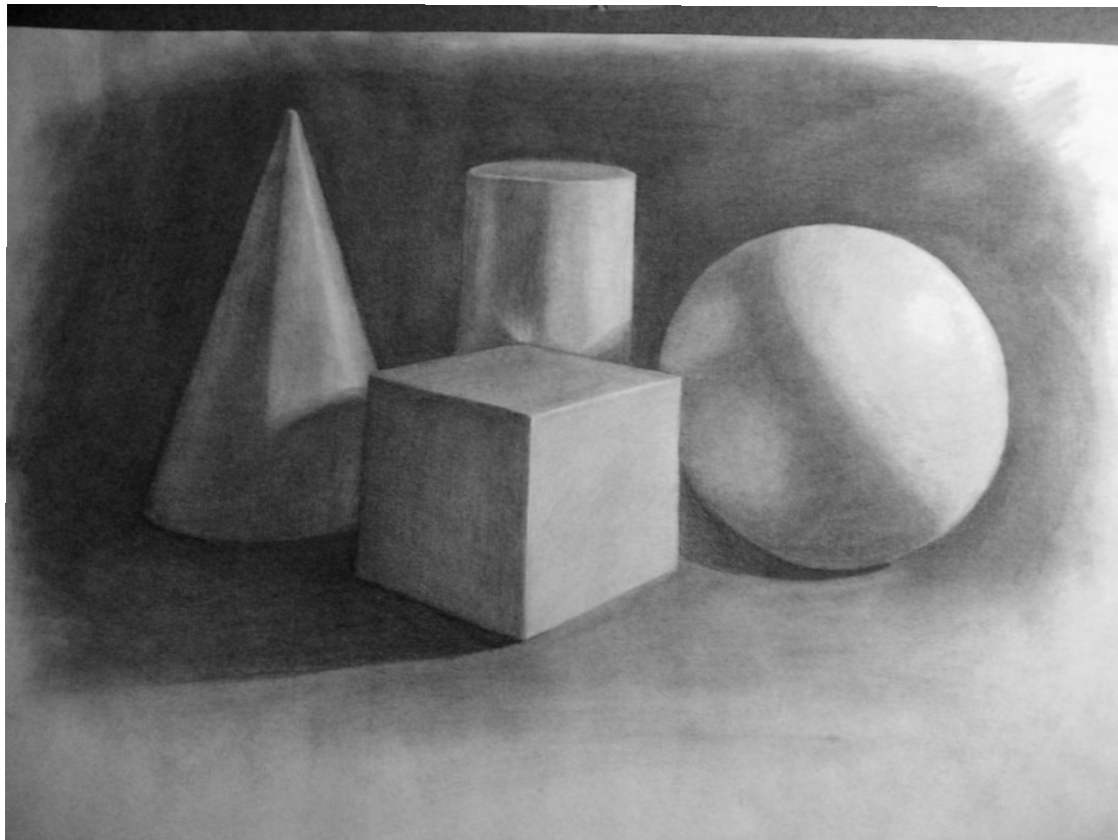
Erase any errors and sharpen appropriate edges.

PRACTICE WORK

Using various pencils (HB, 2B, 4B), blending stump and eraser, re-create the following still life with different values.

Your goal is to grow! Not to be perfect. Just do your best and then try it again in a few weeks and see how much better you get! Practice and fail again and again.

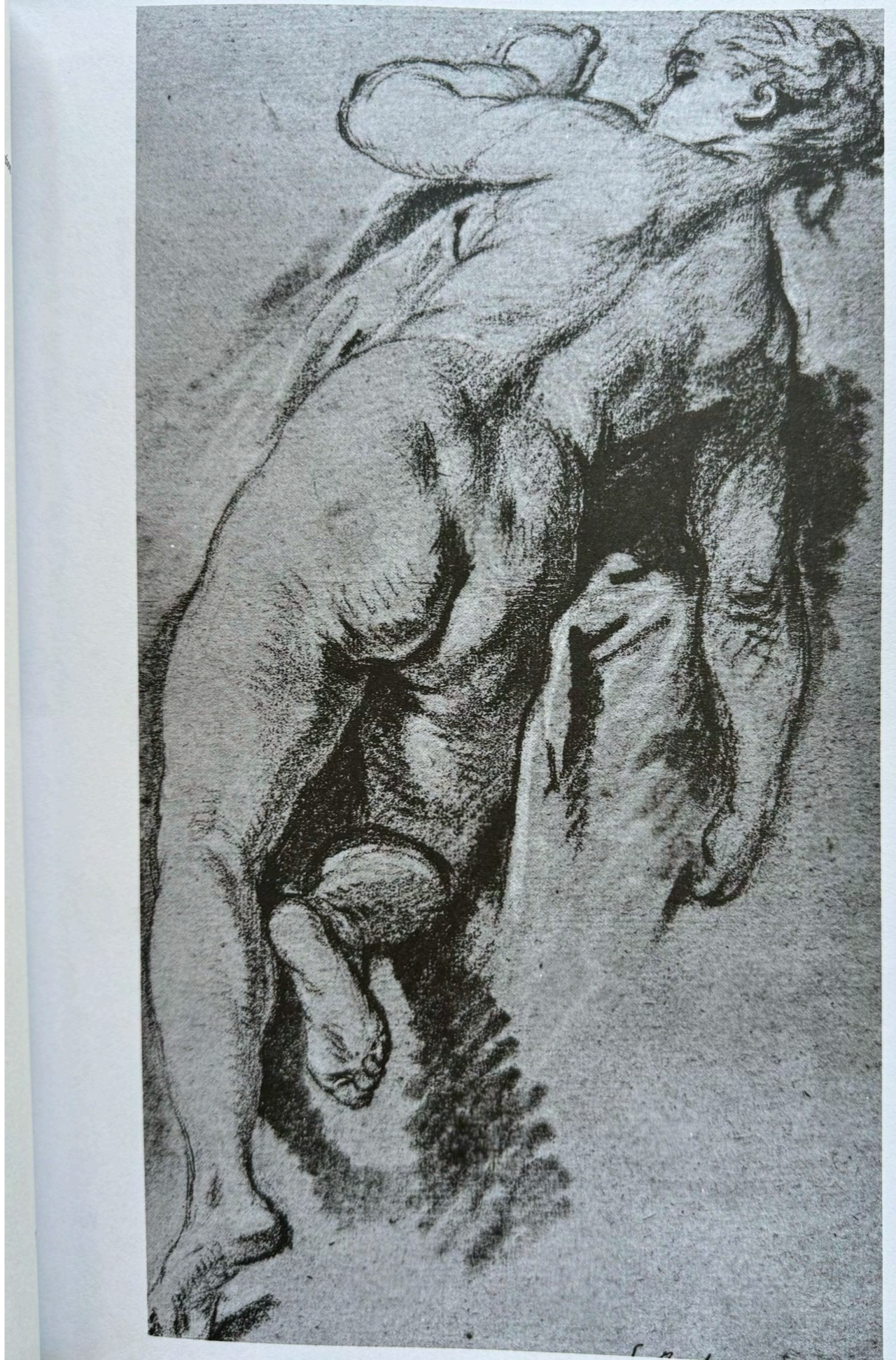
Observe, identify and duplicate. Break down what you see to the basics...line, value, etc. Pay attention to line direction, curves of shadows, soft and hard edges.

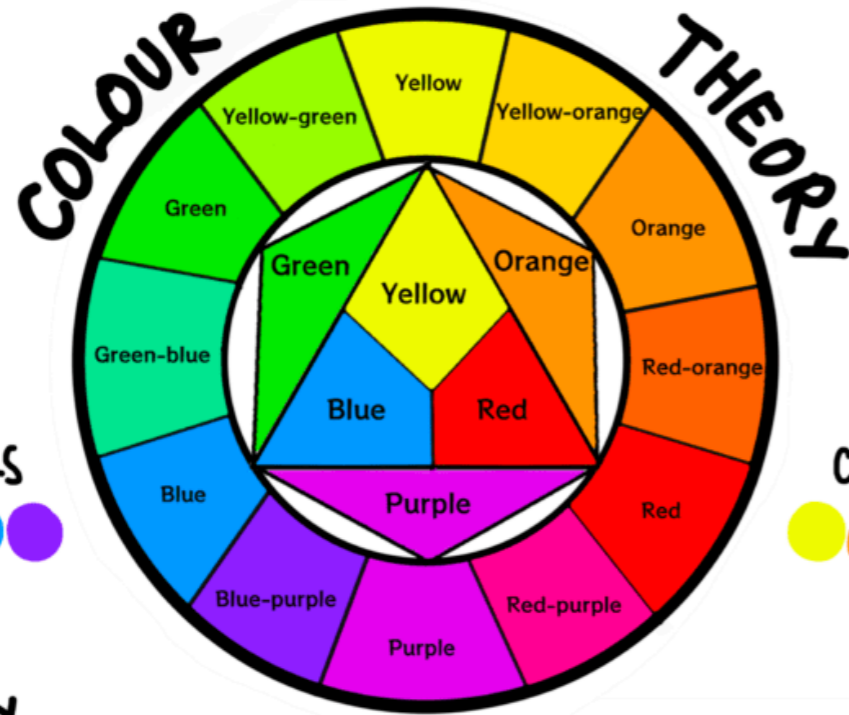


The following 4 pages are from the book "Drawing Lessons from the Great Masters" meant to be **traced** as practicing line work, form, value, space and the art of gesture drawing.

Tape one side of your tracing paper over the picture then spend a few minutes tracing the lines/shading work.







Colour Theory Practice Sheet

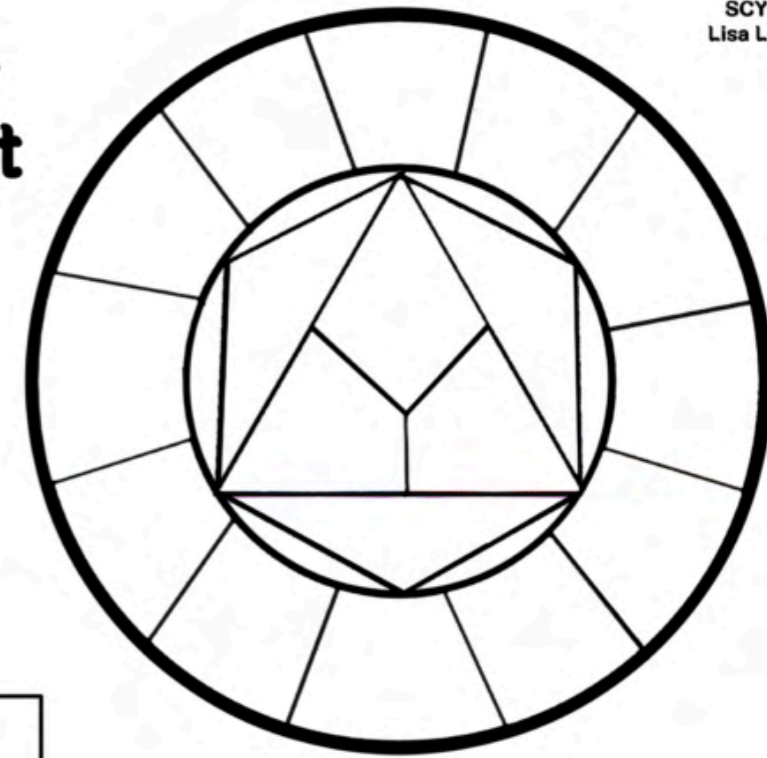
Primary Colours

Secondary Colours

+=

+=

+=



Analogous

Colours that are beside each other on the wheel.

Monochromatic

Tertiary

Complementary

Warm Colours

Cool Colours

COOL COLOURS



WARM COLOURS



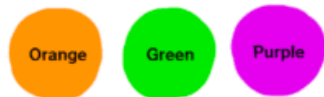
PRIMARY

Mixing different amounts of the primary colours can make all the colours of the colour wheel.



SECONDARY

Mixing two primary colours make a secondary colour



TERTIARY

Primary colours and secondary colours mixed together.



COMPLEMENTARY

Colours opposite from each other on the colour wheel.



ANALOGOUS

Colours that are neighbours on the wheel.



MONOCHROMATIC

A colour with its tints and shades. Tints are colours mixed with white. Shades are colours mixed with black.



Still life is defined as a collection of inanimate (or still) objects that do not move but are arranged together in a specific way. Many artists use the Fibonacci spiral as a way of arranging compositions in an aesthetically pleasing composition. (See below)

The magic of the still life paintings/drawings is that they can show us a new way of looking at the ordinary objects around us. Once they are placed into a specific arrangement (Fibonacci Spiral) and then captured in paint, ink, pastel, graphite or colored pencil - the objects take on a whole new meaning.

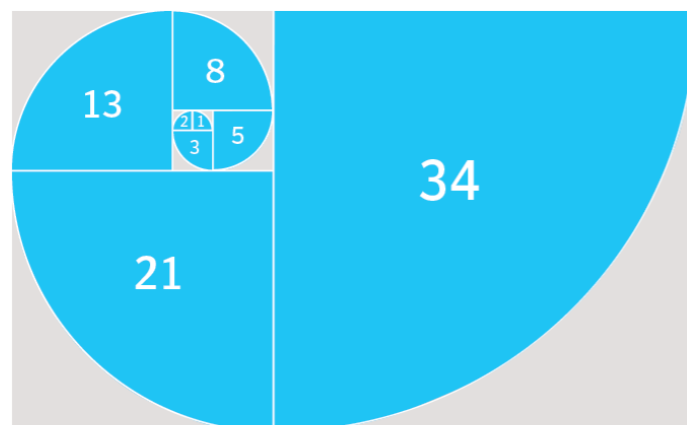
Landscape painting: the depiction of natural scenery in art that may include mountains, fields, forests and coasts, along with man-made structures and people.



Still Life
Colored pencil, watercolor, etc.
references:



Fibonacci numbers spiral



Landscape references



Hand References

