

Year 8 Skill

1. Using a pencil to draw

- Use a sharp pencil
- Sketch outlines lightly using a feathered line
- Start to build up tone using a variety of pressures – harder for darker tones
- Use directional line to describe form
- Vary your mark making to capture textures
- Add the details at the end



2. Fineliner

- Draw the outline accurately.
- Build in tone using **cross hatching** and layering of marks.
- Use directional line to show form
- Use water and a paintbrush to bleed the ink to add tone.



3. Lighting in photography

- Artificial lighting is using lamps/orches and other man made lighting
- Natural Lighting – using the sun's light for a more subtle effect.
- Chiaroscuro – use of dramatic light to create strong light and shadows and contrast
- Side lighting – lighting to highlight one side of the subject
- Front lighting – Lighting from the front
- Back lighting – lighting from behind will create a hazy effect with some areas hidden.



4. Using a camera to record.

- Put on the neck strap
- Turn it on
- Check the battery
- Check the mode (Auto or Auto without flash)
- Look through the viewfinder to decide your composition. Remember – Rule of thirds/Foreground/mid ground/background/landscape or portrait.
- Push the button down half way to focus
- Push the button fully down to take the picture.



Experimenting

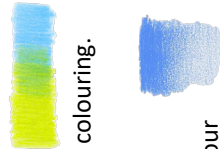
5. Mixed Media

Use of multiple materials built up in layers to create different effects.
Usually building up background first through to detail last.



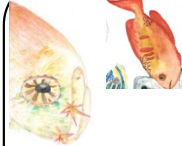
6. Colour pencil

Sketch the outline lightly in pencil
Bold colours – Apply pressure when colouring.
Layering (Lightest colours first)
Blending
Directional shading
Use different tones of the same colour



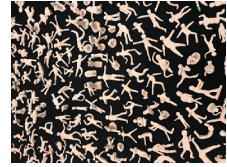
7. How to paint with water colour

Start with the background, paint the whole space
Build up the tones in the back ground
Sketch the outline
Start with the lightest tones
Add brush marks to create layers working from lightest through to darkest colours.
Add the detail last.



8. Sculpting

Sculpture is the name for work in the visual arts that is in three dimensions.
Carving – taking material away (marble/wood)
Modeling – building material up (clay/metal)
Casting – using a mold to form a shape (plaster)



Knowledge

9. Artist analysis

Your page should you have a title, an image and a study/copy of their work. Use in keeping colours and materials that show your understanding of the artist.

9a. Content – What is the work about?

- What is the work about/of? Are there any clues/evidence to support this?
- What is the purpose or meaning of the work?
- Who would the intended audience be for this artwork? Why? How do you know?

9b. Process – How was the work made?

- What materials do you think the artist has used...and why?
- How have they been used? (layering)
- What are the stages the artist has gone through to get to the final outcome? (designing/drawing/Maquettes etc.)

9c. Form – How has the artist used composition/basic elements?

- Describe how the artist has used the basic elements? (How have they been used to convey meaning?). What effect does this create?
- Describe the composition of the work (fore/mid/back ground, Rule of thirds, landscape/portrait). What effect does this create?

9d. Connections – links and ideas

- How does their work connect to your project?
- How will this work inspire the development of your final outcome? (AO2)
- What are your next steps?

Designing and refining



10. Designing is the creative process when you make decisions about what and how you are going to make a piece of art.

You must make connections to artists and sources that you have researched.

The quality of your drawing when designing is important.

11. Refining your ideas is when you re design your work and make improvements as you experiment with materials and test your idea.

12. Presentation of your work should be in keeping, this means using the same colours and style.

DO NOT paint your whole page.

You could use torn paper or selected painted shapes.

Creativity

13. Final outcomes are the work that is produced at the end of a project. They should be the result of extended research experiments and investigations.

14. Evaluation happens at the end of a project. This is when you reflect on how you created your art work, what went well and how you connected your work to other artists and sources.



HEALTH AND SAFETY

- Use a cutting mat
- The safety lid should only be off when cutting
- Carry beside you with the safety lid on
- Pay close attention when cutting
- Keep your hand well away when cutting
- Knives will be counted out and back in.



Craft Knives

15.

16. Graphic communication uses the basic art elements alongside text to communicate ideas, concepts, messages and instructions.

17. Typography is an art concerned with design elements that can be applied to the letters and text.



18. Hot glue guns

1. Use a wooden safety board as a base.
2. Plug the glue gun in making sure the wire isn't across any walk ways.
3. Allow the gun to heat up for 5 mins before use.
4. Never touch the metal end.
5. Never touch the glue.
6. Hold the pieces together for a few seconds until they have bonded.
7. Allow the guns to cool down before packing away.

HEALTH AND SAFETY



19. Card construction

- Fold – lightly score with a knife and then bend
- Slot - create two slots on the pieces you want top join and move one into the other.
- Flange - Cut strips around the shape to bend back to glue on.
- Bend – score lines down the cardboard to allow it to bend.

Adhesives:

- Hot glue – follow steps in section 18.
- PVA glue
- Sticky tape
- Masking tape
- Glue stick

