

ART

Knowledge

1.

Identity

Identity is all about who we are. This is complex and ever changing and can be linked to where we come from, our religions/traditions, our families and our friends. We might also be influenced by our ambitions and hopes for the future. We have individual identities but we also have collective identities, what it means to be British, or female, for example.

2.

Portraiture

Portraits are images about people. They might contain the face, the full body or sometimes neither! They can be made in various different media and they are often attempting to capture the essence of the person through their expression, posture, clothing/styling.



3.

Symbolism

Objects can represent other things for example an extinguished candle represents how life can end at any moment.



4.

Alexander Calder

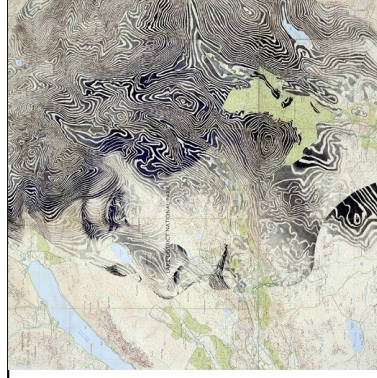
Prolific artist who made continuous line, wire sculptures of faces. These can lay flat or be made more 3D by using a stand.



5.

Ed Fairburn

Fairburn uses maps as backgrounds for his portraits. He thinks carefully about the contours and lines that already exist to work into the images.



6.

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.

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?

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.)

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?

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?

Experimenting

7. Developing your ideas through experiments and different materials

Understanding the properties of different materials can help you make effective choices in art and design work. Try different materials to find out which you enjoy working with, and which produce effects you are interested in. Even if something is unsuccessful, you will have shown that you have tried and learned valuable lessons.

8. Recording your experiments through annotation

It is important to record your experiments with materials and techniques. Concentrate on those that worked well - these can be useful later on when presenting and evaluating your work. Keep a reference to the unsuccessful experiments too - these can be useful to look back on and reflect on your choices.



9.

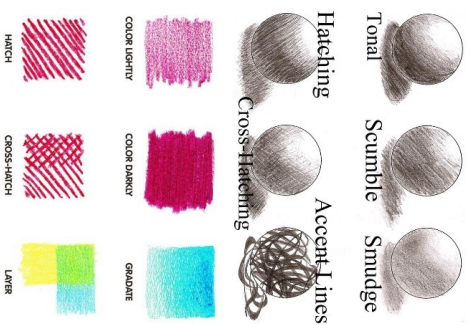
Dry media - Materials which are used dry include: pencil, charcoal, pen and pastels.

Pencil

Graphite pencils come in different grades: 6H (very hard) to 6B (very soft). The harder pencils can be used to create very precise lines. They are useful for detailed design work. Softer pencils are less good for detail as the marks they make tend to be thicker and less precise. Using a softer pencil allows you to produce very dark tones or to blend tones.

Techniques

- Vary the pressure of the pencil or use the pencil on its side.
- Create graduated tone by blending from light to dark.
- Cross-hatch – build up criss-cross lines to create different tonal values.
- Directional line – curve your lines and shading with the shape of the object.



10.

Collage

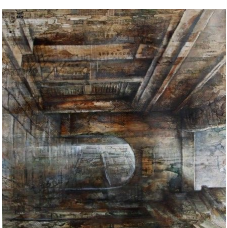
Gluing tissue, newspaper and other papers down onto your surface to create your artwork. Papers can be torn or cut and bring texture to your work.



11.

Ink

Ink comes as a liquid and has many of the same properties as watercolour. It is good for creating images with vibrant colours. You could try using sticks, twigs or other objects instead of a brush..



13.

Mixed media

Using a combination of different media. This may be as simple as combining drawing and painting, oil pastel with paint or creating a background of different papers to work over with paint or ink.



12. Watercolour

The paint is transparent and works best on light paper. Colours can be lightened by adding water rather than adding white.

Techniques

- Use watercolour or ink as a wash all across your paper to create a coloured background.
- Experiment with painting into wet watercolour and dry watercolour.



14.

Acrylic

Acrylic paint is opaque and therefore you can layer light colours over dark ones as well. This allows you to add down a background first then layer your colours and tones over the top. It also means that you can easily rectify any mistakes.



Skill

15.

Recording

Recording in Art can be done by drawing, taking photographs and annotating.

16.

How to annotate

Explaining your ideas and thinking using subject specific language and terminology. Labelling and evaluating yours and other peoples work and how it links into your project.

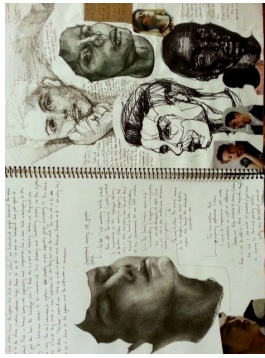
17.

Drawing

Drawing is a key part of developing any art, craft or design work. It is an important method of researching, investigating, developing and communicating ideas.

Drawing and mark making can be used to:

- record observations about a subject
- experiment and develop use of formal elements such as line and colour
- work out and present your ideas



18.

Checklist for a successful drawing

Choice of object – In drawing this object you will be able to demonstrate your skills

Sharp pencil – To help you add accurate detail

Size – work large so you can fit in more visual information

Shape – ensure the shape is accurate

Sketching you have used a sketched line rather than a heavy solid line

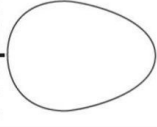
Detail - from observations you have included every aspect of the object.

Tone – It is important to use a large range of tone in your drawings, especially when drawing shiny objects such as bottles and glasses.

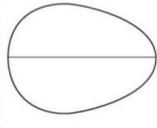


Proportions of the Face

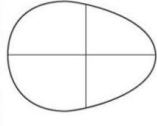
WRITE THESE RULES ON THE OTHER page in your sketchbook



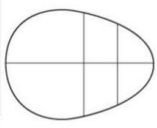
To begin drawing a portrait you should draw a simple oval shape. Remember that the eyes and nose are positioned about 1/3 of the way down the face.



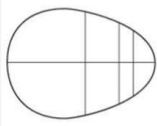
Draw a line vertically right through the face. This line should make sure that you find the nose, mouth and eye correctly.



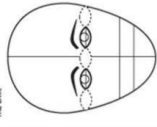
Draw a horizontal line half way down the face. This is where the eyes and top of the nose will go.



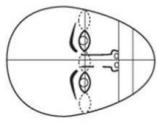
Half way between the eye line and the nose line is where the mouth will go.



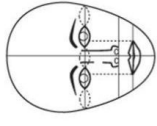
A third of the way down from the eye line is where the mouth will go.



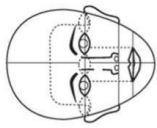
Draw in the eyes with the mouth. The mouth should be drawn in from the eye line. The drawing is now vertically on the face. The eye and nose lines are accurate.



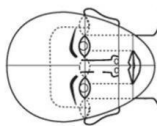
Draw the bottom of the nose. The line should be drawn on the eye line.



Draw in the ears with the mouth. The mouth should be drawn in from the eye line. The drawing is now vertically on the face. The eye and nose lines are accurate.



Draw in the ears with the mouth. The mouth should be drawn in from the eye line. The drawing is now vertically on the face. The eye and nose lines are accurate.



Draw the neck by drawing a vertical line. The angle of the eye on each side should be the same. To achieve the correct width.

19.

Facial Proportion

There are lots of rules when drawing the face that can help us be accurate in our representation.

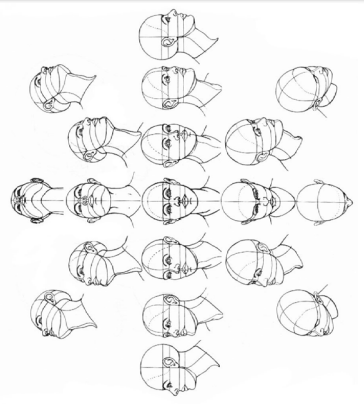
Faces are generally symmetrical.

Drawing out faint guide lines to

map out where the facial

features sit on the face is a great

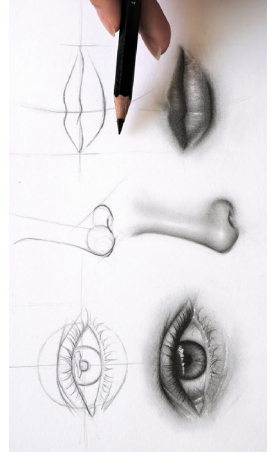
way to start a portrait.



20.

Drawing faces from different angles.

21. Drawing Facial features



Creativity

22.

AO4 – Final outcomes and bodies of work.

“Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language”

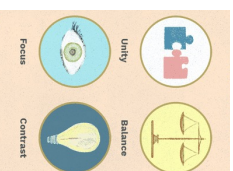
All of your preparatory work leads up to your personal response or final piece. To make a successful final piece, you must:

- Clearly link your final piece with your preparatory work.
- Make sure your final piece links to your artist research.
- Review and refine your ideas so that you are completely happy with them.
- Complete your experiments with materials, composition and construction so that you feel in control of what you are doing before you start your final piece.

23.

Elements of composition in art

- Unity:** Do all the parts of the composition feel as if they belong together, or does something feel awkwardly out of place?
- Balance:** Balance is the sense that the painting “feels right” and not heavier on one side. Having a symmetrical arrangement adds a sense of calm, whereas an asymmetrical arrangement creates a more dynamic feeling.
- Movement:** There are many ways to give a sense of movement in a painting, such as the arrangement of objects, the position of figures, the flow of a river. You can also use leading lines (a photography term applicable to painting).
- Rhythm:** In much the same way music does, a piece of art can have a rhythm or underlying beat that leads your eye to view the artwork at a certain pace. Look for the large underlying shapes (squares, triangles, etc.) and repeated color.
- Focus:** The viewer’s eye ultimately wants to rest on the “most important” thing or focal point in the painting, otherwise the eye feels lost, wandering around in space.
- Contrast:** Paintings with high contrast—strong differences between light and dark, for example—have a different feel than paintings with minimal contrast in light and dark. In addition to light and dark, contrast can be differences in shape, color, size, texture, type of line, etc.
- Pattern:** A regular repetition of lines, shapes, colors, or values in a composition.
- Proportion:** How things fit together and relate to each other in terms of size and scale; whether big or small, nearby or distant.



24.

Foreground, Midground, Background

Foreground

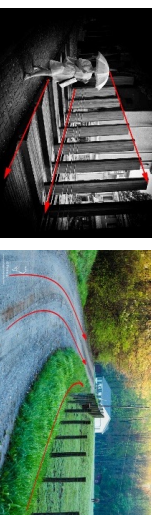
The part of a scene that is nearest to the viewer. It doesn't have to be front and center in a composition.

Background

The scene behind the main object of the composition, which gives context and a framework for the piece.

Middle ground

The middle ground is everything between the foreground and background.



25.

Leading lines

Leading lines can be used to direct the viewer's eye into and around the painting. Leading lines can be actual lines, such as the lines of a fence or railroad, or they can be implied lines, such as a row of trees or curve of stones or circles.

26.

Rule of odds

The “rule of odds” suggests that an odd number of subjects in an image is more interesting than an even number. So if you have more than one subject in your picture, the suggestion is to choose an arrangement with at least three subjects.



27.

Rule of thirds

The rule of thirds is a composition guide that states that arranging the important features of an image on or near the horizontal and vertical lines that would divide the image into thirds horizontally and vertically is visually pleasing.

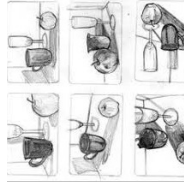
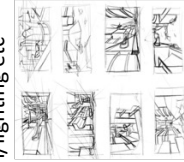
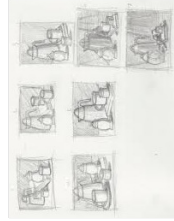


Photography skills

30.

Planning a photoshoot using thumbnail drawings

- Draw a rectangular box either landscape or portrait
- Sktech the objects lightly in pencil in the composition you want
- Add shading
- Add notes to explain your ideas – viewpoint/composition/lighting etc



31.

DSLR Cameras

A digital single-lens reflex camera (digital SLR or DSLR) is a digital camera that combines the optics and the mechanisms of a single-lens reflex camera with a digital imaging sensor.



32.

AO1 – image analysis

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

Content – What is the work about?

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

Process – How was the work made?

- How was the work made...and why?
- What are the stages the photographer has gone through to get to the final outcome?

Form – How has the photographer used composition/basic elements?

- Describe how the photographer 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?

Connections – links and ideas

- How does their work connect to your project?
- How will this work inspire the development of your work? (AO2)
- What is the purpose or meaning of the work?
- What are your next steps?

30.

Photographers toolkit

- View point: Birds eye view, from below or straight on...
- Location: Inside, outside...
- Lighting: Natural sunlight, spotlight, torch...
- Props: Objects that suggest something to the viewer
- Camera mode: Automatic, landscape, close up, manual...

31.

DSLR Cameras

A digital single-lens reflex camera (digital SLR or DSLR) is a digital camera that combines the optics and the mechanisms of a single-lens reflex camera with a digital imaging sensor.

32.

Using the photography room

IBOOKS
Instead of sketchbooks, for photography you have IBOOKs on your computer. You need to present your work clearly on pages within this IBOOK.

Uploading

In order to put your photos into your IBOOK you must upload them. To do this use a USB lead to connect your camera to the computer. Make sure the camera is switched on. Click on the application 'photos'. Click on the photos you want to upload then click 'upload selected items'

Editing photographs

Tutorials on how to use photoshop are in student resources. To access these follow the instructions below:

Sign into 365, then go to sharepoint.

Click on student resources and find the 'photography GCSE' folder. You can then look through the tutorials in the folder 'Photoshop tutorials'.

3D Design skills

33.

Developing your ideas through experiments and different materials

Understanding the properties of different materials can help you make effective choices in art and design work. Try different materials to find out which you enjoy working with, and which produce effects you are interested in. Even if something is unsuccessful, you will have shown that you have tried and learned valuable lessons.

34.

Recording your experiments through annotation

It is important to record your experiments with materials and techniques. Concentrate on those that worked well - these can be useful later on when presenting and evaluating your work. Keep a reference to the unsuccessful experiments too - these can be useful to look back on and reflect on your choices.



35.

Cardboard Construction

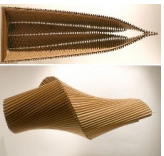
Different types of cardboard:

- Corrugated – good for curves
- Single layer – good for modelling easy to cut
- 2 ply Easier to cut – quite sturdy
- 3 ply Hard to cut – very strong

- 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
- PVA glue
- Sticky tape
- Masking tape



36.

Mod roc

Mod roc bandages are fabric that is covered in plaster of paris. The plaster of paris is wetted and then dries to a hard finish. This is great for casting around objects.

Health and safety

Gloves and an apron. Use vaseline or cling film. Make sure you don't put anything down the sink.



37.

Wire sculpting

Wire can be used to create some interesting frameworks and shapes. It's like 3d drawing! through bending and joining.

Health & Safety

Use of pliers- must be counted back in.
Use of goggles to protect eyes.
Gloves must be worn.



38.

Mixed media

Using a combination of different media. This may be as simple as combining cardboard and wire, clay and mod roc with paint or creating a framework that you cover in another material.



39.

Clay

Clay or ceramics can be used to create a wide range of sculptures and effects. We have a kiln in school which fires the clay to a hard finish.

Health and safety

Clay knives must be counted back in.
Clay dust must be kept to a minimum.



ART

Graphic communication skills

40.

Graphic Design

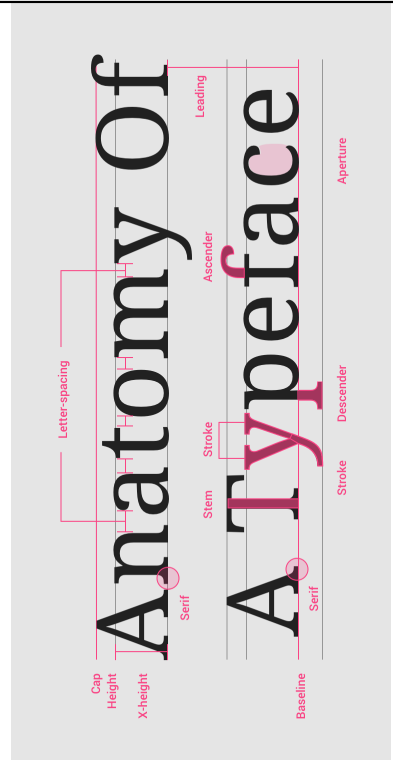
The term graphic design can refer to a number of artistic and professional disciplines which focus on visual communication and presentation. Various methods are used to create and combine symbols, images and/or words to create a visual representation of ideas and messages. A graphic designer may use typography, visual arts and page layout techniques to produce the final result. Common uses of graphic design include magazines, advertisements, product packaging and web design. For example, a product package might include a logo or other artwork, organized text and pure design elements such as shapes and color which unify the piece.

41.

Typography

Typography is the art and technique of arranging type to make written language legible, readable, and appealing when displayed. The arrangement of type involves selecting typefaces, point sizes, line lengths, line-spacing, and letter-spacing, and adjusting the space between pairs of letters.

A serif is a decorative stroke that finishes off the end of a letters stem (sometimes also called the “feet” of the letters). In turn, a serif font is a font that has serifs, while a sans serif is a font that does not (hence the “sans”).



42.

Meaning of colour

Colour theory is a term used to describe the collection of rules and guidelines regarding the use of color in art and design. Colour theory informs the design of color schemes, aiming at aesthetic appeal and the effective communication of a design message on both the visual level and the psychological level.

Key terms

Harmonious: based on three colours located next to each other on the wheel

Complementary: one or more pairs of colours that, when combined, cancel each other out (i.e., they produce high contrast)



Sketchbook skills

43.

Presenting work

You don't get loads of marks for presentation so you don't want to spend too long on it and you want to keep it fairly simple. It is meant to enhance your work and show it off, not distract from it. To the side are some examples of students who have successfully linked their presentation with the artist they are looking at.



44.

Annotating your sketchbook pages

Annotations are written explanations or critical comments added to art or design work that record and communicate your thoughts. Annotations can be used for your own reference.

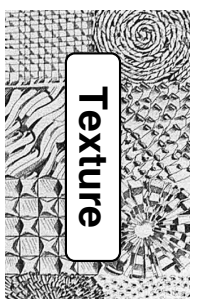
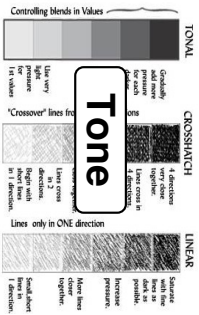
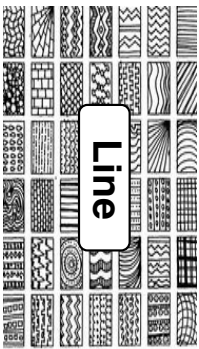
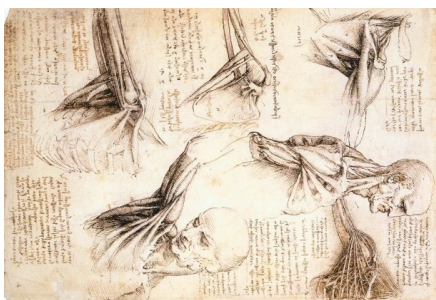
They can also be used to communicate information to the examiner that will help explain your thoughts and decision-making processes.

- There are several reasons annotation may be used, for example to:
- analyse the work of an inspirational artist or designer
 - analyse the success of a technique, idea or **composition**
 - record a technique or explain an idea
 - explain how a particular artist style or technique has influenced your work

What to include in annotation

Carefully placed annotation can complement your visual work as well as explaining it

- To annotate your work successfully, you should explain:
- what you have done and why you did it
 - how you did it, such as the **media** and techniques used
 - why you chose a particular medium or technique
 - how an artwork or design fits in with your project
 - what aspects you like
 - how you could improve the work
 - what you think you will do next



BASIC ELEMENTS