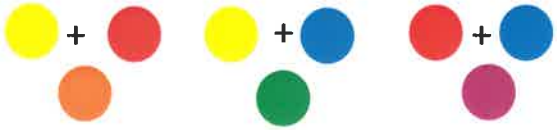
COLOUR THEORY

Primary Colours cannot be made from a combination of any other colours. Red, blue and yellow are the 3 primary colours.



Secondary Colours are produced by mixing two additive primary colours in equal proportions: red + yellow = orange, blue + yellow = green, red + blue = purple.



Tertiary Colours are made by mixing an equal amount of a primary colour with a secondary colour that is next to it on the colour wheel e.g. yellow + orange = yellow-orange & red + orange = red-orange.



Complementary Colours are opposite colours on the colour wheel that make the opposing colour stand out.

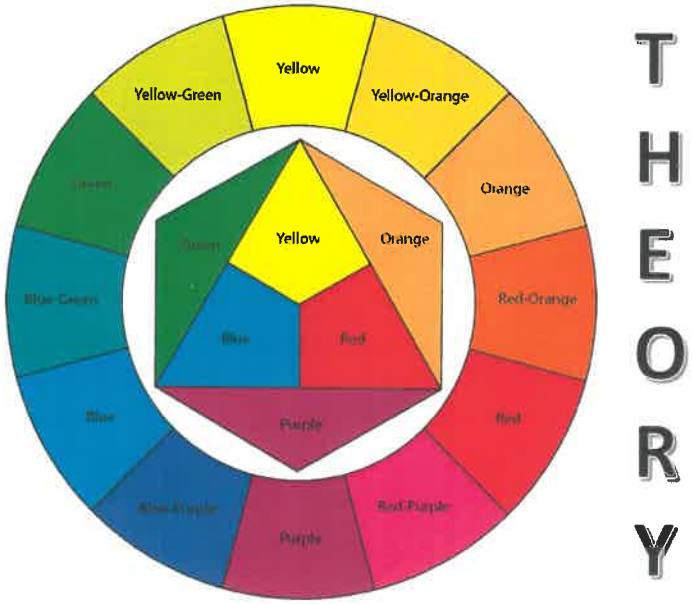


A **Tint** is a mixture of a colour with white, which makes the original colour lighter in tone.



A **Shade** is a mixture of a colour with black, which makes the original colour darker in tone.

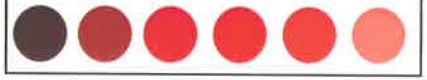




Analogous Colours are related colours that are near each other on the colour wheel. They are also known as harmonious colours.

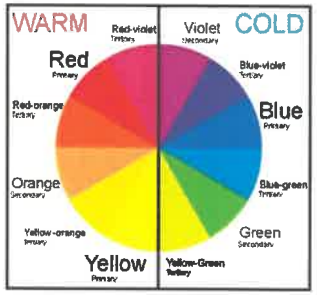


A **Monochromatic Colour Schemes** is the variation of one colour/hue that has different tonal values from light to dark.



Warm Colours are vivid colours that evoke feelings of warmth. They stand out and advance in space.





Cool Colours are calm or soothing in nature. They are not overpowering and tend to recede in space.



Neutral Colours do not appear on the colour wheel. Earthy colours such as browns and greys can be mixed by using the 3 primary colours with white.



SEC Art Department

LINE

A **line** is the path left by a moving point e.g. a pencil or a brush dipped in paint. A **line** can take many forms e.g. horizontal, diagonal or curved. A **line** can be used to show contours, movements, feelings and expressions.









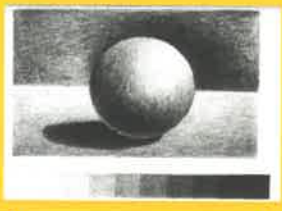


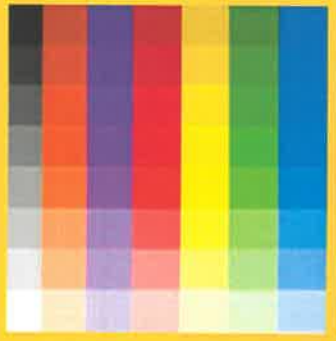
Angular
Flowing
Scribble
Broken
Fluent
Sweeping
Confident
Free
Tight
Faint
Hesitant
Woolly
Continuous
Zigzag
Wavy
Straight
Outline
Contour

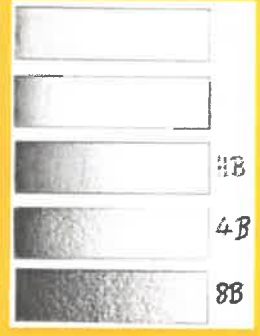
TONE

Tone means the lightness or darkness of something. This could be a shade or how dark or light a colour appears.













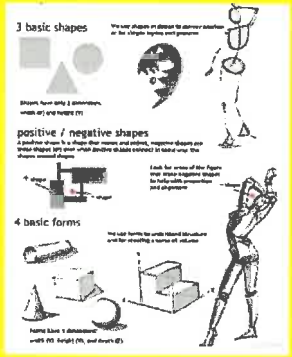
Bleach
Dark
Harsh
Bright
Fade
Intense
Value
Contrast
Light
Mid
Blend
Fair
Smooth
Crisp
Sharp
Graduation
Sombre
Intensity
Cross-hatch
Scumble
Smudge
Accent
Highlight

SEC Art Department

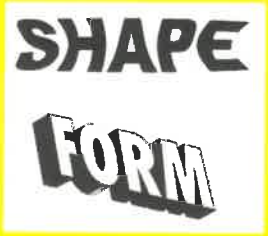
SHAPE & FORM

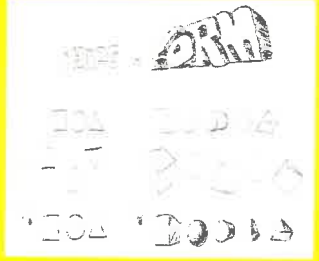
A **shape** is an area enclosed by a line. It could be just an outline or it could be shaded in.

Form is a three dimensional shape or object such as a sphere, cube or a cone.









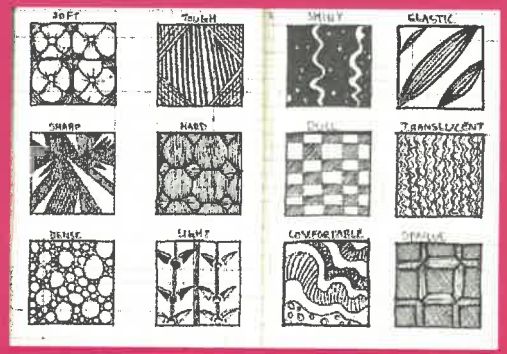
Angular Body
Conical
Figure
Frame
Harmonious
Image
Knead
Model
Mould
Precise
Rough-hewn
Sculpt
Sharp
Uniform
Vague
Angled
Ornament
Proportion
Woven
Stacked
Straight
Curved

TEXTURE

Texture is the surface quality of something, the way something feels or looks like it feels. There are two types of **texture**: **actual texture** and **visual texture**.









Coarse
Cross-hatching
Fine
Flat
Glaze
Hatching
Impasto
Jagged
Matt
Rough
Scumble
Shiny
Smooth
Soft
Splatter
Thick
Thin
Wash

SEC Art Department

COLOUR

There are 3 **primary colours**: RED, YELLOW and BLUE

By mixing any two **primary colours** together we make **secondary colours**: ORANGE, GREEN and PURPLE

By mixing one primary with a corresponding secondary we make a **tertiary colour** e.g. yellow + orange = YELLOW-ORANGE

Harmonious colours are next to each other and **complementary** colours are opposite each other on the colour wheel.

Blend	Bright
Clash	Cold
Deep	Glowing
Dull	Harmonious
Intense	Luminous
Mixed	Opaque
Pale	Pastel
Primary	Pure
Hue	Saturated
Soft	Secondary
Tint	Shade
Warm	Translucent
Vibrant	Transparent
Dark	Bold
Subtle	Complementary



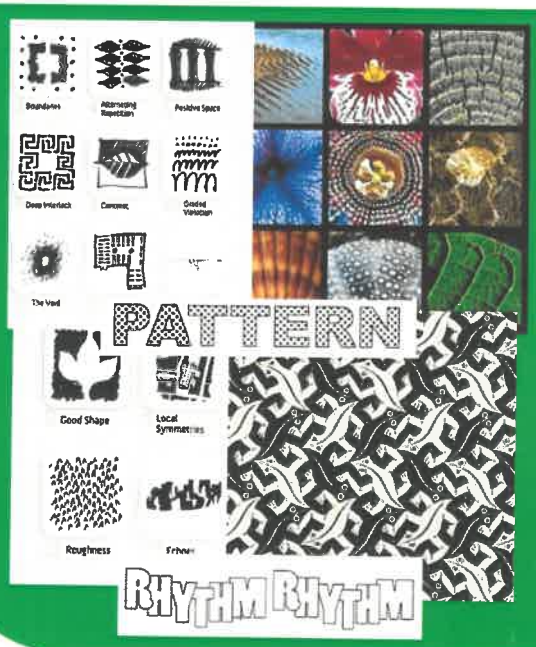


COLOUR

PATTERN

A **pattern** is a design that is created by repeating lines, shapes, tones or colours.

Patterns can be manmade, like a design on fabric or natural, such as the markings on animal fur.



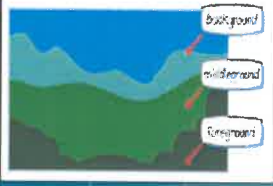
Diamonds
Embellish
Flowing
Fluid
Geometric
Irregular
Natural
Negative
Order
Ornamental
Overlap
Plain
Positive
Repeat
Simple
Spiral
Stamp
Stencil
Structure
Symmetric
Uniform
Rhythm

SEC Art Department

COMPOSITION

Composition is the plan, placement or arrangement of each element within a piece of artwork. In a good composition balance, harmony, unity, contrast, rhythm, space and focal points will all be considered.









SPACE PROPORTION HARMONY UNITY BALANCE VARIETY

Background
Blurred
Complex
Confused
Design
Distant
Eye-line
Focus
Foreground
Form
Middle-ground
Near
Perspective
Plane
Proportion
Scale
Shape
Sharp
Space
Symmetry
Repetition
Balance
Harmony
Rhythm

EXPRESSION

Every piece of artwork will evoke a different **feeling** or **emotion** from each viewer. Each artist will **express** a different meaning or have different content behind their subject matter.















Alive
Atmospheric
Delicate
Depressing
Dignified
Disturbing
Exciting
Expressive
Feeling
Emotion
Fresh
Humorous
Imposing
Nostalgic
Sad
Harsh
Upset
Disturbing

SEC Art Department





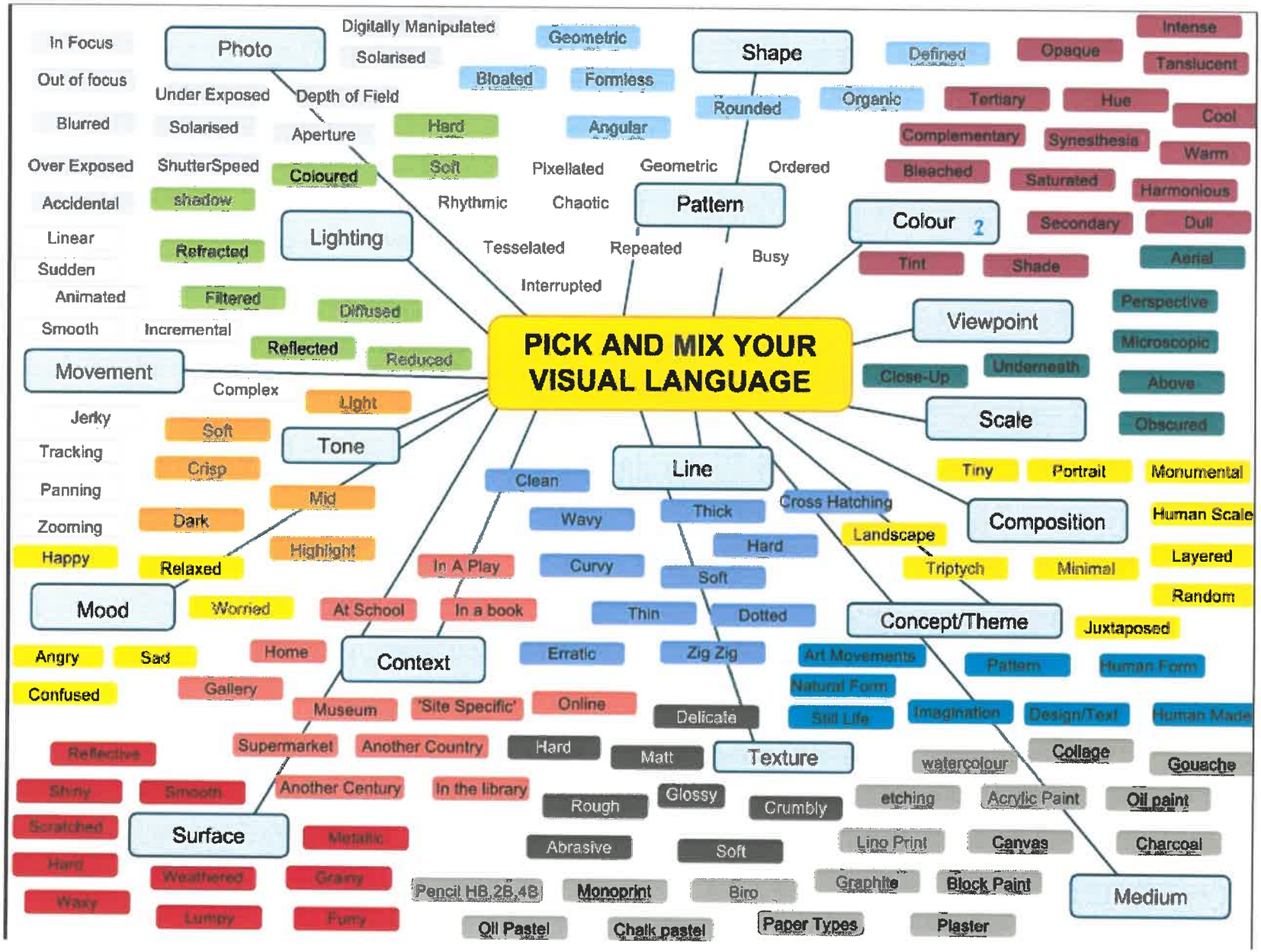
Glossary





2-Dimensional	Having only two dimensions, such as width and height but no thickness. Squares, Circles, Triangles, etc are two-dimensional objects. Also known as "2D".
3-Dimensional	Having three dimensions (such as height, width and depth), like any object in the real world. Example: your body is three-dimensional. Also known as "3D".
Abstract	Abstract art is art that does not attempt to represent an accurate depiction of a visual reality but instead use shapes, colours, forms and gestural marks to achieve its effect.
Balance	Balance refers to the visual weight of the elements of the composition. It is a sense that the painting feels stable and "feels right." Imbalance causes a feeling of discomfort in the viewer.
Blend	Blending is a term used often in art, particularly in painting and drawing. It is the technique of gently intermingling two or more colours or values to create a gradual transition or to soften lines.
Colour	Colour is the element of art that is produced when light, striking an object, is reflected back to the eye. There are three properties to colour; Hue, Intensity and Value.
Colour Wheel	The colour wheel is a visual representation of colours arranged according to their chromatic relationship.
Composition	The placement or arrangement of visual elements or 'ingredients' in a work of art, as distinct from the subject.
Contemporary	Contemporary art is the art of today, produced in the second half of the 20th century or in the 21st century. Contemporary artists work in a globally influenced, culturally diverse, and technologically advancing world.
Contrast	Contrast refers to the arrangement of opposite elements (light vs. dark colours, rough vs. smooth textures, large vs. small shapes, etc.) in a piece so as to create visual interest, excitement and drama.
Cool Colours	The phrase cool colour is used to describe any colour that is calm or soothing in nature. Cool colours are not overpowering and tend to recede in space. ... Examples of cool colours include green, blue and violet (think calming blue waters).
Depth	The apparent distance from front to back or near to far in a work of art. Techniques of perspective are used to create the illusion of this in a two dimensional painting.
Design	A plan or drawing produced to show the look and function or workings of a building, garment, or other object before it is made.
Form	Form as an element of art is three-dimensional and encloses space. Like a shape, a form has length and width, but it also has depth.
Highlight	An area or a spot in a drawing, painting, or photograph that is strongly illuminated.
Line	Line art or line drawing is any image that consists of distinct straight or curved lines placed against a background, without gradations in shade or hue to represent two-dimensional or three-dimensional objects.

Mark-making	A term used to describe the different lines and patterns we apply in a piece of art to create texture.
Material	Material in art terms is the use of specific equipment e.g. Pencil, Paint, Pastel
Pattern	Pattern is an underlying structure that organizes surfaces or structures in a consistent, regular manner. Pattern can be described as a repeating unit of shape or form.
Pressure	The amount of force applied with the pencil, to create a variety of tones.
Primary Colours	The primary colours are Red, Blue and Yellow. They can not be made from a combination of any other colours, but mix together to make secondary and tertiary colours.
Proportion	Proportion refers to the relative size and scale of the various elements in a design.
Rendering	An artistic context refers to the light and dark values used to render a realistic object, or to create depth. Created by a variety of pressure or layers.
Scale	Scale refers to the size of an object (a whole) in relationship to another object (another whole).
Secondary Colours	A colour produced by mixing two primary colours in equal proportions. The secondary colours are orange, green and purple.
Shading	Shading is used in drawing for depicting levels of darkness on paper by applying media more densely or with a darker shade for darker areas, and less densely or with a lighter shade for lighter areas.
Shadow	A shadow is a dark (real image) area where light from a light source is blocked by an opaque object. It occupies all of the three-dimensional volume behind an object with light in front of it.
Shape	In the visual arts, shape is a flat, enclosed area of an artwork created through lines, textures, colours or an area enclosed by other shapes such as triangles, circles, and squares.
Surface	In the visual arts, the surface is the outside part or uppermost layer of something on or within a piece of work.
Symmetry	Symmetrical balance refers to balance that is achieved by arranging elements on either side of the centre of a composition in an equally weighted manner.
Technique	The manner and ability with which an artist employs the technical skills of a particular art or field of endeavour.
Texture	The perceived surface quality of a work of art. It is an element of two-dimensional and three-dimensional designs and is distinguished by its perceived visual and physical properties.
Tone	An artistic context refers to the light and dark values used to render a realistic object, or to create depth. Created by a variety of pressure or layers.
Warm Colours	The phrase warm colour is used to describe any colour that is vivid or bold in nature. Warm colours are those that tend to advance in space and can be overwhelming. Examples of warm colours include red, yellow and orange.


PICK AND MIX YOUR VISUAL LANGUAGE
Photo
In Focus
Out of focus
Blurred
Over Exposed
Accidental
Digitally Manipulated
Solarised
Under Exposed
Depth of Field
Solarised
Aperture
ShutterSpeed
Lighting
Linear
Sudden
Animated
Smooth
Refracted
Filtered
Diffused
Incremental
Reflected
Reduced
Movement
Complex
Jerky
Tracking
Panning
Zooming
Happy
Mood
Relaxed
Worried
Angry
Sad
Confused
Tone
Light
Soft
Crisp
Mid
Dark
Highlight
Context
Home
Gallery
Museum
Supermarket
Another Country
Another Century
In the library
Surface
Reflective
Shiny
Smooth
Scratched
Hard
Waxy
Metallic
Weathered
Grainy
Lumpy
Furry
Shape
Geometric
Bloated
Formless
Angular
Hard
Soft
Coloured
shadow
Pixellated
Geometric
Rhythmic
Chaotic
Pattern
Tesselated
Repeated
Interrupted
Ordered
Busy
Line
Clean
Wavy
Curvy
In A Play
At School
In a book
Erratic
Thin
Zig Zig
Thick
Hard
Soft
Dotted
Cross Hatching
Delicate
Texture
Rough
Abrasive
Soft
Hard
Matt
Glossy
Crumbly
Colour 2
Defined
Opaque
Intense
Tranlucent
Organic
Tertiary
Hue
Cool
Complementary
Synesthesia
Warm
Bleached
Saturated
Harmonious
Secondary
Dull
Tint
Shade
Aerial
Viewpoint
Perspective
Microscopic
Close-Up
Underneath
Above
Scale
Obscured
Tiny
Portrait
Monumental
Composition
Human Scale
Landscape
Triptych
Minimal
Layered
Random
Concept/Theme
Juxtaposed
Art Movements
Pattern
Human Form
Natural Form
Still Life
Imagination
Design/Text
Human Made
Medium
watercolour
Collage
Gouache
etching
Acrylic Paint
Oil paint
Lino Print
Canvas
Charcoal
Graphite
Block Paint
Pencil HB,2B,4B
Monoprint
Biro
Oil Pastel
Chalk pastel
Paper Types
Plaster

PERSPECTIVE

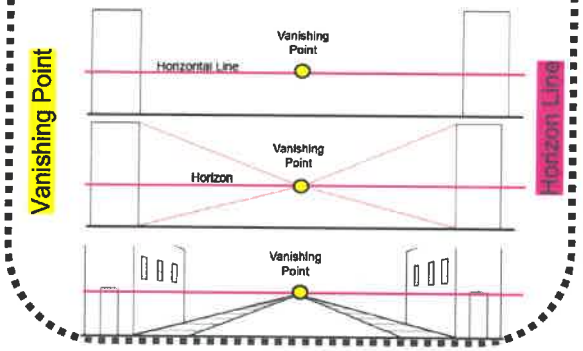
Perspective in art usually refers to the representation of three-dimensional objects or spaces in two dimensional artworks. Artists use perspective techniques to create a realistic impression of depth, 'play with' perspective to present dramatic or disorientating images.

Perspective can also mean a point of view – the position from which an individual or group of people see and respond to, the world around them. You might, for example, hear people saying 'from my perspective' or referring to the point of view of a particular group or set of beliefs: 'the youth perspective' or 'the feminist perspective'.

ONE POINT PERSPECTIVE

One point perspective is a mathematical system for representing three-dimensional objects and space on a two-dimensional surface by means of intersecting lines that are drawn vertically and horizontally and that radiate from one point on a horizon line.

One point perspective is a drawing method that shows how things appear to get smaller as they get further away, converging towards a single 'vanishing point' on the horizon line. It is a way of drawing objects upon a flat piece of paper (or other drawing surface) so that they look three-dimensional and realistic.



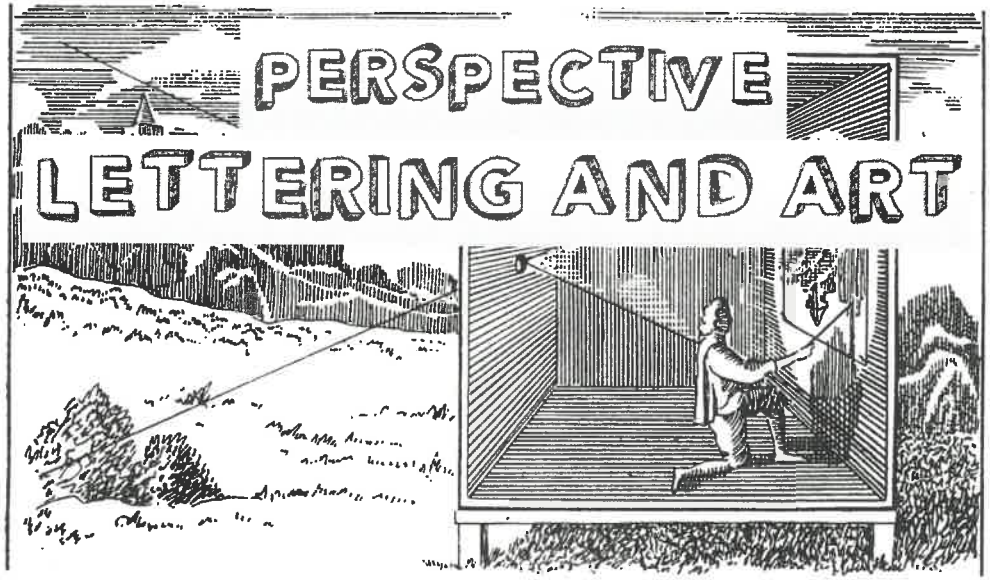
CHALLENGE IDEAS

Create your own name design. Try using one point perspective first then challenge yourself up to two and three.

Draw a city scape or landscape using perspective.

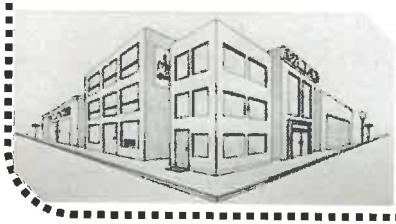
Design a comic book cover using perspective in your lettering and illustration.

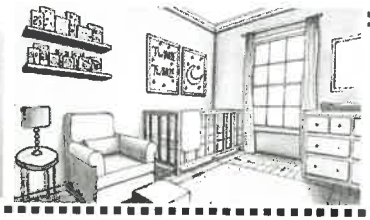
Research artists that use perspective and create a response inspired by e.g. Robert c. Jackson.

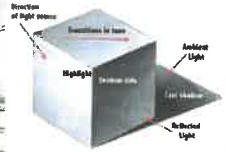


TWO POINT PERSPECTIVE

Two point perspective uses two points placed on the horizon line. Two point perspective starts by defining the horizon line. This line theoretically represents the line that divides the sky from the ground. However, with many perspective drawings, this line is implied and instead represents the eye-line or "line of sight" of the viewer. With two point perspective, two vanishing points are placed on the horizon line.







PERSPECTIVE IN ART

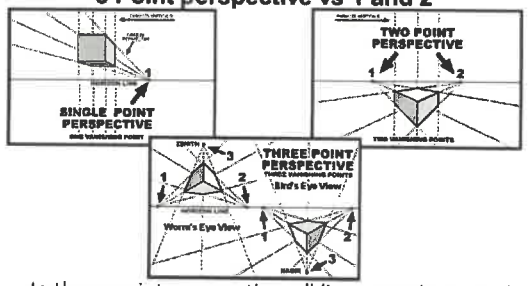
Rudimentary attempts to create the illusion of depth were made in ancient times, with artists achieving isometric projection by the Middle Ages. Various early Renaissance works depict perspective lines with an implied convergence, albeit without a unifying vanishing point. The first to master perspective was Italian Renaissance architect Filippo Brunelleschi, who developed the adherence of perspective to a vanishing point in the early fifteenth century. His discovery was immediately influential on subsequent Renaissance art and was explored contemporaneously in manuscripts by Leon Battista Alberti, Piero della Francesca and others. Modern uses of perspective can be found in advertisements, Comic Book's and modern Art.

Renaissance- *French word meaning rebirth, now used in English to describe the great revival of art that took place in Italy from about 1400 under the influence of the rediscovery of classical art and culture.*

THREE POINT PERSPECTIVE



3 Point perspective vs 1 and 2



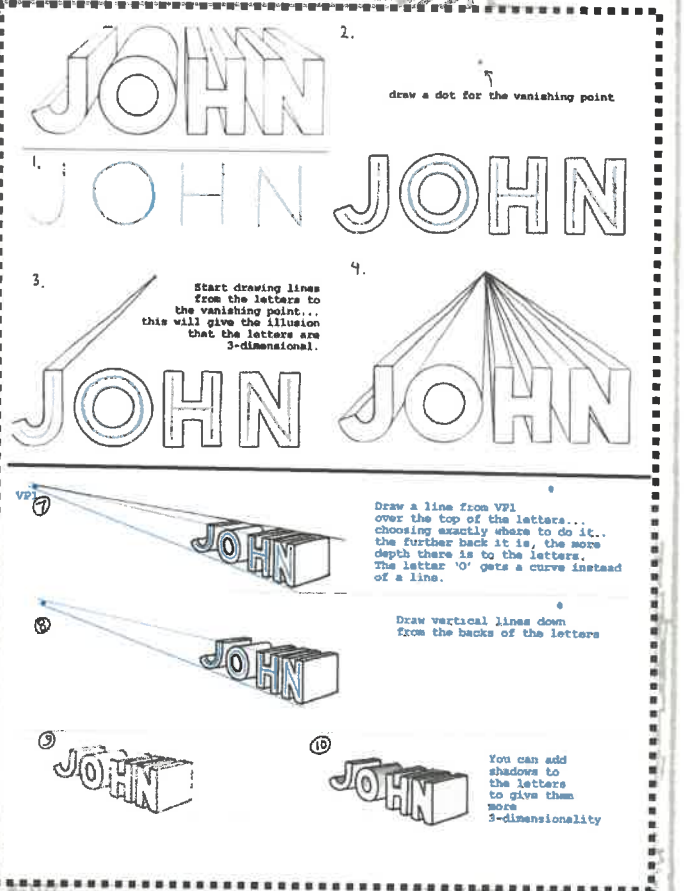
In three-point perspective, all lines recede toward one of the three vanishing points.

Those three vanishing points (VPs) make the biggest difference between three-point and the other kinds of perspective drawing

KEY WORD GLOSSARY

Key Word	Definition
Perspective	The art of representing three-dimensional objects on a two-dimensional surface so as to give the right impression of their height, width, depth, and position in relation to each other.
Vanishing Point	The point at which receding parallel lines viewed in perspective appear to converge.
Parallel	When something such as lines, planes, or surfaces are side by side and having the same distance continuously between them.
Orthogonal Line	In a linear perspective drawing, orthogonal lines are the diagonal lines that can be drawn along receding parallel lines (or rows of objects) to the vanishing point.
Receding Line	Receding parallel lines are lines parallel to each other that gradually move away from the viewer.
Horizon Line	Horizon line/eye level refer to a physical/visual boundary where sky separates from land or water.

STEP-BY-STEP GUIDES



EXAMPLE



YEAR 9 ART SEC

Children's Story Illustration Knowledge Organiser

Notable Illustrators



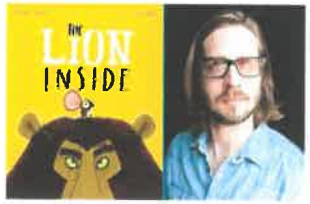
Quentin Blake



Raymond Briggs



Beatrix Potter



Jim Field



Eric Carle



Dapo Adeola

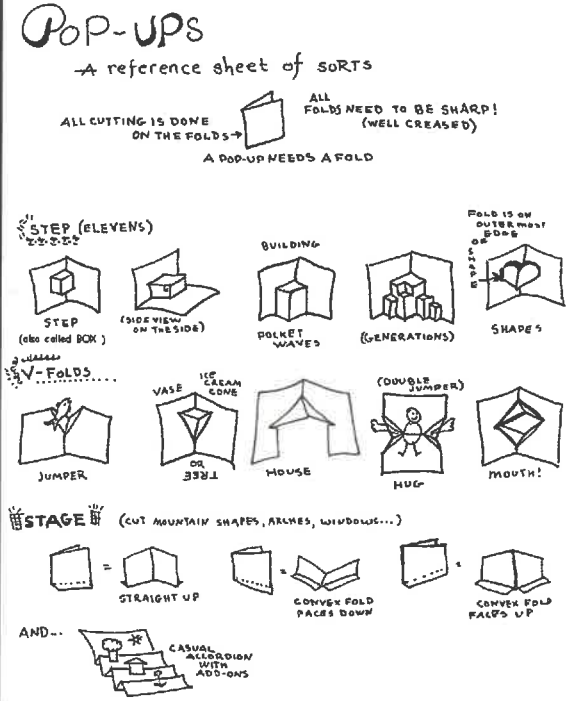


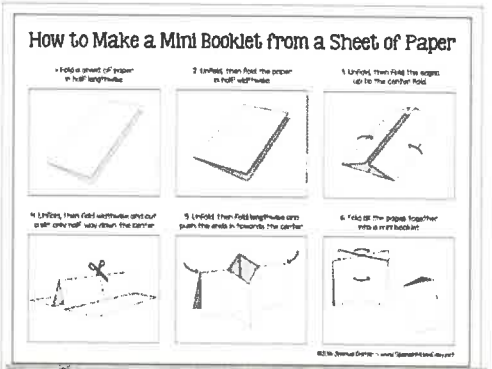
Judith Kerr

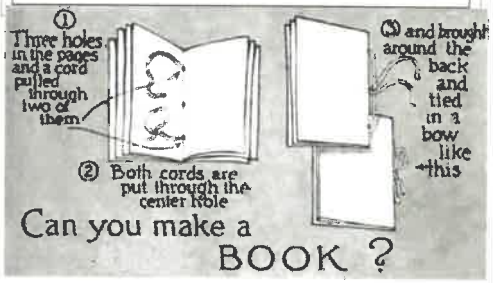


Hatem Aly

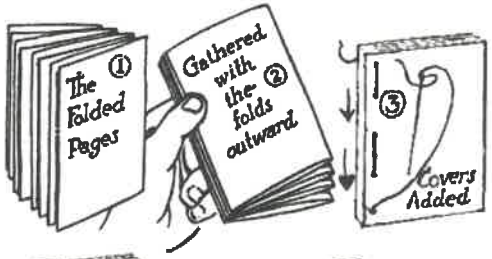
Process Guides

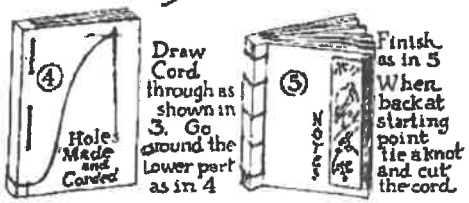








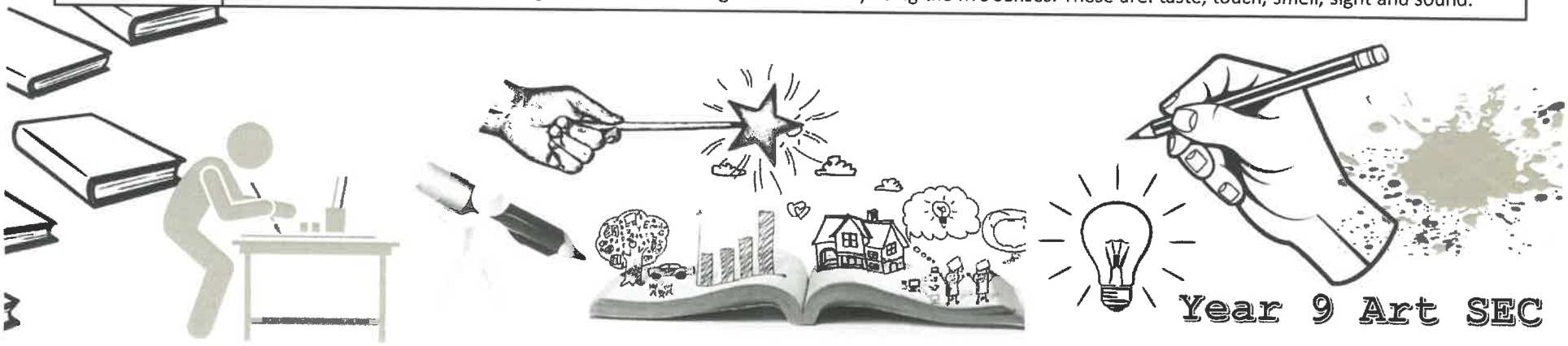




Key Word Glossary



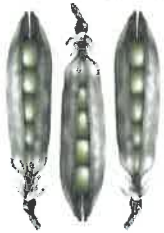
Key Word	Definition
Illustration	An illustration is a decoration, interpretation or visual explanation of a text, concept or process, designed for print and digital publications.
Audience	An Audience is the person for whom a writer writes, or artist composes.
Purpose	The reason for which something is done or created or for which something exists. An intention or aim.
Concept	An idea, plan or intention.
Character	A character is a person or other being in a narrative. The character may be entirely fictional or based on a real-life person or subject.
Plot	The main events of a play, novel, film, or story, devised and presented by the writer as an interrelated sequence.
Sequence	A particular order in which related things follow each other.
Setting	The setting is the time and place within a story and it initiates the main backdrop and mood within a narrative.
Scene	The place where an incident in real life or fiction occurs or occurred. A sequence of continuous action in a play, film, opera, or book.
Storyboard	A sequence of drawings, typically with some directions and dialogue, representing the scenes planned for a film, tv show or play.
Narrative	A spoken or written account of connected events; a story.
Mixed-Media	Artwork in which more than one material has been used. Assemblage, collage, and layers of print and found materials are examples.
Pop-up	A book or card containing folded cut-out pictures that rise up to form a three-dimensional scene or figure when the page is turned.
Relief	When three-dimensional elements are raised from a flat base or surface to create different levels.
Sensory	Sensory experiences encourage a greater understanding of the world by using the five senses. These are: taste, touch, smell, sight and sound.



Year 9 Art SEC

Year 9 Food Project

FOOD ARTISTS



Cath Riley



Georgina Luck



Joel Penkman



Sarah Graham



Roger Kent



Tjalf Sparnaay



Lucy Sparrow



Rob Magnes

CHALLENGE LIST

Design your own dream meal through illustration, it can be real or fictional food.

Develop skills of tone and realism by drawing objects in 3D.

Photograph food packaging that interests you and draw the images.

Research food from your own culture.

Develop watercolour skills and colour mixing through food paintings.













PHOTOGRAPHY ANGLES

When drawing or using photography, a higher level skill is to develop knowledge, understanding and application of a range of angles and perspectives. Although a birds eye view is the most common angle people are drawn to when depicting insects, there are a variety of other options you can explore and learn.



Birds eye view



High angle



Close-up



Low angle



Eye level shot

FOOD THEMES



Natural Foods
Healthy Vs Unhealthy
Fruit or Vegetables
Perishable Food
Decay

Artificial food
Fast Food
Brands/ Logos
Unhealthy food
Street food
Packaging
American Diners





American Candy
Confectionary
Chocolate
Traditional Sweets
Party Food
Colour themed food

Cakes and desserts
Patisserie
Café food and Settings
Picnic or Tea Party
Treats shops





Foods from different cultures
Food from your own culture
A countries cuisine
Food around the world

Food in movies
Food in Disney films
Famous food themed films



FOOD IN ART HISTORY

As a cornerstone of our very existence, food has always played a significant part in our social and cultural lifestyles. Thus, it is no wonder that the depiction of food in art spans across cultures and all of recorded human history. Appearing in myriad contexts, this practice stretches back to ancient Greece and Rome where banquets and bacchanals were consuming passions celebrated in literature, painting, and mosaics. Drawings of food could also be found inside Egyptian pyramids. Created on inner walls of burial chambers and on coffins to depict all of the good things waiting for the deceased, it was believed that those drawings, through magical properties, would nourish those gone on to the afterlife. A recurring theme through the Middle Ages and Renaissance to modern times, food has been depicted as a celebration of a theme, composition itself or a metaphor. Whether serving symbolic purposes, being an allegory for certain virtues or values or emphasizing eroticism, exoticism or wealth, these depictions were often used to reveal something else. Since food is interwoven with most aspects of our lives, this comestible art history also connects with larger themes such as politics, gender, religion, or class.









Year 9 Food Project

FOOD IN ART HISTORY

By the end of the 19th century, artists started conveying moments from the real life. They depicted people socializing around food or humble people like peasants and farmers eating their simple meals, such as Vincent van Gogh in his painting *The Potato Eaters* from 1885. Other modernist painters like Cezanne used the still life genre to advance ideas about what modern art could look like. His still life illustrations are viewed as a mixture of both traditional and modern – while the fruits and vegetables in his pieces are easy to identify, they appear as decorative items. Some other impressionist artists depicted harmonious scenes of collective dinners, all in subtlety, refinement, and delight, revealing the social aspect of food. In pieces such as Monet's *The Luncheon on the Grass* or Renoir's *Luncheon of the Boating Party*, enjoyable indolence is palpable and the food is presented as a central element of the scene.





FOOD IN MODERN AND CONTEMPORARY ART

In the 20th century, still lives followed the neo-dada, cubist and abstract expressionism trends and became less figurative. Artists deformed lines, juxtaposed the planes, removed the depth of field, reinvented colour, and food lost its shape and flavour. They also wanted to contemplate the changing nature of society and food became an excellent subject matter to comment on it. Edward Hopper's painting *Tables for Girls* from 1930 comments on several Depression-era issues such as money, hunger, gender, and class. The scene shows two patrons eating out, something not everybody could afford at the time, and a cashier and a waitress, both women in new roles outside the home.







With the economic development and the arrival of consumerism in the mid-twentieth century, pop artists started introducing regular everyday objects into high art. Often seen as a critique of consumerism and consumer culture, images featuring mass-produced food have been a mainstay of contemporary artists all around the world. Warhol criticized the rise of a homogeneous society through his 32 *Campbell's Soup Cans* from 1962 placed next to each other in a linear, monotonous continuity. Lichtenstein's *Still Life with Crystal Bowl* from 1973 appears surreal, as if the fruits in the bowl were cut off a magazine or a comic book. Wayne Thiebau's paintings of cake counters embodied an optimistic spirit of never-ending prosperity. Photorealistic painters such as Ralph Goings made fun of the advertising technique. By choosing an intense lighting and augmenting the colour contrast, he made the food looks like plastic, completely unnatural.

A01 Research Artists to Help Develop Ideas

You need to:

- Research to find artists & artwork relating to the *Food & Drink* theme e.g. using books, the internet and by visiting galleries/museums
- Analyse art work visually by dissecting how artwork is made through visual studies of the artwork and in written form discussing the content, process, form and mood.
- Explore techniques and methods that artists use by producing visual studies of the artwork e.g. drawings, paintings
- Explore other cultural influences such as media, current affairs and issues in society that will inform work.



25%

A02 Refine Ideas, Experiment with & Select Appropriate Materials & Processes

You need to:

- Try things out i.e. don't be frightened to make mistakes; show how you have learnt from them and show your workings out
- Plan & refine your ideas; keep your material experiments e.g. use tester paper, keep any draft work, don't scribble any 'mistakes' out
- Explore and experiment with different materials and processes e.g. oil pastels, charcoal, lino printing, stencil printing, acrylic paints, pencil drawing, Modroc, etc.
- Decide which materials you want to use for a personal response after reviewing your experiments



25%

A03 Record Ideas, Draw & Collect Visual Sources

You need to:

- Produce a number of drawings from observation e.g. drawings of objects/images that you want to include in your final piece
- Collect images, information and research that will inform your planning e.g. collage/decoupage, photographs, observational sketches
- Record your plans and ideas for a *Food & Drink* themed final piece through thumbnail sketches, mind-maps, annotations/notes of the following: sources, imagery, compositional ideas, materials you wish to use



25%

A04 Produce a Personal Response (Final Piece) & Evaluate it

You need to:

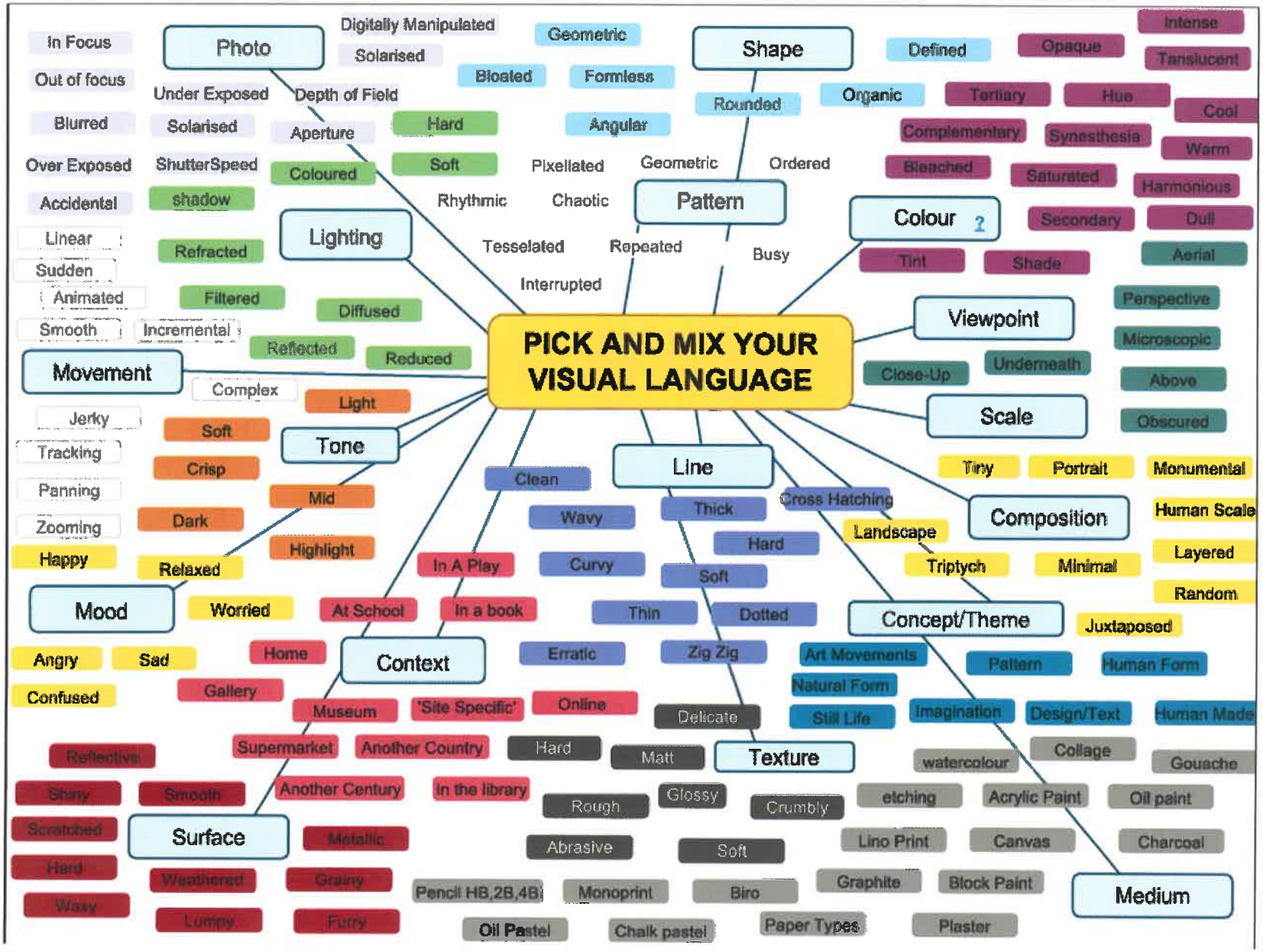
- Apply techniques explored earlier in the project
- Select materials and techniques based on earlier investigations
- Explain how the artwork you have analysed has informed your work (reference)
- Show that you have developed & refined your own ideas to create a personal response to the *Food & Drink* theme
- Evaluate and annotate your work throughout the project



25%

Thinking & Talking in Art

Content What is it about? What is it's meaning?	Form How has it been composed, arranged, designed?	Process How is it made? What is it made of?	Mood How is it affecting me? Why?
• Is it based on observation, memory, imagination or invented? • What makes you think that? • Is it recognisable? • Does it represent something? • Does it tell a story? • Does it have a use or a purpose? • Can you tell immediately what it is or do you have to look closely?	• Is there an overall shape, or series of shapes? • Is it a design made of repeating shapes, line, form or pattern? • Is there one main texture or a variety e.g. rough, smooth, thick, thin? • How have the colours been selected e.g. to be warm, bright, natural, contrasting, shocking? • What size is the artwork e.g. tall, small?	• What materials have been used e.g. natural or manufactured? • Why have these materials been used? • What is the making process? • What tools have been used? • Are there signs of how it was made e.g. tool/brush/machine marks? • Can you tell how old it is? What are the signs of age? • Who is the artist? Is there a signature?	• How does it make you feel? • Is it surprising or unusual? • Does it remind you of anything or anyone? • What does it feel like to touch? • Is it something you would like to own? Why? • Would you like to make something like this? Why? • Is it easy to understand? Why?

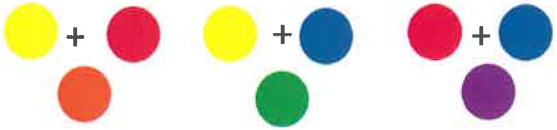

PICK AND MIX YOUR VISUAL LANGUAGE
Photo
In Focus
Out of focus
Blurred
Over Exposed
Accidental
Digitally Manipulated
Solarised
Under Exposed
Depth of Field
Solarised
Aperture
ShutterSpeed
shadow
Hard
Soft
Coloured
Lighting
Linear
Sudden
Animated
Smooth
Refracted
Filtered
Diffused
Incremental
Movement
Jerky
Tracking
Panning
Zooming
Reflected
Reduced
Complex
Light
Tone
Soft
Crisp
Mid
Dark
Highlight
Mood
Happy
Relaxed
Worried
Angry
Sad
Confused
Shape
Geometric
Bloated
Formless
Angular
Rounded
Pixellated
Geometric
Ordered
Rhythmic
Chaotic
Pattern
Tesselated
Repeated
Busy
Interrupted
Line
Clean
Wavy
Thick
Cross Hatching
Hard
Curvy
Soft
Thin
Dotted
Zig Zig
Erratic
Context
In A Play
In a book
At School
Home
Gallery
Museum
'Site Specific'
Online
Supermarket
Another Country
Another Century
In the library
Surface
Reflective
Shiny
Smooth
Scratched
Hard
Waxy
Metallic
Weathered
Grainy
Lumpy
Furry
Texture
Hard
Matt
Rough
Glossy
Crumbly
Abrasive
Soft
Delicate
Pencil HB,2B,4B
Monoprint
Biro
Oil Pastel
Chalk pastel
Colour
Defined
Intense
Opaque
Translucent
Organic
Tertiary
Hue
Cool
Complementary
Synesthesia
Warm
Bleached
Saturated
Harmonious
Secondary
Dull
Tint
Shade
Aerial
Viewpoint
Perspective
Microscopic
Close-Up
Underneath
Above
Scale
Obscured
Tiny
Portrait
Monumental
Composition
Human Scale
Landscape
Layered
Triptych
Minimal
Random
Concept/Theme
Juxtaposed
Art Movements
Pattern
Human Form
Natural Form
Still Life
Imagination
Design/Text
Human Made
Collage
watercolour
Gouache
etching
Acrylic Paint
Oil paint
Lino Print
Canvas
Charcoal
Graphite
Block Paint
Paper Types
Plaster
Medium

COLOUR THEORY

Primary Colours cannot be made from a combination of any other colours. Red, blue and yellow are the 3 primary colours.



Secondary Colours are produced by mixing two additive primary colours in equal proportions: red + yellow = orange, blue + yellow = green, red + blue = purple.



Tertiary Colours are made by mixing an equal amount of a primary colour with a secondary colour that is next to it on the colour wheel e.g. yellow + orange = yellow-orange & red + orange = red-orange.



Complementary Colours are opposite colours on the colour wheel that make the opposing colour stand out.

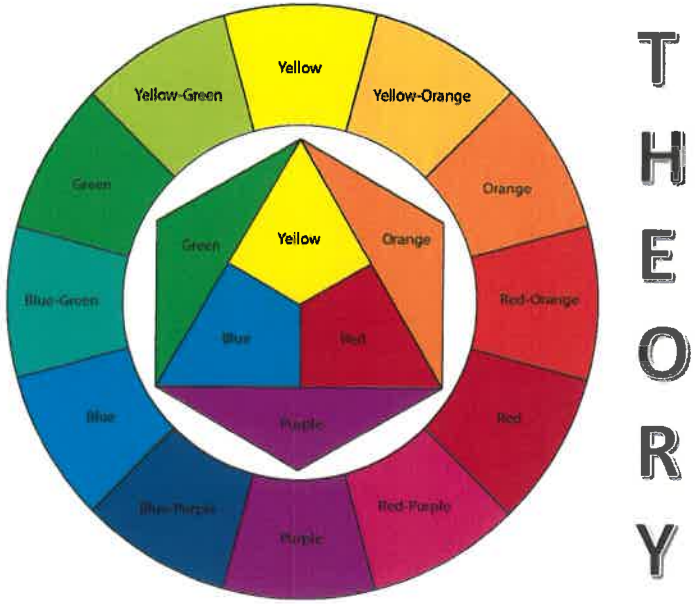


A **Tint** is a mixture of a colour with white, which makes the original colour lighter in tone.



A **Shade** is a mixture of a colour with black, which makes the original colour darker in tone.





Analogous Colours are related colours that are near each other on the colour wheel. They are also known as harmonious colours.

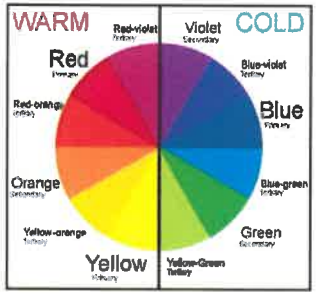


A **Monochromatic Colour Schemes** is the variation of one colour/hue that has different tonal values from light to dark.



Warm Colours are vivid colours that evoke feelings of warmth. They stand out and advance in space.





Cool Colours are calm or soothing in nature. They are not overpowering and tend to recede in space.



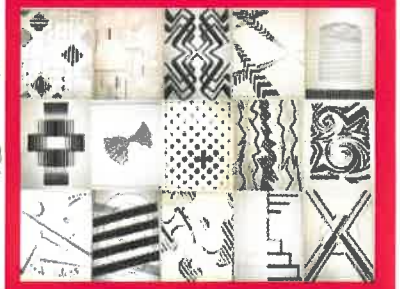
Neutral Colours do not appear on the colour wheel. Earthy colours such as browns and greys can be mixed by using the 3 primary colours with white.

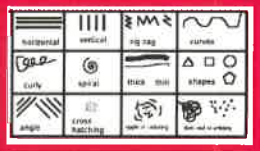


LINE

A **line** is the path left by a moving point e.g. a pencil or a brush dipped in paint. A **line** can take many forms e.g. horizontal, diagonal or curved. A **line** can be used to show contours, movements, feelings and expressions.









LINE

Angular
Flowing
Scribble
Broken
Fluent
Sweeping
Confident
Free
Tight
Faint
Hesitant
Woolly
Continuous
Zigzag
Wavy
Straight
Outline
Contour

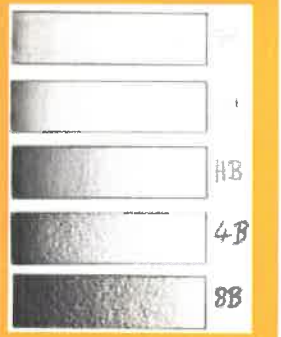
TONE

Tone means the lightness or darkness of something. This could be a shade or how dark or light a colour appears.









VALUE

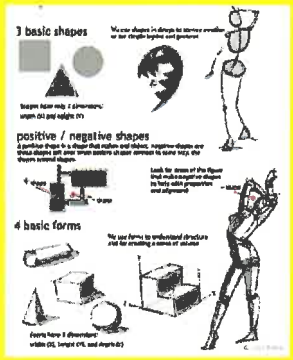
CONTRAST

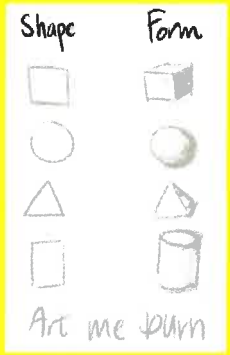
Bleach
Dark
Harsh
Bright
Fade
Intense
Value
Contrast
Light
Mid
Blend
Fair
Smooth
Crisp
Sharp
Graduation
Sombre
Intensity
Cross-hatch
Scumble
Smudge
Accent
Highlight

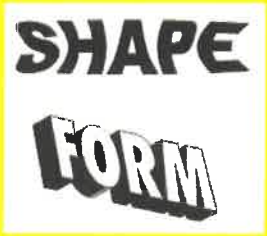
SHAPE & FORM

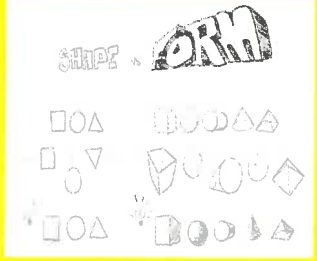
A **shape** is an area enclosed by a line. It could be just an outline or it could be shaded in.

Form is a three dimensional shape or object such as a sphere, cube or a cone.









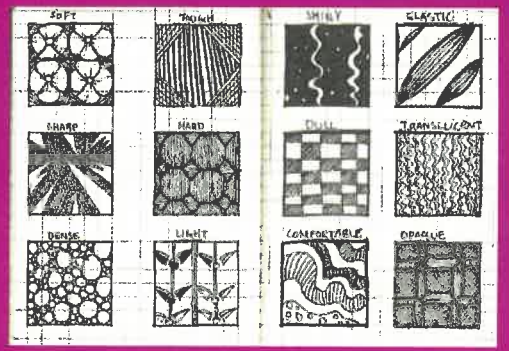
Angular Body
Conical
Figure
Frame
Harmonious
Image
Knead
Model
Mould
Precise
Rough-hewn
Sculpt
Sharp
Uniform
Vague
Angled
Ornament
Proportion
Woven
Stacked
Straight
Curved

TEXTURE

Texture is the surface quality of something, the way something feels or looks like it feels. There are two types of **texture**: **actual texture** and **visual texture**.









Coarse
Cross-hatching
Fine
Flat
Glaze
Hatching
Impasto
Jagged
Matt
Rough
Scumble
Shiny
Smooth
Soft
Splatter
Thick
Thin
Wash

COLOUR

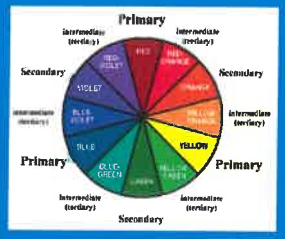
There are 3 **primary colours**: **RED**, **YELLOW** and **BLUE**

By mixing any two **primary colours** together we make **secondary colours**: **ORANGE**, **GREEN** and **PURPLE**

By mixing one primary with a corresponding secondary we make a **tertiary colour** e.g. yellow + orange = YELLOW-ORANGE

Harmonious colours are next to each other and **complementary** colours are opposite each other on the colour wheel.

Blend	Bright
Clash	Cold
Deep	Glowing
Dull	Harmonious
Intense	Luminous
Mixed	Opaque
Pale	Pastel
Primary	Pure
Hue	Saturated
Soft	Secondary
Tint	Shade
Warm	Translucent
Vibrant	Transparent
Dark	Bold
Subtle	Complementary



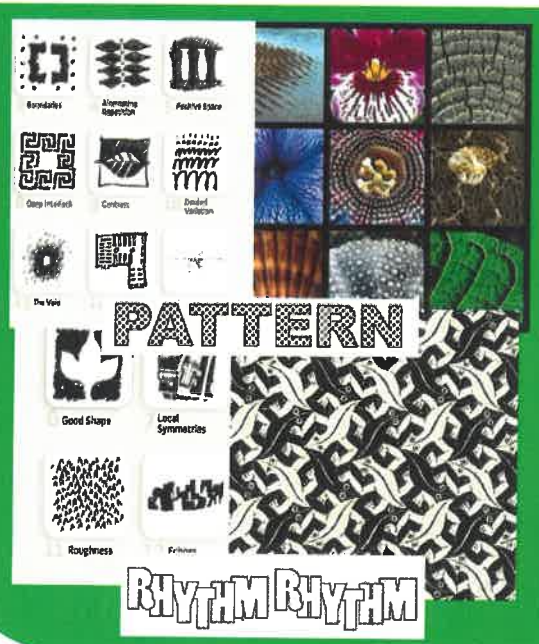


COLOUR

PATTERN

A **pattern** is a design that is created by repeating lines, shapes, tones or colours.

Patterns can be manmade, like a design on fabric or natural, such as the markings on animal fur.

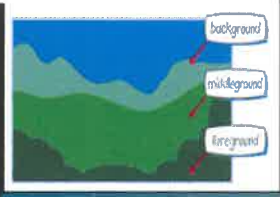


Diamonds
Embellish
Flowing
Fluid
Geometric
Irregular
Natural
Negative
Order
Ornamental
Overlap
Plain
Positive
Repeat
Simple
Spiral
Stamp
Stencil
Structure
Symmetric
Uniform
Rhythm

COMPOSITION

Composition is the plan, placement or arrangement of each element within a piece of artwork. In a good composition balance, harmony, unity, contrast, rhythm, space and focal points will all be considered.











Background
Blurred
Complex
Confused
Design
Distant
Eye-line
Focus
Foreground
Form
Middle-ground
Near
Perspective
Plane
Proportion
Scale
Shape
Sharp
Space
Symmetry
Repetition
Balance
Harmony
Rhythm

EXPRESSION

Every piece of artwork will evoke a different **feeling** or **emotion** from each viewer. Each artist will **express** a different meaning or have different content behind their subject matter.















Alive
Atmospheric
Delicate
Depressing
Dignified
Disturbing
Exciting
Expressive
Feeling
Emotion
Fresh
Humorous
Imposing
Nostalgic
Sad
Harsh
Upset
Disturbing





Glossary





2-Dimensional	Having only two dimensions, such as width and height but no thickness. Squares, Circles, Triangles, etc are two-dimensional objects. Also known as "2D".
3-Dimensional	Having three dimensions (such as height, width and depth), like any object in the real world. Example: your body is three-dimensional. Also known as "3D".
Abstract	Abstract art is art that does not attempt to represent an accurate depiction of a visual reality but instead use shapes, colours, forms and gestural marks to achieve its effect.
Balance	Balance refers to the visual weight of the elements of the composition. It is a sense that the painting feels stable and "feels right." Imbalance causes a feeling of discomfort in the viewer.
Blend	Blending is a term used often in art, particularly in painting and drawing. It is the technique of gently intermingling two or more colours or values to create a gradual transition or to soften lines.
Colour	Colour is the element of art that is produced when light, striking an object, is reflected back to the eye. There are three properties to colour; Hue, Intensity and Value.
Colour Wheel	The colour wheel is a visual representation of colours arranged according to their chromatic relationship.
Composition	The placement or arrangement of visual elements or 'ingredients' in a work of art, as distinct from the subject.
Contemporary	Contemporary art is the art of today, produced in the second half of the 20th century or in the 21st century. Contemporary artists work in a globally influenced, culturally diverse, and technologically advancing world.
Contrast	Contrast refers to the arrangement of opposite elements (light vs. dark colours, rough vs. smooth textures, large vs. small shapes, etc.) in a piece so as to create visual interest, excitement and drama.
Cool Colours	The phrase cool colour is used to describe any colour that is calm or soothing in nature. Cool colours are not overpowering and tend to recede in space. ... Examples of cool colours include green, blue and violet (think calming blue waters).
Depth	The apparent distance from front to back or near to far in a work of art. Techniques of perspective are used to create the illusion of this in a two dimensional painting.
Design	A plan or drawing produced to show the look and function or workings of a building, garment, or other object before it is made.
Form	Form as an element of art is three-dimensional and encloses space. Like a shape, a form has length and width, but it also has depth.
Highlight	An area or a spot in a drawing, painting, or photograph that is strongly illuminated.
Line	Line art or line drawing is any image that consists of distinct straight or curved lines placed against a background, without gradations in shade or hue to represent two-dimensional or three-dimensional objects.

Mark-making	A term used to describe the different lines and patterns we apply in a piece of art to create texture.
Material	Material in art terms is the use of specific equipment e.g. Pencil, Paint, Pastel
Pattern	Pattern is an underlying structure that organizes surfaces or structures in a consistent, regular manner. Pattern can be described as a repeating unit of shape or form.
Pressure	The amount of force applied with the pencil, to create a variety of tones.
Primary Colours	The primary colours are Red, Blue and Yellow. They can not be made from a combination of any other colours, but mix together to make secondary and tertiary colours.
Proportion	Proportion refers to the relative size and scale of the various elements in a design.
Rendering	An artistic context refers to the light and dark values used to render a realistic object, or to create depth. Created by a variety of pressure or layers.
Scale	Scale refers to the size of an object (a whole) in relationship to another object (another whole).
Secondary Colours	A colour produced by mixing two primary colours in equal proportions. The secondary colours are orange, green and purple.
Shading	Shading is used in drawing for depicting levels of darkness on paper by applying media more densely or with a darker shade for darker areas, and less densely or with a lighter shade for lighter areas.
Shadow	A shadow is a dark (real image) area where light from a light source is blocked by an opaque object. It occupies all of the three-dimensional volume behind an object with light in front of it.
Shape	In the visual arts, shape is a flat, enclosed area of an artwork created through lines, textures, colours or an area enclosed by other shapes such as triangles, circles, and squares.
Surface	In the visual arts, the surface is the outside part or uppermost layer of something on or within a piece of work.
Symmetry	Symmetrical balance refers to balance that is achieved by arranging elements on either side of the centre of a composition in an equally weighted manner.
Technique	The manner and ability with which an artist employs the technical skills of a particular art or field of endeavour.
Texture	The perceived surface quality of a work of art. It is an element of two-dimensional and three-dimensional designs and is distinguished by its perceived visual and physical properties.
Tone	An artistic context refers to the light and dark values used to render a realistic object, or to create depth. Created by a variety of pressure or layers.
Warm Colours	The phrase warm colour is used to describe any colour that is vivid or bold in nature. Warm colours are those that tend to advance in space and can be overwhelming. Examples of warm colours include red, yellow and orange.