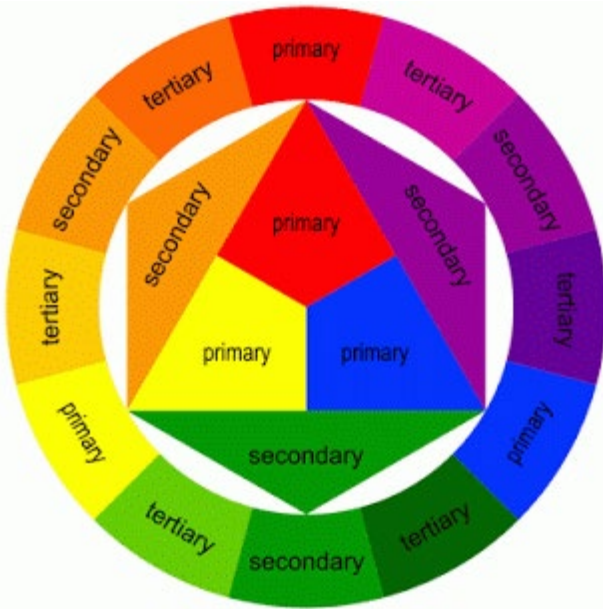


# Knowledge Map: COLOUR

## COLOUR WHEEL



2 Primary colours mixed together make secondary colours.

- Yellow + Red = Orange
- Yellow + Blue = Green
- Blue + Red = Purple

Secondary mixed with a Primary colour will make a tertiary colour.

Yellow + Orange = Yellow/Orange  
Yellow + Green = Yellow/Green  
Red + Purple = Red/Purple  
Red + Orange = Red/Orange  
Blue + Green = Blue/Green  
Blue + Purple = Blue/Purple

If you add more of one colour that is the dominate colour in the mix.

### Colour Wheel Facts:

- Combinations of primary colours mixed together will make all other colours on the colour wheel.
- Primary colours cannot be made as they are the source of all other colours.
- All 3 primary colours mixed together will make brown.
- Contrasting colours mixed together will make brown.

## Complementary/Contrasting colours



Complementary Colours are colours opposite to each other on the colour wheel?

Placed together in an image they make each other look brighter and more vibrant.

## Harmonious Colours



Harmonious Colours look similar to each other and sit closely to each other on the colour wheel.



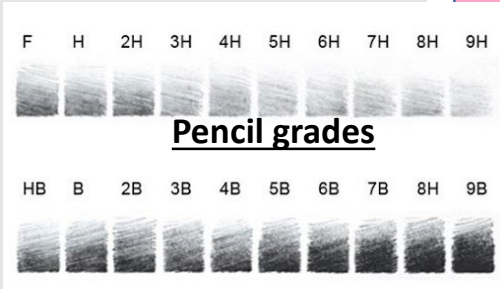
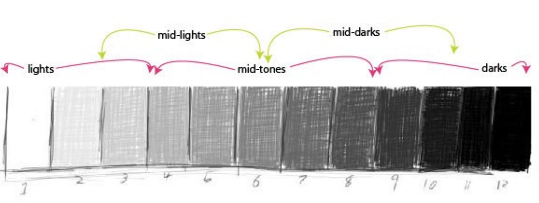
# Knowledge Map: Tone, Tints and Shades



- **Tone**
- This refers to the lightness or darkness of something. This could be a shade or how dark or light a colour appears.
- Tones are created by the way light falls on a 3D object. The parts of the object on which the light is strongest are called **highlights** and the darker areas are called **shadows**. There will be a range of tones in between the highlights and shadows.

*value scales*

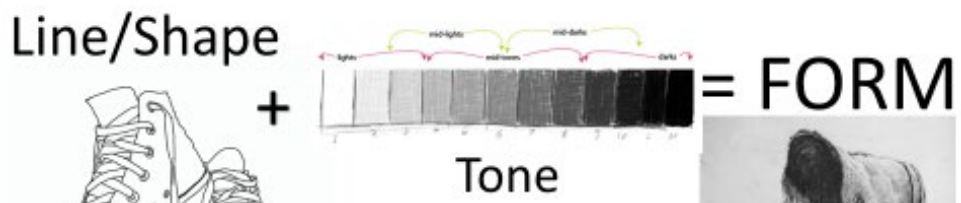
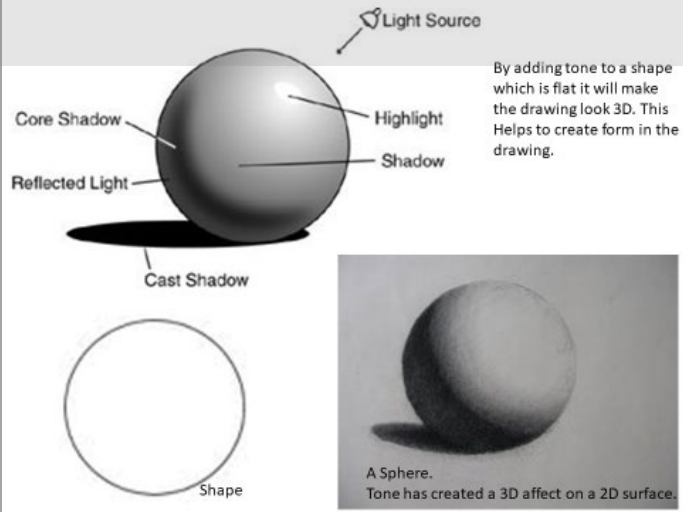
- A **tint** is a colour to which white has been added to make it lighter. Take pink, for instance. Pink is a colour, but it's also a **tint** of red.
- A **shade** is a colour to which black has been added to make it darker.
- A **Hue** is an original colour from the colour wheel.



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

A shape with no tone is flat.

When we add tone to create a 3D effect, we must follow the direction of line of the object; also known as **contouring**.



- TINT = pure hue + white
- TONE = pure hue + grey
- SHADE = pure hue + black

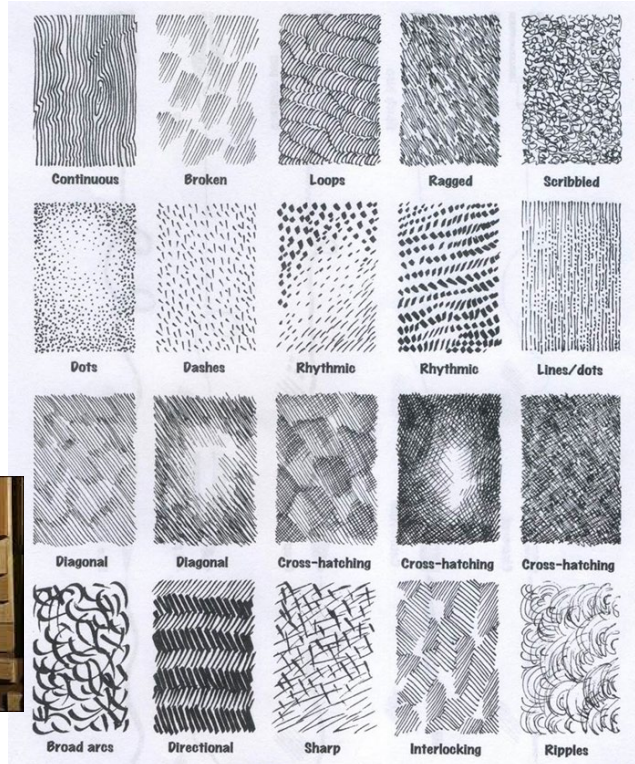


# Knowledge Map:

# TEXTURE

## Texture

- This is to do with 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.
- Actual texture** really exists, so you can feel it or touch it. You can create actual texture in an artwork by changing the surface, such as sticking different fabrics onto a canvas. Combining different material techniques can create interesting textures.
- Visual texture** is created using marks to represent actual texture. It gives the illusion of a texture or surface but if you touched it, it would be smooth. You can create visual texture by using different lines, shapes, colours or tones. Think about how different marks can be used to show texture



## Mark Making

Mark making is a term used to describe the **different lines, patterns, and textures** we create in a piece of art.

It applies to any art material on any surface, not only paint on canvas or pencil on paper.

## Line

Line is the path left by a moving point. For example, a pencil or a brush dipped in paint.

A line can take many forms. It can be horizontal, diagonal or curved. It can also change over its length, starting off curved and ending up horizontal, for example.

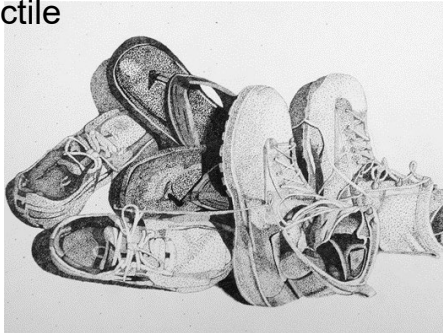
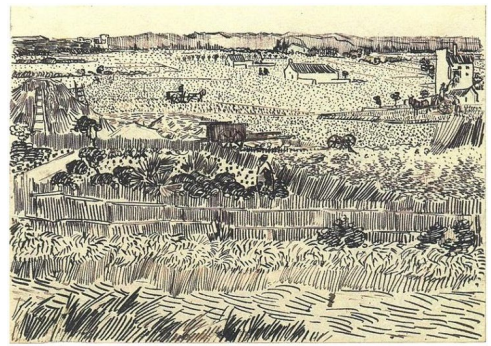


Thick impasto paint has been applied to create actual texture to this painting.



These wood relief panels by Eduardo Paolozzi are tactile to touch.

Mark making has created an illusion of texture to this Van Gogh Drawing.



An example of tone with mark making in a drawing.

## Mark Making with Tone

Tone can be created when mark making by placing marks close together to create dark tones, and marks far apart to create light tones.



# Pattern

A design that is created by repeating lines, shapes, tones or colours. The design used to create a pattern is often referred to as a **motif**. Motifs can be simple shapes or complex arrangements.

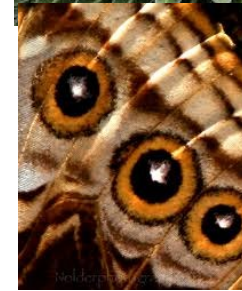
# Knowledge Map: PATTERN



Patterns can be man-made, like a design on fabric.

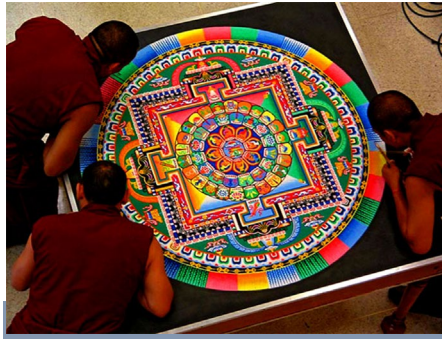


Patterns can be natural, such as the markings on animal fur.



## Dream Catcher

Native American cultures believe that both good and bad dreams fill the air at night. The dreamcatcher acts like a spider's web by trapping the bad dreams or visions while allowing the good ones to filter through. The bad dreams caught in the web get destroyed when the sunlight of morning hits the dreamcatcher, while the good dreams filter down through the feathers and gently reach the sleeping person below.

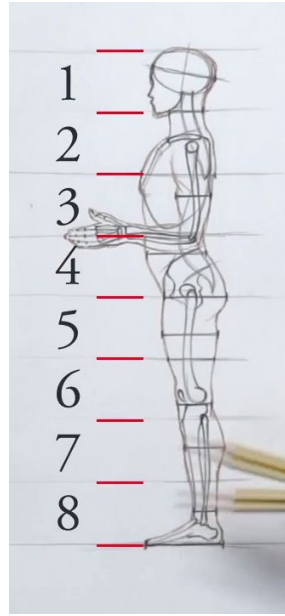


## Mandala

The word "mandala" is from the classical Indian language of Sanskrit. Loosely translated to mean "circle," it represents wholeness, and can be seen as a model for the organisational structure of life itself--a cosmic diagram that reminds us of our relation to the infinite, the world that extends both beyond and within our bodies and minds.

# Knowledge Map: Proportions, Shape & Scale

**Proportion** is the relationship of the size of one element when compared to another.



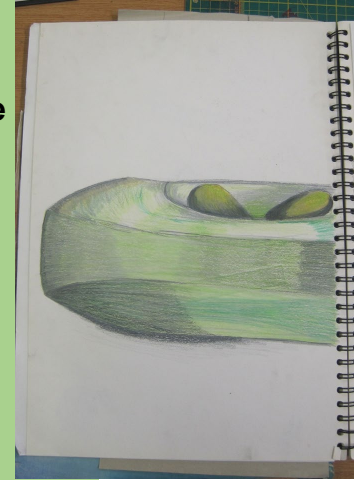
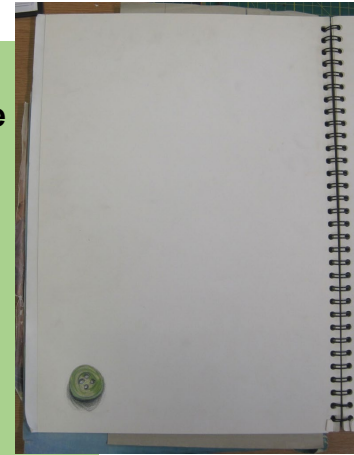
## **Scale**

**To make an object appear small we can...**

- ... make our drawing small
- ... position the object in the bottom corner
- ... leave lots of white space around the object
- ... draw it from a bird's eye viewpoint, if we are looking down at the object that must mean that we are big and the object is small.

**To make an object appear small we can...**

- ... make our drawing small
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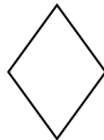
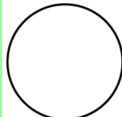
## **Shape**

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

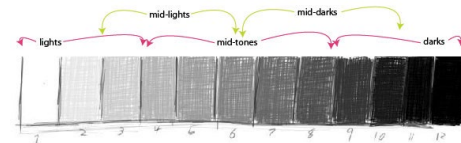
A shape with no tone is flat.

When we add tone to create a 3D effect, we must follow the direction of line of the object; also known as contouring.

**Forced perspective** is a technique that employs optical illusion to make an object appear further away, closer, larger or smaller than it actually is.



Claes Oldenburg



**Recap:** Tone, remember to be brave and apply a variation of tone to create depth in your image and help it look 3D



# Knowledge Map: Composition

**Observational drawing** is drawing what you see in front of you It can be a flower, a person, a still life, a landscape,

A **still life** is a work of art depicting mostly inanimate (not alive) subject matter, typically commonplace objects which are either natural (food, flowers, dead animals, plants, rocks, shells, etc.) or man-made (drinking glasses, books, vases, jewellery, coins, pipes, etc.).

## Composition

The term composition usually refers to the arrangement of the formal elements within a work of art.

An artist arranges the different elements of an artwork to bring them into a relationship satisfactory to them and, it is hoped, the viewer.

The artists thinks about the placement of colour, shape, line, tone, form, scale, texture.



Wassily Kandinsky

Audrey Flack



Background

Arrangement of objects

Pattern

Texture

Proportions

Mid-ground

Scale

Tone

Colour

Form

Complimentary  
Colours

Shape

Orange and Blue



Foreground

## Things to think about when developing a composition:

- Does it tell a story?
- Have you created relationships? (even if just with shapes like Kandinsky's painting above).
- Consider all the formal elements of art. How you will use them in your own composition?
- Use rules of thirds if it feel appropriate to your design.
- Consider the background, mid ground and foreground or maybe your composition will be a close up?
- Design more than one composition before making an outcome.
- How can you make sure the audience looks at the main focal point?
- Could you create drama by using an unusual viewpoint?
- How can colour affect the atmosphere of the piece?
- Consider the balance of the piece.

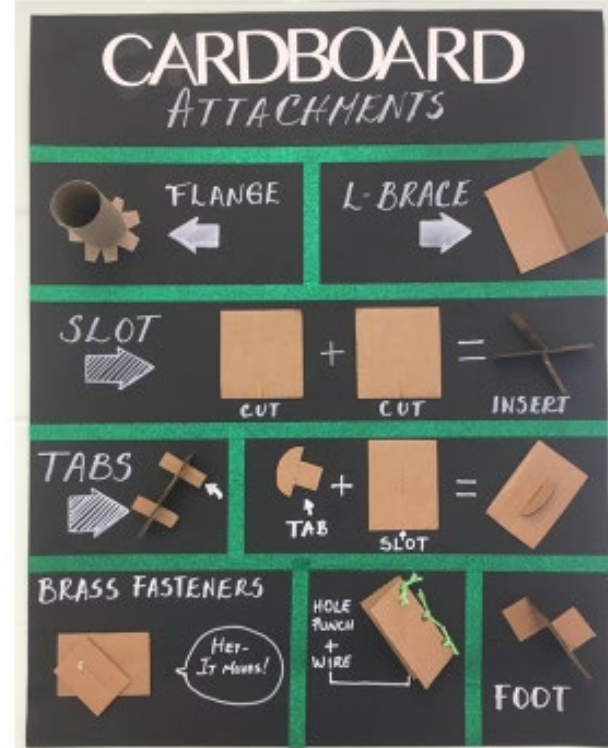
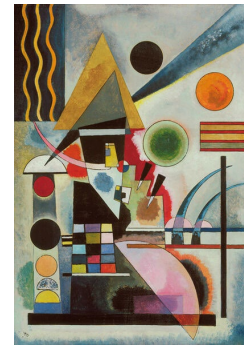
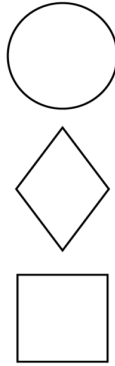
# Knowledge Map: Shape and Form

## Shape

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

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**Wassily Kandinsky** was a Russian painter and art theorist. Kandinsky is generally credited as the pioneer of abstract art. Born in Moscow 1866. He is well known for his abstract marks that were often a response to music he listen to as he painted.

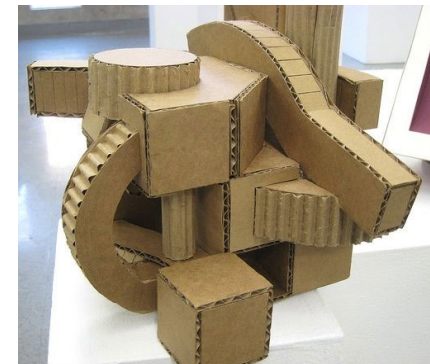


Henri Matisse

**Form** helps artists to produce an illusion of 3D and depth on a two-dimensional surface. Or it is the physical nature of form where you can see and feel the depth and dimensions of an object.



Umberto Boccioni



# Knowledge Map: Analysing Art

How can I demonstrate my ideas and critical understanding?

MAKING WRITING BEAUTIFUL

ARTISTIC LANGUAGE



## Colour

Bright	Dull
Vibrant	Natural
vivid	Neutral
Lively	Subtle
Brilliant	Earthy
Intense	Harmonious
Rich	Inspid
Deep	Pale
Strong	Mellow
Clashing	Muted
Stimulating	Subdued
Garish	Quite weak

## Use of tone

Dark, light, mid, flat, uniform, smooth, plain, varied, broken, consistent, contrasting, linear.

## Descriptive Language

### Composition words

Horizontal, vertical, diagonal, angled  
Foreground, middle ground, background.  
Centred, asymmetrical, symmetrical.  
Balanced, unbalanced, lopsided, focal point.  
Overlapping, cluttered, chaotic.  
Separate spacious, empty.  
Free, flowing, fragmented, formal, rigid, uptight, confined.

### Form and Shape

2D, flat, abstract, simplified, stylised.  
3D, form, realistic, natural, sense of depth and space.  
Sharp, detailed.  
Distorted, exaggerated, geometric.  
Linear, long, narrow  
Hard edged, soft edged

### Mark making

Structured, powerful, Haphazard, quick, loose, weak, organised, slow, passionate, sensitive, expressive, angled, whimsical, definite, clear, energetic, ambiguous, layered, messy, thick, thin, rhymetical, variable, delicate, subtle, scruffy, harsh, curved, repetitive, imaginative, clever, thoughtful, fluid.