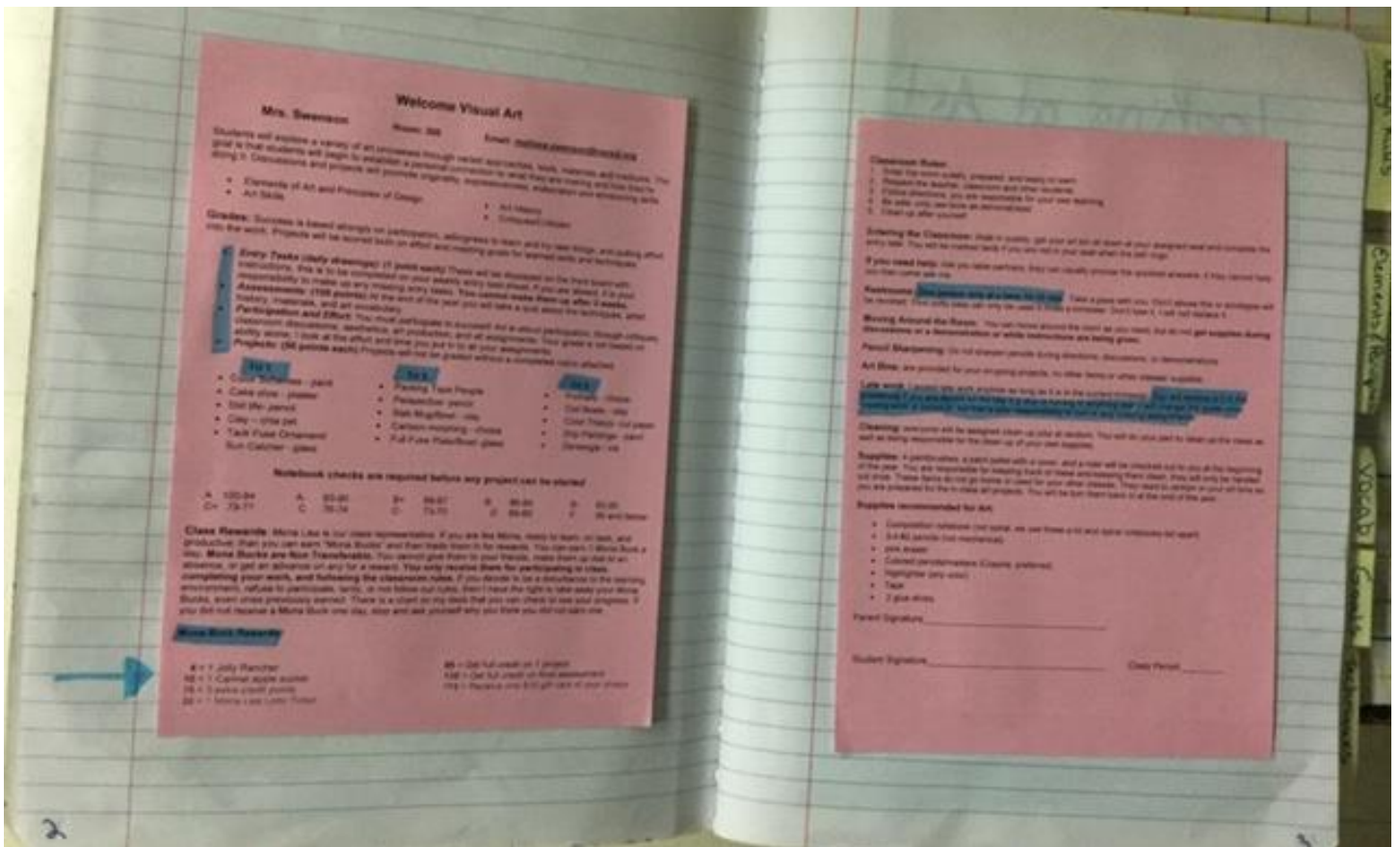
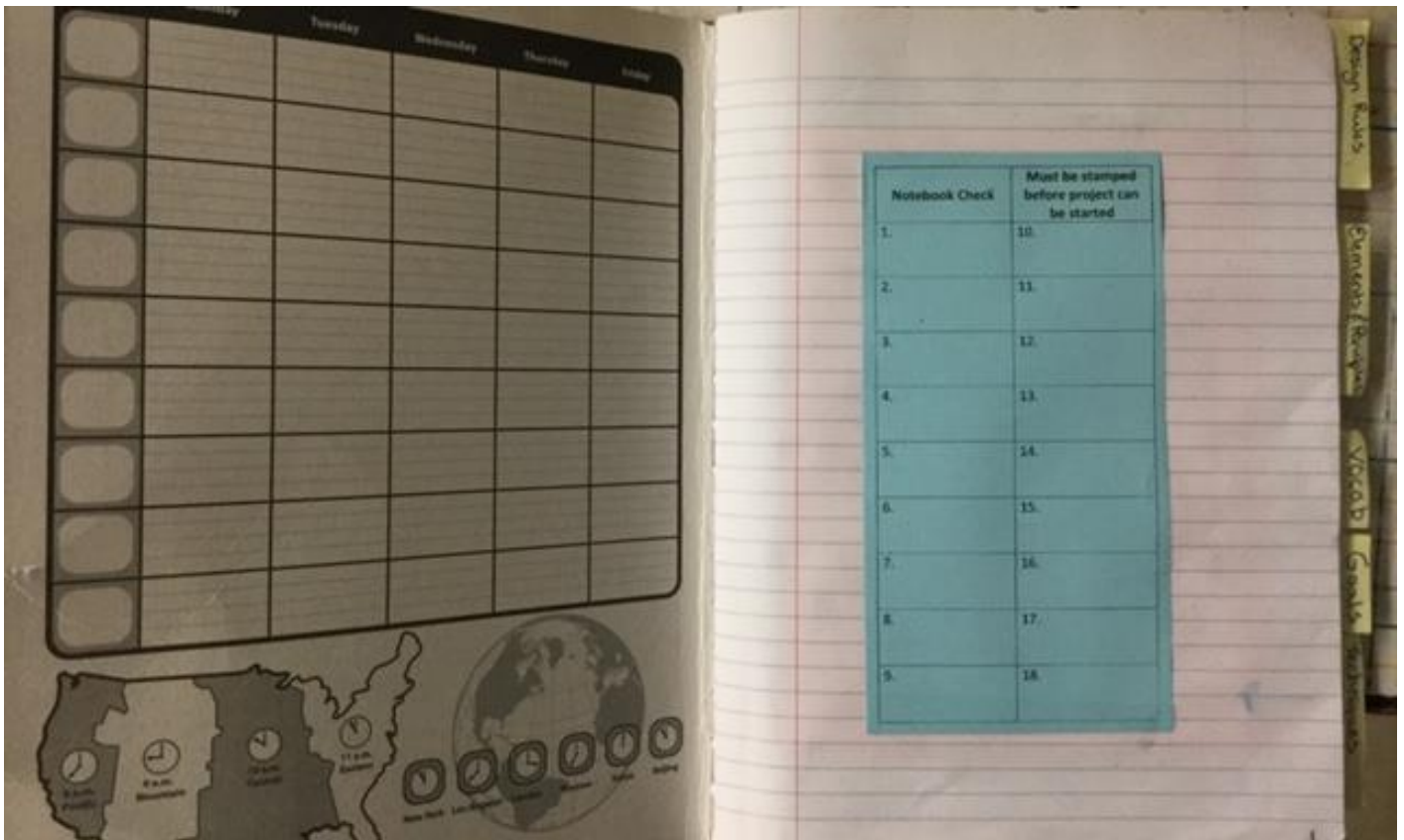


college ruled

composition

Ms. Swenson

2019-2020



Looking at Art



OK, Art Detectives, Let's Investigate!

1. What do you see?
2. What do you think is happening in this piece of art?
3. What materials do you think the artist used to make this piece of art?
4. Does this piece of art remind you of anything?
5. What questions do you have about this piece of art?
6. Pretend you could go inside this piece of art. What do you see? What do you hear? What do you smell?
7. Which part of the piece of art is your favorite? Why?
8. If you could change one thing about this piece of art, what would you change?
9. How does this piece of art make you feel? Can you say why?
10. If you had to describe this piece of art to a friend, what kinds of words would you use?

www.theartfulkid.com

Critique Using the Language of Possibility THE HOW? THE WHY? Be Specific!!!

HERE ARE SOME CRITIQUE SENTENCE STARTERS IF YOU WISH TO USE THEM FOR ASSISTANCE...

Compliments:

- I really like how you... because...
- It was really impressive that you... because...
- When you explained... I could connect to it, because...
- What I like most was... because...
- You used excellent... throughout...
- This is really successful because you used...

Questions for the Artist:

- What inspired you?
- I am still wondering about... can you explain... more?
- Can you explain what you think of your artwork?
- Can you explain how you used...

Constructive Criticism (advice):

- Perhaps, you may want to consider... because...
- I wish I could have seen... because...
- To improve your... try...
- Have you thought about adding... it would help...
- If you change... it will help improve...

Good Design Rules

THE COMPOSITION HIERARCHY

Consideration for order of focus group elements with varying importance or other values to create hierarchy.

1. FOCAL POINT

What is the most important element in your design? What is the most important element in your design?

2. SIMPLIFICATION

Remove any unnecessary elements from your design. Simplify your design.

3. RULE OF ODDS

An odd number of elements is more visually appealing than an even number of elements.

4. RULE OF THIRDS

Place your most important elements along the vertical and horizontal lines of the rule of thirds.

5. CREATE MOVEMENT

Use lines, shapes, and colors to guide the viewer's eye through your design.

6. DON'T CUT IN TWO

Avoid placing elements in the middle of the page. Place them in the corners or along the edges.

7. PEOPLE LIKE TRIANGLES

Use triangles to create a sense of balance and stability in your design.

Good Design Rules

COMPOSITION

The art of organizing elements of a design into a harmonious and pleasing whole.

The combination of the elements and layout of a design in a work of art.

Tip for creating good composition:

1. Overlap

Place objects slightly behind one another. This will give the eye an idea of what is in front and what is behind. This is a good way to create depth in your design.



2. Crop

Crop elements to fit the page. This will help the viewer's eye focus on the most important elements of your design.



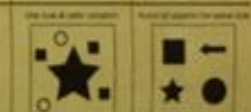
3. Rotate

Rotate elements to create a sense of movement. This will help the viewer's eye move through your design.



4. Focal Point

Place your most important element in the center of the page. This will help the viewer's eye focus on the most important element of your design.



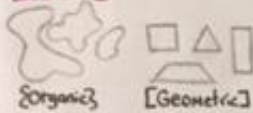
5. Off-Centering

Place your most important element off-center. This will help the viewer's eye move through your design.



The Elements of Art

Line — A mark that is longer than it is wide



Shape
2D: LxW

Form 3D: LxWxH
Cube, pyramid, cylinder, others

Color
Tint: add white
Shade: add black
Reflected light

Value
Range of light to dark

Texture implied vs actual
The way it feels

Space The area between shapes
Positive and negative, Distance, overlapping shapes, perspective

The Principles of Design

Emphasis Focal point
Size, Color, Shape, Texture

Pattern
repeated, repeated, repeated, repeated

Unity Good Unity, NO Unity, Everything belongs together

Rhythm
repeated, repeated, repeated

Contrast Color, Shape, Size, position, Texture

Balance Asymmetrical, radial, Symmetrical

Movement The way your eye travels through an artwork

COLOR THEORY

Color is an Element of Art



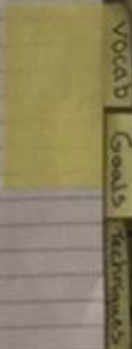
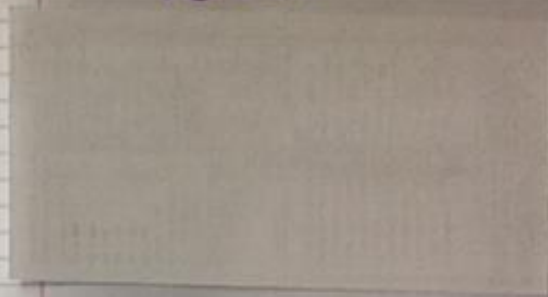
Every time I use color, I am creating a color scheme.

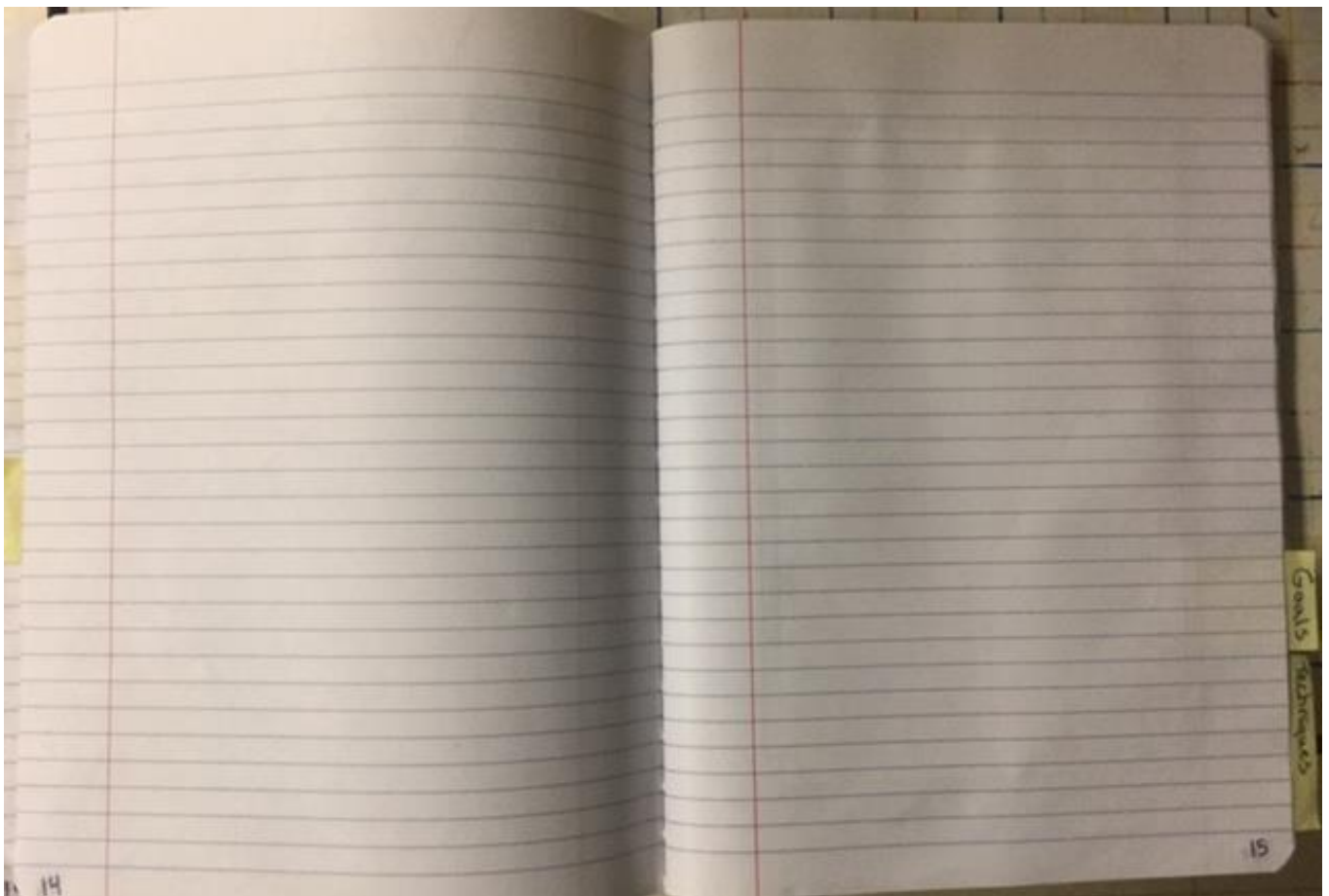
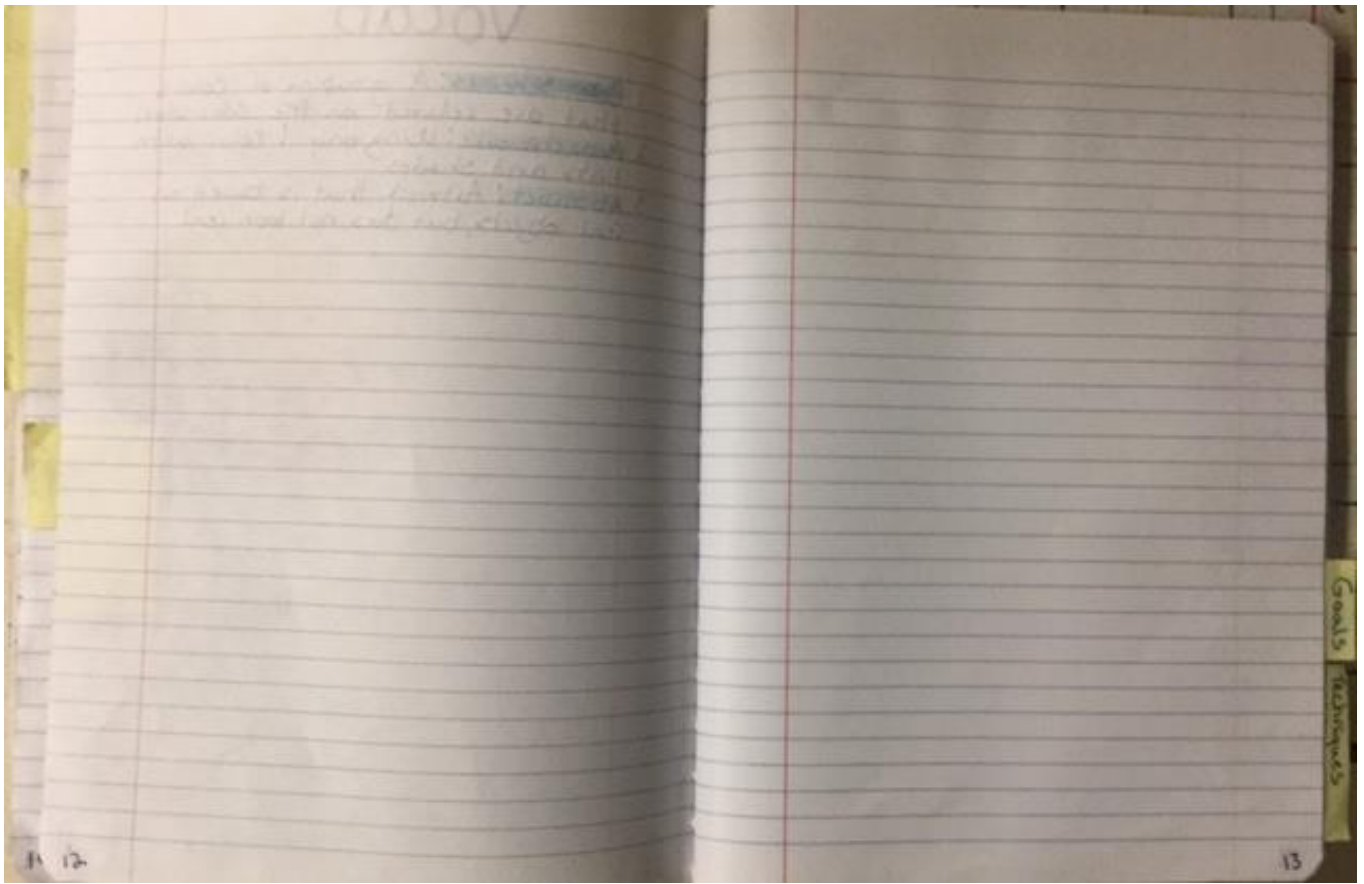
This is a Color Wheel.

The most common color schemes are listed below

- Primary - RYB (can make all the other colors by mixing different amounts of primary colors)
- Secondary - OGV (can mix primary colors to make a secondary color)
- Tertiary - ROY, GYO, BVO (this is the color in between the primary and secondary colors)
- Warm - ROY (all the Red, Orange, and Yellow colors)
- Cool - GYO (all the Blue, Green, and Violet colors)
- Complimentary - RG, YV, BO (opposites on the color wheel)
- Analogous - YRO (colors that are neighboring on the color wheel (not Y and O))
- Shade - Add Black
- Tint - Add White
- Neutral - Brown: mix all primary colors together

Vocab





Sculpture	How do you feel about this skill? ++ Great (I could teach this) + OK (I get it) - I don't get it (I need more help)							Write 1 goal for each project. These can build off the previous goal or be a new goal for sculpture.
	Carve Stone	Carve Wood	Paint Clay/Food	Put Clay/Stone	Carve Wood	Carve Stone	Carve Wood	
Art Skills								Goal #1 Goal #2 Goal #3 Goal #4 Goal #5 Goal #6 Goal #7
Carving								
Molding								
Assembling								
Use of Media								
Composition								

Drawing	How do you feel about this skill? ++ Great (I could teach this) + OK (I get it) - I don't get it (I need more help)						Write 1 goal for each project. These can build off the previous goal or be a new goal for drawing.
	Still Life	Perspective	Cartoon	Manipulation	Portrait	Storyboard	
Art Skills							Goal #1 Goal #2 Goal #3 Goal #4 Goal #5
Shading							
Proportions							
Perspective							
Control of Perspective							
Composition							

Painting	How do you feel about this skill? ++ Great (I could teach this) + OK (I get it) - I don't get it (I need more help)				Write 1 goal for each project. These can build off the previous goal or be a new goal for painting.
	Brush Techniques	Color Theory	Deep Printing	Portraits	
Art Skills					Goal #1 Goal #2 Goal #3 Goal #4
Using the brush					
Mixing colors					
Paint Application					
Use of media					
Composition					

Art Techniques