

- A01 – Developing ideas through research
- A02 – Using resources, experimenting with different media and ideas
- A03 – Recording ideas (photos & drawings)
- A04 – Personal response

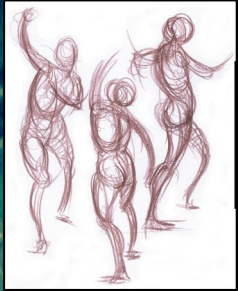
YEAR 8—CHARACTERS PROJECT

- KEYWORDS -
- Characters
 - Features
 - Emotion
 - Comic
 - Illustration
 - Animation
 - Colour
 - Line
 - Shape
 - Composition
 - Space
 - Layers
 - Abstract

Overview of Topic

In this project you will explore the theme of characters. You will begin by experimenting with different drawing techniques using pencil and biro. You will compare the work of two artists, then plan, design and create your own response showing an influence of their style and technique and taking into consideration composition, colour and creativity.

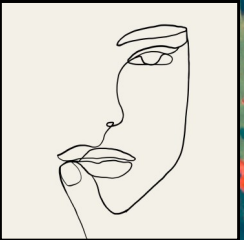
Gesture drawing is a loose form of sketching that attempts to capture your subject's basic form and express movement.



Blind contour drawing is an exercise where the artist draws the contours of a subject without looking at the page.



A **continuous line drawing** is one in which a single, unbroken line is used to develop the image.

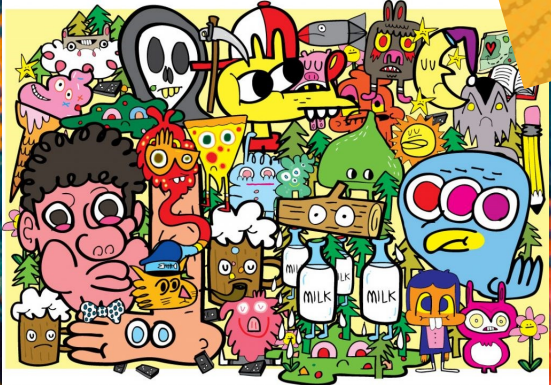


Techniques & Media

- Paper
- Stencil
- Collage
- Biro
- Pencil
- Colour
- Colour
- Mark Making
- Texture
- 3D



JON BURGERMAN



VS

JOAN MIRO



YEAR 8 – Characters

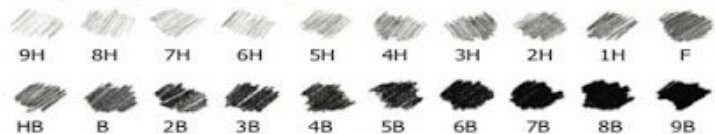
These are the skills and facts that you will need to know for your character project.

Grades of pencil

Pencils come in different grades, the softer the pencil, the darker the tone.

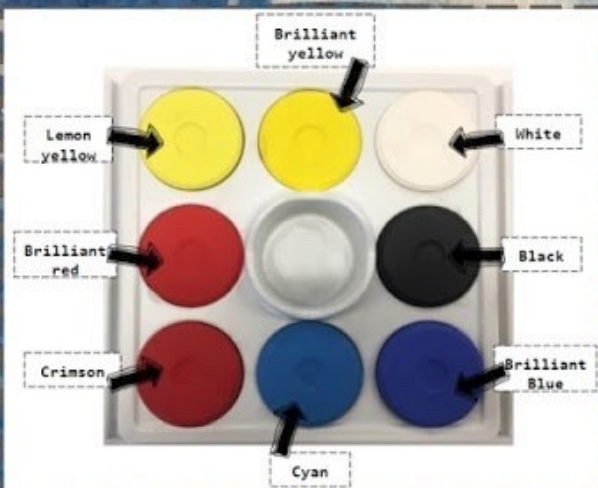
H=Hard B=Black

In art the most useful pencils for shading are 2B and 4B. If your pencil has no grade, it is most likely HB(hard black) in the middle of the scale.



Making objects look 3D

To prevent your drawings from looking flat, you should use a range of tones and marks. Pressing harder and lighter and layering with your pencil creates different tones. Use the direction of your pencil to help enhance the 2D surface, and you can also include shadows which will also help objects appear 3D.



Colour Vocabulary

Primary colours are the 3 main colours. They cannot be made, but are used to make all other colours.

Secondary colours are made by mixing 2 primary colours.

Tertiary colours are made by mixing a primary and secondary colour together.

Complementary colours are opposite on the colour wheel.



Harmonious colours are next to each other on the colour wheel.

Tint - when you add white to a colour to make it lighter



Shade - when you add black to a colour to make it darker



Art Formal Elements

Colour Line Tone Texture
Shape Form Pattern

Coloured pencil techniques

Hatching



Lines which are shaded in one direction

Cross Hatching



Lines which cross in two directions

Stippling



Dots which are close together or far apart

Overlay



Layering multiple colours with even shading

Scumbling



Random marks - close together or far apart

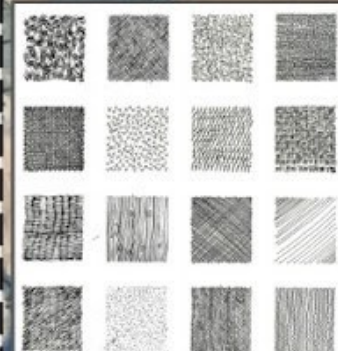
Burnishing



Blending colours using a white pencil

Markmaking

To make your drawings look more realistic, you should try to use different marks to show textures and surfaces. You can do this by changing the direction, pressure or length of your marks.



Art Key Words

Media/Medium	The materials and tools used by an artist to create a piece of art
Technique	The way an artist uses tools and materials to create a piece of art
Composition	Where you place objects on the page
Highlight	The bright or reflective area on an object or piece of art
Shadow/shade	The darker areas within a piece of art or object
Proportion	The size relationship between different parts - eg height compared to width