

What will you learn in Art-I?

Elements of Art

LINE

straight

curved

VALUE

dark tones midtones light tones

hatching
crosshatching
stippling
blending

chiaroscuro

TEXTURE

actual vs. implied

Use textured materials, painting techniques, mix media, etc

Use lines, patterns, strokes, shapes, images, etc

SHAPE & FORM

geometric vs. organic

positive vs. negative

2-D 3-D

SPACE

positive vs. negative

Illusion of depth

1. size relationship
2. placement of objects
3. overlapping
4. value change
5. details
6. atmospheric perspective
7. linear perspective

Linear Perspective

HORIZON VANISHING POINT

RECEDING LINE(S)

1-point 2-points 3-points

COLOR

hue

shade
tone
tint

PRIMARY
SECONDARY
INTERMEDIATE

Color Schemes

monochromatic analogous

complementary triadic

Hue - pure color
Intensity - the brightness or dullness of a color
Value - the lightness or darkness of a color

Principles of Design

Balance

Contrast

Repetition

Emphasis

Unity

Skills & Techniques

Drawing	Creative Planning	Pointillism
Eye-Hand Coordination	Problem Solving	Abstract Designs
Proportions	Pencil Drawing	Color Theory
Shading	Pen / Marker Drawing	Color Schemes
Blending	Exploring Shapes	Implied Textures Techniques
Color mixing	Abstract Thinking	
Painting	Colored Pencils Techniques	
Using Grid Method	Color Blending	
Building Perspective	Observational Drawing	
Reverse drawing	Stylizing	
Building Tessellations	Watercolor and watercolor effects	
Printmaking	Chiaroscuro Technique	
Mixed Media		

Vocabulary

Abstract	Hue	Reseding Line(s)	Tone
Balance	Lifting	Rhythm	Triptych
Blending	Line	Shade	Unity
Chiaroscuro	Linear Perspective	Still-Life	Value Scale
Color Scheme	Parallel	Stippling	Vanishing Point(s)
Contrast	Pattern	Stylizing	Wash
Cross-hatching	Photorealism	Tangrams	Watercolor
Emphasis	Plan	Tessellations	
Grid	Pointillism	Texture	
Hatching	Positive/Negative Space	Tint	
Horizon	Repetition	Tonal Value	

