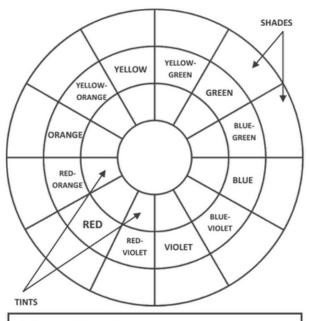
# What will I learn in Introduction to Art?

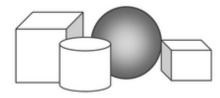
Color Schemes: Primary, Secondary, Tertiary, Monochromatic, Complementary, Analogous, Warm and Cool



I can demonstrate how to use the tools. materials and techniques of various 2D and 3D media for intentional effects in my original art.

### **Specific Concepts**:

Illusion of depth, size, placement, overlapping



Perspective: linear and atmospheric Symmetrical, Asymmetrical and Radial Balance Human figure and facial proportions

I can analyze how the E/P are used in art creation.

#### **Elements of Art:**

Line

Shape

Form

Value

Texture

Color Space

# **Principles of** Design:

Repetition

Movement

Contrast

**Emphasis** 

Balance

Unity

Color + white= Tint

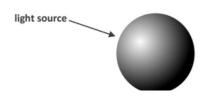
Color + black = Shade

Color + gray= Tone

Intensity: The brightness or dullness of a color Value: The lightness or darkness of a color

I can use drawing techniques to render objects (with highlights, transitional shadows and light source) in my artwork.

- Pencil Control
- Hatching
- Cross-hatching
- Stipplinig
- Scumbling



#### **Key Intro to Art Vocabulary**

contour gesture leatherhard greenware glazeware bone dry bisqueware score & slip color theory under painting thumbnail Form & Fit Big Idea **Function** reflection aesthetics Realistic Art Abstract Art Non-Objective composition symbolism perspective

# I can develop my mind and art:

- Big Idea
- Research
- Observe
- Explore
- Engage
- Express
- Reflect
- Evolve
- Understand the World

# I can discover art history movements and genres as well as contemporary artists.

Da Vinci (Renaissance)

Van Gogh (Post-Impressionism)

Picasso (Cubism)

Dali (Surrealism)

Warhol (Pop Art)

O'Keeffe (Abstraction)

Khalo (Self-portraits)

Wyeth (Realism)

Gehry (architecture)

Bansky (street art)

# I can creatively problem solve.

- Understanding 1.
- 2. **Exploration**
- Ideation 3.
- **Experimenting** 4.
- 5. Evolution

#### **Composition Terms:**

Rule of Thirds Composition Element of Art - Space Foreground

Middleground Background

