

Key Knowledge and Vocabulary:

Colour Wheel:



The first colour wheel was created by Sir Isaac Newton in 1666. He discovered that a prism separates light into a spectrum of colours. Colours are represented on a wheel of 12 colours: three primary, three secondary and six tertiary. It also shows warm colours, cool and complimentary colours

- Primary colours are colours that cannot be created by mixing other colours. They are red, yellow and blue
- Secondary colours are colours that can be created by mixing two primary colours. They are green, orange and purple.
- Warm colours upper left of the colour wheel. e.g. red for hot.
- Cool colours lower right of the colour wheel. e.g. blue for cold.
- Complimentary colours are colours that are opposite each other on the colour wheel.
- A tint is the mixture of a colour with white, which increases lightness.
- A shade is the mixture of a colour with black, which reduces lightness.
- A tone is produced either by the mixture of a colour with grey.
- Hue is the term for the pure spectrum of colours - red, orange, yellow, blue, green violet - which appear in the hue-circle or rainbow

Tonal Shade:



Tonal shade
Produce a range of tones by varying the pressure and layering – consider using softer pencils for darker shades

Alternative shade techniques



Cross hatching



Hatching



Contour lines



Stippling



Scribble



Pattern

Pastel Drawing Techniques:



Blending



Hatching



Broken lines



Blocking



Chalk pastels



Oil pastels

Pastels - small sticks of different coloured pigments (colours) that are used for drawing pictures. They can be oil or chalk based.

Blending - mixing two or more colours to soften lines.

Blocking - painting in simple "blocks," or shapes, of colour.

Hatching - an artistic technique used to create tonal or shading effects by drawing closely spaced parallel lines.

Illustrations - pictures that tell a story

Portrait - a picture of a person

Annotation:

Step 1- Describe

What is this an image of?
What have you done here?
What was this stage of the project for?

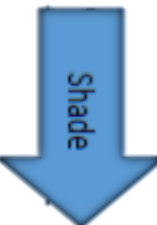
Step 2- Explain

How was this work made?
How did you produce particular effects? How did you decide on the composition?

Step 3- Reflect

Why did you use these specific methods? Why do particular parts work better than others? Why might you do things differently next time?

Stages of Drawing:



Methods of recording:

- Observation drawing
- First hand observation
- Second hand observation
- Photographs
- Sketches