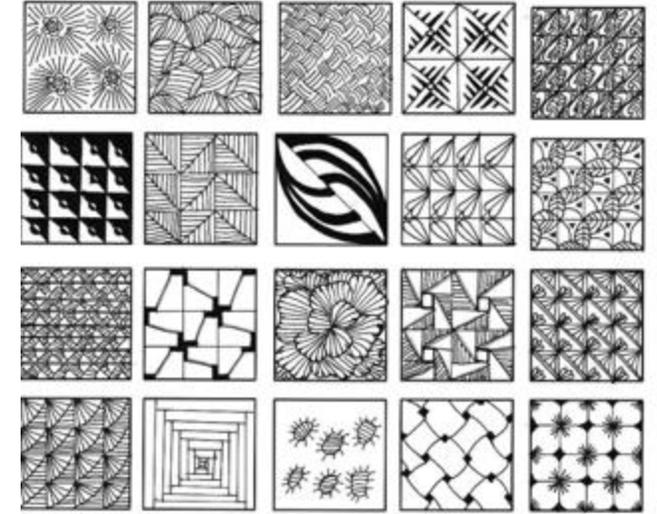


Transition Challenge...

Your challenge: Design a patterned insect or an animal of your choice!
See below for pattern and insect ideas...

ART

★ For a higher mark show in your work that you have been inspired by an artist



Artwork by artist
Ian MacArthur

<https://www.iainmacarthur.com/animals>

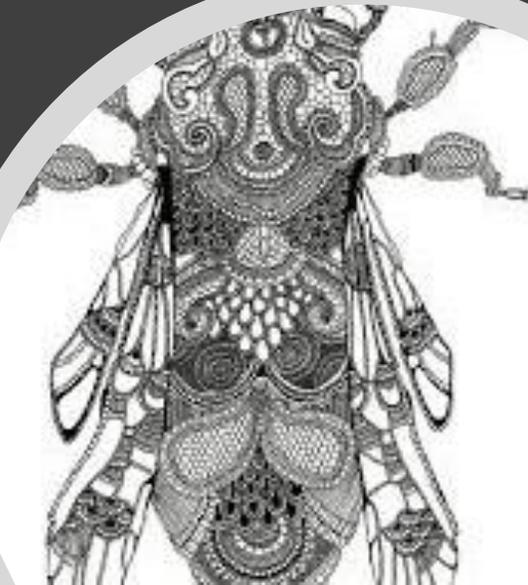
How? Success Criteria...



- Sketch out your basic insect or animal outline- use **symmetry** and the examples above to help you. Press on lightly so that you can rub out any mistakes. There are lots of YouTube videos to show you how to draw an animal out of key shapes like the example on slide 13.
- Add **pattern**- use the doodle images (also known as zen-tangles) above and the artists that follow for ideas
- Add **detail**- look carefully at the insect or animal images you are drawing from to record accurate detail
- Add colour or **monochrome** shading – use **tones** of light, medium and dark.
- **TIP:** Try black biro or fine-liners on plain paper- draw outlines in pencil and fill in with pen doodles.



Ian
MacArthur

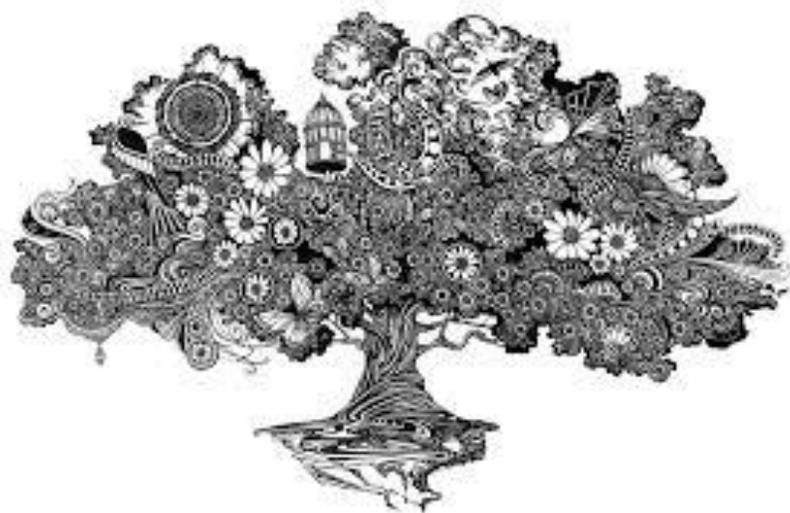
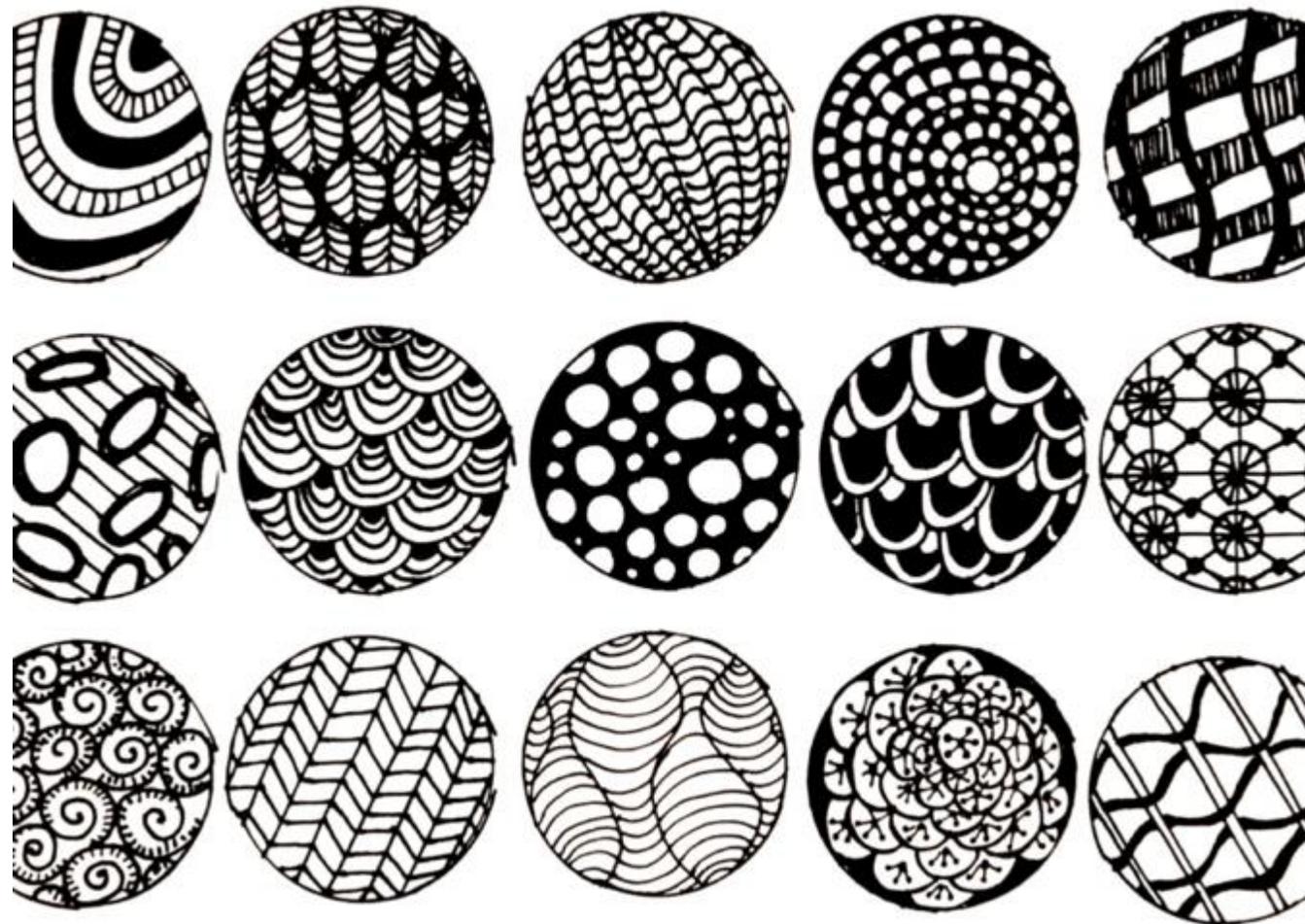


Rosalind Monks

Decorative and patterned wildlife

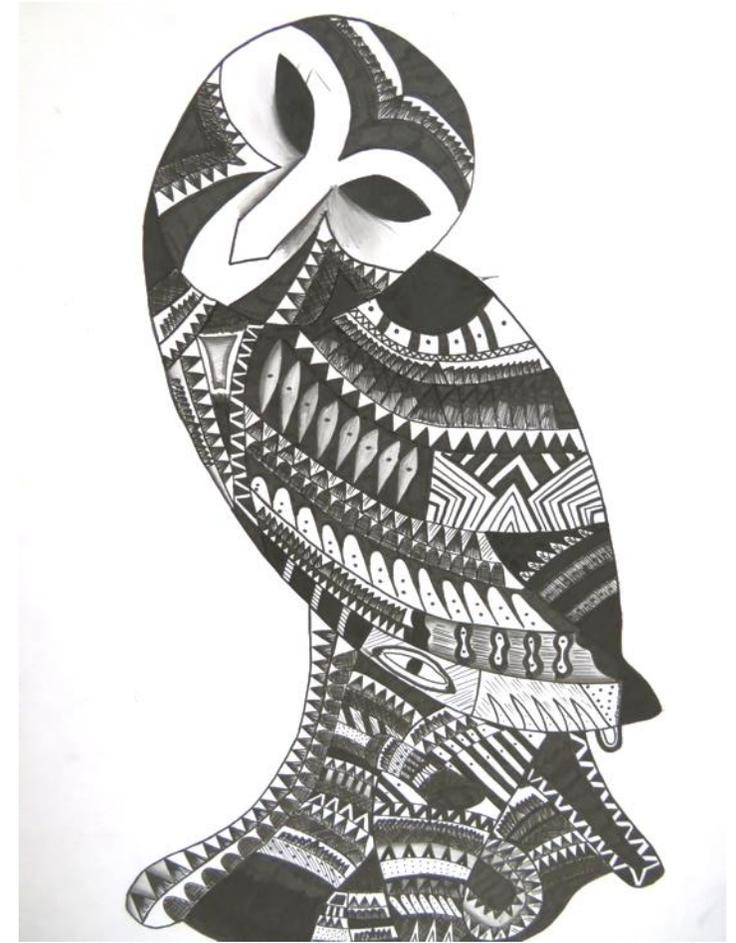
key art skill...

PATTERN!





What shapes can you doodle to represent nature?



student examples



dean russo

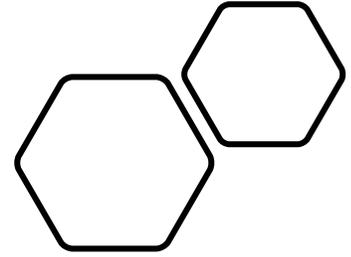
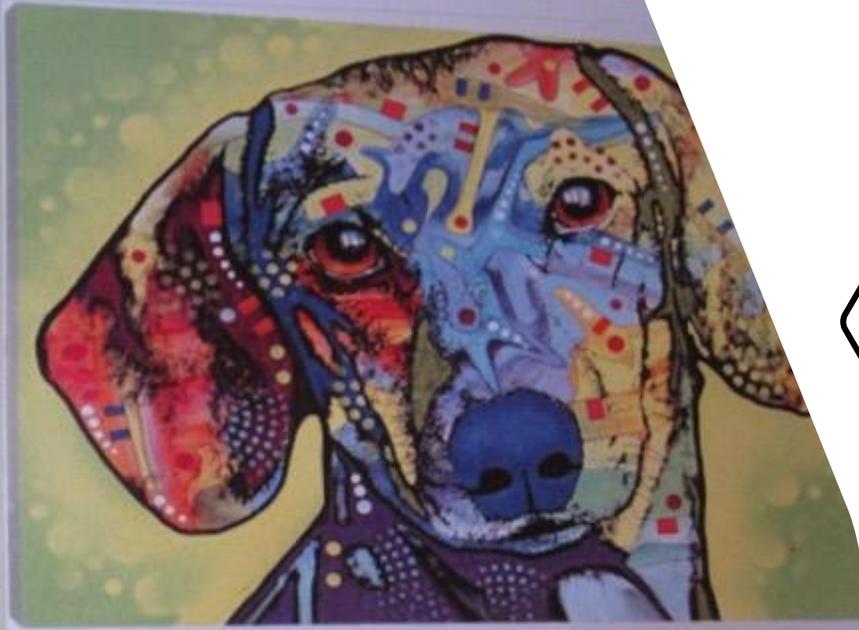
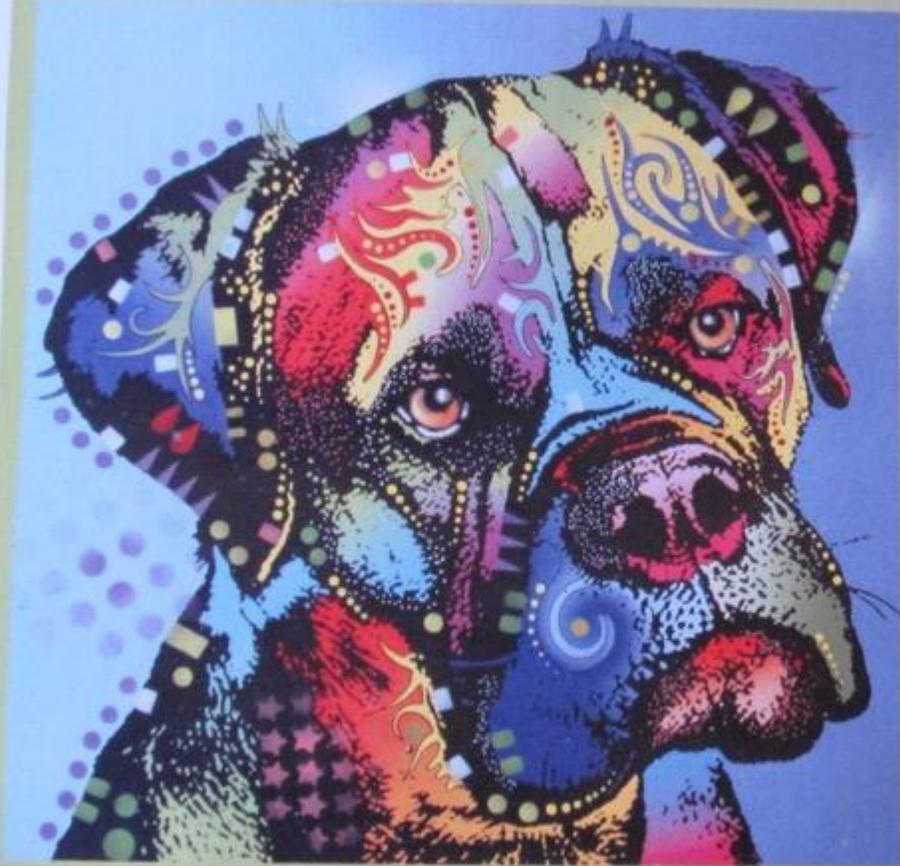


"The eyes are perhaps the most important element in a piece, they hold every part of the animal's characteristics. Bold colours in **juxtaposition** with abstract patterns project the hidden soul of a living species and is what compels my work."

Key Art Word...

Juxtaposition- When two things placed close together (in this case colour and pattern) have a contrasting and different effect and make the artwork look striking and bold.

Dean Russo

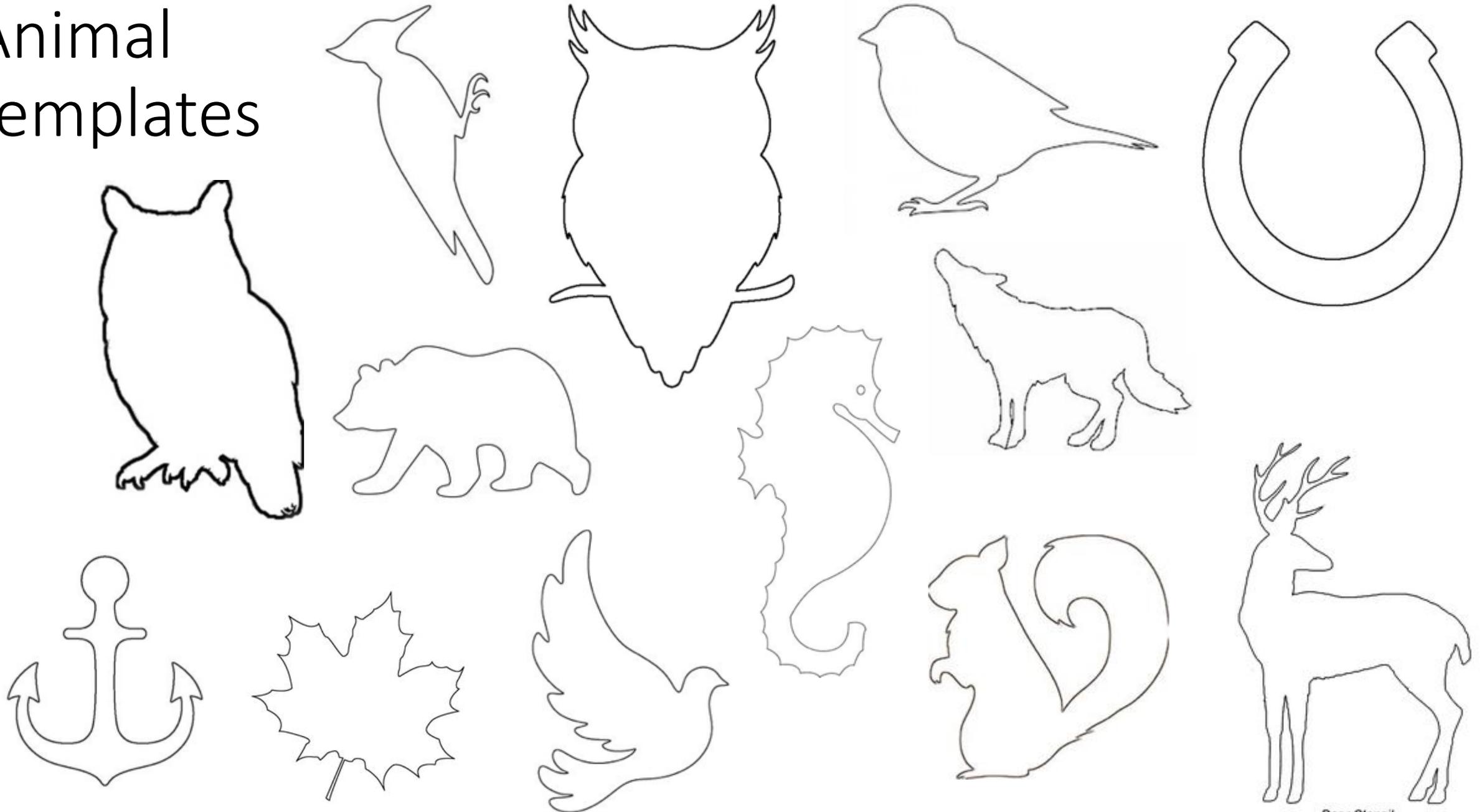


“People will know how large your soul, by how you treat your dog.”



student examples

Animal templates



See also- books on how to use shapes to draw animals- some on amazon if needed

key art skill...

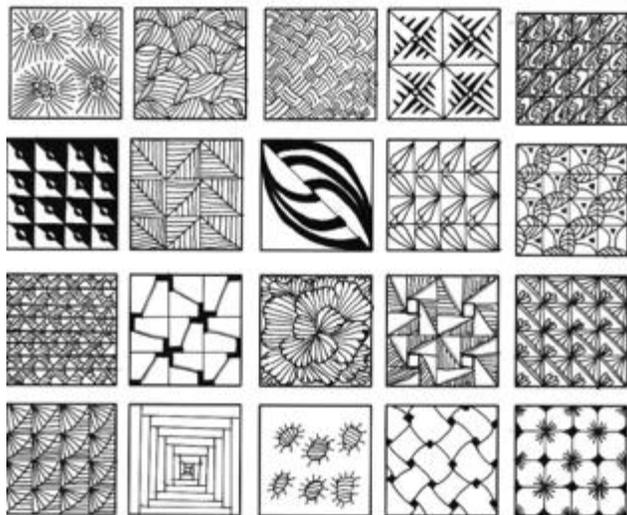
Pencil outlines and animal proportion

Step one: Draw an accurate outline from observation of a photo and breaking the animal's total form down into a series of shapes

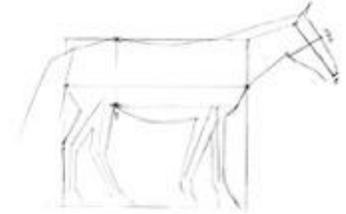
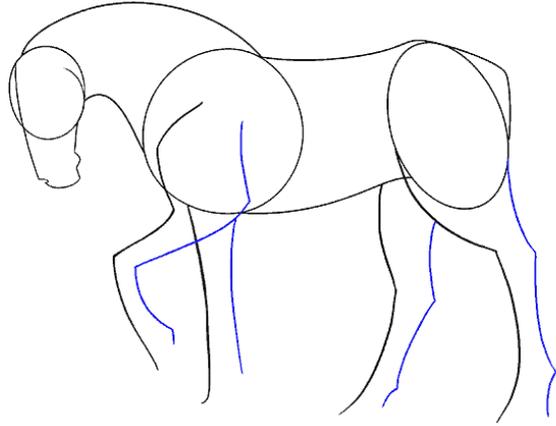
<https://www.youtube.com/watch?v=jbX0F2u4trQ>

https://www.youtube.com/watch?v=WFu8WP4_Ho4

Step two: Add pattern detail and zentangles

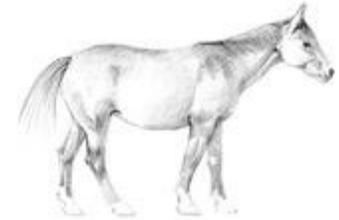
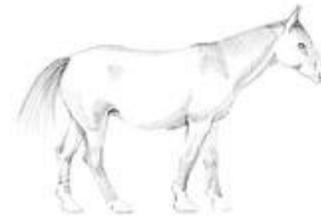


HOW TO DRAW A HORSE



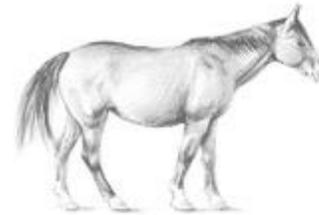
1. Figure out the proportions of the horse (length from the tail to the shoulder)

2. Draw an outline of the horse



3. Fill in the darker areas and add details to the mane and tail

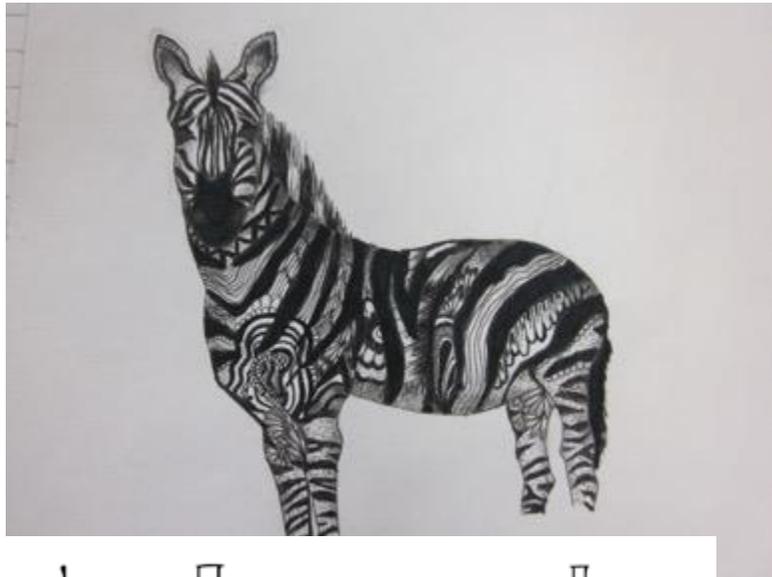
4. Darken the shadows for contrast, fading them towards the outer edges



5. Draw details on the horse's head, mane, and tail

6. Soften the outer edges of the shadows and brighten up the lightest parts





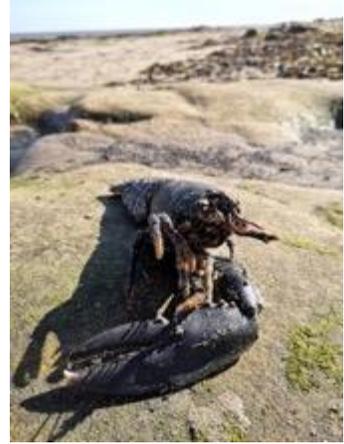
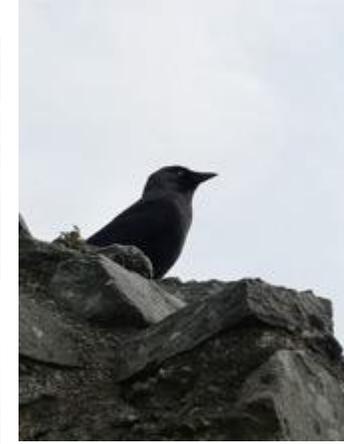
student examples

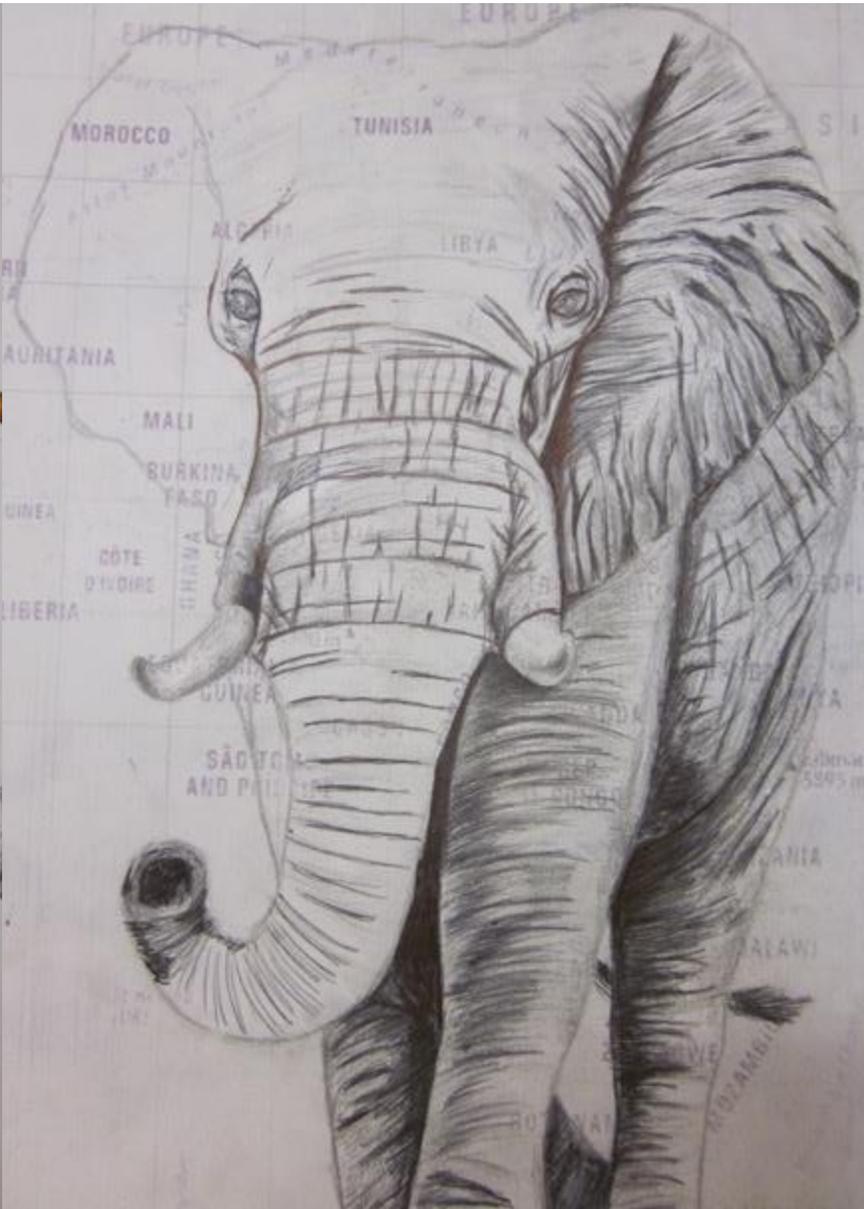


Photos of animals for working from primary observation...

Look carefully at what you are drawing

VOCAB: (Hyper-realism or photo-realism)





student examples

LINE

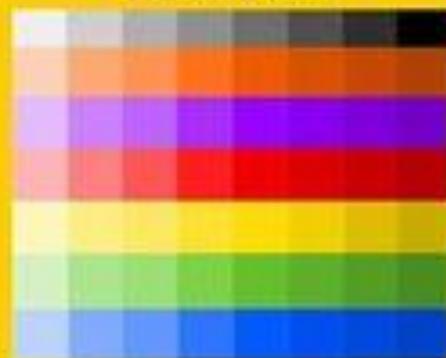
A line is the path left by a moving point, e.g. a pencil or a brush dipped in paint. A line can take many forms, e.g. horizontal, diagonal or curved.

A Line can be used to show Contours, Movements, Feelings and Expressions.



-tone

Tone means the lightness or darkness of something. This could be a shade or how dark or light a colour appears.



SHAPE & FORM

A shape is an area enclosed by a line. It could be just an outline or it could be shaded in.

Form is a three dimensional shape such as a sphere, cube or a cone.

Sculpture and 3D design are about creating forms.



KEY WORDS & TERMS

Line

Tone

Shape

Form

Texture

Colour

Pattern

Shade

Light

Dark

Pressure

Natural Pattern

Manmade Pattern

Geometric Shape

Organic Shape

Actual Texture

Visual Texture

Design

3D Design

2D Design

Primary Colours

Secondary Colours

Mix

Blend

FORMAL ELEMENTS

TEXTURE

Texture is the surface quality of something, the way something feels or looks like it feels. There are two types of texture: Actual Texture and Visual Texture.

Actual Texture— really exists so you can feel it or touch it.

Visual Texture— created using different marks to represent actual texture.



Actual Texture

Visual Texture

COLOUR

There are 3 Primary Colours: RED, YELLOW and BLUE.

By mixing any two Primary Colours together we get a Secondary Colour: ORANGE, GREEN and PURPLE.



PATTERN

A pattern is a design that is created by repeating lines, shapes, tones or colours.

Patterns can be manmade, like a design on fabric, or natural, such as the markings on animal fur.



Extending this work further

1. Review your work so far...Peer or self assessment
 - WWW? (What went well?)
 - EBI? (Even better if)
 - NEXT STEPS?
 - USE FORMAL ELEMENTS VOCAB IN YOUR ANSWERS
 - ACCURATE USE OF ARTIST'S STYLE?
2. Create a series of pieces that improve each time
3. Mix artist's styles and different media (art materials) together

4. Look up online resources

- <https://www.tate.org.uk/art/teaching-resource/animals-art>
- BBC bitesize
- Oak national academy- art
- Pinterest and gallery websites- Saatchi Gallery, etc (see list on here: <https://www.independent.co.uk/extras/indybest/outdoor-activity/the-50-best-museums-and-galleries-8204327.html>)

Why is doodling important?

<https://www.bbc.co.uk/bitesize/articles/zmdpmfr>

<https://www.bbc.co.uk/programmes/articles/5FZTTCSTpTJCVNpdIxBfb1c/doodling-mindless-or-mindful>

https://www.youtube.com/watch?v=XM1QTMHdP_k

(patterns and zen-tangles for beginners)



Edwin Landseer

The Monarch of the Glen (1851)