

Test information 093014

Form – Making a 2D shape into a 3D shape using Value, highlight and shadow. Blacks, whites and grays create form.

Sphere – A circle that has been changed into a form by adding the following values: highlight, body tone, body shadow, reflected light, crease shadow and cast shadow.

Value – Blackness or whiteness of a medium.

Value scale – This is a set of boxes that have changing values of black to white. Five values are the least amount of boxes in a value scale. The values are: black, dark gray, medium gray, light gray and white. A value scale can also be created by a gradual gradation from black to white in a long strip.

Contour drawing – The outline and near details of an object. This is a slow drawing process where the eye movement is slow and the pencil follows the eye movement.

Blind contour drawing – This is a drawing process that is slow where the artist uses a blinder to cover the drawing hand when drawing. The artist is prohibited from looking at the paper and lifting the pencil during the drawing. A continuous line is used during the drawing.

Pure contour drawing – This is a drawing process that is slow where the artist can look at the paper and reposition the pencil while drawing.

Gesture drawing – This is a fast drawing process where the artist is capturing the essence, movement and line of direction of an object or subject.

Basic shapes- These are 2D shapes that include the: circle, square, triangle and rectangle.

Basic forms- These are 3D forms created by adding value, highlights and shadows to the basic shapes.

Geometric shapes - These are shapes that have math names or names attached to them. Ex. Circle, square, star, etc.

Stencil – We used a piece of paper that had graphite on it and a smudging process to create hills. The paper is called a stencil. (This paper can also be called a drawing or erasing shield.)

Atmospheric perspective- This is a type of perspective created by the values changing from dark to light. The objects in the foreground will be darker and have more detail as they have little air (atmosphere) between the viewer and the objects. The middle ground is a lighter value while the background is the lightest value as it has a lot of atmosphere (air) between the viewer and the object.

Edges – Instead of line, an edge can be shown with a value change.

Characteristics of line – The characteristics of line are how the line can be described. Ex. Thick, thin, long, short, soft, bold etc.

The shading terms:

Pointillism: creating value using dots.

Stippling: Creating value using short parallel lines.

Hatching: Creating value using longer parallel lines.

Cross hatching: creating value using lines that cross.

Lettering: using letters to create value.

Circularism: using circles to create value.

Scumbling: scribbling to create value.

Smudging: smearing graphite to create value.

The purpose of shading is to create form.

The beginnings rules of composition:

- A. Don't cut anything in half
 - B. No kissing
 - C. Avoid the center of the page.
- C. Foreground , B. middle ground, A. background.

