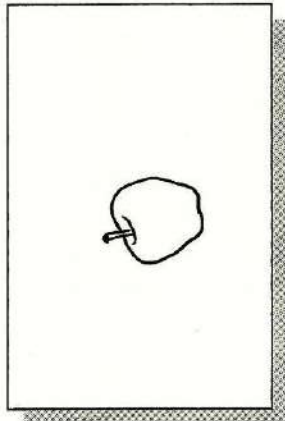


50 Needed Worksheets for Art Students and Art Teachers

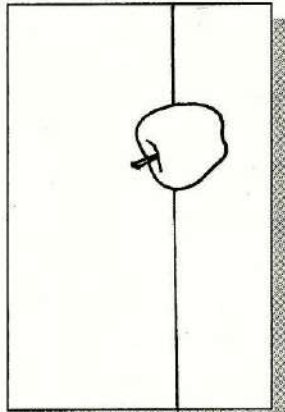
KEY:

1. How to draw Interior Backgrounds
2. How to draw Exterior Backgrounds
3. The Origami Challenge (a differentiated learning point system)
4. The six illusions of space
5. Shading Geometric forms
6. Landscapes 101 (How to draw Landscapes)
7. How to make easy landscapes with just a few lines
8. How to make easy landscapes with just a few lines (part II)
9. Blank thumbnail sketch boxes both vertical and horizontal for project planning
10. Shading Landscapes with consideration for the sun's placement
11. Shading Landscapes with consideration for the sun's placement (part II)
12. Color Wheel worksheet
13. Origami Symbols explained
14. Value Scale with geometric forms
15. Upside down Picasso contour line drawing
16. The Elements and Principles of Design Quiz with answer sheet
17. Color and Emotion chart and explanations
18. How to draw the head from different views
19. Proportions of the body
20. Value Scales
21. Social issues to inspire your students
22. Shading Terminology
23. Experimenting with Watercolor
24. General Art Terms Quiz with answer sheet
25. Elements and Principles Definitions
26. Color Mixing Intensity Scales
27. The Cube Game Drawing Exercise
28. Recipe Sheet for Play-Doh and Paper Mache
29. Getting to know you Questionnaire
30. One point perspective with Shapes
31. Shading with Texture
32. Elements of Art Worksheet
33. Visual Art self and peer assessment
34. Positive negative space worksheet
35. The Color Wheel and Color Schemes
36. Color and Emotion Worksheet
37. 101 Art careers by Major
38. Art project grading rubric
39. Elements of Art definitions and examples
40. Drawing Masks
41. I am an Artist...get to know me
42. One Point Perspective Step by Step
43. How to Construct and Shade Forms
44. Elements of art research project
45. How to Draw a Face in 12 Steps
46. Keith Haring Movable person cut-out
47. The Color Quiz with Answer sheet
48. Know Your Color Schemes
49. Watercolor Values Worksheet
50. Elements and Principles Critique Matrix

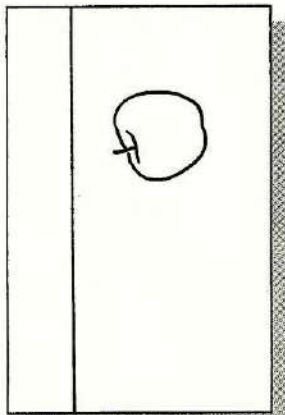
How to Draw Interior Backgrounds



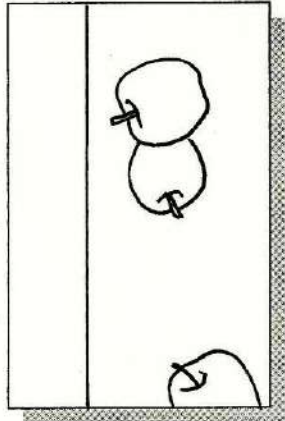
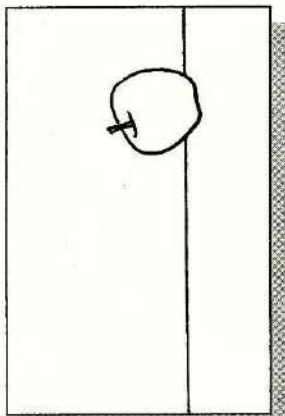
Floating Object



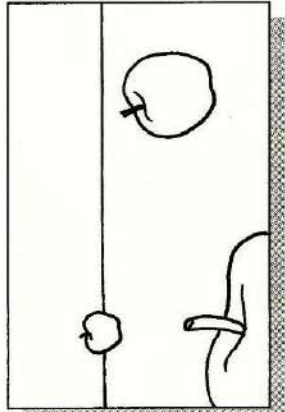
Grounded Object



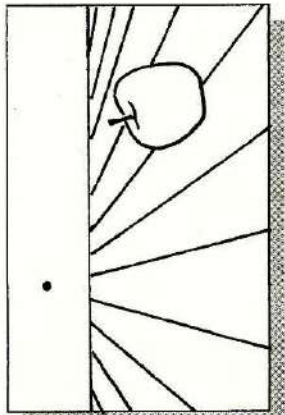
Adjusting the horizontal line up and down...creates varied depth



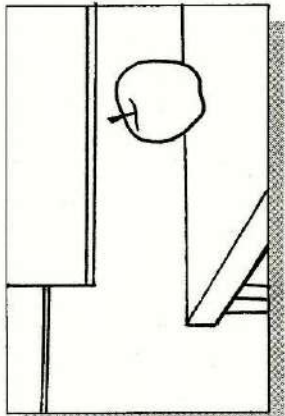
Cropping and Overlapping



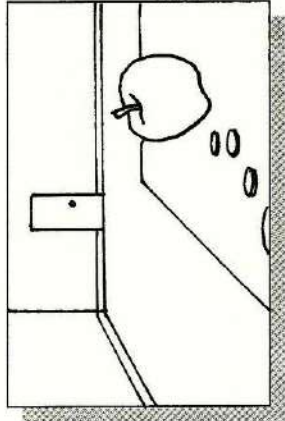
Size and Vertical Placement



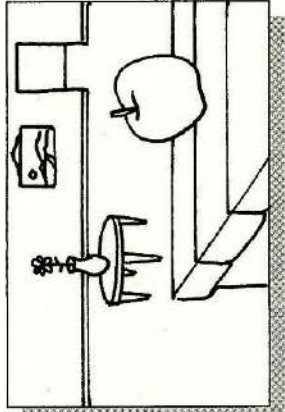
1-Point Perspective



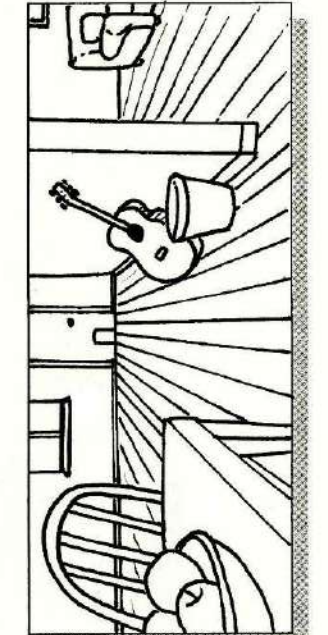
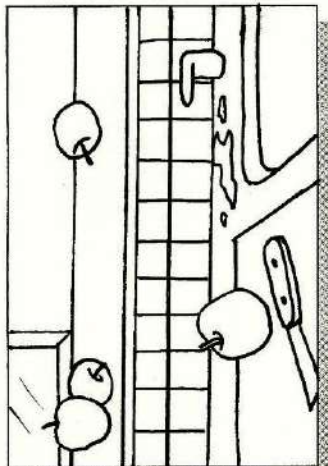
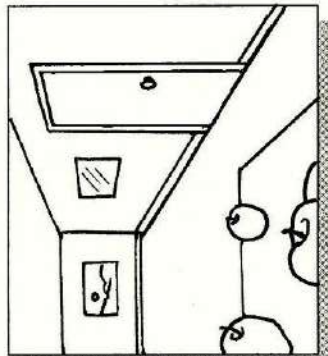
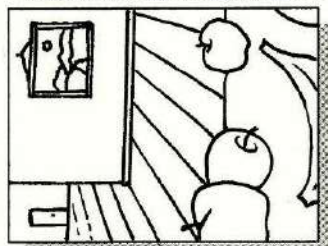
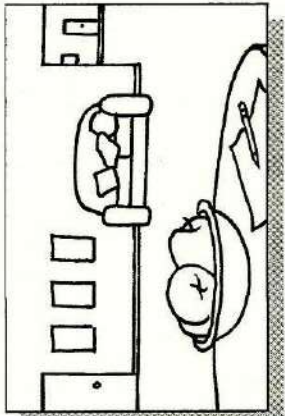
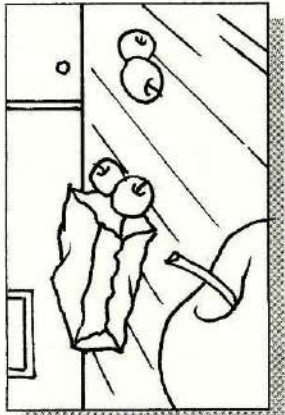
More Horizontals = more space



Diagonals suggest movement or direction

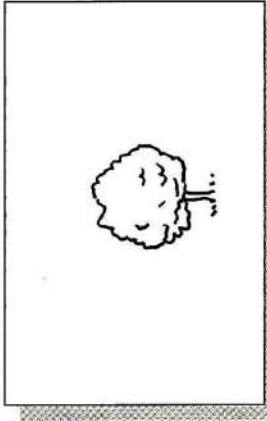


Try to incorporate a Foreground, Middle-ground, and Background to create more space & depth

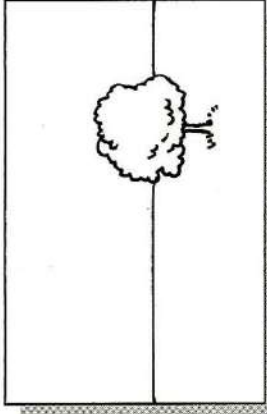


Combinations of the above ideas using 1-point perspective in different orientations (Vertical, Square, Horizontal, Panoramic)

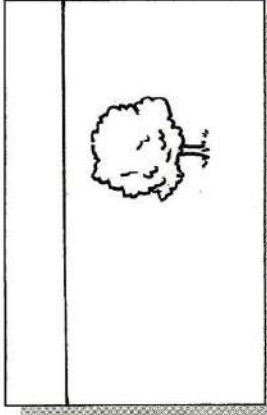
How to Draw Exterior Backgrounds



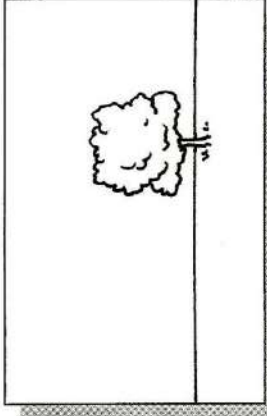
Floating Object



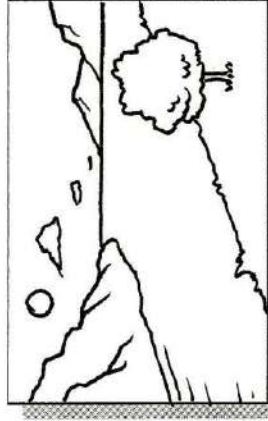
Grounded Object



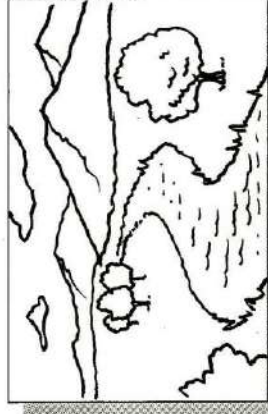
Adjusting the horizontal line up and down...creates varied depth



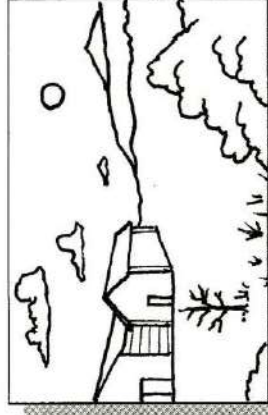
Cropping and Overlapping



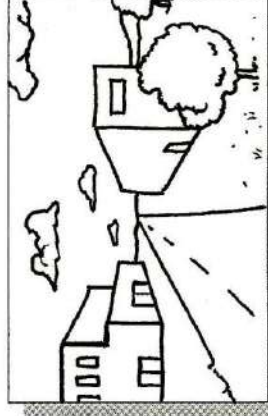
Size and Vertical Placement



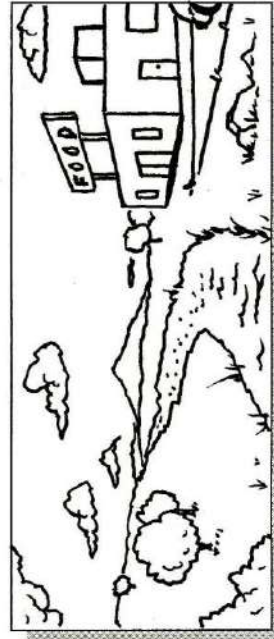
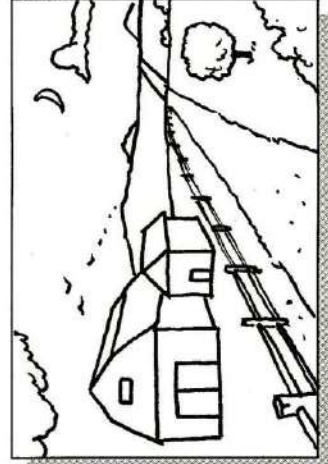
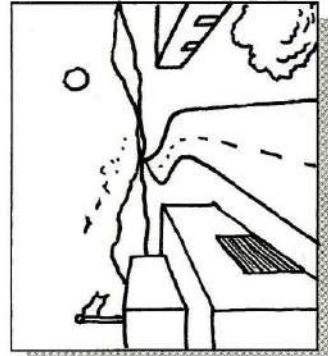
1-Point Perspective



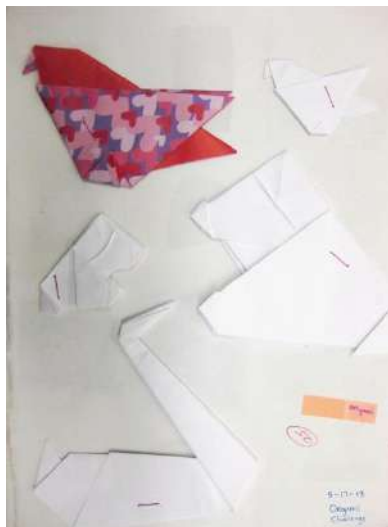
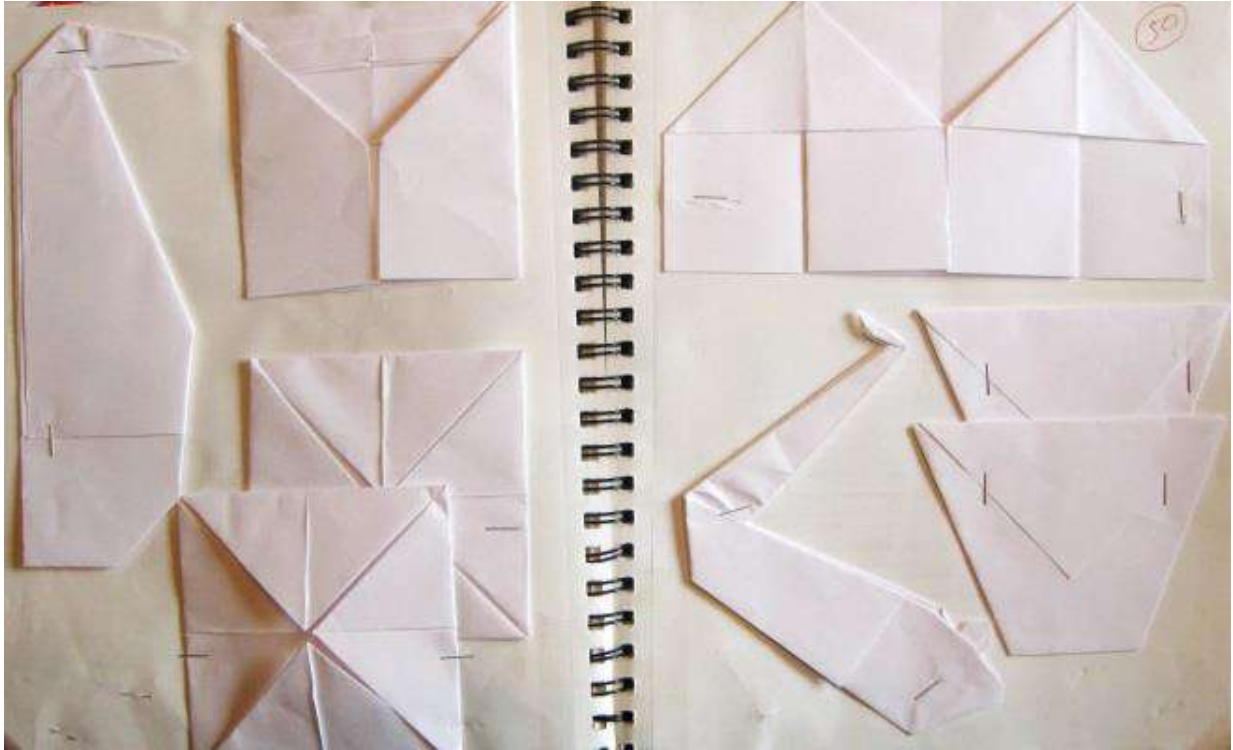
More Horizontals = more space



Diagonals suggest movement or direction



Combinations of the above ideas using 1-point perspective in different orientations (Vertical, Square, Horizontal, Panoramic)



*The point system below is the front page of a packet with directions for all 7 origami models. Day one is for learning, and day two is “The Challenge” where students try to earn 20 points, and prizes are given out. Directions for these basic Origami Models can easily be found online and numerous books on the subject are available.

The Origami Challenge

P O I N T S

M O D E L		1	2	3	4	8	10
	cup	X					
	house		X				
	piano			X			
	blintz (cootie catcher)				X		
	swan or penguin				X		
	waterbomb (balloon)					X	
	bird (crane)						X

Your Goal: Earn 20 points

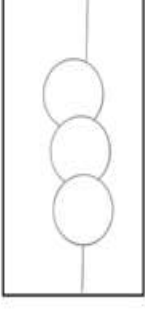
-You must make at least 2 different models

Prizes for:

- most points in one class sitting
- smallest bird model
- most creative (colored or altered)
- most difficult model from one of the books provided
- most original desi

The Six Illusions of Space

1. Overlapping- When one object is positioned in front of another object, part of the object behind it may be blocked from view. This is called overlapping.



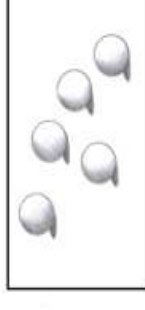
2. Size-Objects that are closer to a viewer appear larger than objects that are further off in the distance.



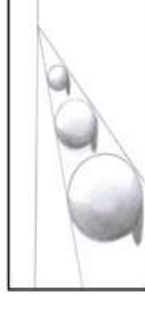
3. Shading- Adding highlights, form shadows, and cast shadows create the illusion of form and space.



4. Placement - Generally, objects that are positioned lower on the picture plane will appear closer than objects that are positioned higher on the picture plane.



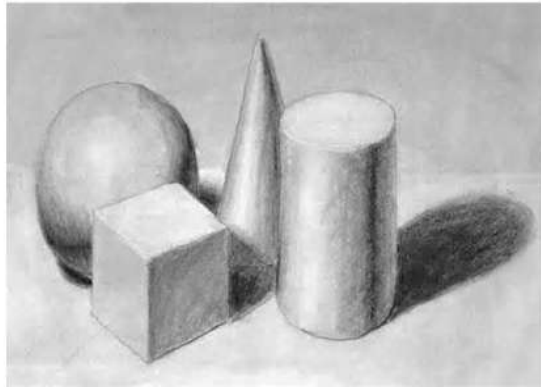
5. Linear Perspective- By using either 1 point perspective, 2 point perspective, or 3 point perspective, an artist can create the illusion of space. Linear perspective is a drawing method that uses lines to draw objects in space.



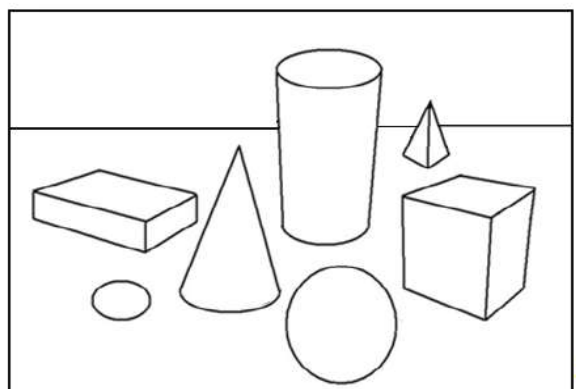
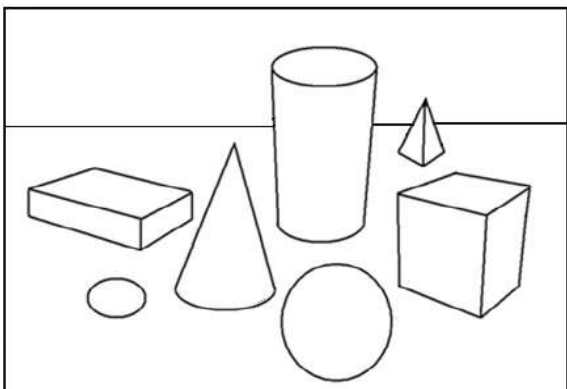
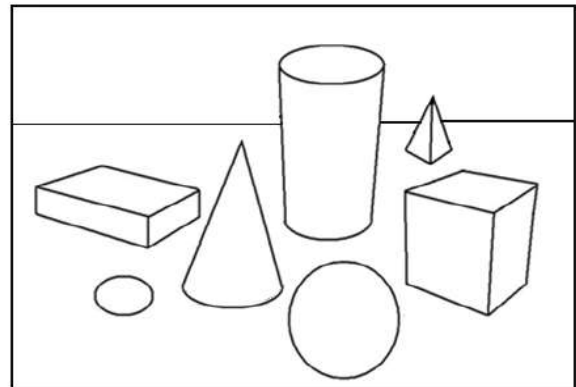
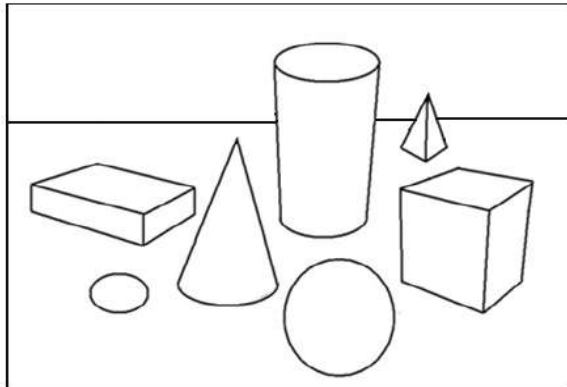
6. Detail and Focus- Objects that are closer to a viewer appear more detailed than objects that are further away. They may also appear darker in value and warmer in color. Objects that are further away appear lighter in value and cooler in color.



Practice shading the geometric forms.



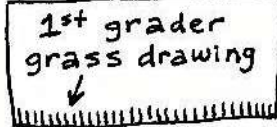
- Consider where the light is coming from.
- Include highlights, form shadows and cast shadows



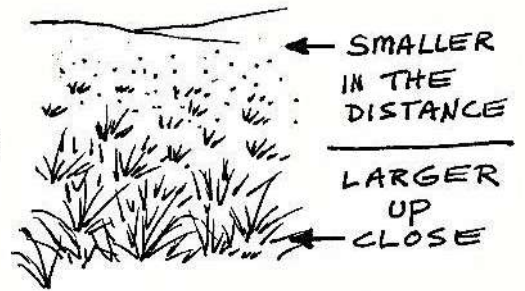
LANDSCAPES 101

GRASS

NOT LIKE THIS:

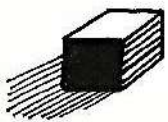


← USE DIFFERENT LENGTHS
AT DIFFERENT ANGLES



SUN

ROCKS



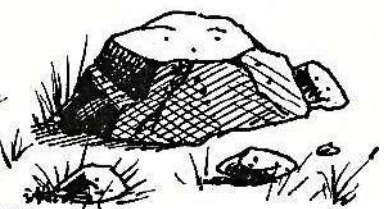
THINK HOW THE
SUN MIGHT CAST
LIGHT AND SHADOW
ONTO A CUBE.



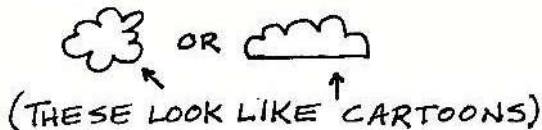
ADD GRASS



ADD
FRIENDS

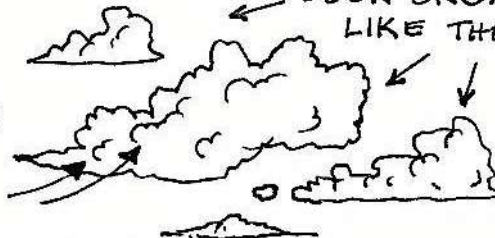


NOT LIKE THIS:



* USE THE # "3" TO ADD
FLUFFY TEXTURES

CLOUDS



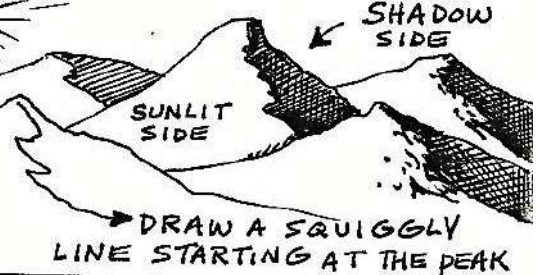
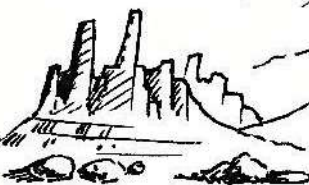
THEY SHOULD
LOOK ORGANIC
LIKE THESE



NOT LIKE THIS:

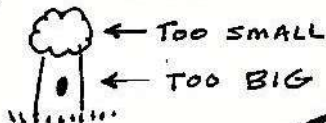


MOUNTAINS



→ DRAW A SQUIGGLY
LINE STARTING AT THE PEAK

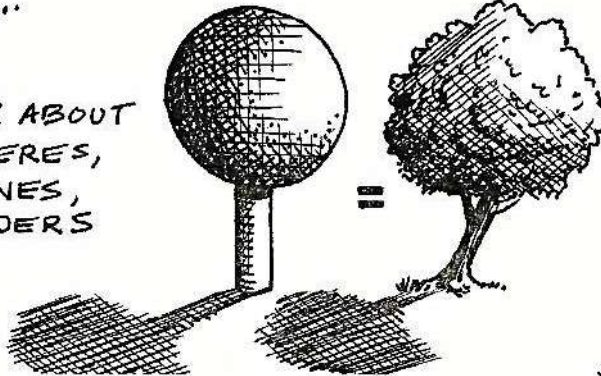
NOT LIKE THIS:

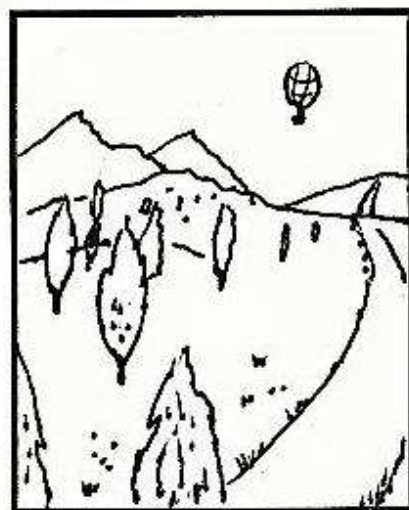
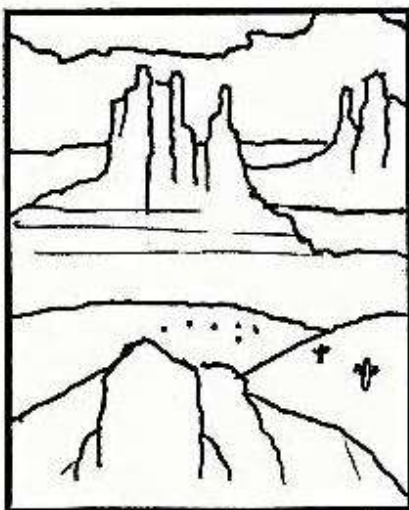
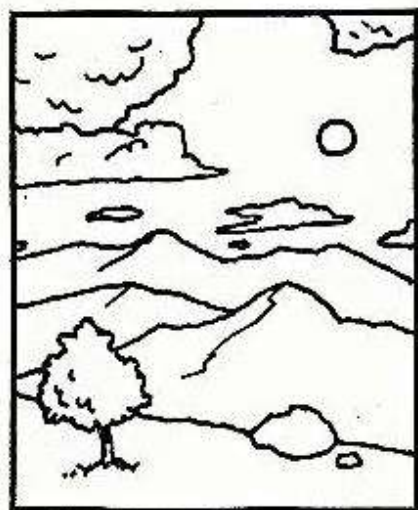
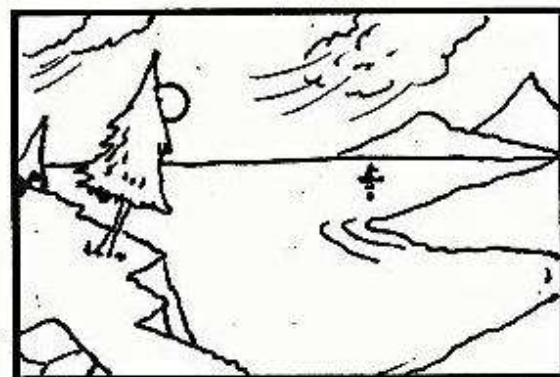
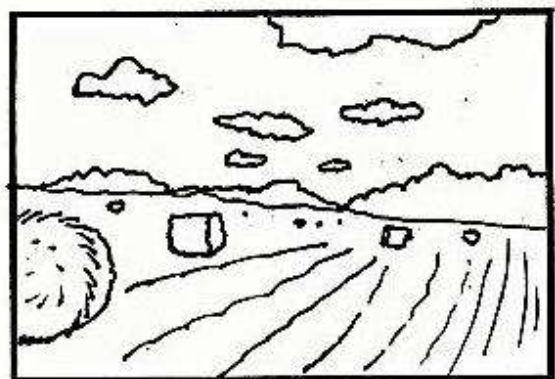
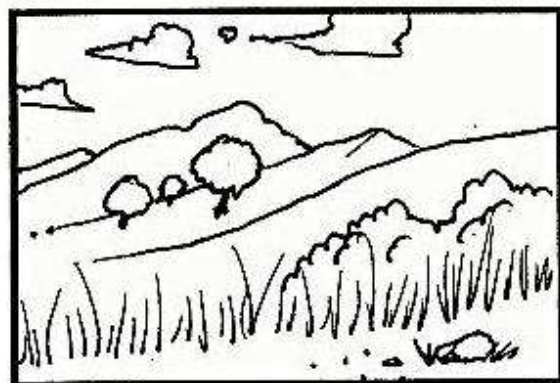
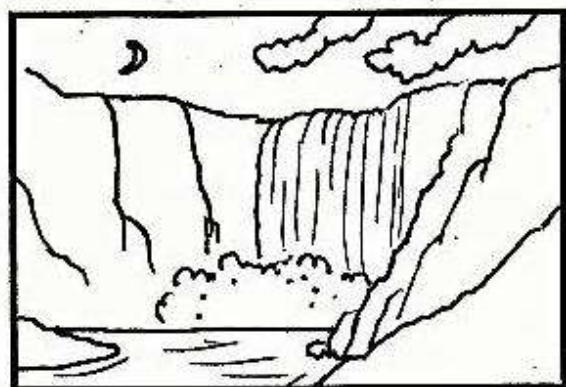
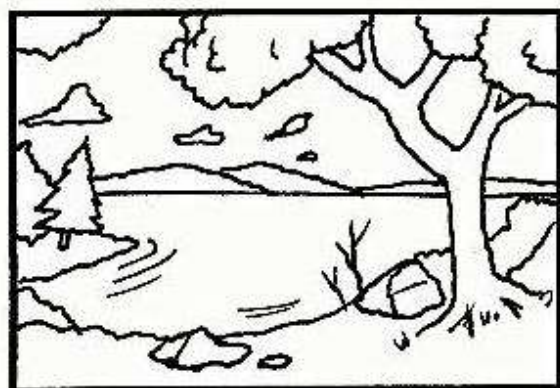
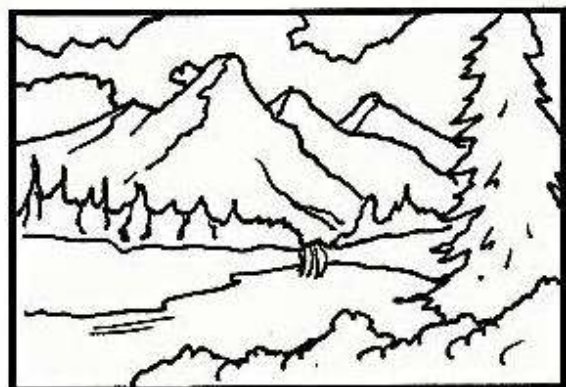


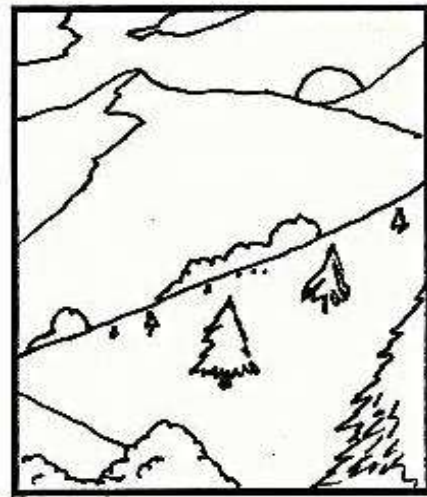
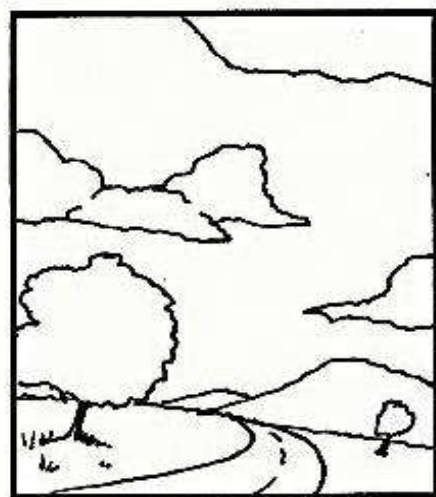
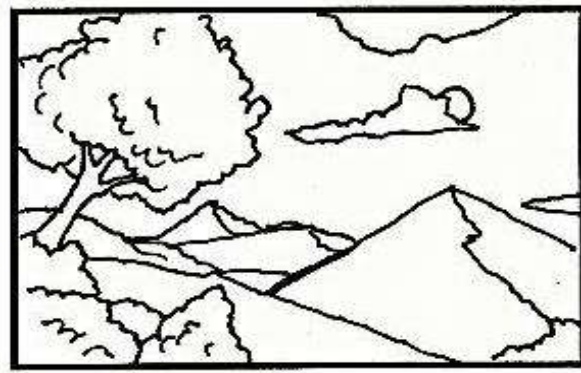
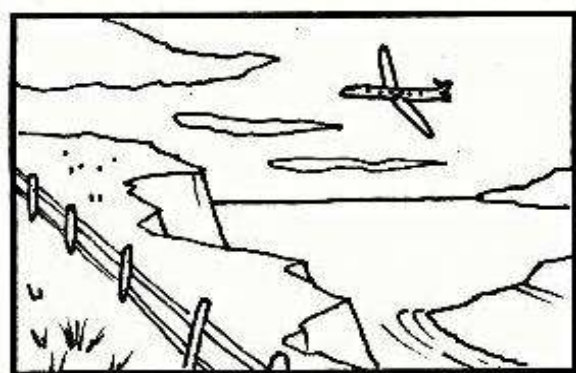
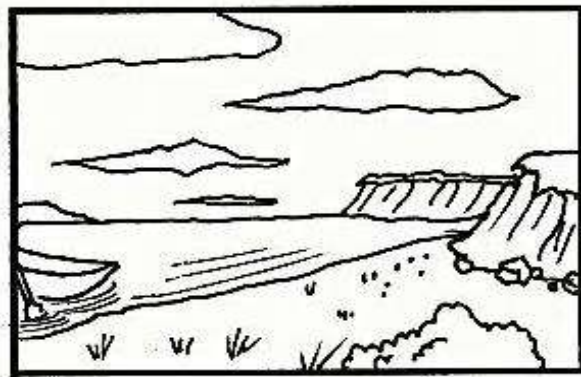
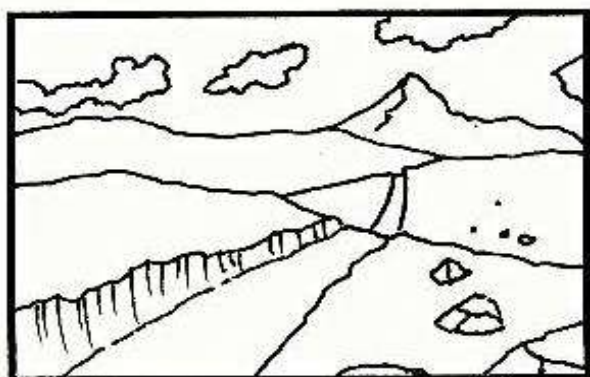
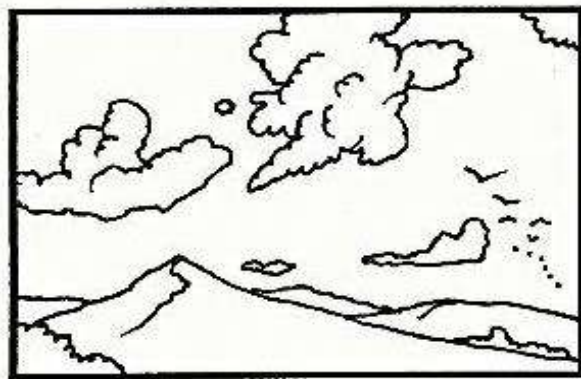
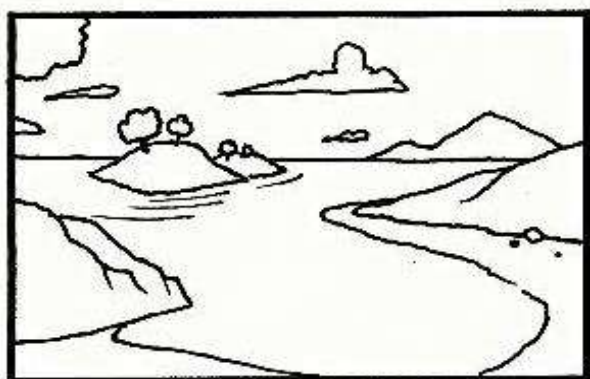
TREES

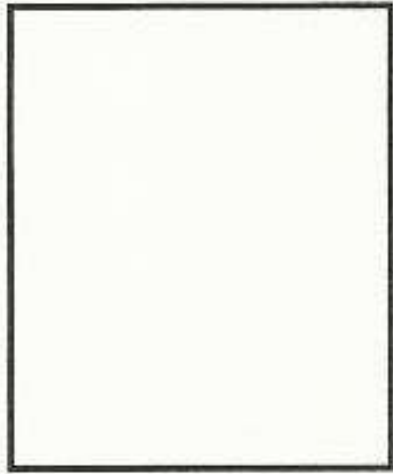
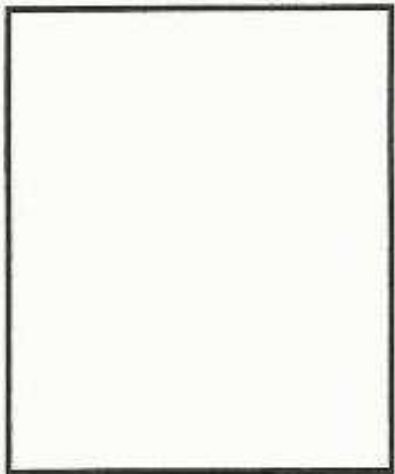
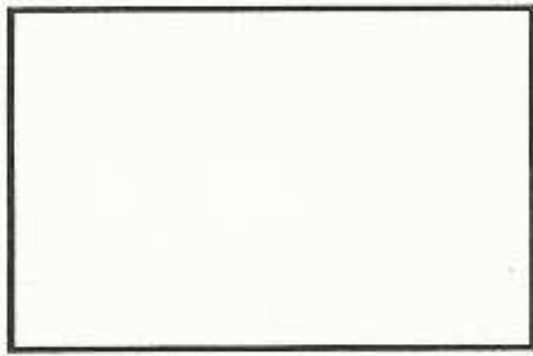
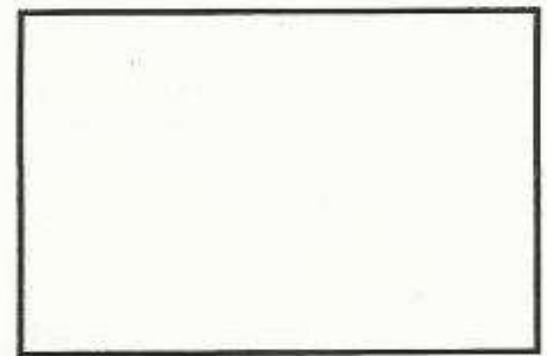
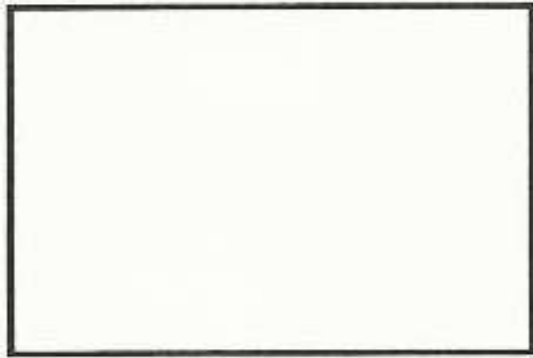
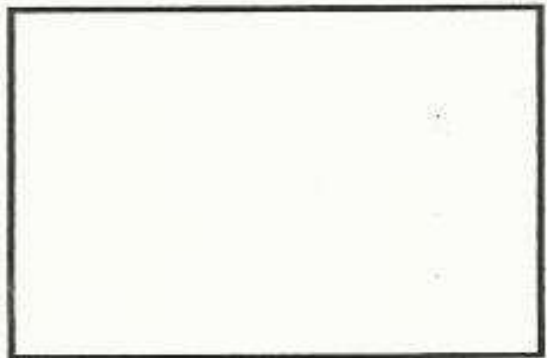
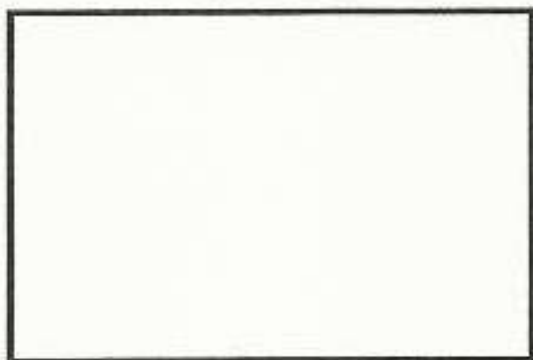
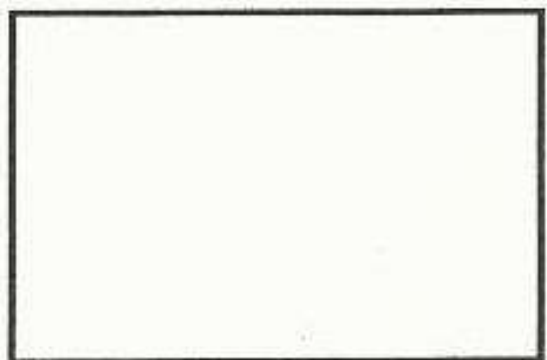
ALWAYS THINK
ABOUT THE PLACEMENT
OF THE SUN AND THE
SHADOWS IT CREATES.

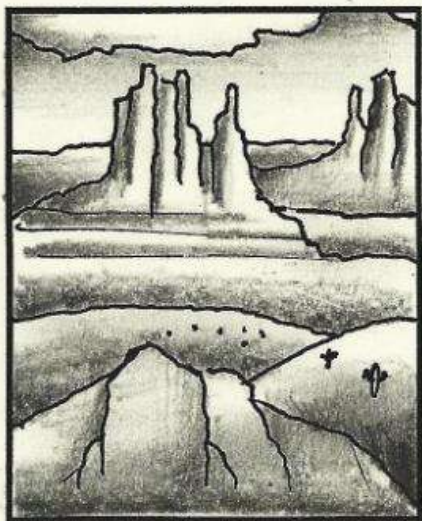
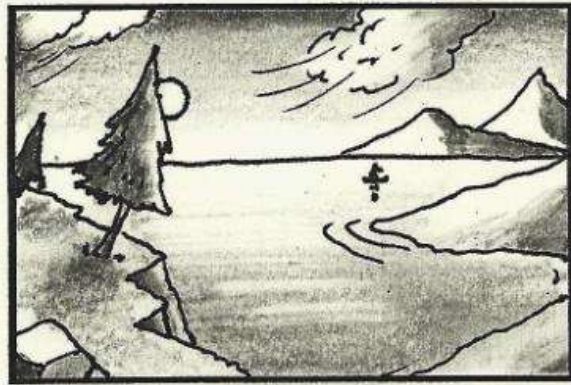
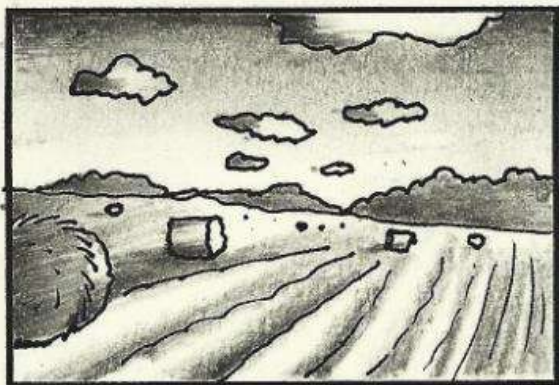
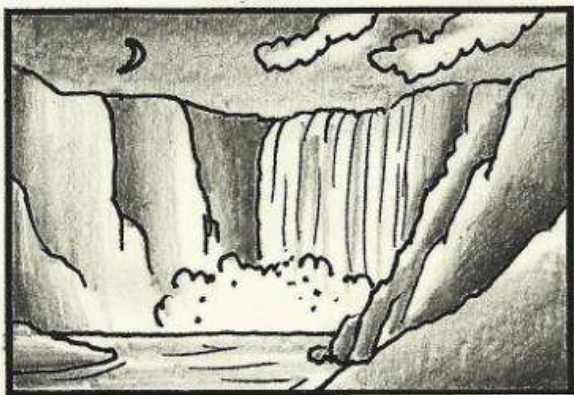
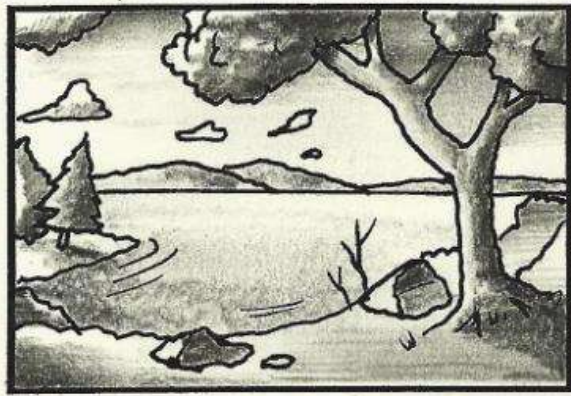
? THINK ABOUT
SPHERES,
CONES,
CYLINDERS

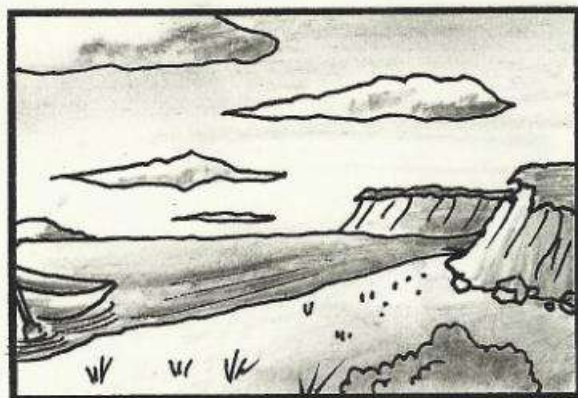
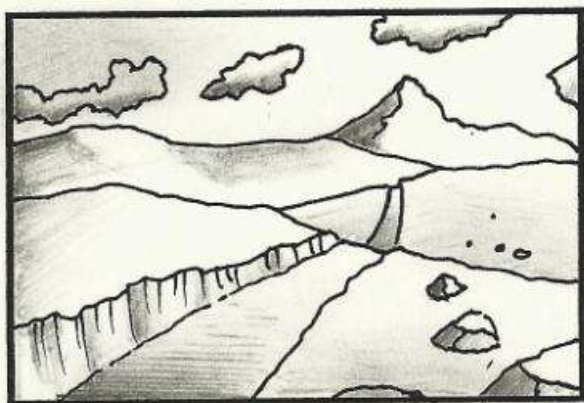
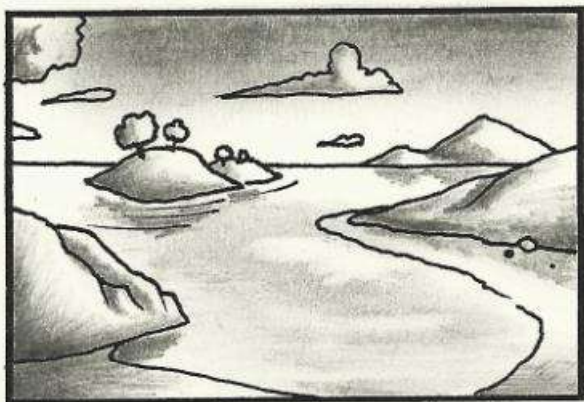






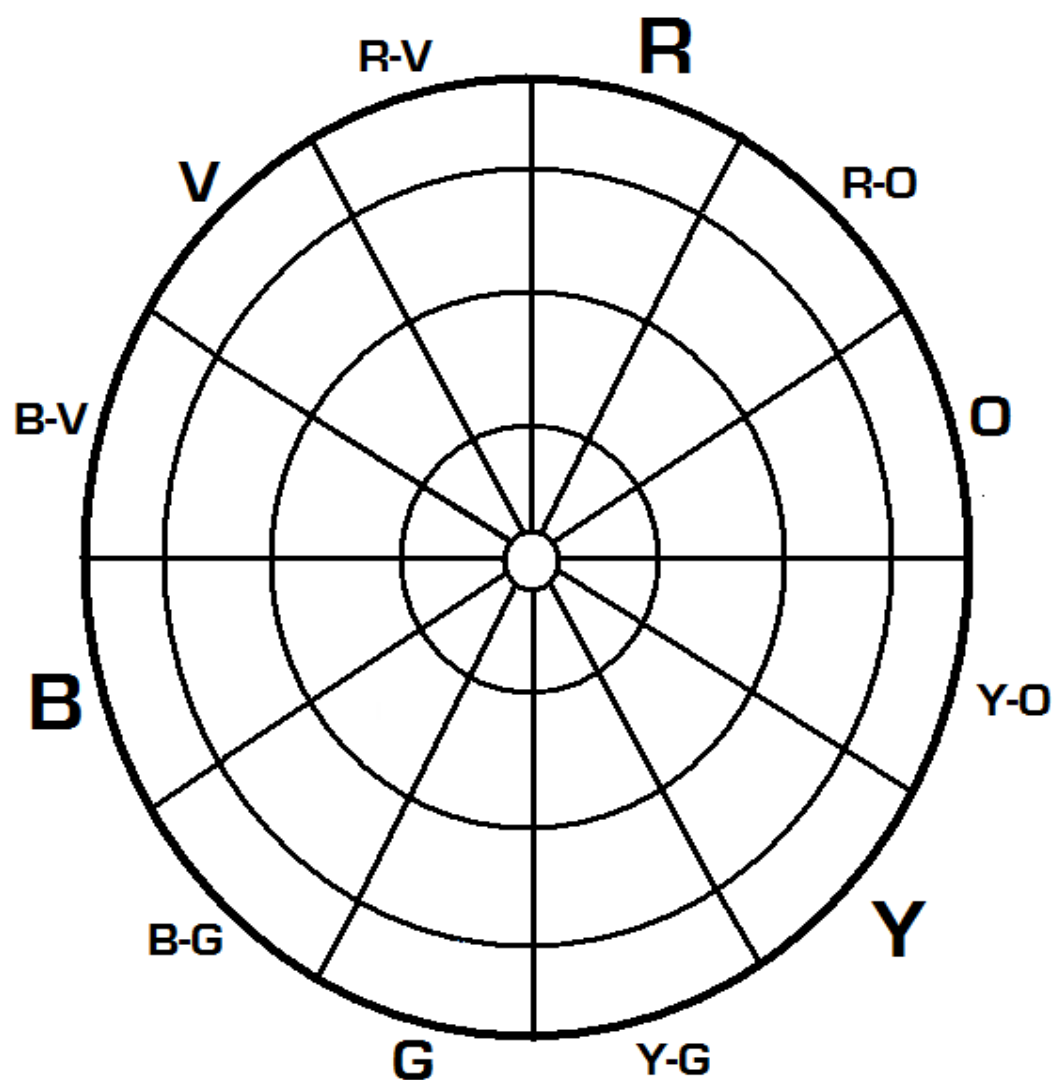




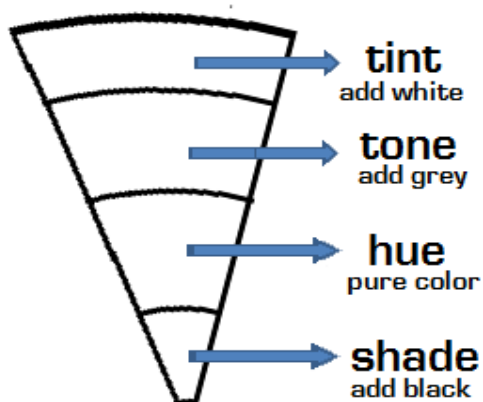


Name _____

The Color Wheel



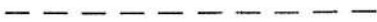
KEY:



Using the key seen to the left, fill in the color wheel with the appropriate tint, tone, hue, or shade.

Origami Symbols

Lines



Valley fold, fold in front.



Mountain fold, fold behind.



Crease line.



X-ray or guide line.

Arrows



Fold in this direction.



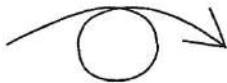
Fold behind.



Unfold.



Fold and unfold.



Turn over



Sink or three dimensional folding.



Place your finger between these layers.

Value Scale

1

2

3

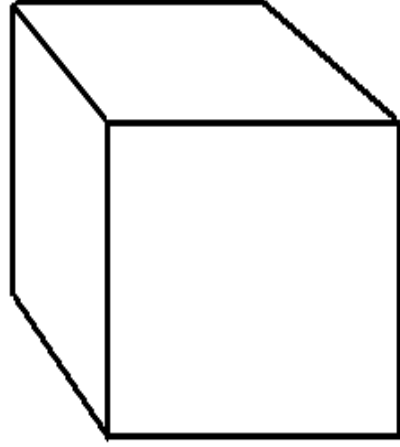
4

5

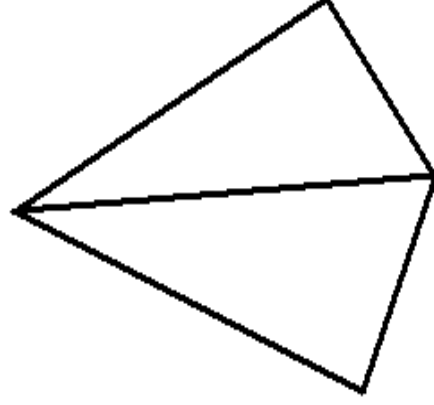
6

7

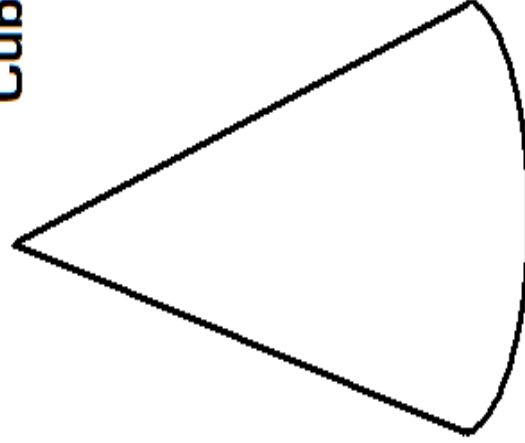
Name: _____



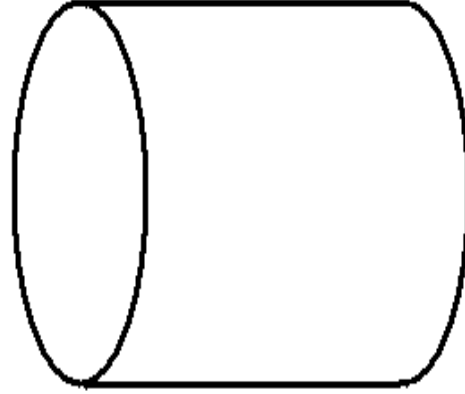
Cube



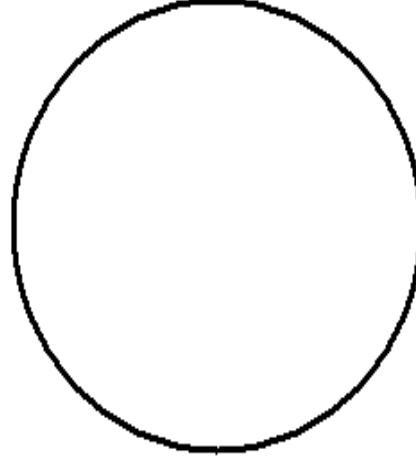
Pyramid



Cone

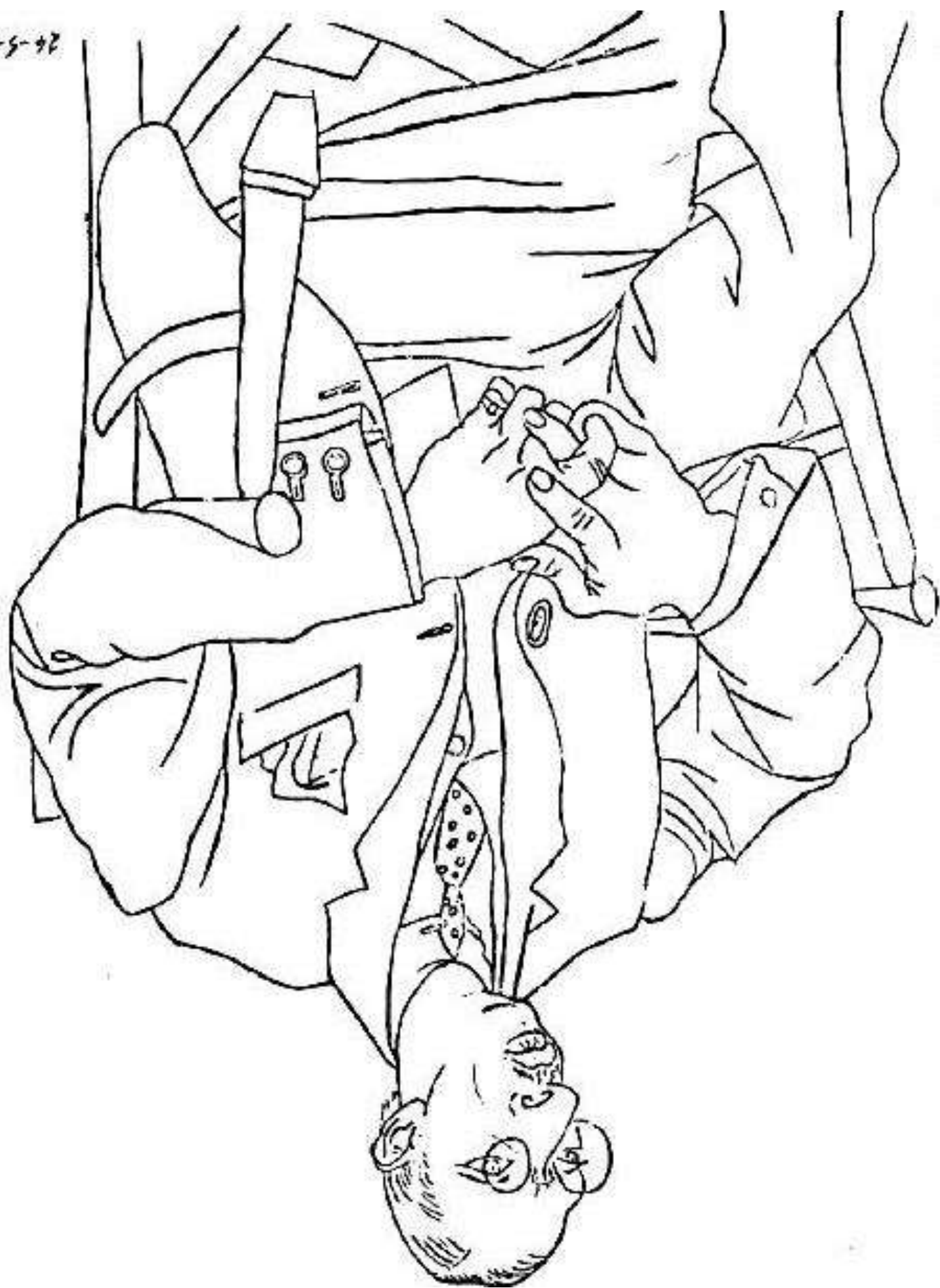


Cylinder



Sphere

24-5-80



Name: _____

The Elements and Principles of Design Quiz

1. **The use of line, color, or a motif in more than one place in a composition.**
 - ☐ space
 - ☐ repetition
 - ☐ texture
 - ☐ contrast
2. **A 3D_____ has height, width, and depth.**
 - ☐ texture
 - ☐ space
 - ☐ shape
 - ☐ form
3. **A continuous mark, made on a surface, by a moving point.**
 - ☐ shape
 - ☐ line
 - ☐ contours
 - ☐ perspective
4. **When you can see or feel slick, smooth, rough, velvety, or bumpy surfaces in paintings, drawings, or sculptures, etc.**
 - ☐ line
 - ☐ contrast
 - ☐ value
 - ☐ texture
5. **A shape is an area enclosed by an outline and is:**
 - ☐ 3-D
 - ☐ form
 - ☐ 2-D
 - ☐ space
6. **The center-of-interest, which might be the largest, brightest, or lightest subject.**
 - ☐ repetition
 - ☐ emphasis
 - ☐ contrast
 - ☐ unity

7. The equilibrium of various elements in the work of art.

- ☐ emphasis
- ☐ contrast
- ☐ repetition
- ☐ balance

8. A visual attribute of things that results from the light they emit or transmit or reflect.

- ☐ color
- ☐ hue
- ☐ value
- ☐ balance

9. . The size or amount of one element compared to another

- ☐ emphasis
- ☐ contrast
- ☐ proportion
- ☐ balance

10.. Arranging the elements to control the viewer's eyes.

- ☐ space
- ☐ color
- ☐ movement
- ☐ balance

11.. Repeating and element to create visual tempo

- ☐ space
- ☐ rhythm
- ☐ value
- ☐ texture

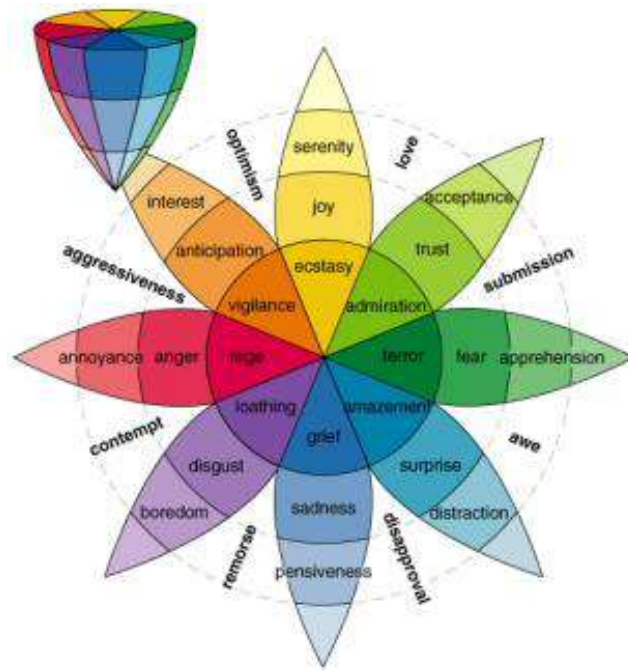
12. What is over, under, and around an object?

- ☐ space
- ☐ air
- ☐ color
- ☐ texture

The Elements and Principles of Design Quiz

Answer Key:

1. repetition
2. form
3. line
4. texture
5. 2D
6. emphasis
7. balance
8. color
9. proportion
10. movement
11. rhythm
12. space



- * Red: urgency, passion, heat, love, blood, excitement, strength, passion, speed, danger
- * Yellow: warmth, sunshine, cheer, happiness, cowardice, brightness
- * Blue: truth, dignity, power, coolness, melancholy, heaviness, trust, reliability, belonging, coolness
- * Orange: playfulness, warmth, vibrant
- * Green: nature, health, cheerfulness, environment, money, vegetation, nature, fresh, cool, growth, abundance
- * Purple: wealth, royalty, sophistication, intelligence, royal, spirituality, dignity
- * Pink: soft, sweet, nurture, security
- * Black: sophistication, elegant, seductive, mystery, death, rebellion, strength, evil
- * White: purity, cleanliness, lightness, emptiness, pure, virginal, clean, youthful, mild
- * Gold: prestige, expensive
- * Silver: prestige, cold, scientific

The Color Pink

This color produces a sedative like affect. It is commonly used in prisons to make prisoners less aggressive and anxious. Not all prisons have pink walls, they are mostly in cells where prisoners are for a short period of time to calm them down. It has also been used in Private Mental Institutions where the complete decor is pink or it's sister colors. Baby girls wear pink as a sign of femininity and gender but it also works well as the color of the nursery for it's calming effect.

Scarlet

[The color scarlet](#), mother of the red family. This color shows the emotion of Desire, Friendly Composition and a Believable Personality. Dramatic yet warm like the Christmas Holiday. I would wear this color in court.

Bright Red

Bright Red is Dangerous, Exciting and loud. Red is a color of Battle and warns of Danger. I would wear red in the Boxing Ring, maybe somewhere in a Red Formal that you would definitely wanted to be looked at twice.

Coral

Coral represents Wild, fiery and Explosive. This mix of red and yellow appears to be out of control and very noticeable. Standing Out in A Crowd. With these attributes, I wouldn't wear this color if I was spying on someone.

Orange

Simply known as a color for hazards. Road signs, detours. This color is often used on many Road Construction Websites. I'd wear that color when I meet someone I want to warn. Hazard Ahead!

Amber

More of an earthy tone of orange, it's mellow. Comfortable yet distinctive. It is also the color of very expensive perfumes. I can imagine a nice Amber colored sweater during the cool days of Autumn.

Gold

The color gold portrays and enhances Joy and sunny feelings. It is also associated with power and age. That is why my grandmother's living room decor is gold, all this time I thought she was reverting back to the seventies.

Yellow

Yellow is sharp and anxious. It can appear startling and the overuse of yellow can make the viewer uneasy. Although I thought it was a neutral color for babies, wrong. I would add a bunch of yellow pillows and flowers to my living room when unwanted guests were about to arrive.

Lime

Lime sets your mood as clean, fresh, even naive. It is a youthful color resembling the sprouts of a new plant. I would put this color in my guest bedroom, or wear it to meet the "the parents" for the first time.

Leaf Green

Leaf Green appears healthy, natural and secure. [Green is a symbol of life](#). Full of Self Confidence. What a great color to wear to an interview. Not a Leaf Green suit but an accent such as a tie, scarf or handbag.

Sea Green

Sea Green reflects Maturity. It is also strong and restless, like a mature forest of the evergreen trees or the depths of the sea. I would wear that every day! Good accent color for office or study.

Emerald

[Emerald is Brilliant](#), Expensive and External. It is precious as the jewel but is also represents jealousy (The Emerald Eye Monster?) and is the color of poison. I would just take the jewelry.

Teal

Teal represents Primitive and Ancient. It is also intuitive and strong, free like an eagle. This color is often used in [Southwest Design](#) as *Turquoise*. Teal is also used in handmade jewelry and Wind-catchers.

Cyan

Cyan makes you feel and appear Analytical and Intelligent. It is cold, direct and to the point. A very Articulate color. I have seen this color in a lot of Doctor's offices as wallpaper border. A good color for an Attorney's office.

Sky Blue

Sky Blue is calm, True and Honest. It is a symbol of peace, tranquility and good will. Sky Blue is the choice when picking out something "blue" for a bride.

Dark Blue

Dark Blue is Moving, soulful and [compassionate](#). This blue has heart and emotion. Great color to wear if you want to give that impression.

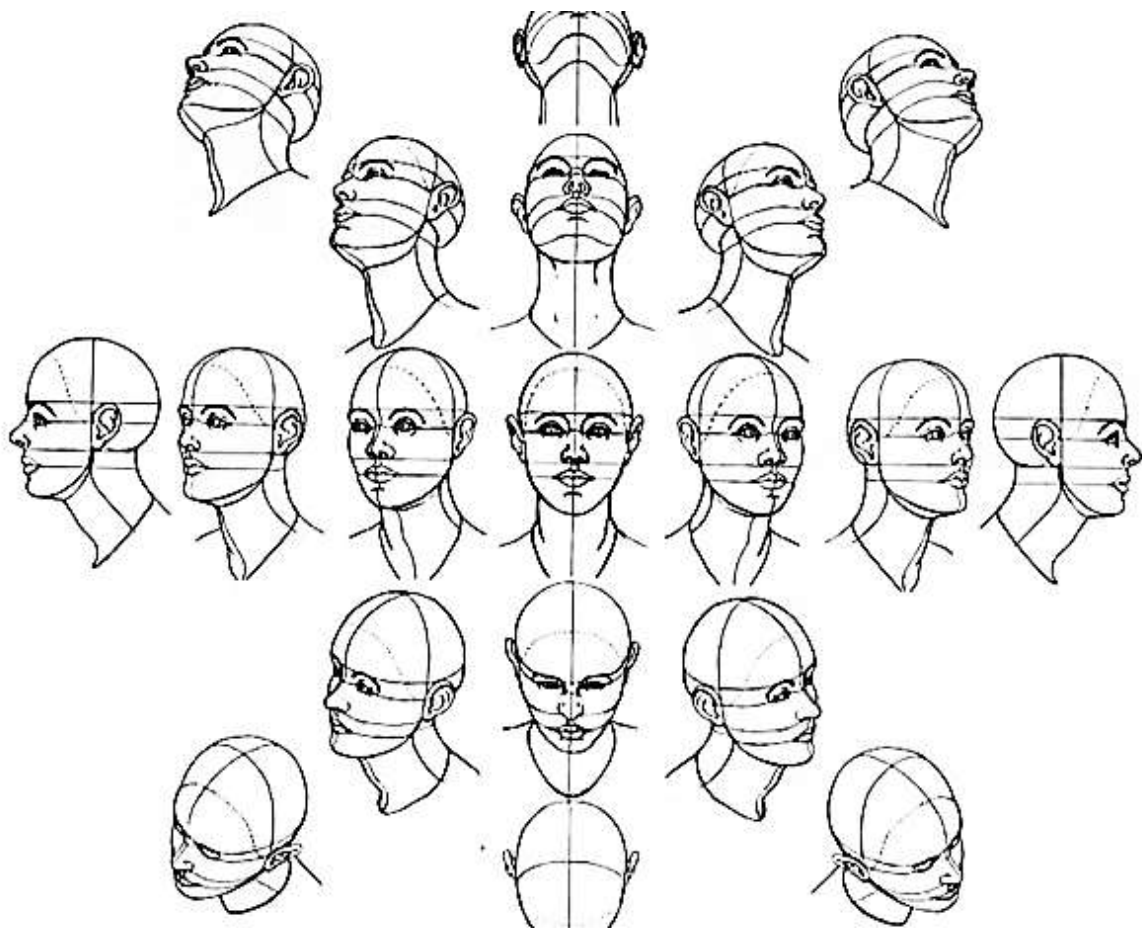
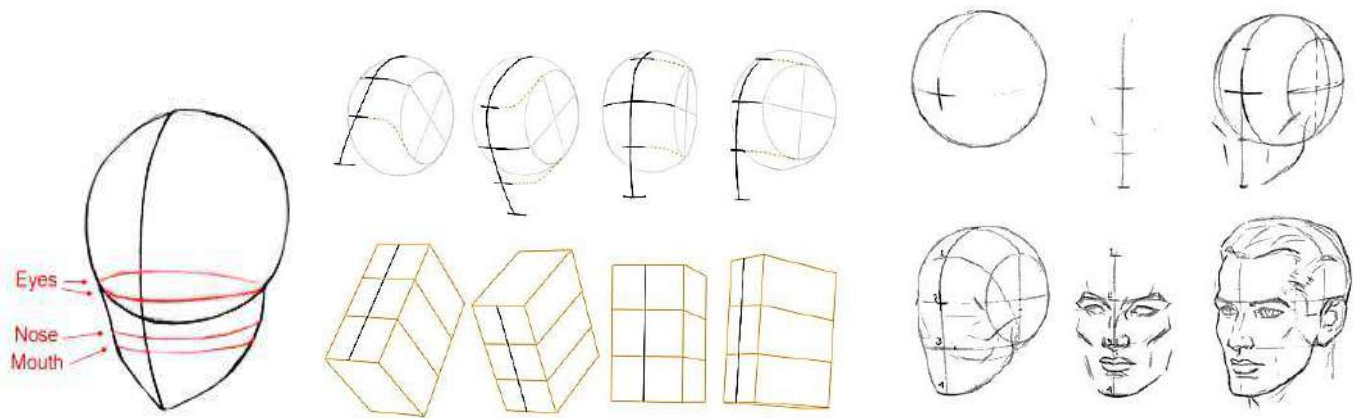
Violet

Violet reflects seriousness. It is thoughtful and Reflective. Violet is a balance between red and blue which represents meditative, soul searching thought. I good color on your screen saver when you have a writers block!

Purple

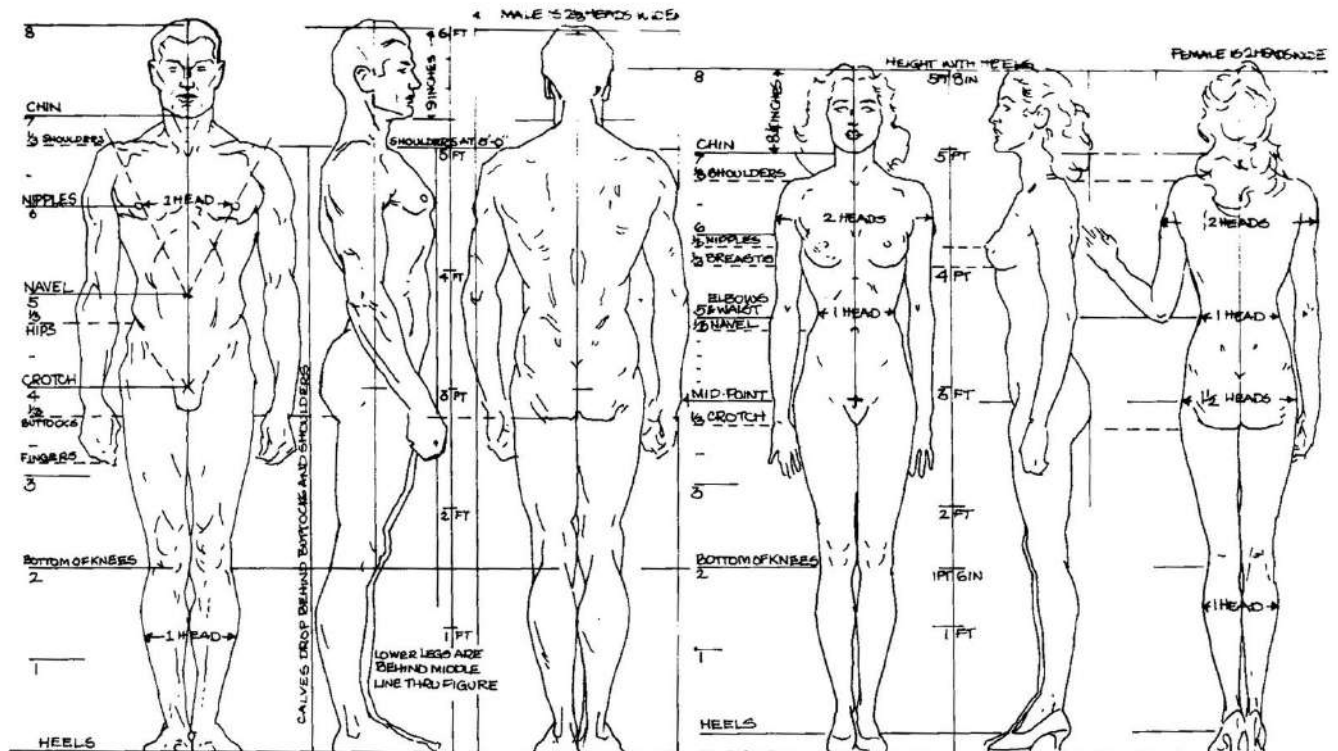
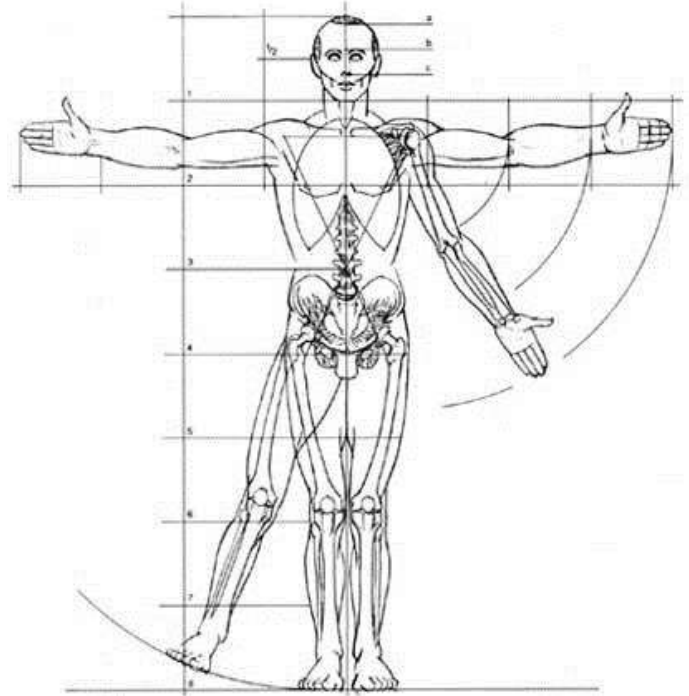
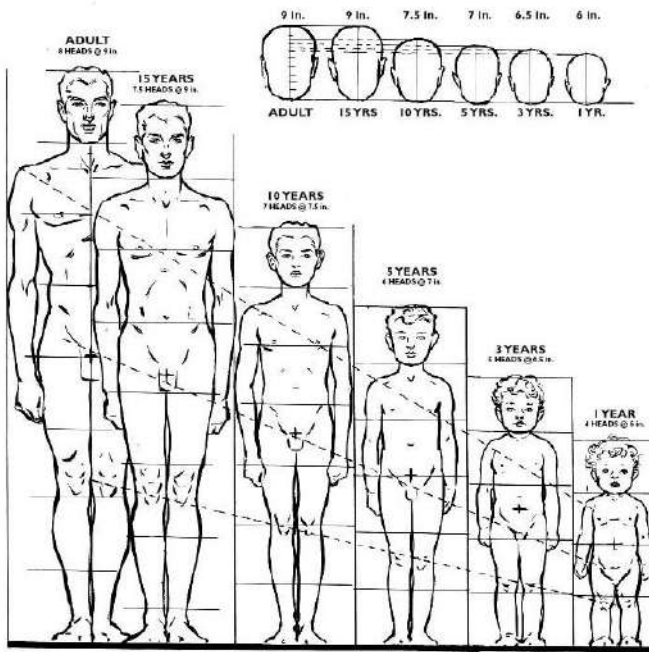
Last but not least, Purple. It represents Grand, Royal and Majestic. It suggests excitement. In the Western Society, it was considered to be the color of Royalty.

How to Draw the Head from Different Views



Proportions of the Human Body

IDEAL PROPORTION AT VARIOUS AGES



Value Scales



A **value scale** is a series of boxes that are filled out using pencils to demonstrate the various ranges that graphite pencils can draw. An ideal value scale is an example of steady steps of value. You should be able to squint your eyes and it should look like a gradual climb of value. (Nothing should stick out like a sore thumb). Please use the spaces on the back to illustrate the various shading techniques with two extremities (black & white). Create value 9 (black), 5, 3, 7, 8, 6, 4 and 2 in this order.

Helpful Hints: **All techniques:** The first step to successful pencil shading is to control the movement of your pencil, making sure that every mark you make on the paper works towards creating the shading or modeling effect that you want. Your goal is to create a scale with one end untouched and graduate the scale into the deepest black making the gradations as even as possible and without crushing the grain of the paper. The values should graduate smoothly without obvious jumps. The contrast at edges should appear the same throughout the scale.

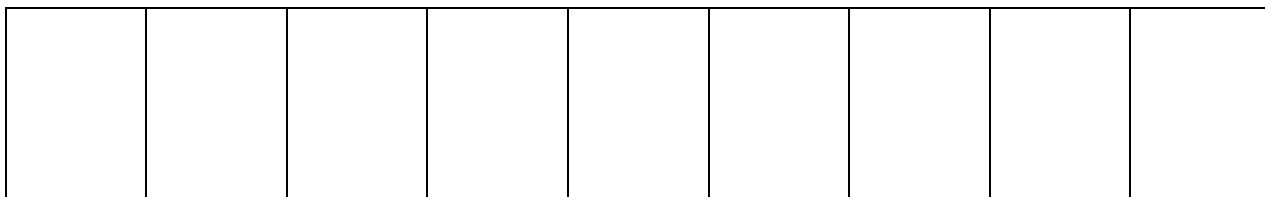
Smooth blending: A flat-value mass is produced by drawing even strokes parallel and touching one another to create a flat and even mass. Dark values are made by increasing pressure, and light values by decreasing pressure. Do not smudge graphite—shaded areas that are smudged have a shiny appearance. An important thing to remember with shading is that you never ever use the tip of your pencil. It digs and scars the paper.

Hatching: A series of parallel lines that all go in the same direction. Ideally, they are not supposed to cross. You can build value by letting these lines get closer and closer to each other. The marks can be going diagonally, horizontally, or vertically, but they should all line up. They may be broken lines, this is a way to get lighter values and also to cover large areas where single lines might be hard to keep straight and parallel. The thinner a line you use, the more fine the texture of the hatching.

Cross-hatching: Similar to hatching however, cross hatching uses layers of hatching placed at an angle. Usually, the first layer would be vertical, the next horizontal, the next and forty five degrees, and so on.

Stippling: Creates the illusion of value by using small dots to shade a drawing. The value changes based on how close together or far apart the dots are placed. The tighter the dots are placed together, the darker the value appears. If the dots are widely-spaced, the value will appear lighter. Stippling works with the eye to create an optical illusion of value. The eye blends the dots together so that they become one tonal value instead of a grouping of dots. The dot weight and width should not change from value to value. The value should only be indicated by the proximity of the dots to each other.

Value Scales Exercises:



Values: 1-9



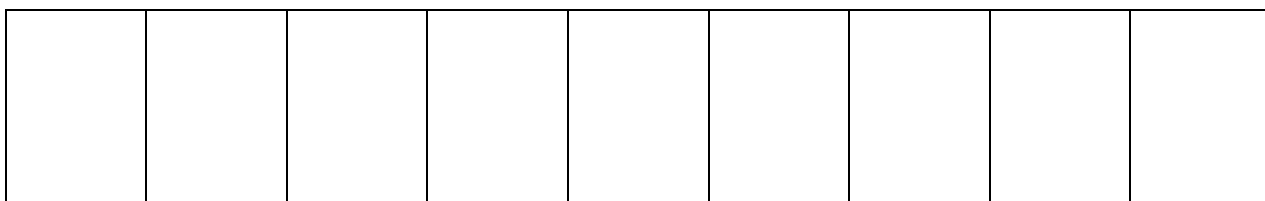
Smooth
Blending



Values: 1-9



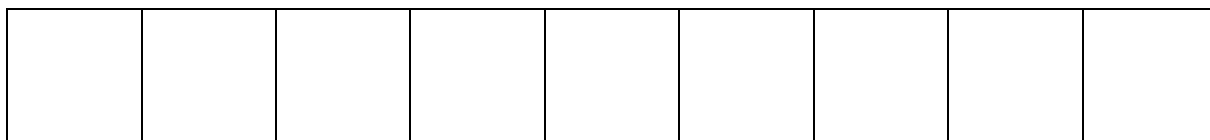
Hatching



Values: 1-9



Cross
Hatching



Values: 1-9



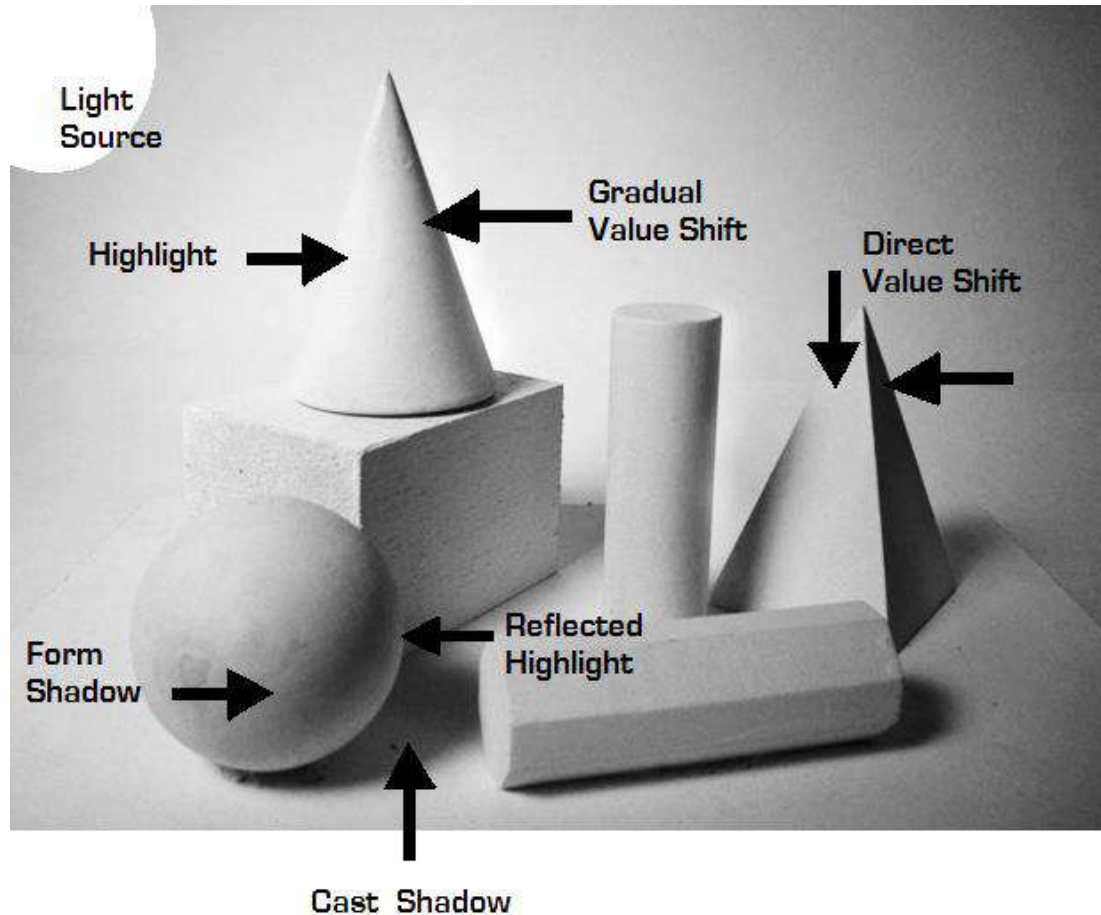
Stippling

Social Issues to Inspire Your Students

Academic Freedom	Adoption
Affirmative Action	Ageism
AIDS/HIV	Air Pollution
Alcohol Abuse	Animal rights
Anti-Muslim Discrimination and Violence	Anti-Semitism
Arson	Arts Funding and Censorship
At Risk Students: Higher Education	Attention Deficit-Hyperactivity Disorder
Autism	Automobile and Highway Safety
Birth Control	Campaign Finance Reform
Cancer	Capital Punishment
Census Issues	Cheating, academic
Child Abuse and Molestation	Child Labor
Chronic Fatigue Syndrome	Church-State Separation
Civil Liberties	Civil Rights
Coastal Pollution and Wetlands Protection	College Sports
Computer Crime, Hacking	Consumer Debt and Bankruptcy
Corporal Punishment	Corporate Crime
Crime	Criminal Rights
Cults and Alternative Religions	Defense Spending and Preparedness
Deforestation and Logging	Disability Rights
Divorce and Child Support	Domestic Violence
Drought and aquifer depletion	Drug Abuse
Drugs, War on	Eating Disorders
Energy Dependency	Euthanasia
Evolution Education	Extinction and Species Loss
Destruction	Food and Drug Safety
Foster Care	Gambling
Gangs	Gay and Lesbian Rights
Genetic Engineering	Gentrification
Global Warming	Gun violence and gun control
Hate Crimes	Hate Internet and Radio
Hate Speech	Health Care Reform
Heart Disease	Homelessness
Housing costs	Human experimentation
Identity Theft	Immigration
Infectious Disease and Epidemics	Intellectual Property Rights
Journalistic Ethics	Judicial Reform
Juvenile Justice	Literacy
Mandatory Sentencing	Media Bias
Media Consolidation	Media Sex and Violence
Medical Malpractice	Medicare and Medicaid Reform
Medicine, alternative	Mental Illness
Migrant Workers	Militia Movement
Minimum and Living Wages	Money Laundering
Native Americans and Government Policy	Natural Disasters and Disaster Relief
Needle Exchange Programs	Noise Pollution
Nuclear Power and Waste	Nuclear Weapons
Obesity	Occupational Safety and Health
Organ and Tissue Transplants	Organic Foods
Organized Crime	Plagiarism
Police Abuse and Corruption	Pornography
Poverty and Wealth	Prison Reform and Prisoner Rights
Privacy	Prostitution
Public Opinion Polling	Racial Profiling
Rape	Recycling and Conservation
Red-lining and loan discrimination	Reproductive Rights and Technology
Rioting	School Standards and Testing
School Violence	School Vouchers and Privatization
Scientific Research Ethics	Secrecy, Governmental
Sex Education	Sexual Harassment
Single Parenting	Social Security Reform
Space Exploration, costs and benefits	Special Education
Stem Cell Research	Stress
Suicide	Superstores v. Main Street
Sweatshops	Tax Reform
Term Limits	Terrorism, Domestic
Terrorism, Foreign	Terrorism, War on
Tobacco and tobacco-related health issues	Tort Reform
Toxic Waste	Traffic Congestion
Unemployment	Unions
Urban Sprawl	Veterans' Issues
Voluntarism and Volunteering	Voting Issues
Waste Disposal	Water Pollution
Weapons of Mass Destruction	Welfare and welfare reform

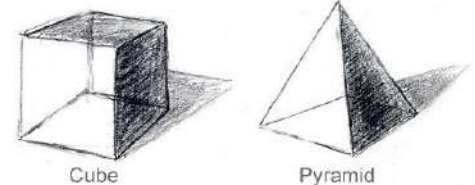
Shading Realistic Forms

Shading terminology:

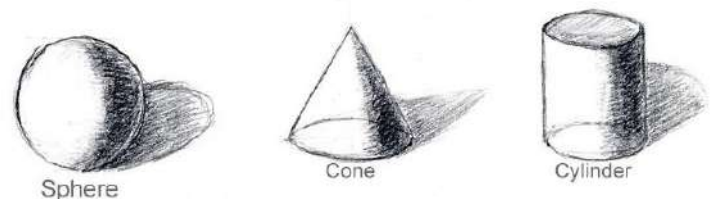


It is all about pressing the pencil down on the paper with different strength (adjusting your pressure), so that the value is stronger or lighter. Shading is time consuming but the result is always worth the time investment.

Some forms have flat sides or "faces" and require a Direct Value Shift (where the value quickly changes along a line).



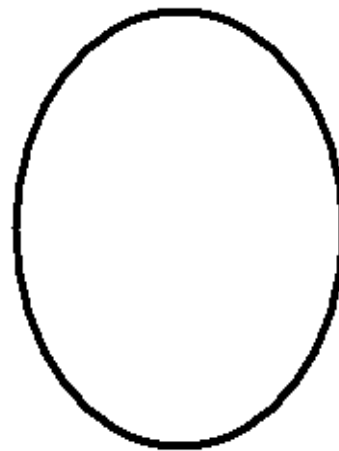
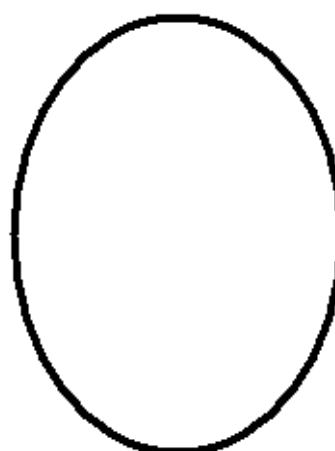
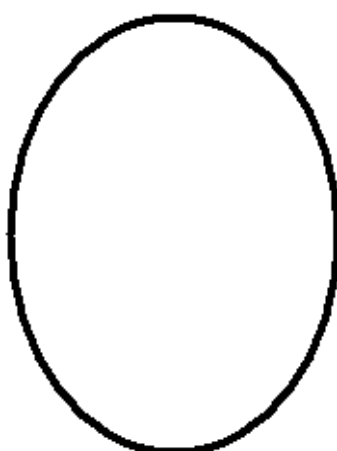
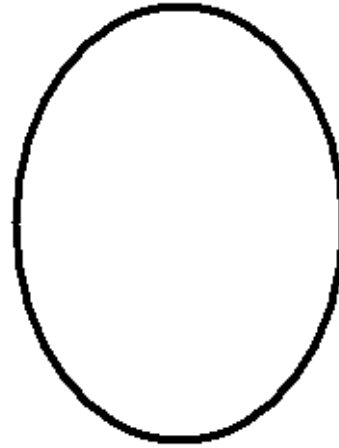
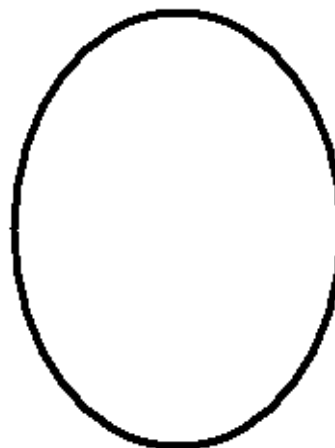
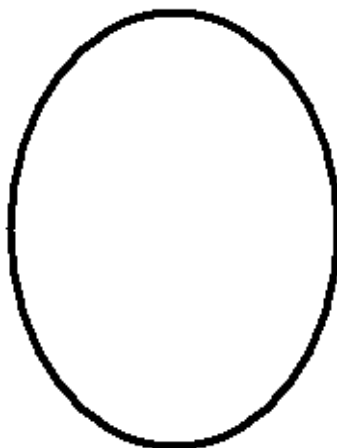
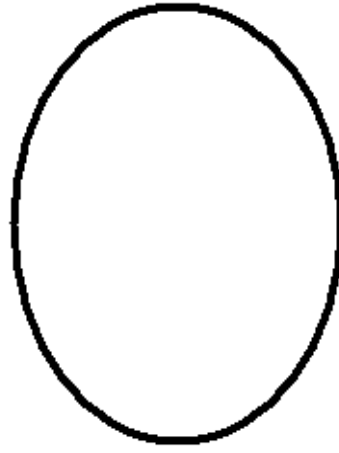
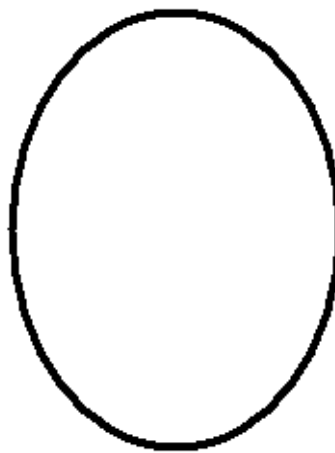
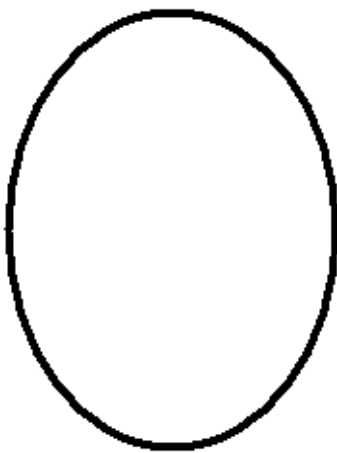
Other forms are round and require a Gradual Value Shift (where the values slowly change from light to dark).



Experimental Watercolor Techniques

-Paint a different watercolor technique in each oval and label the specific technique you used.

-Some Possibilities: salt, crayon resist, plastic wrap, straw/blowing, dry brush, blotting, masking tape, rubber cement, wet-in-wet, sponge, splatter, toothbrush spritzing, stencils, crayon rubbing, etc.



Name: _____

General Art Terms Quiz

1. Small rough sketches or drawings used for planning purposes..
 - ☐ thumbnail sketches
 - ☐ eyeball sketches
 - ☐ fingernail sketches
 - ☐ toenail sketches
2. To form a mental image or vision; to imagine an idea.
 - ☐ Ascending
 - ☐ foreshortening
 - ☐ Surrealism
 - ☐ Visualize
3. Which type of texture used in artwork so that you can feel a difference in the surface quality?
 - ☐ simulated
 - ☐ invented
 - ☐ actual
 - ☐ implied
4. By adding shadows, you give an object
 - ☐ texture
 - ☐ volume
 - ☐ interest
 - ☐ pattern
5. The representation of forms on a two-dimensional surface by presenting the length in such a way that the long axis appears to project toward or recede away from the viewer is called:
 - ☐ lengthening
 - ☐ linear perspective
 - ☐ composition
 - ☐ foreshortening

6. The meaning or message contained and communicated by a work of art is known as the:
- ☐ Baseline
 - ☐ Content
 - ☐ Composition
 - ☐ Leading
7. The bringing together of parts or elements to form a whole; the structure, organization, or total form of a work of art.
- ☐ foreshortening
 - ☐ edition
 - ☐ composition
 - ☐ negative and positive shapes
8. In a 2D artwork, this is the part closest to the viewer, usually in the lowest part of the picture plane
- ☐ Middle ground
 - ☐ Foreground
 - ☐ Background
 - ☐ Front
9. The various tools and types of materials an artist works with are known as:
- ☐ Their stuff
 - ☐ media
 - ☐ palates
 - ☐ portfolio
10. Which statement best describes the principles of design:
- ☐ Balancing the elements of art to create unity.
 - ☐ The way in which the elements of design are organized to create a well-designed work of art.
 - ☐ The way in which shades and tints are used to create the illusion of a 3 dimensional form on a flat picture plane.
 - ☐ Using the elements of art to create interesting positive and negative space.

General Art Terms Quiz

Answer Key:

1. Thumbnail Sketches
2. Visualize
3. Implied
4. Volume
5. Foreshortening
6. Content
7. Composition
8. Foreground
9. Media
10. The way in which the elements are organized to create a well-designed work of art

The Elements and Principles of Design Definitions:

Elements of Design: the ingredients for a good work of art.

Line – is a point in motion or a mark on a surface that can be used to define a shape or outline

Color - refers to specific hues and has 3 properties, Chroma, Intensity and Value.

Texture - is about surface quality either tactile or visual.

Shape - an enclosed space created by line, it is 2-dimensional, has height and width but no depth

Form - A three-dimensional object having height, width, and depth
2-D work may use value to imply form

Value - is the degree of light and dark in a design.

Space –3-D-the three-dimensionality of a sculpture, walk around them, look above them, and enter them

2-D work refers to the arrangement of objects on the picture plane, consisting of negative or positive space

Illusion of depth can be achieved by using
perspective/size/proportion/scale

Principles of Design: the recipe for a good work of art. The principles combine the elements to create an aesthetic placement of things that will produce a good design.

Emphasis - is an area that first attracts attention in a composition, the focal area, center of interest

Balance - is a feeling of visual equality in shape, form, value, color, etc.

Unity - brings together a composition with similar elements

Contrast - offers some change in an element creating a visual discord in a composition (Opposite of Harmony - brings together a composition with similar elements)

Movement - is a visual flow through the composition.

Rhythm/Pattern - is a movement in which some elements recur regularly.

Pattern - is repeating an element with a composition

Composition: An orderly arrangement of elements using the principles of design

Color Mixing

* Use this worksheet to learn color ratios, color intensity, and how to create neutral colors by mixing two complementary colors. It can be used for watercolors, tempera or acrylic paints.

INTENSITY SCALE: MIXING TWO COMPLEMENTARY COLORS

RED

GREEN

--	--	--	--	--	--	--	--	--

1:0

3:1

2:1

3:2

1:1

2:3

1:2

1:3

0:1

BLUE

ORANGE

--	--	--	--	--	--	--	--	--

1:0

3:1

2:1

3:2

1:1

2:3

1:2

1:3

0:1

YELLOW

PURPLE

--	--	--	--	--	--	--	--	--

1:0

3:1

2:1

3:2

1:1

2:3

1:2

1:3

0:1

The Cube Game

The narration phase

While there are slight variations of the game from person to person, the game begins by asking another person to imagine a **desert scene**. The game then follows by asking the person to place and describe **a cube** in the scene. Once the cube is completely described, the narrator of the game then asks for the player to describe **a ladder** that is also placed in the scene. This process continues with **a horse**, **a storm**, and finally, **foliage** and/or **flowers**.

The element most often excluded is the flowers. Others also suggest that the storm could also be excluded, though excluding this feature is significantly more uncommon than the exclusion of the flower.

The interpretation phase

Once the narrator has an understanding of the scene described, he or she may assist the player in interpreting the scene. The general interpretation is often as follows (however, the player should not take these interpretations as gospel, as there are many individual possibilities; encourage the player to "go with your gut"):

The desert is intended to represent the player's life. Is it a beautiful desert or a desolate one? The cube is intended to represent the player's image of himself or herself. A cube that is small in the perspective of the scene suggests that the player may think of themselves as insignificant or modest while a larger cube may indicate the opposite. A cube on the ground suggests that the player is "down to earth," while a floating cube may indicate a dreamer. The material of the cube is also of interest as it represents detailed facets of the player's image of themselves.

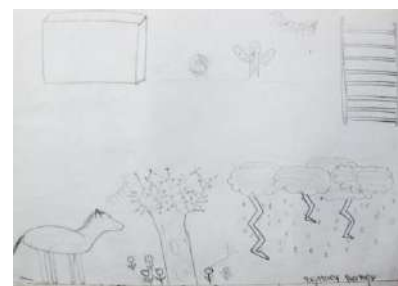
The ladder is intended to represent the player's Friendships. How many rungs are there? What are they made of ex. Wood? Gold?.

The horse is intended to represent the player's lover. As with the previous objects, a horse close to the cube is interpreted as more important or intimate (or perhaps possessive) within the love life of the player. The love can possibly also represent anything the player is passionate about, and not just a person.

The storm is intended to represent the player's current problems and his or her attitude toward them. A storm covering the entire scene might be interpreted to mean that the player feels overwhelmed by current problems, while a storm in the distance possibly indicates an optimistic attitude toward the future. The storm may also not be negative as certain individuals like to consider some problems as exciting or refreshing.

Flowers are intended to represent the player's current or future children, although they can also allegedly represent creative projects or clients—something the player creates and/or takes care of. Flowers close to the cube may be interpreted as a close relationship with children (or creations or clients).

Beyond the basic interpretation, the interpreter may expand on the general meaning of the relationships between the objects.





&



How to Make Play-Doh[®]

1 Cup Flour

1 Cup Boiling Water

1/4 Cup Salt

1 Tablespoon Vegetable Oil

2 teaspoon Cream of Tarter

Food Coloring (actual coloring or a Kool-Aid[®] packet will do)

Sparkles (optional)

Sauce Pan and Wooden Spoon

Mix all of the ingredients together in a bowl then knead it until it becomes smooth. Done!

Paper Mache Recipe:

1 cup Flour (2 parts)

1 1/2 cups Water (3 parts)

1/2 TBS salt (optional)

1/4 cup white glue (optional)

Directions:

Mix the flour and water together with a wire whisk or fork until it is smooth and you have the consistency you want, should be similar to a heavy cream or a cream soup. If you want to thicken the paste, add flour. If you want to thin it, add a bit of water.

Mix in the salt.

Mix in the glue (if adding).

The salt will help preserve the paste and prevent it from mold while the glue will help strengthen the paste.

Getting to Know You Questionnaire:

Rules:

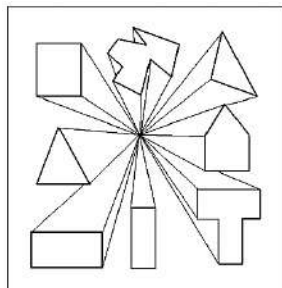
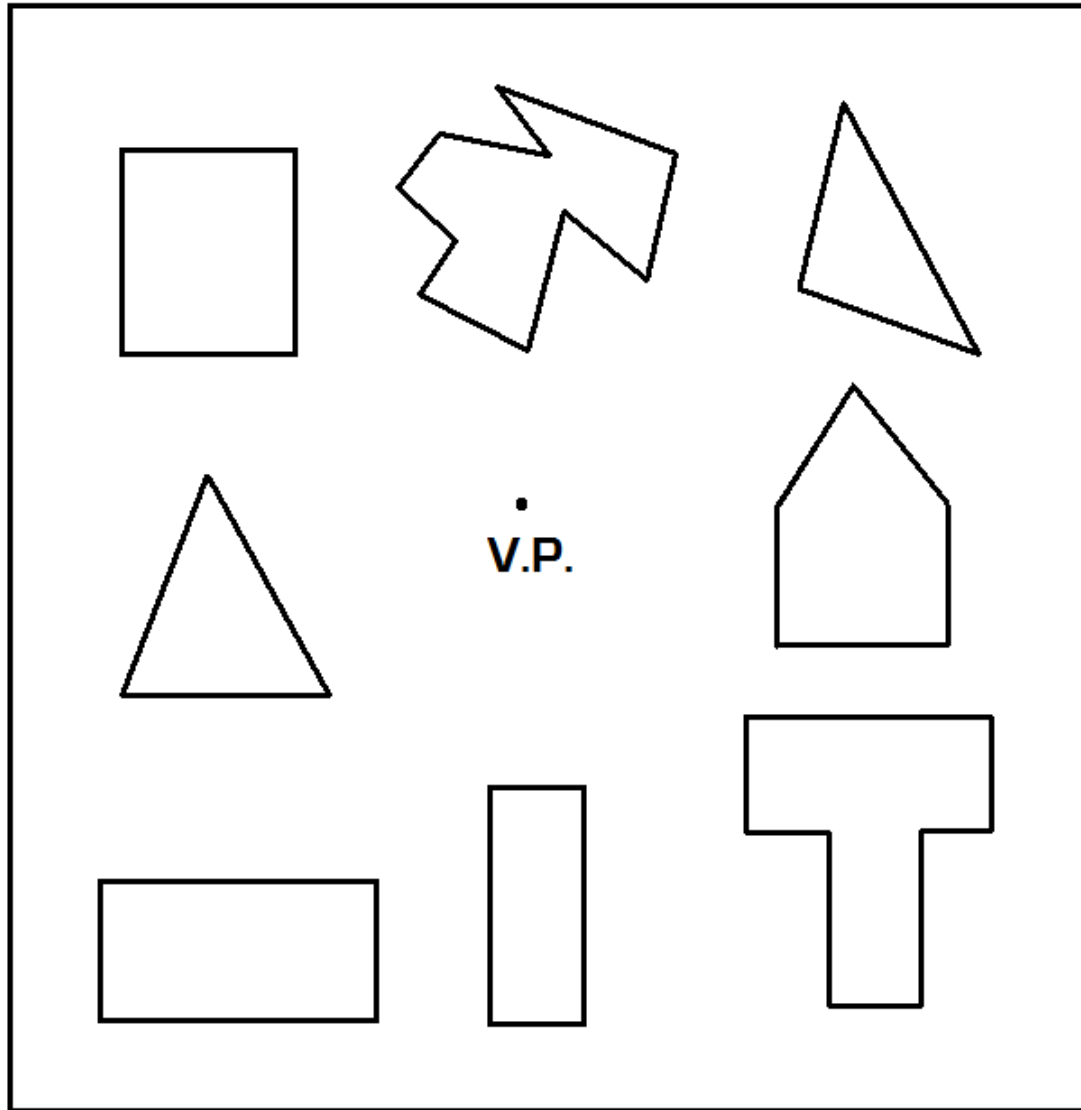
- Ask people in your class these questions and sign their name next to it.
- A person can only sign each individual question once. So, one person can't sign #1 and #10. If you can't find a person in your class that meets the criteria for a question, don't worry...just skip it. The person with the MOST completed questions wins a prize!
- Try to remember some names, and HAVE FUN!!!!

Try to find:

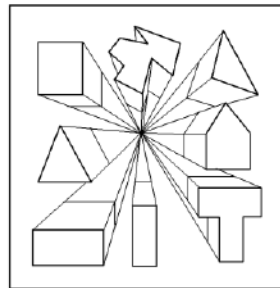
1. Someone who has flown in a plane _____
2. Someone who plays an instrument _____
3. Someone who was born outside of this state _____
4. Someone whose favorite color is the same as yours _____
5. Someone who has a birthday in the same month as you _____
6. Someone who has a job _____
7. Someone who wants to be an artist for a career _____
8. Someone who has braces _____
9. Someone with a sister(s), but no brothers _____
10. Someone whose name starts with the same letter as yours _____
11. Someone who went to a concert this summer _____
12. Someone who has traveled out of the U.S. _____
13. Someone who likes the same music group as you _____
14. Someone who wants to be famous _____
15. Someone whose favorite ice cream flavor is the same as yours _____
16. Someone who speaks a foreign language _____
17. Someone who cooks well _____
18. Someone who volunteers _____
19. Someone with a family member in the military _____
20. Someone who takes dance lessons _____
21. Someone who watches the same favorite TV show as you _____
22. Someone who is related to a celebrity _____
23. Someone who has seen the same movie more than 5 times _____

One Point Perspective

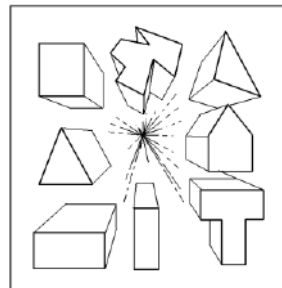
Use the vanishing point and shapes provided to create the illusion of three-dimensional forms in space.



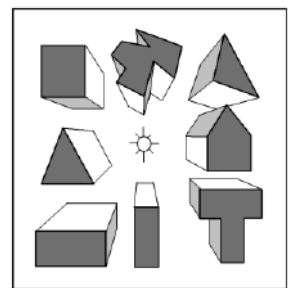
Draw Orthogonals



Make Parallel Lines



Erase the Lines



Shade the Forms

NAME: _____

Creating and Shading with TEXTURE

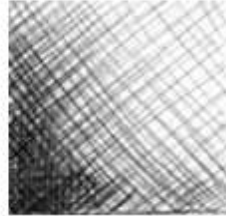
TEXTURE is... _____

Hatching



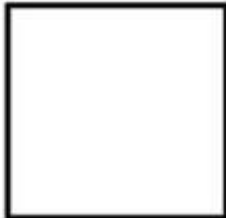
Vertical lines
Vary space of lines to shade

Cross-Hatching



Diagonal lines going in opposite directions
Can add vertical + horizontal lines
Less lines as it gets lighter

Pointillism/Stippling



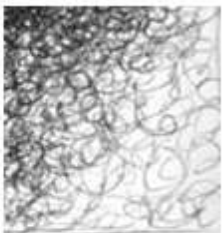
Make dots with your pencil/pen
More dots = darker
Dots close together = darker

Wood Grain



Organic (curvy) shapes
Lines loop around each other
but DO NOT TOUCH
Add lines in between, closer together
to make dark

Scribbles/Curly



Circular motions with pencil
Tighter/smaller the curl, darker it is

Scumbling



Short, random curvy marks
More angular (pointy) than scribbles

ELEMENTS OF ART

LINE	A line is an identifiable path created by a point moving in space. It is one-dimensional and can vary in width, direction, and length.	
SHAPE	Shape and form define objects in space. Shapes have two dimensions, height and width, and are usually defined by lines.	
VALUE	Value describes the brightness or darkness of color. a gradient is a series of values from darkest to lightest.	
FORM	Shape and form define objects in space. Forms exist in three dimensions, with height, width, and depth.	
SPACE	Space in a work of art refers to a feeling of depth or three dimensions. It can also refer to the artist's use of the area within the picture.	
TEXTURE	The surface quality of an object that we sense through touch: hard, soft, rough, smooth, hairy, leathery, sharp, etc.	
COLOR	Reflected light, Organized on a color wheel with 3 primary colors, 3 secondary colors and 6 intermediate colors.	

Visual Art Self and Peer Assessment

Name: _____ Peer Name: _____

Date: _____ Art Project: _____

Self-Evaluation

In this art project, I tried to:

.....

One choice I made was:

.....

Something new I learned was:

.....

Something I would change:

Peer Evaluation

The first thing I noticed was:

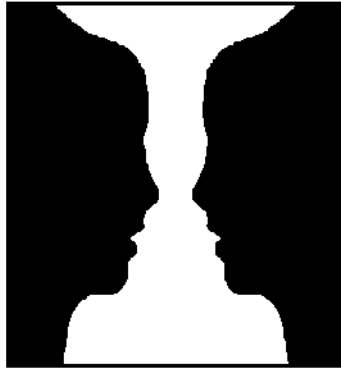
.....

Something special about this project is:

.....

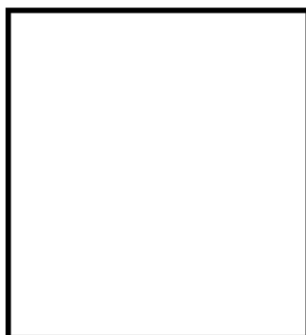
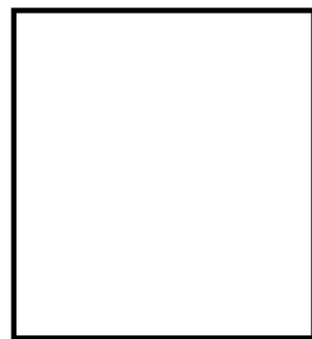
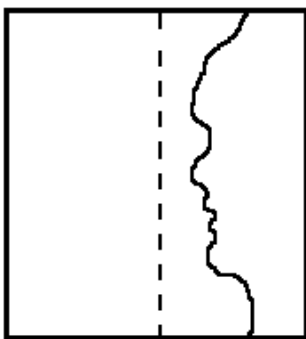
Suggestions:

Take a look at this drawing. What do you see?



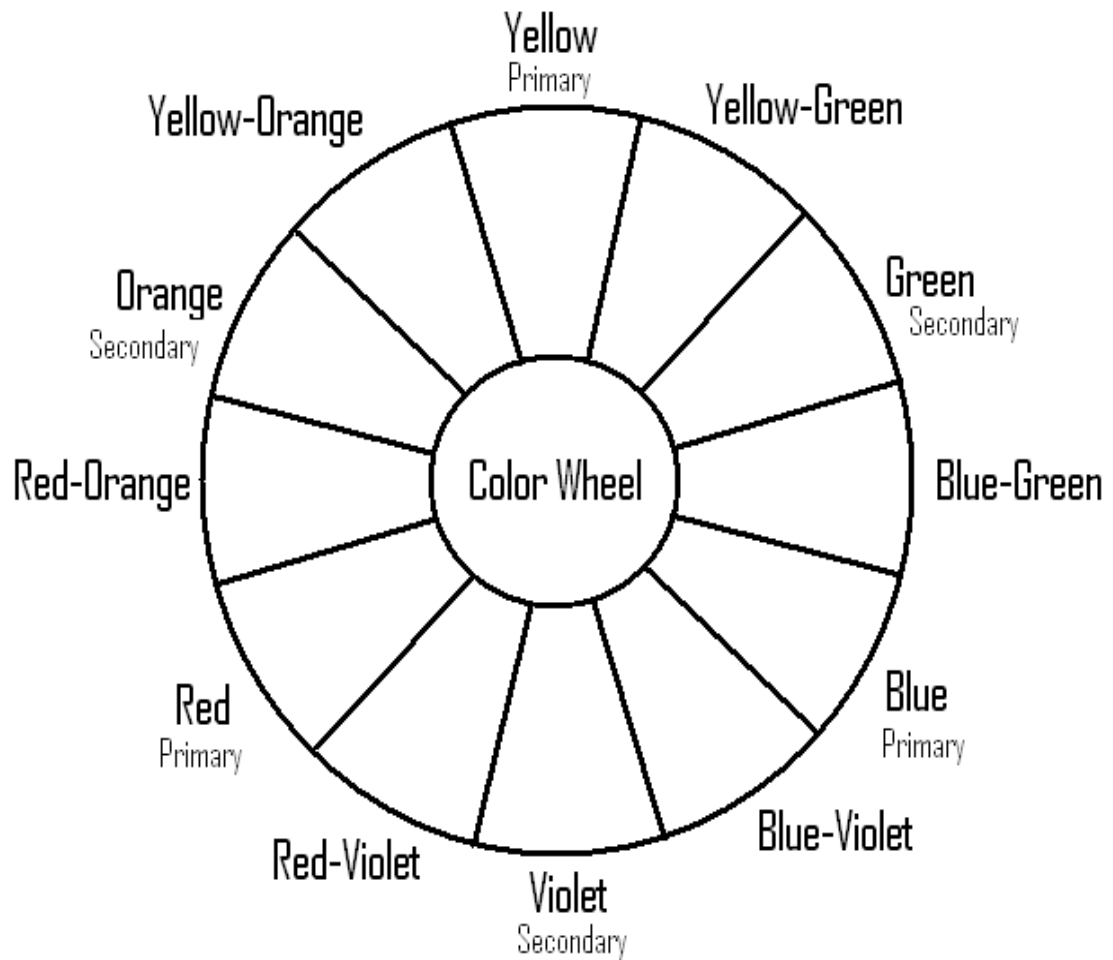
This is no ordinary vase. It's an optical illusion. When you look at it you will see either a vase of two faces. If you continue to look, the drawing will appear to shift back and forth from the vase to the faces.

Draw a profile of a person's face on the left or right side of the box.. Then try to make the face on the opposite side match as closely as possible (picture a mirror or line of symmetry dividing both sides into two equal parts). Use a black marker to color in the faces. Try different profiles and notice how the shape of the vase changes.



Name: _____

Color in the Color Wheel



Color in three sets of complimentary colors:

--	--	--	--	--	--

Try to use only lines, shapes, and colors, (no recognizable objects) to create a small artwork in the boxes below.

--

Analogous Colors

--

Warm Colors

--

Cool Colors

--

Monochromatic Colors

Use only Lines, Shapes, and Colors (No recognizable images or symbols) to convey the following emotions

Anger	Joy	Confusion	Depression
Calm	Excitement	Love	Sick
Fear	Hope	Shame	_____ ?

ART CAREERS BY MAJOR

ART EDUCATION ...Elementary, Secondary, Post-Secondary Education; Community, Art, Cultural Centers; Art Galleries, nursing/drug/daycare centers; weekend programs

Art Critic/Writer Schools	Art Teacher	Artist-in-Residence/Artist-in-the-
Arts Administrator Recreation Specialist	Free-lance Instructor Teacher/Instructor – Overseas	Postsecondary Instructor Teacher of Art and Recreation

ART HISTORY...Museums, galleries, industry

Archivist Art Critic/Writer Curatorial Consultant Publishing proofreader Researcher	Art Gallery and Auction House Assistant Arts Organization Consultant/Administrator Fine Arts Appraiser Visual Resources Curator	Art Historian, Art Law Specialist Corporate, Museum, University Curator Conservator Restorer Teacher/Administrator, Art Lecturer
---	--	---

CRAFTS: CERAMICS, FIBERS/WEAVING, GLASS, METALS/JEWELRY/CAD-CAM...Museums, galleries, industry, schools

Administrator, Industry Consultant Employed Craftsperson Designer Ceramicist Consultant, Apprentice Conservator Wood & Metal Shop Supervisor/Technician	Artist-in-Residence/Artist in Schools CAD designer, Jewelry Designer Fabric Designer, Textile Designer Industrial Designer Special F/X, Model Maker, Mold Maker	Free-lance, Commissioned, self Glass Designer, Stained Glass Historical Master Craftsperson, Museum Craftsperson, Restorer, Tabletop Designer, Toy Designer
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FINE ARTS: DRAWING, PAINTING, PRINTMAKING, SCULPTURE...Museums, galleries, industry, schools

Art Writer/Critic Costume Designer, Court Artist Gallery Owner/Administrator Art Dealer Printmaker (free-lance, commission) Scientific Illustration	Artist-in-Residence/Artist-in-Schools Digital Imaging Master Printer/Print Studio Owner Art Consultant Portrait Painter/Sculptor Technical Illustration	Commercial Serigrapher/Silkscreener Foundry Owner/Operator Model Maker, Muralist Exhibit Designer Painter, Sculptor, Set Designer Teacher/Administrator
--	--	--

GRAPHIC DESIGN, ILLUSTRATION, PHOTOGRAPHY ...Advertising, Television/Film, Corporate, Mass-Media

Art Director Free-lance Photographer TV/Film, Entertainment Photo/Computer/Digital Lab Technician Web Designer, Webmaster	Book Illustrator, Technical/Production Illustrator Font Designer Multi-media specialist Urban Graphics Designer-(display, signs, billboards)	Exhibitions Designer Graphic Designer-Advertising, Corporate, Publishing, Package Designer, Product Designer
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MUSEUM STUDIES, ARTS ADMINISTRATION, CONSERVATION/RESTORATION...(Usually requires MFA, MA or PhD)

Art Director Arts Administrator Cataloger Director Fine Arts Appraiser Photography Lab Technician	Art Lecturer/Visiting Scholar Arts Management Conservator/Restorer Director of Visual Arts Program Gallery Director Registrar	Art Supervisor Career Development Counselor Development/Grant Writer Exhibitions Coordinator Museum Educator/Researcher
--	--	---

ARCHITECTURE

Architect Land Planner Architecture Educator Urban Designer Construction Manager Facility Managers Architects	Interior Architect Architectural Writer/Critic Sustainable Design Specialist CAD Specialist Corporate Architect Industrial Designer	Architectural Photographer Public Architect Building Pathologist Urban Planner Exhibit Designer
--	--	---

	COMPOSITION	CREATIVITY	FOCUS	CRAFTSMANSHIP	TECHNIQUE
A WORK IS	Planned carefully, made several sketches and showed awareness of the elements and principles in filling the format to effectively create a unified art work	The student explored several choices before selecting one, generating many ideas, trying unusual combinations or changes on several ideas, made connections to previous knowledge, demonstrated understanding problem solving skills	The project was continued until it was as complete as the student could make it; gave it effort far beyond that required, took pride in going well beyond the requirement to successfully show the main concept	The artwork was beautiful and patiently done with attention to detail; it was a clean presentation without smudges, fingerprints, extraneous marks, tears and sloppy signature	Effective use of the tools to create a variety of surface treatments
B WORK IS	The artwork shows that the student applied the principles of design while using one or more effectively, showed an awareness of filling the space adequately	The student tried a few ideas before selecting one, or based his/her work on someone else's ideas, made decisions after referring to one source; solved the problem in a logical way	The student worked hard and completed the project, but with more effort it could have been outstanding, main concept wasn't fully developed	With a little more effort the work could have been outstanding; lacking the finishing touches, not entirely clean	Evidence of understanding but incomplete expression of all possibilities
C WORK IS	The student did the assignment adequately yet it shows lack of planning and little evidence that an overall composition was planned	The student tried an idea and turned out adequately, but it lacks originality, substituted "symbols" for personal observation; might have copied idea	The student finished the project, but it could have been improved with more effort; adequate interpretation of the assignment, but lacking finishing touches; chose an easy project and did it indifferently	The student showed average craftsmanship; adequate, but not as good as it could have been, a bit careless, shows some of the undesired discrepancies	Tried some techniques but not fully developing them
D WORK IS	The assignment was completed and turned in, but showed little evidence of any understanding of the elements and principles of art, no evidence of planning	The student fulfilled the assignment, but gave no evidence of trying anything unusual	The project was completed with minimal effort, missed main concept	The student showed below average craftsmanship, lack of pride in finished work, careless mistakes	Inappropriate techniques
E WORK IS	The student did the minimum or the artwork was never completed	The student showed no evidence of original thought	The student did not finish the work adequately	The student showed poor craftsmanship, evidence of laziness or lack of understanding; many distracting marks	No attempt to perform techniques

THE ELEMENTS OF DESIGN DEFINITIONS:

LINE

A line is a mark made by a moving point and having psychological impact according to its direction, weight, and the variations in its direction and weight.

Some types of lines are :

thick, thin, tapering, wavy, long, short, continuous, broken horizontal, vertical, diagonal, curving, perpendicular, parallel, radial, zigzag, sharp, blurry, fuzzy, choppy, angry, graceful, smooth, crazy, delicate, outlines, contour lines, calligraphic, implied

SHAPE

An enclosed space defined and determined by other art elements such as line, color, value and texture. Shapes can be either geometric or organic.

FORM

The three dimensionality of an object, having Length, Width AND Depth. Forms can be organic or geometric. They are viewed “In the Round” or from all sides.

VALUE:

An element of art that refers to the lightness or darkness of an object.

Direct Value Shift is where light values are placed next to dark values to create contrast or strong differences.

Gradual Value Shift is where light values are gradually darkened to create a gradual difference.

Value Scale is a scale that shows the gradual change in value from its lightest value, white to its darkest value black.

TEXTURE: An element of art that refers to the implied or actual surface quality of an object.

Some textures are: **bumpy, rough, fluffy, hairy, sand, water, clouds, fire, cement, wood, spiky, etc.**

COLOR

Produced by light of various wavelengths, and when light strikes an object and reflects onto the eye.

Some different color schemes and categories:

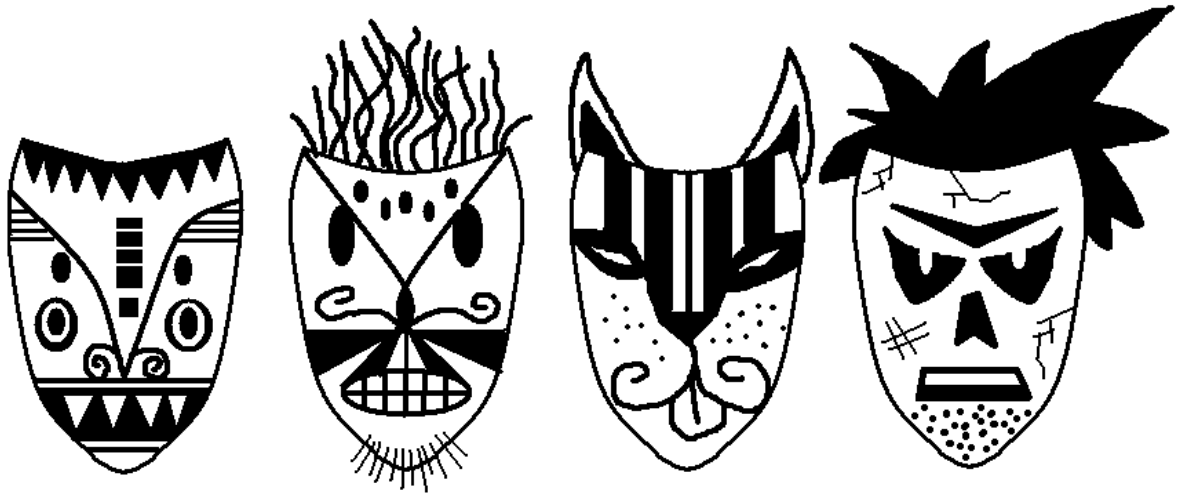
Monochromatic, Achromatic, Warm, Cool, Analogous, Complementary, Split-Complementary, Primary, Secondary, Intermediate/tertiary, metallic, neon, tints, shades, tones, warm, cool

SPACE:

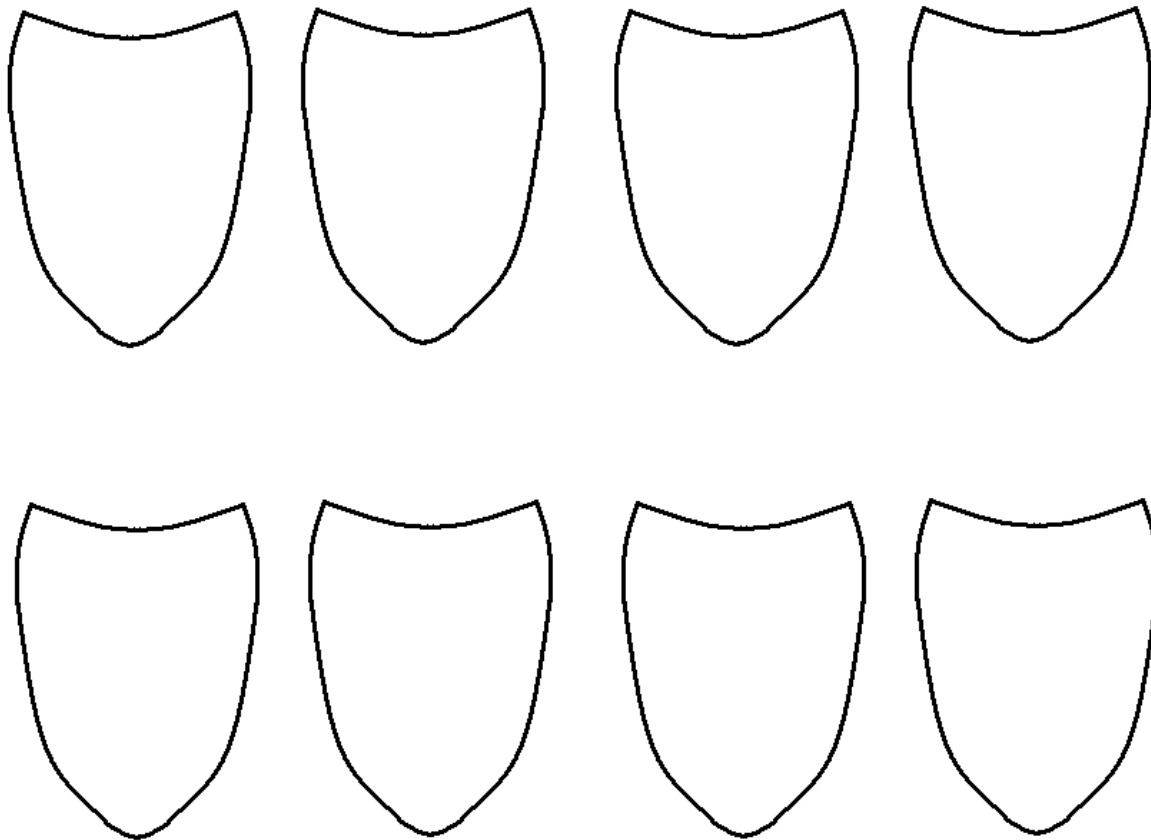
An element of art that refers to the distance or area above, between, around, below and within things.

Space can refer to depth and distance in a 2D work of art, as well as the positive/negative space relationship of shapes and forms in both 2D and 3D art.

Drawing Masks



Design your own masks. Combine lines and shapes, balance light and dark areas, add extra details like hair, ears, and headdresses, to change the original mask shape. Repetition is a helpful technique for great looking designs. Try drawing both human and animal features.



I AM AN ARTIST!



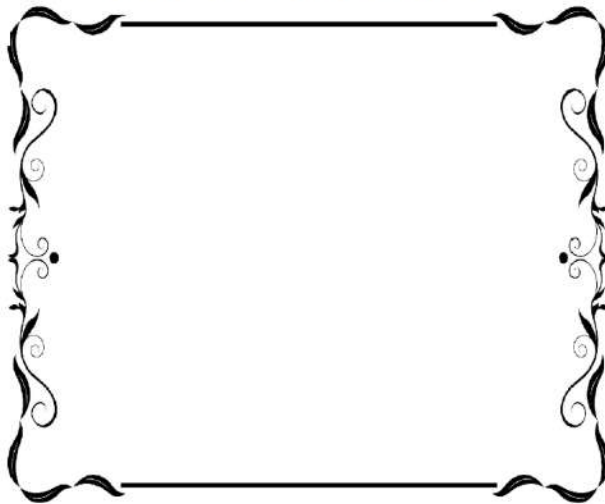
THIS IS ME



MY NAME IS



THIS IS MY FAMILY



THIS IS MY HOUSE

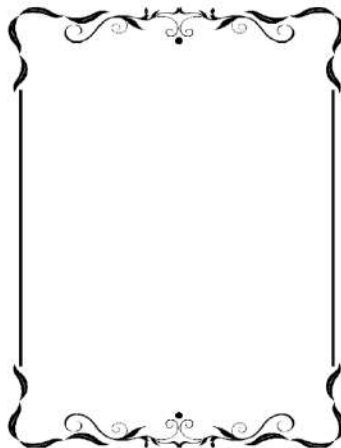


I AM

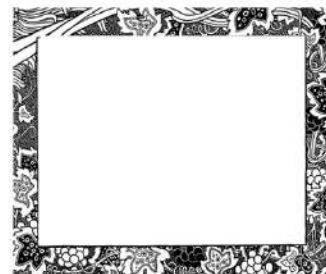


YEARS OLD

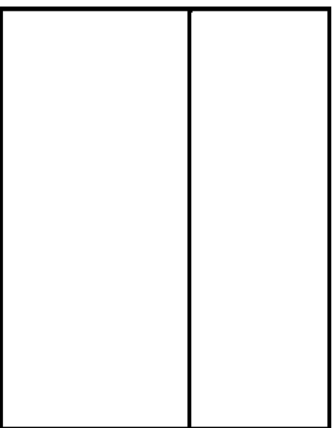
**MY FAVORITE
THING TO DRAW IS**



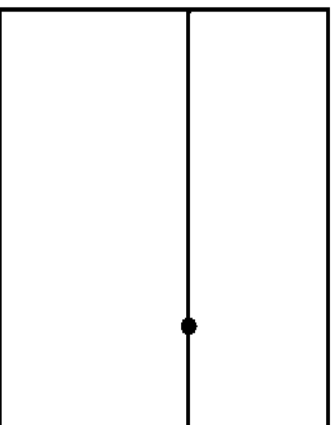
**THIS IS MY
FAVORITE FOOD**



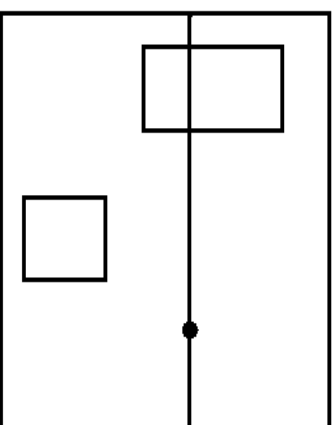
ONE POINT PERSPECTIVE STEP-BY-STEP



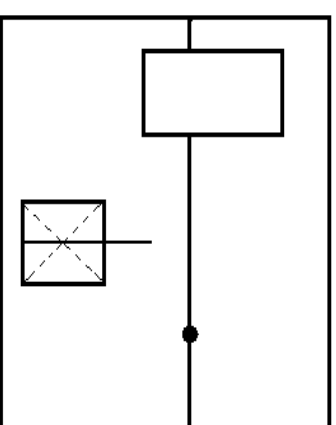
DRAW A HORIZON LINE



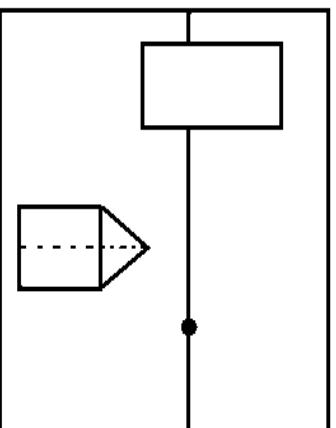
PLACE A VANISHING POINT ON THE LINE



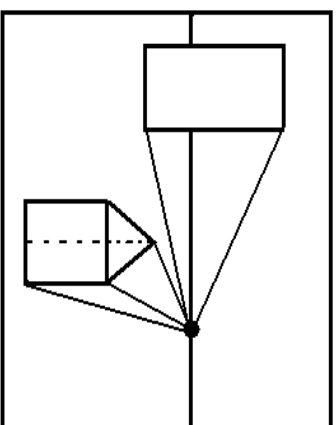
DRAW YOUR SHAPES



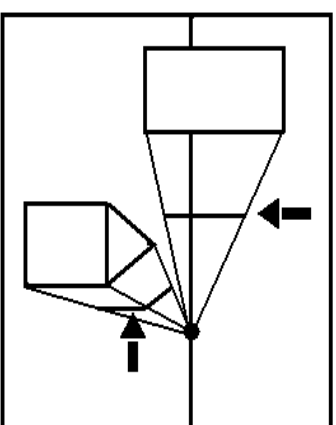
DRAWING AN "X" CAN HELP FIND THE CENTER



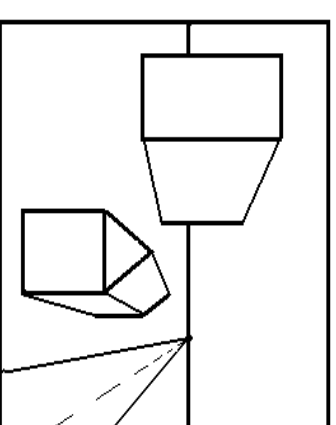
YOU DECIDE HOW TALL THE ROOF PEAK IS



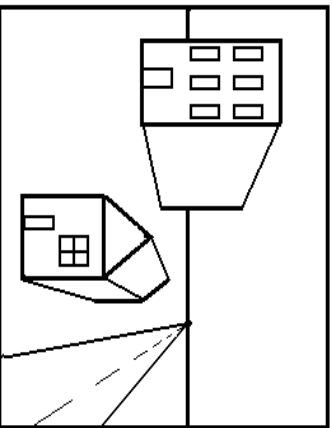
DRAW LINES FROM THE CORNERS TO THE V.P.



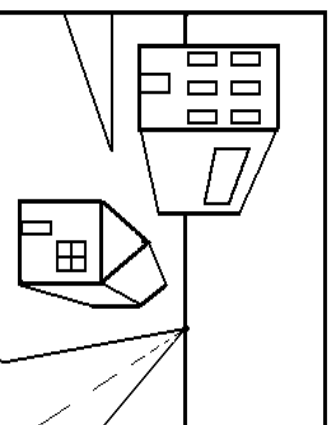
YOU DECIDE HOW FAR BACK TO PLACE YOUR PARALLEL LINES



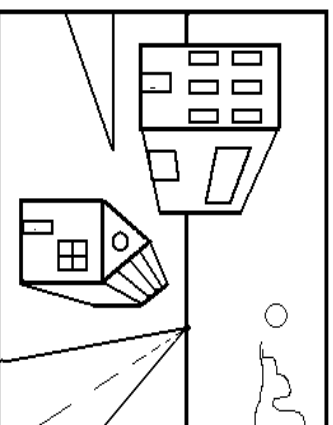
ERASE YOUR GUIDE LINES, ADD OTHER DETAILS?



DETAILS ON THE FRONT SIDE WILL BE VERTICAL AND HORIZONTAL ONLY



DETAILS ON THE SIDES WILL BE VERTICAL AND AIMING TOWARD THE V.P.

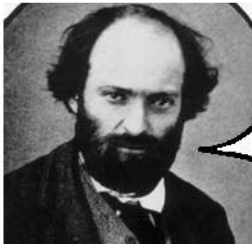


MORE DETAILS ADDS MORE INTEREST



ADD SHADING AND THINK ABOUT THE SUN AND SHADOWS

Paul Cézanne



"There is an invisible scaffolding of spheres, cones, and cylinders underlying nature."



Understanding how to draw and shade these basic geometric forms will help you when drawing landscapes, architecture, still-lives, and the human form.

Follow the steps below to draw and shade these three-dimensional forms.

CYLINDER	CONE	CUBE	SPHERE

The Elements of Art

are the ingredients of art and include:

LINE, SHAPE, FORM, VALUE, COLOR, TEXTURE, and SPACE

You are required to do some research on the Elements of Art. You may use books or the internet to find out what they are. When you're done, draw a symbol(s) or picture(s) of each of the elements in the boxes provided below to help you remember what they mean. Do **NOT** use text, only an image. You are encouraged to use color.

R U B R I C

The student does not demonstrate an understanding of any of the Elements	The student has demonstrated a limited understanding of the Elements	The student has demonstrated a satisfactory understanding of the Elements	The student has demonstrated a good understanding of the Elements	The student has demonstrated an excellent understanding of the Elements
--	--	---	---	---

LINE

SHAPE

FORM

VALUE

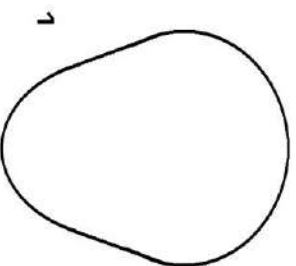
COLOR

TEXTURE

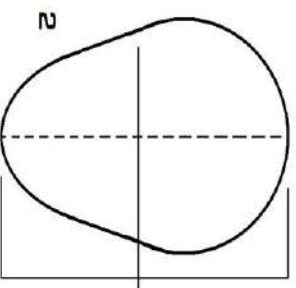
SPACE

How to draw a face in 12 steps

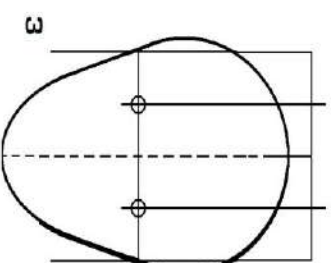
1. Draw an upside-down egg shape
2. Draw the line of symmetry and the eye line at the midpoint of the head.
3. The eye center is located between the sides of the face and the symmetry line.
4. The bottom of the nose is located at the midpoint between the eye line and chin.
5. The bottom of the mouth is located at the midpoint between the nose line and chin.
6. The ears are located between the eye line and nose line.
7. Erase your guide-lines.
8. The face is five eyes wide. Leave an eye width between the eyes.
9. The neck is found by alligning with the outside edge of the eyes.
10. Eyebrows and shoulder slope are added.
11. Hair and nose bridge are added.
12. Add value / shading to bring your person to life.



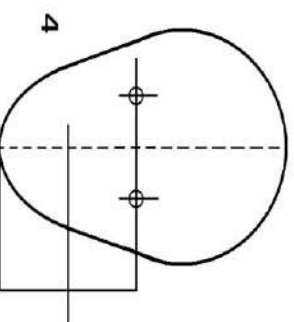
1



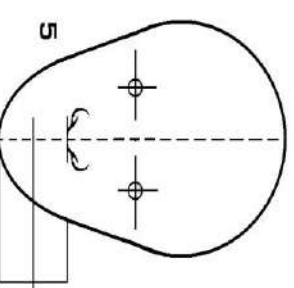
2



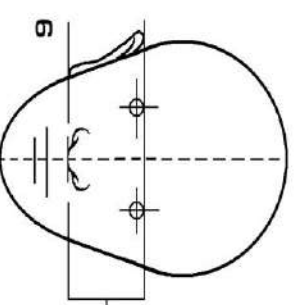
3



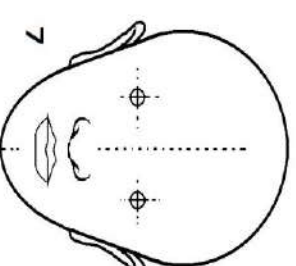
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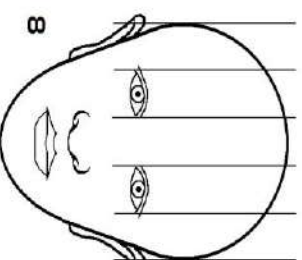
5



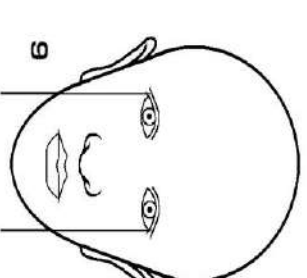
6



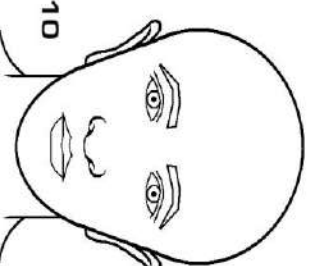
7



8



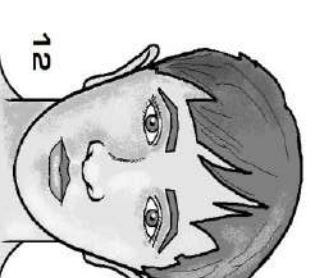
9



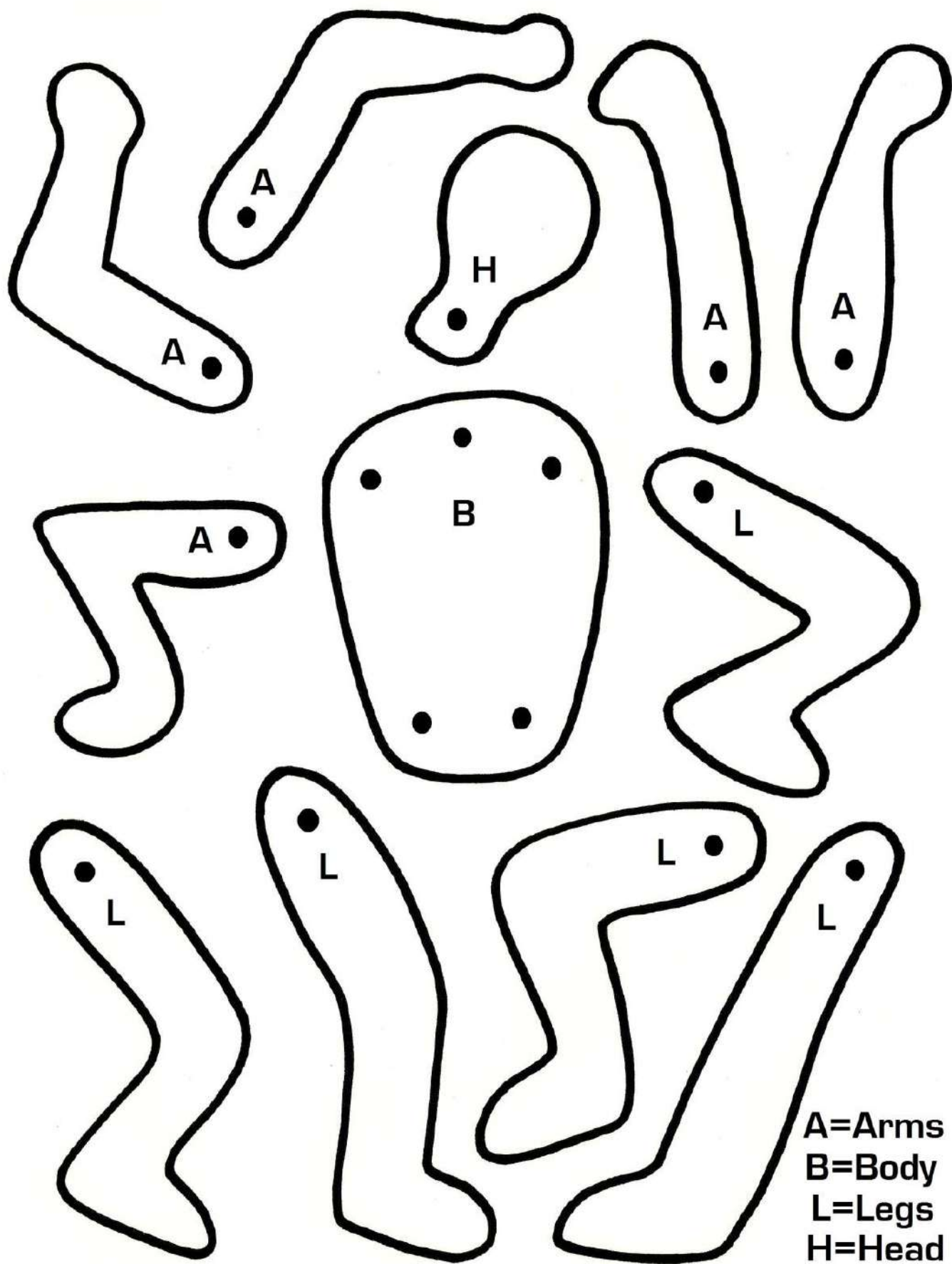
10



11



12



A=Arms
B=Body
L=Legs
H=Head

Name: _____

The Color Quiz

1. Violet, green, blue
 - ☐ secondary colors
 - ☐ primary colors
 - ☐ warm colors
 - ☐ cool colors
2. Hue plus white.
 - ☐ tint
 - ☐ tone
 - ☐ shade
 - ☐ hue
3. Red, yellow, orange
 - ☐ secondary colors
 - ☐ warm colors
 - ☐ cool colors
 - ☐ primary colors
4. Hue plus black.
 - ☐ tone
 - ☐ shade
 - ☐ tint
 - ☐ Hue
5. A grayed color.
 - ☐ hue
 - ☐ tint
 - ☐ shade
 - ☐ tone

6. Secondary colors.

- ☐ orange, green, violet
- ☐ green, blue, violet
- ☐ yellow, red, blue
- ☐ all of the above

7. Pure color.

- ☐ value
- ☐ hue
- ☐ dark
- ☐ light

8. Variations of one hue.

- ☐ neutral colors
- ☐ monochromatic colors
- ☐ complementary colors
- ☐ analogous colors

9. Primary colors

- ☐ yellow, red, blue
- ☐ red, violet, orange
- ☐ orange, blue, yellow
- ☐ orange, green, violet

10. Colors that are side by side on the color wheel.

- ☐ analogous colors
- ☐ complementary colors.
- ☐ primary colors
- ☐ secondary colors

11. Colors that are opposite each other on the color wheel.

- ☐ analogous colors
- ☐ complementary colors.
- ☐ primary colors
- ☐ secondary colors

12. Mixing complementary colors results in creating:

- ☐ tints
- ☐ warm colors
- ☐ brown
- ☐ secondary colors

. 13. Colors not found in the rainbow, like brown, black, white, and gray are called:

- ☐ analogous colors
- ☐ complementary colors.
- ☐ neutral colors
- ☐ monochromatic colors

. 14. Mixing a primary color and a secondary color gives you a(n):

- ☐ analogous color
- ☐ complementary color.
- ☐ intermediate color
- ☐ neutral color

15. Three colors that are equal distance from each other on the color wheel.

- ☐ tint
- ☐ triad
- ☐ tertiary
- ☐ tone

The Color Quiz

Answer Key:

1. cool
2. tint
3. warm
4. shade
5. tone
6. orange, green, violet
7. hue
8. monochromatic
9. yellow, red, blue
10. analogous
11. complementary
12. brown
13. neutral
14. intermediate
15. triad

Know Your Color Schemes



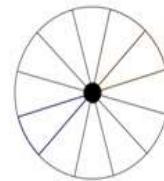
Primary - red, blue and yellow



Secondary - purple, green and orange



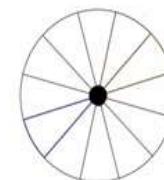
Intermediate/Tertiary - blue-violet, red-violet, yellow-green, blue-green, red-orange and yellow-orange



Warm Colors - yellows, oranges and reds.
Colors associated with fire, heat, sun, and warmer temperatures



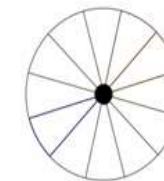
Cool Colors - blues, greens and purples (aka Violet)
Color associated with water, the sky, ice, and cooler temperatures



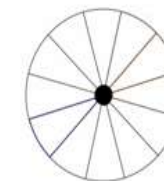
Complementary Colors - Opposites on the color wheel



Split Complementary Colors - the two colors on either side of a color's complement



Triadic - 3 colors equal distances from each other on the color wheel



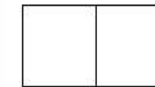
Analogous - 3-5 neighbors on the color wheel



Tints (color plus white)



Tones (color plus gray)



Shades (color plus black)



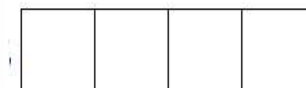
Monochromatic

- one color (plus all tints and shades)



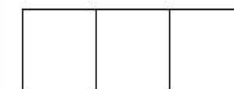
Achromatic

- without color (aka. black/white)



Neutrals

(black, white, grays, browns)



Neon (Florecent)



Metallics

copper, silver, gold, brass

Watercolor Values Worksheet

Use a dark color to paint in the different values.

white
(don't paint)

25%

50%

75%

100%

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Now fill in the value scale with 10 separate values.
Try to make it match the corresponding values above.

The following matrix will be used for your individual or class critiques. You must decide which element has been used and which principle best describes how each element has been used. This matrix is meant to assist you in recalling and discussing the formal organizational qualities of the artworks. Use a ✓ or X's.

Elements of Art	Principles of Art The How						
	Balance	Rhythm	Unity	Pattern	Contrast	Repetition	Movement
Line							
Shape							
Form							
Value							
Color							
Texture							
Space							