

Color Scheme Painting

Criteria

- Shapes are all geometric
- Shapes are not too big or small
- Colors are blended
- Colors have highlights and shadows
- Each rectangle accurately uses the correct color scheme

On a sheet of 12 x18 white paper, use your ruler and compass to draw geometric shapes. Follow the criteria below

- Shapes must be geometric
- Shapes must overlap
- Shapes must run off page
- Shapes must fill the positive space

Check to make sure your shapes are not Big, if they are divided them with another shape.

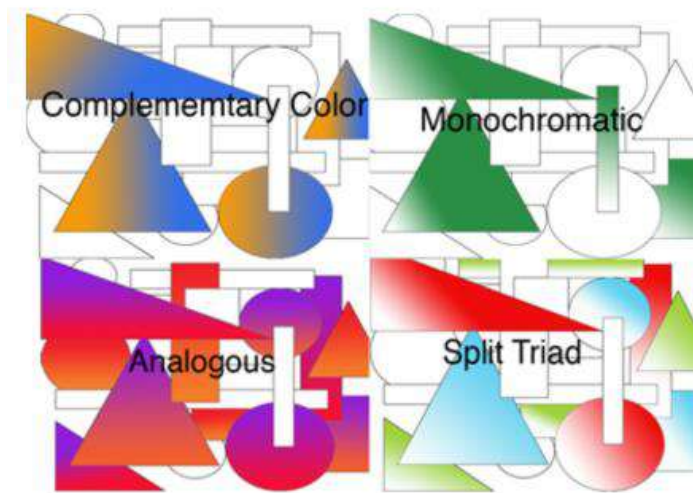
Check to make sure you do not have very Small shapes (smaller than a dime), if they are erase lines to open up space.

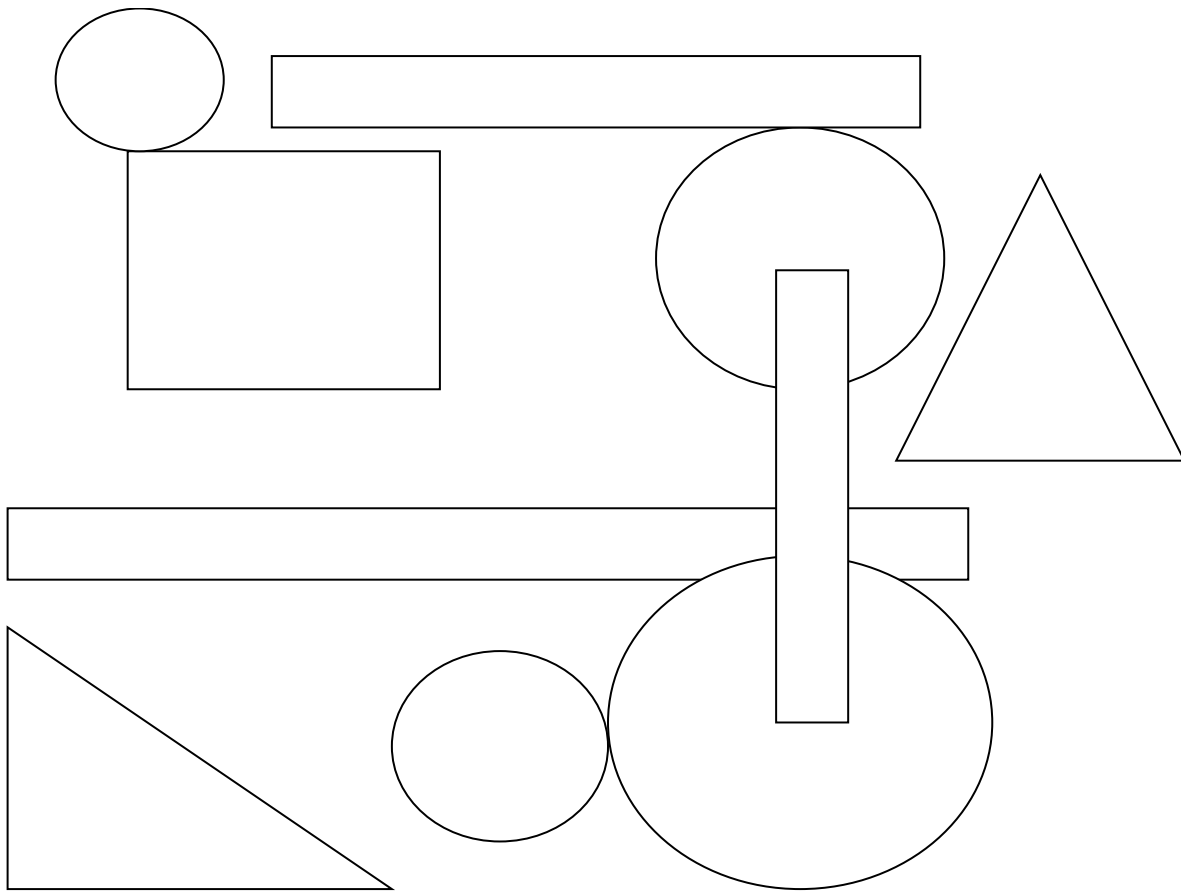
Divide paper using your ruler and pencil into 4 equal rectangles.

Paint each section with one of the following four color schemes

- Monochromatic
- Complementary
- Analogous
- Split Triad

Colors must be blended and use highlights and shadows to show dimension





Monochromatic



Complementary

Analogous



Split-Triad

Color Scheme Painting

1. On a sheet of 12"x18" white paper, use your ruler and compass to draw geometric shapes. Follow the criteria below
 - a. Shapes must be geometric
 - b. Shapes must overlap
 - c. Shapes must run off page
 - d. Shapes must fill the positive space
2. Check to make sure your shapes are not Big (larger than ½ dollar), if they are divided them with a line.
3. Check to make sure you do not have very Small shapes (smaller than a dime), if they are erase lines to open up space.
4. Divide paper using your ruler and pencil into 4 equal rectangles.
5. Paint each section with one of the following four color schemes
 - a. Monochromatic
 - b. Complementary
 - c. Analogous
 - d. Split Triad
6. Colors must be blended and use highlights and shadows to show dimension
Criteria:

- Shapes are all geometric
- Shapes are not too big or small
- Colors are blended
- Colors have highlights and shadows
- Each rectangle accurately uses the correct color scheme

