

Exploring ART Through Photography: TOYS, Soldiers and Mirrors

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DoDEA Standards

The Lab:

VA:Cr2.1.lia: Through experimentation, practice, and persistence, demonstrate acquisition of skills and knowledge in a chosen art form.








The Gallery Walk:








VA:Cr3.1.lia: Engage in constructive critique with peers, then reflect on, reengage, revise, and refine works of art and design in response to personal artistic vision.

Task

- Collaborate in small groups to create a realistic looking photograph using a royalty free background and toy soldiers. Other toys can be used.
- Consider lighting and camera settings.
- Practice taking shots and then edit your best ones in light room. Share them with your small group.
- Participate in the gallery walk.

Task Focus

The Elements of Design (the tools to make art)		
Line		Horizontal, vertical, diagonal Straight, curved, dotted, broken Thick, thin
Shape		2D (two dimensional)/ flat Geometric (square, circle, oval, triangle) Organic (all other shapes)
Form		3D (three dimensional) Geometric (cube, sphere, cone) Organic (all other forms such as people, animals, tables, chairs, etc)
Colour		Refers to the wavelength of light Refers to hue (name), value (lightness/darkness), intensity (saturation), or mixture of pigment, and temperature (warm and cool) Refers to tint, tone and shade
Texture		The feel, appearance, thickness, or stickiness of a surface (for example: smooth, rough, silky, furry)
Space		The area around, within, or between images or parts of an image Relates to perspective Positive and negative space
Value		The darkness or lightness of a color. White added to a color makes it a <i>tint</i> . Black added to a color makes it a <i>shade</i> .

The Principles of Design (how to use the tools to make art)		
Pattern		A regular arrangement of alternated or repeated elements (shapes, lines, colours) or motifs.
Contrast		The juxtaposition of different elements of design (for example: rough and smooth textures, dark and light values) in order to highlight their differences and/or create visual interest, or a focal point.
Emphasis		Special attention/importance given to one part of a work of art (for example, a dark shape in a light composition). Emphasis can be achieved through placement, contrast, colour, size, repetition... Relates to focal point.
Balance		A feeling of balance results when the elements of design are arranged symmetrically or asymmetrically to create the impression of equality in weight or importance.
Proportion/Scale		The relationship between objects with respect to size, number, and so on, including the relation between parts of a whole.
Harmony		The arrangement of elements to give the viewer the feeling that all the parts of the piece form a coherent whole.
Rhythm/Movement		The use of recurring elements to direct the movement of the eye through the artwork. There are five kinds of rhythm: random, regular, alternating, progressive, and flowing. The way the elements are organized to lead the eye to the focal area. Movement can be directed for example, along edges and by means of shapes and colours.

Student Work



Mirror Soldier PhotoShoot

Shot: 1/125 sec. f/5 38mm

ISO: 6400

Device: Canon EOS Rebel T7i

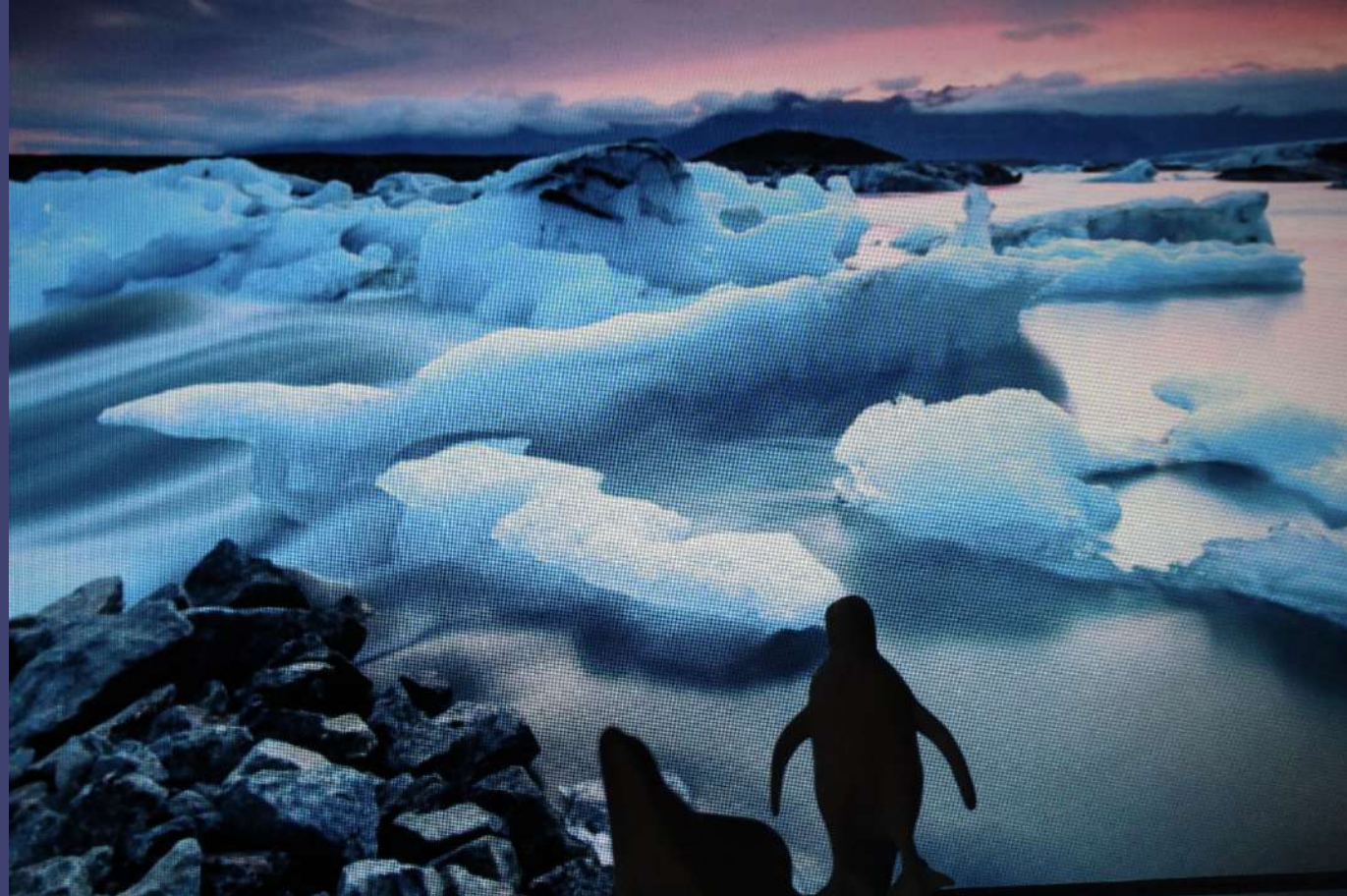
Student Work



Student Work



Alternatives



Gallery Walk

- Put your best photograph on your computer screen.
- Whole class walks around and views your photo.
- Class discussion about photos including which appeal very realistic and why.
- Discussion on elements and principles of art used.
- Create a new project or edit your project based on insight from your peers or self reflection.