



Painting I Virtual Learning

Still Life

Part I

May 7th, 2020



9-12th/Painting I

Objective/Learning Target:

Students will be able to:

- identify and analyze the characteristics of a still-life painting.
- use specific watercolor techniques.
- paint from direct observation.
- capture the illusion of three-dimensional form and space in watercolors.

Bell Ringer: Find art materials that you may have around your house. Here is a link for possible ideas if you do not have painting items at home.

https://docs.google.com/presentation/d/1qZSVXmoyqwZSUOEJSJ3ZYew9vbC2SEN9Fd6rJTmyaws/edit#slide=id.g7277dfb8ca_0_0

Inspiration: Artist Janet Fish (born May 18, 1938) is a contemporary American **realist** artist. She paints **still life paintings**, some of light bouncing off reflective surfaces, such as plastic wrap containing solid objects and empty or partially filled glassware.^[1] **DC Moore Gallery** in New York City represents Janet Fish.

Materials: Personal objects you have around your house. Any paint that you prefer, paper and brushes if you have these available. This can easily be done with a pen or pencil.

Procedure:

1. Now that you have some painting experience we are going to focus on painting photorealistic. Make a still-life arrangement using your own personal objects. Students should think about the reasons behind their choices and their composition. Plants, vases, jars/cans from the cupboard, trinkets, board games, etc.

2. After reflecting on your choice of objects and composition, begin creating some thumbnail sketches to make sure it fits in your frame the way you want it. Always consider the **Rule of Thirds!**

3. When you have decided on your composition begin to lightly pencil in your drawing. Then start to finalize the drawing with some darker lines and include every single detail that you see. Be as accurate as possible.

5. We will finish the lesson tomorrow after you have time to brainstorm, practice and develop a composition.

Here are some examples and tutorials to get you motivated.

Rule of Thirds









