



VISUAL ART VIRTUAL LEARNING

# ART II: THUMBNAIL THURSDAY

APRIL 9TH, 2020



LESSON: 04-09-2020

## OBJECTIVE/LEARNING TARGET:

Students will take time to practice the skill of drawing from observation using the four basic forms to begin, and adding details as they continue.

Take a closer look at a Famous Artist and their work

Explore a technique or Artist happening somewhere in the world right now!

Figure drawing challenges

Masterpiece Monday

Technique Tuesday

What's Up Wednesday

Thumbnail Thursday

Figure Friday

Practice Skills

Known and new techniques

Small, loose sketches of objects we find or design concepts

# DRAWING FROM OBSERVATION

This is a great tool for an artist:

When one can s l o w d o w n  
and truly observe the things around them,

*Drawing What You See*

is a truly satisfying process.

Be encouraged though, this is a process, it will take practice to improve your skills!

# "DRAW WHAT YOU SEE NOT WHAT YOU THINK"

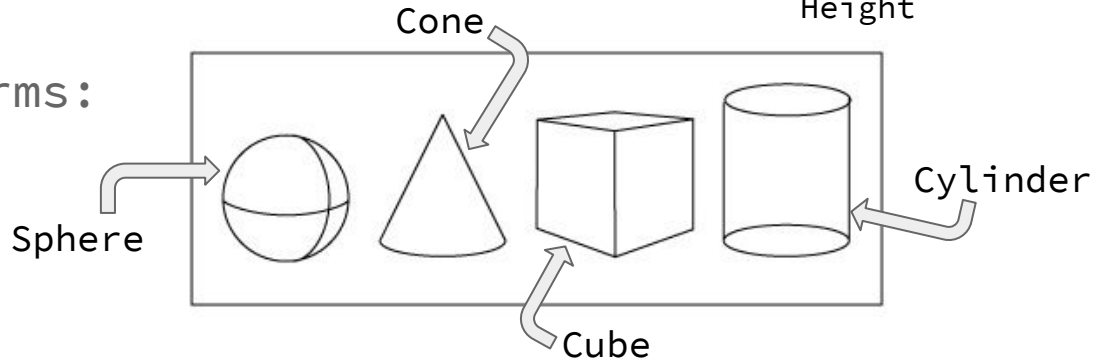
-THE MANTRA OF MANY ART TEACHERS

To begin, we will bring it back to the basics:

The building block of drawing -- two elements of art we call



There are Four Basic Forms:



Every three-dimensional object around us can be easily broken down into the basic shapes and forms.

What does that look like?

**Object:**



**Basic Form:**



A ball is a  
SPHERE



Cups are  
CYLINDERS



Carrots, shells  
& much more are  
CONES



Boxes are  
CUBES

# WHAT WILL YOU DRAW?

Today I decided to draw my breakfast, nothing too fancy or difficult.

- An apple
- A spoonful of peanut butter
- A mug of coffee

Whatever you pick, the first few times we do this, **keep it simple!** (Remember your four basic forms as you decide)





STEP 1:

Think...

What are my basic forms?

- The Apple: a **sphere**
- The spoonful of Peanut Butter: (this one is a little more tricky,) maybe a **rectangular prism and a sphere**
- The Coffee Mug: A **cylinder**

What are your forms?



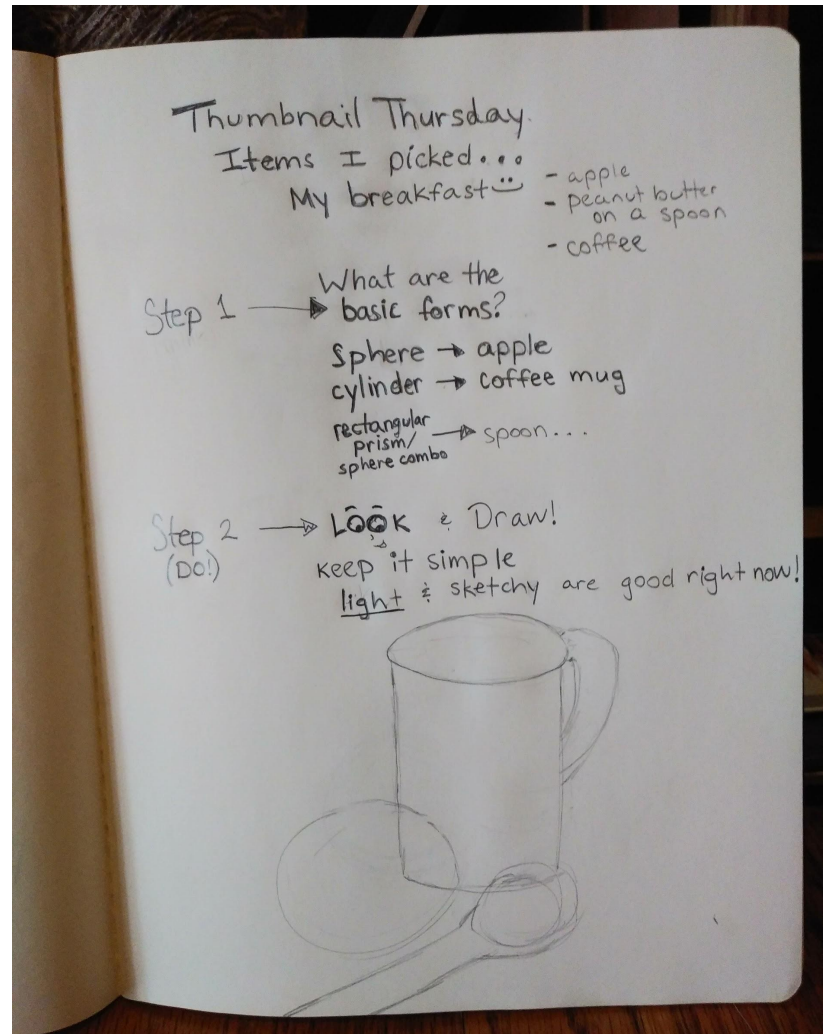
# STEP 2: **LOOK** & DRAW!

Grab any piece of paper & preferably a pencil. (I am using a sketchbook but it is not a problem if you do not have one, use what you have!)

Draw just your basic **shapes** and **forms** first. **NO DETAILS!**

Keep it **simple**. Keep it **light**.

“**Sketchy**” is just fine right now

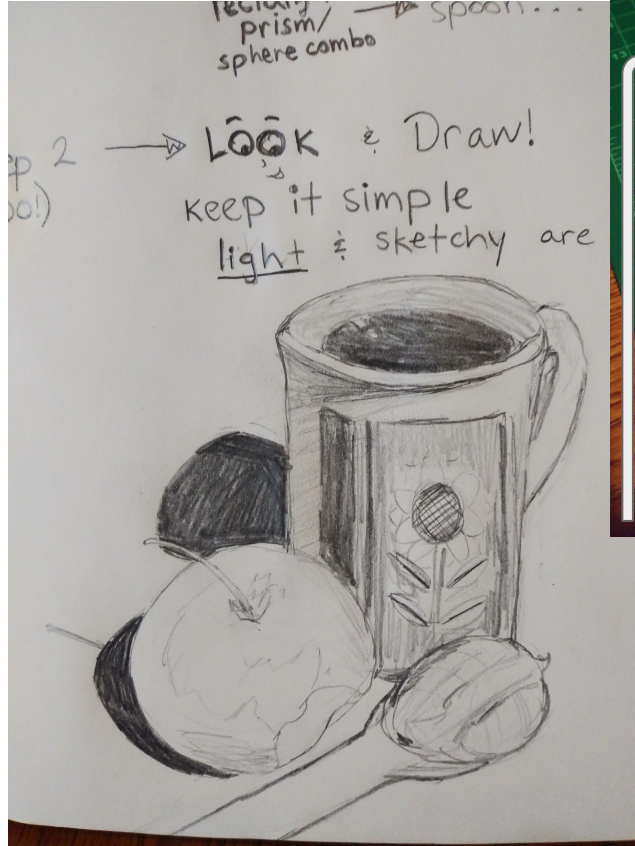


# STEP 3: REFINE FIX AND ADJUST

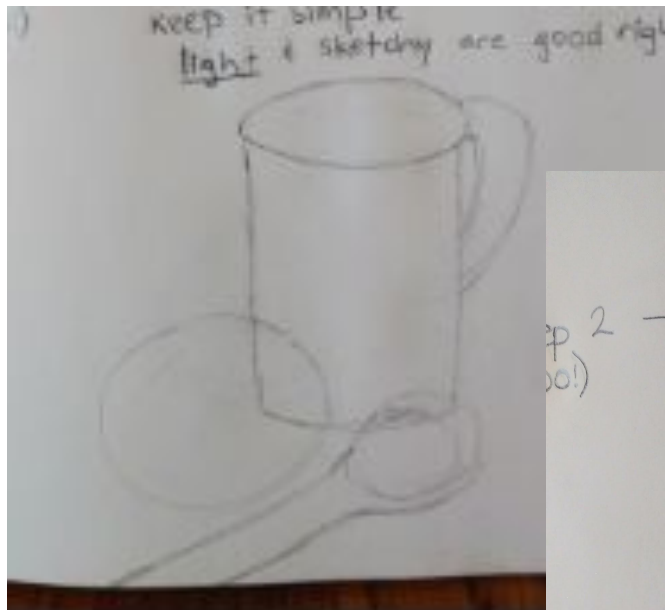
Keep referencing what you are drawing!

**Draw what you SEE not what you THINK.**

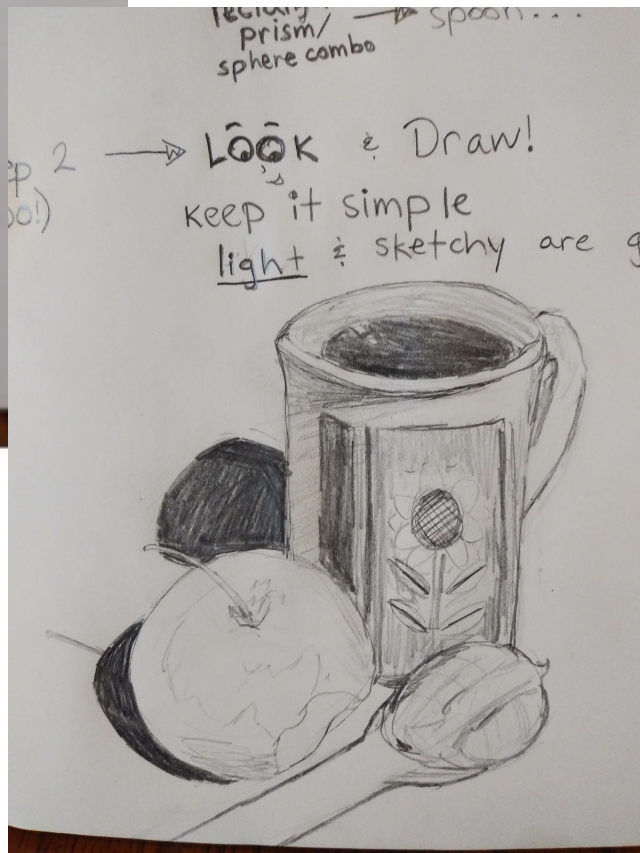
If you stop checking your reference you are drawing what you think not looking and drawing bit by bit what you see.



Peep those highlights and shadows to help show the 3D form!



# THUMBNAILS...



I would like to add more **value** to my apple later, I found drawing the empty bite mark fun!

These are meant to be practice drawings. Use them to grow and figure out how forms work.

Mine are still very quick and loose & that is okay.

Do your best now, and come back to add more details when and if you have more time!

Happy sketching:)

POSTERS WE USE TO  
TEACH YOU...



# ELEMENTS & PRINCIPLES OF ART

## LINE

Line is the path of a point moving through space



## PATTERN

Pattern refers to the repetition or reoccurrence of a design element, exact or varied, which establishes a visual beat.



## SHAPE / FORM



Shape implies spatial form and is usually perceived as two-dimensional. Form has depth, length, and width and resides in space. It is perceived as three-dimensional.

## RHYTHM / MOVEMENT

Rhythm or movement refers to the suggestion of motion through the use of various elements.



## COLOR

Colors all come from the three primaries and black and white. They have three properties – hue, value, and intensity.



## PROPORTION / SCALE

Proportion is the size relationship of parts to a whole and to one another. Scale refers to relating size to a constant, such as a human body.



## VALUE

Value refers to relative lightness and darkness and is perceived in terms of varying levels of contrast.



## BALANCE

Balance is the impression of equilibrium in a pictorial or sculptural composition. Balance is often referred to as symmetrical, asymmetrical, or radial.



## TEXTURE

Texture refers to the tactile qualities of a surface (actual) or to the visual representation of such surface qualities (implied).



## UNITY

Unity is achieved when the components of a work of art are perceived as harmonious, giving the work a sense of completion.



## SPACE / PERSPECTIVE

Space refers to the area in which art is organized. Perspective is representing a volume of space or a 3-dimensional object on a flat surface.



## EMPHASIS

Emphasis refers to the created center of interest, the place in an artwork where your eye first lands.



# HOW TO SHOW US YOUR CREATIONS...

We'd love to see your  
work!!!

**Email your art teacher and  
be sure to tag your  
principal as well.**

**abigail\_gordon  
@idschools.org**  
(You may send examples to your own art teacher!)