



VISUAL ART VIRTUAL LEARNING

ART II: THUMBNAIL THURSDAY

MAY 14TH, 2020



LESSON: 05-14-2020

OBJECTIVE/LEARNING TARGET:

Students will take time to practice the skill of drawing thumbnails of clothing designs

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

THE INTERSECTION OF ART AND FASHION

Begin today by following this Google Arts and Culture story regarding the interaction between the Art world and the Fashion world: <https://artsandculture.google.com/story/the-love-affair-between-fashion-and-art/XgKyfdx7wqN8KA>

Do you see an influence of art in day to day modern fashion?

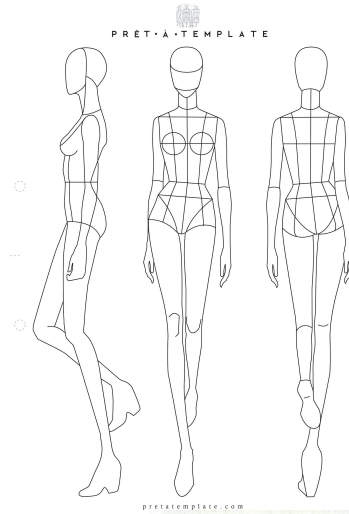
What influence does popular culture and art play in fashion?

SEE HOW ONE
FASHION STUDENT
USES THUMBNAILS
IN THEIR
CREATIVE PROCESS
TO MAKE THEIR
FINAL DESIGNS:

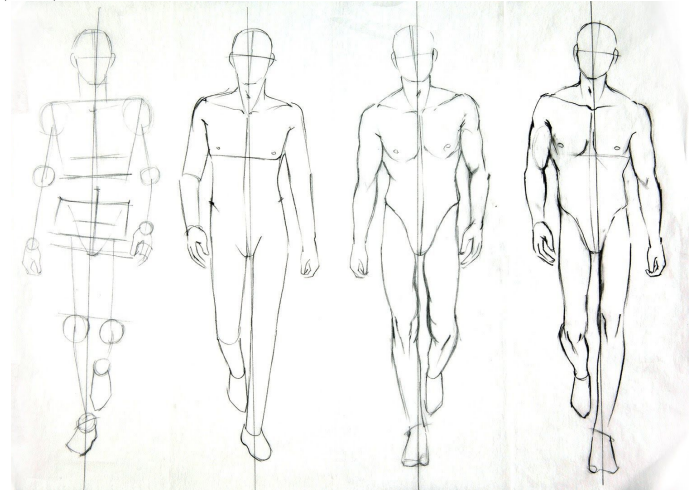


THUMBNAIL THURSDAY

Today we will be thinking about our personal fashion taste & how art and design impact that. We will take our personal preferences and our skills from previous weeks of practicing human figure drawings to create our own unique fashion thumbnail sketches.



Note: If you happen to look up any fashion figure drawings as inspiration you may notice that the figures are often taller and slimmer than the average human. You may draw your figures to your preference!



THE ELEMENTS AND PRINCIPLES

As an artist, when we look at anything with visual components (yes, even clothes) we should be looking at why or why not we feel those visual designs are successful and aesthetically pleasing. We begin doing this by thinking first about the elements and principles we see in use.

Elements→ line, shape, color, texture, form, space, value

Principles→ balance, pattern, unity, movement, rhythm, emphasis, contrast

PERSONAL AESTHETIC

Remember a few weeks ago when we talked about our personal aesthetic? *Your personal taste and style.* I want you to think about that in regards to fashion. (even if you do not consider yourself very fashion forward, no worries, I am not either)

Come up with a few thumbnails of your own.

Maybe you will develop a sports theme, comfort/lounge wear, professional/dressy clothes, everyday or even work clothes.

You should think about purpose, color, cut, and practicality in your designs.

Check out the next few slides to gain some inspiration to get started!



Your designs could be very detailed and precise or you may want to keep them more gestural. Try both and see what you like more.



Feel free to look up more inspiration pictures as you go, but be sure to develop your own thoughts and ideas.



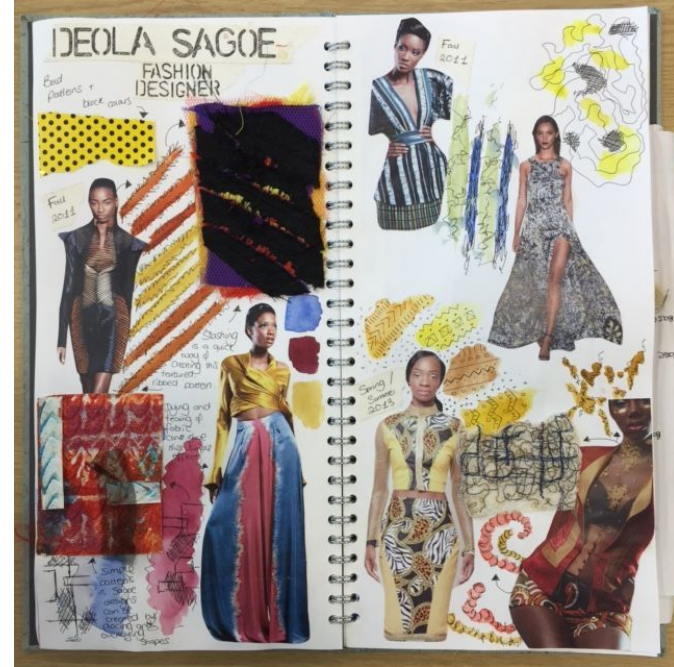
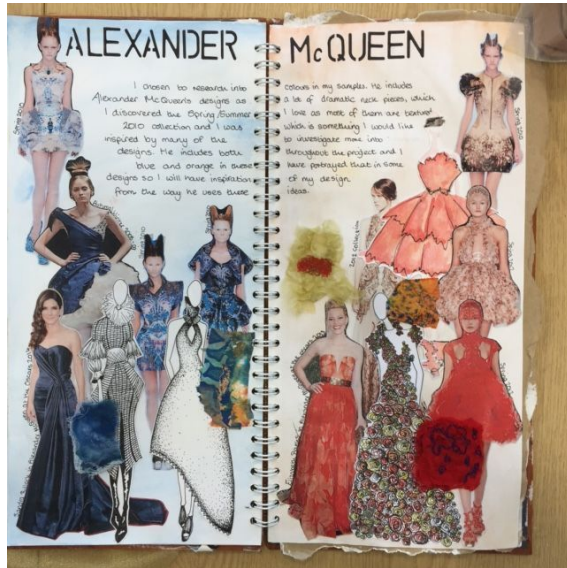


Feel free to incorporate writing, color, patterns, collaged papers, or even different accessories into your thumbnails.



Have fun with the process!





FASHION CHOICES

Think about what inspires what you wear, or your dream wardrobe:

-Is it the colors, patterns or brands?

-Why are certain brands popular?

-Are people more drawn to certain brands based on things like age, what they do for a living, or where they come from? Why might this be?

ADDITIONAL RESOURCES

This Google Arts and Culture story regarding Italian Fashion Sketches could be an inspiration in developing fashion thumbnails of your own:

<https://artsandculture.google.com/exhibit/sorelle-fontana-illustrating-the-glamour-of-italian-fashion/DwLi5lN1t-YmLQ>

Check out how this artist uses his fashion designs as a finished art piece: <https://www.youtube.com/watch?v=qVsphwuA4MM>

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!)