

## VISUAL ART VIRTUAL LEARNING

## ART II: FIGURE FRIDAY

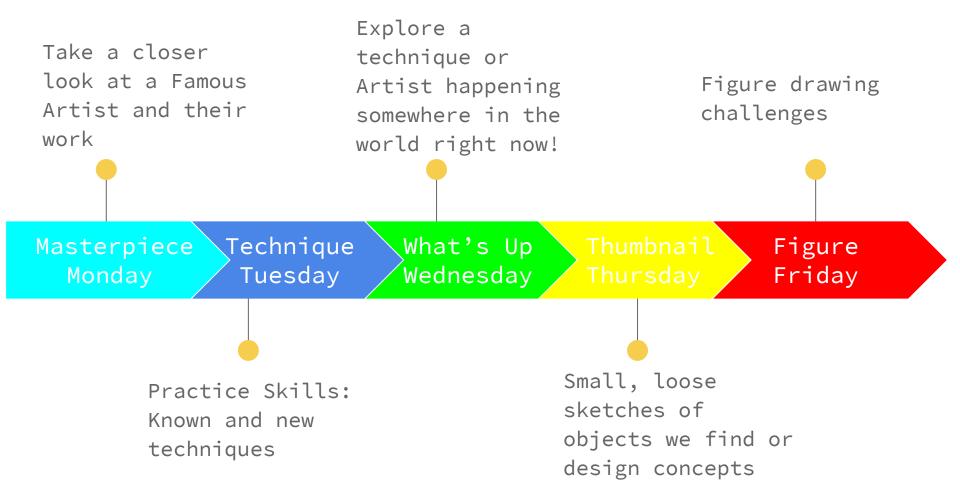
MAY 22ND, 2020



LESSON: 05-22-2020

## OBJECTIVE/LEARNING TARGET:

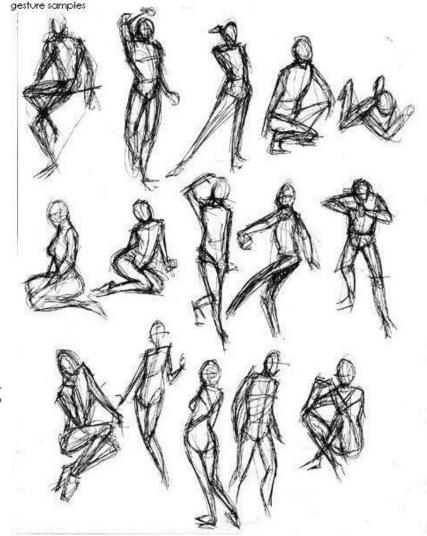
Students will practice the basics of figure drawing, focusing on using basic shapes and lines to capture the human anatomy in various poses.



## FINAL FIGURE FRIDAY

Today will be the last lesson of our Virtual Learning time and we will be finishing up with one final Figure Friday!

I hope that you have enjoyed gaining more practice time drawing the human form and will continue growing your drawing skills!



## 1 MINUTE WARM UP





## ACTIVITY

Today I want you to Draw the human form from observation:

For your action gesture poses you could use...

- A sibling or family member at your home
- Pause the TV on a commercial or show
- Use people from a book/magazine/the internet
   for reference
- OR even try drawing yourself in a full length
   mirror

Work with what you have available to you!

Take 1-2 minutes drawing the "skeleton" of your reference and then draw the rest from memory.

## ACTIVITY

As you draw, utilize the variety of different drawing activities that we have practiced throughout our virtual learning.

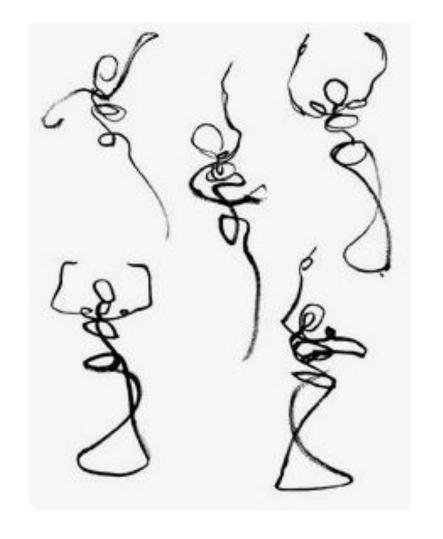
Here is a reminder of a few different things we have touched on related to figure drawings:

- Blind contour activities
- Gesture drawing activities
- Hands (what are the model's hands doing & what impact does that have on their overall gesture?)
- Clothing design (pay specific attention to the folds and creases in your models clothes and how that allows you to see curves in the form)

## BONUS CHALLENGES

### Try this:

Draw a person (someone around you or from a picture) using only ONE continuous line, capture the gesture! Try several different poses, this can be a great warm up activity before you get to work on more detailed work. It keeps you looking at your subject and paying attention to the most important details.



## POSTERS WE USE TO TEACH YOU...

## ELEMENTS PRINCIPLES OF ART

#### LINE Line is the path of a point moving



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.

**TEXTURE** 

Texture refers to the

tactile qualities of

a surface (actual)

or to the visual



#### BALANCE

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





#### UNITY

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



#### representation of such surface qualities (implied).

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
       (You may send examples to your own art teacher!)
          @isdschools.org
```