

# CLASS: 6TH GRADE ART

May 6, 2020



### WEDNESDAY

 Learning Target: review of basic form drawing techniques

How can artists use

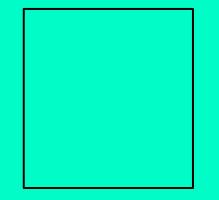
basic forms to "build"

structures?

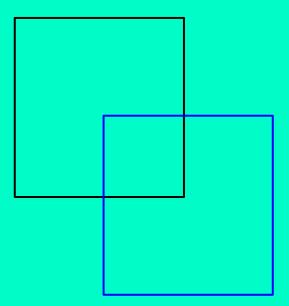
Since you will be using basic forms if you choose to draw your city this week let's take some time to review and practice those forms we learned last semester.

1. Start with a square or rectangle.

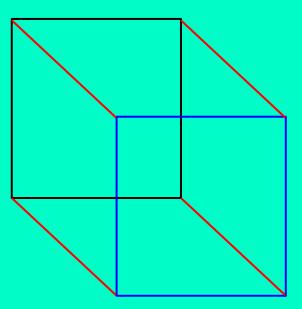
Remember to draw lightly in pencil because some lines will be erased later.



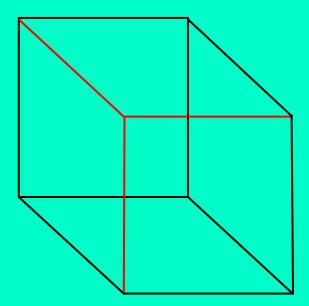
2. Add a second square or rectangle that overlaps 1 corner on the first.

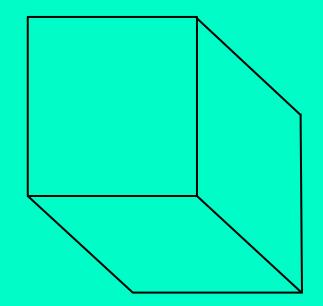


3. Draw light lines connecting the corners of one square to the corners of the other square.



4. Darken the lines you keep and **erase** the lines you won't see.





## 1. Start with a square or rectangle.



Basic Box review 2: To avoid having to erase...

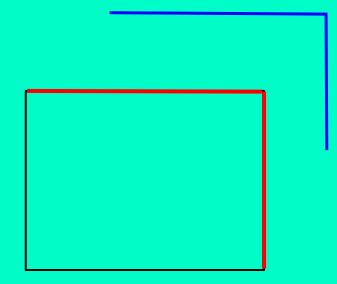
1. Start with a square or rectangle.



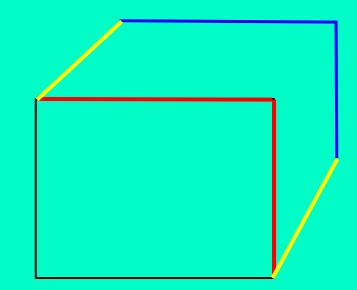
Remember to draw light until you have it right.

2. Pick a corner to mirror.

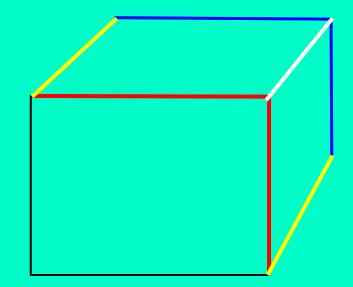
Draw an angle parallel to that corner.



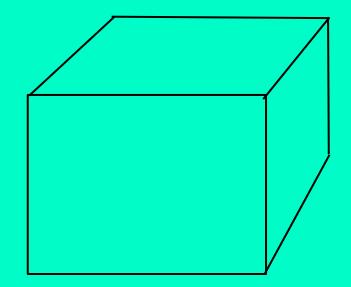
3. Connect the ends of the angle to the corners of the rectangle.



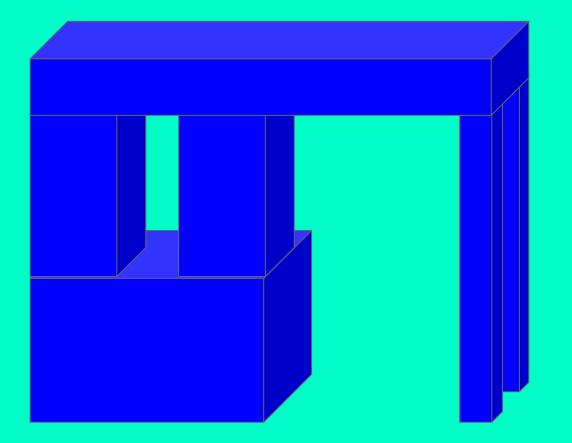
4. Connect the vertex of the angle to the corner of the rectangle.



#### Darken in the lines.



#### You can stack basic boxes to build structures:





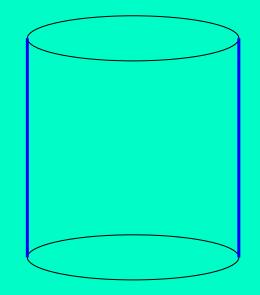
1. Start with 2 ovals about the same size and spaced as far apart as you want for the length of your cylinder.

Remember to draw lightly in pencil because some lines will be erased later.



2. Draw light lines straight from the end of the first oval to the second oval.

These should be tangent lines and just touch the oval's edge, not stick in the middle.



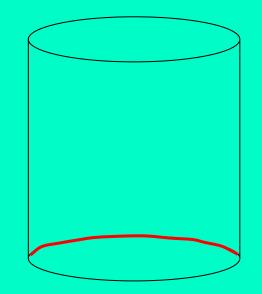


2. Draw light lines straight from the end of the first oval to the second oval.

These should be tangent lines and just touch the oval's edge, not stick in the middle.

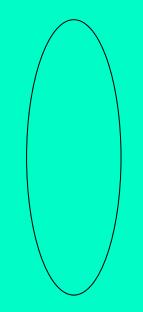


3. Darken the lines you want to keep and erase the hidden lines.



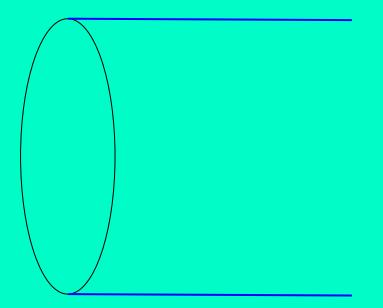
1. Start with an oval.

Remember to draw light until you have it right.



2. Draw straight lines off of each end of the oval.

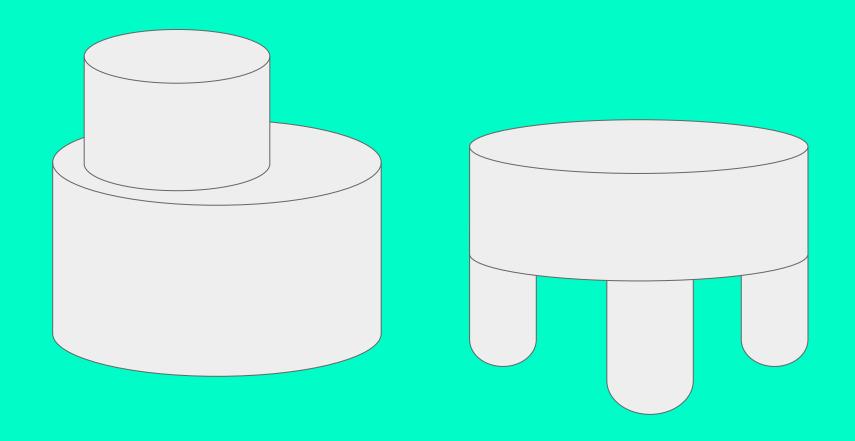
Remember: the lines should be parallel to each other.



3. Draw a curved line to connect the open ends of the 2 straight lines.

Remember: the curves should also be parallel to each other.

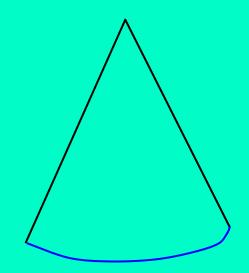
#### You can stack basic cylinders to build structures:



CONE

1.Start with an angle.

2. Connect the open ends with a curve.

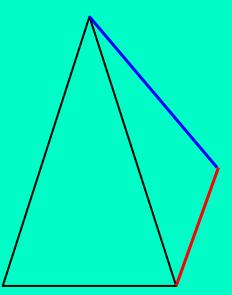


PYRAMID

1. Start with a triangle.

2. Draw an angle line from the apex out.

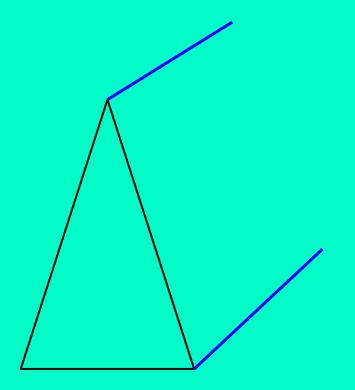
3. Connect the open end of the line to the base of the triangle.



PRISM

1. Start with a triangle.

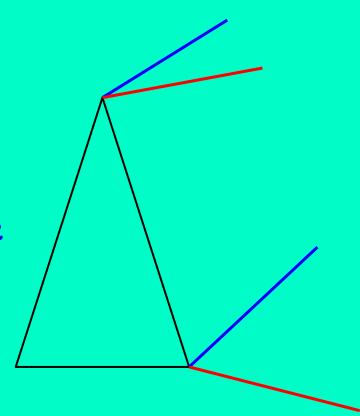
2. Draw 2 parallel lines from the apex and the base.



PRISM

- 1. Start with a triangle.
- 2. Draw 2 parallel lines from the apex and the base.

The red lines are an example of lines that are not parallel.

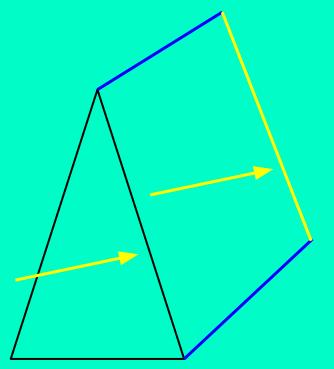


PRISM

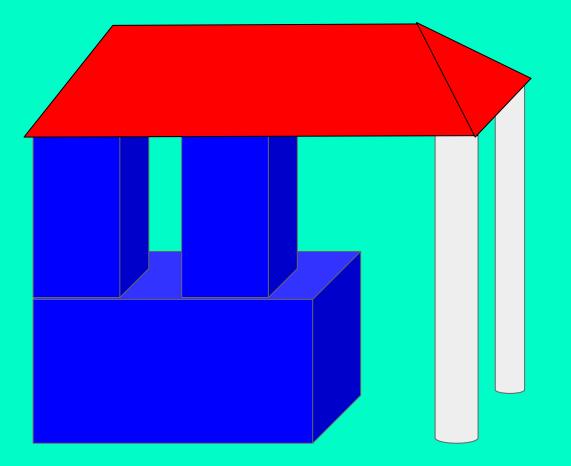
1. Start with a triangle.

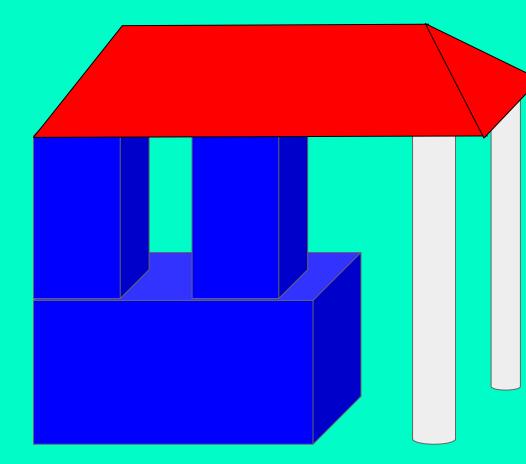
2. Draw 2 parallel lines from the apex and the base.

3. Connect the open ends of the parallel lines with a line parallel to the side of the triangle.



#### You can stack different basic forms in your structures:





Practice drawing buildings using basic forms. See if you can come up with at least 3 different ways to combine forms.

### HOW TO SHOW US YOUR CREATIONS...

BE BOLD, BE SAFE, and TAKE CARE OF YOU! All the best, Ms. Fields We'd love to see your work!!! Email your art teacher. Bridger: Jill\_Fields@isdschools.org shannon\_bown@isdschools.org Nowlin: