

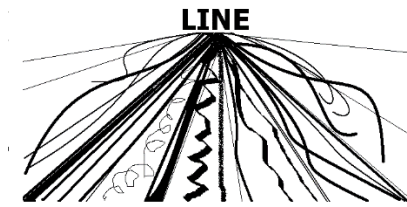
7th GRADE SEMESTER 1 FINAL STUDY GUIDE

Semester 1 final will be in 4 different parts: Multiple Choice, Short Answer, Art Analysis, and a Drawing Section. On the day of the final please bring your colored pencils.

Elements and Principles of Design

Elements

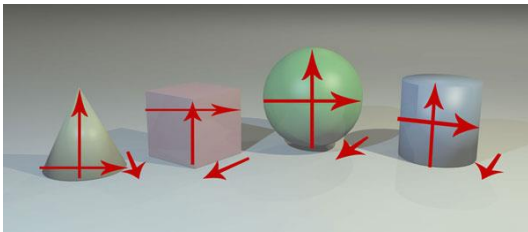
- **Line** — a mark made by a moving point, can be an actual line or an implied line



- **Value** — the range of light and dark within a drawing or within neutral colors, black and white are extremes



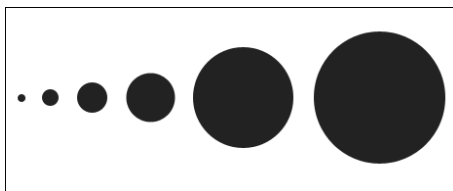
- **Form** — objects that are 3-dimensional



- **Shape** — a two-dimensional area enclosed by a line



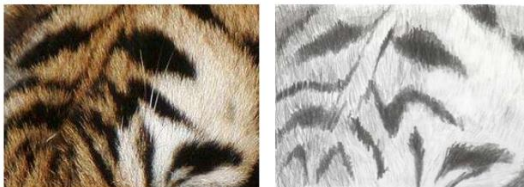
- **Geometric Shapes** — generally shapes with mathematical origins
 - **Organic Shapes** — generally shapes that come from nature
- **Size** — how large or small something is



- **Texture** - the tactile surface of something

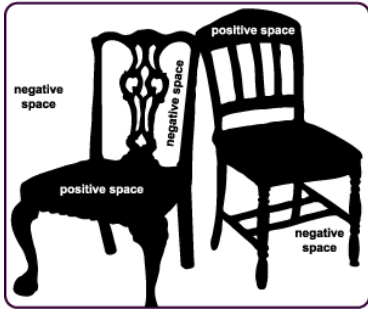
Tactile/actual texture

Visual /Implied texture

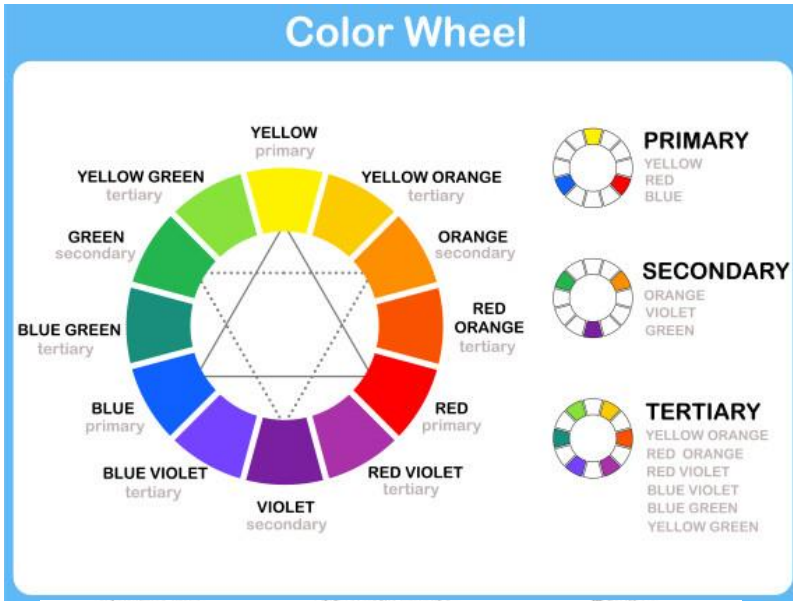


- **Actual Texture:** what you feel when you physically touch the object
- **Implied Texture:** the visual illusion of a texture

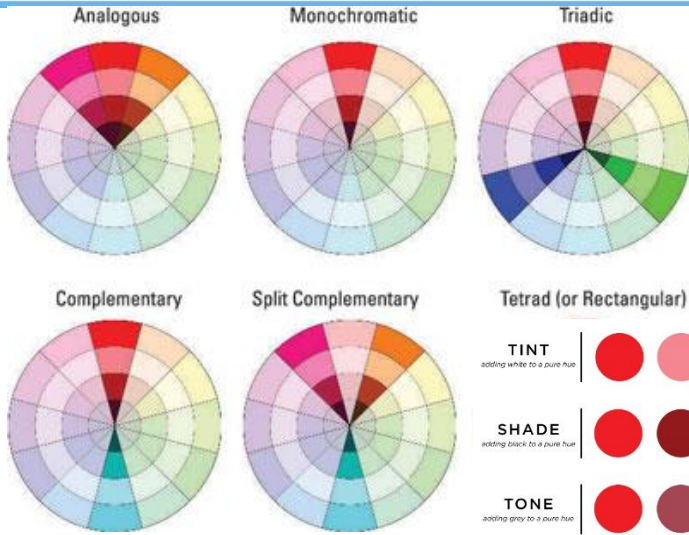
- **Space:** The distance or area between, around, above, below, or within things
 - **Positive Space-** the actual object or drawn object.
 - **Negative Space-** the space around an object or holes within the object



- **Color -** how light strikes the surface of an object and is reflected back to the eye



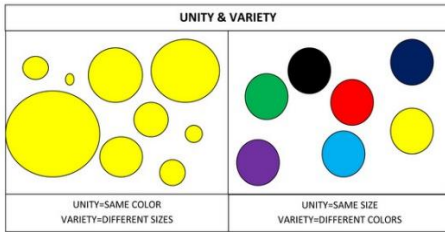
- **Primary Colors:** red, yellow, blue
- **Secondary Colors:** primary + primary = secondary (green, violet, orange)
- **Tertiary Colors:** primary + secondary = tertiary (red-orange, blue-green, etc.)
- There are *infinite* tertiary colors



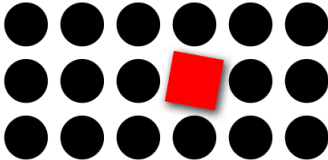
- **Complementary Colors:** colors opposite each other on the color wheel (red and green, orange and blue, yellow and violet)
- **Split Complementary Colors:** a color plus the 2 colors on both sides of the complement (red, blue-green, yellow-green)
- **Analogous Colors:** a group of three colors next to each other on the color wheel
- **Monochromatic Colors:** all the tints and shades of a single color
- **Warm Colors:** hues with reds, oranges, yellows
- **Cool Colors:** hues with blues, greens, violets
- **Tint:** any color with white added
- **Shade:** any color with black added
- **Tone:** any color with both black and white (or grey) added

Principles

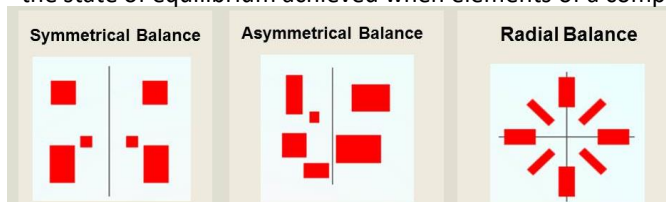
- **Variety**- combining similar and contrasting visual elements to achieve complex relationships
- **Unity**- A sense of completeness caused by all parts of an artwork working well together



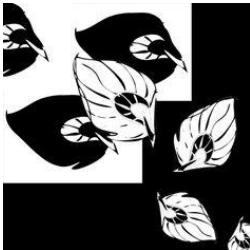
- **Emphasis** - an area or exaggerated element within an artwork that draws attention to become a focal point
- **Focal Point** - a point of interest the viewer focuses on



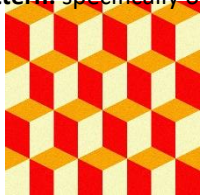
- **Balance** — the state of equilibrium achieved when elements of a composition are arranged so they offset one another visually



- **Symmetrical Balance** — when a composition has very similar or the same elements on both sides of a line of symmetry
- **Asymmetrical Balance** — when a composition has extreme differences on opposing sides of the image
- **Radial Balance** — when a composition is arranged around a single, central point
- **Contrast** — the occurrence of opposing elements in an artwork such as light/dark, big/small, smooth/rough, hard/soft



- **Pattern**: specifically organized repetition of an element throughout a work of art



- **Rhythm**: one or more elements repeated to create a visual beat and movement



- **Proportion**: Relationship of the size of one object/ subject to another



CLAY

Stages of Clay

- Wetware – Clay that is wet and workable
- Leatherhard – Clay that is partially dry but still workable
- Greenware – Clay that is completely bone dry and ready for the first firing
- Bisqueware – Clay that had been fired once and now has a hard, pinkish surface
- Glazeware - Clay that has been fired a second time and now has a shiny surface



Greenware → Bisqueware → Glazeware

Animals in Art

- **Heiroglyphics = a system of writing where symbols represent objects**



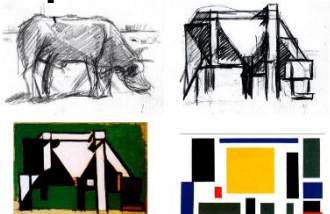
- **Symbol = a thing that represents or stands for something else**



- **geoglyph = a large design produced on the ground with durable landscape elements**



- **abstract = real things are rendered simply or exaggerated and turned into symbolic representations**



- **totem = a being, object, or symbol representing an animal or plant that serves as an emblem of a group of people or person**



- **Northwest Coast Art: style of art created by Native American artists from the Pacific Northwest - dark outlines and simplified animal forms**



Artworks:



Franz Marc
Fate of the Animals



Deborah Butterfield
Woodrow



Bear Head



Bob Patterson
Hummingbird

Still Life Drawings

- **Still Life** – Group of inanimate objects
 - Often organized for varieties in materials (different colors and textures)



- **Vanitas Still Life**- Still life where the artist uses different objects to symbolize death and brevity of life, and the
 - **Fading flowers**
 - **Rotting Fruit**
 - **Clock/ hour glass**
 - **Bugs**
 - **Skulls**
 - **Objects that show wealth (jewelry, oysters, money, gold)**



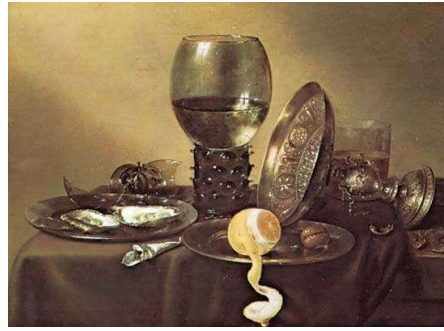
- **Trompe l'Oeil** – “trick the eye” – Still life that gives the illusion of looking like real 3 dimensional objects



ARTWORKS



Clara Peeters:
Still-life with Flowers, Goblet, Dried Fruit and Pretzels



William Claesz Heda:
Still-Life



Samuel Van Hoogstraten:
Trompe l'oeil, Letter Board



Marion Drew
Magpie

Observational Drawing

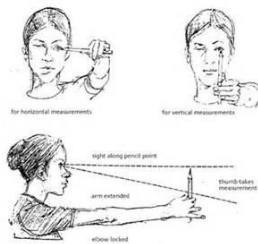
- **Blind Contour Drawing** – Drawing from observation without looking at the paper in order to draw what you really see and not from memory

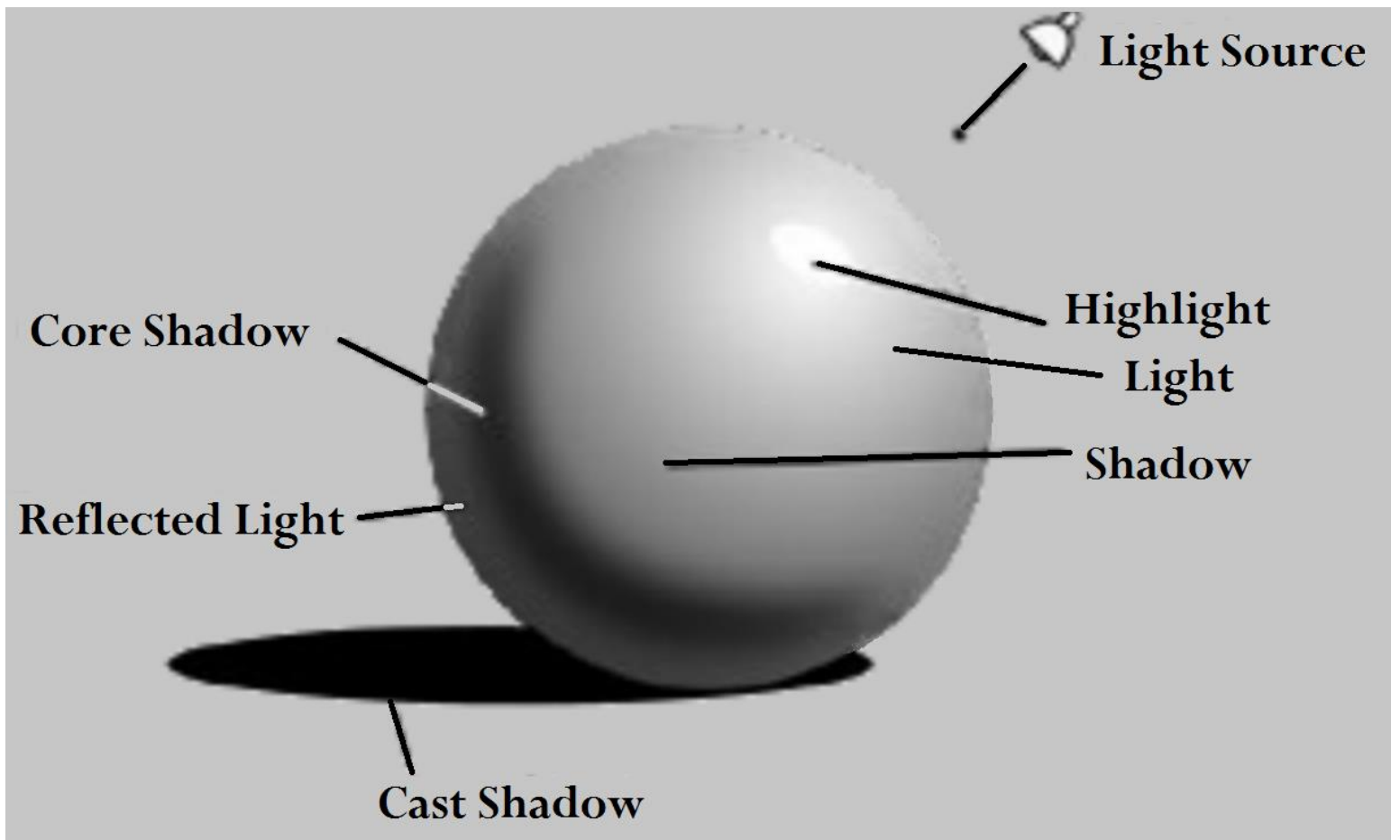


- **Modified Contour Drawing** – Drawing from observation and looking at the paper to fix mistakes.



- **Sighting and measuring** – a technique used to measure and map an object with a pencil to get the correct measurements and shapes.





Hatching



Cross Hatching



Stipple



Blending

