

Form 2

Visual Arts Lesson Units

E O A

P O D

Silvia Rozema-Carty

Hello young Artist,

Welcome to Visual Arts. During this year you will continue to explore the **Elements of Art** you learned in Form 1, and you will apply that knowledge to the **Principles of Design**.

What you have learned and will be learning are the basics of art and the many skills you will need in preparation for the CXC exam for the subject Visual Arts.

Complete each assignment to the best of your abilities using all the skills you have learned.

Practice on a separate sheet if you must, before filling in/submitting the assignments. All video links are there to support your learning, you can watch them as often as you need/want.

All assignments and artwork must be recorded into your dedicated sketchbook for grading or submitted in class as directed by your teacher.

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Be conscious of the time you have for each assignment, deadlines are firm.

Write with a pen, draw with a pencil!

Work neatly!

And...

Never fold your Art!!!

Wishing you an amazingly artistic school year, good luck and have fun,

Silvia Rozema-Carty

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The following are the units you will be exploring this year in compliance with CXC regulations.

Principals of Design		Activities	Topics
Trimester 1	Unit 1: Balance	• Symmetrical • Asymmetrical • Radial • Visual balance	• Getting to know a Caribbean artist • Critiquing art • Art & Culture
	Unit 2: Rhythm & Movement	• Repetition • Pattern • Types of movement	• Getting to know a Caribbean artist • Critiquing art • Art & Culture
Trimester 2	Unit 3: Proportion	• Scale • Human proportions • Distortion	• Getting to know a Master(s) • Getting to know a Caribbean artist • Critiquing art • Art & Culture
	Unit 4: Unity & Harmony	• Compositional • Conceptual • Gestalt • Visual unity	• Getting to know a Caribbean artist • Critiquing art • Art & Culture
Trimester 3	Unit 5: Variety Emphasis Contrast	• Difference & Contrast • Contrast for Emphasis • Similarities creating relations	• Getting to know a Caribbean artist • Critiquing art • Careers in Art

Overview of the Elements of Art & Vocabulary

Unit 1: Line • line, • pattern • contour • expressive • descriptive • Contour drawing	Unit 3: Shape • Geometric • Organic • Biomorphic • Amorphic	Unit 5: Texture • Tactile • Visual
Unit 2: Color & Value • Primary • Secondary • Tertiary • Warm & Cold colours • Color Schemes • Value/Tone	Unit 4: Form • Sculpture • Additive • Subtractive • Statue • Base • Relief • Modeling • Casting • Papier Mache	Unit 6: Space • Overlap • Shading • Placement • Size • Value & Focus • Linear Perspective • 1 Point perspective • 2 Point perspective

Overview of the Principals of Design & Vocabulary

Rhythm & Movement • Kinetic • Module • Motif • Movement • Pattern • Rhythm • Visual rhythm	Balance • Balance • Central axis • Formal balance • Informal balance • Symmetrical balance • Asymmetrical balance • Radial balance	Proportion • Distortion • Exaggeration • Foreshortening • Golden Mean • Hierarchical proportion • Proportion • Scale
Variety • Difference • Contrast	Emphasis • Focal point • Contrast • Isolation • Location • Convergence • The Unusual • Sculpture • Additive	Harmony & Unity • Unity • Simplicity • Repetition • Proximity • Continuation • Compositional unity • Conceptual unity • Gestalt unity • Visual unity

EOA – Elements of Art

Vocabulary to learn as they relate to the Elements of Art.

SPEAKING ABOUT ART ELEMENTS OF ART Use These Words to Help You "Talk Like an Artist"						
LINE	SHAPE	VALUE	TEXTURE	COLOR	FORM	SPACE
actual angled blurred broken contour continuous controlled curved dashed diagonal dotted expressive faded freehand fuzzy horizon horizontal implied interrupted meandering overlapping parallel patterned ruled short spiral swirling straight thick thin vertical wavy wide zigzag	angular asymmetrical chunky closed concave concentric congruent contorted convoluted convex distorted elliptical flat free-form geometric heavy height light linear massive oblong open organic proportioned rectangular round ruler silhouetted simplified symmetrical tapered triangular two-dimensional width	bold chiaroscuro consistent contrasting cross-hatching dark darkness exposure fading faint gradation gray harsh hatching high intense light lightness low luminosity medium opaque range scale shade shading shadow stippling soft strong tint tone transparent varied	actual bas-relief bristly bumpy dented etched flat feathery furry gooeey gritty hairy implied leathery pitted prickly relief rough rubbing scaly scratchy sgraffito simulated sleek slimy smooth soft stamped sticky tacky tactile toothed velvety woven	analogous brash bright calm complementary contrasting cool dull dusty exciting garish grayed harsh hue intensity intermediate monochromatic multicolored muted neutral pale pastel primary pure saturated secondary shade subdued tertiary tinted triad value vibrant warm	abstract ambiguous biomorphic bulbous cubist cylindrical depth deflated dimension elongated free-form freestanding geometric globular inflated interlocking heavy height length mass nebulous open organic plump proportionate protruding rounded sharp squashed spherical solid three-dimensional volume width	atmospheric background closed closer deep depth dimension distance farther figure / ground fill the frame flat foreground foreshortening height horizon illusion length linear perspective mass middle ground negative space open orthogonals overlapping perspective picture plane position positive space realistic receding shallow size vanishing point(s)

ART ELEMENTS

The Art Elements are the building blocks we use to make artworks. They are Colour/Value, Line, Space, Form, Texture and Shape. We make art to express what we see, feel or imagine.

POD - Principals of Design

Vocabulary to learn as they relate to the Principals of Design.

SPEAKING ABOUT ART PRINCIPLES OF DESIGN Use These Words to Help You "Talk Like an Artist"						
UNITY & HARMONY	CONTRAST	PATTERN & REPETITION	EMPHASIS	RHYTHM & MOVEMENT	BALANCE	PROPORTION & SCALE
accord alignment chaotic confusion cohesion complementary completeness connection consistency continuance correlate discord dissonant disconnection disunity harmony homogeneous integrated interrelationship linked parts oneness peace proximity related repetition sameness similar sum unified uniform wholeness	2D / 3D beautiful / ugly bold bright / dull centered / off-center detailed / simplified difference fine / coarse geometric / organic high / low isolated / grouped juxtapose large / small left / right light / heavy light / dark long / short many / few near / far opposite organized / chaotic sharp / dull similarity simple / complex stable / unstable subtle thick / thin top / bottom transparent / opaque warm / cool whole / broken wide / narrow	alternating bending consistency curving echo exact flipped geometric groupings irregular isometric lattices intervals mirrored monotonous mosaic motif random reflection reoccurrence repeating rotated spacing spirals symmetry tesserae transform translation varied visual beat uniform	attention boldness center of interest contrast color dominance embellishment focal point highlighting importance monotony prominence placement position recede scale size standout subordinate VARIETY array assortment collection diversity elaboration mixture sameness uniformity variation	active arrangement around bending calm curving directed directional dynamic edges energy exciting eye flow guide irregular leading meanders monotony motion mood regular restful path pattern progressive slow through transforming transition undulating uniform	asymmetrical axis arrangement bilateral circular cluster distribution equal equality equalization equilibrium evenness formal fulcrum heavier imbalance informal instability lift lighter placement pleasing offset radial repeating similar stability symmetrical tension uneven visual equality visual weight	amplitude balance comparative dimensions distorted equalize enlarge exaggeration foreshortening full scale golden ratio grid illusion large scale life-size magnitude medium scale miniature minimize monumental parts ratio relationship shrink size small small scale tall warped weight whole/parts wide
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ART PRINCIPLES

The Art Principles are the ways in which the Art Elements are used & combined in a work of art for the personal expression of ideas. The Art Principles include Contrast, Repetition/Pattern, Emphasis, Balance, Movement & Unity.

UNDERSTANDING/ USING THE PRINCIPLES OF DESIGN**Art Talk unit 3, chapter 9, 10, 11 & 12**

Introduction to the principles of Design.

PROJECTS: Create Artwork emphasizing the principles of Design.

1. Balance
2. Symmetrical Balance
3. Asymmetrical Balance
4. Radial Balance
5. Unity
6. Variety
7. Proportion & Scale
8. Emphasis
9. Contrast
10. Pattern & Repetition
11. Movement & Rhythm

For each assignment you will be told what mediums to use and what kind of surface to work on, only that will be accepted and graded as your final project.

During the process of creating your artwork the following will be expected and will also be part of your grade.

- Make sketches of your ideas (Concept Development) and your final idea (Design Development).
- Make practice samples of your color choices, material choices, etc.
- Write down your thoughts about the project you are working on.
- Finish each project with a self-critique.

Discussion: *Principles of Design in local Artist's work (**Bevil Byam**) that show the principles clearly in the work.*

Expressing creatively comes from the soul and my expression is reflected primarily through painting and jewelry making. A Caribbean man at heart, my career as a graphic designer and design studio owner allowed me to push the envelope in design and client expectations thus becoming the multidiscipline artist I am today. I firmly stand by the motto, doing what you enjoy and enjoying what you do makes expression effortless.



Years of preoccupation with the philosophy of life led me to a study of Practical Mysticism which has greatly influenced both my work and how I view life and my existence as a part of the whole. Though the ordinary daily visuals still form part of my artistic subject matter, as a metaphysical practitioner and artist my paintings are a reflection of my innermost thoughts, feelings and visions with a penchant for the spiritual. I live for the vibrancy of colour, and the pulsating energy derived from their juxtaposition. Jewelry making began with my relocation to Austria and the need for a reinvention of self. I suppose this was a natural direction as I have designed and created carnival costumes for many years.

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The jewelry is one of a kind, hand-crafted wire wrapping and my material of preference is copper, both for its warmth of colour and energy conducting properties. I presently live in Austria, with my partner, and two cats. I am super partial to spicy food.

Bevil Byam (Taken from his website).

[Home - byamdesign](http://www.byamdesign.com)

[Canvas & Wires - A portrait of Bevil Byam](#)

[Donawa - YouTube](#)

<https://de.cba.media/531440>

Bevil Byam

His diverse expertise in design has allowed for his continued participation in graphic design, costume and stage design spanning 26 years on St Maarten.

Trinidadian born Bevil Byam has made St. Maarten his home since 1989. Byam graduated from Presentation College High School, and trained as a General Draughtsman at the San Fernando Technical Institute, Trinidad. He is a Communication Design graduate of International Fine Arts College, Miami, and has followed courses in pattern design and dressmaking.

Byam's life has always been centered on art. He's been awarded a Certificate of Merit by the Commonwealth Institute, London, for work submitted in the "Young Artists Exhibition". In 1997 he was invited to show work at an exhibition hosted by the American Women's Association in Trinidad. The St. Maarten Independent Theatre, then under direction of Sir Ian Valz awarded Byam for his contribution to work in stage design and makeup artistry, and via this theatre foundation Byam was recognised for his work as costume designer and makeup artist for the award winning locally produced movie "The Panman".

Committed to the development of Children's Carnival, Byam has designed award-winning children's troupes over the years and is presently engaged with a Foundation to develop that aspect of St. Maarten carnival.

A Graphic Designer by profession, Byam has worked in Miami, and Trinidad. Over the course of 20 years he has owned and operated Terracotta Design Studio and up until recently, co-owned Blue Orange Advertising Design, which is still in operation today with Zotsia Shigemoto at its helm. While with Blue Orange, Byam and Shigemoto published Caribelle magazine, a women's publication with a contemporary approach to the lifestyle of the northeast Caribbean.

Byam has held three solo and one joint exhibition on St. Maarten.





UNIT 1: Balance

Definition: The arrangement of the elements, in a work of art to create a sense of equilibrium.

Types of balance.

1. Symmetrical

- a. Which includes radial symmetry, repeats patterns of forms systematically.



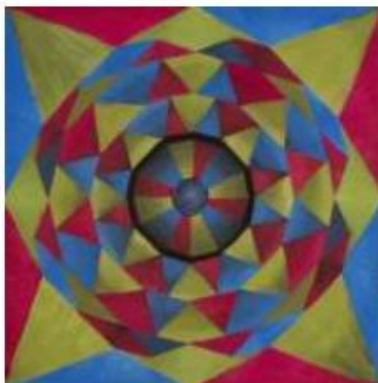
2. Asymmetrical

- a. Counterbalances different elements that have equal visual weight or equal physical and visual weight in a three-dimensional structure.



3. Radial

- a. Is based more on the artist's intuition than on a formulaic process.



When creating an artwork, artists keep in mind that certain elements and characteristics have greater visual weight than others. In general, the following guidelines apply, although each composition is different and the elements within a composition always behave in relation to the other elements.

Color

Colors have three main characteristics (value, saturation, and hue) that affect their visual weight. Transparency can also come into play.

- **Value:** Darker colors seem visually heavier in weight than lighter colors. Black is the darkest color and the heaviest weight visually, while white is the lightest color and the lightest weight visually. However, the size of the shape matters, too. For example, a smaller, darker shape can be balanced by a larger, lighter shape.
- **Saturation:** More saturated colors (more intense) are visually heavier than more neutral (duller) colors. A color can be made less intense by mixing it with its opposite on the color wheel.
- **Hue:** Warm colors (yellow, orange, and red) have more visual weight than cool colors (blue, green, and purple).
- **Transparency:** Opaque areas have more visual weight than transparent areas.

Shape

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- Squares tend to have more visual weight than circles, and more complex shapes (trapezoids, hexagons, and pentagons) tend to have more visual weight than simpler shapes (circles, squares, and ovals)
- The size of the shape is very important; larger shapes are heavier visually than smaller shapes, but a group of small shapes can equal the weight of a large shape visually.

Line

- Thick lines have more weight than thin lines. Texture
- A shape or form with texture has more weight than one that is not textured. Placement
- Shapes or objects located toward the edge or corner of the composition have more visual weight and will offset visually heavy elements within the composition.
- Foreground and background can balance each other.
- Items can also balance each other along a diagonal axis, not just vertical or horizontal. Any type of contrast can be employed in the striving for balance: still vs. moving, smooth vs. rough, wide vs. narrow, and on and on

Home/Class work: SYMETRICAL BALANCE

Notan

Positive/negative Shape Assignment.

Notan is a Japanese paper cutting art that creates very intricate images. By using negative and positive space, and the contrast in the material colours used.

Positive space refers to the main focus of a picture, while negative space refers to the background. When used creatively and intelligently, positive and negative space together can tell a story using visual composition alone.

- Create a Notan from a piece of paper using high contrast.
- Both sides of your created image must be identical only opposites in color.
- Be very precise in cutting and gluing.

Tips:

- Remember not to create shapes that are not touching the edge of your paper
- Sketch out your design before committing to placing it on your final paper.
- Plan how much space you need so your design does not touch the edges of the paper you are working on.

You will be graded on the following:

1. Design
2. Cutting Skills
3. Neatness of gluing
4. Overall aesthetic

Material: As supplied/indicated by the teacher

Size: Full page in your sketch book leaving space all around your work.



Video Link:

Art lesson online: Make outstanding art with positive & negative space! Great at home or in school

<https://www.youtube.com/watch?v=ExeekGarOzo>

Home/Class work: ASYMETRICAL BALANCE

A collage is an art technique where fragments of paper, fabric, photographs, and other found materials are arranged and glued onto a supporting surface to create a new, cohesive composition. Derived from the French word *coller* (meaning "to glue"), it transforms ordinary, everyday items into high art

- Create a paper collage using old magazines and newspapers.
- After choosing an animal your image must be clearly placed off-center on your page and must be simple in form.
- After filling in the shape with paper pieces place eyes to accentuate the image outlining it with black marker.
- Be creative in your color placement so it aids your image.

Tips:

- Pre-cut or tear the pieces of paper you want to use so you can quickly glue them down for a cohesive look.
- You can draw and cut out your eyes separately and place them on top of the body.



You will be graded on the following:

1. Design
2. Cutting/tearing Skills
3. Neatness of gluing
4. Overall aesthetic

Material: As supplied/indicated by the teacher

Size: Create a 2" - 5 cm margin, you must work inside your sketchbook.



Video Link:

Collage Art for Beginners (Using Only Old Magazines)

https://www.youtube.com/watch?v=nDhqE_gx2Z4

Amazing Collage Art by Derek Gores

<https://www.youtube.com/watch?v=oCrJQrzZOE>

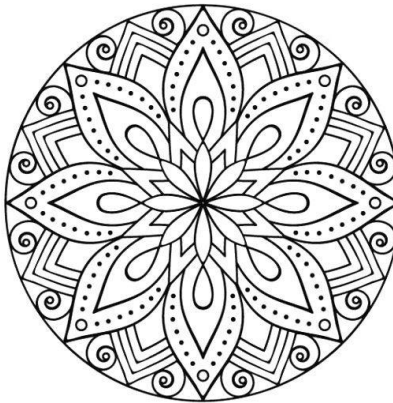
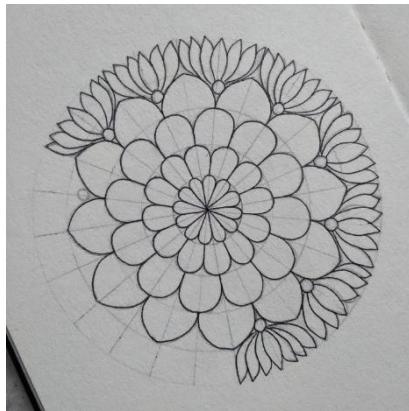
Home/Class work: RADIAL BALANCE

Mandala art is a geometric, circular design rooted in Hindu and Buddhist traditions, where it translates to "circle" or "center" in Sanskrit. It symbolizes the universe, wholeness, and the interconnectedness of life. Today, it is widely used as a spiritual map and an aid for meditation and art therapy

- Create a Mandala using repetition of basic geometric shapes.
- Design with a pencil and finish with a Fine liner and coloured pencils.

Tips:

- Start with a grid to work on so your work keeps its symmetry.
- The shapes should look like they are placed in relationship with each other, not just randomly. Look at your work from different directions.



You will be graded on the following:

1. Design
2. Cutting/tearing Skills
3. Neatness of gluing
4. Overall aesthetic

Material: As supplied/indicated by the teacher

Size: Your Mandala should have a diameter of 20 cm.

Video Link:

Easy Mandala Tutorial | Mandala Patterns | @mandalasbychhetna

<https://www.youtube.com/shorts/i5tqd7iOCCY>

UNIT 2: RHYTHM & MOVEMENT

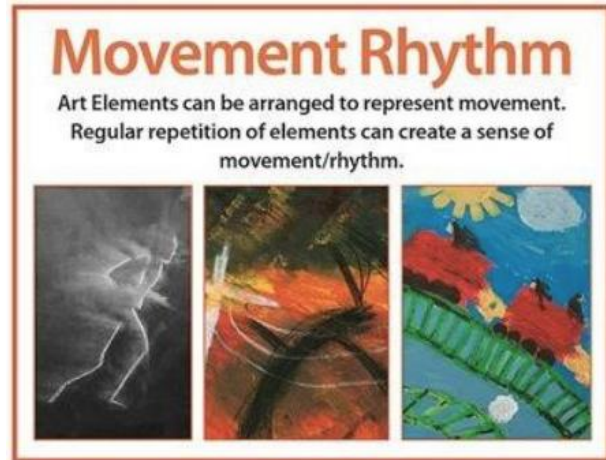
Definition: A regular repetition of the elements of art can create a sense of rhythm and movement.

Definition for Rhythm and movement:

Movement is the path the viewer's eye takes through a work of art. Movement can be directed along lines, edges, shapes and color. Rhythm is created when one or more elements are used repeatedly to create a feeling of movement. Rhythm creates a mood like music or dancing.

Rhythm is a regular spacing of visual elements (lines, shapes, colors, etc.) just like the beat in a piece of music. It does not have to be continuous, so long as it repeats, so 1-2-3, 1-2, 1-2-3, 1-2 is a rhythmic pattern just as much as 1-2-1-2-1-2-1-2.

Movement is the path that your eye takes through a work of art. Rhythm can help accomplish this, but it is not necessary.



Warhol: strong rhythm and pattern, no clear movement



Kandinsky: strong diagonal movement, no discernable rhythm or pattern.



Finally in this image, there is Strong movement created by use of space (proximity and arrangement), a repeated shape, and diminishing size.

The eye is drawn in a swoop, although the arrangement of the triangles is too chaotic to be considered a pattern or rhythmic.

Video Link:

https://www.youtube.com/watch?v=HmG1XwNQaf0&feature=emb_logo

<https://www.youtube.com/watch?v=qBlQnHclT-Y>



For discussion/Critiquing

Home/Class work:

Neurographic art is a mindful, therapeutic drawing technique that transforms stress into abstract art. Developed in 2014 by Russian architect and psychologist Pavel Piskarev, it combines art and psychology to help rewire neural pathways. The process focuses purely on the act of creation rather than the final product.

- Start your design with a pencil.
- You may use any dry medium after that to fill in the spaces.
- Use a 1 1/2 cm margin.

Tips:

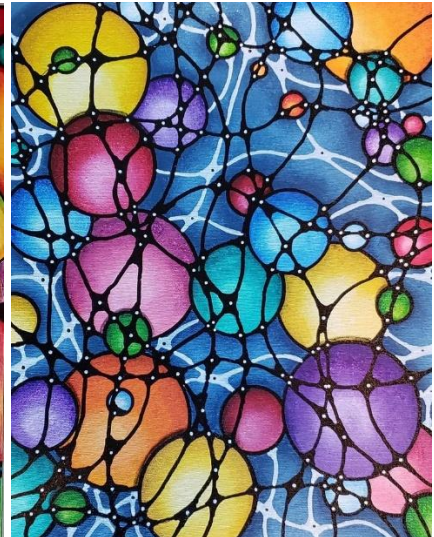
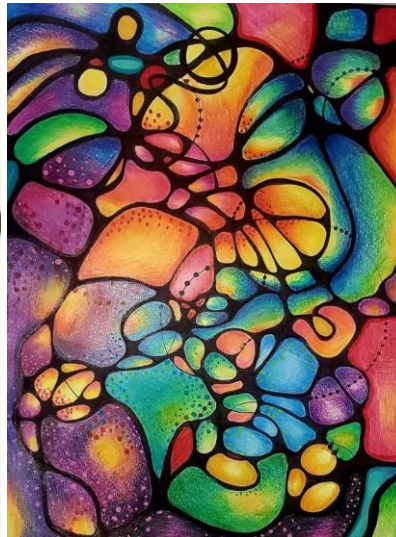
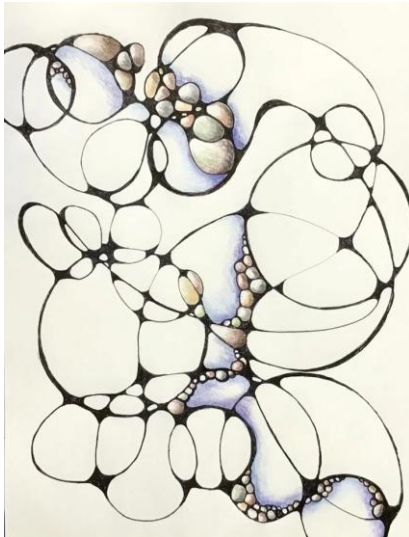
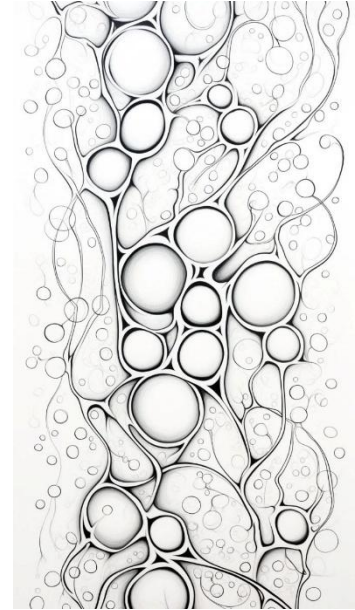
- Don't think too hard and let your lines just happen.
- Do pay attention to how the application of color affects your design.

You will be graded on the following:

1. Movement
2. Color application
3. Neatness
4. Completeness

Material: As supplied/indicated by the teacher

Size: Create a 2"- 5 cm margin, you must work inside your sketchbook.



Video Link:

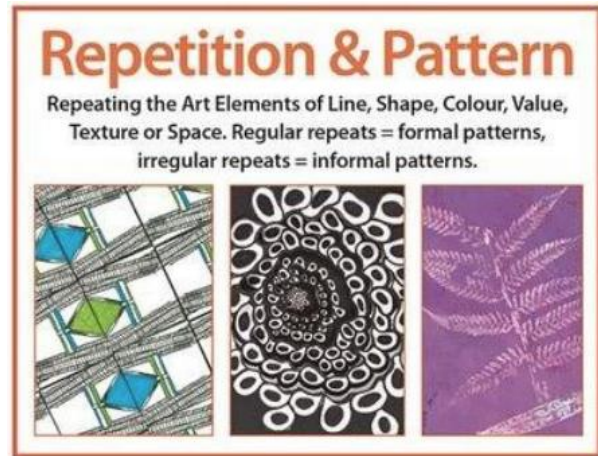
More Neurographic art to help you relax your brain

<https://www.youtube.com/shorts/cxeFIrtuxU>

UNIT 2: REPETITION & PATTERN

Repetition refers to one object or shape repeated; pattern is a combination of elements or shapes repeated in a recurring and regular arrangement.

Artists often use repeated items or patterns to make an interesting design for many different effects. Pattern and repetition also help create a unified composition and stability in the picture. Variation of the pattern adds interest to the work of art.



Definition for Pattern: A pattern is a design in which lines, shapes, forms or colours are repeated. The part that is repeated is called a motif. Patterns can be regular or irregular.



Definition for Repetition: Repetition, in a similar manner to the rhythm, helps to create a sense of movement within an artwork. In visual production, it is a recurrence of a particular line, pattern, shape, or other visual elements in a single or part of the series.

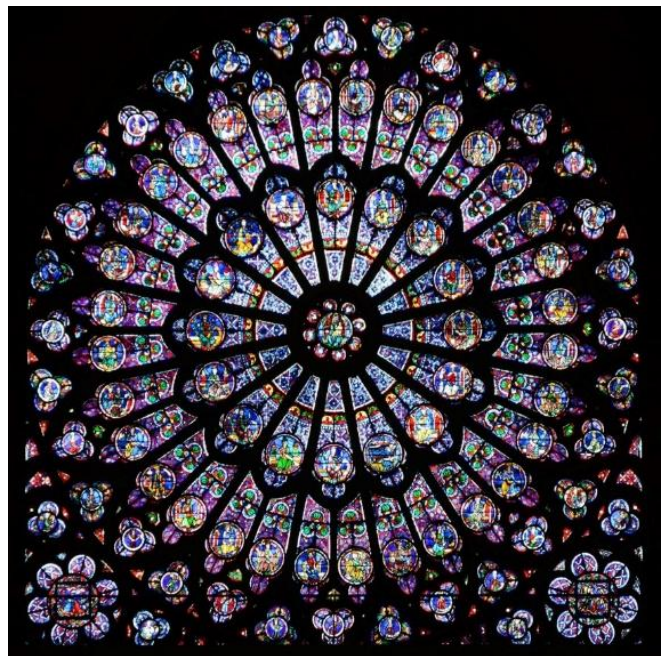
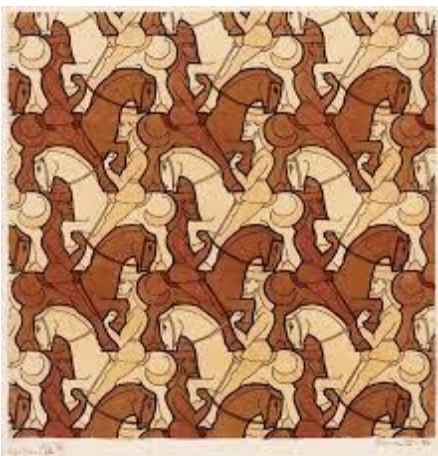
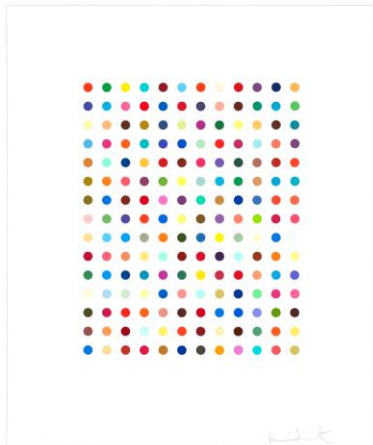


Patterns can have multiple meanings and elements in design. Repetition focuses on the same object being repeated; patterns are made up from different components which are then repeated in the same way throughout the design.

Repetition is simply repeating a single element many times in a design. For example, you could draw a line horizontally and then draw several others next to it. Repetition can be useful in web and app design. For example, you'd expect the logo of a business to be repeated on every page and in the same place.¹

In the painting 'The Milkmaid' by Vermeer, the bright blue colour of the apron is repeated in the tablecloth. This ties the two focal points in the piece together and creates a viewing rhythm. The repetition of stars in the night sky in 'Starry Night over the Rhone' creates rhythm, balance, and an organic pattern.

A pattern is a design that repeats and can be found anywhere. They can be made by repeating shape, line, or color. Patterns can be simple like a checkerboard or complex like the branches of a tree. In art, patterns are used in organizing and decorating designs.



Home/Class work:

Tessellations in art are the seamless interlocking of repeating shapes without any gaps or overlaps. Spanning thousands of years, this technique masterfully bridges mathematics and visual aesthetics, manifesting as precise geometric tilework in historic architecture or highly detailed, fantastical illusions in modern graphic art.

You will create a Tessellation in which you will demonstrate the concept of pattern and repetition. You must apply color to your work to emphasize and/or enhance your patterns.

- You may use any dry medium to do so.
- Use a 1"/2 ½ cm margin.

Tips:

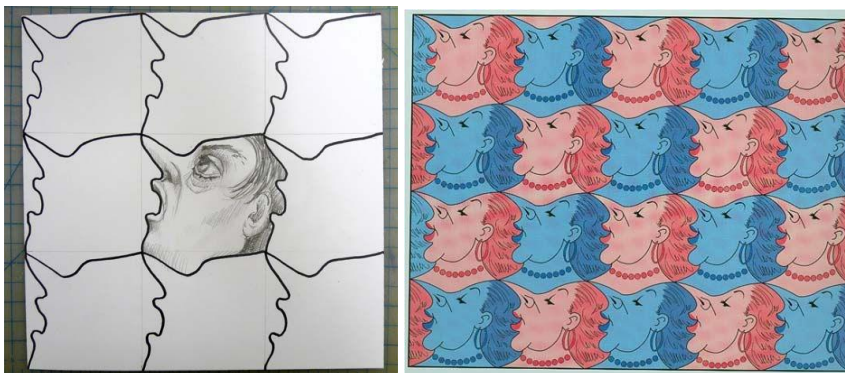
- Pre-cut or tear the pieces of paper you want to use so you can quickly glue them down for a cohesive look.
- You can draw and cut out your eyes separately and place them on top of the body.

You will be graded on the following:

1. Design
2. Cutting Skills
3. Neatness of gluing
4. Decorative elements and colour application.
5. Overall aesthetic

Material: As supplied/indicated by the teacher

Size: A full page inside your sketchbook.



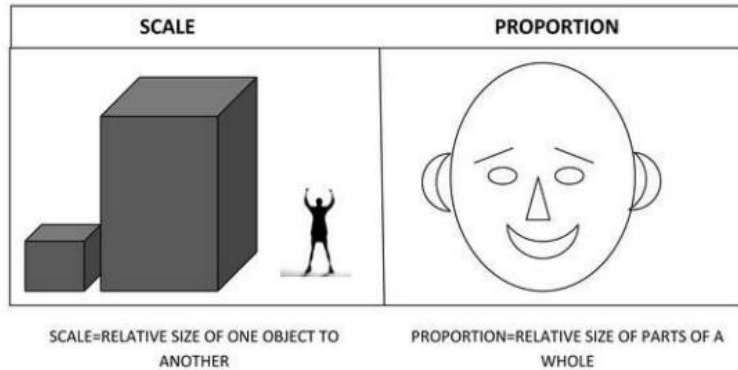
Video Link:

Art Class with Matthew Reinhart: Tessellations

<https://www.youtube.com/watch?v=SyTmNqXoEdw&t=53s>

UNIT 3: PROPORTION & SCALE

Definition: It describes the relationship between the dimensions of different elements and an overall composition. Scale refers to an artwork's size and how parts of a composition relate to each other.



ART PRINCIPLE PROPORTION

Proportion in art is one of the seven principles of art that refers to the relativity of size within the composition.

This term describes the *relationship* between the size of one element of the composition compared to another. It's responsible for organizing and arranging the structural elements of the artwork.

Four types of proportion in art:

- Standard Proportion,
- Altered Proportion,
- Hierarchical Proportion,
- Out of Proportion.



SCALE VS PROPORTION

Cube A is 10cm in **size**, in comparison to cube B that's only 5cm.

Cube A is larger in **relation** to cube B. Cube B is smaller in relation to cube A.

Learn more about variety & other art tips at:
yourartpath.com/what-is-proportion-in-art-scale-principle-types-examples

Proportion refers to how well those pieces fit together.

Proportion in art is the relationship of two or more elements in a composition and how they compare to one another with respect to size, color, quantity, degree, setting, etc.; i.e. ratio. When two or more elements are put together in a painting a relationship is created.

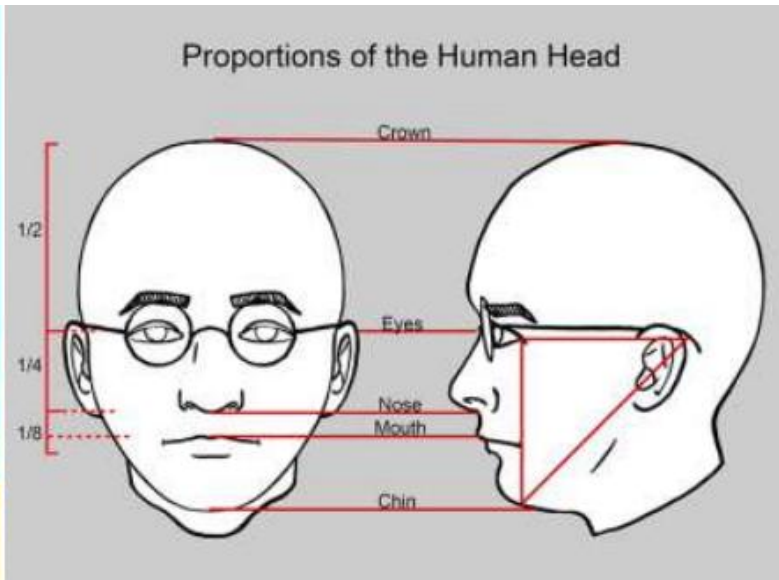


Scale refers to how well your pieces fit in your space.

Scale is important because in art the size relationship between an object and the human body is significant. In experiencing the scale of an artwork we tend to compare its size to the size of our own bodies. Proportion refers to the relative size of parts of a whole (elements within an object).



Proportion may also help to create the illusion of 3D space.



Home/Class work:

Create an artwork that clearly demonstrates the concept of Proportion and Scale.

- Use the theme, “My cat and I”, as the topic of your artwork, think of how you can show the proportion/scale of you and/or your cat in everyday situations.
- You may choose from the following mediums:
 - Drawing pencils,
 - Colored pencils,
 - Markers.
- You may also choose to make a digital artwork, this must be printed to a full A4 size and glued into your sketchbook.
- Use a 1”/2 ½ cm margin.

Tips:

- Do research and fully understand how best to show proportion and scale.
- Don’t use too many elements, make your story easy to understand.

You will be graded on the following:

1. Design
2. Clarity of your story
3. Overall aesthetic

Material: As supplied/indicated by the teacher

Size: A full page inside your sketchbook, no less than A4 if printed.



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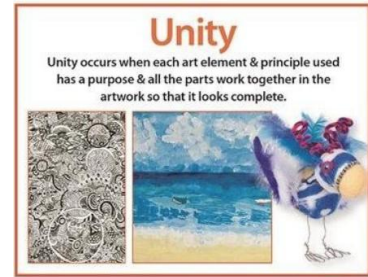
Video Link:

Scale Vs. Proportion

https://www.youtube.com/watch?v=wKXa8iRJ_ig

UNIT 4: UNITY & HARMONY

Definition: Unity (also called **harmony**) is an important principle of design that gives the artwork a sense of cohesion or coherence. It is the wholeness or completeness of a picture. **Unity and harmony** in art are used by artists to tie a composition together and help the composition make sense as a whole piece of art.



Harmony & Unity is the thing that joins the parts together.

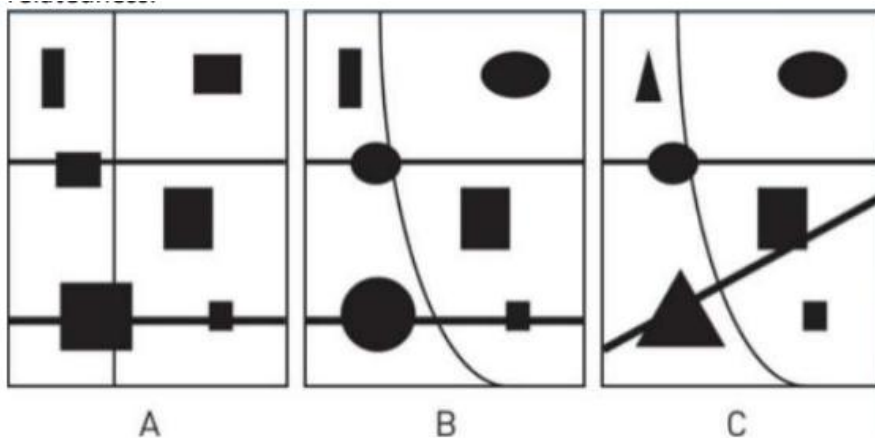
Definition: Harmony in art overall is achieved when the elements of an artwork come together in a unified way.

Definition: Unity refers to how different elements of an artwork or design work come together and create a sense of wholeness.

Unity is identified in three ways:

1. Compositional Unity

Unity is a principle in art that refers to a set of **compositional** strategies used by an artist to make the parts of a painting or another work of art hang together as a whole through visual relatedness.



2. Conceptual Unity

Conceptual unity in art refers to the notion that all aspects within a work of art: from composition to color to the arrangement of elements to representational strategies should work together harmoniously to convey a cohesive expression of the artist's idea or intention.



3. Gestalt Unity.

The stronger the grouping, the stronger the **gestalt**. It is this grouping that contributes to the **unity** in a design. **Gestalt** is one of the most powerful tools available to a designer for creating **unity**. The same concepts that form groups can be reversed to ungroup items—to make them look unique and stand alone.





Video Link:

Principle of Design: Unity / Harmony

<https://www.youtube.com/watch?v=hZneJAiPtRw>



Home/Class work:

In art, a **relief** is a sculptural technique where the figures or designs project from a flat background plane, rather than standing freely in the 3D space. The term comes from the Latin word *relevare*, meaning "to raise"

Main Types of Relief

- **Low Relief (Bas-Relief):** The figures protrude only slightly from the background. The depth is minimal, and the effect closely mimics a drawing or painting. Coins and medals are common examples.
- **High Relief (Alto-Relief):** The figures project significantly—often more than halfway—out from the background. Some parts of the sculpture might be completely detached or undercut, creating strong shadows and an almost fully three-dimensional appearance.
- **Mid-Relief (Mezzo-Relief):** Falls roughly halfway between low and high relief.
- **Sunken Relief (Incised Relief):** Instead of projecting outward, the forms are carved directly *into* the flat surface. This technique was heavily utilized in ancient Egyptian art

Create an artwork that clearly demonstrates the concept(s) of Harmony and Unity. You will do so by creating a cardboard relief.

Choose between Compositional, Conceptual, and Gestalt Unity.

- You may only use cardboard for this assignment.
- You can use multiple layers to create your artwork.
- Create a 2"- 5 cm margin.

Tips:

- Do research and fully understand how best to create a relief.
- Make sure to make clean cuts and don't use too much glue.

You will be graded on the following:

1. Design
2. Technical correctness.
3. Overall aesthetic

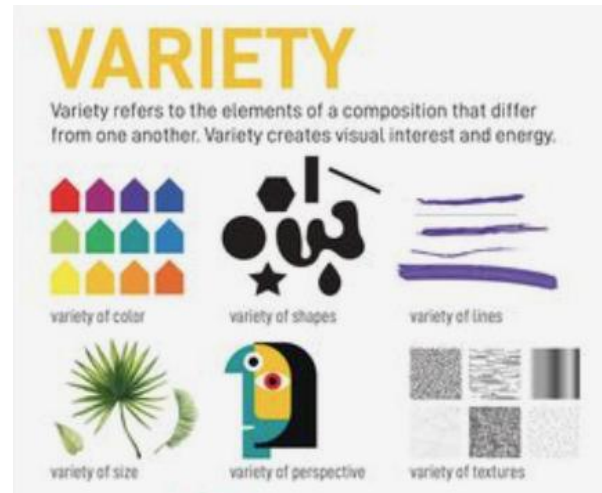
Material: As supplied/indicated by the teacher

Size: A full page.

UNIT 5A: VARIETY

Definition: refers to the use of different qualities or instances of the visual elements. It is the opposite of repetitive or monotonous use of the elements.

Variety is used to make a drawing or painting more interesting. We use variety to catch the viewers' attention. Different elements are used, like line, shapes, and colors are placed next to each other in a work of art. They are in contrast to each other, giving the picture a lively quality.



Straight lines next to curvy lines add variety. Organic shapes among geometric shapes add variety. Bright colors next to dull colors add variety. Note: If an artist uses variety to draw the viewers' attention to a specific area in a composition, then variety morphs into emphasis, also a principle of art.



Variety shows contrast. There is no end to the variety in nature and man-made things.



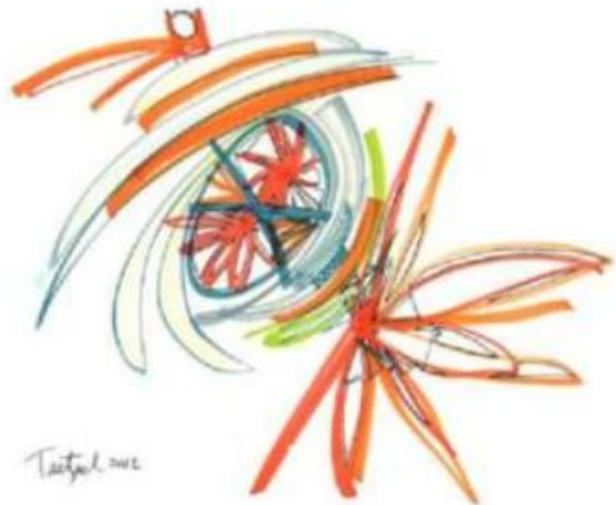
VARIETY OF COLORS, LINES,
SHAPES, AND TEXTURES



VARIETY OF VALUES



VARIETY OF SHAPES & COLORS



VARIETY OF LINES & COLORS

Home/Class work:

You will create a city scape that clearly demonstrates the concept of Variety.

- You may choose the medium you want to use after consulting the teacher.
- You may also choose to make a digital artwork, this must be printed to the right size and glued into your sketchbook.
- Create a 2"- 5 cm margin.

Tips:

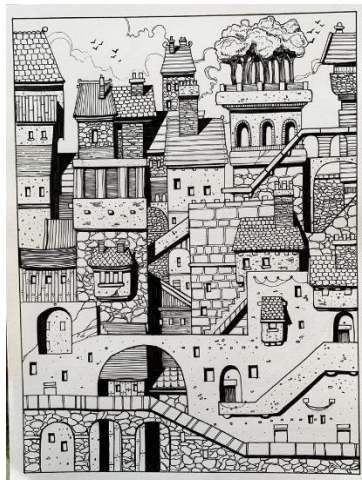
- Make several sketches of what you intend to do before committing to your final design.
- Once you have started do not change your mind, follow through.

You will be graded on the following:

1. Design
2. Application of colour.
3. Technical correctness of chosen medium.
4. Overall aesthetic

Material: As supplied/indicated by the teacher

Size: A full page.



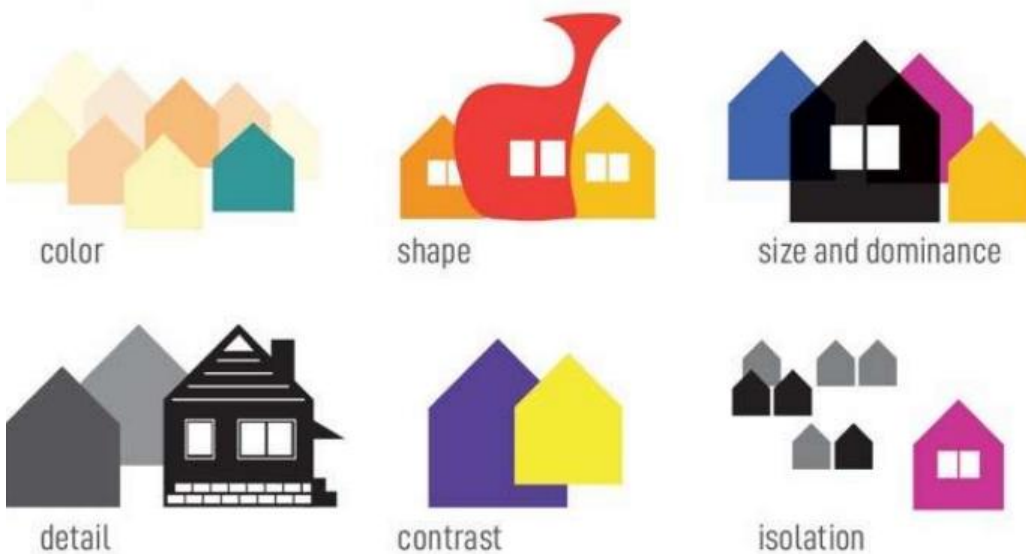
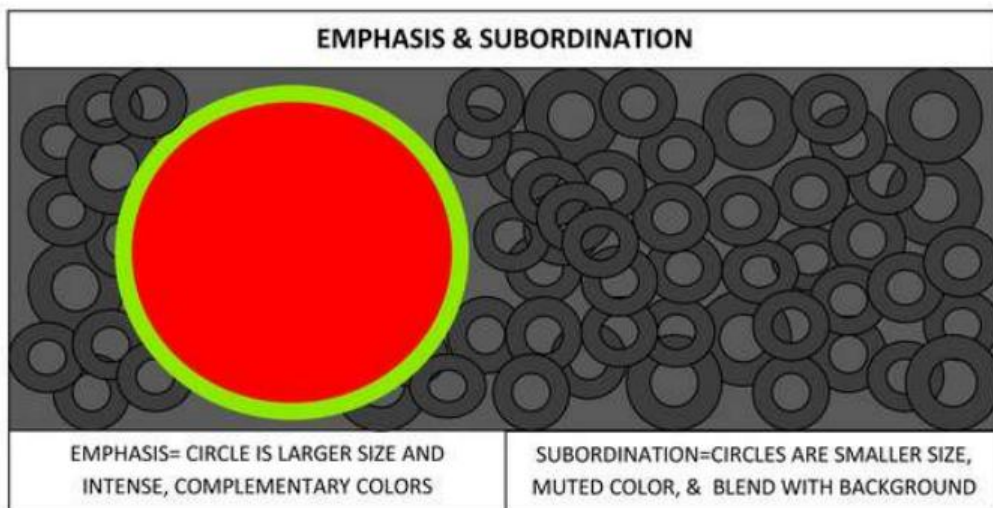
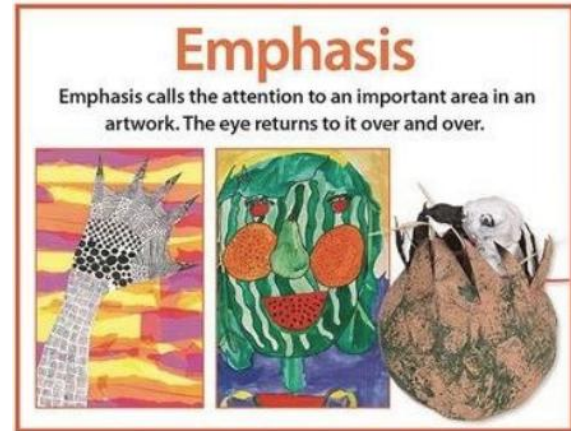
UNIT 5B: EMPHASIS

Definition: Is the main focus – main idea – “What grabs” my attention? Can be achieved with any of the elements of art.

Emphasis is defined as an area or object within the artwork that draws attention and becomes a focal point.

Subordination is defined as minimizing or toning down other compositional elements in order to bring attention to the focal point.

Focal point refers to an area in the composition that has the most significance, an area that the artist wants to draw attention to as the most important aspect.





Home/Class work:

Create a character that has a body part that is emphasized. This must be an original character not based on anything seen before.

- This must be a line drawing only using H2 or a technical pencil.
- Use a 2"- 5 cm invisible margin.

Tips:

- Make a list or sketches of what you are hoping to create.
- Use reference images to guide you.

You will be graded on the following:

1. Design originality
2. Clean linework
3. Overall aesthetic

Material: As supplied/indicated by the teacher

Size: Create a 2"- 5 cm margin, you must work inside your sketchbook.



Video Link:

Bobble head step by step

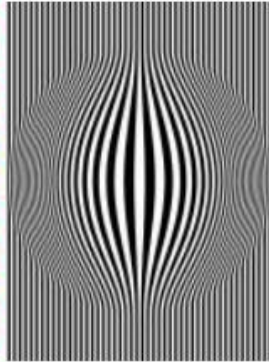
<https://www.youtube.com/watch?v=t90jce8LY3M>

bobble head drawing

<https://www.youtube.com/shorts/DbZU8W9omb0>

UNIT 5C: CONTRAST

Definition: As a principle of art, contrast refers to the arrangement of opposite elements and effects. For example, light and dark colors, smooth and rough textures, large and small shapes. Contrast can be used to create variety, visual interest, and drama in an artwork.



Left: Richard Anuszkiewicz – Plus Reversed. Image via museummuesum.tumblr.com /

Right: Op Art – Vertical Lines, Black and White contrast. Image via op-art.co.uk

Below: High Contrast, by Aidan Smith



Video Link:

<https://www.youtube.com/watch?v=I5Q52qe9mUI>

<https://www.youtube.com/watch?v=c5TlavXOv18>

CONTRAST

<https://blog.thepapermillstore.com/design-principles-contrast/>

A large **difference** between two things to create **interest** and **tension**

Contrast refers to **differences** in **values, colors, textures, shapes, and other elements**.

Contrasts create **visual excitement** and **interest** to a work of art.

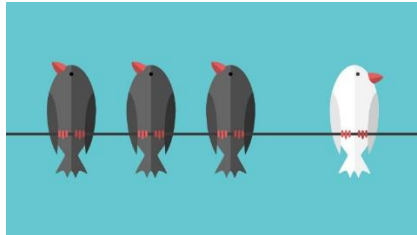
*If all the other elements – value, for example, are the same – the result is monotonous and plain. **No contrast = boring***

Examples of Contrast

1. Contrast of **Color** – warm vs. cool colors
2. Contrast of **Texture** – smooth vs. rough
3. Contrast of **size** – large vs. small
4. Contrast of **shape** – organic vs. geometric



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Home/Class work:

Create an artwork based on the art of Charles McGee. You must clearly demonstrate the concept of Contrast.

- You may only use markers.

Tips:

- Do not copy from your neighbor so your piece will look original.
- Neatness will be greatly rewarded.

You will be graded on the following:

5. Design
6. Cutting Skills
7. Neatness of gluing
8. Overall aesthetic

Material: As supplied/indicated by the teacher

Size: About A4 sized .



Video Link:

Relief Sculpture Inspired by Charles McGee

<https://www.youtube.com/watch?v=sozHw-hHMns>

Crossing Elements of Art with Principles of Design

Analyze each image and understand the concepts, you should be able to explain and give/make examples of each one of them.

	Balance	Movement	Rhythm	Contrast	Pattern	Unity	Empasis
Line							
Shape							
Form							
Color							
Value							
Texture							
Space							