2D Media- Architecture and Natural Forms | YEAR 10 | Art Term 2

Keywords			Artist Inspiration				
1	Proportion	The size of one thing compared	William Morris		(1834-1896) British textile designer, artist and poet. Best known for his floral repeat patterns.		
		to the size of another	Michael Craig-Martin		Irish p	ainter known for his elaborate line paintings of ordinary objects using bold colours.	
2	Centre Line	A line of symmetry can help you draw objects that are the same on both sides	Jim Dyne		An American artist who has produced an extensive body of work based on tools. He considers tool fascinating extension of his hands.		
3	Line drawing	Drawing made with lines only	Processes				
4	Shading	Adding different tones to create 3D effect	1	Sgraffito	th	rocess involving two layers of media and revealing a design by removing parts of ne top layer	
5	Composition	he arrangement of different	2	Impasto		ainting technique involving heavy application of thick paint	
		parts of an art piece	3	Colour Scheme	C	combination of colours following a rule based on a colour wheel	
6	Pattern	A symbol or shape that is repeated	4	Photoshop		ndustry standard image editing software	
7	Line	A mark which can be used to	5	Watercolour was	sh La	ayer of transparent colour applied over a large area using diluted paint.	
		make a drawing	6	Wet on wet	P	rocess involving the application of wet paint to a wet surface	
8	Shape	A 2D area that is enclosed by a	7	Wet on Dry	P	rocess involving wet paint application to dry surface	
		line	8			Iulti-colour printing process involving gradually removing more of the printing block	
9	Tone/value	The lightness or darkness of something	9			rith each subsequent colour layer In process that involves transfer of art media from one surface to another.	
10	Form	Something that has 3 dimensions	10	Monoprint A		printing method that results in a single print	
			AO	O Description		Includes	
11	Texture	How something feels or looks	1	Artist Research and		Research on general ideas/ topic theme you might be exploring	
12	Pattern	A symbol or shape that is repeated		responding to artists		Research on camera techniques Research on techniques for specific art media	
13	Colour	What we see when light reflects off something.	2	Idea development an d use of media		Your experiments in variety of media Design sketches, collages, digital designs etc	
14	Negative Space	Space around and in between subject matter	3	Recording and Gathe ring		First-hand observations: Photos you take, observational drawings, written comments and observations.	
15	Photogram	A photographic image				Second-hand observations: Photos and information from the internet or books	
		produced without a camera.	4	Final Outcomes		Final outcomes from each section and outcomes for whole project	