

| YEAR 9 | ART Term 2

Colour Theory and Colour Mixing

1	Colour Wheel	a diagram used in the visual arts to represent all colours and their relationships to one another. It can be used to help with colour selection when creating artwork
2	Complementary Colours	Colours on the opposite side of the colour wheel. This combination creates the greatest contrast
3	Analogous Colours	Colours close to each other on the colour wheel. These combinations create harmony in artwork.
4	Primary Colours	Colours that cannot be made by mixing other colours but can be used to mix all other colours of the spectrum. YELLOW, RED, BLUE
5	Process Primaries	YELLOW, MAGENTA, CYAN
5	Secondary Colours	Colours made by mixing two primary colours together
7	Orange Green Purple	Yellow + Red/Magenta Yellow and Blue/Cyan Red/Magenta + Blue/Cyan
8	Tertiary Colours	Colours made by mixing a primary colour with its close secondary colour, such as yellow-green.
9	Tints and Shades	Lighter or darker version of a colour by adding white to lighten or adding black to darken.
10	Mixing Brown	Red and Green or orange with a little bit of blue

Parts of Light

1	Highlight	The brightest part of the object
2	Mid-tone/half-tone	The tones between shadows and highlights
3	Core shadow	The darkest part of the shadow often on the boundary between half-tones and the shadow area
4	Reflected light	Light that is reflected of other objects into the shadow areas
5	Cast shadow	Is the dark area behind the object on the opposite side of the light source

Keywords

1	Proportion	The size of one thing compared to the size of another
2	Centre Line	A line of symmetry can help you draw objects that are the same on both sides, such as a face.
3	Line drawing	Drawing made with lines only
4	Shading	Adding different tones to create 3D effect
5	Composition	The arrangement of different parts of an art piece
6	Pattern	A symbol or shape that is repeated
7	Line	A mark which can be used to make a drawing
8	Shape	A 2D area that is enclosed by a line
9	Tone	The lightness or darkness of something
10	Distortion	The act of twisting or altering something out of its true, natural, or original state.

Processes

1	Mono-print	An artwork created by transfer of media from one surface to another resulting in a single unique print.
2	Printing	Artwork created by the transfer of media from a matrix or printing block to another surface.
2	Collage	The technique and the resulting work of art in which pieces of paper, photographs, fabric and other ephemera are arranged and stuck down onto a supporting surface.
3	Drawing	The act of making picture with a pencil or pen and other dry media
4	Sculpture	3D artwork designed to be viewed from several angles. Sculpture can be made out of variety
5	Digital Art	Art created using software on a computer or other devices