

8TH GRADE VISUAL ARTS

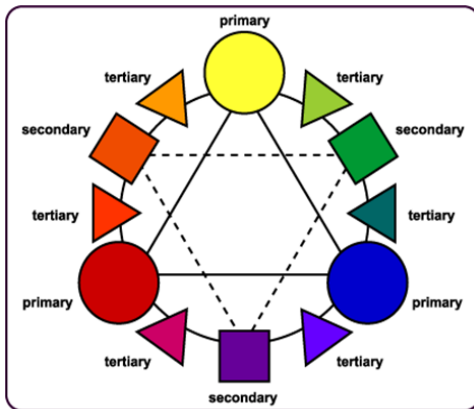
AUGUSTA COUNTY PUBLIC SCHOOLS

Art Careers

Architect, Motion Picture Producer, Web Page Designer/New Media, Interior Designer, Fashion Designer, Animator/Cartoonist, Graphic Designer, Art Therapist, Art Teacher, Commercial/Industrial Designer, Photographer, Illustrator, Jewelry Designer, Potter/Ceramist, Sculptor, Museum Curator, Video Game Designer, Painter

Formal Color Relationships

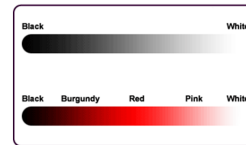
Color Wheel



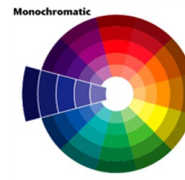
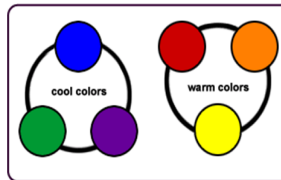
Complementary Colors



Color Value



Color Intensity



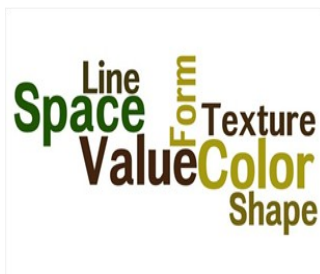
Three dimensional art.



computer
arts



Elements of Art



Principles of Design

rhythm
pattern contrast
UNITY
movement
emphasis
BALANCE



Using line to create value.

Art Criticism

Discussing and Evaluating Art

Description– What do you see? Give only the facts: media, artist, date, Elements of Art

Analysis– How is the art organized? Explain how the artist used the Principles of Design to organize the Elements of Art.

Interpretation– What is the work about? What is the artist trying to say or show?

Judgment– Give your opinion about the work. Is it successful?

Perspective

Creating the illusion of depth on a 2-D surface.

Basic Perspective Techniques:

Overlap– Objects in foreground cover part of objects in middle & background

Placement– objects in distance are closer to the horizon line

Size– objects in front are larger than those farther away

Spacing– objects appear closer together in the distance

Shading – on the side away from the light gives form to shapes

atmospheric /aerial perspective –the farther an object recedes into the distance, the lighter in tonal value it seems to become, and its edges and forms appear less distinct. The details in the foreground are clearer and the contrast greater, whereas the middle planes have less color saturation and forms are less defined. The background or planes furthest away lose all contrast and detail.

Multiple-Point Perspective

