

Autumn

tone- refers to lightness or darkness of something.

shading- a technique used in art to represent light and shade.

scale- the physical size of an artwork or objects in the artwork.

proportion- the relationship of the size of one element when compared to another.

blending- a technique used to create a subtle transition.

3d- art with all the dimensions of height, width, and depth.

horizon line: where the sky meets the ground.

vanishing point: the place where all lines meet or "vanish," on the horizon line.

perspective: a point of view involving space to show distance/depth.

horizontal line: a line that goes left to right, it is parallel to the horizon line.

vertical line: a line that goes up and down, it is perpendicular to the horizon line.

orthogonal line: lines that create the sides of an object, to the vanishing point.

diagonal line: lines that have a slanted direction.

Spring

framework- a simple structure that is used as support.

stability- when the art work is well-balanced and the weight is evenly distributed.

form- the type of 3D media.

texture- how something feels, including its appearance and consistency.

recycled- when something is able to be used again or converted for another purpose.

natural- materials found in nature such as leaves, stones and sand.

man-made- materials that have been created by humans.

slips- small bits of dry clay mixed with water to create a thick, creamy consistency.

scoring- scratching or roughing the clay surface.

blend- to combine one feature to another.

Summer

hue- pure colour.

tint- when you add white to a colour to make it lighter.

shade- when you add black to a colour to make it colour darker.

harmonious colours- colours that are next to each other on the colour wheel.

complementary colours- colours opposite each other on the colour wheel.

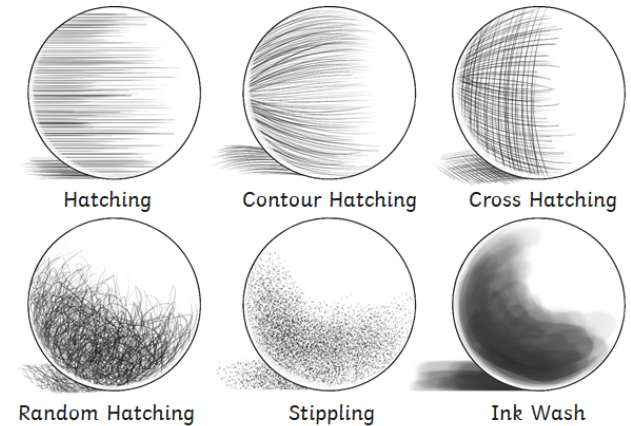
warm colours- colours that give the feeling of warmth such as red, yellow and orange.

cool colours- colours that give the feeling of coolness such as blue, green and purple.

cubism- a style of art made out of cubes and other geometrical shapes.

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Sketching techniques

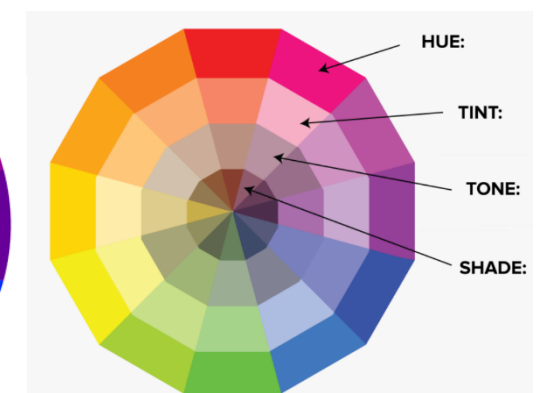
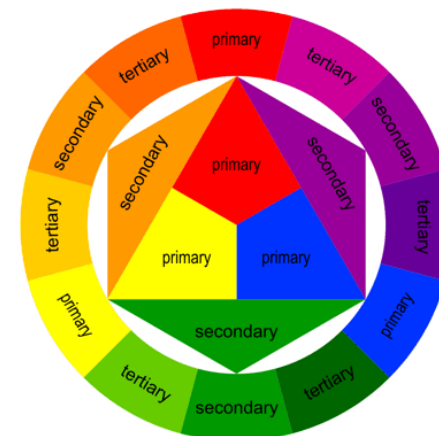


Artists

Vincent Van Gogh, Alberto Giacometti, Pablo Picasso



Colour wheel



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