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S3 PAPER 1 STUDIO TECHNOLOGY NOTES

Copy these notes in your books and answer the questions which follow.

A studio is an artist's workroom, it is a special room designated for doing art.

Studio technology are creative , technical and practical approaches of doing art work in an art studio. These works range from two dimensional works of art like paintings, drawings etc to three dimensional works of art like sculpture, basketry.

Two dimensional art is that which has dimensions of height and width only. It has length and width but no actual depth. While three dimensional art is that which is observed in terms of height, width and depth.

Studio technology explains what actually happens in an art room as work is being produced. It uncovers the techniques and processes, materials and tools.

Some of the things found in a studio include;

Drawing tables, soft boards, easels, soft pins, chairs, palettes, potters wheel, masking tape, brushes, water, paints, and many other tools and materials.

ART

Art is a means of communication that deals with the expression of human creative talent, on the other hand design is the organization, plan or composition of a work of art. An effective design is one in which the elements and principles have been combined to achieve an overall sense of unity.

Art being a wide discipline is further divided into two branches and they are; performing arts which include music, dance, drama, poetry and theatre performances and visual arts which include ; Graphics design, Computer graphics, Advertising art, Publishing art and illustration, Film and video

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graphics, Industrial design, Painters, Photography, Environmental planning and development, Architecture, City planning, Land scape architects, Interior designers, Exhibition and display designers, Animation and story board artists(for entertainment), Teachers, tutors and lecturers, cartoonists and many more.

ELEMENTS OF ART

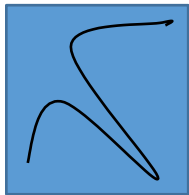
They are sometimes referred to as visual elements of art because in order to observe and utilize them, one needs to utilize the sense of sight to a great extent.

They are defined as the building blocks or tools of visual arts.

Elements are important because;

1. Production of art work requires organizing elements of art together.
2. They help us describe the characteristics of a given work
3. They help us to analyze the success or failure of a particular work of art
4. They help is to speak a common language as we communicate through art

Elements of art include the following;



1. Line in two dimensional art for example painting, drawing, graphics it is a path made by an instrument or medium when its point of contact is made to move on a given surface.

In three dimensional art line is a contour created when two planes meet. These lines not only show the edges of the shapes being drawn, but they also go onto the surface of the object to help describe the 3-dimensional qualities of the form.

Outlines show the edges of the shapes and forms being drawn. Gesture Line indicate action and physical movement. They are done quickly in the form of a rough sketch as the model moves. Therefore they lack detail.

Categories of line include;

Actual lines are the ones drawn with an instrument on a surface. For example if you draw a line on paper that's an actual line, writing your name with a pen those are actual lines at work.

Implied lines are the ones lying between two objects. For example if you point at a bird flying in the air, there is an implied line created between your finger and the bird.

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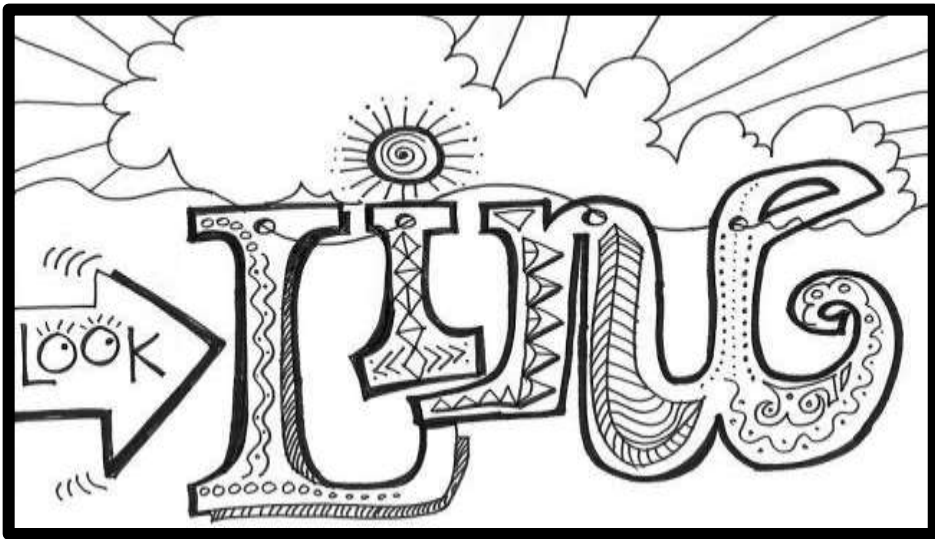
Lines formed by edges are those created when the edges of two objects meet. For example when you place a set on the table, there is a line created between the set and the table.

Examples of line include;

Straight lines, zigzag lines, lines, broken/dashed lines, dotted, coiled or spiral.

Line may be diagonal, horizontal vertical wavy thick or heavy curved lines, long, short, thin or light lines, and they are often very expressive.

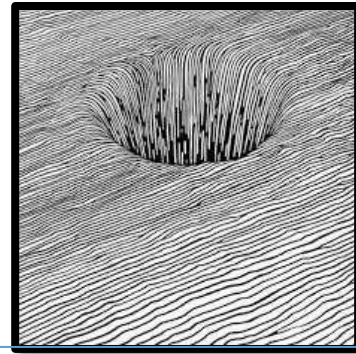
Below is a picture with different lines.



We use line in art to;

- | Show the effect of light and shade on a drawing
- | Show character or mood of a given object or surface
- | To indicate weight on a given form.
- | To create pattern and texture
- | Define the position and direction of a design, image or form.
- | Lines are used to create shape, pattern, texture, space, movement and optical illusion in design.

Line showing effect of light, character of objects



Line showing direction and suggesting movement

2. SPACE

It is the empty place or surface within or around a given art work. You manipulate space with materials and tools to create a visual image. Space surrounds us everywhere; look around where you are reading, that is space.



In two dimensional art space is the creation of visual perspective.

Space can be negative or positive, open or closed, three dimensional or two dimensional, shallow or deep.



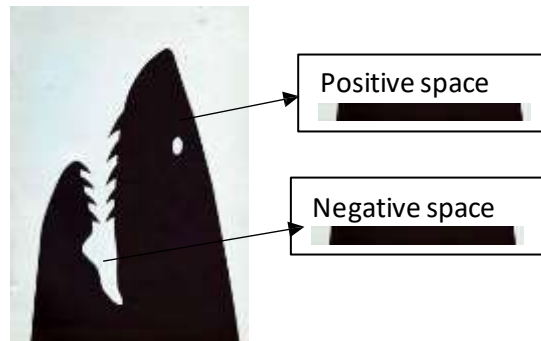
← Three dimensional space has height weight and depth. It is actual space because it is found in art forms themselves. Like sculpture pieces, ceramics, and architecture.



← In two dimensional works of art the space is flat limited to only height and width. There is no actual distance or depth. But artists use certain techniques to create the illusion of depth or distance on a flat surface like following the rules of perspective and overlapping shapes.

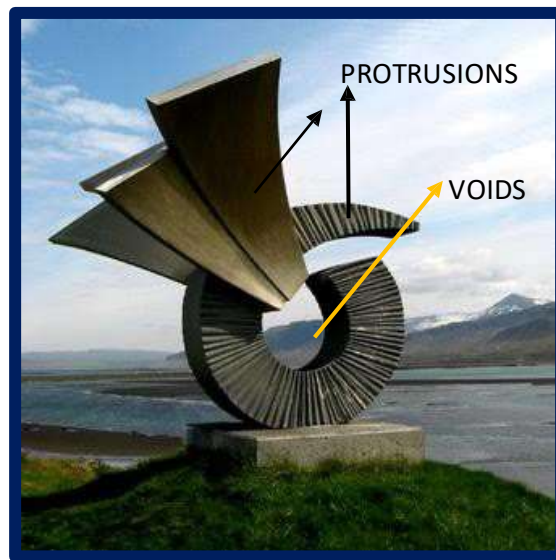
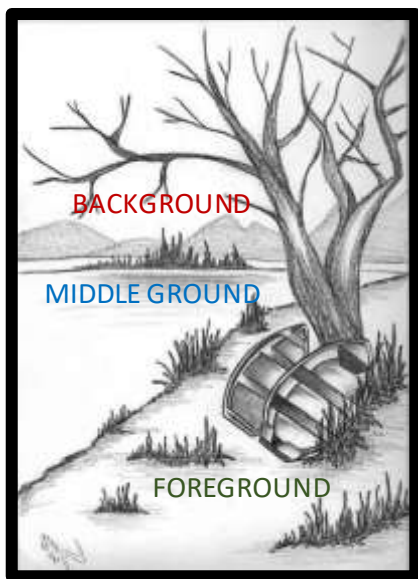
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Positive space is the space occupied by the main subject while negative space is that above, below, between and around the main subject.



Both negative and positive spaces are important. You must plan them well in order to communicate visually. When space is badly used your intended message will be distorted.

Space in two dimensional artwork include the foreground, middle ground and background. In three dimensional art negative space are the voids and positive space are the protrusions.



You have to think about space before placing your work of art in it.

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For example if it is an outdoor sculpture you may want to think about the area you are to place it then think about a size that will be recognized other than putting a small piece that will not be seen at all. The same way you plan for two dimension work. a very tiny drawing makes a bad composition the same way a very big drawing suffocates your picture plane. You therefore should plan to fit your work well your working space.

When planning art work, the following should be put in mind.

Positive space; the actual drawing, sculpture or building.

Negative space; the space around the sculpture or building.

Picture Plane; the flat surface of your drawing paper or canvas.

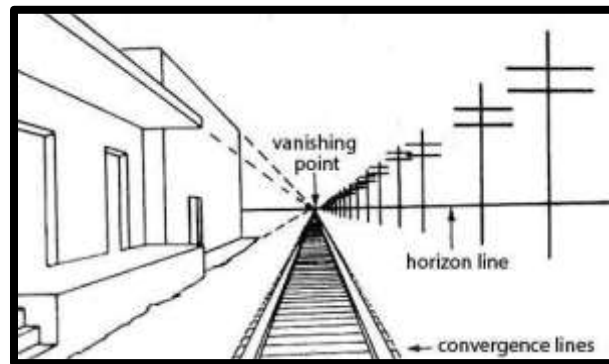
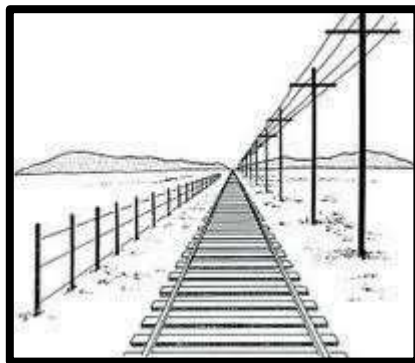
Composition; the organization and placement of the elements on your picture plane.

Focal Point; the object or area you want the viewer to look at first.

In order to create the illusion of space in two dimensional art, you need to employ the perspective as a technique. Perspective is divided into two categories;

Linear perspective which operates on a rule which states that the nearer the object to the viewer, the bigger and taller it appears, and the further the object, the smaller and shorter it appears. It uses lines to show the illusion of depth in a picture. When lines created by the edge of an object or building look like that are pointing to the distance and these lines meet at one point on the horizon.

Look at this picture below and see how line has helped to fully utilize space without distorting the message.



Nonlinear Perspective is the method of showing depth that incorporates the following techniques.

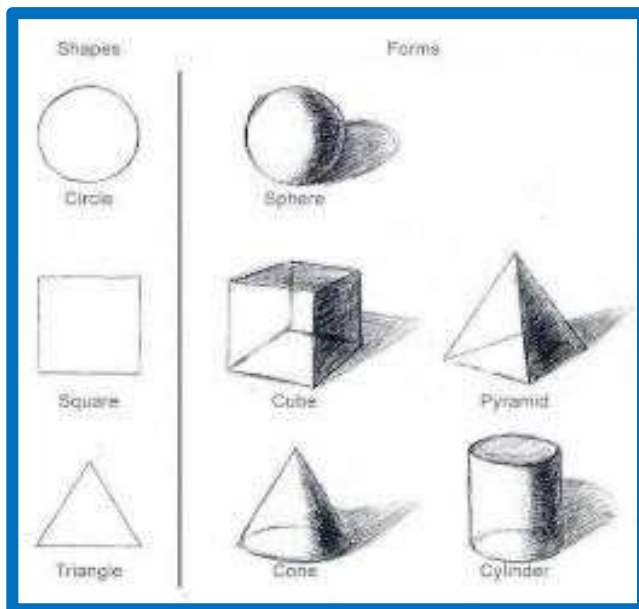
- Position -Placing an object higher on the page makes it appear farther back than objects placed lower on the page.
- Overlapping - When an object overlaps another object it appears closer to the viewer, and the object behind the object appears farther away.

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- Size Variation - Smaller objects look farther away in the distance. Larger objects look closer.
- Color - Bright colors look as if they are closer to you and neutral colors look as if they are farther away.
- Value - Lighter (not brighter) values look as if they are farther back and darker values look as if they are closer. For example, in a landscape the mountains often look bluish and lighter than the trees or houses that are closer to you.

See the picture below.



3. SHAPE AND FORM

Shape is a flat enclosed line or an area with well-defined boundaries. It is measured by height and width only. It is clearly set off, by one or two elements of art and design. Shapes are two dimensional.

4. Form is the roundness of a given object. Form is three dimensional. Like shape it can be free form or geometric. Examples of form are cubes cuboids pyramids, spheres cones etc.

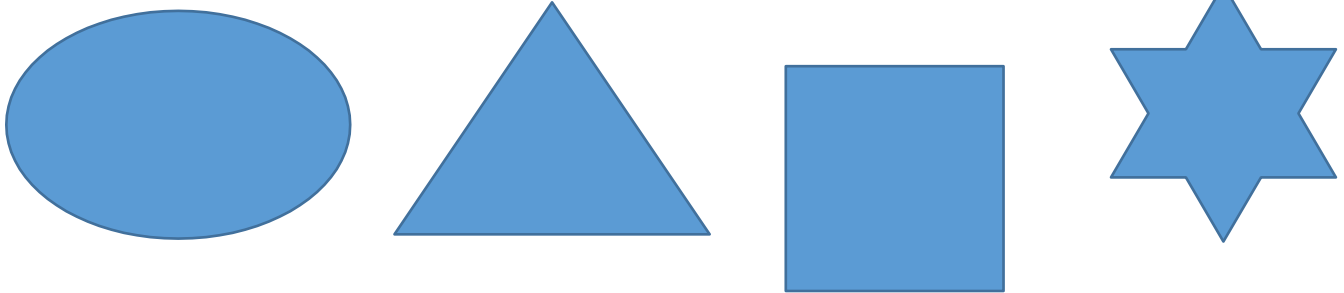
There are two types of shapes

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Geometric shapes

These are shapes you find in manmade objects and are defined by mathematical formulas. They are more definite or regular.

Examples of geometrical shapes are;



Organic shapes

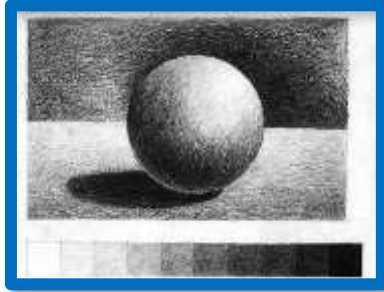
These are irregular and more related to natural objects. They are made by curves or straight lines or a combination of both. They include all forms of nature.

Examples of organic shapes are;



You can make art work using shapes depending on the utilitarian or aesthetic function intended. Many times the natural environment inspires us we create different forms of art.

5. TONE AND VALUE



a. Tone is the variation from light to dark due to the effect of light on a given surface of a particular object.

b. Value is the degree of lightness or darkness of a particular surface. It is this

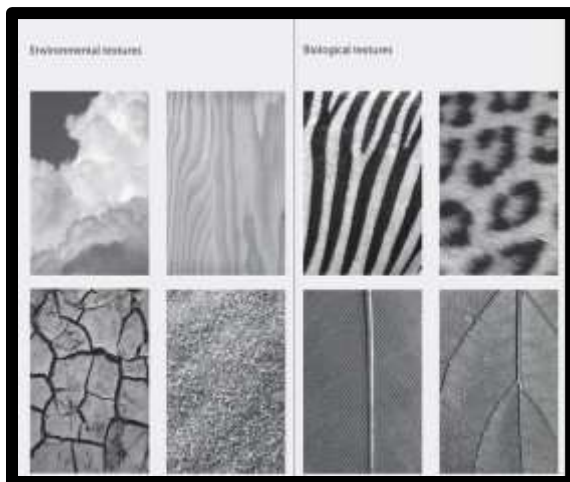
which transforms shape into a given form (three dimension)



Value is used to create an image that feels real and spacious that you could reach right into it and it is enabled by light. Our visual experience and perception of the world depends on light. When an object turns away from a light source it gradually darkens because less light can reach it and it eventually falls into a shadow, meaning light can no longer reach it. This incremental darkness of an object turning away from light creates a range of values.

Through these differences in values we see form and it is through this range of values that objects appear three dimensional. There should be strong value relationships as you create illusions.

Value relationships is how dark or light one value is compared to another. It is the relationship between values of an object that make a realistic illusion.



6. TEXTURE is the surface quality of a given object. It can be smooth, coarse, rough oily etc

The two type of texture are visual texture which is felt by the sense of touch eg a tree bark is rough on sight and touch, and tactile texture which is perceived as rough by the eyes but in actual sense it is not rough to touch eg patterns on clothes.

In art texture is categorized in the following ways:

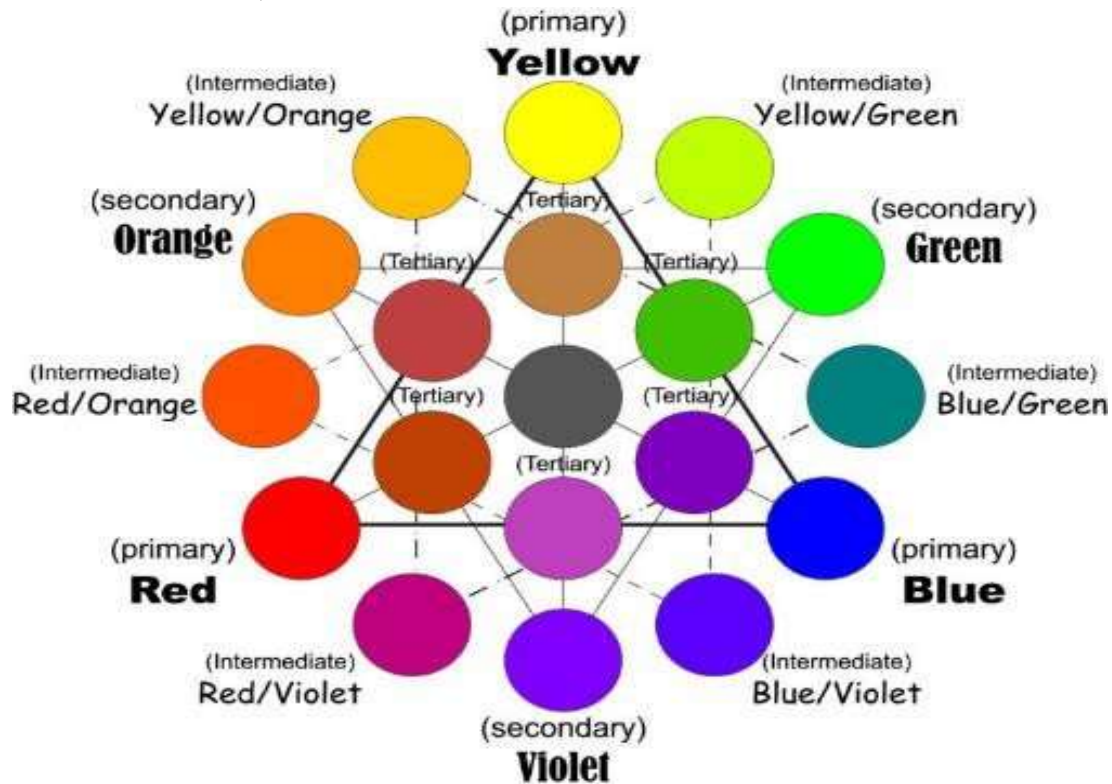
- Artificial texture; is the type of texture created and designed by human beings using a given tool for a specific purpose. It aimed to enrich patterns of a given article.

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- Naturalistic texture (simulated texture); is that which relates to the natural appearance of the object being represented in the given article. For example representing hair texture on a sculptural head.
- Abstract texture; (invented texture) is that one created to make patterns on an article not related to the natural appearance of the object represented.
- Glyptic texture; (actual texture) is one which appears on a given article in relation to the material in which it was made. For example texture of wood in wood sculpture.

7. COLOUR in art we refer to it as a sensation caused in your eyes as you observe a given object. It greatly depends on how an object absorbs or reflect light. Colour can be categorized as being warm or hot (such red orange yellow), cool or dull such as purple, blue, green and brown.



In art we refer to Colour as a sensation caused in your eyes as you observe a given object. It greatly depends on how an object absorbs or reflect light. Colour can be categorized as being warm or hot (such red orange yellow), cool or dull such as purple, blue, green and brown. In art there are three categories of colours , the basic colours are primary colours. When you mix these you get secondary colours and when you mix a secondary colours with a primary colour you get tertiary colours.

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Colour is either cool or hot or warm. Examples of cool colours are blue green while orange yellow and red are warm or hot clouds

There are three properties to color. The first is hue, which simply means the name we give to a color (red, yellow, blue, green, etc.). The second property is intensity, which refers to the vividness of the color. A color's intensity is sometimes referred to as its "colorfulness", its "saturation", its "purity" or its "strength". The third and final property of color is its value, meaning how light or dark it is. The terms shade and tint refer to value changes in colors.

In painting, shades are created by adding black to a color, while tints are created by adding white to a color.

Complimentary colours are those lying opposite each other on the colour wheel. (Examples red and green, yellow and purple) Can they identify these from their wheel?

The high contrast of complementary colors creates a vibrant look especially when used at full saturation. Using this color scheme must be carefully done because these colors tend to fight each other. The best way to use one of them with low saturation toned down with either tints or shades.

Complementary colors are tricky to use in large doses, but work well when you want something to stand out.

Caution. Never to use complementary colors for text.

On the other hand are analogous colours or harmonious colours. These are colours lying next to each other on the colour wheel. They usually match well and create serene and comfortable designs.

Analogous color schemes are often found in nature and are harmonious and pleasing to the eye. Make sure you have enough contrast when choosing an analogous color scheme. Choose one color to dominate, a second to support. The third color is used (along with black, white or gray) as an accent

8. STRUCTURE is the general appearance of an object according to its inner mass. It is the buildup of a given object, formed by a combination of different forms artistically arranged together.

You have seen the elements of art. But they do not work on their own, you need principles of art for effective message delivery.

PRINCIPLES OF ART AND DESIGN

Principles of art will help you to arrange or organize the elements of art as you create a visual image. They help you to organize and establish a way other people would react to your work.

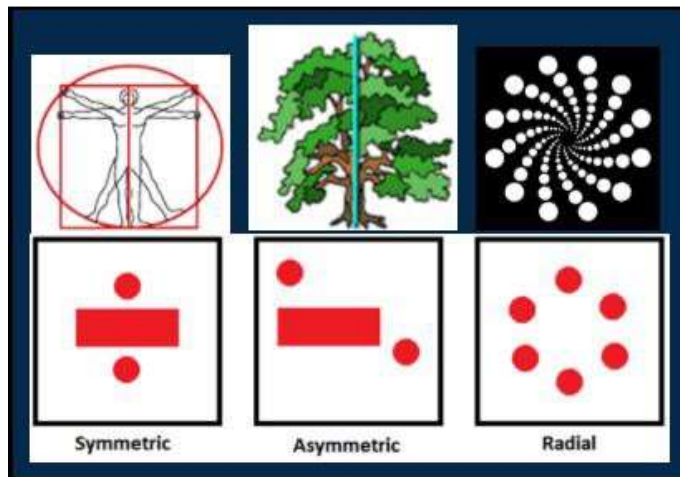
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Principles of art are important because;

1. They help us organize the elements of art during the process of making an art work.
2. They help the artist to plan for effective message delivery.
3. They help to establish the way other people react towards or appreciate our work.
4. They add to the technical language used in art and design.

The principles of art include; balance, contrast, proportion, rhythm, unity, pattern, perspective, harmony, emphasis and variety.

Balance; is achieved when you create a state of visual equilibrium with visual weight in your work. There are three types of balance



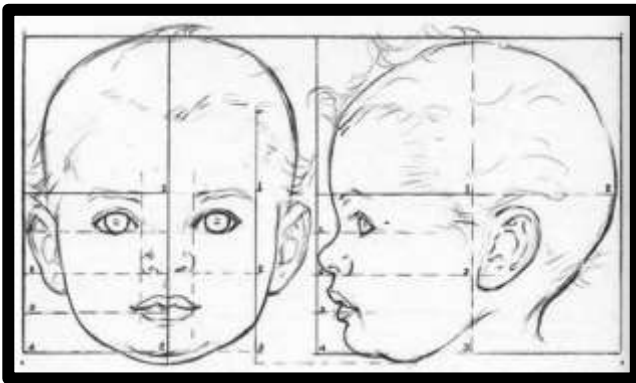
Symmetrical or formal balance is one achieved when two opposite sides of an artwork appear the same if an imaginary line is vertically or horizontally drawn through the middle.

Asymmetrical or informal balance is one achieved when two opposite sides of an art work appear different but equal if an imaginary line is vertically or horizontally drawn through the middle.

Radial balance is the type of balance where shapes or lines tend to grow from the centre of an art work.



Contrast is the use and arrangement of opposite elements and effects in a work of art to create visual excitement and variety. For example light and dark colours large and small shapes smooth and rough textures. The greater the difference the greater the contrast. The way the artist used colour yellow against reds and black create sharp contrasts.



Proportion is the relationship in size amount and location of something compared to another. It goes hand in hand with scale. Imagine a life size cow appearing in the size of a goat. Or a cork appearing in the size of a turkey. You can have exaggeration in your work with reason otherwise no one expects realistically a baby to be bigger than its mother. The picture shows an

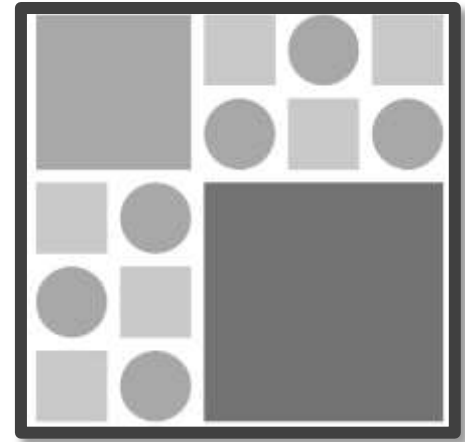
example of proportion taken from a child's head. The eyes ears nose and mouth are naturally supposed to be in specific places given the right measurements.



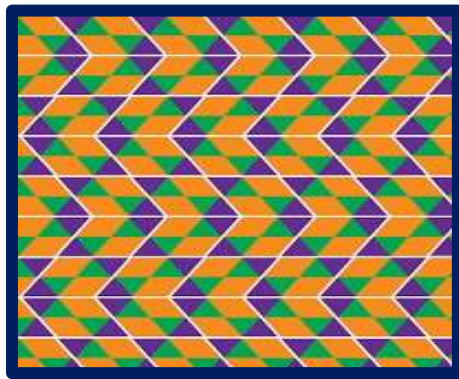
Rhythm/Visual Movement. This is movement observed in an art work. It is achieved when you lead the viewers eyes throughout the composition by using lines contrasting shapes, repeated elements or colours within an artwork. You can relate visual rhythm to musical or dance rhythms. The way the music flows when you listen to it is the same way an art work should communicate to its viewers. Elements should be used under the rules of the principle to give the feeling of motion and guide the viewer throughout the art work

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Unity is when everything works together in an art work. All elements must be used together to achieve unity. The picture shows how the artist has used shapes and size to create unity. The big dark grey square relates well with the next big square thus unifying the rest of the sizes in the composition.



← In this picture, the artist creates unity by using same colour but different sizes.

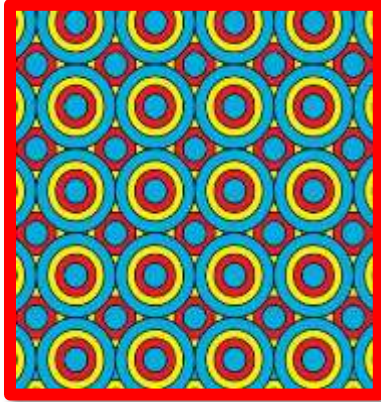


Pattern or Repetition. Is where you repeat elements of art over and over again. You should be careful not to create monotony. Pattern is very important in creating visual movement. In the picture pattern, the artist repeats colours, shapes and lines to create pattern.

Emphasis is when you stress out some subjects more dominantly than others through proper use of elements. An area in a given art of work is emphasized more than others. This area is called a focal point, to pull the viewers' attention to that particular part in a work of art.

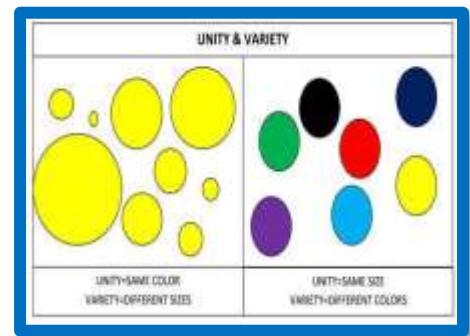


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Harmony is when you use similar elements throughout a given art work, they should be arranged in an interesting way. It is achieved by combining the principles of pattern and rhythm together. Imagine a group of dancers with uncoordinated moves, they look awkward and irritating. Elements of art should be arranged in an interesting way. In the picture the artist uses circles of different sizes and colours repeated in an organised way to create harmony.

Variety refers to the use of different elements of art in a given piece of work. Variety reduces monotony and boredom. You need to be careful as you apply this principle in your work because there has to be harmony and balance.



Attempt these questions in your drawing books

STILL LIFE AND NATURE 612/2

Make a study or studies of an uprooted plant with roots visible.

GRAPHICS 612/3

Do research about monograms and design at least 3 different monograms using your initials. Use different colours for each one of them.