

## **Checklist of Assignments for 4/14-5/1:**

*Hello Art II Students! Welcome back from Spring Break!  
First off I miss you all and I hope you all are SAFE and HEALTHY.*

*As I mentioned in several previous emails/newsletters/google classroom, you will be submitting your work via google classrooms. If you have not yet downloaded the google classroom app it is very easy to snap a picture of your work and upload from there! **The assignments below are also found on my teacher website [ellingtonart.com](http://ellingtonart.com) and on google classrooms.***

*If you have any questions I am always available by email at [hellington@piedmontclassical.com](mailto:hellington@piedmontclassical.com)*

*I also hold office hours every day from 11am-12pm. If this time doesn't work for you, please email me and let me know and we will set aside a dedicated time to virtually meet!*

*I appreciate all your hardwork and dedication to my class during these difficult times! Please let me know if you have any questions or need further help!*

*Mrs. Ellington*

**ASSIGNMENTS BY DAY. PLEASE SEE DETAILED ASSIGNMENT INFORMATION AFTER THIS PAGE! As before, you have until 5/1 at 11:59pm.**

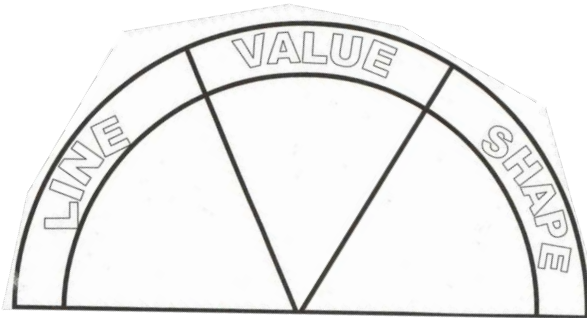
- 1. 4/16- Elements of Art Wheel: Line, Value, Shape**
- 2. 4/17: Elements of Art Wheel: Texture, Space, Form**
- 3. 4/20- Principles of Art and Design: Rhythm/Movement, Emphasis, Contrast**
- 4. 4/21-Principles of Art and Design: Pattern, Balance, Proportion/Scale**
- 5. 4/22- Layers and Shading: Steps 1-2**
- 6. 4/23-Layers and Shading: Steps 3-4**
- 7. 4/24-Layers and Shading: Steps 5-8**

**8. 4/27-5/1: Through the Keyhole Final Drawing!**

# Thursday, 4/16: Elements of Art Wheel: Line, Value, Shape



Finished Example. Please FILL UP THE ENTIRE SPACE for your visual example. Definitions go on the back!



Blank Print Off. Remember, visual examples on the FRONT (fill up the space-see example on the left) Definitions go on the back!

Line		A line is a path made by a moving point through space. It is one-dimensional and can vary in width, direction, and length.
Shape		Shapes are flat, enclosed areas that are two-dimensional (length and height). Artists use both geometric and organic shapes.
Color		Color is perceived by the way light reflects off a surface. There are three properties of color: hue (color name), intensity (strength/purity), and value (lightness and darkness).
Value		Value describes the lightness or darkness of a surface.
Texture		Texture describes the surface quality of an object. Artists use both actual texture (how things feel) and implied texture (how things look like they feel).
Space		Space is used to create the illusion of depth within an artwork. It can also refer to the positive and negative space between, around, or within objects.
Form		Forms are three-dimensional (length, width, height) and can be viewed from many angles. Forms have volume and take up space.

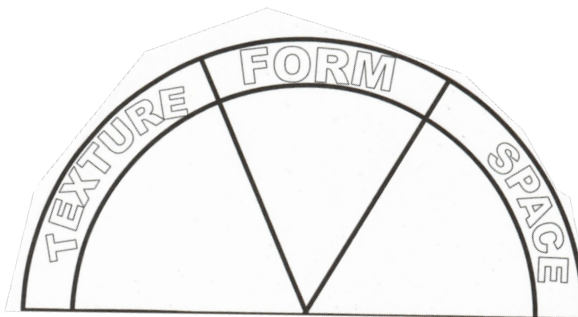
Definitions found on google classrooms and on teacher website!

**\*\*Assignment\*\*:** Please print from Google Classrooms or my teacher website. For today, you will flip over the Elements of Art Wheel. Trace the ENTIRE circle again. Your definitions will go on the BACK. VISUAL examples will be on the FRONT. Please submit to me on GOOGLE CLASSROOMS or you may email me at [hellington@piedmontclasscial.com](mailto:hellington@piedmontclasscial.com) please know my preferred method is Google Classrooms.

# Friday, 4/17: Elements of Art Wheel: Texture, Space, Form



Finished Example. Please FILL UP THE ENTIRE SPACE for your visual example. Definitions go on the back!



Blank Print Off. Remember, visual examples on the FRONT (fill up the space-see example on the left) Definitions go on the back!

Line		A line is a path made by a moving point through space. It is one-dimensional and can vary in width, direction, and length.
Shape		Shapes are flat, enclosed areas that are two-dimensional (length and height). Artists use both geometric and organic shapes.
Color		Color is perceived by the way light reflects off a surface. There are three properties of color: hue (color name), intensity (strength/purity), and value (lightness and darkness).
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Texture		Texture describes the surface quality of an object. Artists use both actual texture (how things feel) and implied texture (how things look like they feel).
Space		Space is used to create the illusion of depth within an artwork. It can also refer to the positive and negative space between, around, or within objects.
Form		Forms are three-dimensional (length, width, height) and can be viewed from many angles. Forms have volume and take up space.

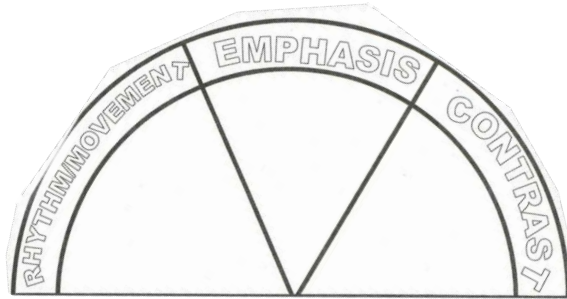
Definitions found on google classrooms and on teacher website!

**\*\*Assignment\*\*:** For today, you are responsible for drawing the visual examples of Texture, Space, and Form. Your definitions will go on the BACK. VISUAL examples will be on the FRONT. Please submit to me on [GOOGLE CLASSROOMS](https://classroom.google.com/join/hellington@piedmontclasscial.com) or you may email me at [hellington@piedmontclasscial.com](mailto:hellington@piedmontclasscial.com) please know my preferred method is Google Classrooms.

# Monday, 4/20- Principles of Art and Design: Rhythm/Movement, Emphasis, Contrast



Finished Example. Please FILL UP THE ENTIRE SPACE for your visual example. Definitions go on the back!



Blank Print Off. Remember, visual examples on the FRONT (fill up the space-see example on the left) Definitions go on the back!

Balance		Balance is the distribution of visual weight in an artwork. The three types of balance are symmetrical (two sides are the same), asymmetrical (two sides are different but visually weighted equally) and radial (design emerges from center point).
Contrast		Contrast is the difference between elements in a composition. This can happen through a variety of elements such as value change, size difference, etc.
Emphasis		Emphasis is the creation of a focal point in an artwork. Emphasis draws the viewer's eye to particular areas of the artwork first.
Pattern		Pattern decorates the artwork with regularly repeated elements such as shapes or color.
Unity		Unity means that all elements within the artwork are in harmony. Variety within elements adds interest to the composition.
Movement		Movement is how the eye travels through an artwork. Movement can lead the viewer from one aspect to another within the composition.
Rhythm		Rhythm is the regular repetition of elements such as line, shape and forms to create interest and consistency.

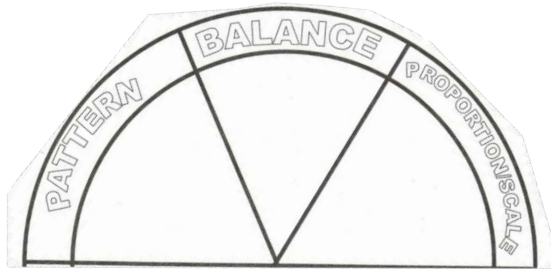
Definitions found on google classrooms and on teacher website!

**\*\*Assignment\*\*:** For today, you are responsible for drawing the visual examples of Proportion/Scale, Rhythm/Movement, Emphasis. Your definitions will go on the BACK. VISUAL examples will be on the FRONT. Please submit to me on [GOOGLE CLASSROOMS](https://classroom.google.com/join/hellington@piedmontclasscial.com) or you may email me at [hellington@piedmontclasscial.com](mailto:hellington@piedmontclasscial.com) please know my preferred method is Google Classrooms.








# Tuesday, 4/21-Principles of Art and Design: Pattern, Balance, Proportion/Scale



Finished Example. Please FILL UP THE ENTIRE SPACE for your visual example. Definitions go on the back!



Blank Print Off. Remember, visual examples on the FRONT (fill up the space-see example on the left) Definitions go on the back!

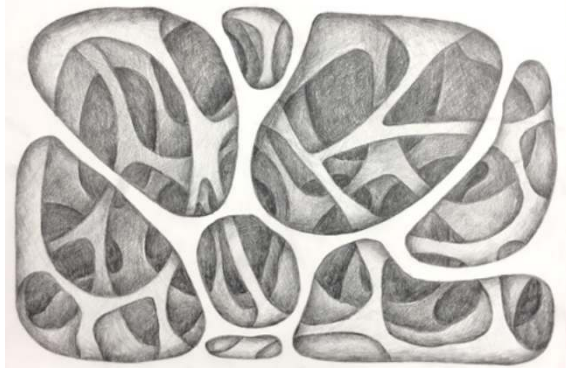
Balance		Balance is the distribution of visual weight in an artwork. The three types of balance are symmetrical (two sides are the same), asymmetrical (two sides are different but visually weighted equally) and radial (design emerges from center point).
Contrast		Contrast is the difference between elements in a composition. This can happen through a variety of elements such as value change, size difference, etc.
Emphasis		Emphasis is the creation of a focal point in an artwork. Emphasis draws the viewer's eye to particular areas of the artwork first.
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Rhythm		Rhythm is the regular repetition of elements such as line, shape and forms to create interest and consistency.

Definitions found on google classrooms and on teacher website!

**\*\*Assignment\*\*:** For today, you are responsible for drawing the visual examples of Pattern, Balance, Proportion/Scale. Your definitions will go on the BACK. VISUAL examples will be on the FRONT. Please submit to me on GOOGLE CLASSROOMS or you may email me at [hellington@piedmontclasscial.com](mailto:hellington@piedmontclasscial.com) please know my preferred method is Google Classrooms.

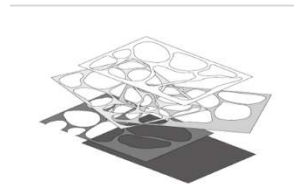


# Shading Layers Requirements 4/22-4/25

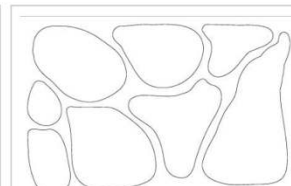


This assignment builds off our previous worksheets of shading, adding value, and layers to artwork! See finished example above!

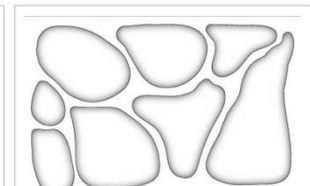
1. Minimum of 6 Organic Round Shapes (see step 1-2)
2. Minimum of 5-6 “layers” (see steps 5-8)
3. Minimum of 4 of shading tones! I should be able to find 4 value tones from light to dark in this abstract pencil drawing!
4. Must be on 8.5x11 blank computer paper



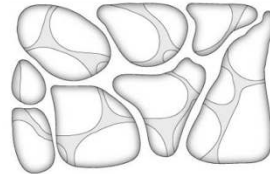
place 4 layers over a background



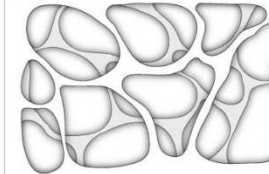
outline 1 layer cutouts



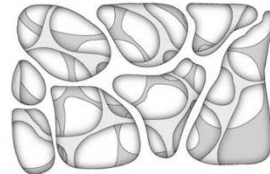
shade inside for drop-shadow effect



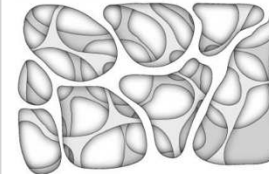
outline 2nd layer cutouts (layer is slightly darker)



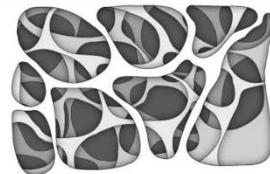
shade inside for drop-shadow effect



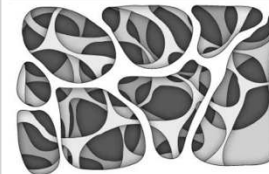
outline 3rd layer cutouts (layer is slightly darker)



shade inside for drop-shadow effect

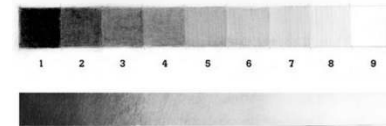


outline 4th layer cutouts (layer is slightly darker)



shade inside for drop-shadow effect

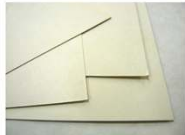
**Quick Step by Step tutorial! I break these down day by day for each step! See next slide!**



**Example of 9 VALUE TONES!**

# Wednesday, 4/22- Layers and Shading: Steps

MATERIALS:



Standard Blank Paper 8.5"x11



Blender if possible or fingers to smudge!



Eraser



Regular Drawing/ Writing Pencil

## 1-2

STEP 2



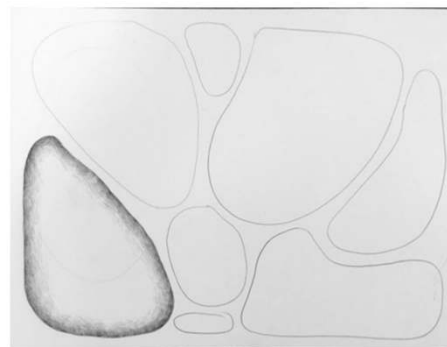
STEP 1



Layer 1

Start with drawing 6-7 organic rounded shapes.

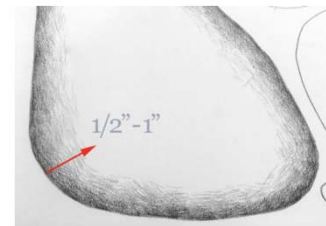
Leave very little space in between the shapes.



Shade inside each shape.

Start at the edge (incorporate the outline into the shading).

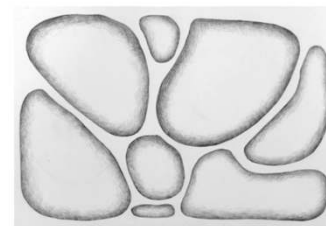
Value should be placed from dark (at the edge) to mid-value - to light - and to fade



The transition from dark to light (fading or "drop-shadow effect") - should be between 1/2" and 1".

If you shade too dark - use an eraser to lighten the area>

Please take time!



Fill in the rest of the shapes.

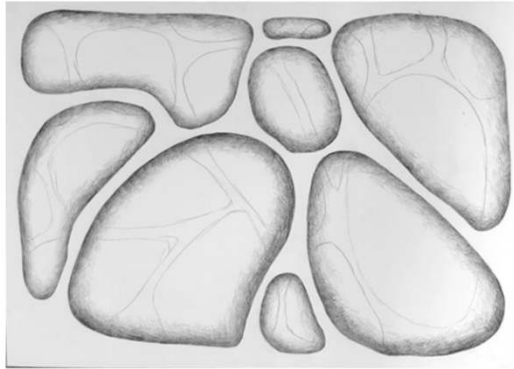
**\*\*Assignment\*\*:** Today you will only do Step 1 on a 8.5x 11 and Step 2. Make sure you shade inside all the shapes! Please submit to me on **GOOGLE CLASSROOMS** under the correct date! OR you may email me at [hellington@pedmontclasscial.com](mailto:hellington@pedmontclasscial.com) please know my preferred method is Google Classrooms. \*MINIMUM OF 6 Organic Round Shapes\*



# Thursday, 4/23-Layers and Shading: Steps 3-4



STEP 3



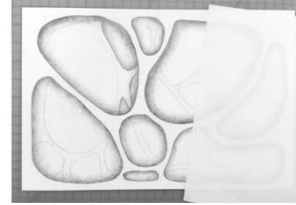
## Layer 2

Start working on the 2nd layer.

Draw similar shapes (lightly) - breaking at the first layer's outlines.

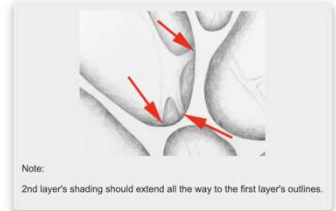


STEP 4



Apply drop shadows to the 2nd layer's shapes in the same manner as you did on the first layer.

Use a piece of paper to cover a portion of your drawing to protect it from smudging.



Note:

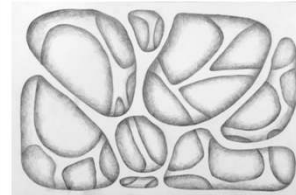
2nd layer's shading should extend all the way to the first layer's outlines.

Continue shading the 2nd layer



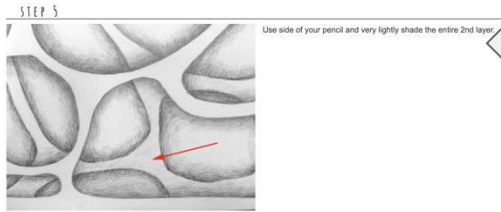
Now, that you are done adding the drop shadows, we need to make the 2nd layer appear a little further away.

The only way to do it is to change its value.

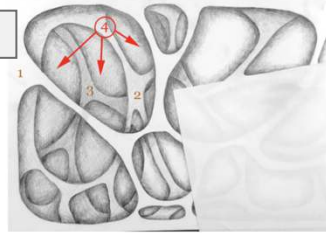


**\*\*Assignment\*\*:** Today you will only do Step 3 on a 8.5x 11 and Step 4. Make sure you shade inside all the shapes! Please submit to me on **GOOGLE CLASSROOMS** under the correct date! OR you may email me at [hellington@piedmontclasscial.com](mailto:hellington@piedmontclasscial.com) please know my preferred method is Google Classrooms. \*MINIMUM OF 6 Organic Round Shapes AND 5 to 6 LAYERS\*

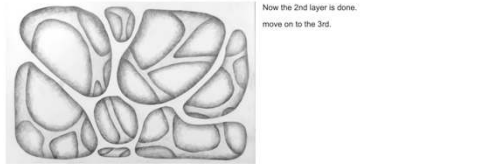
# Friday 4/24-Layers and Shading: Steps 5-8



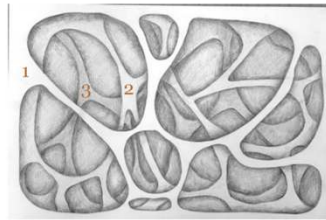
#5



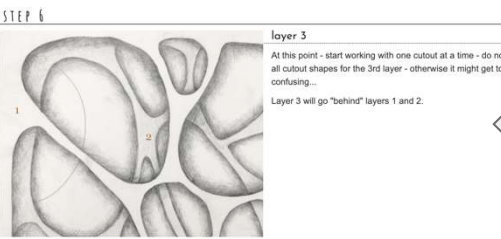
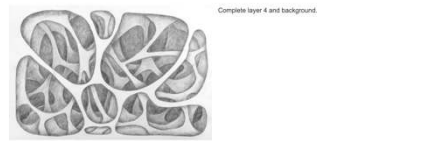
step 7>  
Shade layer 3 darker than layer 2.  
(Compare layers 1, 2, and 3 at this time. There should be a distinct difference in values.)  
You can shade layer 4 at this time too.



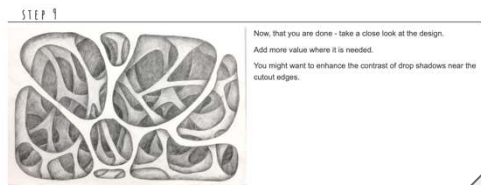
#7



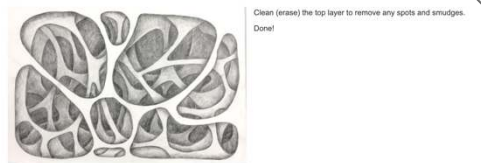
#8



#6



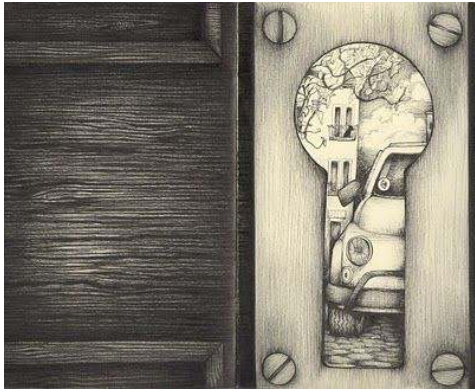
#9



FINISHING TOUCHES!

**\*\*Assignment\*\*:** Today you will only do Step 5-8. Please submit to me on **GOOGLE CLASSROOMS** under the correct date! OR you may email me at [hellington@pedmontclasscial.com](mailto:hellington@pedmontclasscial.com) please know my preferred method is Google Classrooms. **\*MINIMUM OF 6 Organic Round Shapes AND 5 TO 6 LAYERS\***

# Through the Keyhole Requirements 4/27-5/1:



This assignment builds off our previous worksheets of shading, adding value, and layers to artwork!

Below are your requirements for this project. First off I want to take a moment to explain the big idea behind this project. We are all living in a temporary new “normal” while we are all quarantined! Your “inside the keyhole” will represent what others may see if they were to see inside your home during this time. Are you frustrated like the example on the right? Do you spend the majority of time in your room like the example on the left? I want you to express your journey during this time with a drawing. Please see your requirements below!

1. Must have a keyhole that fills up 85-90% percent of the page.
2. Must have some type of interior drawn inside the keyhole itself. What you choose for the interior is up to you. It could be your room, a portrait of yourself during this time, a family member, or whatever you decide but **THINK BIG!** Ask yourself, if I was an outsider looking in at you during this quarantine time, what would I see?
3. Must include at least 5-6 tones of value (meaning I should be able to find 5-6 shades of value in your drawing from light to dark! Think back on the value scale the previous week by drawing facial features or shading FORMS!
4. Must have a **DETAILED** exterior around your keyhole. Meaning keyholes are on doors, so what type of background would you have? Wooden? Chipped paint? Glass? Ask yourself...how is this door a reflection of my actual environment (where I physically am right now). \*If you have color pencils, water color, or paint at home you may use them or pencil!\*

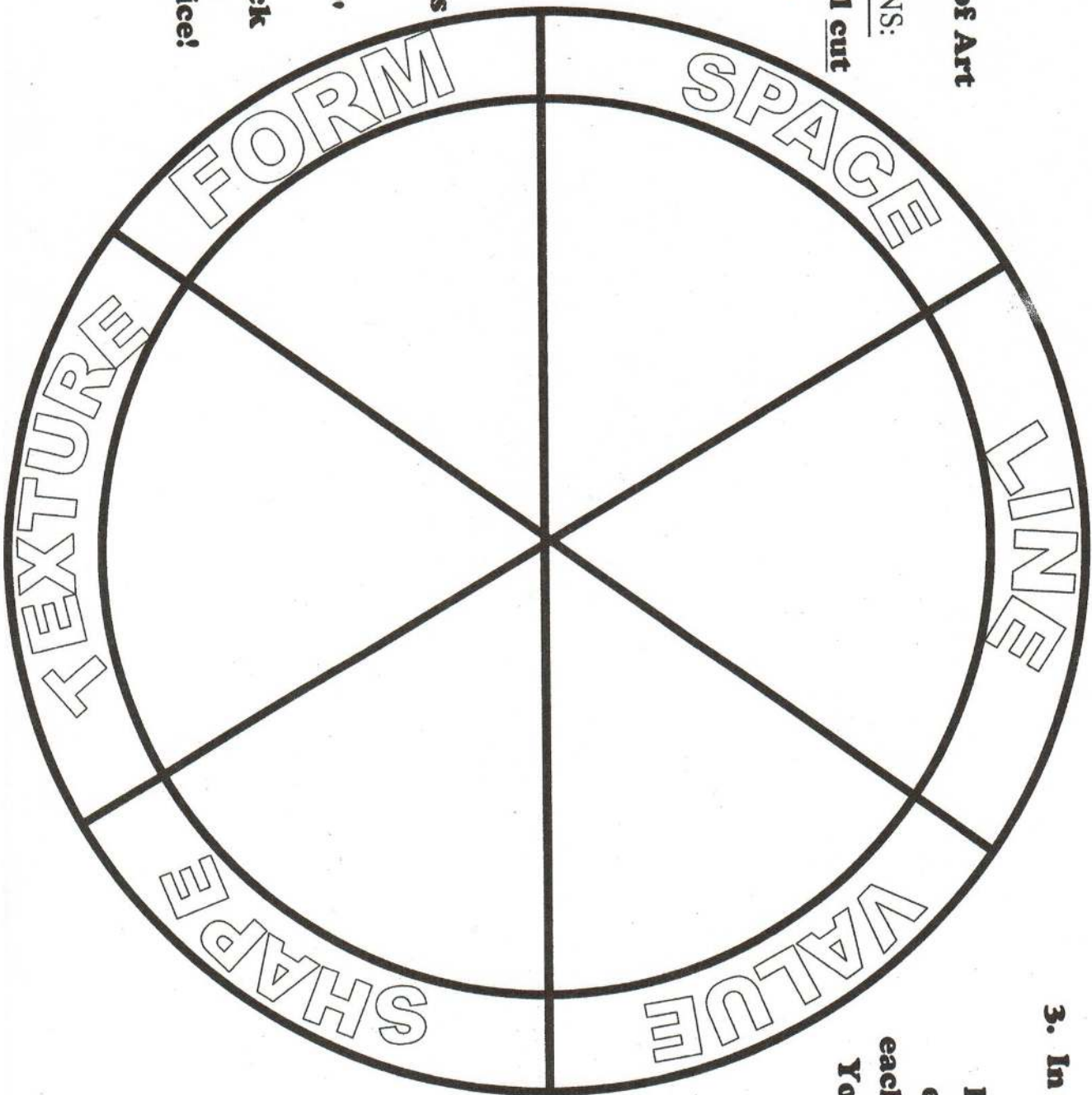




# Elements of Art

## DIRECTIONS:

- 1. You will cut this OUT! DO NOT WRITE OUT-SIDE THE CIRCLE!**
- 2. Copy the definitions on the "crust of the pizza." OR write on the back inside the correct slice!**



- 3. In each slice, create a DETAILED example of each Element! Your IMAGE should be shaded or colored!**





# The Elements of Art

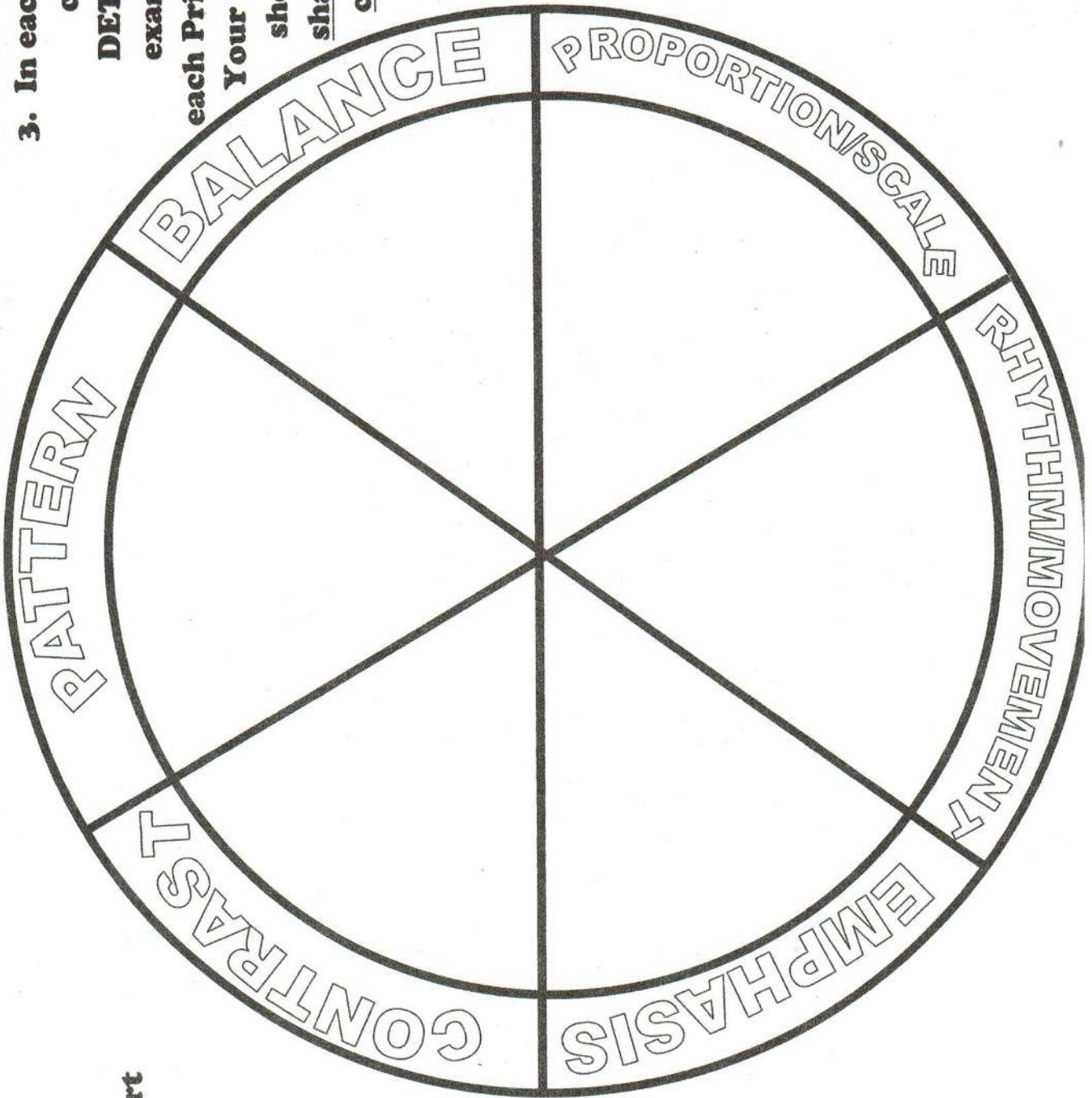
The building blocks of making art

<b>Line</b>		A line is a path made by a moving point through space. It is one-dimensional and can vary in width, direction, and length.
<b>Shape</b>		Shapes are flat, enclosed areas that are two-dimensional (length and height). Artists use both geometric and organic shapes.
<b>Color</b>		Color is perceived by the way light reflects off a surface. There are three properties of color: hue (color name), intensity (strength/purity), and value (lightness and darkness).
<b>Value</b>		Value describes the lightness or darkness of a surface.
<b>Texture</b>		Texture describes the surface quality of an object. Artists use both actual texture (how things feel) and implied texture (how things look like they feel).
<b>Space</b>		Space is used to create the illusion of depth within an artwork. It can also refer to the positive and negative space between, around, or within objects.
<b>Form</b>		Forms are three-dimensional (length, width, height) and can be viewed from many angles. Forms have volume and take up space.

The Art of Education | [www.theartofed.com](http://www.theartofed.com)



**3. In each slice create a DETAILED example of each Principle Your IMAGE should be shaded or colored**



**Principles of Art**

**DIRECTIONS:**

**1. You will cut this OUT! DO NOT WRITE OUT. SIDE THE CIRCLE!**

**2. Copy the definitions on the "crust of the pizza." OR write on the back inside the correct slice!**














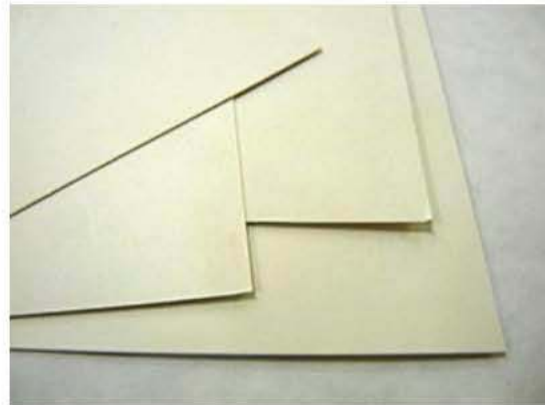
# The Principles of Design

The tools to plan and organize artwork

<b>Balance</b>		Balance is the distribution of visual weight in an artwork. The three types of balance are symmetrical (two sides are the same), asymmetrical (two sides are different but visually weighted equally) and radial (design emerges from center point).
<b>Contrast</b>		Contrast is the difference between elements in a composition. This can happen through a variety of elements such as value change, size difference, etc.
<b>Emphasis</b>		Emphasis is the creation of a focal point in an artwork. Emphasis draws the viewer's eye to particular areas of the artwork first.
<b>Pattern</b>		Pattern decorates the artwork with regularly repeated elements such as shapes or color.
<b>Unity</b>		Unity means that all elements within the artwork are in harmony. Variety within elements adds interest to the composition.
<b>Movement</b>		Movement is how the eye travels through an artwork. Movement can lead the viewer from one aspect to another within the composition.
<b>Rhythm</b>		Rhythm is the regular repetition of elements such as line, shape and forms to create interest and consistency.

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# MATERIALS:



**Standard Blank Paper 8.5"x11**



**Blender if possible or fingers to smudge!**



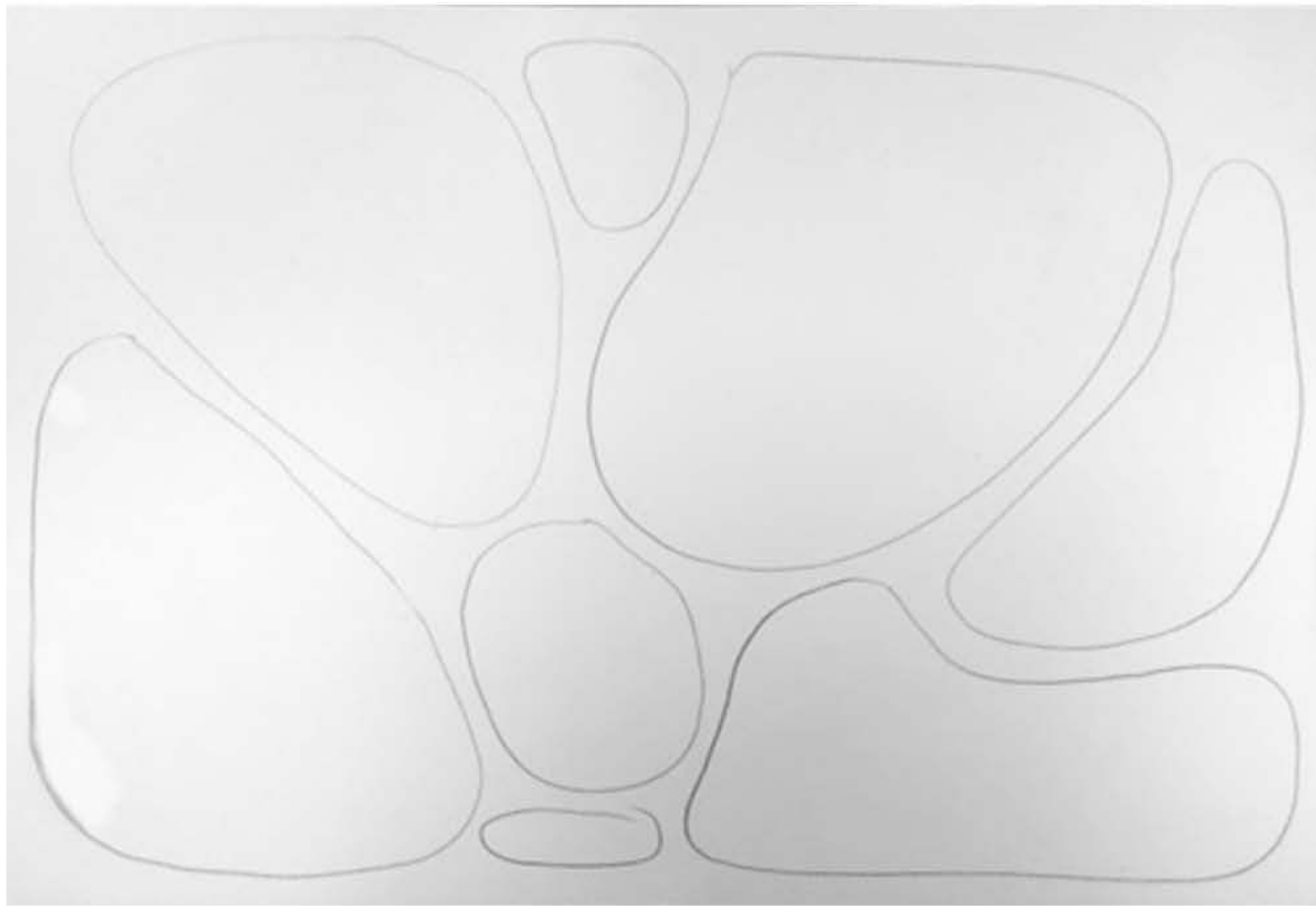
**Eraser**



**Regular Drawing/ Writing Pencil**

# STEP 1

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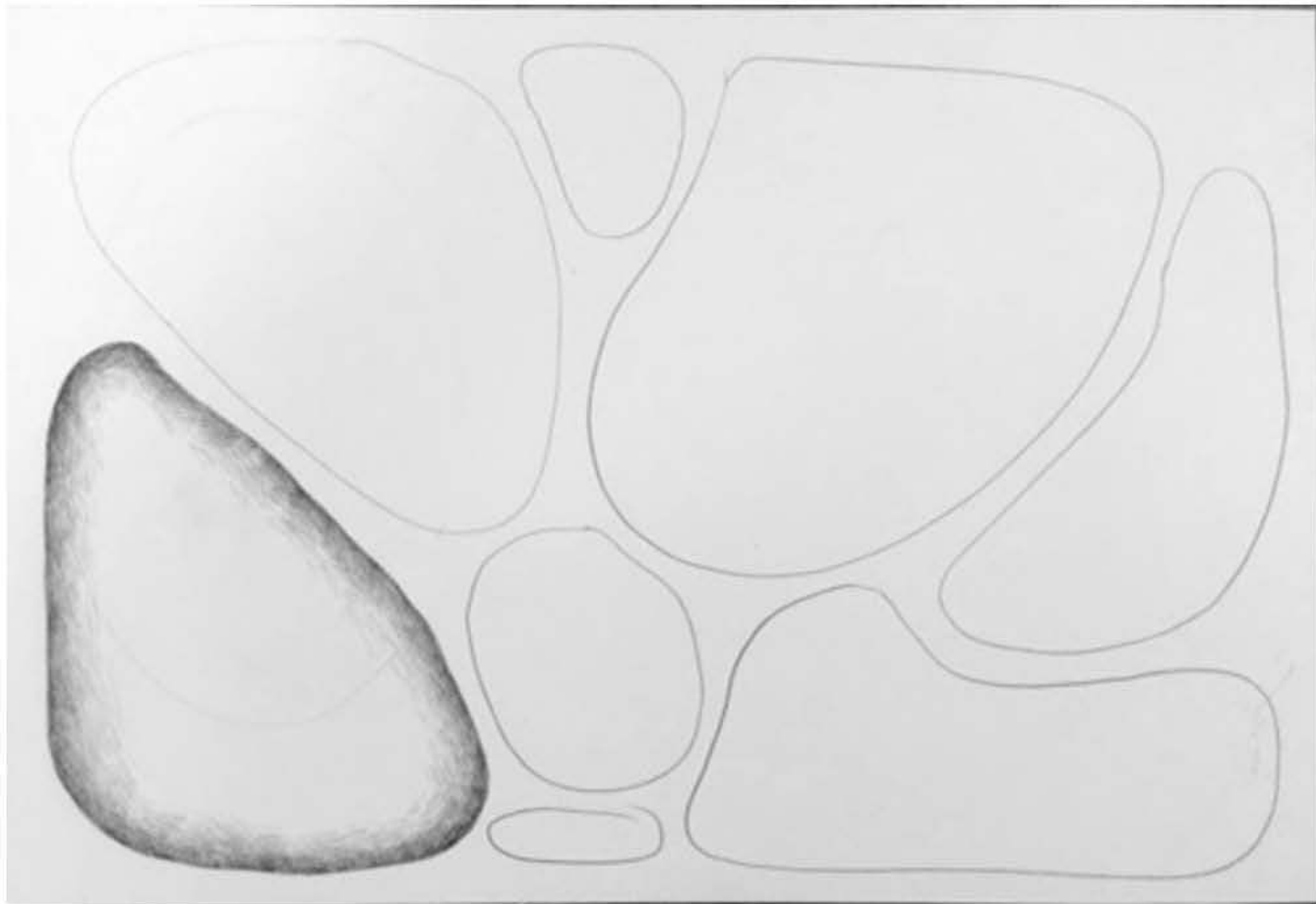
## Layer 1

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Start with drawing 6-7 organic rounded shapes.

Leave very little space in between the shapes.

## STEP 2

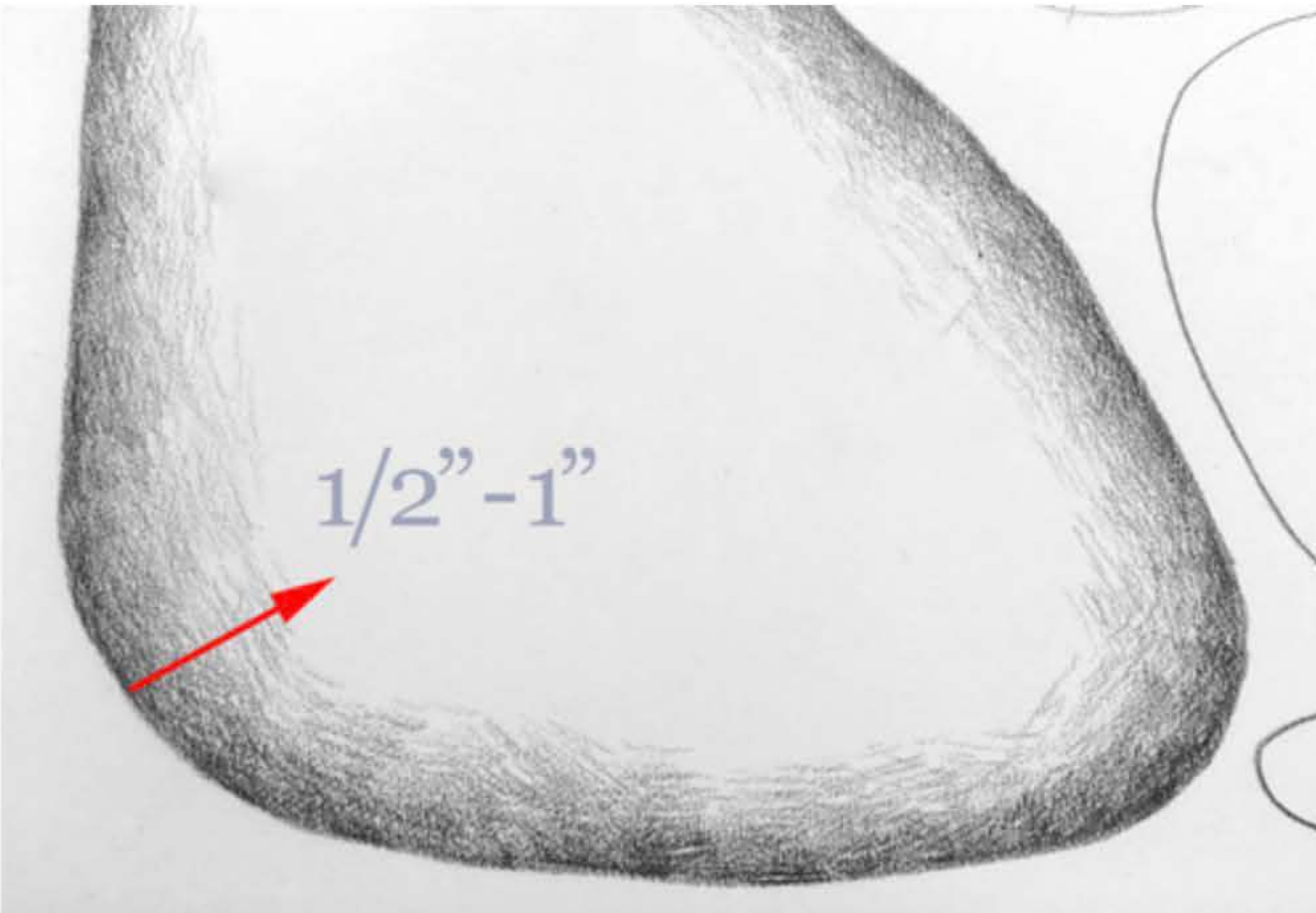


Shade inside each shape.

Start at the edge (incorporate the outline into the shading).

Value should be placed from dark (at the edge) to mid-value - to light - and to fade

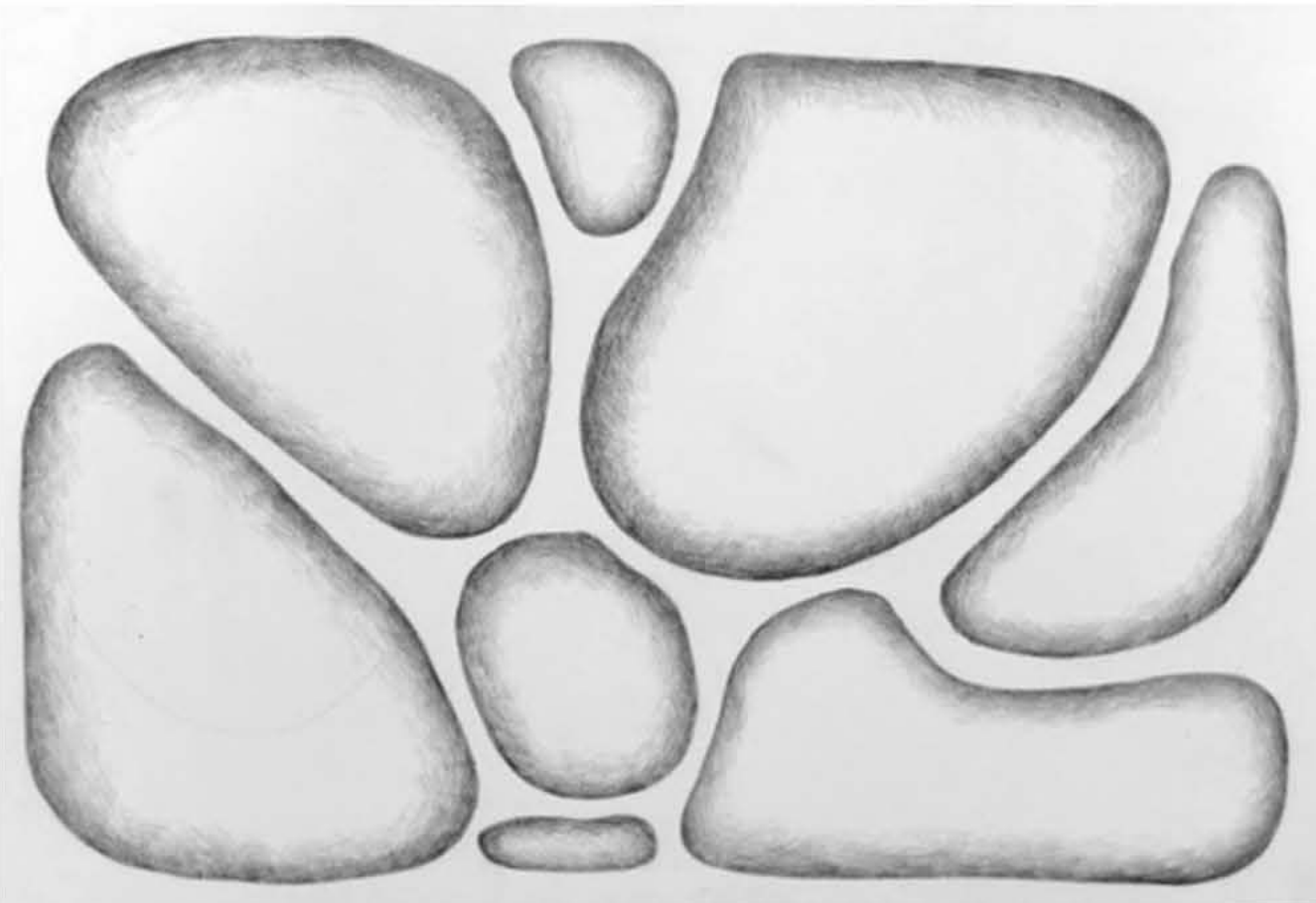




The transition from dark to light (fading or "drop-shadow effect) - should be between 1/2" and 1".

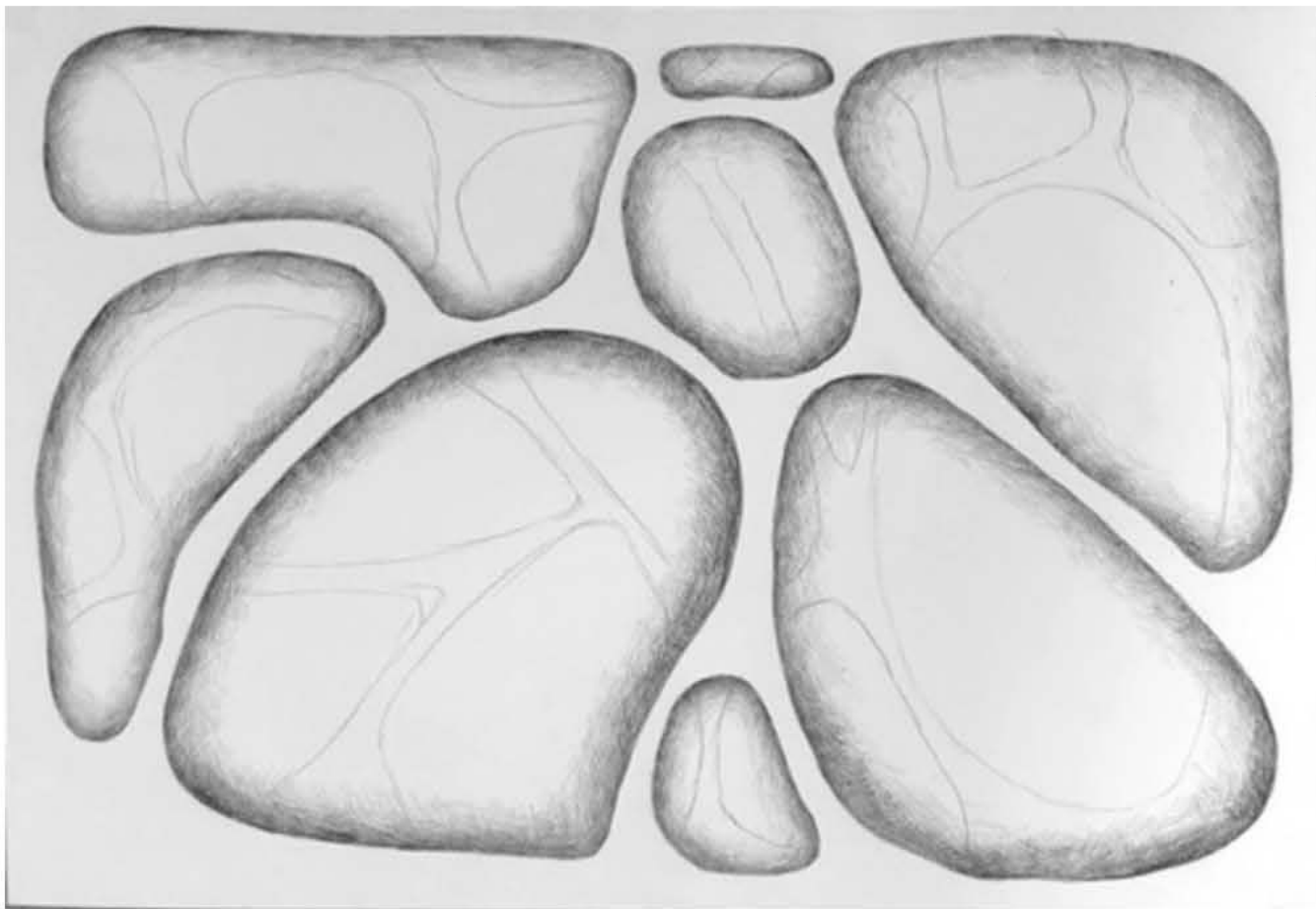
If you shade too dark - use an eraser to lighten the area>

Please take time!



Fill in the rest of the shapes.

## STEP 3



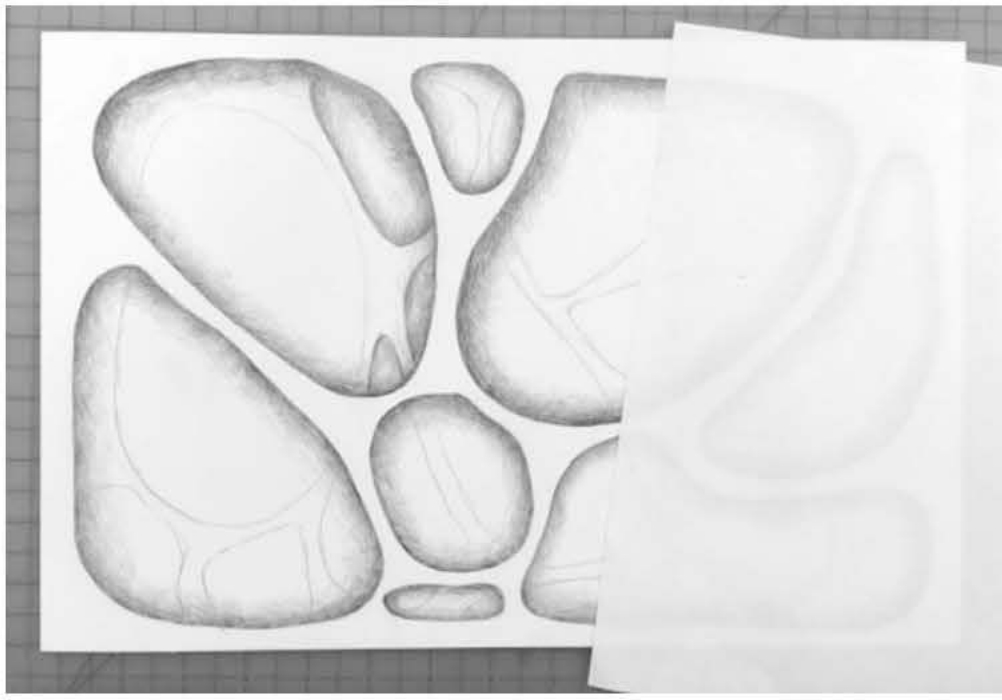
### Layer 2

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Start working on the 2nd layer.

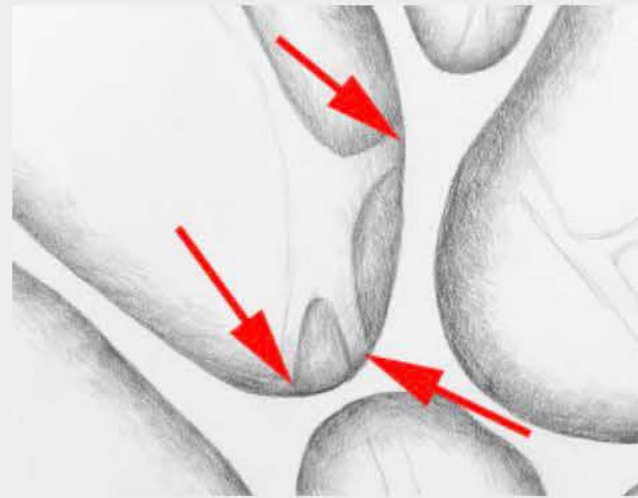
Draw similar shapes (lightly) - breaking at the first layer's outlines.

## STEP 4



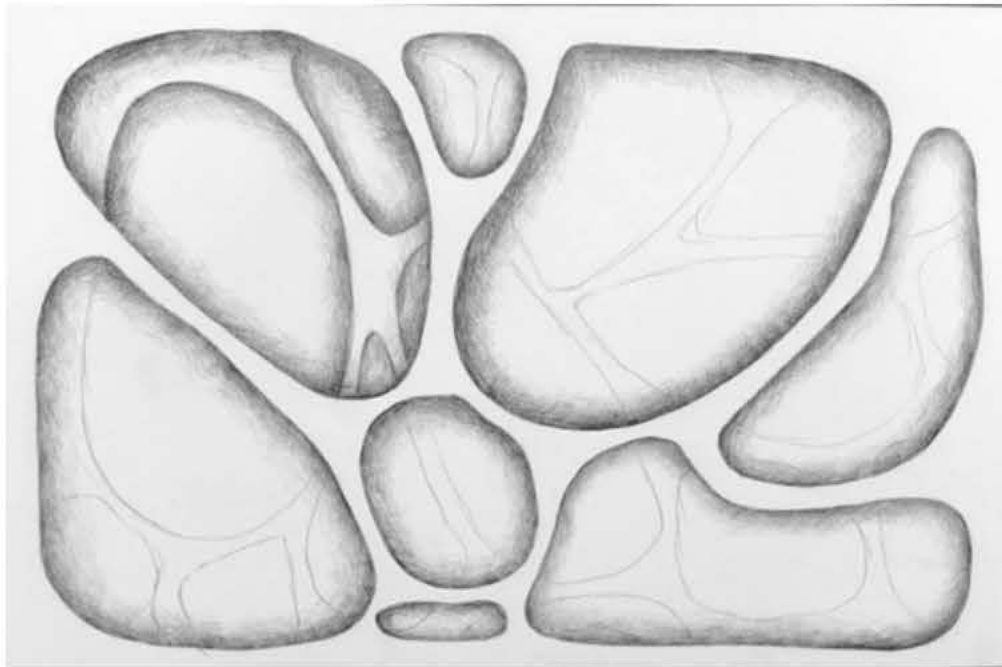
Apply drop shadows to the 2nd layer's shapes in the same manner as you did on the first layer.

Use a piece of paper to cover a portion of you drawing to protect it from smudging.

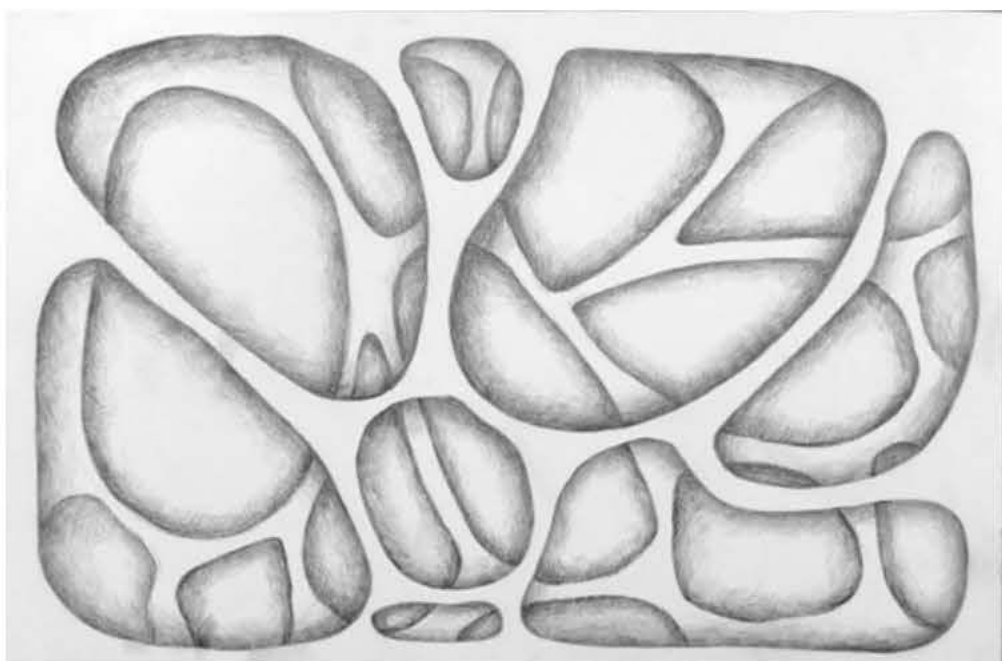


Note:

2nd layer's shading should extend all the way to the first layer's outlines.



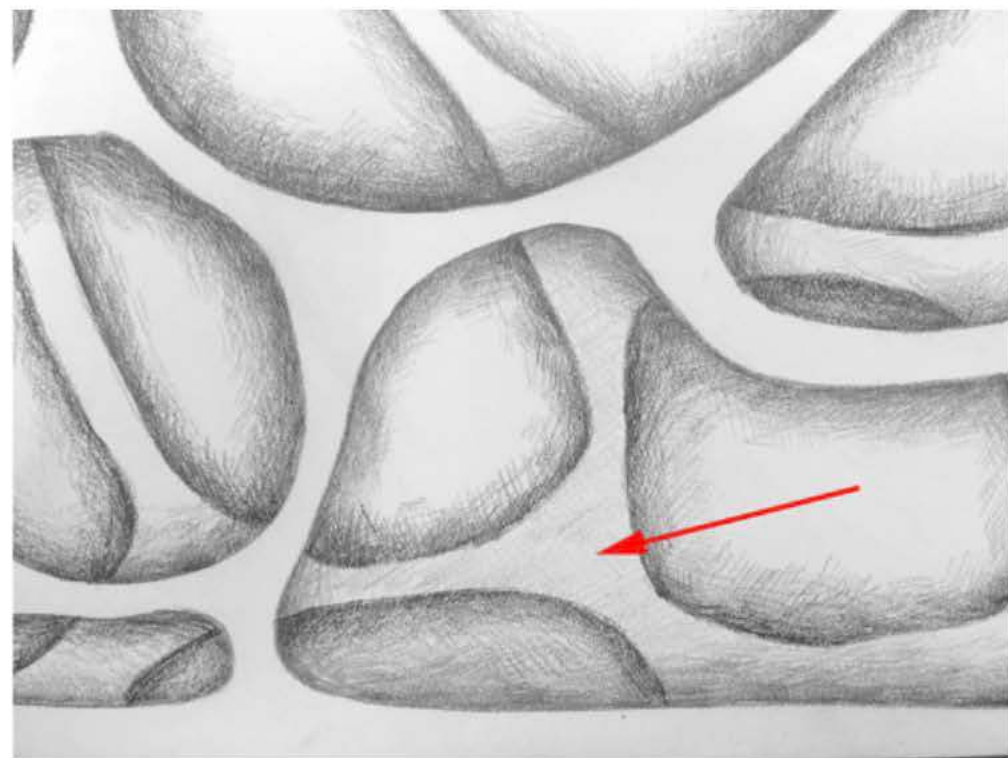
Continue shading the 2nd layer



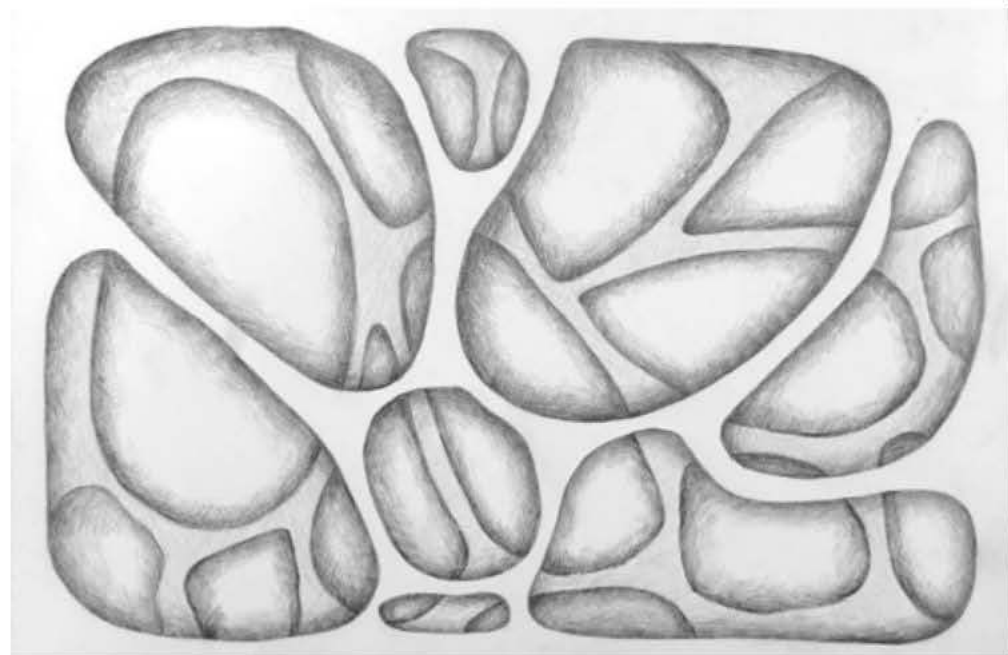
Now, that you are done adding the drop shadows, we need to make the 2nd layer appear a little further away.

The only way to do it is to change its value.

## STEP 5



Use side of your pencil and very lightly shade the entire 2nd layer.



Now the 2nd layer is done.

move on to the 3rd.

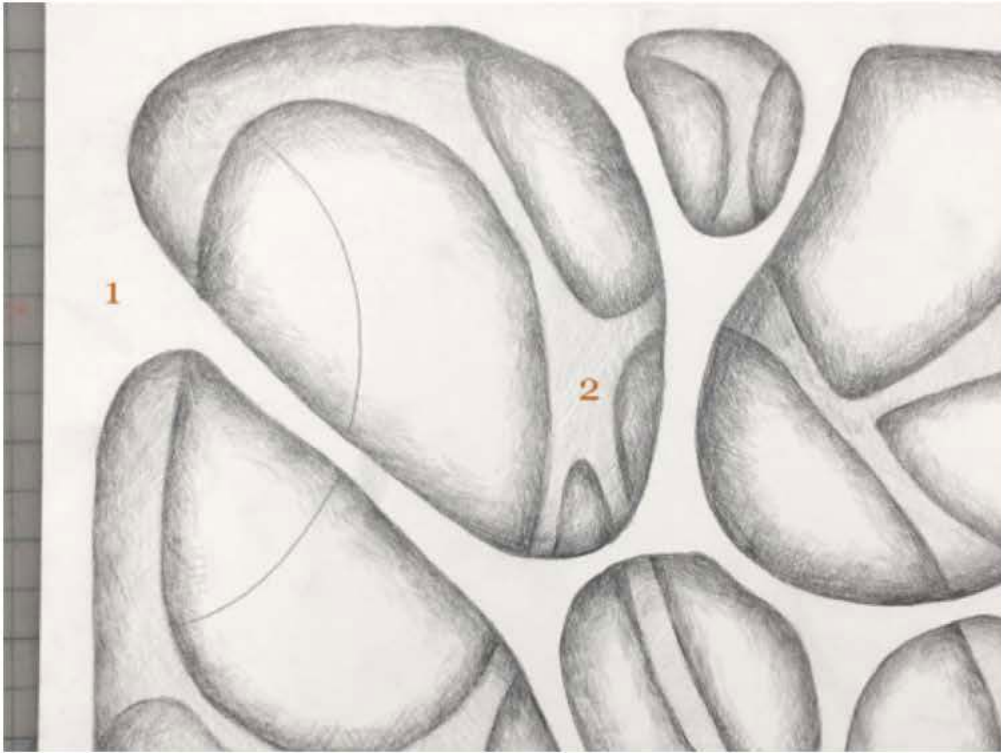


## STEP 6

### layer 3

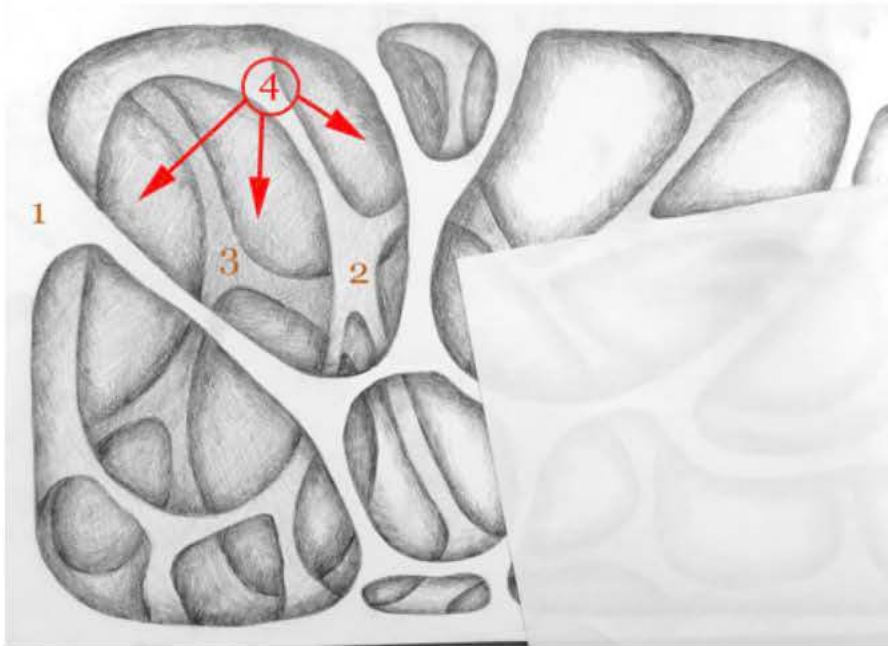
At this point - start working with one cutout at a time - do not draw all cutout shapes for the 3rd layer - otherwise it might get too confusing...

Layer 3 will go "behind" layers 1 and 2.



Shade inside the cutout shape.



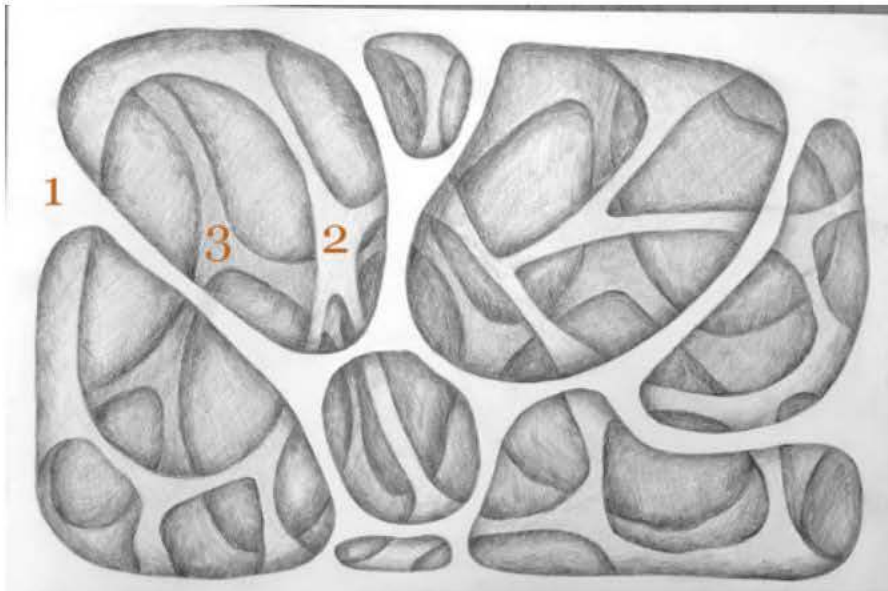


step 7>

Shade layer 3 darker than layer 2.

(Compare layers 1, 2, and 3 at this time. There should be a distinct difference in values.)

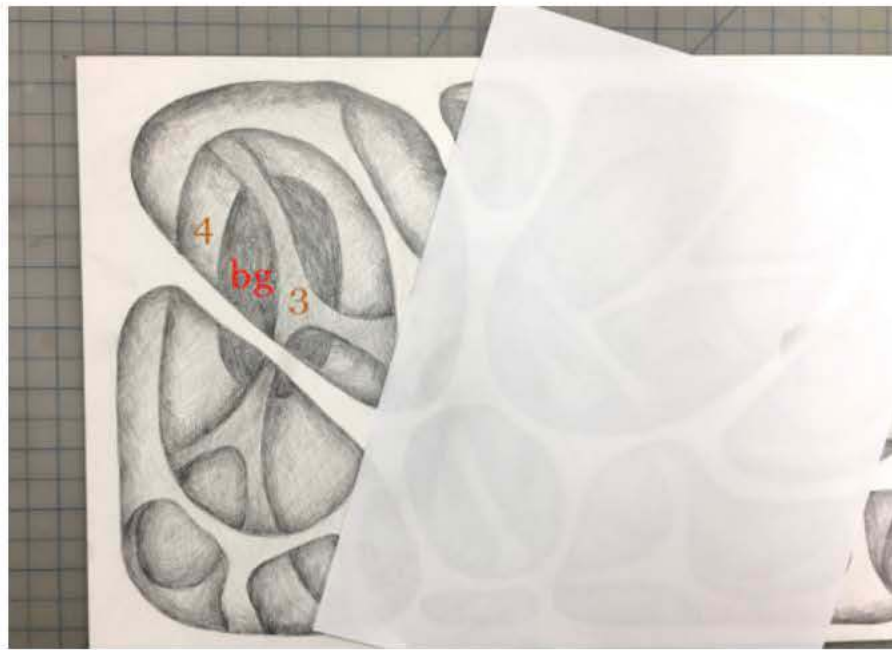
You can shade layer 4 at this time too.



Complete layer 3.



## STEP 8



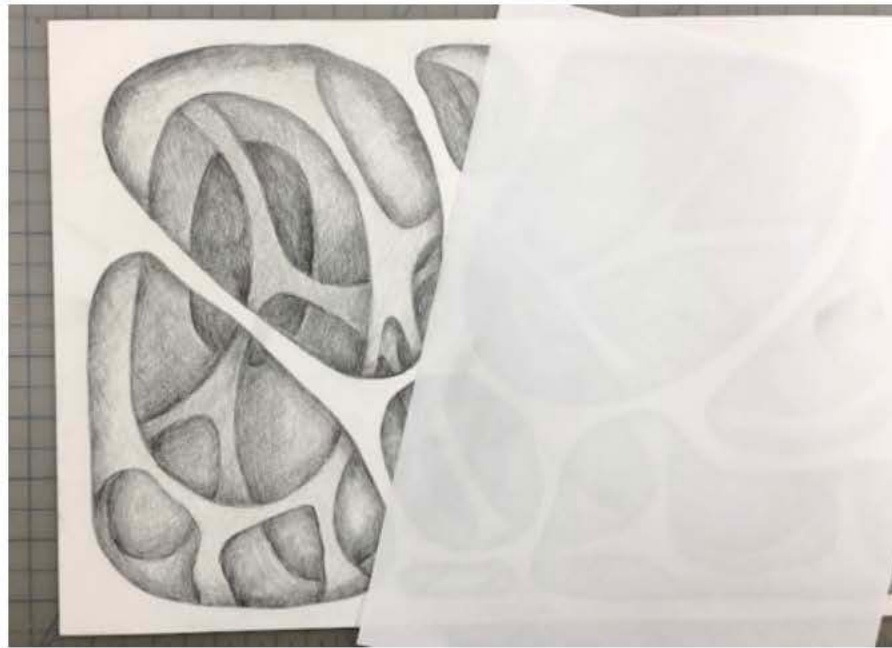
### layer 4

Draw cutout shapes on layer 4.

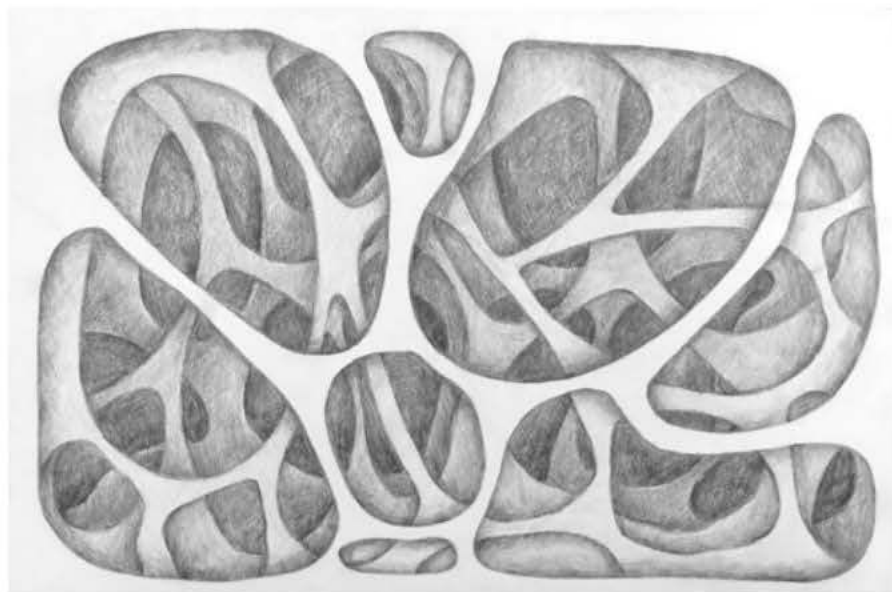
That will reveal a dark background.

Shade in the background.

Continue working with one shape at a time.



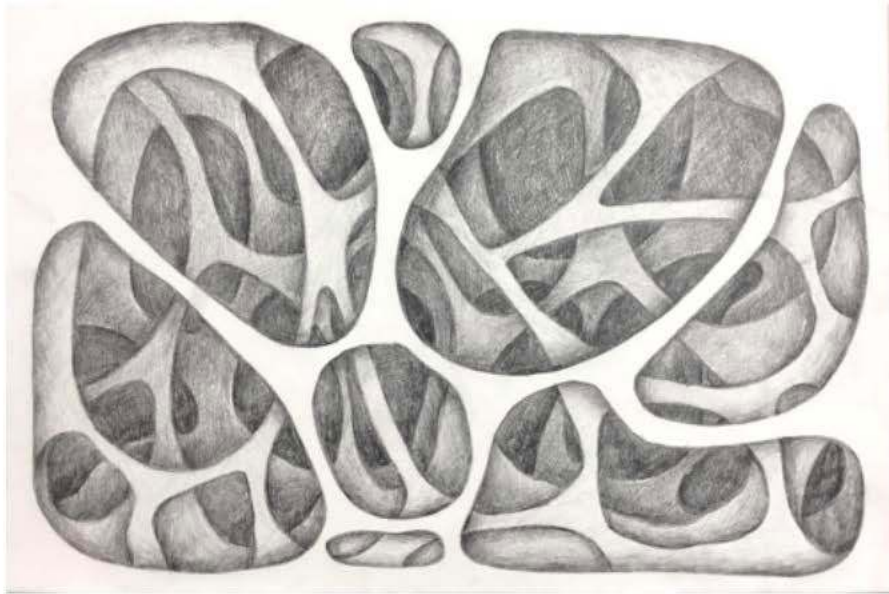
Again, double-check the layers values.



Complete layer 4 and background.

## STEP 9

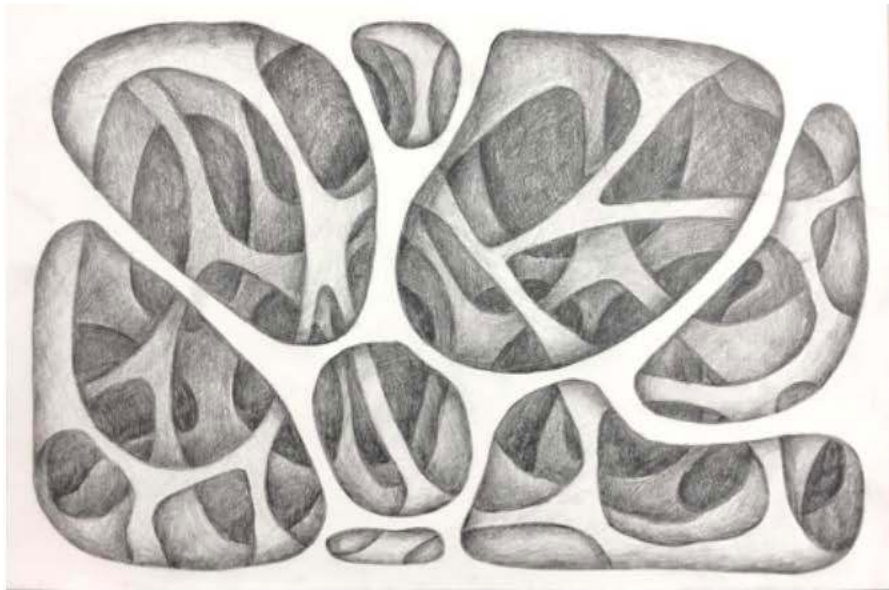
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Now, that you are done - take a close look at the design.

Add more value where it is needed.

You might want to enhance the contrast of drop shadows near the cutout edges.



Clean (erase) the top layer to remove any spots and smudges.

Done!

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