



Art Skills Booklet

Name:

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Group:

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Checklist

1. Gradual blending
2. Variety of tone
3. Neat shading
4. Direction of line

To be able to successfully complete this project you will need to practise the following technical art skills. These skills are really important during Key stage 3 and you will find that you will be using these skills a lot in secondary school. You will find that they cross over to different medias like oil pastels, chalks and even paint.

On the left of the page is your checklist of skills, think about which one you are really good at already and which one is an area for improvement.

Your goal is to perfect these skills. Your challenge is to go and teach 5 other people these skills at the end of this project and help them improve their artistic skills.

Make a list of the 5 people you want to teach:

1.
2.
3.
4.
5.

We hope you enjoy this project and learn a lot of invaluable skills that will last you a lifetime.



GRADUAL BLENDING



- Tones are so smoothly blended that you cannot tell where one tone starts or ends
- There are no gaps in between shading
- lines are parallel to each other
- Pressure has been gradually released



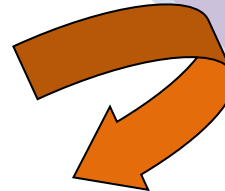
- Tones are varied but you can see where one tone stops and the next one starts
- There are loads of gaps
- The lines aren't parallel to each other.
- Pressure is inconsistent as doesn't get lighter gradually

Gradual blending is all about making sure that your tones are so smoothly blended so that you cannot tell where one tone starts or ends.

Tones should flow into each other without gaps.

This applies to whatever material you are using and regardless of whether you are using just tone or colour.

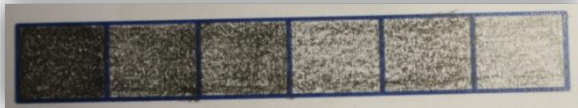
Now it's time for you to put this knowledge into practice. Below are 3 boxes for you to practise this skill in.



VARIETY OF TONE



- Full tonal range present, you can see dark tones of black; mid tones of greys and light tones of really pale greys and white.
- Pencil used was sharp.
- Set of tonal pencils were used
- Pressure was released to achieve lighter tones.



- Full tonal range not present, tones all look like similar grey mid tones.
- Pencil used was blunt
- Person used a standard 2B pencil
- Pressure applied was not varied and they did not change position of where they held pencil.



Variety of tone is all about achieving the fullest range of tones possible.

This ranges all the way from black, through to all of the mid tone greys and then all the way to white.

You can achieve a wide range of tones by changing the amount of pressure you apply with a pencil.

Remember to make sure that your pencil tip is sharp as this will help make your shading neater but also darker.

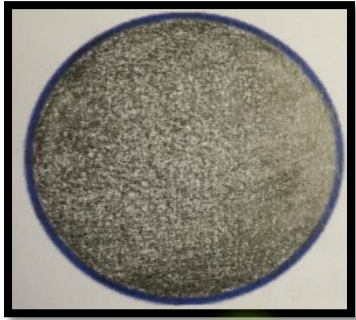
If you are struggling to achieve light tones, try holding your pencil higher up (possibly in the middle) this will make sure you can't press too hard. Now it's time for you to put this knowledge into practice. Below are 3 boxes for you to practice this skill in.



Notice below how you can achieve a tonal scale in colour, these are called shades. Notice how the shades of blue go from dark navy blue all the way to light blue.



NEAT SHADING



- Shading goes right up to outline
- Shading does not go over the outline
- Tone is applied with an even pressure
- There are no gaps in between pencil strokes
- Pencil strokes are short and close together
- Pencil strokes are parallel to each other and do not cross over.



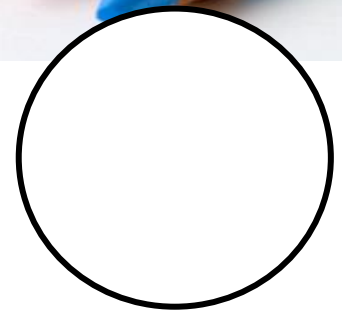
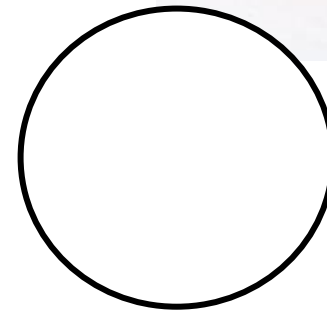
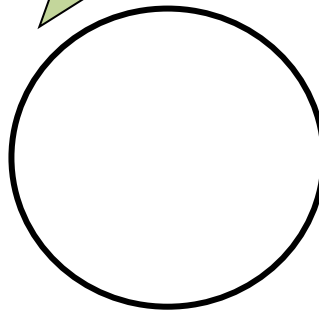
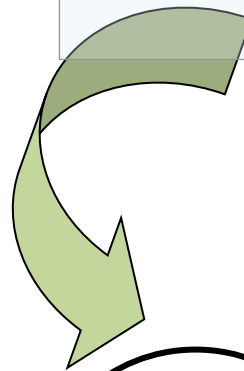
- Shading does not go right up to edge and there are gaps
- Shading goes over the outline
- Tone is applied unevenly
- There are gaps in between pencil strokes
- Pencil strokes are too long
- Pencil strokes are not parallel and cross over in many directions making it look messy.

Neat shading is making sure that your work is presented in a neat way that does not ruin the quality of your drawing.

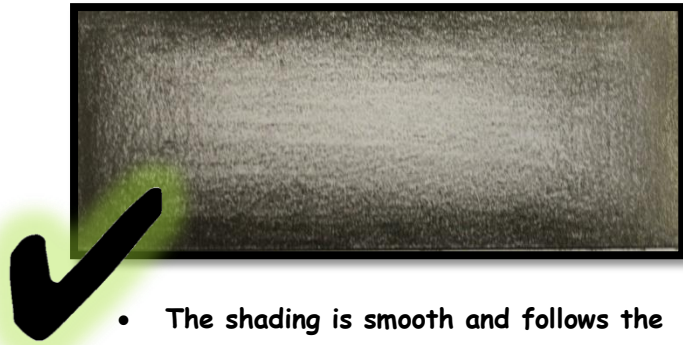
Neat shading needs patience and control of the material you are using. A piece of work can easily be ruined by rushing and scribbling tone.

You will need to look at the visual examples below and also read their descriptors to understand the mistakes you could be making when shading in your work.

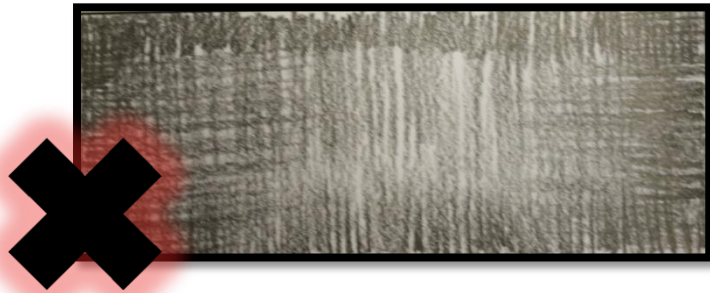
Now it's time for you to put this knowledge into practice. Below are 3 circles for you to practice your shading skill in.



DIRECTION OF LINE



- The shading is smooth and follows the curve and direction of the outline.
- Notice how the circles shading doesn't move inwards
- The rectangles shading is applied in



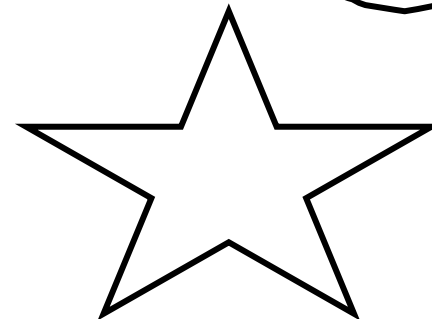
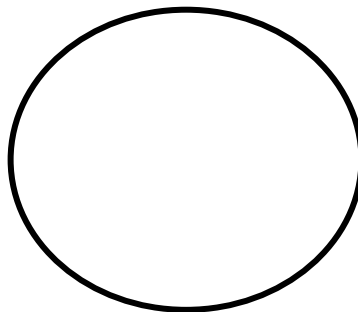
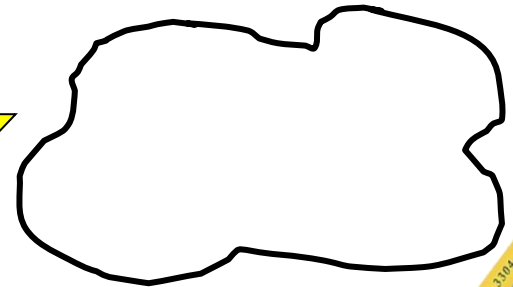
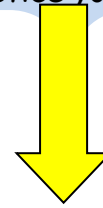
- The shading is applied in the opposite direction of the outline.
- The circles shading is applied in straight lines and in the opposite direction which makes gradual blending difficult.
- The lines flatten the shape and look too textural

The direction of line that you add to a drawing is important in how 3D an object will look. Incorrect direction of line can flatten a shape and reduce its 3D qualities.

Your direction of line when shading should always follow the direction that the outline travels in. If your shape is round then your shading should flow with the curves of the outline. If your shape is straight then your lines should also be straight but still following the direction that the outline follows.

Look at the visual examples and read their descriptors of good and bad direction of line. This should help you identify any mistakes you have been making.

Below are some shapes for you to practice your this skill in.



What do I need to improve?

Checklist

1. Gradual blending /10
2. Variety of tone /10
3. Neat shading /10
4. Direction of line /10

Mark each art skill out of ten. A score of 10 would mean that you have perfected this skill and your ability is exceptional; a score out of 1 would mean that you are really struggling and have to practice this skill.

Discuss your work with somebody else and get them to score what level they think you are working at. Then get them to write you an Area For Improvement Target below and discuss/or get them to demonstrate how to improve your target.

It would be wise to work on a target for the skill you have given the lowest level to.

AFI:

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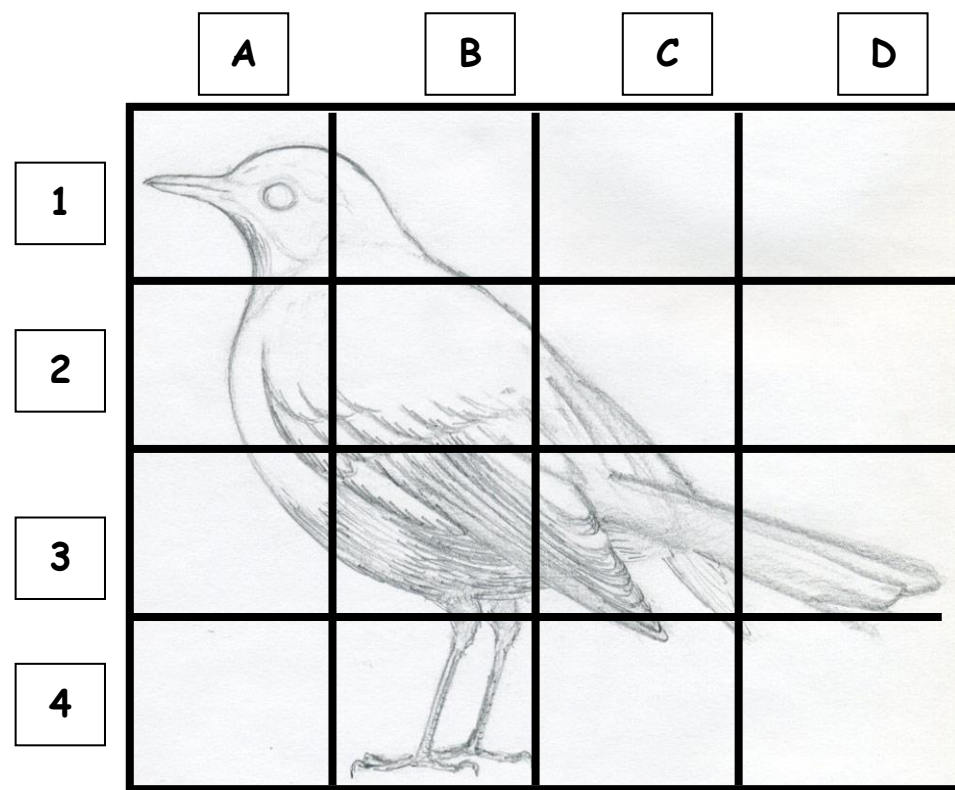
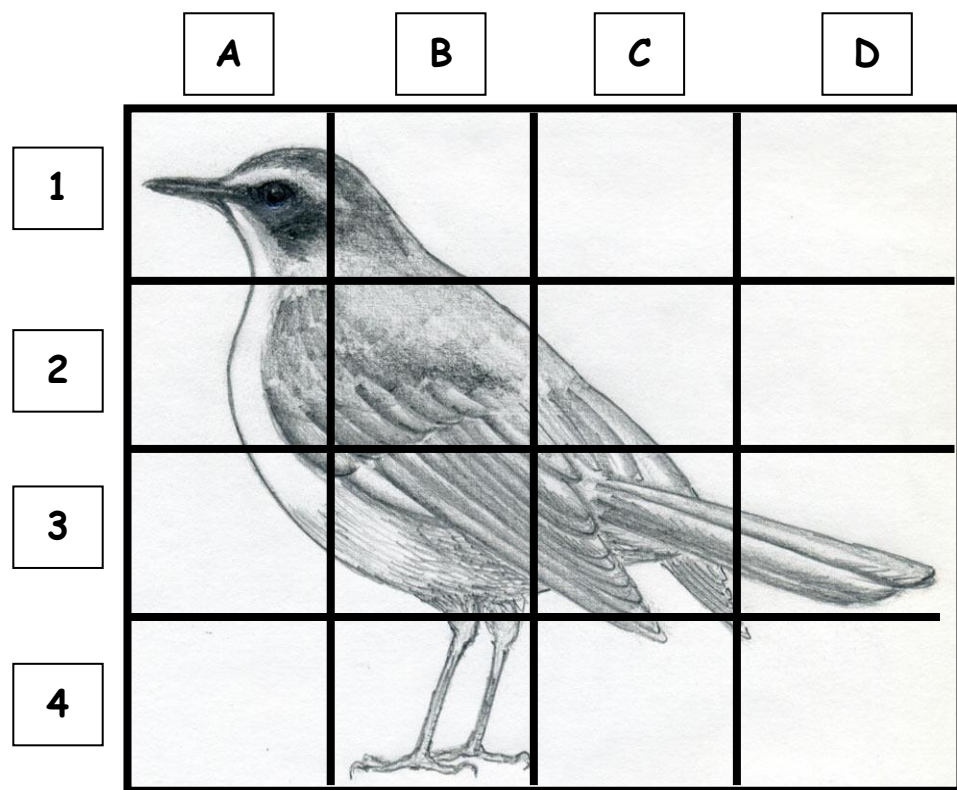
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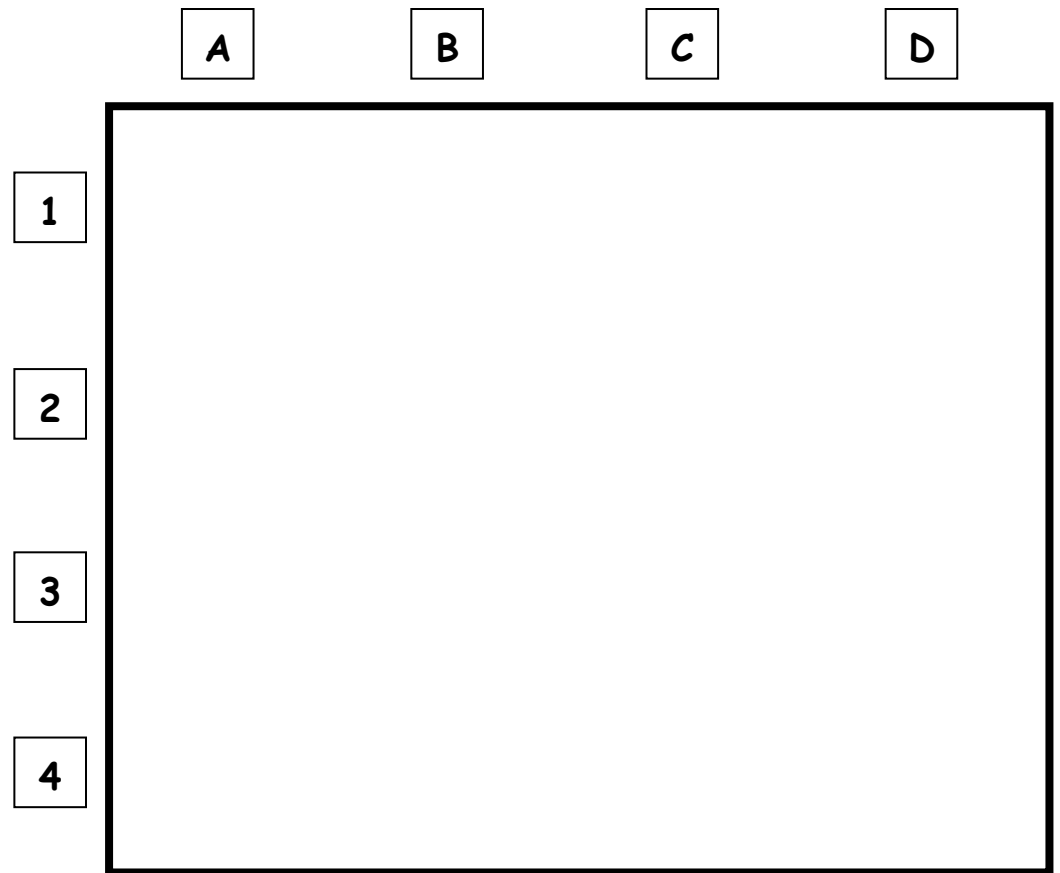
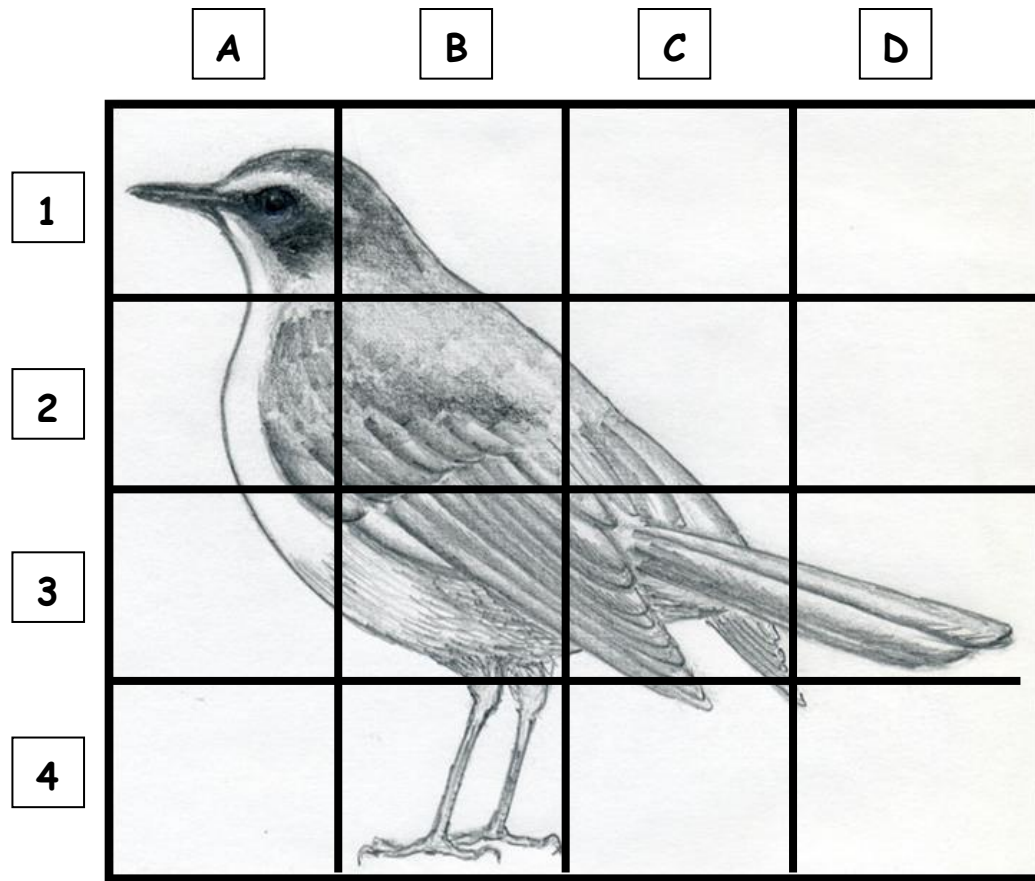


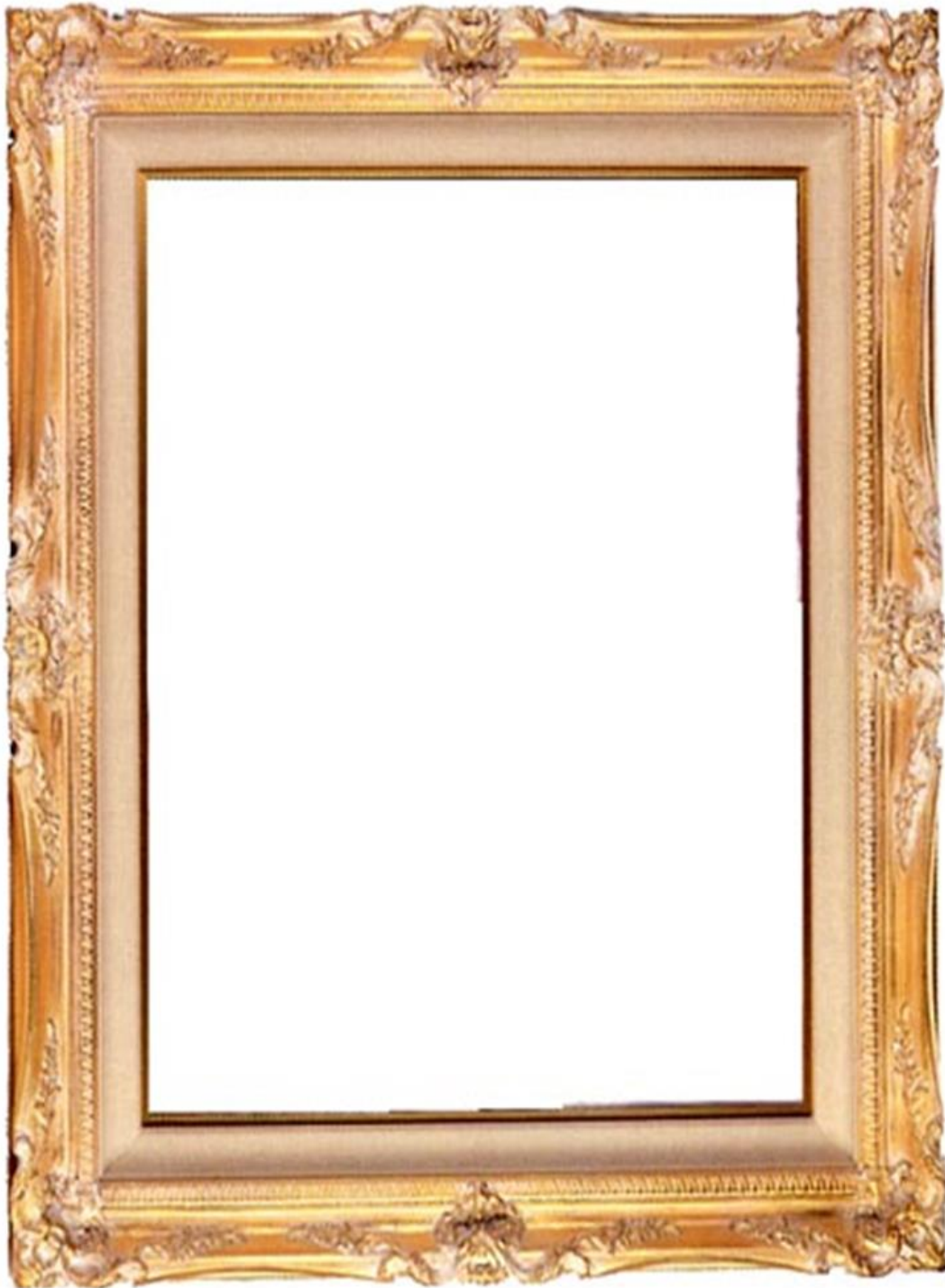
Using a grid to achieve accurate drawings

1. Draw out your grid very lightly; this means the lines can be rubbed out when your outline is finished. Use a ruler to ensure that your lines are straight and the same distance apart.
2. Try to use a sharp light sketching pencil (a HB pencil would be ideal). Use light pressure to sketch your outlines lightly, this means any mistakes can be rubbed out.
3. Use the co-ordinates to carefully add the outline where it sits in the box. Keep checking for accuracy.
4. Rub out gridlines when the outline is complete.



Now it's your chance to have a go. There is a blank grid for you to add your gridlines in lightly. After you have finished your outline, maybe try adding shaded tones; using the techniques you have practiced previously in the booklet. Remember to try to add a wide variety of tones, with neat shading and smooth gradual blending.





Review

Hopefully you have enjoyed this project and experienced a taster of what you are about to learn at secondary school.

What have you enjoyed most?

Do you think you are better at art now and what skill have you improved the most?

What was it like to work with someone and be shown how to do it?

Are you excited about art at Secondary school?