Sketchbook Distortion- Week 7 q3

<u>Directions:</u>
You have 15 mins to complete the following in your sketchbook:
How would you distort the objects using the elements of art?

1. **Examine the 3 objects at your table and figure out how you would distort them using the elements of art (line, shape, texture, color, value, and form)**
2. **Using your full page, draw the objects in a distorted way**

- **Why this exercise:**
- The purpose of art is not to depict reality—it is to transform reality into something more interesting and meaningful. And the only way to do this is to distort, exaggerate, or in some way embellish what is there. -Annie Weatherwax

Upload to Artsonia Wk7_2_15_distortion

W.A.P.S Week 6 q3

Tuesday 2-15-22

EQ (Essential Question):
How is the illusion of space created in artworks by artists?

What will I learn today:
The student will learn six ways to create the illusion of space on a flat surface. The student will learn how to create the illusion of space using one point linear perspective and two point linear perspective.

How I will learn it? (Agenda)

-Continue drawing a street using one point perspective, complete the buildings on the right side of the street

How do I know I learned it?
If you have the following:

Rubric for today:
- 3 Met Expectation- Complete more buildings like the example
- 2 Approaching Expectation-Complete less than 3
- 1 Below Expectation-No evidence

Reminders:
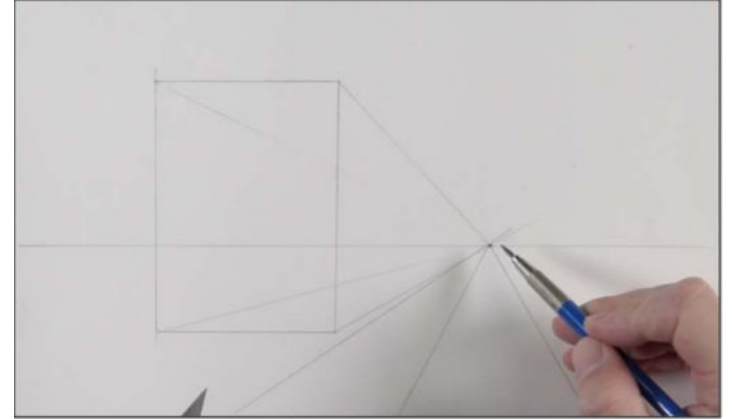Pay Art Lab Fee of $25 ASAP
Art Club Meeting 2-3 pm on Tuesdays
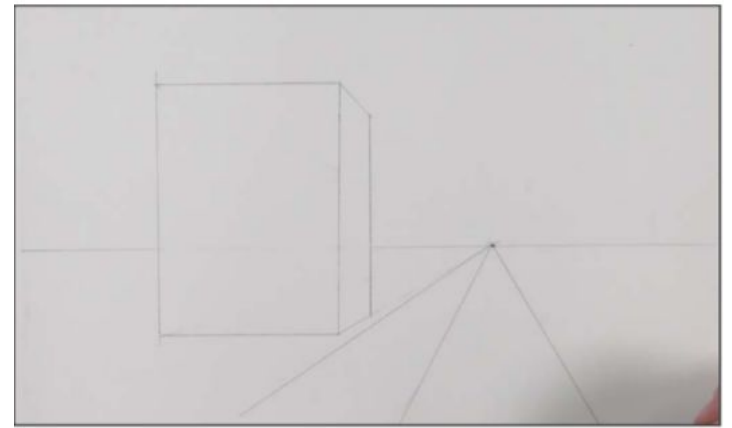Find make-up work at katundra.com>classroom>2d1>the date you need
Upload it at Artsonia

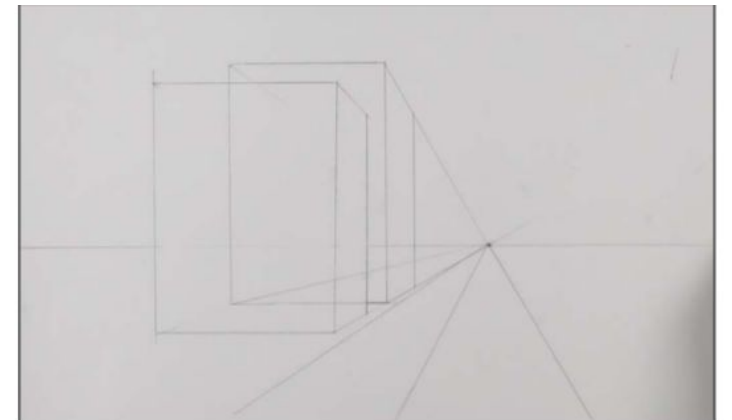# Creating a street scene with one point perspective…

We'll begin by first establishing the horizon line as well as the vanishing point. With these in place, we'll draw a few lines back to the vanishing point to indicate a road and sidewalk. We'll draw the rectangular shape for our first building with lines from all four corners back to the vanishing point.

After adding a vertical line for the back end of the building, we can erase the lines that are no longer needed. Now we have our first form in place. We'll add details in a moment, after we have all of the forms in place.
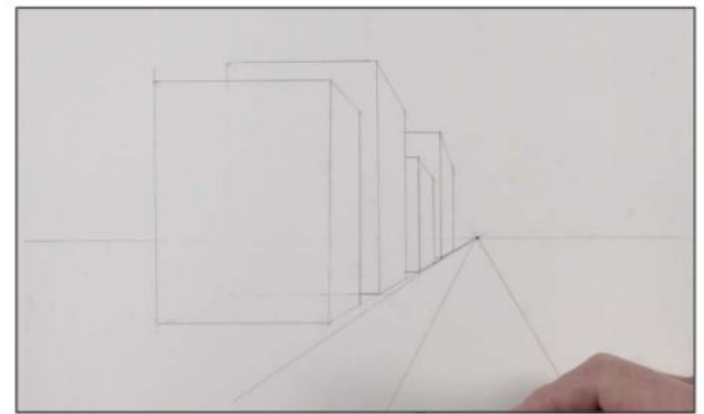
We'll now add another rectangular form behind our first using the same steps. We're careful to keep the bottom portion of our second building from extending below the first.
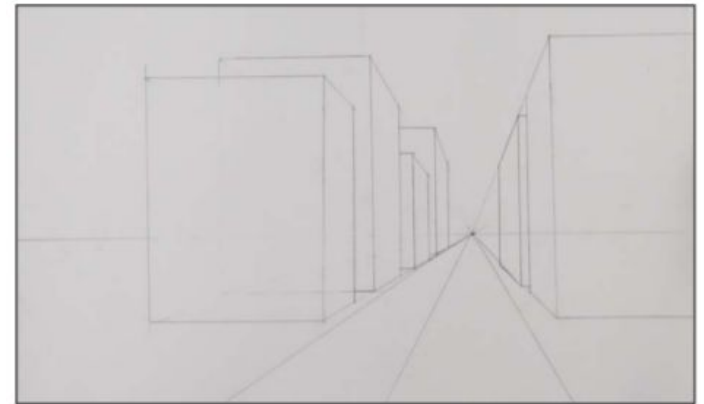
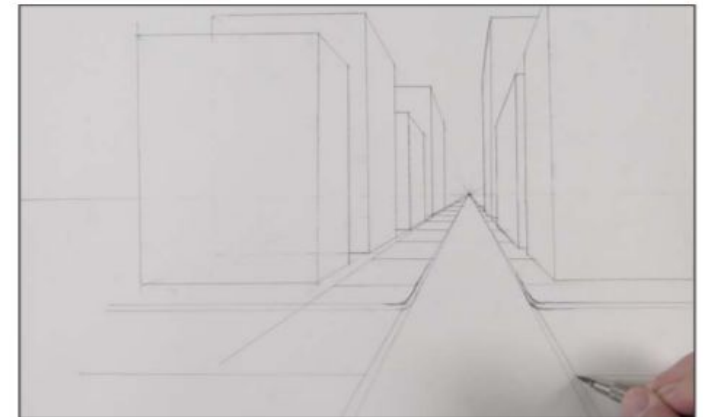**Creating a street scene with one point perspective…**

We'll keep adding buildings, progressively working our way back to the vanishing point. Each time, we'll follow the same steps, using the same vanishing point.
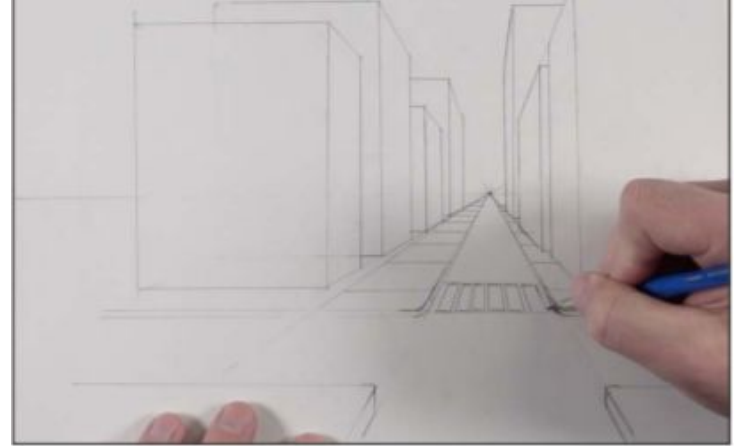

We'll now add a few buildings on the right side of the road. There's no need to add a new vanishing point. We'll keep using the same vanishing point for these buildings as well.
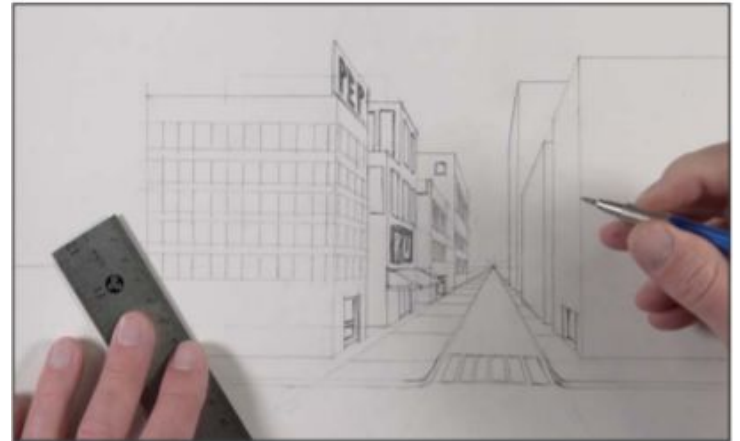

We can easily add a curb for our sidewalk by adding a couple of lines that recede back to the vanishing point. Cracks in the sidewalk are added by drawing horizontal lines that get closer together as they extend back in space.

Adding a crosswalk is easy. We'll simply draw two horizontal lines to establish the boundaries, followed by lines that extend back to the vanishing point.
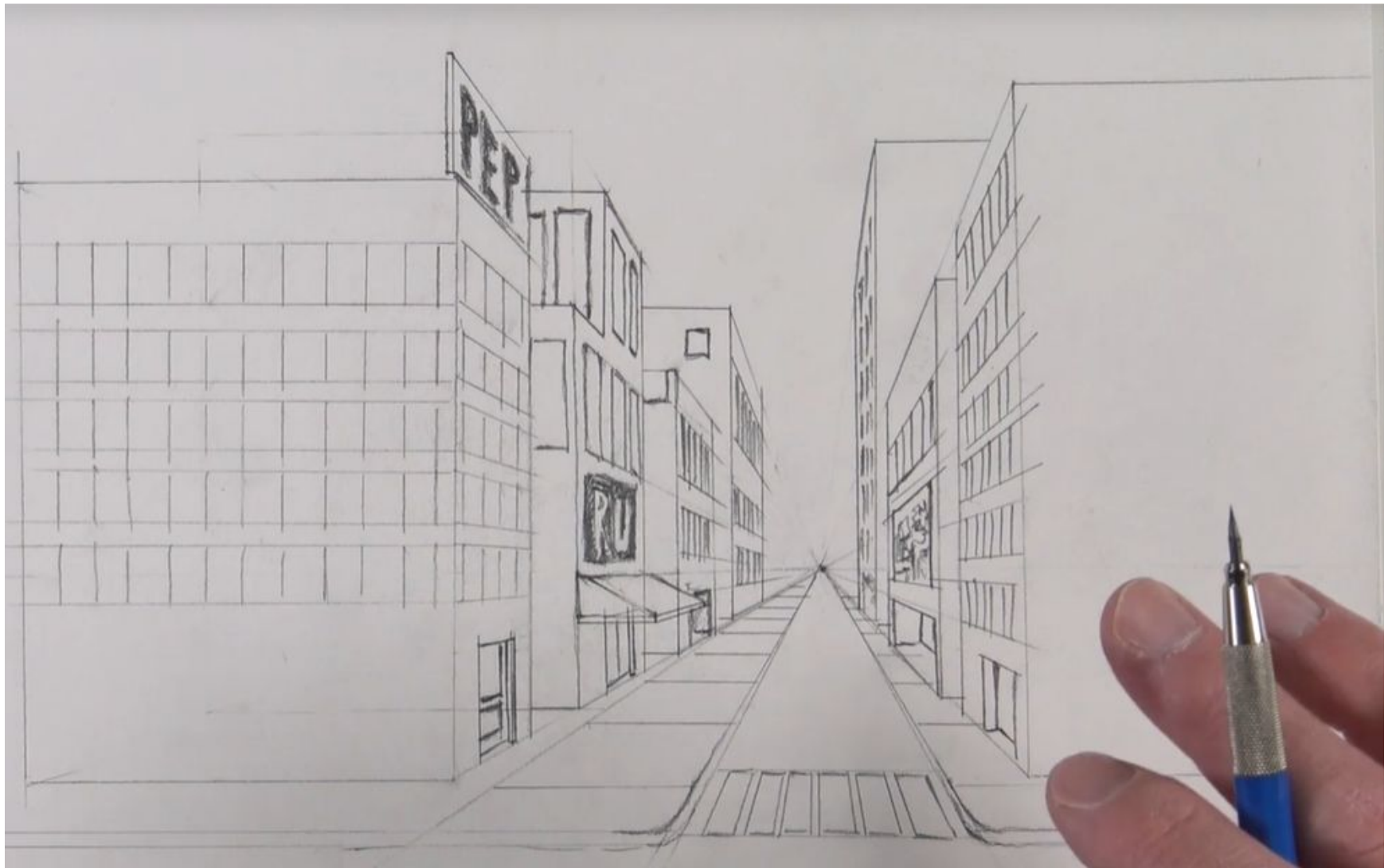

We can add as many details as we like. Windows, doors, and signs on the sides of the buildings are added by using lines that go back to the vanishing point. The vertical edge of each window or door is simply a vertical line. For windows that face the viewer, simple rectangles are drawn. We'll only use the vanishing point for details that are visible on the sides of the buildings.

A truck is added by first drawing a rectangular form, just as we did with buildings. We can add the details using the box as a guide. A series of street lights are drawn, using receding lines back to the vanishing point as a guide for their height.
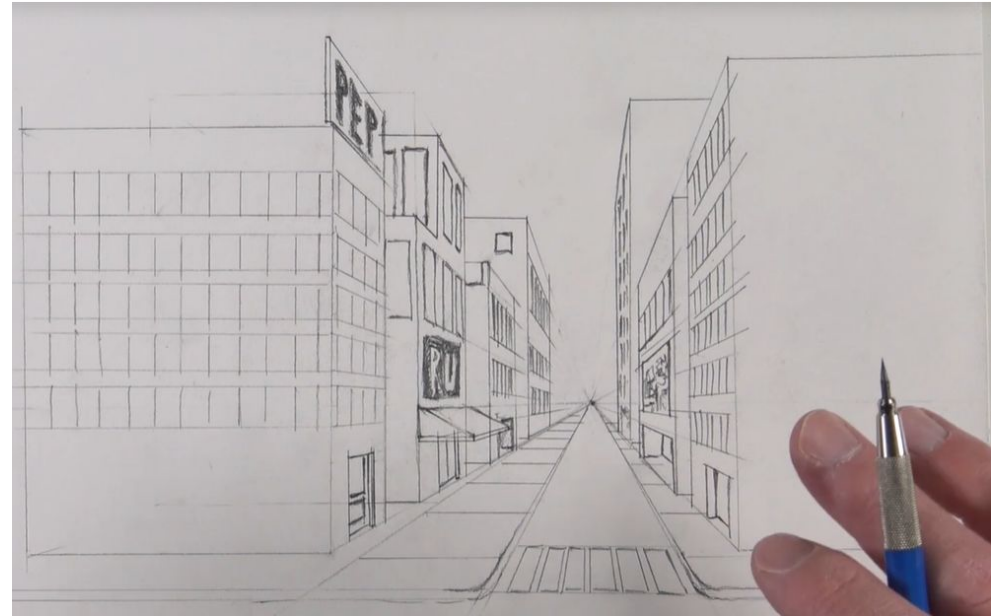
Upload to Artsonia: Wk7_2_15_street

Uploads for today:

Upload to Artsonia
Wk7_sketchbook_distortion

Upload to Artsonia: Wk6_2_8_street