

# Knowledge Organiser– Block 1 (Drawing and Painting)

## Key Terms:

<b>Shape</b>	Shapes are two-dimensional. Geometric shapes are perfect and regular. Organic shapes are irregular and natural.
<b>Tone</b>	How light or dark something is, A way to add light and shadow to your drawing and make images look 3-D.
<b>Line</b>	Lines are used by artists and designers to describe objects, add detail or create expression.
<b>Hue</b>	A colour or shade.
<b>Perspective</b>	The art of representing three-dimensional objects on a two-dimensional surface.



**Three Primary Colours:** Red, Yellow, Blue.

**Three Secondary Colours:** Orange, Green, Violet.

**Six Tertiary Colours:** Red-Orange, Yellow-Orange, Yellow-Green, Blue-Green, Blue-Violet, Red-Violet, which are formed by mixing a primary with a secondary.

**Examples of careers which use colour theory:** interior design, video game designers, graphic designers, fashion designers, photographers and artists.

**El Anatsui (1944–present day)**



**Maurits Cornelius Escher (1898 – 1972)**

**John Berkey (1932–2008)**



## Shading techniques:

