

# Knowledge Organiser – Block 2 (Drawing and Sculpture)

## Key Terms:

<b>Line</b>	Lines are used by artists and designers to describe objects, add detail or create expression.
<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>Texture</b>	The feeling, appearance or consistency of an object or material.
<b>Three-dimensional</b>	An object with three dimensions (such as height, width and depth).
<b>Sculpture</b>	Three-dimensional art made through carving, modelling, casting or constructing.



**Ancient Roman Architecture (509 BC – 410 AD)**



**Birmingham Architecture**

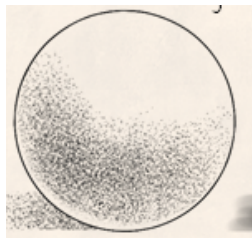


**Rachel Whiteread (1963 – present day)** is an English artist, who produces sculptures in the form of casts.

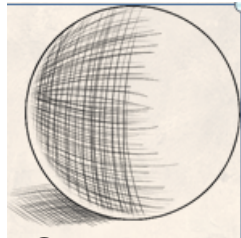
## Shading techniques:



**Hatching.**



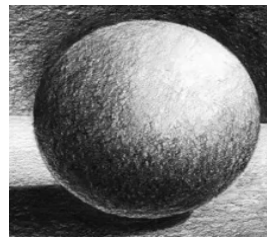
**Stippling.**



**Cross-Hatching.**



**Contour Hatching.**



**Freestyle.**

**Examples of careers which use sculpture:** Industrial Designer, Sculptor, Art Teacher, Exhibition Designer, Product Designer, Woodworker, Art Preservationist, Motion Picture Modeller, Set Designer etc.