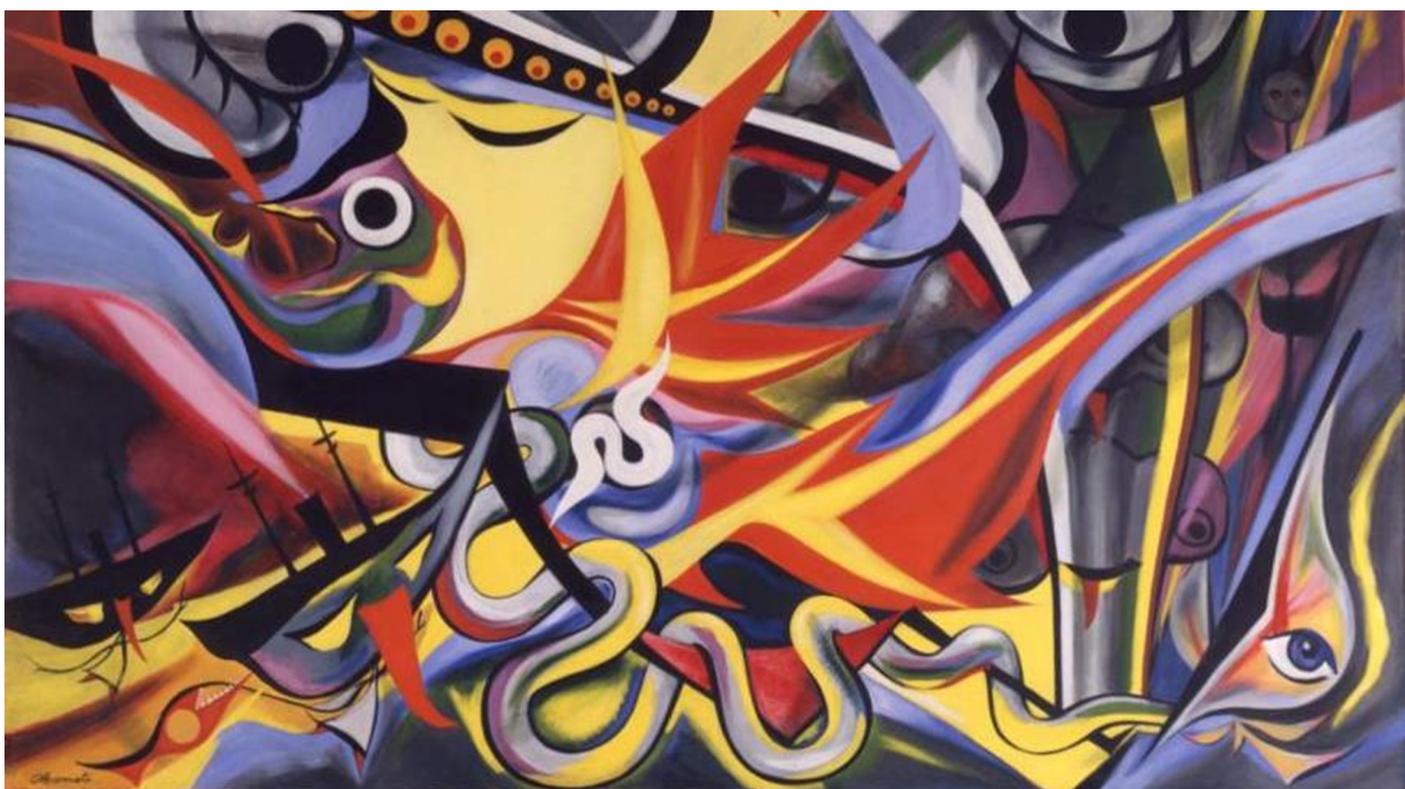




Year 8 Cubism



Stewards

Art & Photography

Year 9 Art & Photography

In Year 9 you will apply all KS3 objectives to develop an idea and present and create a personal response.

- Showing off skills
- Critical reflection
- Select and experiment with techniques
- Accept your ideas may change throughout the course
- Make links with artists, media, environment, make your projects personal.
- Annotation of work, record your thought process like a journal.
- Learn photography theory and equipment

In yr7 and yr8 you will work hard to develop key techniques so you can skillfully communicate your imaginative ideas and broaden your awareness of art and design.

I know...

Organisation of the room

- Paint equipment to be kept next to the sink
- Sketchbooks in box on the shelf
- Wet work on drying racks

Elements of Art

- Line, straight, zig zag, broken, curved
- Shape, round, sharp, flat
- Form, sphere, ellipse, cuboid, cone
- Space, negative, active
- Texture, rough, smooth, bumpy
- Colour, primary, secondary, tertiary, harmonious, warm, cool

Understanding of artists

- Name 2-3 artists
- Identify an art movement
- Identify technique
- Identify art, craft and design industries
- Awareness of design in the world

Health & Safety...

- Line up outside and wait for your teacher
- Wait to be seated
- Bags under the table
- Blazers off, aprons on if painting
- Wash your hands after a lesson
- Do not touch anything that does not belong to you
- Inform your teacher if you are bringing in a special item to work from
- Anything of high importance is your responsibility

Formal Elements...

- Tone, shade, shadows, light, reflection
- Mark making, use of texture
- Colour wheel, primary, secondary, tertiary, complimentary and harmonious colours
- Mixed media skills, printing, collage, water colour paint, colour pencil, sculpture

Key words...

- Composition, background, foreground, horizon line, portrait, landscape
- Tonal shading, contrast
- Mark making, crosshatch, light & dark, dense, sparse
- Colour, hue, saturation, warm & cool, tint & tone

Year 7&8

Key stage 3 Art

I can....

- Look after equipment
- Draw, sketch, tone, mark making, Composition
- Paint, hold a brush correctly, apply paint evenly, mix colours, blend colours (tint and tone), create texture with a brush

Critique...

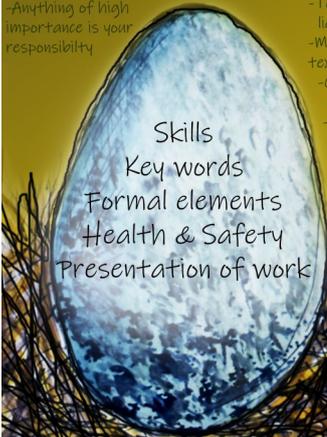
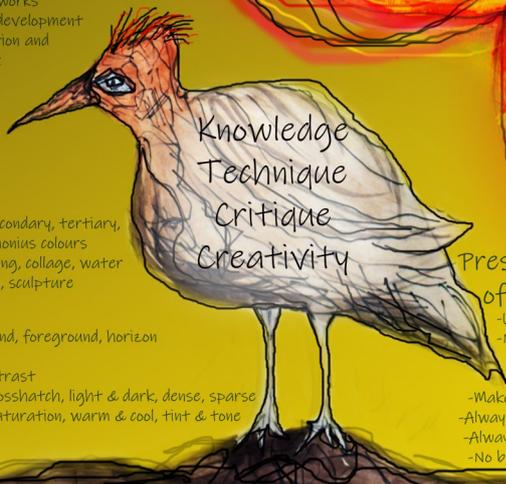
- Ask and understand
- Use subject specific vocabulary, speaking and writing
- Analyse other art works
- Work on areas for development
- Discuss mood, emotion and atmosphere in work

Knowledge
Technique
Critique
Creativity

Presentation of work...

- Use pencil to write and draw unless directed
- Neat handwriting, check spelling and grammar
- Use the whole page, no blank spaces
- Always put your name & tutor group on loose work
- Make sure your presentation is creative
- Always complete your own work
- Always try your best
- No blank or missed pages in your sketchbook

Skills
Key words
Formal elements
Health & Safety
Presentation of work



Big Picture - Year 8 Overview Art Department

End Of Year Evaluation

Students will evaluate the skills learnt throughout this project and throughout the year. Students will reflect on how they can move forward to other projects with the skills they have learnt.

Evaluation

Students will learn about portraiture in Cubism and learn how to apply this style to their own Cubist portrait.

Portraits

Students will undertake primary observational drawing, using inspirations for Cubist works. Students will focus on Cubist inspirations but also formal elements of Art,

Students will revisit the skill of researching an Artist Pablo Picasso and learn about Picasso's link to cubism.

Artist Research

Observational Drawing

Research

Students will be exposed to a new topic and style of Art, Cubism. Students will research in to this new topic and produce a research/title page based on the topic. Students will experiment with cubist style of drawings.

Cubism

Students will evaluate the skills learnt throughout this project and how they can move forward in to other work with these skills

Evaluation

Students will now draw their chosen African animal using coloured materials. Students will be able to recap and practice their knowledge on colour and applying colour through and observational drawing.

Design

Students will be exposed to 3D design and be able to start to think about and plan how they will transfer a 2D drawing in to a 3D design.

Sculpture
Final Piece

Students will transfer their 2D designs in to a 3D sculpture. Students will explore and experiment with sculpture techniques.

Students will be exposed to African patterns more in depth and produce a polyblock print with an African pattern design.

Colour Drawing

Tonal Drawing

Students will be revisiting the skill of tonal drawing. Students will recap and develop the properties of tone within an observational drawing of an African animal.

African Patterns

Year 8 African Art

Introduction to African Art

Students will be introduced to a new style and culture of Art. Students will learn about key characteristics of African Art.

Research

Students will produce a research/title page in the style of African Art. Students will be exposed to African colours, images and patterns.

A01 RESEARCH

A02 EXPERIMENT

A03 RECORD

A04 FINAL OUTCOME

ZOOM IN... MY LEARNING JOURNEY:

Subject: Art Year: 8 Unit: 2

AIMS

- To learn about a new Art movement, Cubism.
- To learn about Cubism in Art history.
- To create drawings from primary observation.
- To understand the elements of portraiture in Cubism.
- To confidently use all Art materials.

DEVELOPING COURAGE

- **C** Confidence to work independently
- **O**
- **U** Working together to help each other
- **R**
- **A**
- **G**
- **E** Enjoying the process

PREVIOUS LEARNING

- Drawing techniques.
- Research skills.
- Composition and page presentation.
- Sculpture 2D and 3D design.
- African Art

WHAT WE KNOW/REMEMBER

- Formal elements.
- Page presentation.
- Drawing techniques.
- Creating a research page
- Cleaning of equipment.

UP NEXT

- Learning a range of new skills such as Batik, printing, illustration, collage on a larger scale.
- GCSE project style learning.

CAREERS

- See our career board outside Art 3!

PERSONAL OBJECTIVES

- To discover a new type of Art
- To learn about Art in other cultures

RECOMMENDED READING

Pablo Picasso
Marie-Therese Walter
1937



Cubism

Spanish artist, Pablo Picasso, was the celebrated founder member of the Cubist movement. Along with French contemporary, Georges Braque, they created controversy in the very early 20th Century with their highly unusual and fascinating style of art. It had run its course by the end of the First World War, but left a lasting legacy. Cubism was concerned with 'simultaneity' - depicting several angles at once. The colours were vivid and the lines were bold. The result was a distorted, abstract image - beyond the real.

CUBISM ART

There are two major classifications of Cubism.

- The first type is Analytic Cubism. This earlier form is completely flat and uses paint as the sole medium. It also used monochromatic colours, usually in grey and earth tones.
- The second type is Synthetic Cubism. Aside from bright colours, this mixed media form uses papier-collé ("pasted paper"). Collage materials include newspapers, sheet music, tobacco wrappers, cigarette packs, and playing cards.

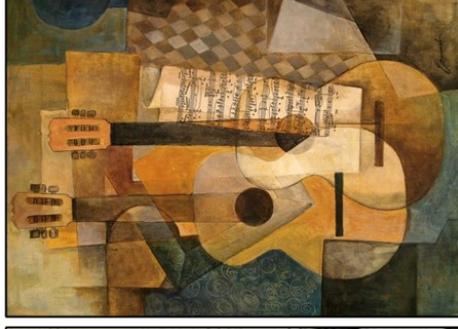
Cubism challenged the Renaissance tradition of realistic perspective. It serves as a key movement in the development of non-representational art and is one of the most important art styles that cemented the importance of modernism.



General Overview

Cubism was an innovative art movement pioneered by Pablo Picasso and Georges Braque. In Cubism, artists began to look at subjects in new ways in an effort to depict three-dimensions on a flat canvas. They would break up the subject into many different shapes and then repaint it from different angles. Cubism paved the way for many different modern movements of art in the 20th century.

- Interesting Facts about Cubism** The artwork of Paul Cezanne is said to have been one of the main inspirations for Cubism.
- Picasso and Braque did not think Cubism should be abstract, but other artists, such as Robert Delaunay, created more abstract work. In this way Cubism eventually helped to spawn the Abstract Art movement.
- Picasso also worked on Cubist sculpture including his sculpture *Head of a Woman*.
- Popular subjects for Cubism included musical instruments, people, bottles, glasses, and playing cards. There were very few Cubist landscapes.
- Pablo Picasso and Georges Braque worked closely together in developing this new art form.



History of Cubism

What is Cubism

Cubism is an artistic movement, created by Pablo Picasso and Georges Braque, which uses geometric shapes when showing the human body and other forms.

Over time, the geometric touches grew so intense that they sometimes overtook the intended forms, creating a deeper level of abstraction. Though the movement's most potent era was in the early 20th Century, the ideas and techniques of Cubism influenced many creative disciplines and continue to influence experimental work.

The first Cubist painting is said to have been created in 1907 by Picasso, the painting has a heavy influence of African tribal art which had inspired Picasso. The work was very different from art movements before, moving away from Western ideals of paintings, containing blues and pinks to represent emotion. Because of this drastic difference Picasso did not publicly show the work until 1916.

First Era of Cubism

The first era of Cubism is known as Analytical Cubism, which was defined by showing a subject from different view points on the same canvas, this created a fractured, multi-dimensional effect—further expressed by a limited palette of colours. Picasso and Braque moved between human and objects a subjects in order to keep Cubism fresh.

Second Era of Cubism

By 1912, Picasso and Braque had begun to include words in the paintings, this evolved into the collage elements that dominate the Second Era—known as Synthetic Cubism. Works in this era are well known for flattening subjects and brightening colours. The limited colour palette of Cubism broadened with Braque's exploration into collage, sculptors started to experiment with Cubism.

Why do they look so weird?

Cubist paintings are not meant to look like real life, the artists look at their work from every possible angle and fit together all the different points of view.



<https://www.history.com/topics/art-history/history-of-cubism>

Interesting Facts about Cubism

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Task 1

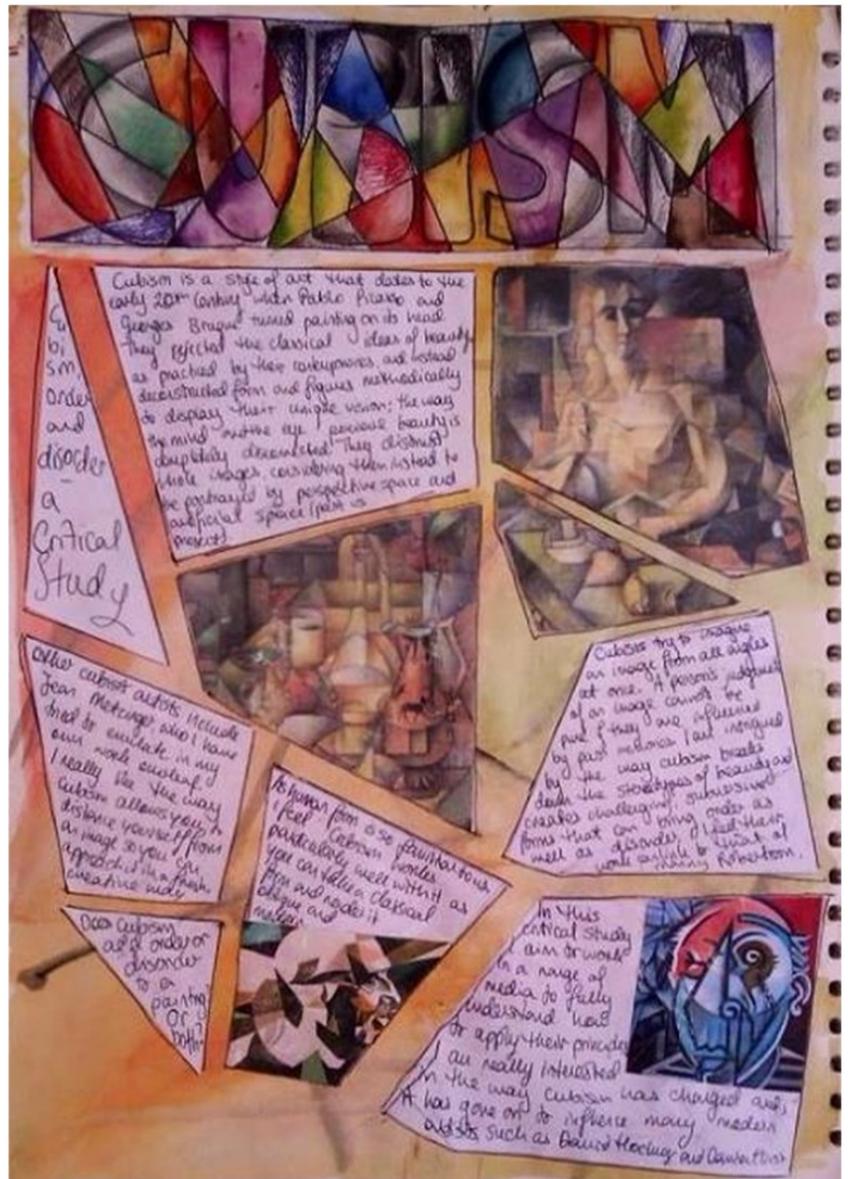


Create a title page for Cubism.

This will be similar to your African art Title page. You will need to fill the page and use an A4 piece of paper.

On your title page you will need to include:

- ⇒ An illustrative and exciting title (CUBISM)
- ⇒ Image examples that you will collect of Cubists work
- ⇒ Your own Cubist drawing
- ⇒ An exciting background
- ⇒ Facts about cubism



Success Criteria:

- ⇒ You will have a full composition
- ⇒ Your page will be visually exciting to look at
- ⇒ You will have used Cubist design elements to inspire your page

Task 2

Create a fact file for one of the following Cubist artists.

⇒ **Georges Braque** - Braque is one of the founding fathers of Cubism along with Picasso. He continued to explore Cubism for much of his art career.

⇒ **Robert Delaunay** - Delaunay was a French artist who created his own style of Cubism called Orphism. Orphism focused on bright colors and the relationship between painting and music.

⇒ **Juan Gris** - Gris was a Spanish artist who became involved in Cubism early on. He also was a leader in the development of Synthetic

⇒ **Fernand Leger** - Leger had his own unique style within Cubism. His art began to focus on popular subjects and was an inspiration to the creation of Pop Art.

⇒ **Jean Metzinger** - Metzinger was a artist and writer. He explored Cubism from a scientific standpoint as well as an artistic one. He wrote the first major essay on Cubism. Some of his famous paintings include The Rider: Woman with a Horse and Woman with a Fan.

Your fact file should contain:

- ⇒ The artist name
- ⇒ Their date of birth
- ⇒ Death date (if dead)
- ⇒ Where did they study?
- ⇒ Where do they get their inspiration from
- ⇒ What is their most famous piece of work?
- ⇒ How much does their art work cost?
- ⇒ A image of the artist
- ⇒ At least 1 image of their work

Georges Braque

Georges Braque was born on 13th May 1882 in France.

He died on the 31st August 1962.

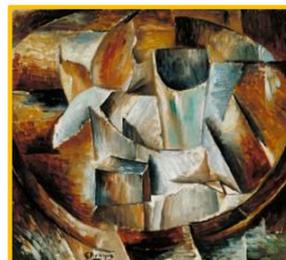
He studied at École des Beaux-Arts, in Le Havre, from about 1897 to 1899.



His work is inspired by Paul Cezanne a Fauvist painter, later worked with Picasso to create Cubist work.

His most famous piece of art work is Houses at L'Estaque, Big Nude, The Portuguese and Man With a Guitar.

Depending on which work, the cost of a painting could be up to £12,000.



Interesting fact:

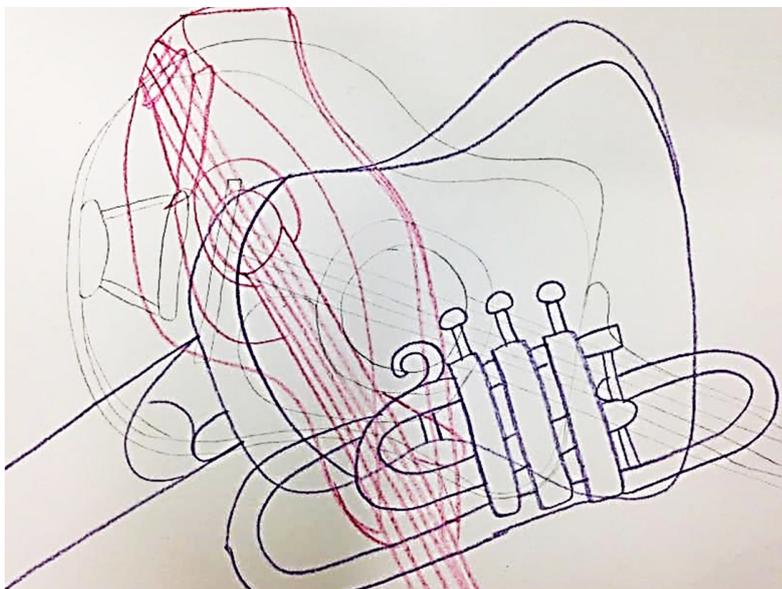
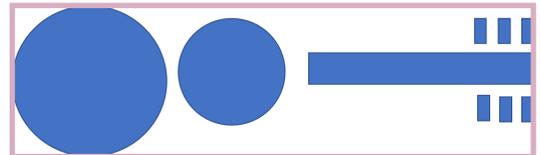
Task 4

You will be creating a drawing that looks at different perspectives of an object.

Choose an object that you have at home that is interesting. Place this in a space and choose a spot to sit in (place 1)

- ⇒ You will be using **ONE** A4 plain piece of paper to do this
- ⇒ Use a pencil to draw
- ⇒ Still in position 1 draw the **OUTLINE** of the object
- ⇒ When done move to a different place (P2)
- ⇒ In P2 **ON THE SAME PIECE OF PAPER** draw the outline of the object over the first
- ⇒ When done move to P3
- ⇒ Repeat these steps until you have explored multiple perspectives

Look at the shapes that you can see in the object from each perspective



Task 5

Add your own colour to this Picasso image.



Colour Pencil Blending



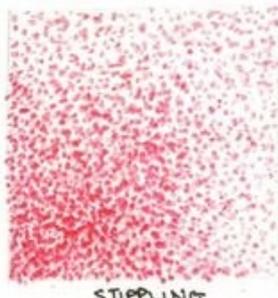
HATCHING

The closer the lines are together, the denser and darker the color.



CROSS HATCHING

Overlapping linear lines, in various directions.



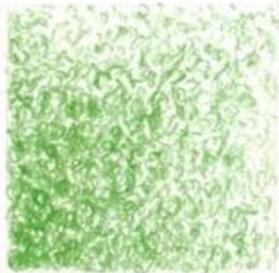
STIPPLING

Dense clusters of dots shade an area whereas spaced out dots indicate light.



LAYERING

The simplest approach to blending colors together by layering one color directly over the other. Use light pressure and apply each layer smoothly.



SCRIBBLING

Random lines in varied pressure can create lighter or darker values.



BURNISHING

Adding white, light color, or blending pencil on top of multiple layers of color with heavy pressure.

**TECHNIQUE
REMINDER
HELP PAGE.**



5 There are no Mistakes Color like a Pro

Blending

3 shades

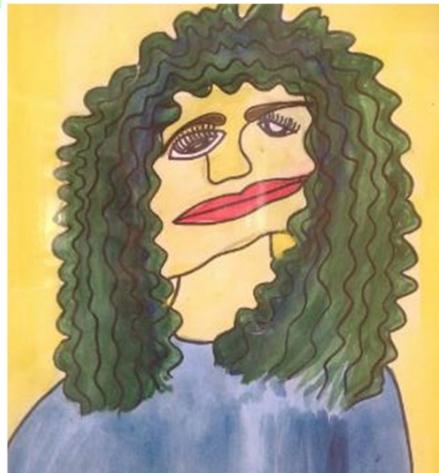
colorless blender - 2 shades

2 shades

white on top - 2 shades

BASE COLOR		SHADOWS CREATED WITH COLOR BLENDS		
 COLOR: Violet Blue	+	 SHADOW COLOR(S): 90% Cool Gray	 SHADOW COLOR(S): Dark Umber	 SHADOW COLOR(S): Indigo Blue + Dark Brown
 COLOR: Spring Green	+	 SHADOW COLOR(S): Olive Green	 SHADOW COLOR(S): Grass Green + Marine Green	 SHADOW COLOR(S): Tuscan Red + Olive Green
 COLOR: Sienna Brown	+	 SHADOW COLOR(S): Dark Brown	 SHADOW COLOR(S): Tuscan Red + Dark Brown	 SHADOW COLOR(S): Indigo Blue + Dark Brown
 COLOR: Magenta	+	 SHADOW COLOR(S): Tuscan Red	 SHADOW COLOR(S): Crimson Lake + Black Cherry	 SHADOW COLOR(S): Tuscan Red + Black Grape

Task 5



Using magazines or unwanted photos cut out a range of faces and facial features.

Using these create a collage inspired by the portraits painted by Picasso.

Task 7

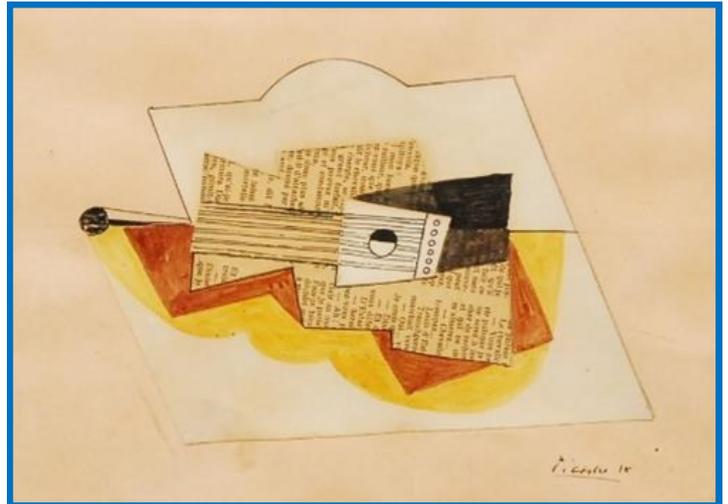
Create your own Cubist mixed media piece.

Find/ take an image of an object for this so that you have reference material.

A mixed media piece involved using different skills and techniques in one piece of art. This can include drawing, collage, painting . These techniques will overlap each other and work together until the finished piece resembles the reference image or photo .

Think of including

- ⇒ Collage, using a variety of materials (card, magazine, newspaper, paper, recyclable materials)
- ⇒ Drawing tone or colour
- ⇒ Painting
- ⇒ Any other appropriate techniques



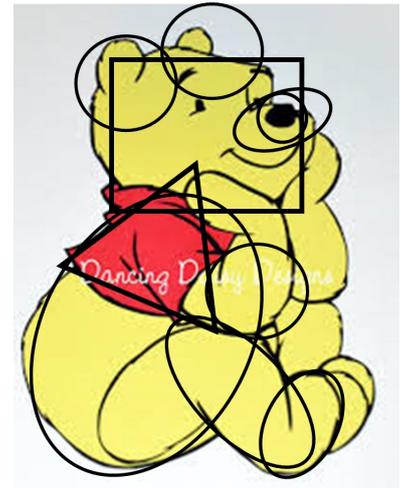
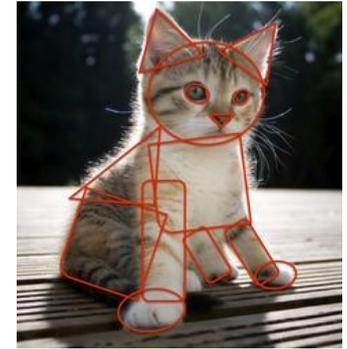
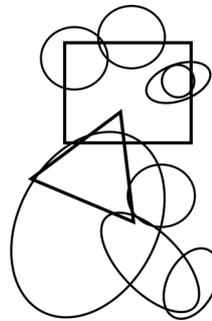
Task 8

Create your own Cubist image.

Pick an image that you would like to turn into a cubist image, it can be anything that you like— you may take a photo of this is you like.

Use the following steps to help:

- ⇒ Identify the shapes that you can see and draw these overlapping them **USE A LIGHT TOUCH**
- ⇒ Add any detail where you can
- ⇒ Using colouring pencil (or a normal pencil to add tone) add colour to your image, paying attention to where the colours groups are and how you would like this arranged.
- ⇒ Finally make some of the shapes stand out by drawing around the outline in pen or dark pencil



Task 9

Create a 3D face inspired by Picasso using cardboard and other recyclable materials.

You can use a Picasso image to help you. Add different layers to make this 3D– also think about the colours that you could use and how you could incorporate these in.

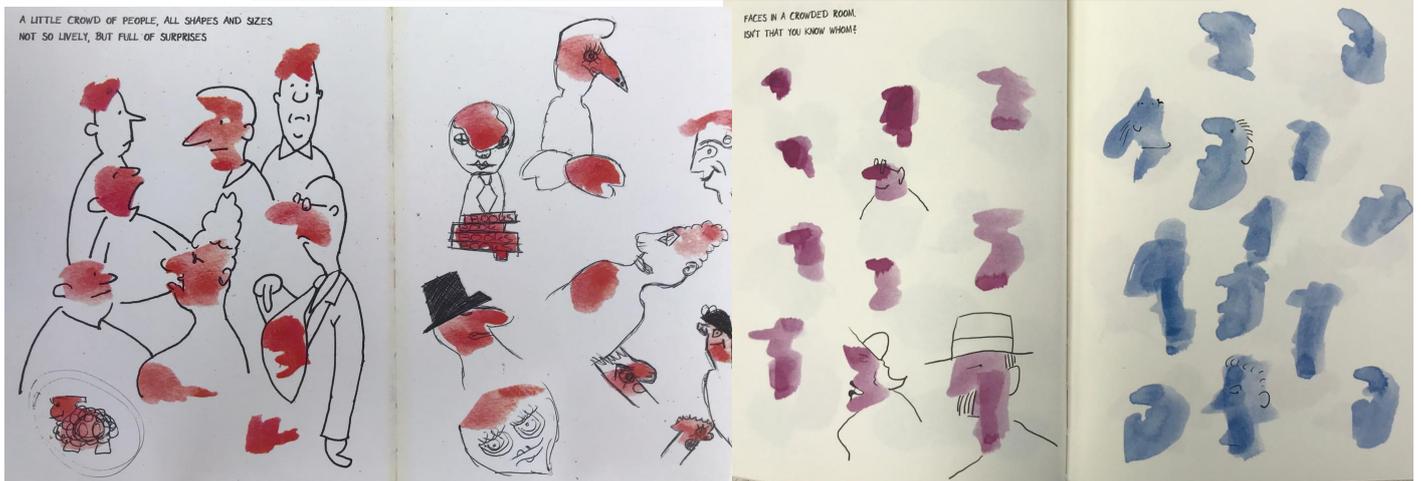


You will need:

- . Carboard
- . Recyclable materials
- . Glue
- . Scissors
- . Colour pens

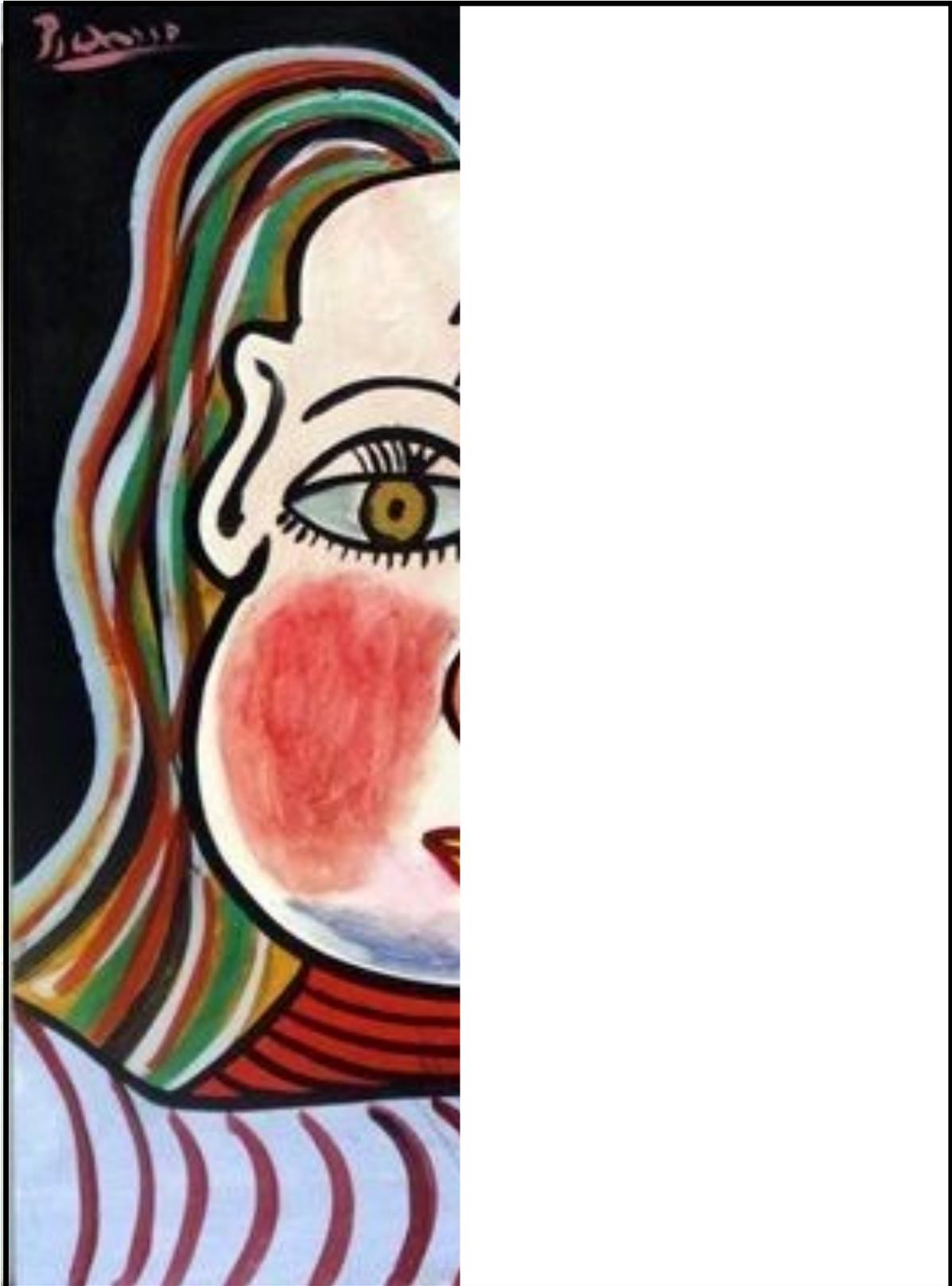
Task 10

Looking at the examples below create your own faces from the watercolour splodges, using inspiration from Cubism.



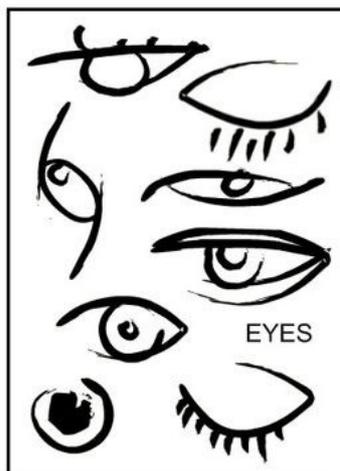
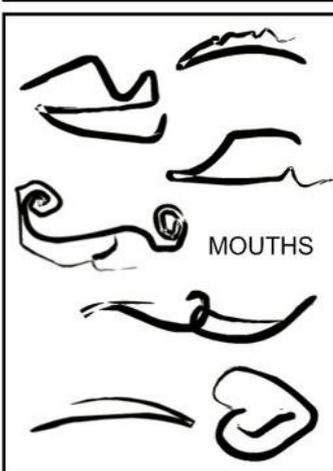
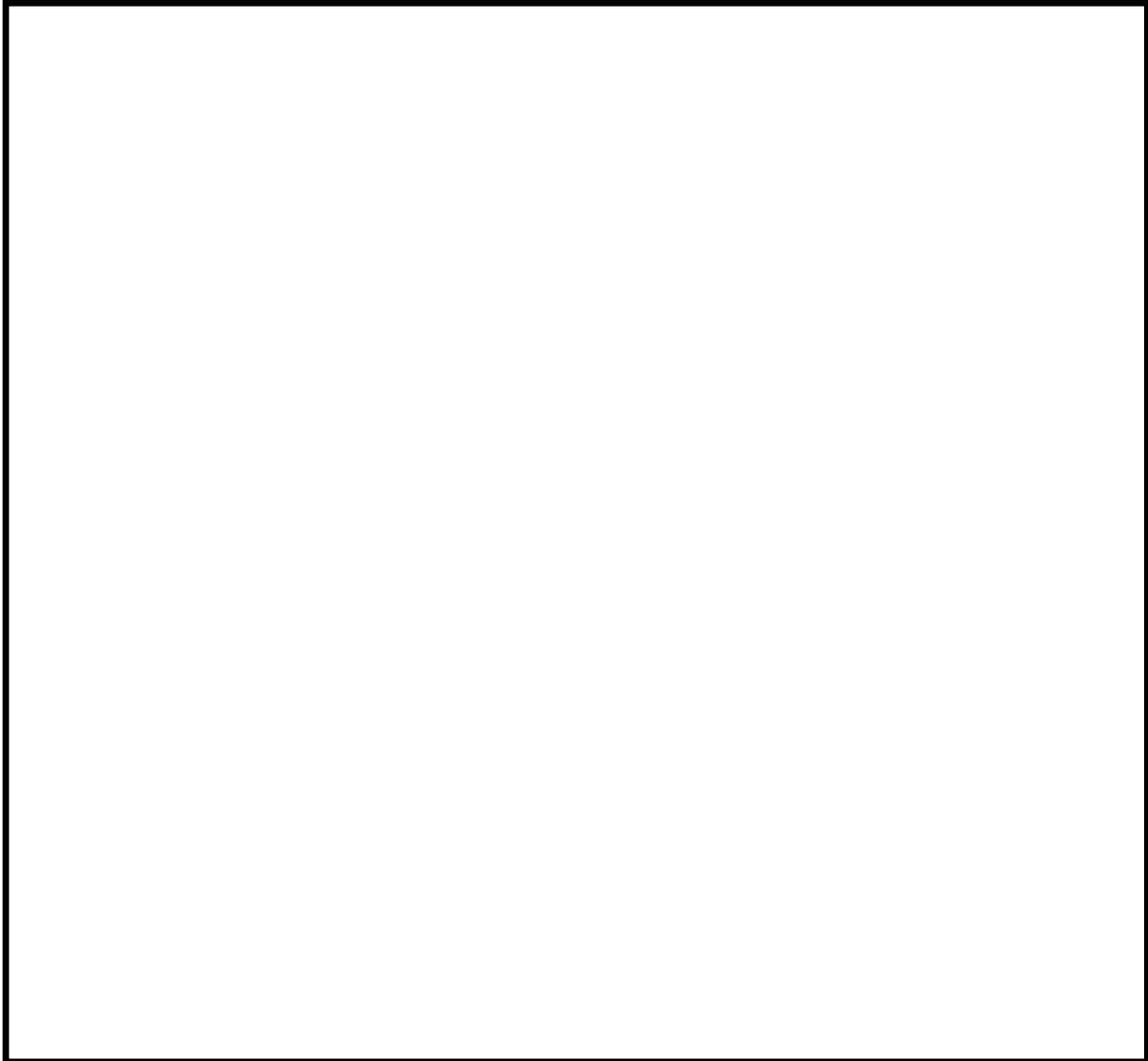
Task 11

Complete the missing 1/2 of face, drawn by Picasso.



Task 12

Below are facial features drawn in the style of Picasso. Using these construct a Cubist face. Once you have the outline colour the image in.



Task 13

Complete the right 1/2 of this portrait, using the style of Picasso and Cubism



Task 14

Create a self portrait in the style of Cubism. Use a mirror or take a selfie for reference. You may find that the facial features in task 12 helpful.

