

Shape's qualities and types

Fill in the blanks with the given words below.

perceived - environment - quality - formed - compose - tactile - flat - location

The shape's **configuration** is the _____ referred to the structure of the shape. It can basically be two-dimensional or three-dimensional.

The **size** is set by comparison of dimensions with other shapes of the _____.

Shapes are _____ by materials which are the elements that _____ them and condition their **texture**, which is the visual or _____ quality surface.

As well as **color**, that depends on the light the shape receives to be _____.

Position refers to how you find the shape arranged in _____ or three-dimensional space.

The **situation** is determined by the shape's _____ in space and can be determined taking into account other shapes around it.

Read the types of shapes text below and label the pictures with A or B and 1 or 2.

TYPES OF SHAPES:

According to their source or origin:

1- **Natural shapes** come from nature.

2- **Artificial shapes**: They are produced by human

Depending on their configuration:

A- **Geometric Shapes**: They are structured according to mathematical laws.

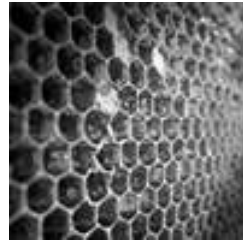
B- **Organic shapes**: They have a more free and adventurous settings.



Camouflage.



Rookery building 1891.



Honeycomb.



Sycamore Gap Tree.

All images source (except camouflage) : <http://commons.wikimedia.org/>

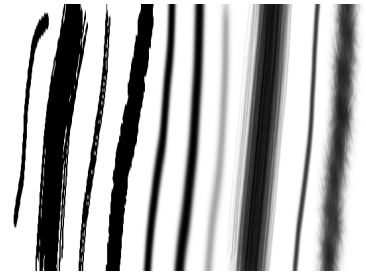
Techniques, artistic styles, gesture drawing and types of lines

Drawing is a basic way to depict the objects' shapes. The **brushstroke or line** is the graphism or features of lines in a drawing.

There are different types of paths: thick, thin, intense, soft, blurry, etc.

The quality and expressive effects depend on the materials they are made with pencil, charcoal, waxes, paint.

Qualities and expressive effects also depend on the pressure of the hand and the medium in which the work has been done such as paper, wood, metal, stone, canvas, etc.



Holton Rower and Amy Shakelton



Holton Rower. Untitled 2011.



Amy Shakelton

Source for Amy Shakelton Image: <http://crispme.com/featured-artist-amy-shackleton-look-ma-no-paint-brush/>

Source for Holton Rower Image: <http://holtonrower.com/>

Watch this **video of Amy Shakelton** painting a diptych with no brushes

<http://youtu.be/6yVhTyPaaLQ>



In **this video** you will see the painting thechnic H. Rowers uses for his paintings

<http://youtu.be/oEwYMUaqX3Q>



Drawing methods, sketching

A **draft** is a previous study that works as a training, brainstorm or final drawing test. Usually the **final artwork** is derived from one or more drafts, the final result is an improved and corrected version of any of these drawings.

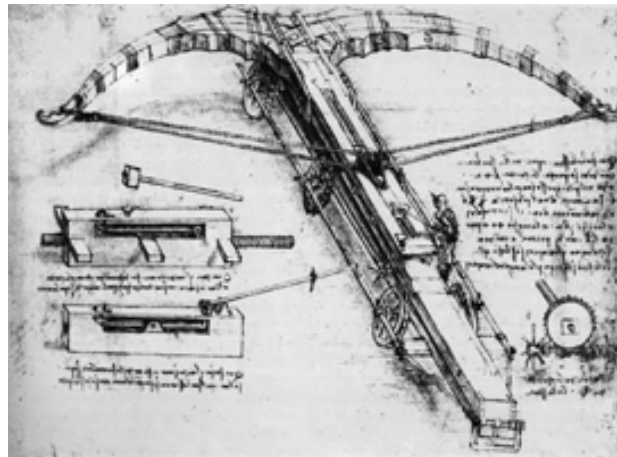
A **life drawing** is a depiction made or **taken directly** in the presence of the **referent** or the **model**. It works either as a draft, as sometimes the artist takes the life drawing to his **studio** to keep working on improved **versions** of it, or as a final artwork.

A **sketch** is similar to a draft, it is generally a simplified or schematic drawing. Drafts and sketches main function is to define the idea or the main parts of an object.

The **Atlantic Codex** is a set of texts and drawings with notes by **Leonardo da Vinci**. It contains a wide variety of subjects such as weaponry, musical instruments, mathematics botany, etc.

Leonardo made many sketches of **imaginary** machines and devices, some of them taken to reality some other left as simple sketches. All these inventions could be the beginnings of engineering.

Villard de Honnecourt was an architect or traveling construction master worker during the 13th century. He was known by his **sketch notepad** which has 33 parchment pages with graphic and written notes about architecture, human figure and nature.



Browse the 33 pages in **Villard de Honnecourt's Portfolio** online



<http://classes.bnf.fr/villard/feuilleton/index.htm>

Watch **this video** about the digitalization of Da Vinci's Atlantic Codex.



<http://youtu.be/p8maxW1gm0s>

Page 63 from Villard de Honnecourt portfolio. Source: <http://classes.bnf.fr/villard/feuilleton/index.htm>

Atlantic codex page. Source: <http://commons.wikimedia.org/>

From the pictures above, Which one is Villard's and which one is Leonardo's?

Artistic styles: Realism and figuration

The Style refers to personal and artistic character that is given to a work or a set of them. The style encompasses choice of themes, colors, shapes, textures etc.

Realism is a type of depiction that represents reality with more or less accuracy. Realism is strictly related to **figuration** or **figurative art** in which images resemble the referents being clearly identifiable.

Opposite is **abstraction**, which is a type of depiction in which any shape or form of daily life is not recognized. There are different levels of abstraction such as abstract expressionism or geometric abstraction.



Le Déjeuner sur l'herbe. Manet. 1863
Source: <http://commons.wikimedia.org/>



Le Déjeuner sur l'herbe. Picasso. 1960
Source: <http://daily-norm.com/>



Desayuno sobre la hierba. Paco Jarque.
Source: <http://pacojarque.wordpress.com/>

Closed shapes of Cubism Versus Open shapes of Futurism and Turner

Shapes can be used to give certain expression to the artwork. Open shapes, have a diffuse contour (or outline) and enhance movement. **Closed shapes** are clear and focused and produce a sense of order and seriousness.

Cubism was an artistic movement developed in the early 20th century in France. They had a particular style, **influenced by Cezanne and African masks**, depicting **several points of view** in the same drawing, generally with **closed shapes**.

His leader was **Picasso**, he usually eclipsed other authors as Juan Gris and George Braque. Cubism is an important artistic movement because it opens the 20th century **avant-gardes**. It's not just one more avant-garde, but the definitive break with traditional painting.



Little harbor in Normandy.
Georges Braque. 1909
Source: <http://commons.wikimedia.org/>



Anagoria glass and bottles.
Juan Gris. 1912
Source: <http://commons.wikimedia.org/>

Juan Gris was a Spanish artist who studied in several traditional art academies. He was influenced by painters as Cezanne, Braque or Picasso and so he decided to break with traditional rules getting his cubist style. When he began his cubist style he used gray colours, and that's the reason for the name he is known changing into a more coloured style later.

George Braque was a French artist who belonged to other previous artistic movements when he got to know Picasso. Since then he started working along with him.

But there are also other artistic movements that used closed shapes in order to achieve other visual effects or other types of expression.



Dynamism of a dog on a leash
Giacomo Balla. 1912
Source: <http://www.wikipaintings.org/>



Goldau
William Turner. 1841
Source: <http://www.wikipaintings.org/>

Futurism was an early avant garde born in Milan (Italy). They loved speed and movement. Giacomo Balla is one of the futurist artists. He tries to depict the movement of a dog when walking.

William Turner was a romantic painter known for his blurry foggy or stormy landscapes.

Shape: The external configuration of things.

Simple shape: It has a brief outline and easily displayed, for example a point or a line.

Complex shape: A surface composed of several elements such as planes, lines, dots and different colors and textures, all of it related to each other. Their perception is more complex and can vary according to the recipient.

QUALITIES

Configuration: Quality referred to the structure of the shape. It can be two-dimensional such as polygonal, curved or irregular shaped; or three-dimensional such as cubic, pyramidal, conical, spherical, etc..

Size: The physical dimensions or extent of anything. It is set by comparison with other surrounding shapes.

Material: Element with which the shape is composed.

Texture: Visual or tactile quality of the shape's surface. It is related to the material and its finish.

Color: It depends on the light that the shape's surface receives, the colour we perceive from it may vary.

Position: Refers to how you find the way or three-dimensional flat space (lying, facing in, profile, etc.).

Situation: Is determined by its location in space and it depends on other shapes around it.

TYPES OF SHAPES:

According to their source or origin:

Natural shapes: They come from environment.

Artificial shapes: They are produced by human

Depending on its configuration:

Geometric Shapes: They are structured according to mathematical laws.

Organic shapes: They have more random and hazardous settings.

Drawing: Depiction of shapes and forms on a surface mainly by the use of lines. Color and shading may be included

Brushstroke or gesture line: The graphism or features of lines in a drawing. There are different types of lines (thick, thin, intense, soft, etc.) the quality and expressive effects depend on the materials they are made with, pressure of the hand, etc..

METHODS OF DRAWING:

Draft: a previous study that serves as preparation or final drawing test. **Final artwork:** It is derived from one or more drafts, it is an improved and corrected version of these.

Life drawing: is a depiction made or taken directly in the presence of the referent. It works either as a draft or as a final drawing.

Sketch: Simplified or schematic drawing, its main function is to define the idea or the main parts of an object.

EXPRESSIVENESS OF THE SHAPES:

Open shapes: They enhance the feeling of movement, if they are also organic the movement sense is highlighted.

Closed shapes: They produce a sense of order and seriousness, moreover if the shape has geometric features this impression is greater.

EXPRESSIVE STAGES OF GRAPHIC REPRESENTATION IN CHILDHOOD

Doodle Stage: Children, between 2 and 3 years old, begin to express themselves with simple basic shapes used to represent most things around them.

Preschematic Stage: children between 3 and 6 years old begin to represent recognizable figures. Human arms and legs are represented with lines along with the body.

Schematic Stage: From the age of six the child begins to show an observation for everyday objects depictions. Although the child's perceptual analysis is not deep they get more realistic drawings regarding shapes and color. The space depiction starts to be expressed through views projected onto the ground.

Realistic stage: The child increases his ability of appreciation and analysis and this is reflected in their drawings closer to reality and observed as they actually look like. At this stage the observation of reality and imagination play a key role.

ARTISTIC STYLES:

Style: It refers to personal and artistic features that are given to an artwork or a set of them. The style covers the choice of themes, colors, shapes, textures etc.

Realism: Type of representation that represents reality accurately. Artistic realism shows some subjectivity of the author while a scientific realism is more objective and accurate.

Abstraction: It is a type of representation in which any shape or form of daily life or environment is not recognized easily. There are different levels of abstraction, the level of similarity with the reality, opposite to abstraction, of an image is called degree of **iconicity**.

Abstract Expressionism: Type of abstraction that places particular emphasis on graphics, gesture and expression.

Geometric Abstraction: It is somehow opposed to abstract expressionism and seeks beauty through rigor and precision.

Figuration: Any image in which the depicted resembles the referent being therefore clearly identifiable. A work that is recognizable is said to be figurative.

