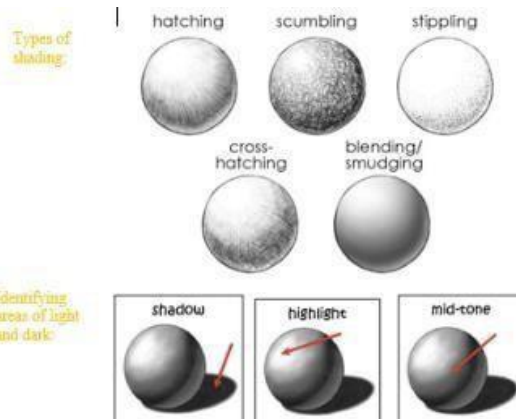


Realism

Quick Summary



Realism is a style of art that encompasses real features of a scene, person or object, without exaggeration or false effects. A piece of art in the style of Realism will be an accurate representation of what the artist is drawing, painting or sculpting. Realism came about in the 1840s & followed the era of Romanticism, where exaggeration and fantasy in art was commonplace. Realism was a phase that began in France during the French Revolution, after photography was invented. It phased out in the 1880s and was replaced by Modern Art.



Previous knowledge required: tone, shading, pattern/texture, hatching and cross hatching	
blending	Shading by changing the pressure applied to the medium and then blending the tones to create a smooth transition
stippling	Shading objects by drawing many small dots to create lighter and darker tones
scumbling	Shading objects by scribbling to create lighter and darker tones
illuminated manuscript	A manuscript in which the text is supplemented with decoration as initials, borders and miniature illustrations
positive space	The object in the artwork
negative space	The space around an object in the artwork



- Gustave Courbet (1819 – 1877)
- Gustave Caillebotte (1848 – 1894)
- Daumier Honore (1808 – 1879)
- Thomas Eakins (1844 – 1916)

The style includes using light sketching followed by creating a colour palette which accurately represents the subject in sight. This may involve carefully mixing paint and applying brush techniques to create real-life effects.

Aspirations and career links to art: artist, curator, art director, fashion designer, web developer, photographer, illustrator, photographer, kitchen designer, cartoonist, visual effects, landscape designer, jewellery designer, director, architect, model maker, puppet maker



Media and materials



Techniques



Effects



Colour theory



Emotions



Artists and artisans



Styles and periods



Visual language



Process



Techniques



Media and materials

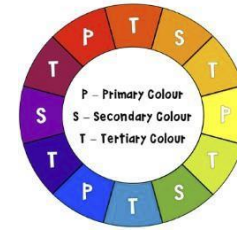
Key sketchbook moments

- Comparing and analysing designs.
- Sketching and painting fruit.
- Sculpting and painting fruit.
- Creating effects to show movement in a natural environment.

The Colour Wheel



Colour theory



The colour wheel is an organisation of colours around a circle. The first colour wheel was created around 1660 by Sir Isaac Newton. Traditionally colours are represented on a wheel of 12 colours: three primary colours, three secondary colours, and six tertiary colours. It also shows certain relationships between colours, such as primary colours, secondary colours, warm colours, complementary colours, etc.

multio

Previous knowledge required: tone, shading, pattern/texture, hatching and cross hatching

blending	Shading by changing the pressure applied to the medium and then blending the tones to create a smooth transition
stippling	Shading objects by drawing many small dots to create lighter and darker tones
scumbling	Shading objects by scribbling to create lighter and darker tones
illuminated manuscript	A manuscript in which the text is supplemented with decoration as initials, borders and miniature illustrations
positive space	The object in the artwork
negative space	The space around an object in the artwork



Adanna Khare: Bear and Bunny



Rembrandt: Recumbent Lion

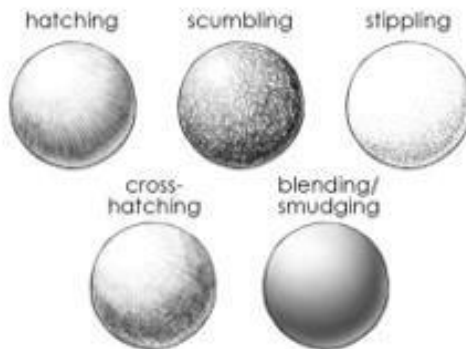


Animal Imagery in Middle Age manuscripts



Illuminated manuscript

Types of shading:



Examples of positive and negative spaces:



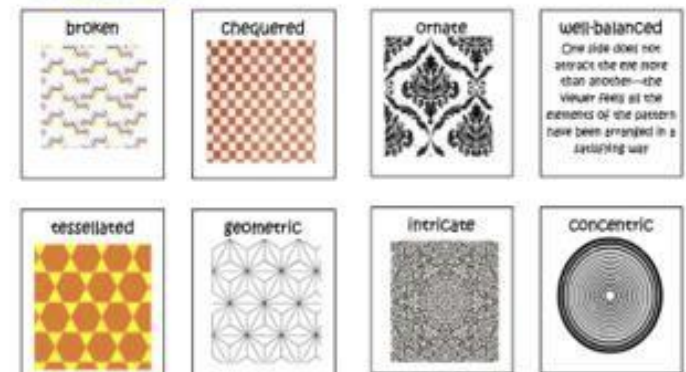
positive

negative



As this one is an optical illusion the positive and negative space change!

Texture examples:



Identifying areas of light and dark:

