

# KS3 Year 9 Art & Design Knowledge Organiser - People and Faces

## Key Vocabulary/ Formal Elements:

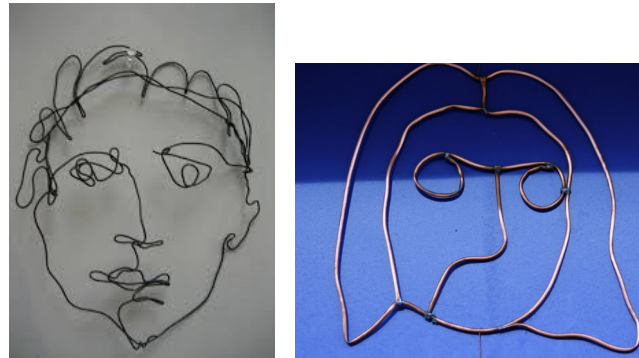
- Form** Form is a three dimensional shape, such as a cube, sphere or cone. In 2D artworks, tone and perspective can be used to create an illusion of form.
- Shading** Shading is used to capture different tones i
- Portrait** A work of art that represents a person, group of people or animal. Portraits show what a person looks like as well revealing something about their personality.
- Profile** The side view of an object or person.
- Line** A line is the path left by a moving point. It is one-dimensional and can vary in width, direction, and length. **Lines** often **define** the edges of a form. **Lines** can be horizontal, vertical, or diagonal, straight or curved, thick or thin.
- Proportion** Proportion refers to how one part of an object relates to whole object in size, such as the size of an eye in relation to the rest of the face. It is similar to scale.
- Highlight** Use highlights to show where the direction of light is coming from and to make facial features 3d.
- Shadow** A shadow is formed by the object in the opposite direction of the light source.

### BLIND CONTOUR DRAWING

Where an artist draws the contour of something in a continuous line, without looking at their paper.



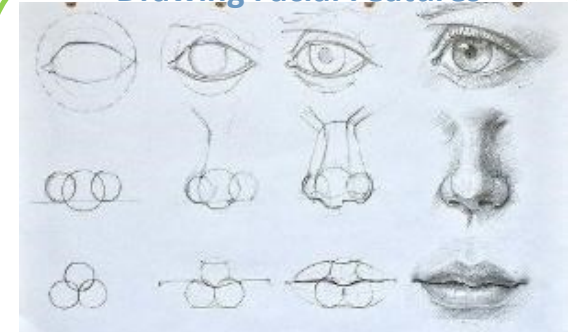
## Materials and Tools



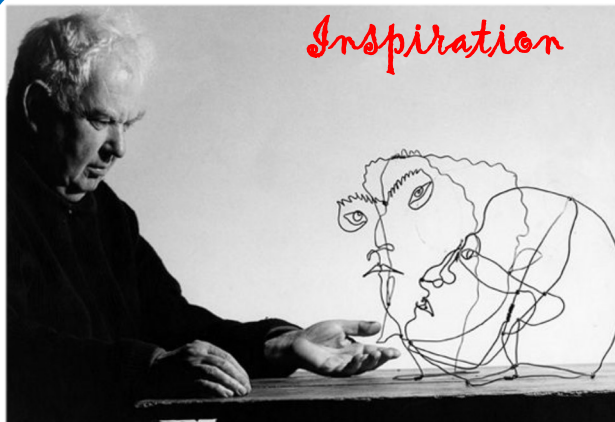
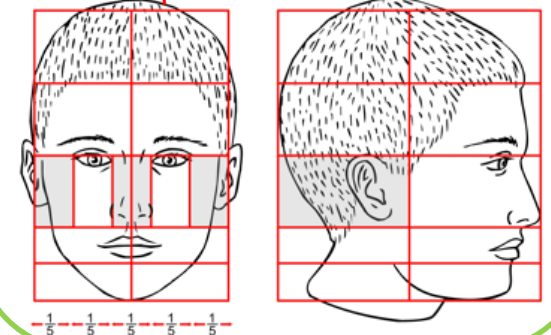
## An Information Page (Artist Case Study) includes:

- **Facts about the artist**, e.g. Where and when they were born; Where did they live?
- **Description of the artist's work**, e.g. What materials did they use? What/ who inspired them? Use key vocabulary.
- **History of their working life.**
- **Your own opinion of their work**, including reasons *why* you like or dislike their work.
- **Images of the artist's work.**

## Drawing Facial Features



## Proportions of the Face



Artist - Alexander Calder