

Title: Junior Art Portfolio
Instructor: Shani Leader

Project Description:

Each student will create an Art Portfolio during their semester in Integrated Art/Multi media III. Portfolios are designed to help students interested in going to art school get a portfolio started. However, portfolios are also designed to benefit students who are not going in to an art related field after high school. Students will have the option to choose their theme and their mediums so that the work may benefit every student and their interests.

Essential Questions:

How do the Elements and Principles of Design encourage a stronger understanding of our visual world?

Why is important to understand the arts?

What did you learn about yourself in the creation of a portfolio?

Project Expectations:

- Choose a theme for your series of work.
Examples: plants, animals, architecture, music, surfing, fashion, etc...

- By the end of the semester you will demonstrate mastery of the following elements of design. Describe where you best used the following elements in your portfolio.
 - Color:

 - Shape and/or form:

 - Line:

 - Texture:

 - Value:

 - Space:
- By the end of the semester you will demonstrate an understanding of the following principles of design. Describe where you best used the following elements/principles in your portfolio.

- Balance:

- Emphasis:

- Movement:

- Pattern:

- Rhythm:

- Contrast:

- Unity:

- Create at least 10 works of art throughout the semester which will include:
 - Examples of 1 drawing (pencil, charcoal, pastel, marker, etc...)
 - Examples of 1 painting. You may use the following materials for this piece (oil, watercolor or acrylic)
 - 1 digital piece (video, original photoshop image, website, photography, etc...)
 - 1 mixed media piece
 - 1 performance or written piece (poetry, presentation, spoken word, play, music, etc...)
 - 2 free choice

Your Material List:

-Sketchbook

-List other items needed for your portfolio.

*Check items needed for first piece of art. Bring these items in by 9/14/2011.

Benchmarks and Due Dates:

Benchmark	Due Date	Image and Description on DP
Portfolio Proposal	09/07/11	N/A
Portfolio Outline	09/12/11	N/A
Portfolio work time and drafts DUE	09/13/11	
Portfolio work time and materials DUE	09/14/11	N/A
Work time and 1 st portfolio piece completed	09/21/11	
Class Critique Session	09/23/11	N/A
Portfolio work time	09/28/11	N/A
Work time and 2 nd portfolio piece completed	10/05/11	
Portfolio work time	10/12/11	N/A
Work time and 3 rd portfolio piece completed	10/19/11	
Portfolio work time	10/26/11	N/A
Work time and 4 th portfolio piece completed	11/02/11	
Class Critique Session	11/04/11	N/A
Portfolio work time	11/09/11	N/A
Work time and 5 th portfolio piece completed	11/16/11	
Portfolio work time	11/30/11	N/A
Work time and 6 th portfolio piece completed	12/07/11	
Portfolio work time	01/04/12	N/A
Work time and 7 th portfolio piece completed	01/11/12	
Class Critique Session	01/13/12	N/A
Final Portfolio Due/ Presentations Start	01/18/12	

Vocabulary

Visual Elements of Design

Visual Elements of Design are the component parts of art. The elements help define what principles are. There cannot be a principle without an element. The elements do not occur in isolation but one can be dominant. The elements give the artist a vocabulary to use in order to help explain their art.

Line

A visual path of action, our eyes tend to follow lines.

Line is the connection between two points, it may be actual or implied. Line defines the edge and shape two dimensionally. Line has different qualities: thick, thin, light, dark, long, short, and broken. Line can create directional effects. Lines grouped together make patterns and textures. Lines define the contour of shape by moving in and out, back and forth.

Shape

A defined area. Two-dimensional shapes are areas that stand apart or out from the space around them because of a definite boundary or difference of value, color, or texture. Shapes may be geometric, organic, or composite. There are positive and negative shapes which is also referred to as a figure-ground relationship. A figure-ground reversal occurs when the eye switches from seeing a shape as foreground and sees it instead as background.

Texture

The surface feel of an object (actual) or the representation of surface character (implied). Texture can be experienced through both touch and vision.

Space

The area around an object. Mass and forms occupy space. It can be actual (3-dimensional) or implied on 2-dimensional surfaces.

Value

The range of light and dark on a shape or form or in an entire space. Value is the amount of lightness or darkness in a color. Red when lightened by white is called pink but is actually a light red. When gray or green is added to red it is darkened and we may call it maroon. Pink and maroon are thus light and dark values of red.

Chiaroscuro is the process of taking light into dark to model an organic form to appear three dimensional on a two dimensional surface. This process was developed in the Renaissance.

Form

Three-dimensional shape that occupies space and has volume. Forms may be open or closed.

- Symmetrical (bilateral) balance is a form of balance achieved by the use of identical compositional units on either side of a vertical axis.
- Asymmetrical balance is a form of balance attained when unequal units create a sense of equilibrium in the pictorial field.
- A focal point is a radial type of balance. It occurs when two or more identical elements are distributed around a center point to create a repetitive equilibrium.

Color

The character of a surface that is the result of the response of vision to the wavelength of light reflected from that surface. Color can have emotional, psychological and physiological effects.

Hue: a color

Primary red, blue, yellow

Secondary	orange, green, violet
Intermediate	red-orange, blue-green, etc.
Complementary colors	two hues directly across one another on the color wheel. The complement of each primary is the secondary created by mixing the other two primaries (red-green; blue-orange; yellow-violet). When placed near each other, complementary colors tend to vibrate.
Value	lightness or darkness of a color
Intensity	brightness or dullness of a color due to its relative purity.
Shade	a color modified by addition of black resulting in a darker hue
Tint	a color modified by addition of white, resulting in a lighter hue

Principles of Visual Design

The Principles of Design can help explain the qualities of an artwork. They describe the organization and relationships of the elements of design.

Balance

Balance is a feeling of equality in weight, attention, or attraction of various elements within an artwork as a means of unifying a composition. It may be symmetrical, asymmetrical or radial.

Proportion

In any composition, the comparison of and relationship between the parts to each other and to the whole. Proportion can be expressed in terms of a definite ratio, such as "twice as big" or be expressed by "darker than", "more neutral than", or "more important than."

Rhythm

A continuance, a flow, or a feeling of movement achieved by repetition of regulated visual units, the use of measure accents, directs the eye through a composition.

Emphasis

(Dominance) The principle of visual organization that suggests that certain elements should assume more importance than others in the same composition. Dominance contributes to unity because one main idea or feature is emphasized and other elements are subordinate to it.

Harmony

The related qualities of the visual elements of a composition. Harmony is achieved by repetition of characteristics that are the same or similar.

Variety

The use of opposing, contrasting, changing, elaborating or diversifying elements in a composition to add interest and individualism. The counterweight to harmony in a work of art.

Unity

The appearance of oneness, all parts working together.

