

ENTRY LEVEL PAINTING AND DRAWING

Developing as an Artist

6th-13th October 2022

Areas of Focus

In the coming weeks we will be examining aspects of visual art, it's practice, theory, inspiration and how we can utilise our Goldster exercises in our development as artists.

Whether for you its a much needed hobby, a passion, serious pass-time, a challenge for our brains, or even a career path...how can we utilise what we are creating with Goldster to push our creativity to new depths?

The Entry level art experience should be about developing skills as artists. So far we have focused entirely upon the principles of drawing and painting.

1 PLACEMENT

2 PROPORTION

3 PERSPECTIVE

4 VALUE

5 COLOUR

6 EDGE-QUALITY

Each week our program develops these core practical strengths. Additionally we will improve key areas that can push our ideas and outcomes further. Let us begin with Genre Painting.

The 5 main classical Genres of painting are:-

1. **Narrative Painting**

Religious, historical or allegorical work, with a moral message.

2. **Portrait Art**

Includes individual, group or self-portraits.

3. **Genre Painting**

Scenes of everyday life.

4. **Landscape Painting**

Paintings whose *principal* content is a scenic view.

5. **Still Life Painting**

An arrangement of objects or everyday items.

Additionally we can explore CONCEPTUAL AND ABSTRACT as a separate Genre although it is essentially within the classic types too.

4 Landscape painting

We will begin with exploring a photograph resource and develop this into a plan for a painting.

Materials

Paper and 2H,HB, 2B pencils, eraser. Standard chalk pastels.

Objective

We will learn to draw from a resource accurately using traditional methods and principles and to demonstrate these skills by application into a composition study for Portrait painting.

Method

We will incorporate the classical drawing stages taught in the 19th century at the renowned academy's of Europe,

The five stages are:-

1 observation

2 placement

3 construct

4 articulation

5 line weight



