









Year 9 Portraiture

The Visual Elements

Line 	Pattern 
Tone 	Texture 
Shape 	Space 
Colour 	Form 

Portraits are, quite simply representations of a person: usually their face is the most important part, but not always, and as ever, there are always exceptions, and artists who play with expectations and different ways of thinking or making art

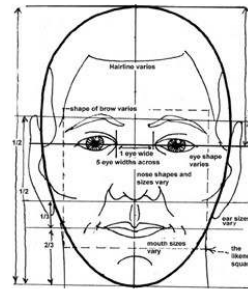
Key Knowledge 1: Using the lines of proportion to create a portrait.

- Portraiture- a representation of a person or persons.
- Proportion- formal use of guide lines to place the features of the face in the correct position.

Keywords: Proportion, Features, Shape, Tone .

Key Knowledge 2: Accurate proportion.

Use the guide sheet to help you achieve accurate proportions of the face. Use the lines of proportion to position the eyes, nose, mouth and ears (the features). Use mark-making to make eyebrows and hair look more realistic.



Expert Modelling:



Chuck Close



Van Gogh



Andy Warhol



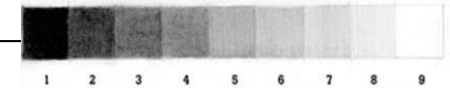
Da Vinci



Key Knowledge 3: Use of tone.

- Use a variety of pencils, H and B, to achieve tone and texture to your work.

This will help to give a 3D appearance to the piece.



Wider Thinking/Further Reading:

<https://www.tate.org.uk/art/art-terms/p/portrait>

Surrealism is an art movement that was founded by Andre Breton in 1924. Over the years, 'surrealism' has come to be regarded as a technique in addition to being an art movement. Surrealism as a technique relies on unusual juxtaposition