

Year 9 Architecture Knowledge Organiser

Drawing

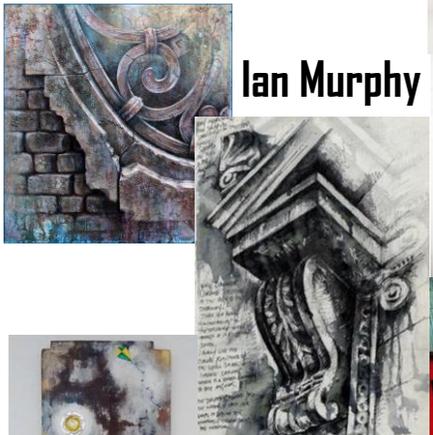
1. Understand the benefit of using contrasting **tone** and how to apply it.
Contrasting tone- Strong light and dark tones next to each other stand out creating atmosphere and depth in art.
2. How to illustrate **texture**.
Texture- The way something looks like it feels or actually feels.
3. Understand the difference between primary and secondary source. Collect and use own **primary sources**.
Primary source- An object in front of you or a photo you have taken.
Artist Inspiration- being inspired by looking at artists work and using similar techniques to improve your own work.



Artist's / Contextual Studies

Art is everywhere! When you walk to school you pass buildings, cars, people dressed in clothes. All of these things have been designed by somebody at some point in time. Look at the buildings around you. Look up. Look down.
Your task is to have an awareness of architecture themed artists and to use them to make your own art based on a building of your choice.

- Describe the artists work using the following:**
- Mood**- The way the artwork makes you feel.
 - Media**- the materials used to make the artwork. For example Paint, Photography or sculpture.
 - Colour**- Artist use this to illustrate to mood in a piece of work or create focus.
 - Line**- The basis of a piece of artwork; the line creates the shapes in a piece of art.
 - Shape**- The two dimensional shapes in a piece of art.
 - Texture**- The surface quality of the work (optically and physically through touch)
 - Tone**- The recording of light (light and dark).
 - Form**- A three dimensional shape



Antonia Dewhurst

Ian Murphy



Tracey Snelling

Painting Techniques

How to use Koh-I-Nor high colour density watercolours.
How to blend acrylics.
Develop ability to mix a bigger colour palette. (from year 8).

Develop texture painting techniques:

- Dry Brushing**- Creating texture by gently brushing a small amount of paint over a previously painted textured surface.
- Scraffito**- Scratching into wet paint so you can see the colour underneath. This creates texture and can be used for decoration.
- Stippling**- Bouncing your brush up and down to create texture and blend paint. Good for quickly blending colour.
- Craquelure**- The layering of acrylic paint and PVA glue. The paint and glue dry at different rates meaning the PVA cracks and you can see the original paint layer underneath.



The Wakeman Trail

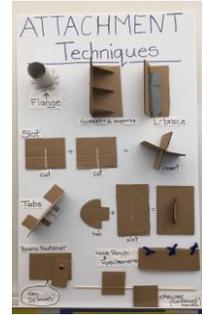


Building a 3D Form

- By the end of my I project I will know...
- A range of clay techniques including: **slab building**, how to use **guide sticks** and rolling pins.
 - How to create textures using **impressions** (wallpaper and lace).
 - How to **glaze** (use of oxides for pattern).
 - How to build a **form** using thin cardboard and develop detail in layering.
 - How to use **texture** painting techniques: dry brushing, scraffito, stippling and craquelure.

Clay Terms Explained:

- Slab building**- A block of clay rolled out in even thickness. The slab is built upon or cut up to attach to other slabs.
- Guide sticks**- Wooden sticks to help keep your clay slab a minimum thickness. If you go too thin the clay will be fragile and may crack.
- Impressions**- The print of an object when pressed into something soft.
- Glaze**- The finish to your clay; this is painted on and fired in the kiln.
- Texture**- The look or appearance of your surface. This can be a physical difference or a visual one.



Build a 3D relief tile from cardboard using Hanilson da Silva and buildings as inspiration.

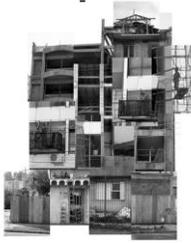


Hanilson Divino da Silva



Designing a Lampert inspired Wakeman tile

1. Make your own Lampert inspired collage using your own photographs of buildings.
2. Use your Lampert collage to design a Wakeman tile by drawing out the main shapes onto paper using a ruler.
3. Build a clay slab tile using your design.



Leticia Lampert



Evol