

TVET CERTIFICATE V in GRAPHIC ART

SKETCHING OF PEOPLE AND SUBJECTS IN MOVEMENTS

GRASS501

Conduct sketching of people and subjects in movements

Competence



Credits: 7

Learning hours: 70

Sector: Art and Craft

Sub-sector: Graphic Arts

Module Note Issue date: June, 2020

Purpose statement

This module describes the skills, knowledge and right attitude required to the trainee to be able to perform drawing and nude people and environment, perform drawing of draped people and conduct scene drawing using all techniques used in drawing

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Learning Unit 1 – Sketch nude people and environment

LO 1.1 Sketch nude people

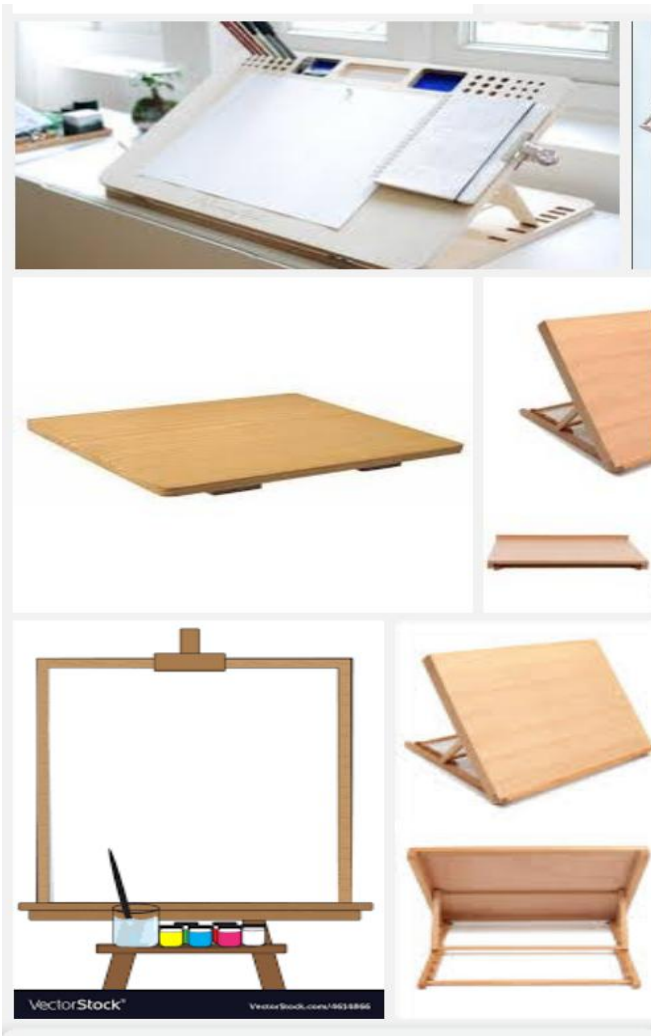
- Process of sketching nude people

A. Choice of material:

Drawing board, drawing paper, Sketchbook, Soft pencil, Hard pencil, Eraser, Sharpening tools, Computers, Internet, Feather bird, pen, ink, - Different types of papers.

A.1. Drawing board: A plane surface or table on which paper can be fastened for drawing purpose

Images of different types of drawing boards



A.2. Drawing paper: Drawing paper is a paper specially prepared for the use of drawers (such as draftsmen or sketchers).

A.3. the pencil is useful drawing tool. The lead of pencil is actually graphite, which comes in varying degrees of softness.

Most pencils in everyday use have HB written on them, this stands for hard black. From H through to H; these pencils are suited to very precise technical drawing. Soft pencils go from B through to 6B are good for sketching where large areas of dark shading are needed

Leads are graded by numbers and letters from 9H, an extremely hard lead, to 7B, a very soft lead.

Hard grades	Medium grades	Soft grades
9H Hardest	3H Hardest	2B Hardest
8H	2H	3B
7H	H	4B
6H	F	5B
5H	HB	6B
4H Softest	B Softest	7B Softest

A. 4. Supports:

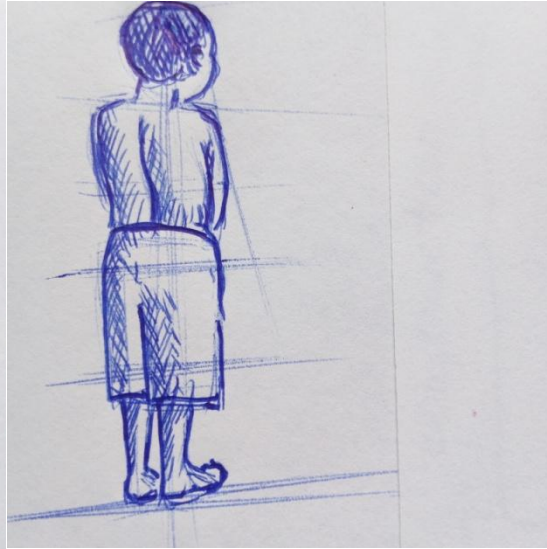
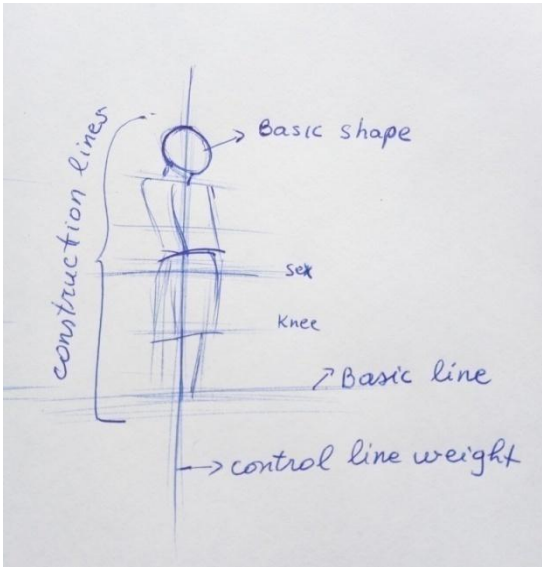
Support is any solid durable and stable surface onto which paint is applied. The most common used supports are clothes, clothes, paper and card.

B. Sharpening tools: are materials for sharpening such as cutter, knife, razor blade, sharpener, and chisel.

- Types of people to be drawn:

Children, Young people, Adult people, Old people

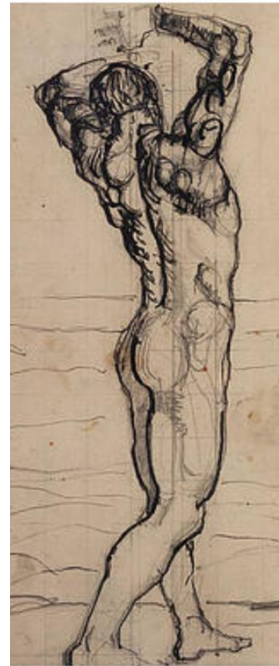
A. Children drawings



B. Young people drawings



C. Drawings of adult people



D. Drawing of young, adult and old people



- **Techniques of drawing**

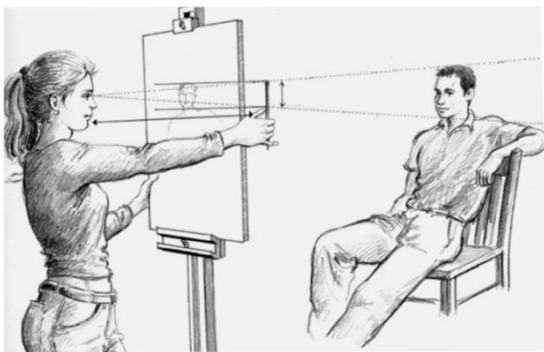
A. Measuring techniques

In measuring techniques, we use Gauging proportions.

Gauging proportions is as simple as making sure that the width and height of the objects in your drawing are proportionally similar to those in your reference.

Gauging Proportions with a Pencil

Gauging Proportions can be done by “measuring” each part of the subject with a pencil. Use the top of your thumb to make the distance from the end of the pencil. Now compare this measurement with those of other parts of the image. In this example, the teapot’s height is equal to its width.



B. Grid techniques

The word design implies that the various components of a visual image are organized into a cohesive composition. A design must have visual unity.

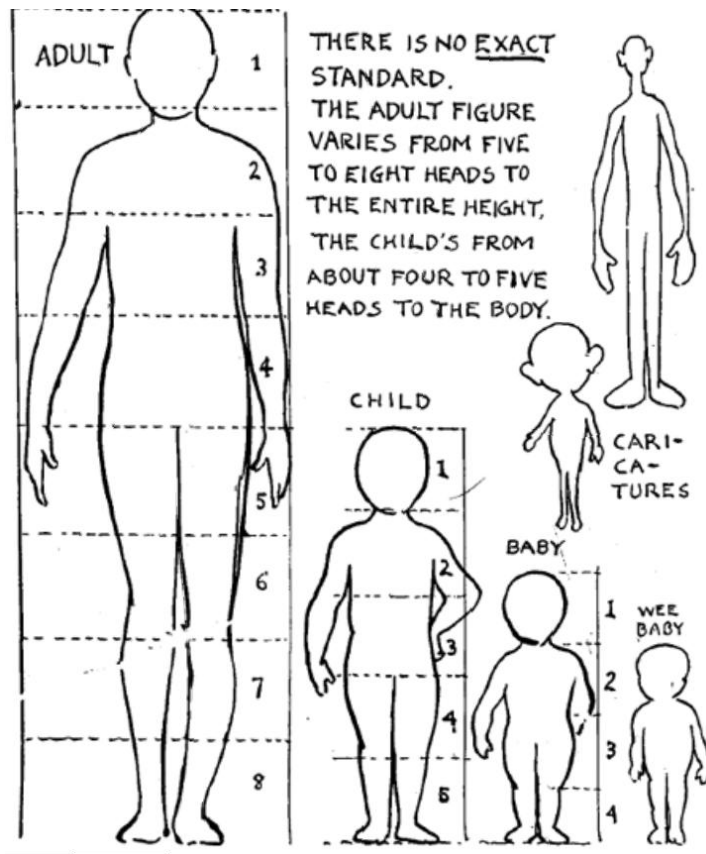
A more traditional way of copying your photo would be to divide it up into squares or rectangles and just scaling it up from there. Viewing each block as a separate sketch makes the task much easier to complete.



C. Figure proportions

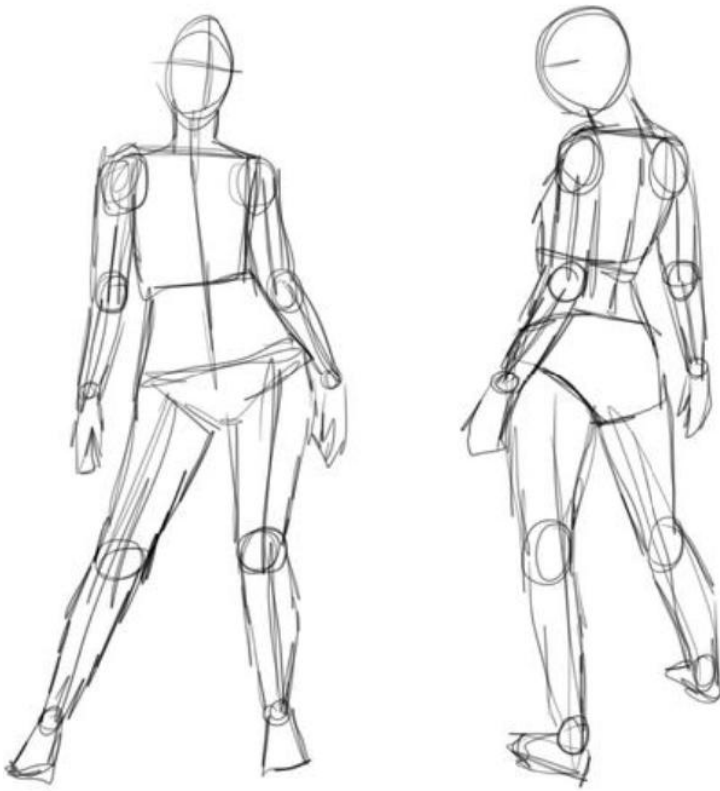
Proportions are the relationships, or ratios between the heights, widths and depths of a subject.

Example of human proportion



D. Gesture drawing

It is basically a quickly drawing that capture the essential gesture of subject in its most distilled form.



E. Linear perspective

Linear perspective involves the use of converging lines and the manipulation of the size and placement of elements within a composition to create the illusion of depth and distance. Linear perspective projection is a very good system for creating the effect of depth and distance in drawing. At least three kind of linear perspective: one point, two point and three-point perspective.

- In a one-point perspective drawing, all of the depth lines go to one vanishing point.
- In two-point perspective, they are two vanishing point on the eye level.
- In three-point perspective, the third vanishing point is above or the below the eye level.

F.1. One-point perspective

One-point perspective is a simple form of linear perspective with only one vanishing point

F.2. Two-point perspective:

Notice that all vertical lines are parallel to each other, and perpendicular to the Horizon line (i.e. the Horizon line drawn across the picture that indicates eye level). Parallel horizontal lines on the actual object are not parallel in the sketch, but meet at the specific “vanishing points” on the Horizon line. These vanishing points are arbitrarily placed by designer.

Two-Point Perspective, Many Vanishing Points a simple stack of books may have many vanishing points.

Each of these books has its own set of two vanishing points.

The difference between the one-point perspective and two-point perspective is that in two point the viewer is positioned at the edge where the object’s two corners meet hence seeing two receding planes; while in one point the viewer stands at one corner thereby seeing only one of all receding planes.

F.3. Three-point perspective:

This perspective is based on the same principles as the two-point perspective, but includes a third vanishing point placed above or below the object. Vertical lines (drawn parallel in two-point perspective) now converge at this third point.

F. Identify basic shape

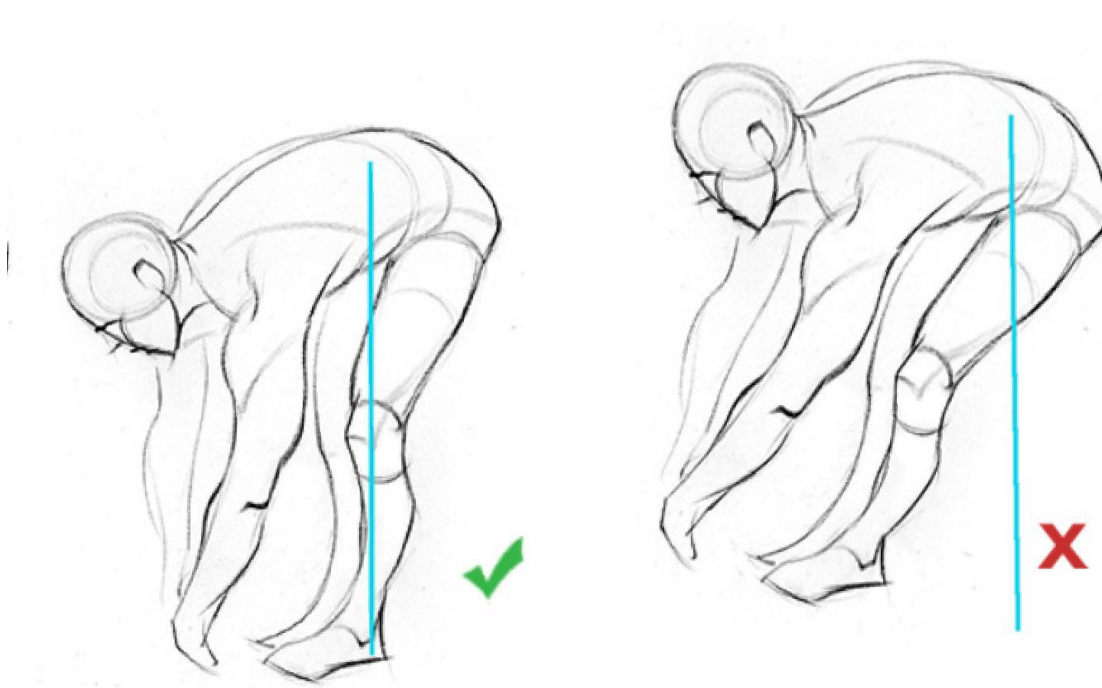
There are three basic shapes in drawing such square, rectangle and triangle. Combine these shapes will help an artiste to construct any object, observed or imagined.

G. Control line weight

Line weight helps an artiste to balance the pose. The center of gravity is always above the leg that bears the weight.

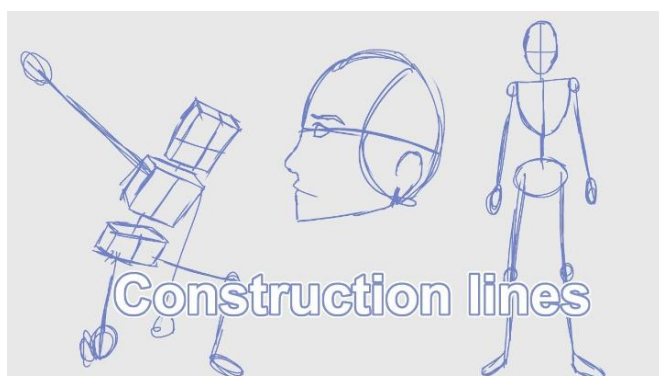
Pose balanced

Pose imbalanced



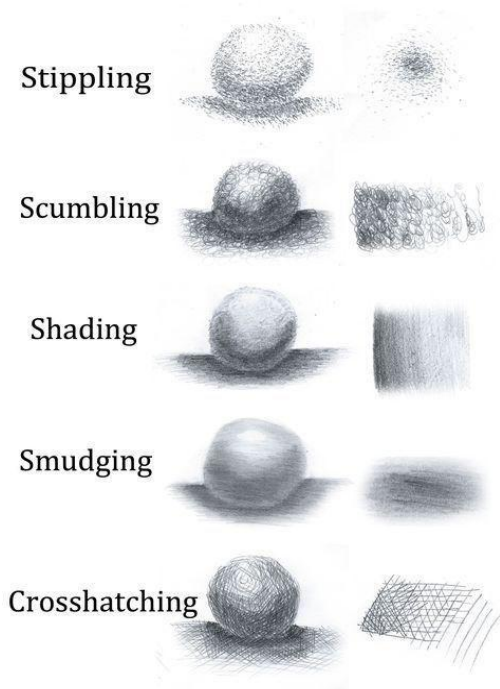
H. Construction lines

Construct lines help lay out small or detailed parts of a design on a sheet. To draw a construction line, first specify a single datum point through which the construction line will pass. After the datum point specified, additional construction lines can be drawn through the same datum point.



I. Shading style technique:

Some of them are Smudging technique, hatching techniques, Combined techniques, Drawing technique washes, Stippling, Cross hatching



LO 1.2 Implement drawing techniques

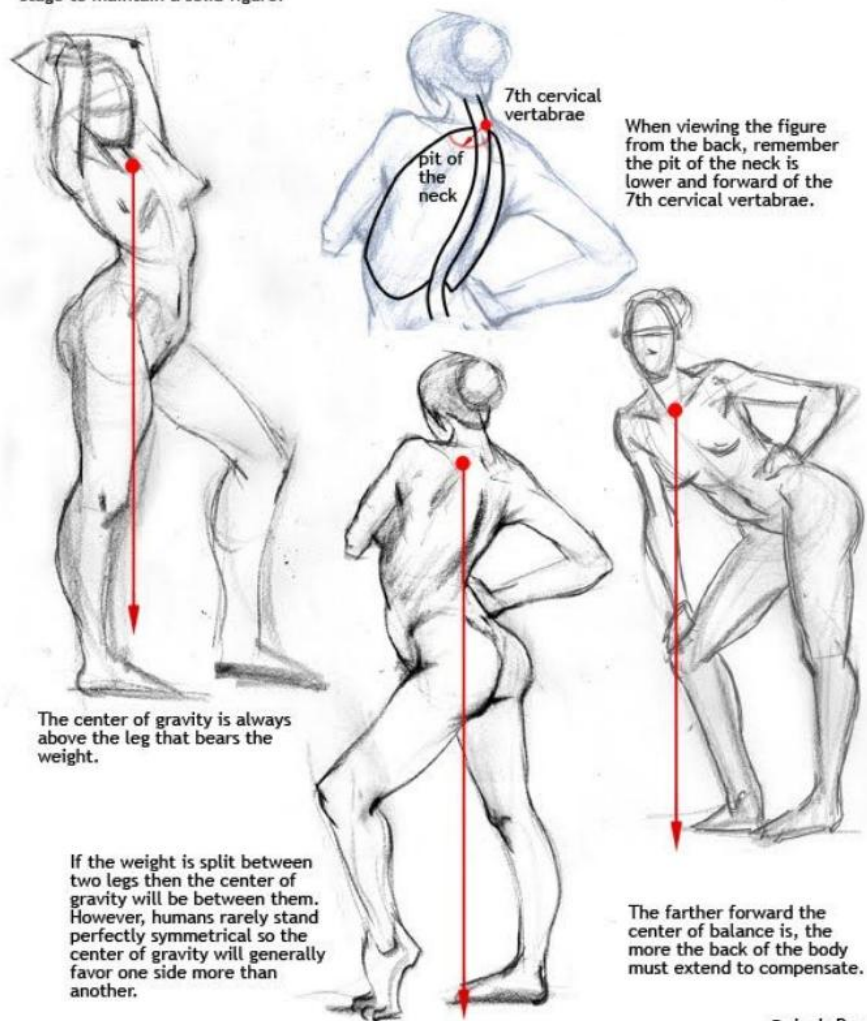
- **Techniques of drawing**

A. Control line weight (The use of visual balance):

In assessing pictorial balance, we always assume a center vertical axis and usually expect to see some kind of equal weight (visual weight) distribution on either side. This axis functions as the fulcrum on a scale or seesaw, and the two sides should achieve a sense of equilibrium. When this equilibrium is not present, a certain vague uneasiness or dissatisfaction results. The artists must make sure one part of artwork does not carry more visual weight than another. Visual balance causes you feel that the element has been arrangement just right. A visual imbalance creates a feeling of uneasiness. You feel a need to rearrange the element.

balance

When a plumb line (a perfectly vertical line) is dropped from the pit of the neck, the figure's center of balance is directly below. Make sure to check the figure's center of balance early on in the gesture stage to maintain a solid figure.

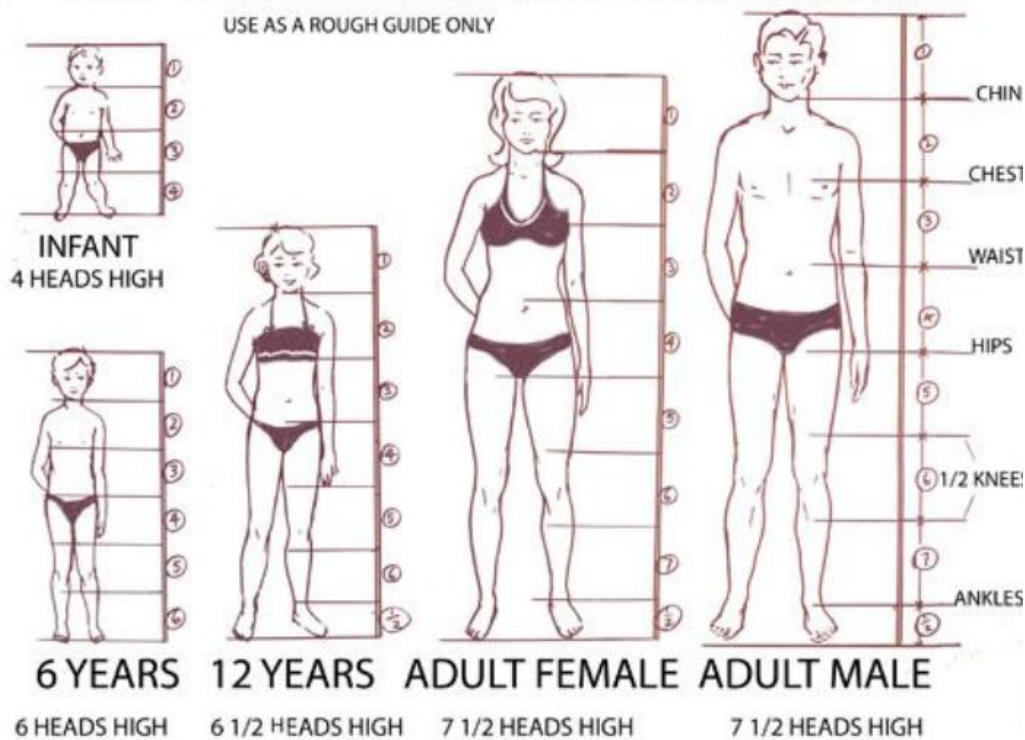


B. Measuring techniques: The use of proportions

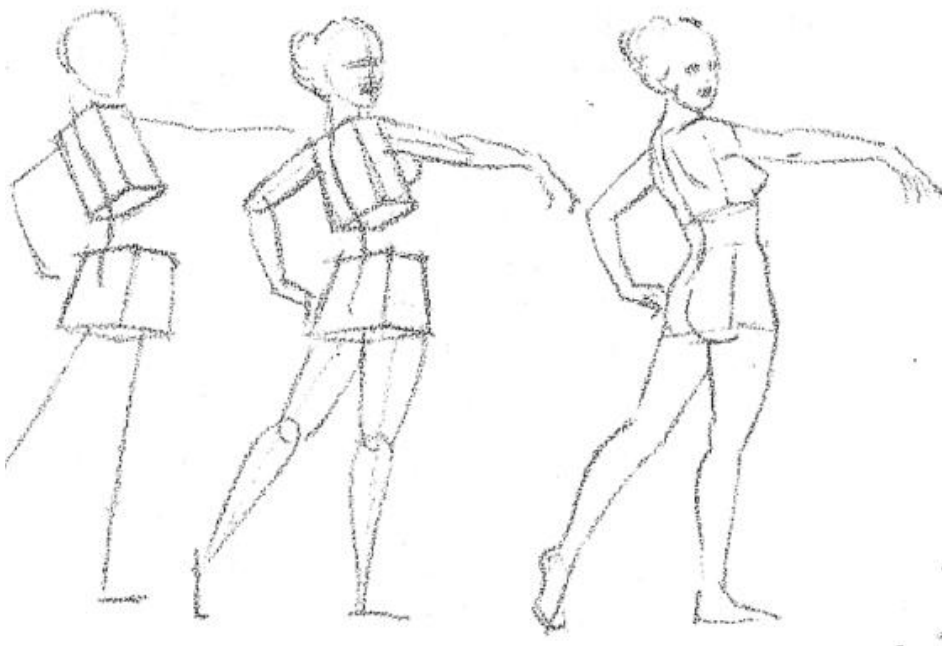
Proportion is the principal of art concerned with the size relationship of one part to another

VERY GENERAL AVERAGE PROPORTIONS

USE AS A ROUGH GUIDE ONLY



C. The use of Building lines /Construction lines and Identify basic shape



D. The use of Linear perspective

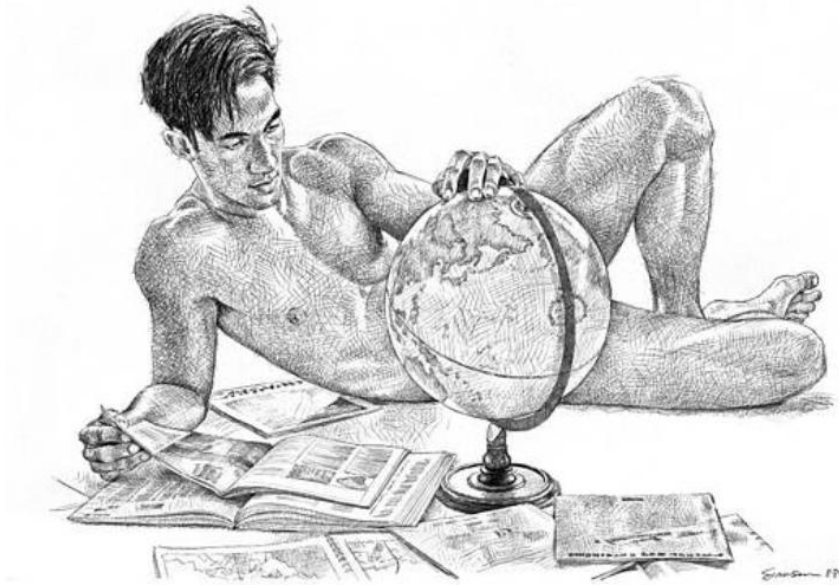
Linear perspective involves the use of converging lines and the manipulation of the size and placement of elements within a composition to create the illusion of depth and distance.



E. The use of shading with Hatching techniques



F. Combined techniques



G. Drawing technique-washes



LO 1.3: Draw nude person in different positions

- **Types of position**

Types of position are right side view, left side view, front view, $\frac{3}{4}$ view, top view, bottom view

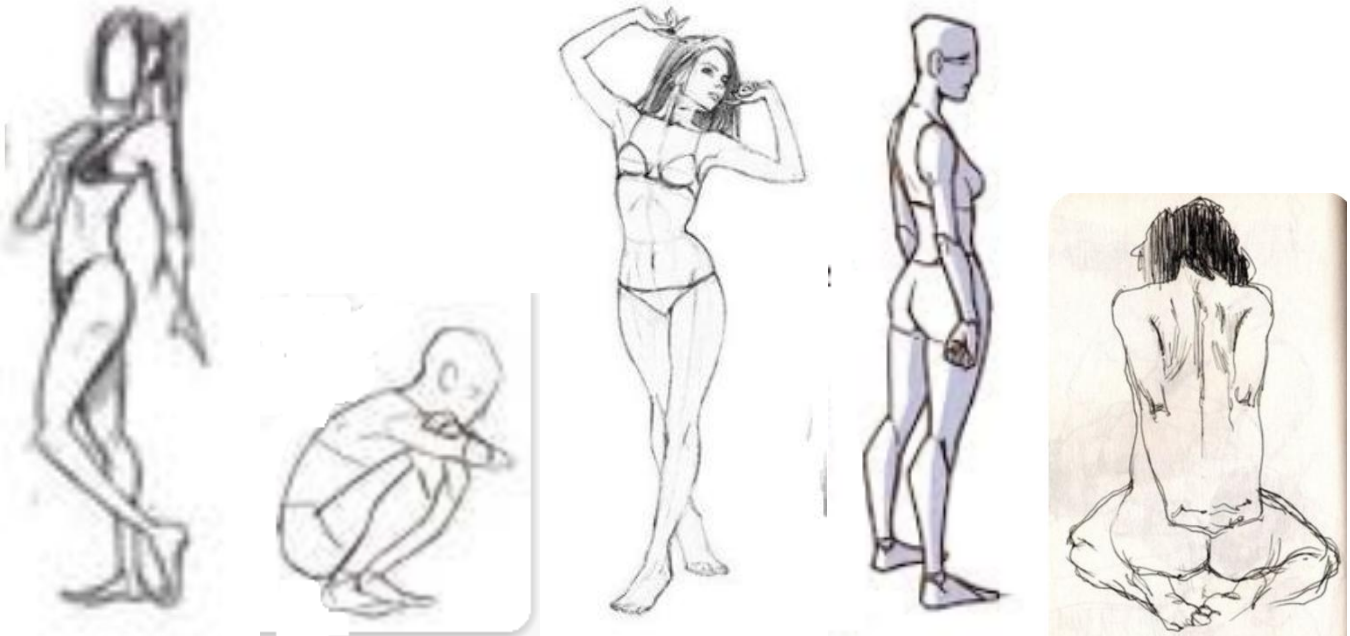
The left side view

The left side view

Front view

$\frac{3}{4}$ view

bottom view



- **Principle of arts**

Principle of design are Rhythm and movement, balance, proportion, variety, emphasis, harmony, scale and unit.

A. **Balance:**

In assessing pictorial balance, we always assume a centre vertical axis and usually expect to see some kind of equal weight (visual weight) distribution on either side. This axis functions as the fulcrum on a scale or seesaw, and the two sides should achieve a sense of equilibrium. When this equilibrium is not present, a certain vague uneasiness or dissatisfaction results.

Balance also is the principle of design concerned with equalizing visual forces or elements in work of art. The artists must make sure one part of artwork does not carry more visual weight than another. Visual balance causes you feel that the element has been arrangement just right. A visual imbalance creates a feeling of uneasiness. You feel a need to rearrange the element.

A central axis is a dividing line that works like the point of balance in the balance scale.

Many works of art have a central vertical axis with equal visual weight on both sides.

Artists also use a horizontal axis; the weight is balanced between top and bottom.

A1. Formal balance:

Formal balance, Symmetrical balance and bilateral symmetry have the same meaning.

Formal balance occurs when equal, or very similar elements are placed on opposite sides of a central axis. Two halves of balanced compositions are identical, mirror images of each other. The dividing line can be horizontal, vertical or diagonal, as long as it travels through the center of the artwork. The axis may be a real part of the design, or it may be an imaginary line.

A2. Informal balance:

The second type of balance is called Informal balance or asymmetrical balance. In this case balance is achieved with dissimilar objects that have equal visual weight or equal eye attraction. Two unlike object can have visual weight. Two halves of the composition are not identical but carry similar visual weight.

A3. Radial balance:

A third variety of balance is called radial balance. Here all the elements radiate or circle out from a common central point. In the same meaning, the lines or the shapes spread out in irregular pattern from the centre point.

B. Unity

Unity is a quality of wholeness, or oneness that is achieved through the effective use of the elements and principles of art. Unity is like an invisible glue, it joins all the separate parts so they look as if they belong together.

Artists can achieve the unity in several ways for example, a painter might repeat a colour or a shape in several areas of the composition or use the colour scheme, such as analogous or monochromatic, to create a unified work of art.

C. Harmony

Harmony refers to the relationship of element, how they related each other in shape, colour, tones, texture, value etc. It refers to the total appearance of composition. It can also refer to proportion and balance.

D. Proportion

Proportion is the principal of art concerned with the size relationship of one part to another.

The use of proportion requires that the parts of a given form (or composition) should be related in such a way that becomes visually pleasing, and that the enlargement or reduction (referred to a scaling up or down) must be done uniformly (proportionally) within the composition, or in a three-dimensional form, space must be proportional to the various units within it.

Sometimes artists deliberately distort proportion to evoke a reaction from viewers and to drive certain point home.

E. Emphasis

We create the emphasis by stressing an area of a composition to draw the viewers' attention, or focus.

It is to make a part of a work dominant over the other part.

E1. Focal point

It is to stress an area. The area is dominant over the other areas; the main element is placed in the middle of art work.

- **Creating a Focal Point through Contrast**

As a rule, a focal point results when one element differs from the others. Whatever interrupts an overall feeling or pattern automatically attracts the eye by this difference.

Mean that Artist can create focal point by giving the object dominant. By using contrast, such as in color, or in texture. Element drawn in the centre of the composition.

- **Using Focal Point for Emphasis**

Every aspect of the composition in A emphasizes the grapefruit at centre stage. The grapefruit shape is large, centred, light, and yellow (compared with darker grey surroundings), and even the lines of the sections point to the center.

F. Rhythm and Movement

In art, **Rhythm** is the repetition of visual elements such as lines, shapes, or colors that creates a feeling of emotion.

Movement: Visual rhythm creates a sensation of movement as the viewer's eyes follow the visual beats through a work of art. Visual movement is different from real action, which involves a physical change in position for example a ball bouncing across a room is real action.

Visual rhythm is rhythm you receive through your eyes rather than through your ears.

- **Element of art and design**

Art is a form of communication. Each painting, sculpture and photography you see represents an idea or feeling that the artist wants the viewer to understand. An artist uses Line, Shape, Form, Space, Value, Color and texture to create a work of art. These elements of art help the artist express an idea, convey a feeling, or describe a subject.

A. Line

A line is a continuous mark made by a moving point. Line defines a space, creates a pattern, or shows movement. Line is created by movement and is capable of infinite variety. Line is important to the artist because it can describe shape, and by shape we recognize objects.

B. Shape

Shape is an enclosed area of space, often defined by line. Shapes are two-dimensional, or flat, but can be made to look like solid three-dimensional object. Two types of shapes:

B1. Organic shape

Irregular shapes like those found in the nature are called organic shapes

B2. Geometric shape

Geometric shape like circles, squares, rectangle and triangle.

Two terms are commonly applied to shapes: **curvilinear** and **rectilinear**.

Curvilinear use one continuous curve mounted on a tubular frame.

C. Form

A form is an object with three dimensions-height, width, and depth.

C1. Organic form

Organic forms are irregular forms like the natural form of tree, pineapple, onion, and so on.

C2. Geometric form

Geometric forms include objects such as spheres, cylinder, cubes, cones and pyramids.

D. Space

It is in and around an object. It can be empty or full, nearby or far away.

D1. There are two kind of space:

- **Positive space:** It is an area occupied by an object. It is parts against its background.
- **Negative space:** It is that space that surrounds the object. It is the object's background.

D2. Areas in space

- **Foreground:** The part of the painting that is at the very front, and often near the bottom. Most artwork show the most detail in the foreground.
- **The background:** Farthest from the viewer, are more fields and rolling hills?
- **Middle ground:** The area between the foreground and the background.

E. Value/ Tone

It is the degree of lightness or darkness of colour. Tint has light value; shade has a dark value.

F. Shade

A shade is a mixture of the pure hue plus black. Another way to make a shade is to use the hue's complement rather than black in these mixtures.

G. Texture

Texture is the way an object feels to the touch, or the way it may look. Texture refers to the roughness or smoothness of a surface.

➤ The artists show different types of texture:

- **Tactile texture** (actual texture), is the way a surface feels to the touch.
- **Visual texture** is the way a surface looks like it would feel. Visual texture is also known as **Simulated texture**.

A painting of an alligator's skin might appear rough, but if you were to touch the painting, it could not actually feel like an alligator.

- **Types of nude person drawing**

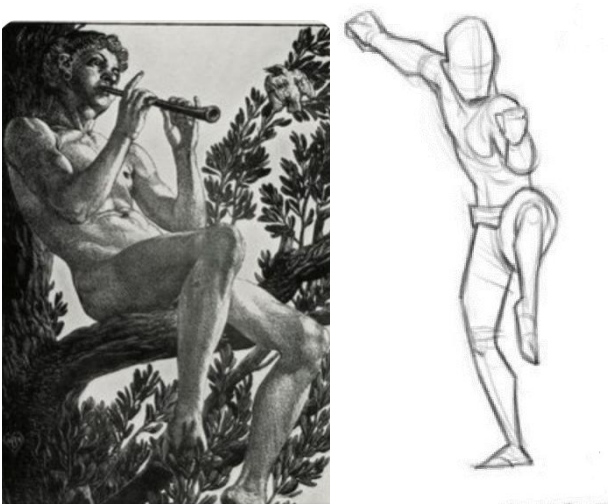
A. Drawing from imagination

Imagination means first, the act of creating new images or ideas by combining previous experience. This definition makes drawing from imagination and drawing from memory overlap-since both of them are based on experience as a source of inspiration. However, drawing from imagination, though based on experience, seeks ideas and images that add uniqueness to the composition.

Secondary, imagination refers to the act of forming mental image of what have never been actually experienced.

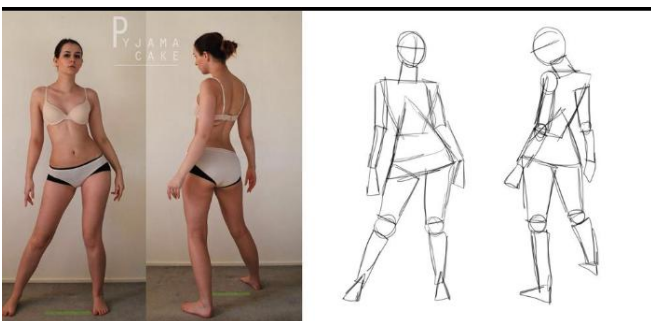
Third, imagination refers to the act of creating mental images from what does not in the world of reality. This means drawing images of imaginary objects.

An artiste can imagine different poses:



B. Drawing from observation

Drawing from observation involves looking at objects very carefully and recording what is seen.



C. Drawing from imitation

Drawing produced as a copy is drawing from imitation

Original image

Image imitated

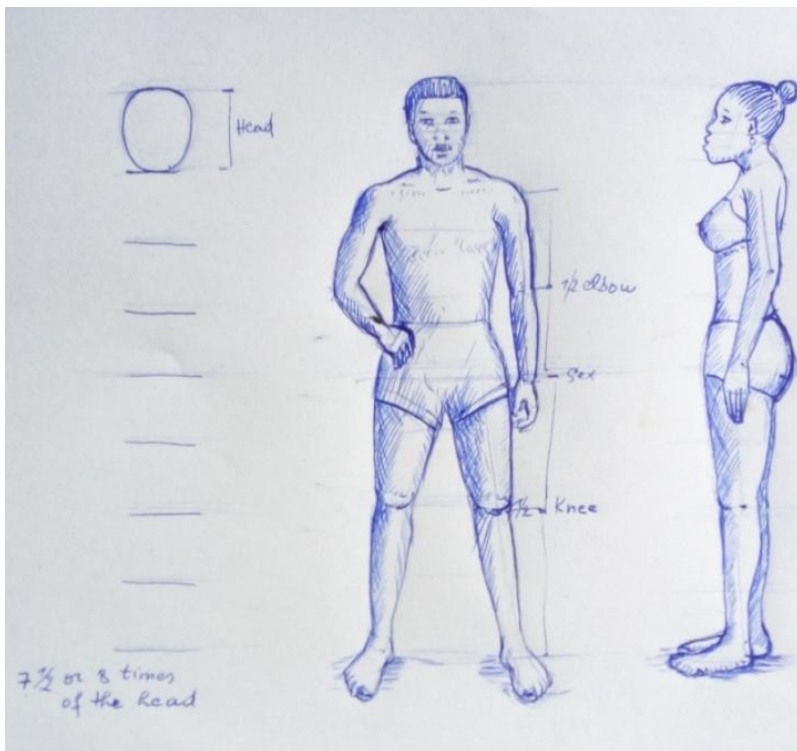


- **Draw nude person in different poses**

Poses to be drawn are Sitting, Standing, Lying, Bending, Squatting, Kneeling, Dynamic poses, Walking, Jumping, Climbing, Dancing

Some examples of drawing nude people in different poses

A. Standing poses:



B. Sitting poses



C. Lying poses



D. Bending pose



E. Squatting pose



F. Kneeling poses



G. Dynamic pose



H. Walking poses



I. Jumping pose



J. Climbing pose



K. Dancing poses



Learning Unit 2 – Drawing of draped people

LO 2 .1 – Describe environment and Clothes of people

- Definition of environment in drawing

- A. **Wildlife:** Animals, plants and fungi, not normally domesticated, often to the exclusion of plants, fungi, fish, insects, and other invertebrates, and microscopic plants and animals.
- B. **Landscape:** A portion of land or territory which the eyes can comprehend in a single view including all the objects it contains
- C. **Aquatic:** Relating to water, living in or near water, taking place in water.
- D. **Environment:** The nature world or ecosystem.

- Types of environments

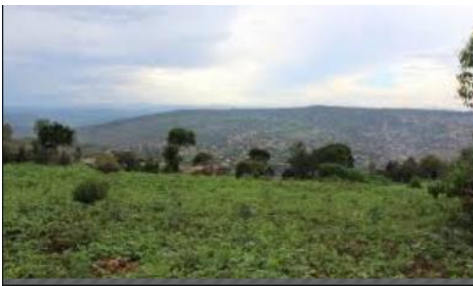
- A. **Forest:** The living parts include trees, shrubs, vines, grasses, and other herbaceous s(non-woody) plant, mosses, algae, fungi, insects, mammals, bird, reptiles, amphibians, and microorganisms living on the plants and animals and in the soil.
- B. **Grassland:** Found in the middle of large land masses or continents. The two major areas are the prairies in North America and the steppe which straddles Europe and Asia.
- C. **Animal:** A living organism that feeds on organic matter, typically having specialized sense organs and nervous system and able to respond rapidly to stimuli.
- D. **Objects:** Material things that can be seen and touched.

- **Types of environmental in art**

Human being: Any individual of the genus Homo, especially a member of the species Homo sapiens



- **Earth:** Earth is third planet from the Sun and the only astronomical object known to harbour life.
- **Land:** Land is the solid surface of earth that is not permanently covered by water.



- **Traditional media:** Media are the communication outlets or tools used to store and deliver information or Data. The term refers to components of the mass media communications industry. Such as print media, publishing, the new paper, photography, cinema, broadcasting (Radio and television). Traditional media are Ingoma, inanga, ect.



- **Nature:** A nature is defined as the natural Earth and the things on it, or the essence of the person or things. The trees, forest, birds and animals are or the example of nature.
- **Site specific art:** Site specific art is created for or in, a specific location. The content and the meaning are linked to the site

- **Wildlife:** Wildlife traditionally refers to undomesticated animal species, but has come to include all organisms that grow or live wild in an area without being introduced by humans. Wildlife can be found in all ecosystems.
- **Forest:** A forest is an area of land dominated by trees. Hundreds of definitions of forest are used throughout the world, incorporating factors such as tree density, tree ...

LO 2 .2: Identify techniques of making folds

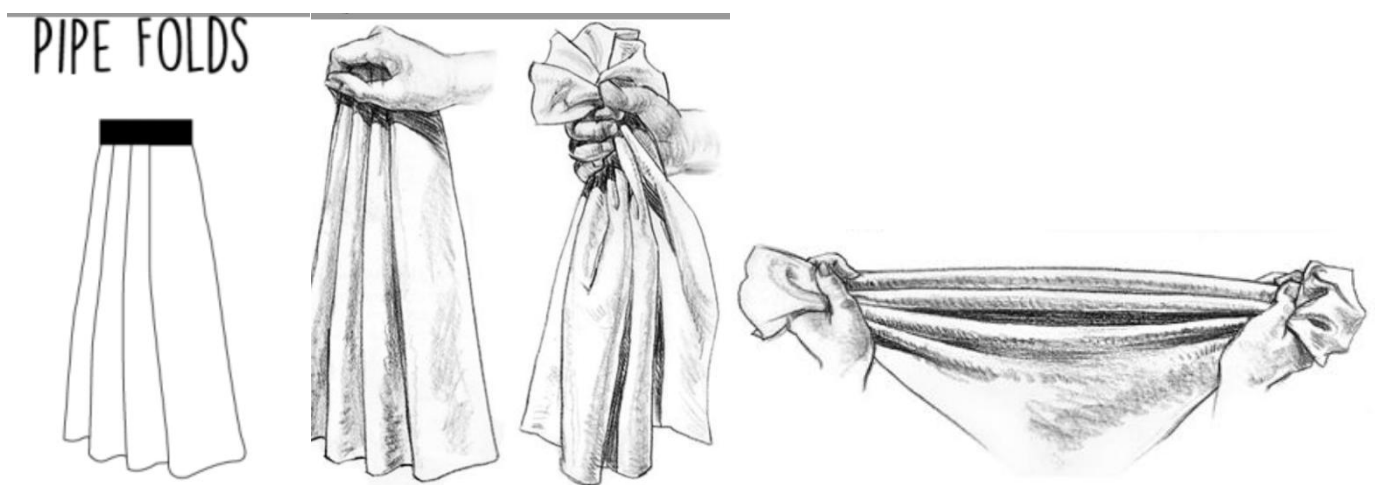
- **Technique of drawing folds**

Shading techniques: Hatching, Cross hatching, Dotting, smudging, scumbling, scribbled hatching

Using different types of value, an artiste can outline the relief of folds

- **Drawing folds**

Pipe Folds:



Zigzag Folds:

ZIG ZAG FOLDS



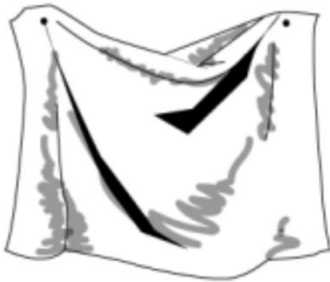
Spiral folds

SPIRAL FOLDS



Diaper Folds:

DIAPER FOLDS



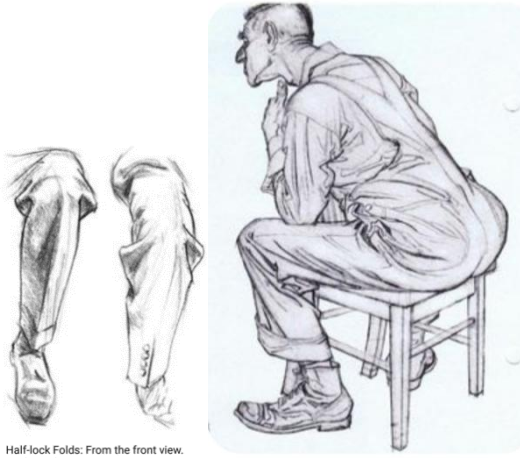
Drop Folds:

DROP FOLDS



Half-lock Folds:

Half-lock Folds occurs when tubular (tube-shape) pieces of cloth abruptly change direction.



Pillow: Pillow is a rectangular cloth bag filled with soft material, such as feathers, or artificial materials used for resting your head on in bed.



LO 2 .3: Implement techniques of drawing draped people with environment

- **Principles of drawing**

Principle of designs are Rhythm and movement, balance, proportion, variety, emphasis, harmony, scale and -Unity is a quality of wholeness, or oneness of art elements in composition.

-Rhythm and movement

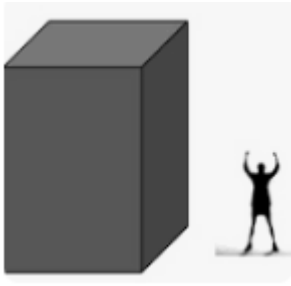
-Balance: It concerns with equalizing visual forces or elements in work of art.

-Proportion refers to the relative size of parts of a whole (elements within an object).

-Emphasis: It is stressing or dominating an area of a composition

-Harmony: Harmony refers to the relationship of element, total appearance of composition and It can also Refer to proportion and balance.

-Scale and proportion in art are both concerned with size. Scale refers to the size of an object (a whole) in relationship to another object (another whole).



- **Types of elements of drawing**

An artist uses Line, Shape, Form, Space, Value, and Colour in creating his/her work.

-Line is a continuous mark made by a moving point

-Shape is an enclosed area of space, often defined by line.

- Form is an object with three dimensions.

-Space is in and around an object.

-Value is the degree of lightness or darkness of colour

-Colour is an element consisting of hues, of which there are three properties: hue, Chroma or intensity, and value. Colour is present when light strikes an object and it is reflected back into the eye, a reaction to a hue arising in the optic nerve.

-Texture refers to the roughness or smoothness of a surface.

- **Techniques of drawing draped peoples**

-Drawing techniques are Master pencil grip, mix up shading techniques, Mass drawing, Chiaroscuro, Hatching, Automatic drawing, Contour drawing.

-Chiaroscuro: technique of shading with mass drawing. The mass has not value.

-Tessellation: It is fitting shapes together in a way that left no space between them.

A. Master pencil grip



B. **Mix up shading techniques** is with all the lines going in the same direction.



C. **Mass drawing**



D. **Chiaroscuro**: technique of shading with mass drawing. The mass has not value.



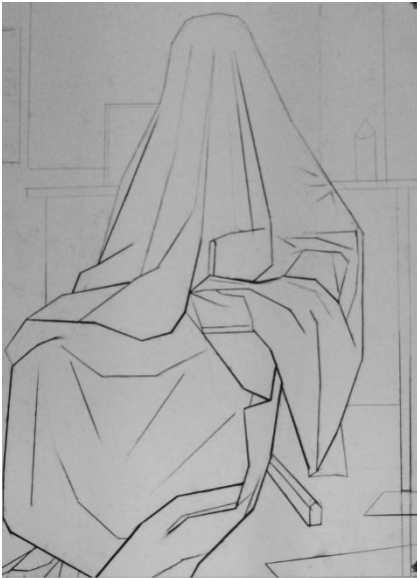
E. **Hatching**



F. Automatic drawing, the hand is allowed to move randomly across the paper.



G. Contour drawing.



- Draw people with object and nature

A. Sketches:

Sketches are the simplest forms of drawing.

They are preliminary quickly drawings done to capture something that is of interest to an artist.

Sketching can be said to be the shorthand for artists.

Sketching allows an artist to capture only those essential elements required and which can be later used in a major work

Sketch can also serve to help an artist to develop his / her practical skills and keep the hand flexible.

B. Drawing as a Study

The process involves close observation of specific parts of the object / subject and how each part relates to the other.

It also involves looking closely at how light and shadow play on the object / subject.

The process of marking a study is used as a means of exploring nature or any other situation in order to have a great understanding of the form, structure and characteristics of particular situation, object and subject.

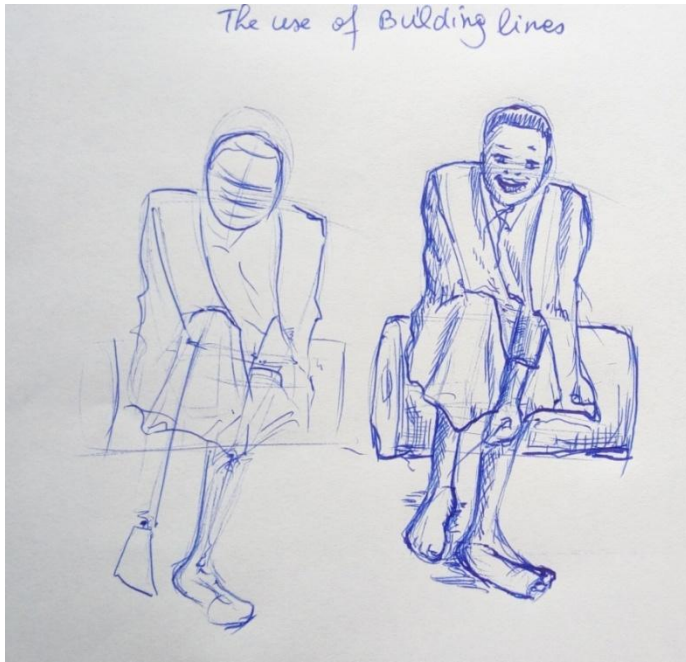
Studies are further step from sketches and are done as part of preparation for painting, sculpture, ceramic, and painting.

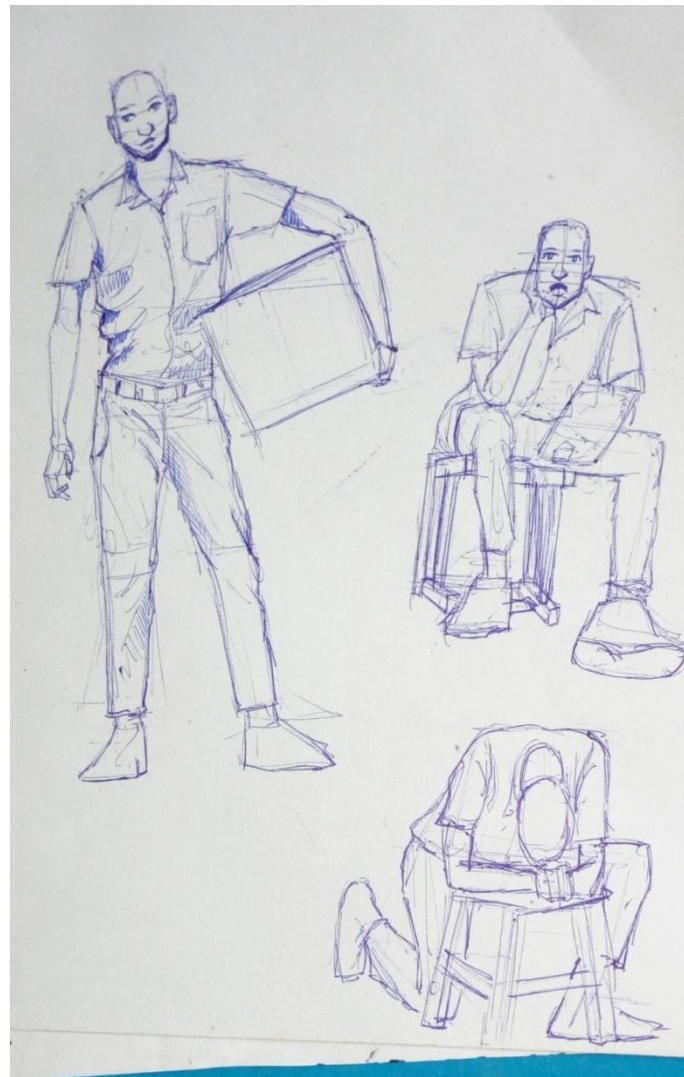
C. Complete works

Some artists prefer to draw and to explore the rich qualities of light and shade that can be achieved different qualities of pencil, ink, pastels, crayons, or charcoal.

The drawing is carried out as a specific medium of expression which is an end in itself.

Examples of drawing as study of draped people in different position:





LO 3.1: Identify types of scenes

- Definition of key concepts

- A. Scene the place where some action or event occurs. Scenes tend to include both description and dialogue.
- B. **Example of popular scenes:** The popular scene is Last supper painting



- Themes of scenes to be drawn

- A. **Scenes for prayer:** An artiste can create the composition of the people who are praying. The place, the emotion of people, the material and decoration of environment are very important in the composition.
- B. **Scenes for player:** An artiste creates the composition of the people who are playing. The games are different: Athletic, Archery, Cricket, Cycling, Dance, Golf, Gymnastics, Handball, Boxing, football, basketball, and volleyball. The environment of players such as the back ground of the composition has to express very good the scene of players.
- C. **Scenes for dancer:** they are Modern dance, Jazz, Hip Hop, Contemporary dance Traditional dance. The material, the clothes, the expression of dancers and the people who admire the dancers, all can help the artiste to create the good composition.
- D. **Scenes for musician:** Different region, Different people, different instrumental of music, all of differences create different music; several time music and dance go together. Some types of music are Electronic dance music such as disco music; Rock music, Jazz, Rhythm and blues where we have vocalists like Michael Jackson, Mariah Carey..., Country Music, Pop Music ect.
- E. **Scenes for fighter:** Fighter is a person who physically fights another person, especially a professional boxer. When two children are fighting each other by playing, is a good composition for an artiste.
- F. **Scenes for war:** The war is a situation or period of fighting between countries or groups of people, a war generally involves the use of weapons. The artiste expresses the emotion in composition of the fear, the worry, the death and objects destroyed.
- G. **Scenes for happiness:** The artiste chooses the topic in which the drawing of people expresses the emotion of being happy. The stimulus may be a gift or any situation which can create the gain to a people.

LO 3.2: Implement techniques of drawing scenes of human with other subjects

• Types of drawing

- A. Observation:** In the process of creating a scene of human with other objects an artiste can use the technique of observing the model of people

The artiste can observe the movement in the town for example, and draw it:



B. Imagination

An artiste can imagine the drawings of Jesus and people of ancient time.



C. Imitation

An artiste can redraw the composition drawn by another artiste drawing by imitating



- Techniques of drawing

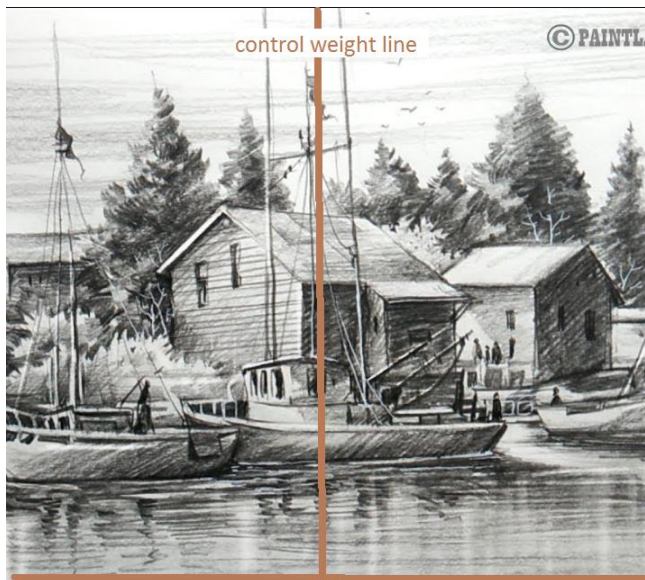
A. Drawing scene with master pencil grip



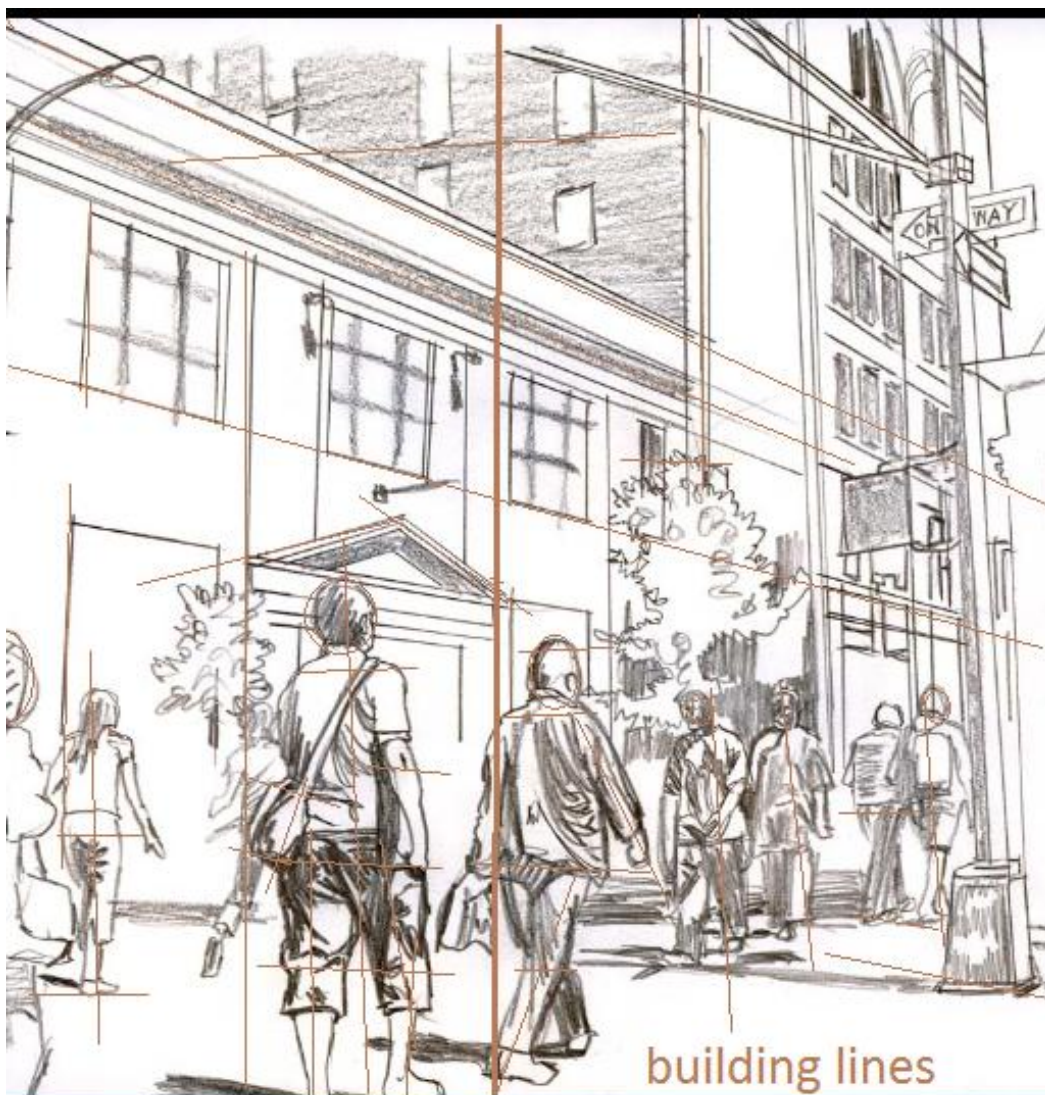
B. Scene drawing using shading technique



C. The use of control line weight



D. The use of building line in sketching



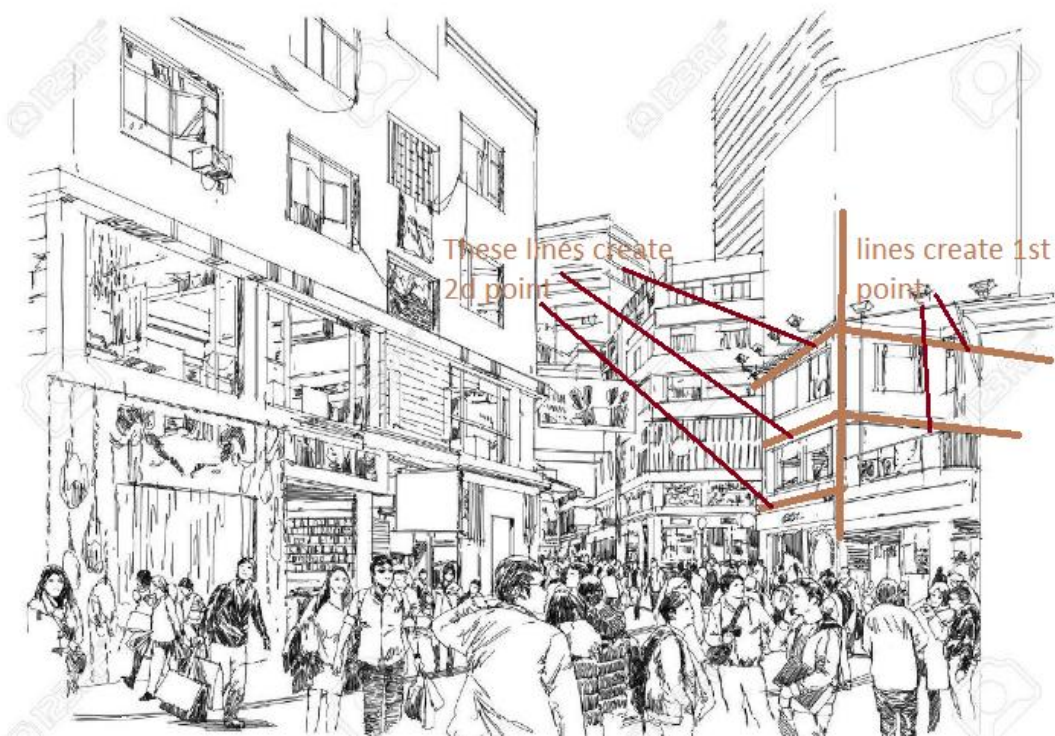
- Types of perspective

There are 3 types of perspectives: One-point perspective, Two-point perspective and Three-point perspective to be used in creating drawing scenes of human with other subjects. The One-point perspective and Two-point perspective are very used on the objects of cubic, rectangular and cylindrical.

The use of One-point perspective



The use of Two-point perspective



The use of Three-point perspective in scene drawing



LO 3.3. Compose a group of people in action and emotion with subjects

- **Parts of a composition**

An artiste creates a storyboard thinking 3 parts of composition such as introduction, Body and Conclusion

A. Introduction:

Introduction is preliminary to something, especially an explanatory section at the beginning of book, report, the same for storyboard of an artiste.

A good introduction should identify your topic, provide essential context, and indicate your particular focus in the essay or storyboard.

B. Body

The body paragraph is a group of related sentences about a particular topic or idea directly relating to the thesis. An artiste develops his/her topic of storyboard in this part.

C. Conclusion

Conclusion provides a sense of closure to the essay or storyboard. It adds a stimulus to further thought.

- **Types of emotion**

Different emotion and expression such as fear, Joy, sadness, surprise, anger is very important in creating scene or storyboard.

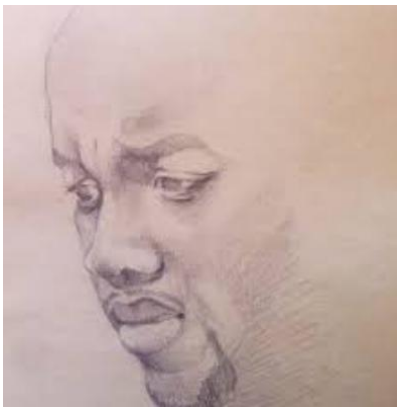
A. Fear



B. Joy



C. Sadness



D. Disgust



E. **Surprise**



F. **Anger**



Elements of composition

Element of composition are Texture, Colour, Shape, Form, Space, Value. The Contrast, Symmetry, Movement, Unity, Repetition, Balance, Proportions are principles which are used in composition.

-Texture refers to the roughness or smoothness of a surface.

-Colour is the property possessed by an object of producing different sensations on the eye as a result of the way it reflects or emits light.

-Shape is an enclosed area of space, often defined by line

-Form is an object with three dimensions

-Space is in and around an object

-Value is the degree of lightness or darkness of colour

-Contrast: They create the emphasis by stressing an area of a composition to draw the viewers' attention, or focus. It is to make a part of a work dominant over the other parts.

-Symmetry, Formal balance, Symmetrical balance and bilateral symmetry are the same meaning.

Formal balance occurs when equal, or very similar element is placed on opposite sides of a central axis.

-Repetition and Movement: Artist repeats visual elements such as lines, shapes, or colours that create a feeling of emotion.

-Unity is a quality of wholeness, or oneness that is achieved through the effective use of the elements and principles of art.

-Balance: In assessing pictorial balance, we always assume a centre vertical axis and usually expect to see some kind of equal weight (visual weight) distribution on either side.

Proportion is the principal of art concerned with the size relationship of one part to another.

- Compose scene

The scenes to be created are people with object, people in the market, people with animals, people in the meeting, and people in different race.

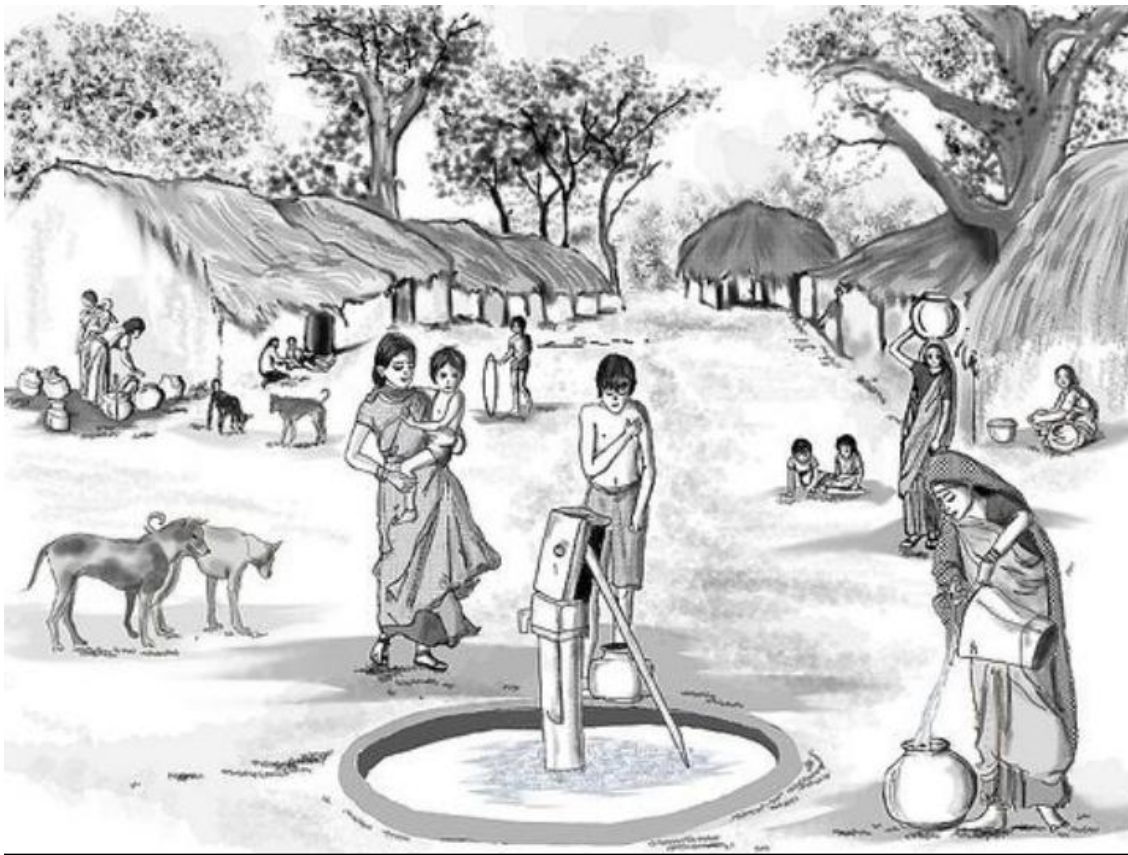
One of the following Shading techniques may be used: Hatching, Cross hatching, Dotting, smudging, chiaroscuro, scribbled hatching

Types of draped people to be drawn are Children, Young people, Adult people, and Old people in realistic drawing and in different poses.

Draw people with objects and nature

Some example of drawing scene:







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