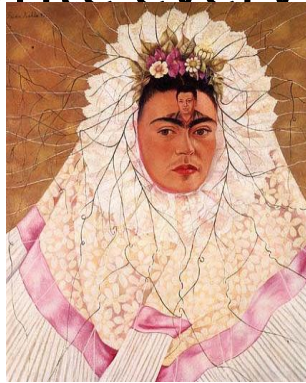
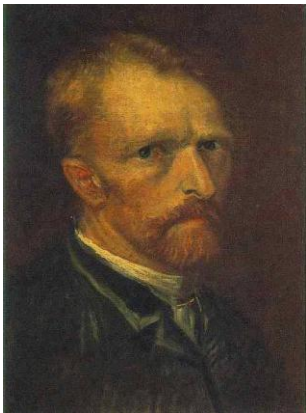


# 1. Self Portraits-

A portrait an artist makes using himself or herself as the subject.

\* Write everything that is underlined! \*\*















It's funny how we start to struggle to see art for what it really is. Different people press themselves in different ways, using different mediums, and using different ideas. If it's not something they've ever contemplated then suddenly it's rubbish, suddenly not art. What about the greats: Picasso, Mann, Rauschenberg to name a few. It's funny that despite all this people still claim that photography isn't art, how can it be? People go out every day to snap something anything. But here is the problem, is photography really just going out and shooting something meaningless? Surely not. Anyone can try and paint a picture, but only real artists with skill and talent can create a painting to be proud of, a painting will admire. Surely it's the same with photography. Surely anyone can shoot a photo but it takes skill, talent and ideas to create a beautiful photo that has meaning. Not people just dismiss it. It's the 21st century, the contemporary art. Most of you are comfortable, appreciate something new, but not h

**2. Charcoal:** Compressed burned wood used for drawing. Charcoal is so fast, direct and responsive, that it is amongst the least inhibiting media. It can produce bold and fluid lines, and a great host of textures (depending not only on the artist's mark-making style, but also on the paper), as well as subtle gradations for shadings.



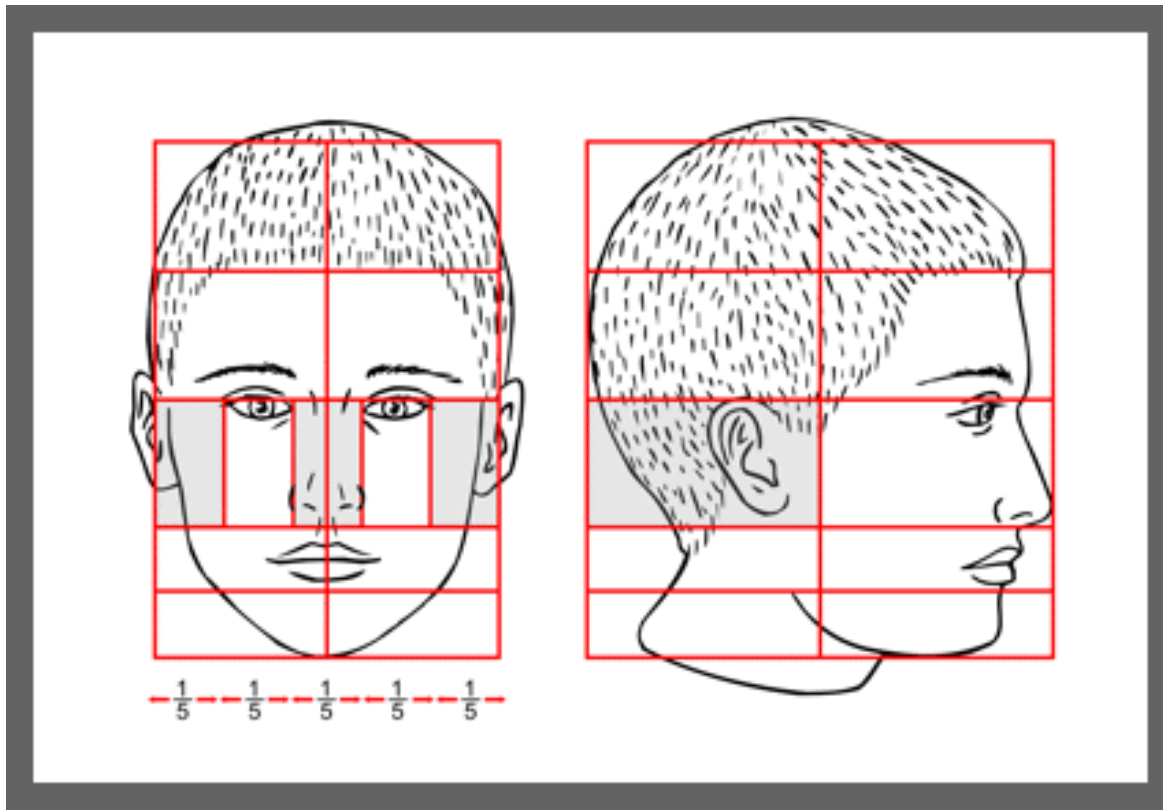


**3. Gestural drawing:** used to block in the layout of the basic shapes in the composition. Best compared to a scribble drawing. Seeks to express motion and/or emotive qualities of the composition.



A common practice artists use in "warming up" at the start of any new work. A gesture drawing is typically the first sort of drawing done to begin a more finished drawing or painting.

**4. Facial proportions:** Guidelines that help you get the general size, shape and position of features placed correctly on the face.



# Facial Proportion Guideline

1. Make a light outline of a face
2. Add dividing lines in the middle (across and down), for the nose, and lips
3. Add eyes, 3 eyes rule
4. Line up nose and lips to eyes
5. Add detail to those features
6. Ears
7. Hair

# Let's Start!!!

- 1. View the face** from different angles. Try to find:
  - The over-all shape the face seems to form
    - $\frac{3}{4}$  perspective, foreshortened, front, cropped
  - Reference the facial proportion guidelines to begin drawing
  
- 2. Make 3 Gesture Drawings of 3 Different perspectives** in your sketch book. (For a grade)

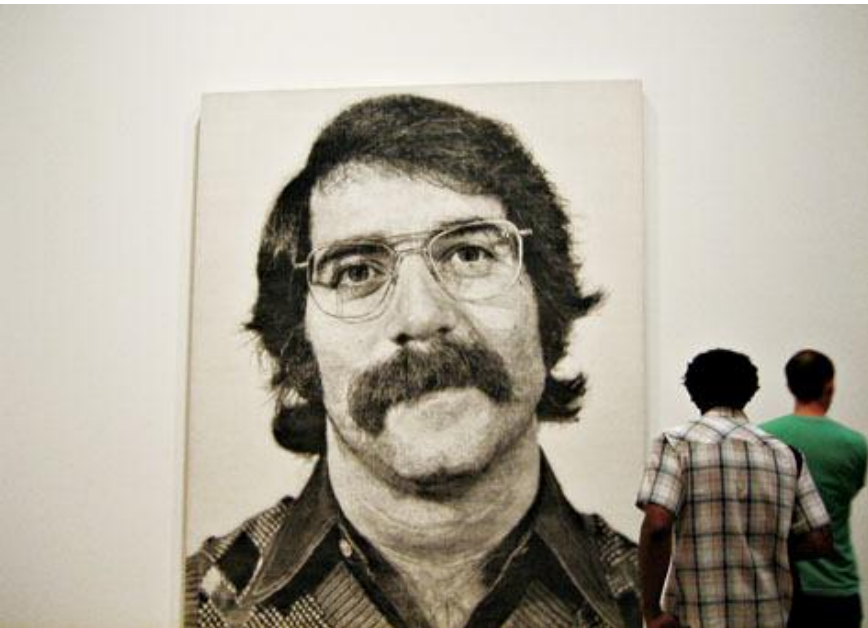
# For a grade = Sketches due today:

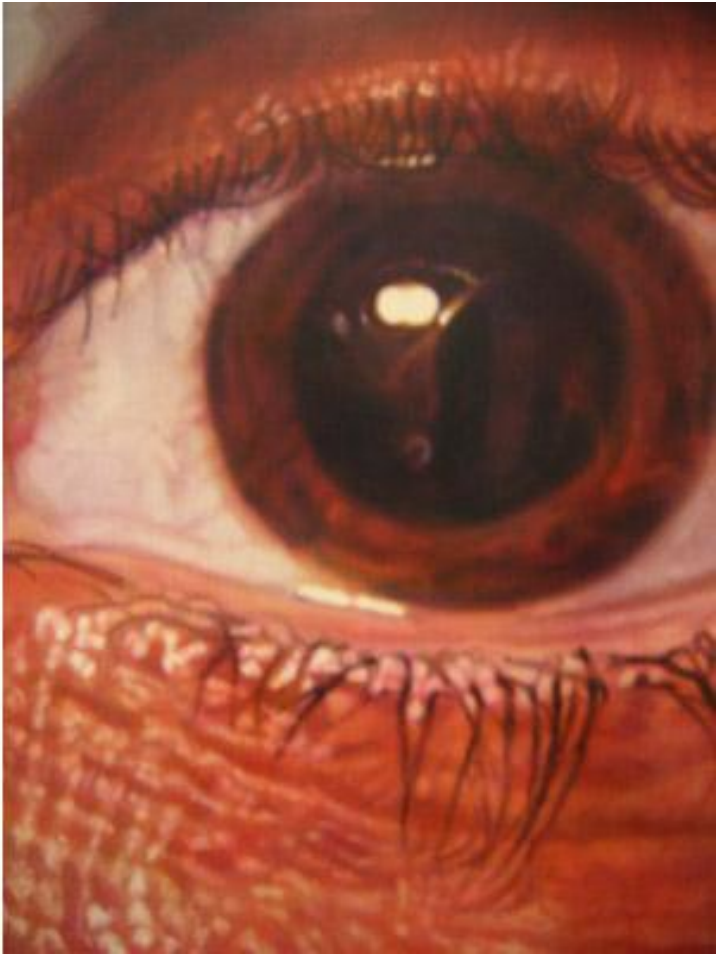
1. 5 Gesture sketch (20 sec)
2. 3 Gesture + find relationships (5 minutes)
3. 1 Gesture + find relationships + shading (rest of class)

# 5. Chuck Close

1940

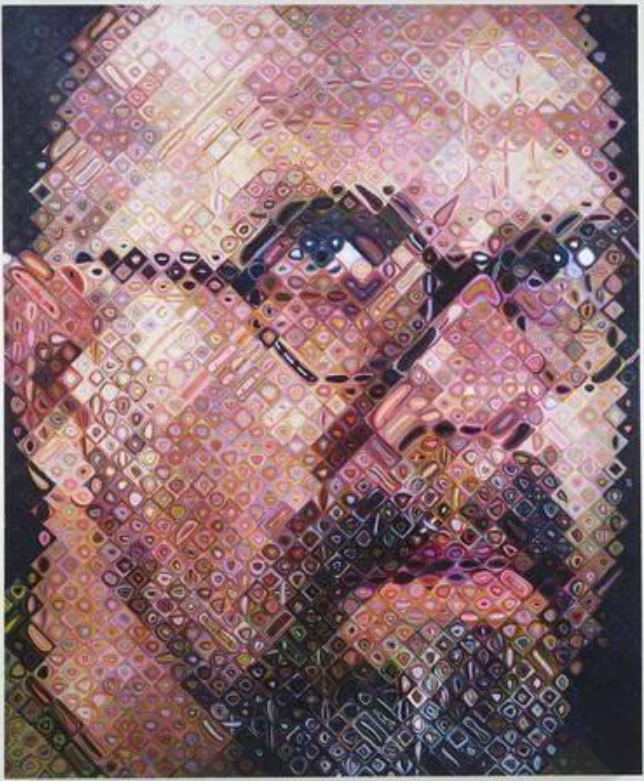
Photorealistic artist – drawings so realistic they look like photos







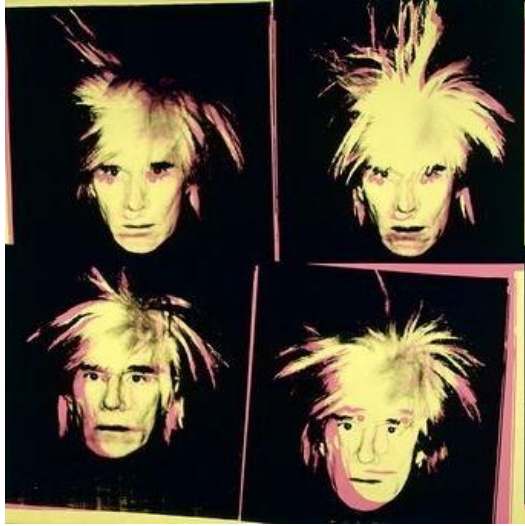






# Andy Warhol

6. Pop Art a style of art which seeks its inspiration from commercial art and items of mass culture (such as comic strips, popular foods and brand name packaging).



Andy Warhol is probably the most well known **Pop Artist**, mass producing images of mass produced objects.

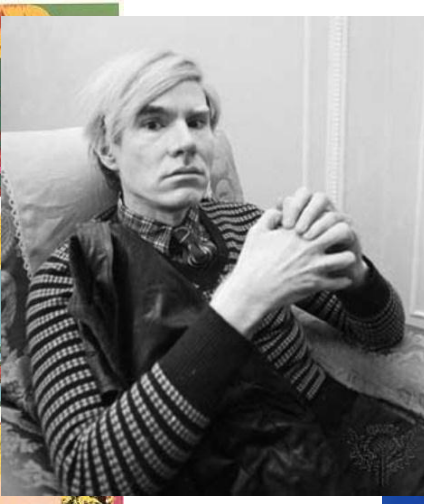
His most famous works depicted **Campbell's soup cans**. Enlarged, hand-painted or silk screened, framed, and hung in an art gallery, Warhol succeeded in turning these mundane images into ironic "art".



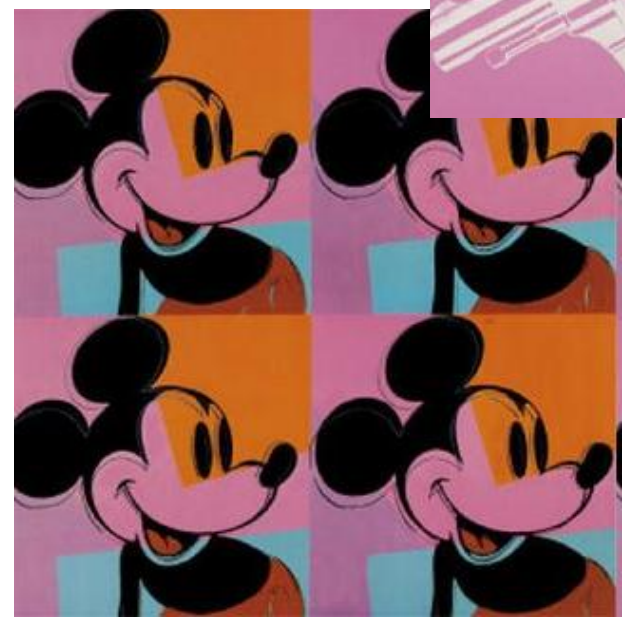
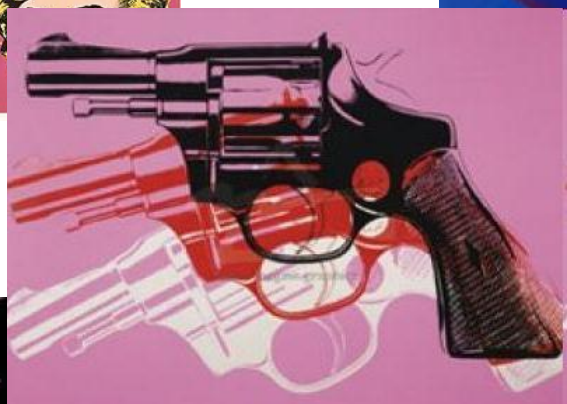
Warhol experimented in media such as film, sculpture, paint, and silkscreen, but perhaps his greatest work was his invention of himself as an **international celebrity** and **pop culture icon**.

He made people question, “**What is considered ART?**” by creating artwork that was made up of images from popular culture, like Coca-Cola, Campbell’s Soup, Marilyn Monroe, etc.



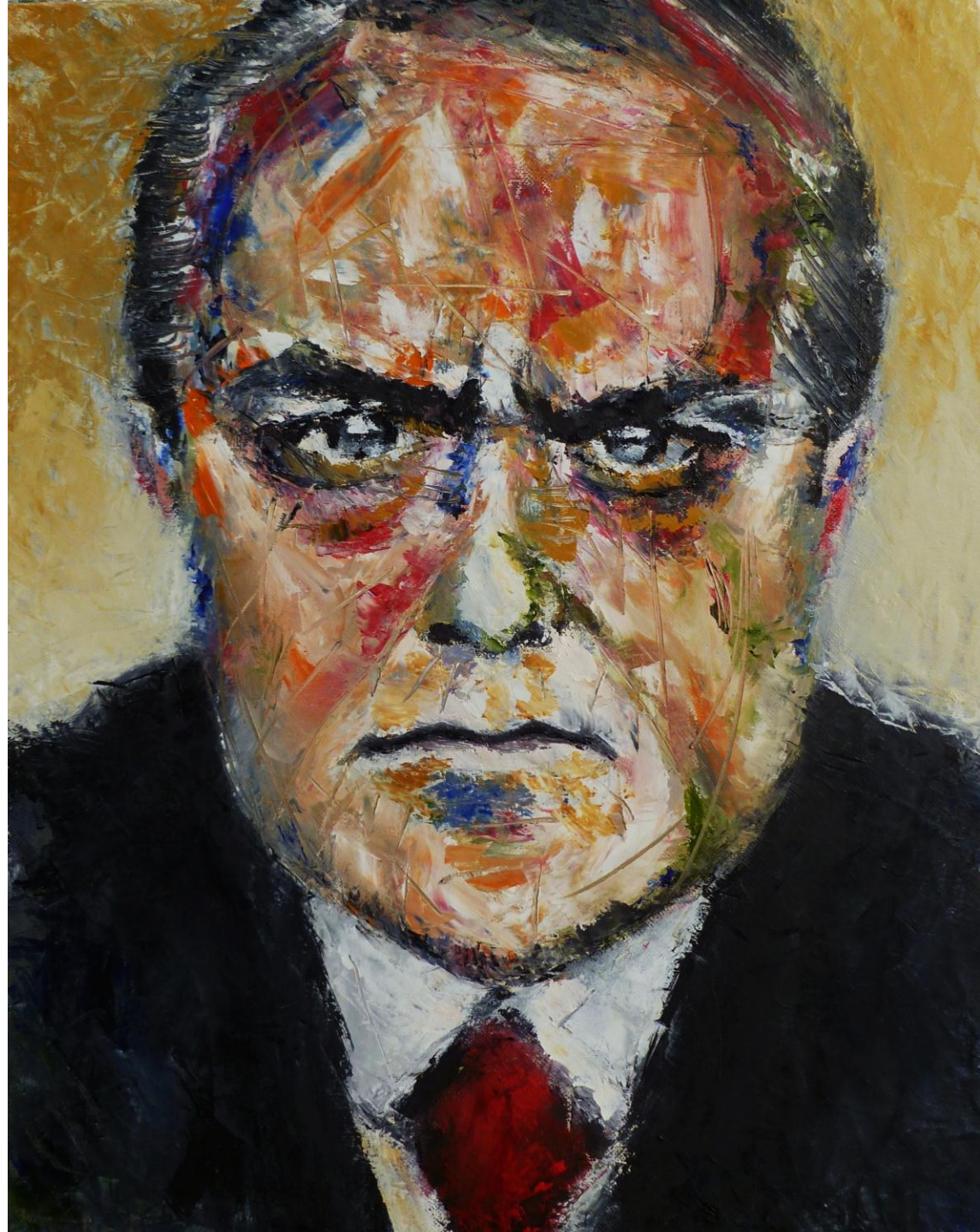


*Andy Warhol* THE MARYLIN COLLECTION



"Think rich, look poor."  
*Andy Warhol*

# Max Beckmann



# Claude Cahun

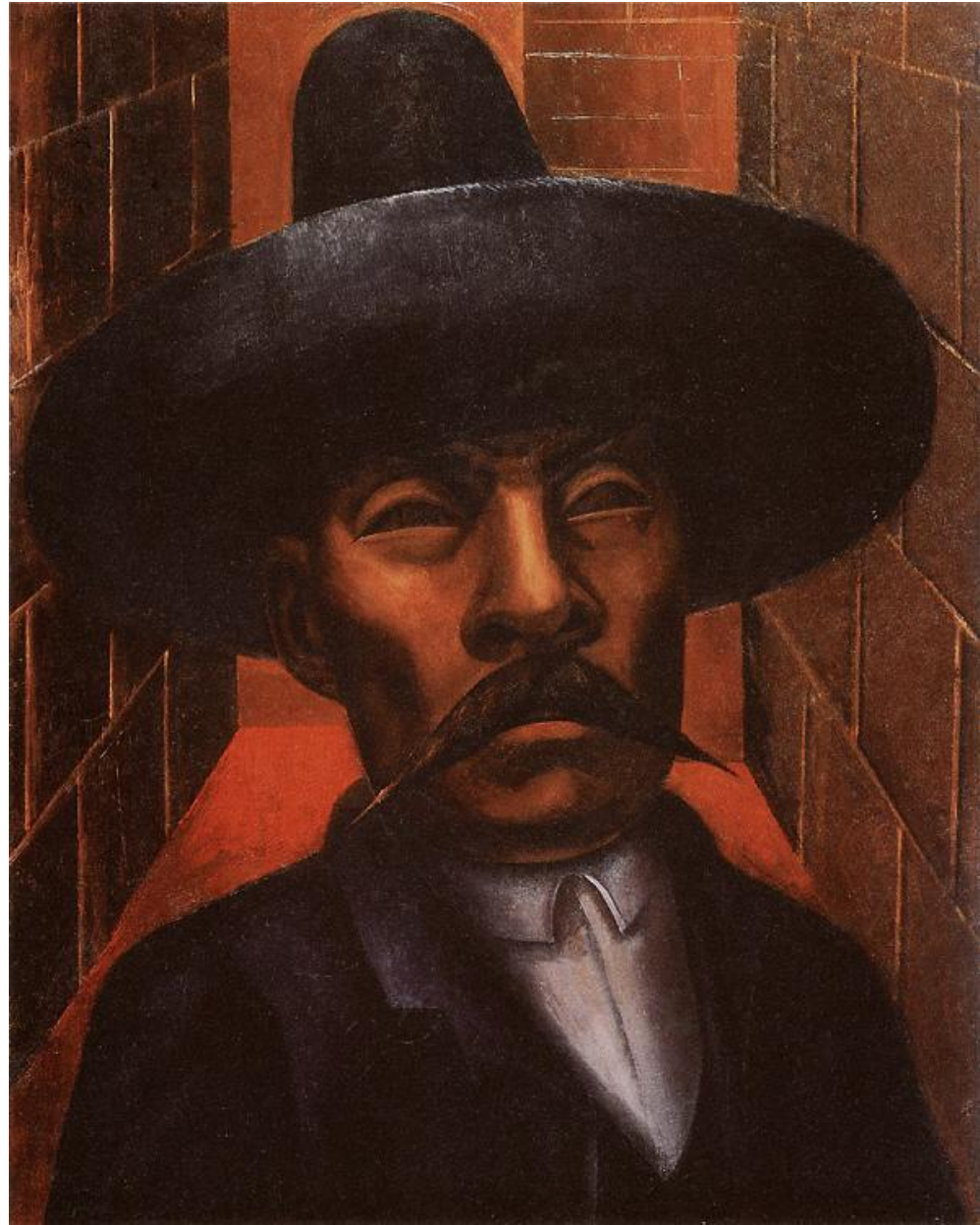


# Yasumasa Morimura





# David Alfaro Siqueiros



# Sketches

- Investigate:
    - Research and print out (on one page) 3 self portraits or portraits you were inspired by.
    - Sketch out, on half a page, your self portrait. These will be for a grade.
      - Communicate an idea about yourself
      - Explore the shape and form of the head or of a full portrait.
1. 5 Gesture sketch (20 sec)
  2. 3 Gesture + find relationships (5 minutes)
  3. 1 Gesture + find relationships + shading (10)

# Objectives

- **Creativity of Self Portrait**
- **Technical Skills**
  - **REALISTIC** value for skin, textured value for hair)
  - Good **Contrast** & **Value range** (Really dark values & a range of mid values)
- **Good Composition.**
  - The **background** is neatly shaded
  - Creative to **Compliment** the portrait.
- **Craftsmanship /neatness.**
  - Accurately drawn
  - (No scribbles, no shading gaps, white spaces, or harsh marks.
  - **Effort & participation**... How much did **YOU** actually do verses what I did for you?
  - No Gridlines shown