

Art 100 2D Design & Color Foundations Assignment #5

In this next assignment we will apply the first color schemes or cords into one of your designs. We will also learn of a process of creating visual effects that gives the illusion of glowing or light coming from the canvas. The color scheme is called monochromatic and it is one of the most simplistic schemes to understand and use. You are to find 1 color that exists in its most pure state, its hue, and use it as the starting point for your color mixture. No other color will be mixed with it, just white, for tints, and black for shades. On the design side of the project we are going to look at and incorporate the idea of ideal proportion. This can be done in several ways. By using mathematical equations that have been with us since the Greeks. For example, the golden mean, the golden rectangle, root 2 rectangle, Fibonacci number series, the golden ratio and the root 5 rectangle. This design can be representational or abstract, organic or geometric; an organization of represented objects placed in an area that reflects one of the ordered rectangles described above or just geometric or organic non-representational shapes. Your design could be based on things that you discover to have these shapes, proportions or geometric or organic structure. How you apply the color scheme to your design is up to you to decide but it must have a sense of lightness within a darker area or a glow within an otherwise shadowy space or place. Add white to tint and brighten the composition up, add black to shade and create shadows and darken the mood.

We will use these ratios of numbers for the size requirements that are 1:1.414 or 1:1.618 or 1:2.236 or 1:1.333 with .5" or 1" boarder .

The due date for this assignment will be given in class.