

Art 100 2D Design & Color Foundations Assignment #7

“SELF-PORTRAIT WITH COMPLEMENTARY, SPLIT COMPLEMENTARY OR DOUBLE COMPLEMENTARY COLOR SCHEME AND WARM TO COOL or COOL TO WARM COLOR COMBINATIONS”

In this next assignment we will use the computer for the first part of the assignment to capture an image of ourselves to use as a beginning point for the next painting. Think of this part as your sketch for the painting. Using a digital camera or scanner, create a digital image of yourself and save it. Next pull that image up through Photoshop and make it the size you would like to paint. (you can do this later if you wish.) Using some Photoshop techniques and filter functions you are going to reduce the number of grays in the image so you can begin to see how the lights and darks break up your face into flat areas for you to interpret as shadows, highlights and medium values and then later cool to warm colors or warm to cool colors. After you get the image to look the way you want save it and then start adding color to the image. IMPORTANT!!!! Check the MODE that your image is in. Look under your menu name of IMAGE and MODE and see if it says GRAY SCALE or RGB. If it says GRAY SCALE change it to RGB. You will not be able to work with color if your image is in the gray scale mode. Use your bucket tool and dump the colors in that you wish to work with and start experimenting with color combinations. We will be using the various complementary color schemes in this assignment as well as a cool to warm or warm to cool palette. You can think of the shadow areas, as cool and so cool colors will go there. Cool colors are colors that fall on one half of the color wheel like Greens, Blues, Violets, etc. Warm colors are the other half, Reds, Oranges, Yellows, etc. You may treat the highlighted areas as warm or you could choose to do the opposite and treat the shadows as warm and the highlights as cool. I will leave it up to your discretion. After you have one example finished on the computer don't save over your gray scale image use the “save as” function and name it something different. You are going to go back to the gray scale image and do some more studies. Do at the very least 3 color studies using the computer before printing out the one you like most. We will print this in color and I will go over that procedure in class. This will cost 70 cents a page for 8.5 X 11 inches when printing on campus to a color printer. You don't have to use University printers but it needs to be printed in color and at least letter size. After you have a print out of the image you will use that as the model you work from for the painting. Your painting It should be no smaller 10" X 10" with no less than an 1/4" boarder & no greater than a 1/2" inch boarder or you may also do a design that can be painted on a rectangular III. board. Just be sure the measurements comply with the list below. You have the option of using any surface to create your painting on. For example you may use found recycled cardboard for this project or canvas board (bookstore carries it), stretched canvas or masonite. If you are going to use cardboard start looking for some large, flat, clean and unbent and unwrinkled pieces now. There are other classes in the art department that use recycled cardboard so there is a lot of competition for the paper that's out there. Look in cardboard recycle areas around campus. For example, behind Howell-McDowell, outside of 3rd floor Ginger Hall North East Entrance, behind Combs Building. Large boxes work well cut down. Due dates will be given in class.

We will use the size requirements @ least 10" X 10" with 1" boarders or any rectilinear shape with ratios of 1:1.414 or 1:1.618 or 1:2.236 or 1:1.333 with .5" or 1" boarder or one that adds up to @ least 20" for this assignment. For example, 11" X 9", 12" X 8", 13" X 7".

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