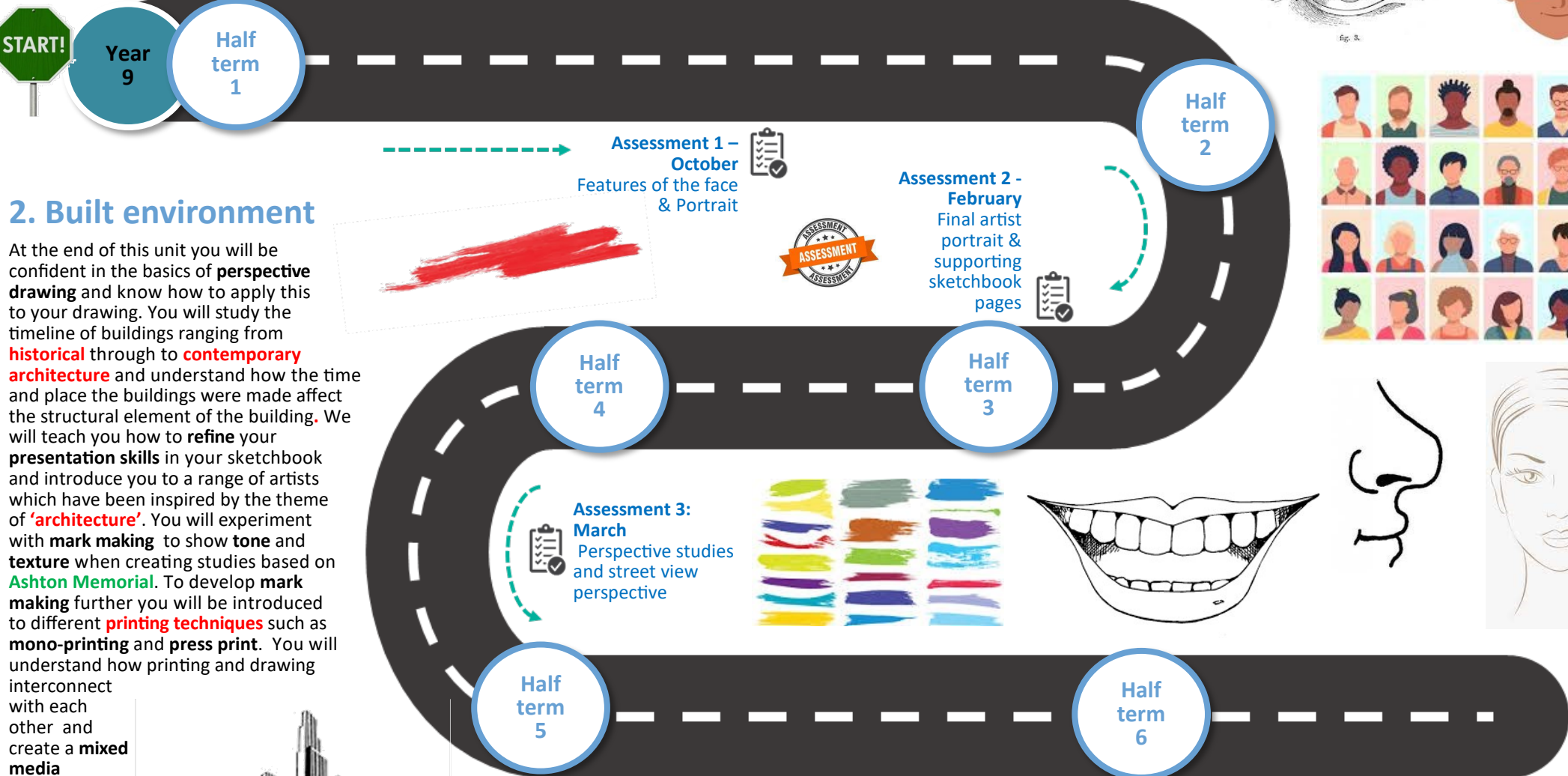
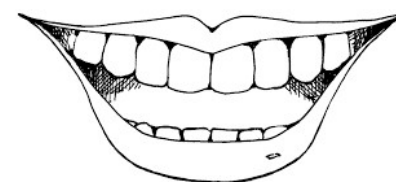
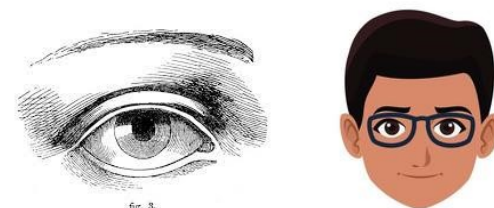


1. Portraiture

At the end of this unit you will be confident in drawing the basic structure of the face and refining your **presentation skills** in your sketchbook. We will teach you how to use **proportion** correctly and how to effectively draw the individual features of the face. You will explore the different surface qualities of materials such as pastel, charcoal, pen, collage and acrylic paint when developing your ideas. You will be introduced to both **historical** and **contemporary** artists which create work based on the theme of **portraiture**. You will choose your preferred artist and create a **painting** which reflects their style of work. As a final outcome you will experiment with **photoshop** and create a digital **'Top Trump'** artist card based on your painting.



2. Built environment

At the end of this unit you will be confident in the basics of **perspective drawing** and know how to apply this to your drawing. You will study the timeline of buildings ranging from **historical** through to **contemporary architecture** and understand how the time and place the buildings were made affect the structural element of the building. We will teach you how to **refine** your **presentation skills** in your sketchbook and introduce you to a range of artists which have been inspired by the theme of **'architecture'**. You will experiment with **mark making** to show **tone** and **texture** when creating studies based on **Ashton Memorial**. To develop **mark making** further you will be introduced to different **printing techniques** such as **mono-printing** and **press print**. You will understand how printing and drawing interconnect with each other and create a **mixed media** building study which adopts your sketchbook research and printing.

