TWO-DIMENSIONAL DESIGN
20357 ART-106 Section A
SPRING 2014
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ASSIGNMENT 5: ILLUSION OF TRANSPARENCY

Objectives:

-To introduce the use of cross-hatching and line quality within drawing

-To further develop your understanding of hue, value, and saturation (intensity) through mixing color to create an "illusion of transparency."

Part 1:

Make a 2 different drawings on 8.5 x 11 drawing paper with pencil + eraser, working with multiple 3.5 x 1.75 inch rectangles to create a dynamic asymmetrical composition that deals with transparency. Use a build-up of cross-hatching and pressure with pencil to create values. Each drawing should take a different approach to composition, cross-hatching, and line quality.

Part 2:

3 exercises all mounted on 1 sheet of 8.5"x11" cardstock. The aim for each exercise is to choose 2 different colors and find a third color that is optically half way between the 2 colors. If done correctly you will be able to create an "illusion of transparency" when you mount the colors.

Procedure:

Step 1: Choose 2 colors, it would be helpful for the first exercise to choose 2 analogous hues of a relatively similar intensity. Find a color that is optically half way between the 2 colors you selected (this refers to half way between the colors' hue, value, and intensity).

    Value: if you chose one light color and one dark color; the
    color in between will be of relatively medium value
    Hue: if you chose a Blue-green and a green; the color in

between would be a Blue- green with that was mostly made up
        of Green.
        Intensity: if you chose a very bright color and a very
        dull color; the color in between would be of medium
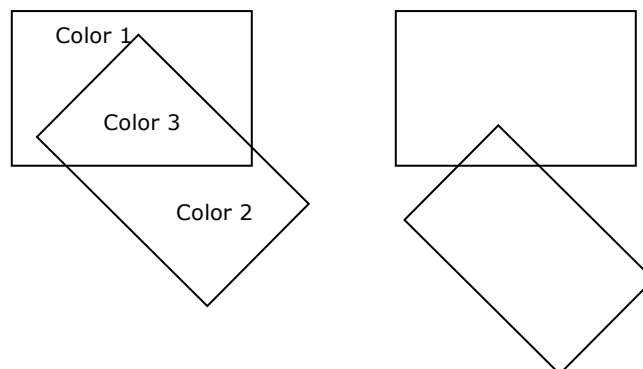   intensity.

For Example:
Color #1: a light, dull, Blue-green
Plus Color #2: a dark, bright, Green.
Equals Color #3: a medium value, medium intensity Blue-green
that was mostly green with just a little blue in it.

When you start getting close to finding a color that is exactly
in between, look at the effect it creates. If color #1 looks
like it is "on top" of color #2, then you probably need to add
more of color #2. If you do the exercise correctly, you will
create an illusion of transparency and neither color will feel
like it is resting "on top" of the other.

Cut and mount all 3 colors once you have found the middle color
(following the format shown below). Each of your original 2
colors should be around 2.5" x 4". Make sure you show a good
portion of the overlapped color, if you overlap too little of an
amount the effect is hard to see. For example; there is a
suitable amount of overlap happening in the figure below at the
left, there is not enough of an overlap in the figure below at
the right.

Color 1

Color 3

Color 2

Step 2: Try another one. Only this time use different hues that
are further apart from one another on the color wheel.

Step 3: Try another one using different hues than your 1st two exercises and choose 2 colors that have a different hue, value, and intensity. Challenge yourself on this one! Try finding a middle color between 2 complementary hues.

2D VOCABULARY:

Hatching- is an artistic technique used to create tonal or shading effects by drawing (or painting) closely spaced parallel lines.

Cross-hatching- is an extension of hatching using two layers of hatching at right angles to create a mesh-like pattern. Multiple layers in varying directions can be used to create textures and darker tones.

One Point Perspective- Creating a 2-Dimensional, representational image with a single vanishing point.

Hue- A property of color defined by distinctions within the visual spectrum.

Simultaneous Contrast- The phenomena of a color appearing to change when seen against a different background.

Color wheel- 2-d model of color relationships that deal only with hues.

Complementary color scheme- Use of two colors opposite each other on the color wheel.

Analogous colors- "like" colors- Hues that lie next to each other on a color wheel.

Secondary colors- hues obtained by mixing two primary colors- orange, green and violet.

Cool colors- Typically colors that contain blue. (Green, Blue, Purple)

Warm colors- Typically colors that contain yellow and/or red. (Red, Orange, Yellow)

Tint- A light value of a hue, created by mixing it with white.

Tone- The many value gradations in the value scale between black and white. Also a hue with black mixed in it to produce a neutral color.

Value- The degree of lightness or darkness of a surface, the range of tones from light to dark.

Value contrast-The degree of difference between light and dark areas (as in high contrast or low contrast)

Tertiary colors- Hues obtained by mixing a primary color with a secondary

color.

Primary colors- The set of colors form which all other colors may be derived; red(magenta), yellow and blue(cyan).

Shade- A dark value of a hue, created by adding black.

Monochromatic- Use of one hue in all its variations of value.

Local color- The natural color of a particular object as it appears in normal light.

Low key- The use of mostly dark values from middle value gray to black in a work of art.

Neutral- A hue or tone that has a middle range of intensity and/or value.

Saturation, Chroma, Intensity- The brightness or dullness of a color; the measure of the relative brightness and purity or grayness of a color. Not to be confused with value-meaning the color's lightness or darkness.

Contrast of Extension – The practice of using proportional color field sizes in
relation to the visual weight of a color. This theory is based on the premise that certain colors have a higher visual dominance than others.