

Key words:

Accuracy: *The image in an exact likeness of the person.*

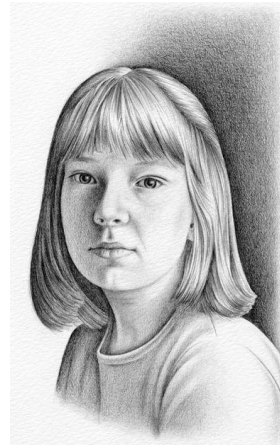
Facial Features: *Facial Features are a person's eyes, nose, mouth and ears.*

Proportion: *The size of each part in relation to each other.*

Shading: *Shading is used in drawing to show different levels of light and dark.*

Shape: *The outline of the face*

Tone: *This refers to the different values of light and dark and makes a portrait look three dimensional.*



Artists and contextual links:

You could use the following artists and contextual links to inspire your work.

Facial proportions YouTube link

<https://www.youtube.com/watch?v=cdSzAOgSuew>

- Leonardo da Vinci*
- Michelangelo*
- Albrecht Durer*
- Peter Rubens*
- Rembrandt*
- Edgar Degas*
- Kathe Kollwitz*
- Cath Riley*
- Paul Cadden*
- Hector Gonzales*

What will you learn:

What are portraits?

A portrait is a study (drawing, painting, sculpture or photograph) of a person or group of peoples faces head and shoulders.

Portraits are created to capture the likeness within a person's physical appearance. They can also depict a person's feelings, social standing and thoughts.

How to draw a portrait:

You will draw a portrait using a methodology and guidelines to help you achieve accuracy and use light and dark tones to make your portrait look three dimensional.

You will be set a drawing test as part of this project to emphasise the importance of drawing within an Art and Design curriculum

Creative

possibilities:

You could use a wide range of techniques including pencil, charcoal and/or paint. A wide range of pencil shading techniques could be used.

At home you could produce a pencil drawing of someone you know.

You will practice drawing facial features using line and tone.

