CONCEPTS: 4 Kinds of Lines

• Drawing is a practice that artists will never complete because their drawing style will change with them, always evolving. Drawing is much more than describing objects in the world.

• Drawing is an abstraction that stands between the objective appearance of the world and what the artist feels or intuits. A drawing expresses what artists experiences outside of themselves and what is felt or experienced within themselves.

• There is a fundamental difference between drawing an object positioned in three-dimensional space, in perspective, and drawing a vignette of an object where the space around the object is neutral, not included in the composition.

• When an artist composes a still life, even the parts of the composition that are blank are part of the work. The blank spaces are called negative space. The objects represent positive space.

• Every Artist develops his own style of drawing, but most artists use four kinds of lines.

• Contour and cross-contour lines describe the nature of an object's surface.

• Construction lines measure the proportions of the different parts of an object.

• Gesture lines can express the attitude and action of an object, or express emotion.

• Artists draw for different reasons. The function of a drawing can be a study that is preliminary to a later work, or it can be an illustration or diagram of an abstract idea. But every artist will always have a way of drawing that is unique to that person.

VOCABULARY

View-finder: two pieces of L-shaped card used to create a lens through which a student can isolate the objects he sees.

Negative/positive shapes: an object occupies a positive space, the space behind and around it is the negative space.

Vignette: a small illustration or portrait which has no definite border (is not situated within a larger three-dimensional space).

Composition: An arrangement of elements that integrate into a whole.

Like a musical composition, all parts of a visual composition must play a necessary role In a composition, with no random parts.

Contour lines: lines defining the outside boundary of an object.

Cross-contour lines: lines defining the shape of a surface.

Construction lines: Lines measuring out the proportions between the different parts of an object.

Gesture lines: lines giving the impression of an object's movement and attitude.

Modeling: shading, making shapes of dark and light that represent the appearance of an object in light.