Unit 1 Overview: Movement in design

You will

- Learn how artists/ designers recreate the illusion of movement in their work
- Experiment with a range of techniques to produce work based on your own interests
- Use multimedia and mixed media techniques to create a unique final piece showing based on your own hobbies and interests

Lesson Overview

- Analyse how artists/designers create motion/movement in their work
- Research the Futurist art movement and explore the context behind their work
- Use techniques and effects that show movement to recreate a sportsperson moving using oil pastels
- Experiment with techniques that can be used to create movement in artwork using digital drawing and painting techniques
- Investigate ways to transfer images that relate to movement and sport onto fabric

Key Words

Futurism:

"An <u>artistic</u> and <u>social movement</u> that originated in <u>Italy</u> in the early 20th century. It emphasized and glorified themes associated with contemporary concepts of the future, including speed, technology, youth and violence, and objects such as the car, the airplane and the industrial city."

Convergent: getting closer together Graduation: gradually blending one thing into another slowly

Blending: slightly mixed together Repetition: repeating something

Fragmentation: an object that has been broken up into

pieces

Geometric: regular lines and shapes Overlapping: To cover a section up Extension: make something longer

Exaggeration: something that has been totally changed Directional lines: lines that lead the eye in a path around an image.

Suggested reading or support available

https://www.tate.org.uk/whats-on/tatemodern/exhibition/futurism

https://www.tate.org.uk/whats-on/tatemodern/exhibition/futurism/futurism-room-guideroom-1-introduction

Cross curricular

SMS

-Understand how images can represent something.

Literacy

Use key words to describe and explain your own work and the work of others