YEAR 10 FINE ART GALLERY

MRS MEABURN

DISTORTED REALITIES DESIGN IDEAS

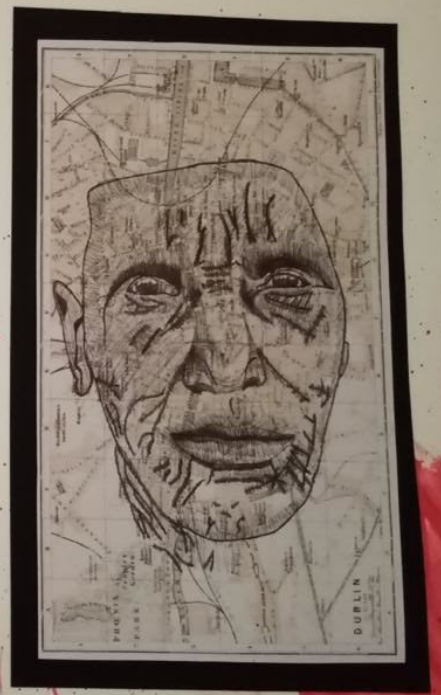
Design Idea

design idea two

source image

how it was made

Throughout this secondary source piece I have used 3 fine, black ball point, biro. I have used line and scribbling to create shading and tones. I have used a similar art style to Mark Powell, researching where the person lives and using the map of the place as a background. I started off by creating an outline of every shape I could see, starting from the hand upwards. After I had drawn out the basics and got the proportions correct I focused on the shading starting from the lightest to the darkest. The piece took a total of 13 hours as I had just pushed myself to correct little details. This eventually built up and created a lifelike biro drawing. After I had thought I had completed I started focusing on the hood to make it look like it was unfinished. Finally I proceeded to draw a little stamp in the top right corner.

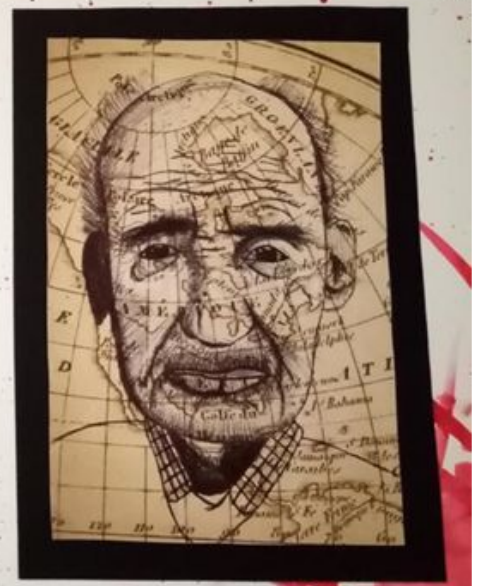


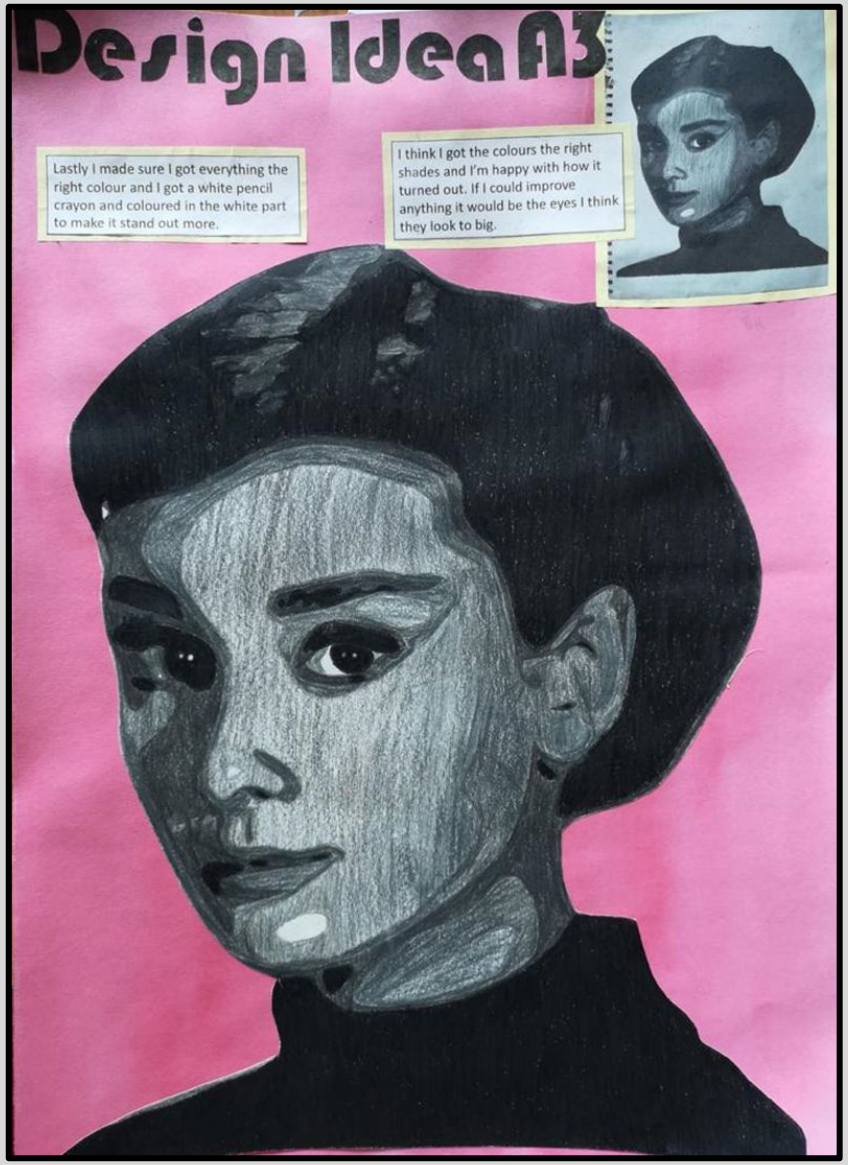
design idea three

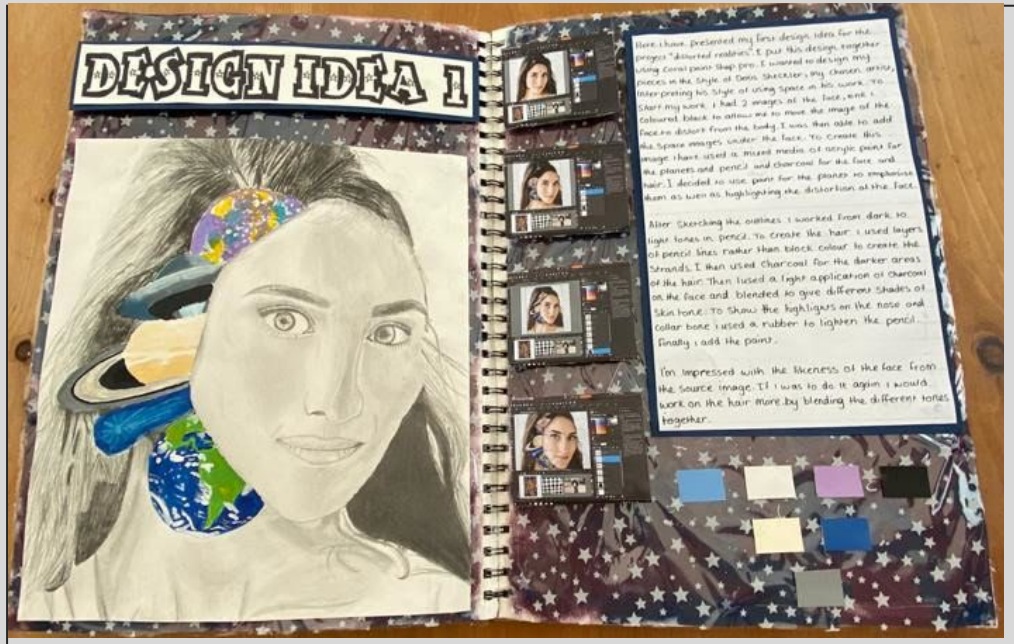
source image

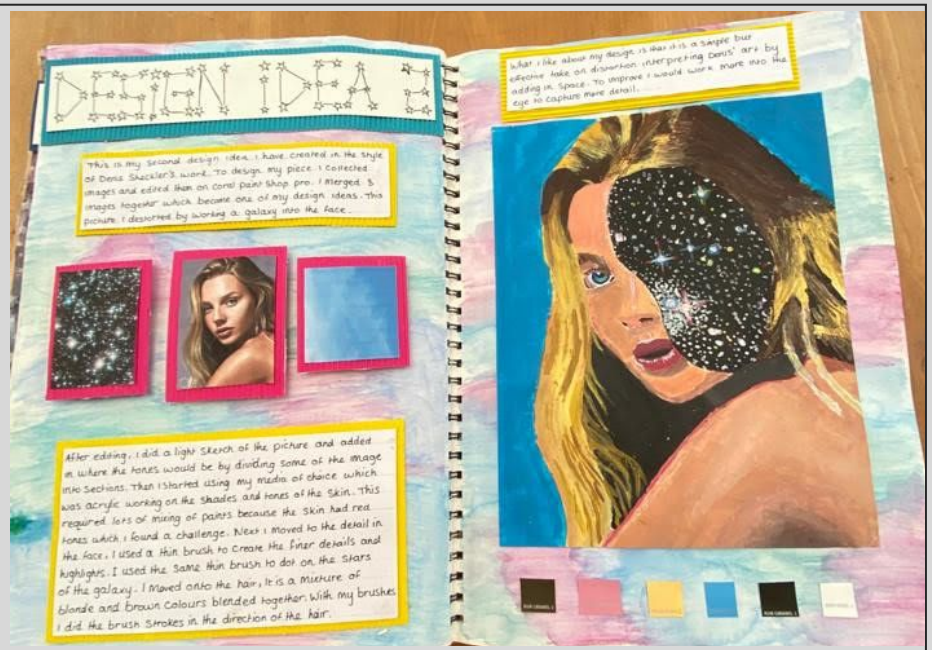
was made

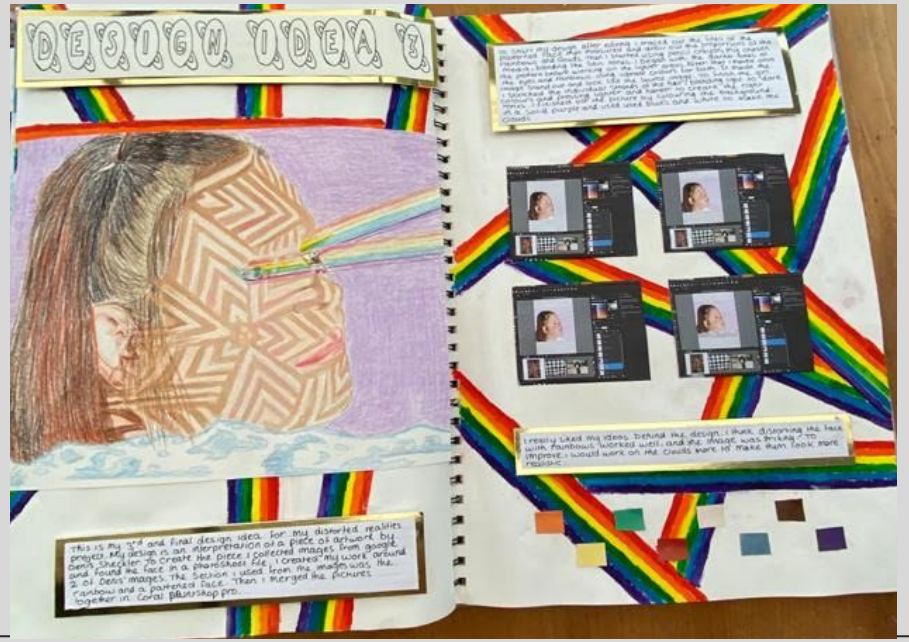
Throughout this design idea I have used shading and tonal techniques similar to Mark Powell's. I created this life like portrait with a sharp eye and a biro, focusing on every shape I could see in the face. Once I had the basics I looked more into what the shading would look like and how I would use it to create darker areas. Once I got the first layer of shading down I added lighter shading, building it up slowly. Overall I think it came out well with the little time I had. I think I could have improved by focusing more on the shading and adding an unfinished look. In my opinion I really like the portrait and think it is similar to what Mark Powell creates.

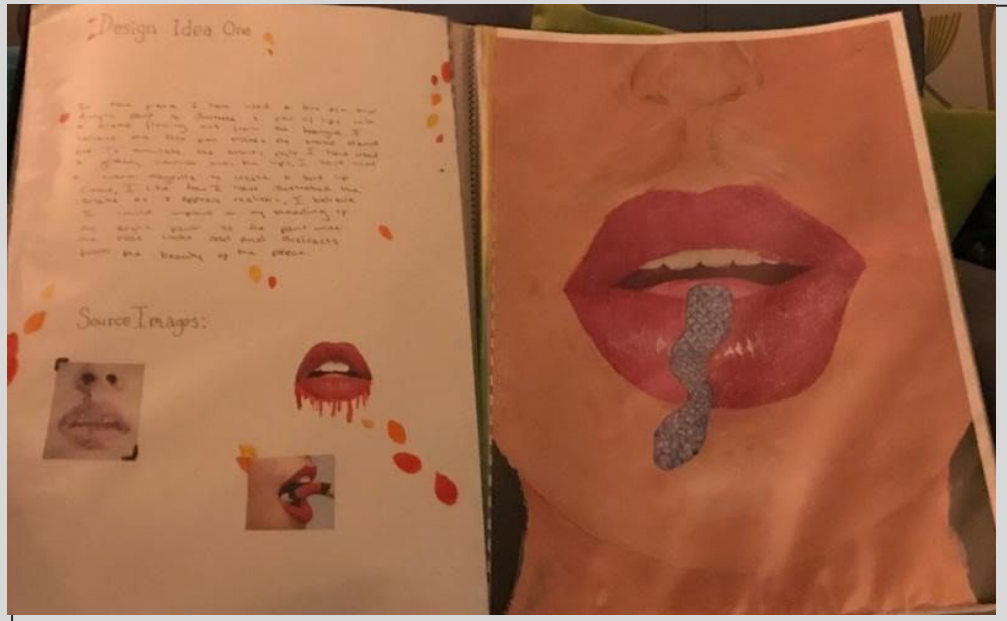


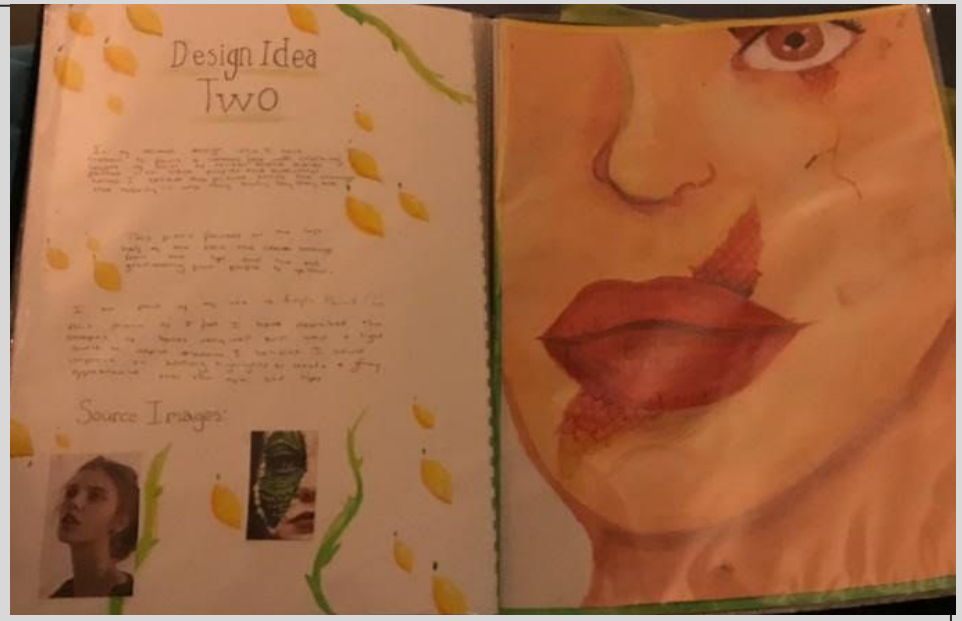

Design Idea A3
Lastly I made sure I got everything the right colour and I got a white pencil crayon and coloured in the white part to make it stand out more.
I think I got the colours the right shades and I'm happy with how it turned out. If I could improve anything it would be the eyes I think they look to big.

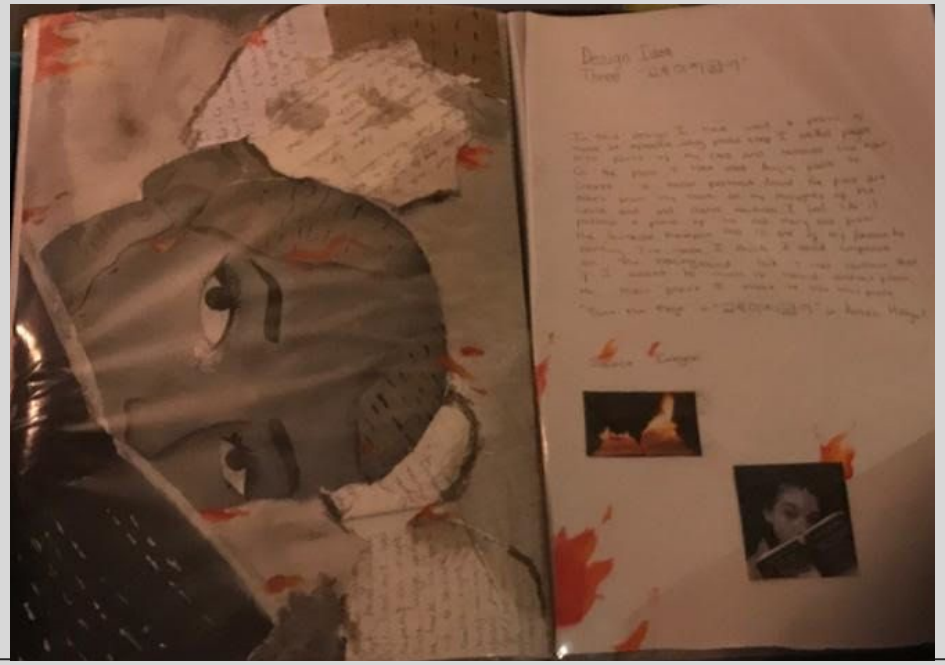

DESIGN IDEA 1
Here I have presented my first design idea for the project "distorted realities". I put this design together using Corel paint shop pro. I wanted to design my pieces in the style of Denis Sheckler's. My chosen artist. Interpreting his style of using space in his work. To start my work I had 2 images of the face, and I coloured black to allow me to move the image of the face to distort from the body. I was then able to add the space images under the face. To create this image I have used a mixed media of acrylic paint for the planets and pencil and charcoal for the face and hair. I decided to use paint for the planets to emphasise them as well as highlighting the distortion of the face.
After sketching the outlines I worked from dark to light tones in pencil. To create the hair I used layers of pencil lines rather than block colour to create the strands. I then used charcoal for the darker areas of the hair. Then I used a light application of charcoal on the face and blended to give different shades of skin tone. To show the highlights on the nose and collar bone I used a rubber to lighten the pencil. Finally I add the paint.
I'm impressed with the likeness of the face from the source image. If I was to do it again I would work on the hair more by blending the different tones together.


DESIGN IDEA
This is my second design idea. I have created in the style of Denis Sheckler's work. To design my piece I collected images and edited them on corel paint shop pro. I merged 3 images together which became one of my design ideas. This picture I distorted by working a galaxy into the face.
What I like about my design is that it is a simple but effective take on distortion. Interpreting Denis' art by adding in space. To improve I would work more into the eye to capture more detail.
After editing, I did a light sketch of the picture and added in where the tones would be by dividing some of the image into sections. Then I started using my media of choice which was acrylic working on the shades and tones of the skin. This required lots of mixing of paints because the skin had red tones which I found a challenge. Next I moved to the detail in the face. I used a thin brush to create the finer details and highlights. I used the same thin brush to dot on the stars of the galaxy. I moved onto the hair, it is a mixture of blonde and brown colours blended together with my brushes I did the brush strokes in the direction of the hair.


DESIGN IDEA 3
This is my 3rd and final design idea for my distorted realities project. My design is an interpretation of a piece of artwork by Denis Sheckler. To create the piece I collected images from google and found the face in a photoshoot file I created. My work around 2 of Dens' images. The Session I used from the images was the rainbow and a patterned face. Then I merged the pictures together in Corel Photoshop pro.
I really liked my ideas behind the design. I think distorting the face with rainbows worked well, and the image was striking. To improve I would work on the clouds more to make them look more realistic.


Design Idea One
Source Images:

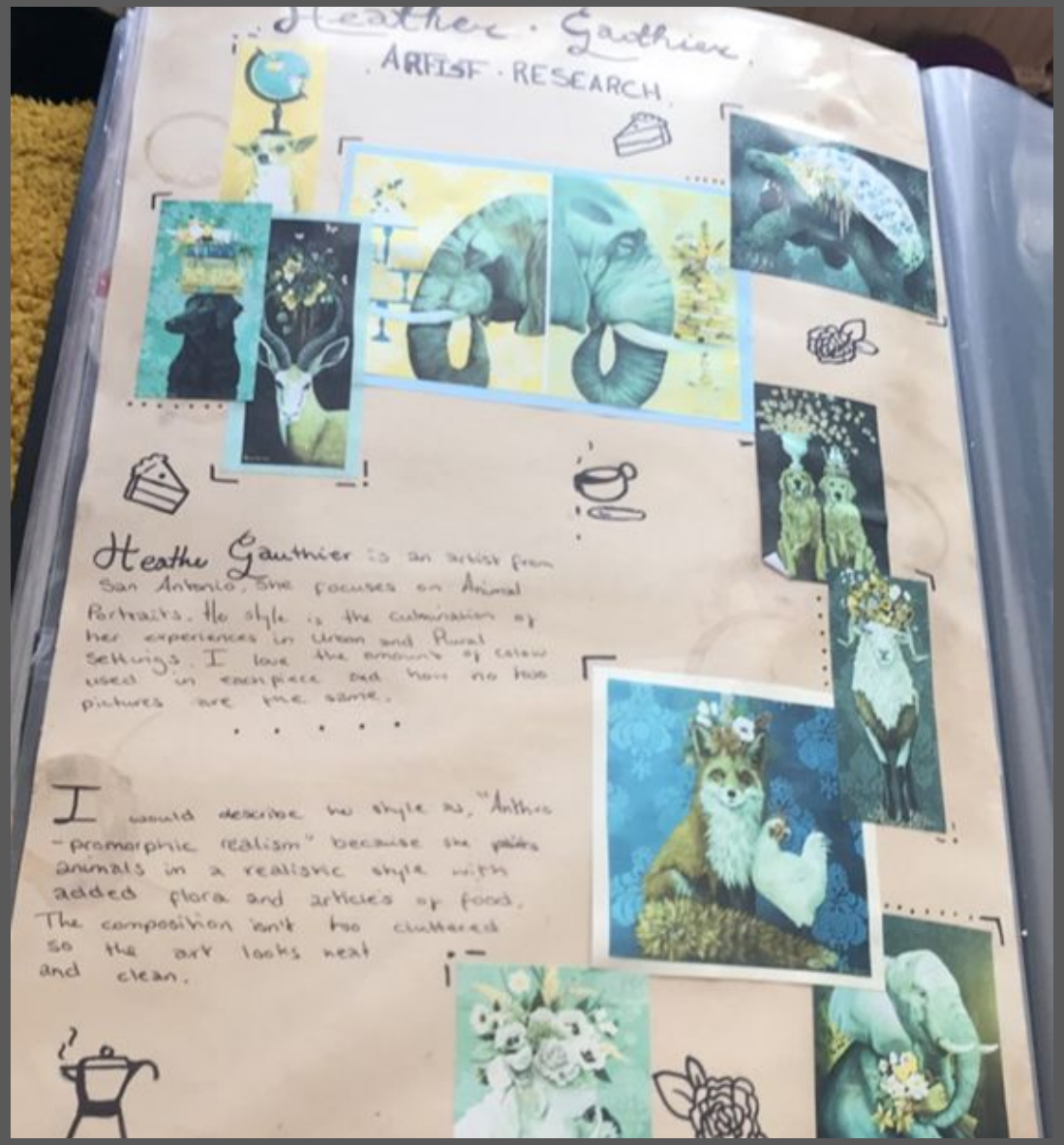

Design Idea
Two
Source Images:

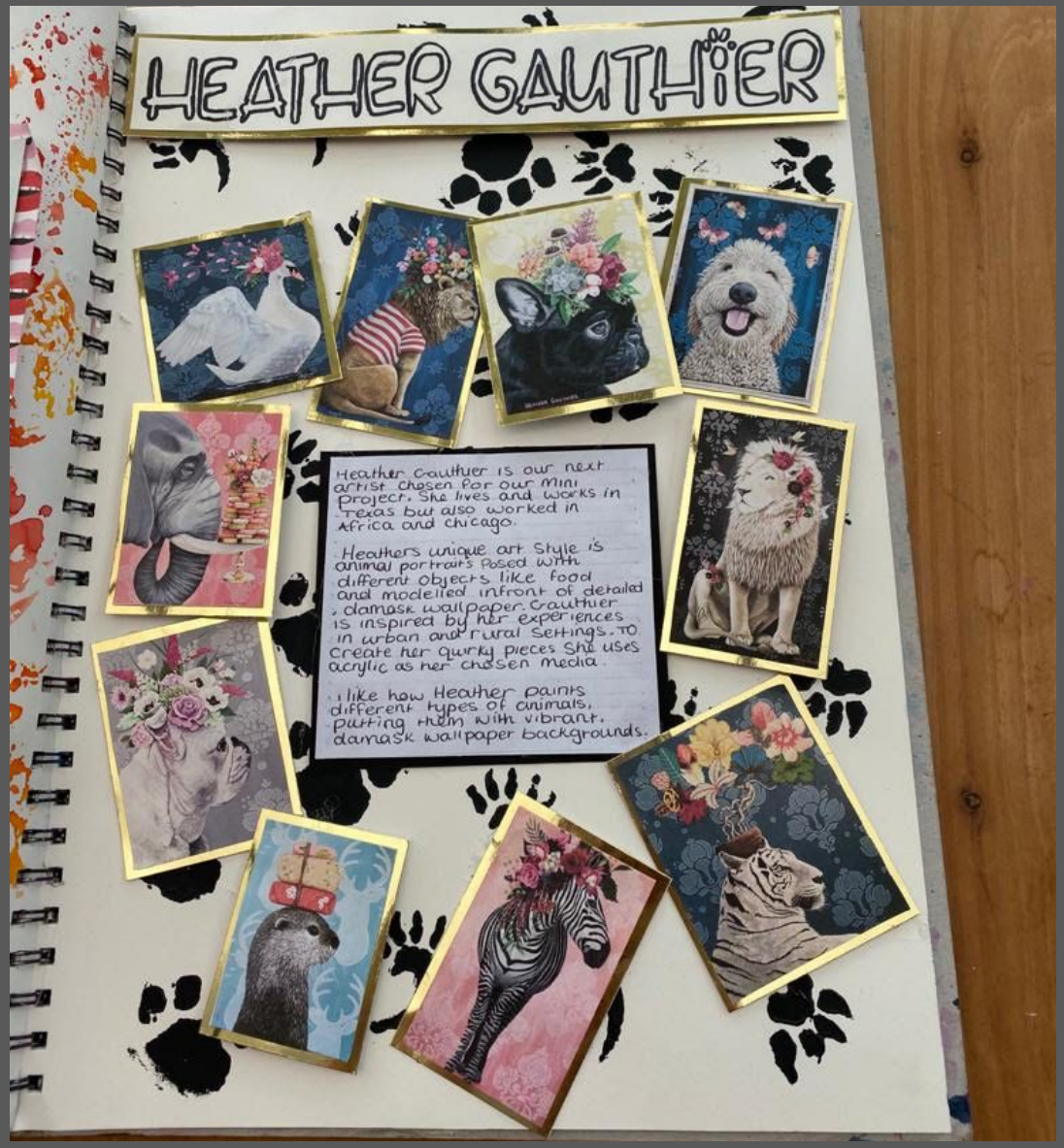

Design Idea
Three

HEATHER GAUTIER ARTIST RESEARCH

VINTAGE DAMASK
OBJECTS EVERYDAY
HEATHER GAUTHIER ART
ANIMAL PORTRAITS
REALISM
ABOUT
ANTHROPOMORPHIC
Heather Gauthier is an artist living & working in Texas after long periods in Chicago & Africa.
Her popular animal portraits pose with flowers & objects, foregrounded on damask wallpaper backgrounds. She paints with interiors in mind & is influenced by vintage & modern graphic & textile design.
Heather's work is described as 'anthropomorphic realism'. She uses acrylic paint to create these highly detailed & quirky pieces.
I like how she takes wild animals & puts into a human setting.

Heather Gauthier
After a decade of living and working in Chicago and Africa, her family and her now reside in San Antonio. She works from her home studio and have regular gallery and cafe shows and each of these presents new projects and ideas. In addition to being featured on the PBS program ARTS and HGTV, she has a permanent collection hanging at the new children's museum here in San Antonio. I find Heathers work really unique and different compared to most artists I like how she adds food or flowers to the animals to really make them pop.
Heather's style is the culmination of her experiences and influences in urban and rural settings. She often paints with interiors in mind and have been especially influenced by vintage and modern graphic and textile design. She paints many subjects, but her popular animal portraits might be considered "anthropomorphic realism, "in which animals of all varieties pose with flowers or objects and are foregrounded on damask style backgrounds.

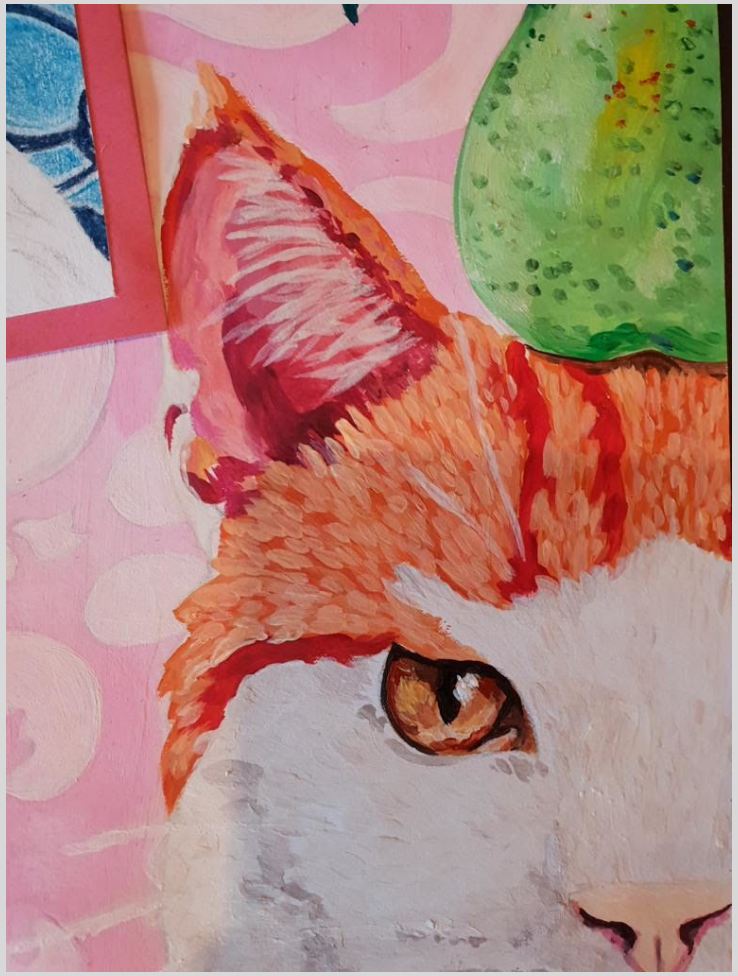

Heather Gauthier
ARTIST RESEARCH
Heathe Gauthier is an artist from San Antonio. She focuses on Animal Portraits. Her style is the culmination of her experiences in Urban and Rural Settings. I love the amount of colour used in each piece and how no two pictures are the same.
I would describe her style as, "Anthro-promorphic realism" because she paints animals in a realistic style with added flora and articles of food. The composition isn't too cluttered so the art looks neat and clean.

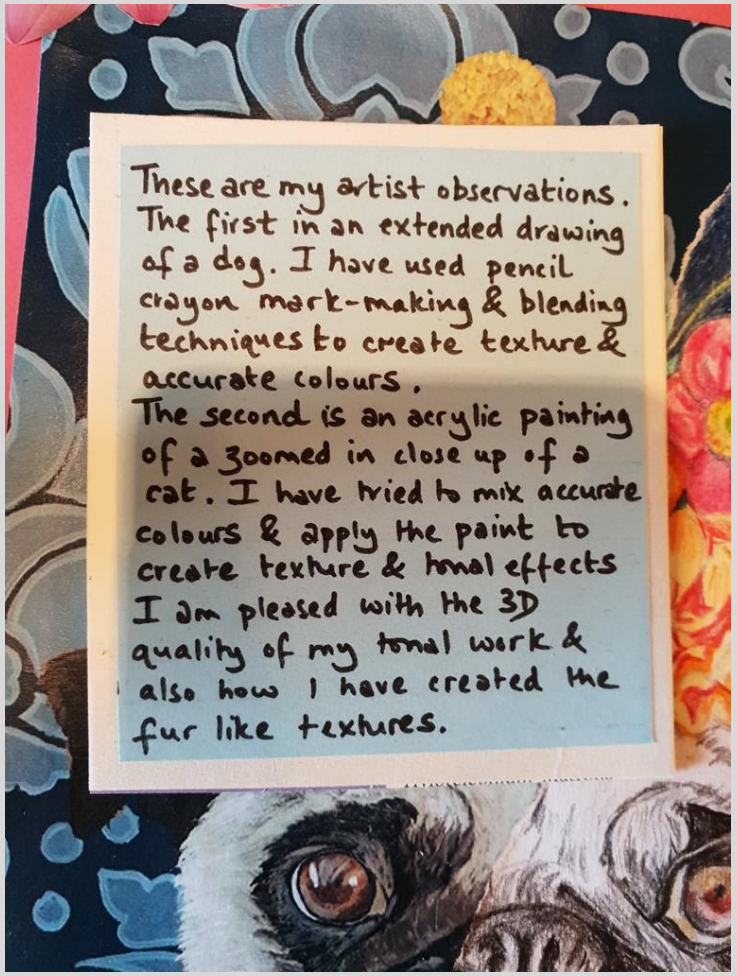

HEATHER GAUTHIER
Heather Gauthier is our next artist chosen for our Mini Project. She lives and works in Texas but also worked in Africa and Chicago.
Heathers unique art style is animal portraits Posed with different objects like food and modelled infront of detailed damask wallpaper. Gauthier is inspired by her experiences in urban and rural settings. TO create her quirky pieces She uses acrylic as her chosen media.
I like how Heather paints different types of animals, putting them with vibrant, damask wallpaper backgrounds.

Gauthier

HEATHER GAUTIER ARTIST OBSERVATIONS

ARTIST OBSERVATIONS
These are my Artist observations. The first 2 are extended drawing of a dog. I have used pencil, crayon, mark-making & blending techniques to create texture & different colours.
The second is an acrylic painting of a gnomed in close up of a cat. I have tried to mix accurate colours & apply the paint to create texture & tonal effects. I am pleased with the 3D quality of my tonal work & also how I have created the fur like textures.




These are my artist observations.
The first in an extended drawing of a dog. I have used pencil crayon mark-making & blending techniques to create texture & accurate colours.
The second is an acrylic painting of a zoomed in close up of a cat. I have tried to mix accurate colours & apply the paint to create texture & tonal effects
I am pleased with the 3D quality of my tonal work & also how I have created the fur like textures.

Artist Observations

Here I have created my artist observations of Heather Crauthier's work. The images I chose to recreate are a giraffe and elephant. I love the vibrant damask backgrounds and how realistic the animals looked in the foreground. The materials I used were pencil and pencil crayon for the elephant. This was the first image I worked on and is a zoomed in image. I blended two pink colours to create a solid background. For the elephant I created tone using pencil.
For the giraffe I chose acrylic because I am confident in that medium and the colours in the piece were more vibrant. To create the accurate colours I had to use blending techniques with the paint and on the page to create a real likeness to the source image.

Both pieces have vivid colours which I think I have been able to recreate well. I am really pleased with the proportions and realism against both source images.

THEME RESEARCH

THEME RESEARCH
COOL CAT
The Peak District
OL 24
Explorer M