Grade 11

Showalter

**Fantasy Drawing & Painting**

**Your Challenge:**

 You will research several different topics and combine this inspiration with 2 point perspective to create a drawing that will be painted using watercolour. Think about the movie set design for Lord of the Rings, Harry Potter, Star Wars, etc.

**Demonstrations:**

* Several 2 point perspective drawing components (sketchbooks)
* Watercolour Toning

**The Process:**

1. You will choose an Art era to research their architectural style. In your sketchbook/binder, consolidate your research which will include images, sketches, your analysis and your thought process to defining the characteristics of the style you have identified. (Think: elements and principles of design) This research should take at least one well-researched and thoughtful pages.

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| --- | --- | --- | --- |
| * Roman
 | * Greek
 | * Romanesque
 | * Gothic
 |
| * High Gothic
 | * British Gothic
 | * Renaissance
 | * Art Deco
 |
| * Art Nouveau
 | * Steam Punk
 | * Mid 1930s-50s
 | * Islamic
 |
| * Any distinctive visual culture with a strong architectural style
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1. Choose an artist who is/was extremely proficient in 2 point perspective. Select one image (include in your sketchbook) and analyze how he/she excelled creating the perspective shown. Choose one of the following artists or choose another
* *DaVinci, Michelangelo, Raphael, Escher, Alan Lee, John Howe, Durer*.
1. Use your device and navigate through the online resource listed below. Make notes in your sketchbook. <http://www.webexhibits.org/sciartperspective/index.html> (Science and Art of Perspective)
2. Create 3 quick thumbnail sketches planning out three different ideas that show you were inspired by either the era of architecture or artist you selected. Choose the best one to enlarge using 2 point perspective as accurately as possible.
3. Design your 2 point perspective drawing that draws inspiration from your research from above. Your drawing will include the following:
* At least 5 circles
* A staircase of at least 5 steps
* At least one triangle
* At least 3 telephone pole approaches with at least 3 units in each series.
1. Your drawing will be evaluated at this point.
2. Choose the best part of your drawing and transfer to watercolour paper.
3. Paint using a monochromatic colour scheme.
4. Mat with a window mat and submit.

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| http://users.lmi.net/ione/ren.jpg | http://www.webexhibits.org/sciartperspective/i/raphael5_diagram_small.jpg | http://www.webexhibits.org/sciartperspective/i/raphael10_medium.jpg |

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| image2 copy.jpg | Image1 copy.jpg | image3 copy.jpg |

Example:

Alan Lee and John Howe were the Art Designers of the Lord of the Rings trilogy.

*Lee worked on designs for architecture, the first being* [*Helm's Deep*](http://en.wikipedia.org/wiki/Helm%27s_Deep)*,*[*[3]*](http://en.wikipedia.org/wiki/Production_design_of_The_Lord_of_the_Rings_film_trilogy#cite_note-TTT_SEE-2) *as well as the Elven realms,* [*Moria*](http://en.wikipedia.org/wiki/Moria_%28Middle-earth%29)*,* [*Edoras*](http://en.wikipedia.org/wiki/Edoras)*, and* [*Minas Tirith*](http://en.wikipedia.org/wiki/Minas_Tirith)*, and although Howe primarily designed armour and the forces of evil (see below), he contributed with* [*Bag End*](http://en.wikipedia.org/wiki/Bag_End)*,* [*Minas Morgul*](http://en.wikipedia.org/wiki/Minas_Morgul)*,* [*Cirith Ungol*](http://en.wikipedia.org/wiki/Cirith_Ungol) *and the* [*Barad-dûr*](http://en.wikipedia.org/wiki/Barad-d%C3%BBr)*. Lee also applied a personal touch by painted imagery in* [*Rivendell*](http://en.wikipedia.org/wiki/Rivendell)*, such as the one of* [*Isildur*](http://en.wikipedia.org/wiki/Isildur) *removing the* [*One Ring*](http://en.wikipedia.org/wiki/One_Ring) *from* [*Sauron*](http://en.wikipedia.org/wiki/Sauron)*, as well as tapestries in Edoras. There are real life influences to* [*Middle-earth*](http://en.wikipedia.org/wiki/Middle-earth)*: Rivendell is "a cross between a Japanese Temple and* [*Frank Lloyd Wright*](http://en.wikipedia.org/wiki/Frank_Lloyd_Wright)*",*[*[6]*](http://en.wikipedia.org/wiki/Production_design_of_The_Lord_of_the_Rings_film_trilogy#cite_note-FOTR_Art-5) *and* [*Minas Tirith*](http://en.wikipedia.org/wiki/Minas_Tirith) *takes influence from* [*Mont Saint-Michel*](http://en.wikipedia.org/wiki/Mont_Saint-Michel)*,* [*St Michael's Mount*](http://en.wikipedia.org/wiki/St_Michael%27s_Mount) *and* [*Palatine Chapel in Aachen*](http://en.wikipedia.org/wiki/Palatine_Chapel_in_Aachen)*. The City of the Dead takes after* [*Petra, Jordan*](http://en.wikipedia.org/wiki/Petra%2C_Jordan)*, and the* [*Grey Havens*](http://en.wikipedia.org/wiki/Grey_Havens) *were inspired by the paintings of* [*J. M. W. Turner*](http://en.wikipedia.org/wiki/J._M._W._Turner)*.*[*[4]*](http://en.wikipedia.org/wiki/Production_design_of_The_Lord_of_the_Rings_film_trilogy#cite_note-ROTK_SEE-3) *Wikipedia.com*



Raphael, School of Athens, 1510. Fresco.