

Mixed Media Art Test Study Guide

THEORY OF COLOUR

Primary Colours

- Red
- Yellow
- Blue

Tip to Remember: Roses are Red, Violets are Blue, What makes them grow? Yellow

Secondary Colours

- Red + Yellow = Orange
- Blue + Red = Violet
- Yellow + Blue = Green

Tertiary Colours

- Yellow + Green = Yellow-Green
- Blue + Green = Blue-Green
- Yellow + Orange = Yellow-Orange
- Red + Orange = Red-Orange
- Blue + Violet = Blue-Violet
- Red + Violet = Red-Violet

Tip to Remember: Primary colour name is first followed by the secondary colour

Complementary Colour

- Red ~ Green
- Violet ~ Yellow
- Blue ~ Orange

Tip to Remember: Relate the pairs !

- Red ~ Green = Christmas
- Violet ~ Yellow = Easter
- Blue ~ Orange = Sun and Sky

Tint, Tone and Shade

- Tint = Colour + White
- Tone = Colour + Gray
- Shade = Colour + Black
- Monochromatic = Using a tint, tone or shade of a colour
 - Ex. 000000

Colour Spectrum

- Warm Colours = **Reds**, **Oranges** and **Yellows**
- Cool Colours = **Blues**, **Greens** and **Purples**

Tip to Remember: **Warm** Colours = Fire, **Cool** Colours = Water

Colour Qualities

- **Colour** = Is defined by having 3 qualities – Hue, Value and Intensity
 - Hue = Name for a colour you cannot make
 - Ex. **Red**, **Yellow**, **Blue**, **Cyan**, **Magenta**
 - All hues are colours but not all colours are hues
 - Value = The darkness or lightness of a colour
 - Ex. ○○○○○○○○○
 - Value 1 = **Black**
 - Value 10 = **White**
 - Intensity = How bright or dull a colour is
 - Ex. ○○,○○,○○
 - High Intensity = Brighter
 - Low Intensity = Duller

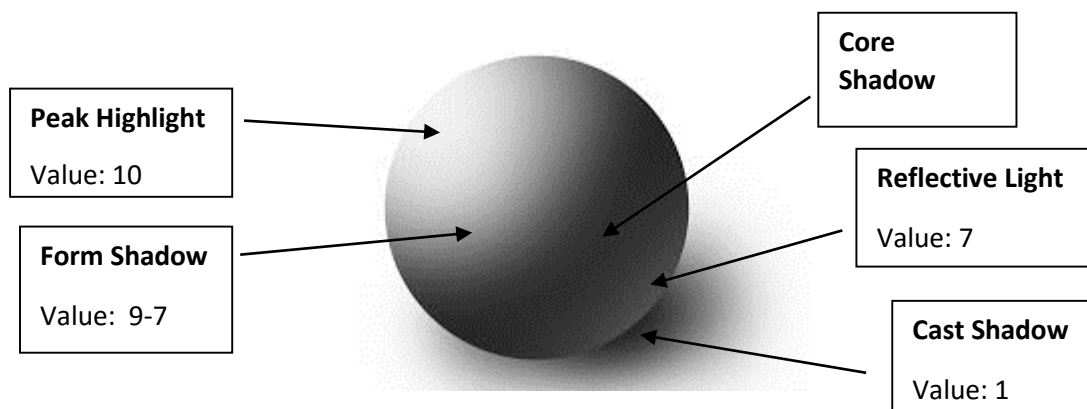
Colours that Cannot be Made

- **Magenta**
- **Cyan Blue**
- **White**
- **Red**
- **Yellow**
- **Blue**

Mixing Colours

- **Red** + **Brown** = **Crimson**
- **Orange** + **Brown** = **Sienna Brown**
- **Red** + **Yellow** + **Brown** = **Ocre Yellow**
- **Red** + **White** = **Pink** or **Magenta** + **White** = **Pink**
- **Blue** + **Brown** = **Black**
- **Red** + **Yellow** + **Blue** = **Brown**

THEORY OF LIGHT



ART SUPPLIES

Paintbrushes



Flat Paintbrush



Fan Paintbrush



Liner Paintbrush



Flat-Fan Paintbrush

Other Supplies



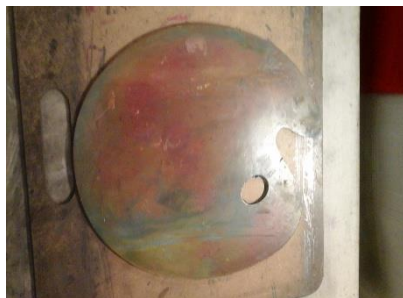
Artistic Knives



Paint Thinner



Linseed Oil



Palette



Canvas



Easel

Drawing Supplies



Soft Eraser



Blending Stump



Eraser

- Sketching Pencil = HB
- Shading Pencil = 9B
- Darkest Pencil = 9B
- Lightest Pencil = 6H

ELEMENTS OF ART

1. Line/Direction → A path or point moving through space
 - a. This refers to the direction of an object, line or path that moves throughout the painting.



EX.

2. Shape/Form → Shape has depth, length, width and resides in space
 - a. This means that everything is made up from shapes and with their help we get the correct proportions.



EX.

3. Colour → Hue, value and intensity

a. These are the characteristics of a colour

- i. Hue = Name for a colour you cannot make
- ii. Intensity = How bright or dull a colour is.



EX.

4. Value → Value refers to the relative lightness and darkness of a colour

a. Value = The darkness or lightness of a colour

- i. Ex. ○○○○○○○○○
- ii. Value 1 = Black
- iii. Value 10 = White



EX.

- 5. Texture → Texture refers to the tactile quality of a surface
 - a. There are both Oil and Acrylic textures
 - i. Oil Textures
 - 1. Knife Techniques
 - 2. Fan Paintbrush Techniques
 - 3. Wax with Oil
 - ii. Acrylic Textures
 - 1. Mixed Media Techniques (Sawdust, Gesso, Modelling Paste)
 - iii. Implied Techniques
 - 1. Techniques created through blending in various ways.

Implied Texture
Blending in circles for the sky



Oil Textures
Fan Paintbrush Techniques

Oil Texture
Knife Techniques

EX.

- 6. Perspective → Representing a 3D object on a 2D surface



Vanishing Point

- a. In order to get 3D objects on a 2D surface we need to use shapes and VP
- EX.

- 7. Space → The area in which art is organised
 - a. Positive Space → The area closest to you/ Foreground
 - b. Negative Space → The area furthest from you/ Background

Positive Space



Negative Space

Positive Space

MIXED MEDIA TECHNIQUES

- **Gesso (Acrylic Texture)**
 - A primer with a low density and high viscosity
- **Modelling Paste (Acrylic Texture)**
 - A texturing paste with a high density and low viscosity
- **Media**
 - Base of all acrylic colours
 - Used in most mixed media techniques
 - Low density and very high viscosity
 - Transparent, can be glossy or matte
- **Sawdust (Acrylic Texture)**
 - Sawdust + Media
- **Glitter (Acrylic Texture)**
 - Glitter + Media
- **Tissue Paper/ News Paper (Acrylic Texture)**
 - Tissue Paper / News Paper + Media
- **Cheese Cloth (Acrylic Texture)**
 - Cheese Cloth + Media
- **Sand (Acrylic Texture)**
 - Sand + Media
- **Aluminium Foil (Watercolour Texture)**
 - Aluminium + Light tint of water colour
- **Saran Wrap Lift (Watercolour + Acrylic Techniques)**
 - A watered down acrylic or watercolour with saran wrap placed on top until dry or semi-dry. Saran Wrap is the removed creating a grouping flat texture.
- **Photo Image Transfer (Acrylic Texture)**
 - A laser printed image is transferred onto a canvas using media
- **Stencilling + Stamping (Acrylic + Watercolour Texture)**
 - Stencilling → Using an object as a stencil or tracer
 - Stamping → Using an object to imprint or transfer the shape of image
- **Alcohol/Oil with Acrylic (Acrylic Texture)**
 - Painting an acrylic base, you add some dots of oil or alcohol which creates a separation in the paint
- **Wax with Oil (Oil Texture)**
 - Mix wax and oil paint together to make a chunkier oil texture.