

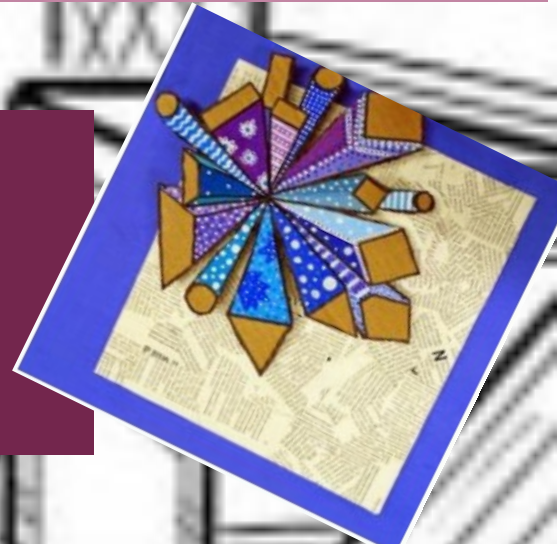
Art: It's All About Perspective

We will begin by understanding the term 'art movement' and explore in detail some of the most significant ones in history; abstract, surrealism, impressionism, cubism and optical illusion.

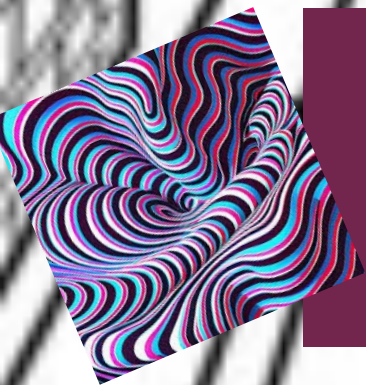


As Artists, we will move onto understanding 1, 2 and 3 point perspective in art; recapping prior knowledge of vanishing points, foregrounds and backgrounds.

We will look at the work of Edward Hopper, Picasso and Georges Braque to explore both perspective in Art and 2D shape perspective before recreating pieces using these influences and adopting cubism styles.



These skills will be taken through into our computing unit on 3D modelling where we will create 3D models with perspective changes.



We will study the work of Bridget Riley to explore and experiment with vanishing points to create optical illusions. We will consider purpose for drawing and how to create different visual effects considering tone, texture and negative space.

In our final piece, we will reflect on the movements, artists and skills studied to create our own artwork inspired by our learning.