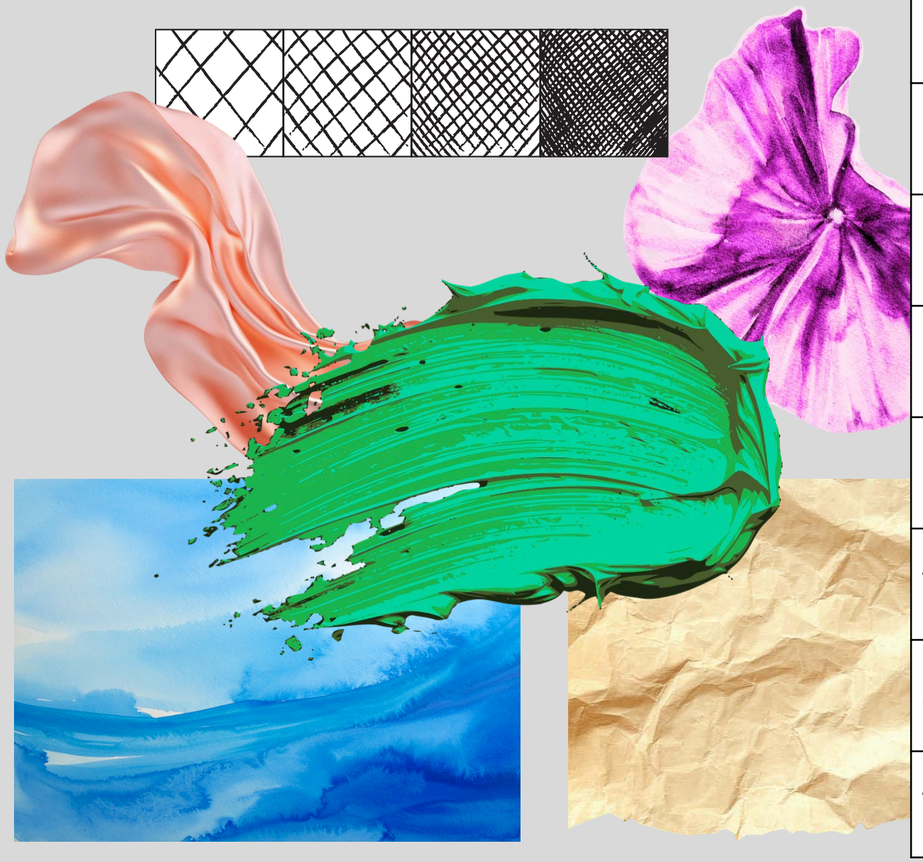
Art and Design Knowledge Map

Exploring tone, texture and proportion

How do artists use tone, texture and proportion to make drawings look realistic?

The skills I need:

- Making accurate, detailed observations
- Selecting techniques with purpose
- Reflecting on progress and refining work
- Understanding that artists make choices



Focal point	The part which catches the eye first.
Layer	A single part or a piece of material that lies over or under another.
Observation	To look carefully and notice all the details.
Proportion	How big one part looks compared to the whole thing.
Realistic	Something that looks like it does in real life.
Refine	To make small changes to improve a drawing and add more detail.
Shadow	A dark shape that appears when something blocks the light.
Texture	The way something feels when it is touched.
3-D	Shapes with three dimensions such as width, height and depth.
Tone	How light and dark something is.