Art and Design Knowledge Map

Light and Dark

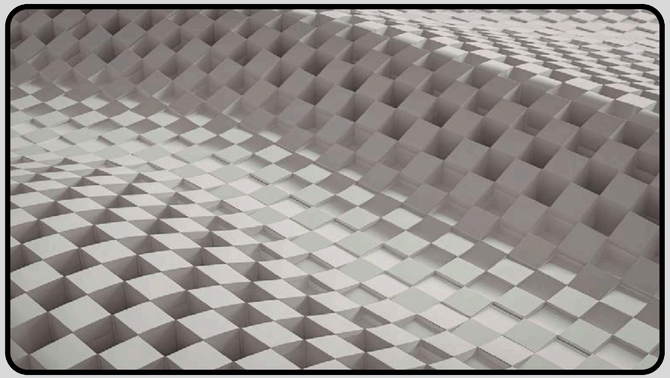
How can artists use tints and shades to turn 2D shapes into 3D forms?











The skills I need:

- Generating ideas
- Changing and controlling colour through mixing
- Understanding how artists use light and shadow

Abstract	Art where the subject doesn't necessarily look like it does in real life.
Composition	Putting elements together.
Muted	A colour that is not bright.
Paint wash	Mixing of watercolours, often with water, on a large area of paper.
Photorealism	Painting or drawing style which resembles a photograph.
Pointillism	Using small spots of pure colour which seem to mix when seen from far away.
Proportion	How big one part looks compared to the whole thing.
Shade	A dark tone of a colour made by adding black.
Still life	A painting or drawing of objects that does not move.
Tint	A light tone of colour made by adding white.