

Elements and Principles - Zine

Page 1 - Shapes and Pattern

Use a precut sheet of heavy weight paper - 5.5" x 8.5" to create your design.

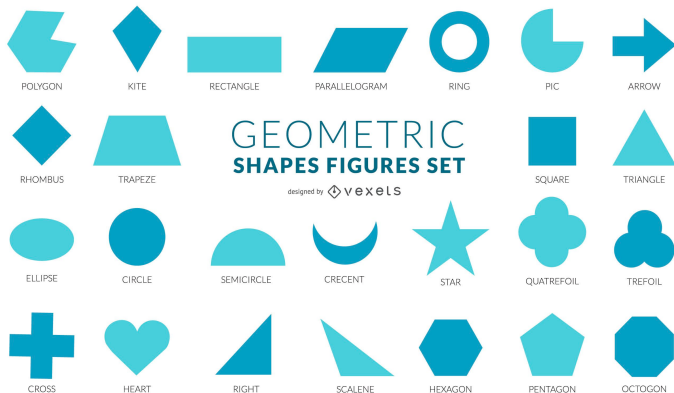
Requirements -

Use geometric and organic shapes to create an idea that repeats over and over.

Your designs should fill the paper at least 80% full.

You can use any art material, technique or creative solution you like to create your page.

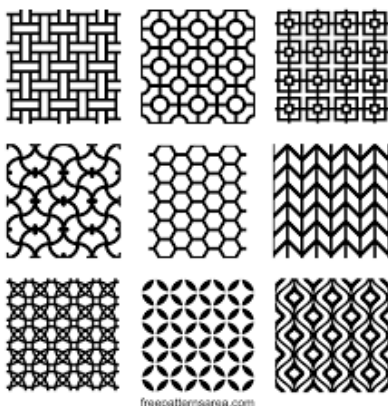
Shape - A closed area of space.



Geometric



Organic



Pattern - A repeated idea over and over. Pattern can have variations. A small change in size, or rotation to create interest.

Inspiration - Zen tangle

Page 2 - Color

Use a precut sheet of heavy weight paper - 5.5" x 8.5" to create your design.

Requirements -

Use color to create an image. Explore color schemes.

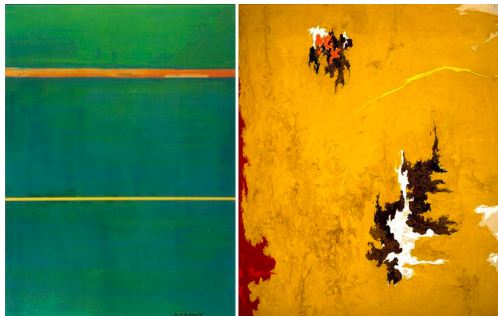
Your designs should fill the paper at least 80% full.

You can use any art material, technique or creative solution you like to create your page.

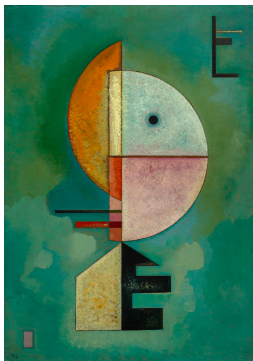
Artists that used color in interesting ways



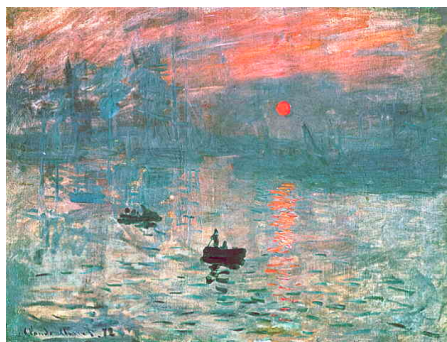
**Pablo Picasso -
Fauvism**



**Mark Rothko -
Color field**



**Wassily Kandinsky -
Abstraction**



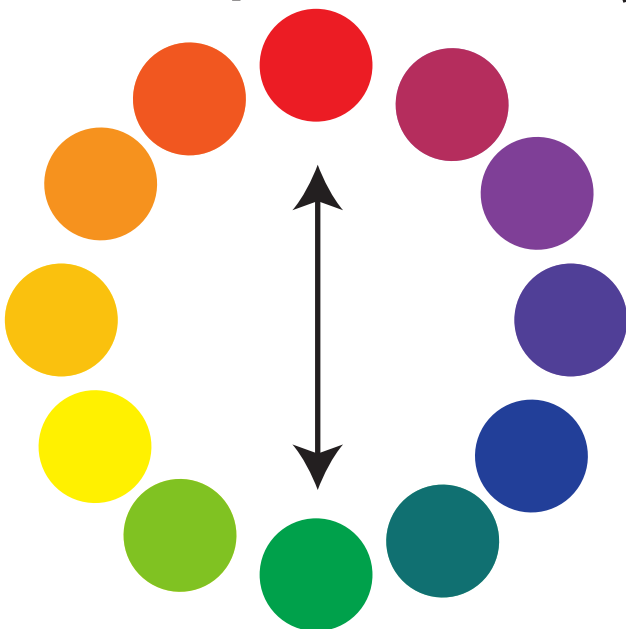
**Claude Monet -
Impressionism**

Color Schemes

Harmony can be defined as a pleasing arrangement of parts, whether it be music, poetry, or color.

In visual experiences, harmony is something that is pleasing to the eye. It engages the viewer and it creates an inner sense of order, a balance in the visual experience. When something is not harmonious, it's either boring or chaotic. At one extreme is a visual experience that is so bland that the viewer is not engaged. The human brain will reject under-stimulating information. At the other extreme is a visual experience that is so overdone, so chaotic that the viewer can't stand to look at it. The human brain rejects what it can not organize, what it can not understand. The visual task requires that we present a logical structure. Color harmony delivers visual interest and a sense of order.

Complimentary - Colors directly across on the color wheel.



Red and Green

Blue and Orange

Purple and Yellow

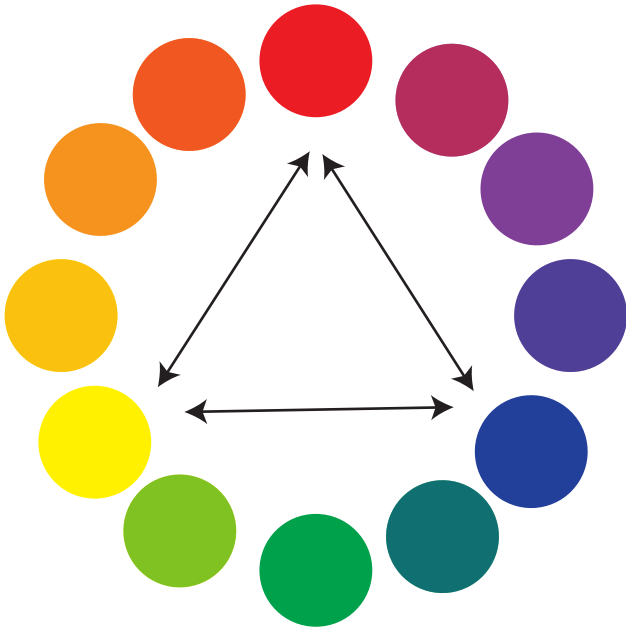
Monochromatic



Use only one color.
Monochromatic is made
for tints and shades.

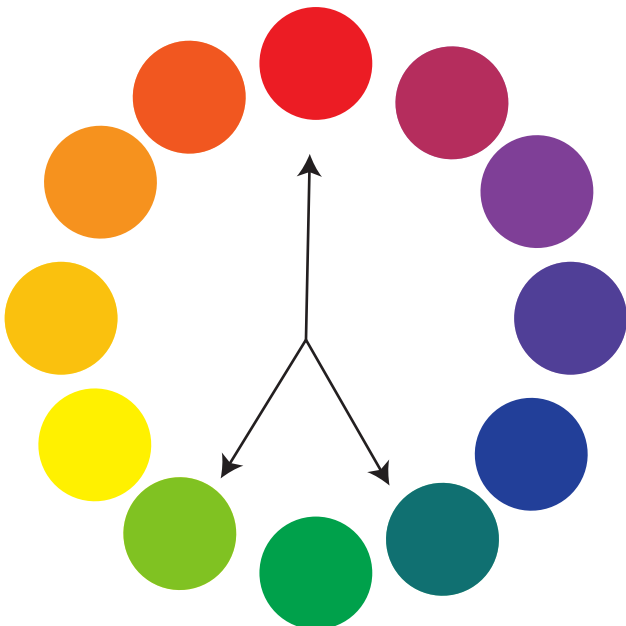
Triadic

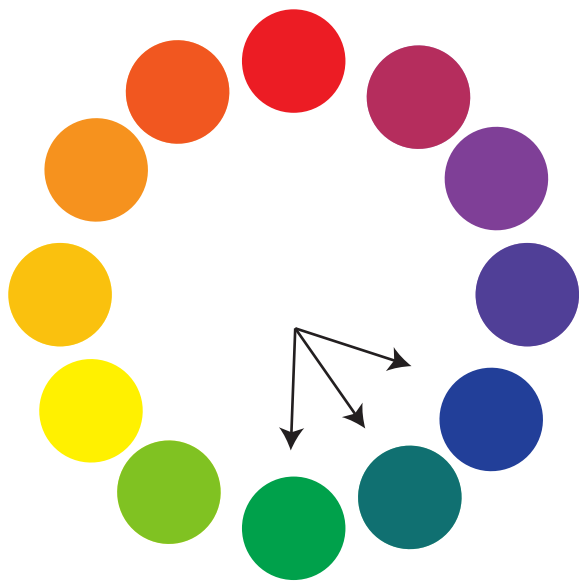
Triadic color schemes
use colors that are
evenly spaced around
the color wheel.



Split Compliment

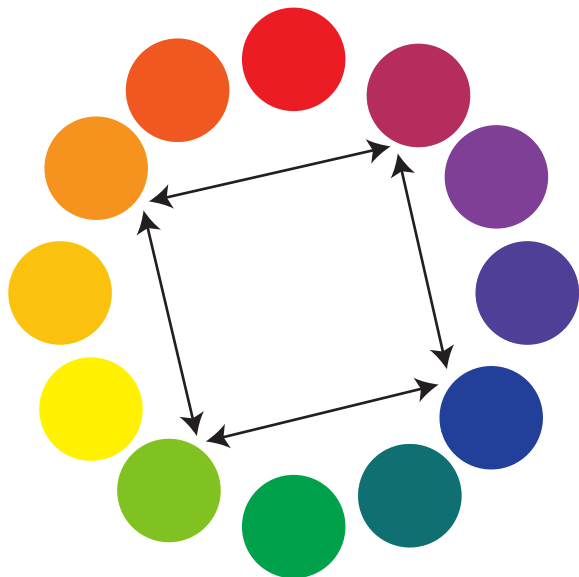
Begin with the base
color on one side of the
color wheel. The next
two colors are on
either side
of the color that is
directly across.





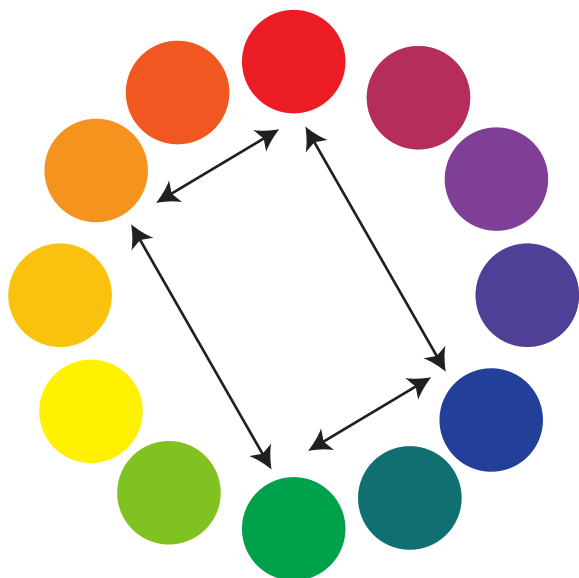
Analogous

Colors that are next to each other on the color wheel.



Square

All four colors spaced evenly around the color wheel.



Two Complimentary pairs. For example red and green are complimentary and blue and orange are complimentary

Page 3 - Line

Use a precut sheet of heavy weight paper - 5.5" x 8.5" to create your design.

Requirements -

Use lines to create an image. Explore line quality, Thick, thin, broken, scratchy.

Your designs should fill the paper at least 80% full.

You can use any art material, technique or creative solution you like to create your page.

Line - Has a beginning and an end.

Line - Can represent the edge of an object.

Line - Can describe where two surfaces meet.

Contour Line - Can describe the shape of the surface.

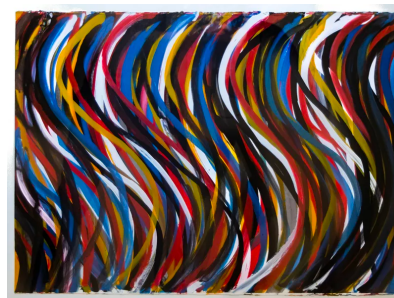
Artists that used Line in interesting ways



**Op Art -
Bridget Riley**



**Sketch -
Doug Bell**



**Conceptual Art -
Sol LeWitt**

Page 4 - Balance

Use a precut sheet of heavy weight paper - 5.5" x 8.5" to create your design.

Requirements -

Use Radial, or Symmetrical Balance to create an image.

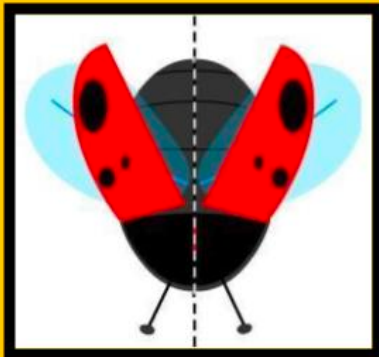
Your designs should fill the paper at least 80% full.

You can use any art material, technique or creative solution you like to create your page.

Balance

Balance refers to the way lines, shapes, colors, and textures are arranged in a piece of art.

Line Symmetry



Radial Symmetry



Asymmetrical Balance



Page 5 - Value and Form

Use a precut sheet of heavy weight paper - 5.5" x 8.5" to create your design.

Requirements -

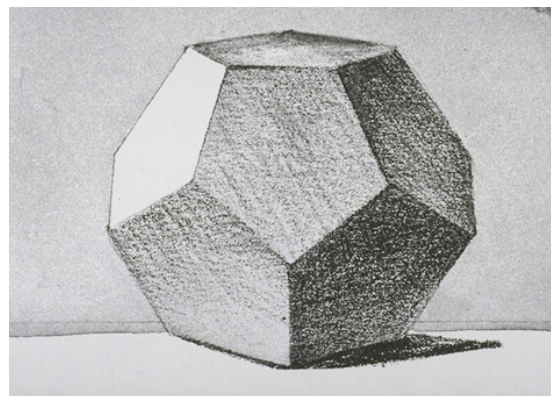
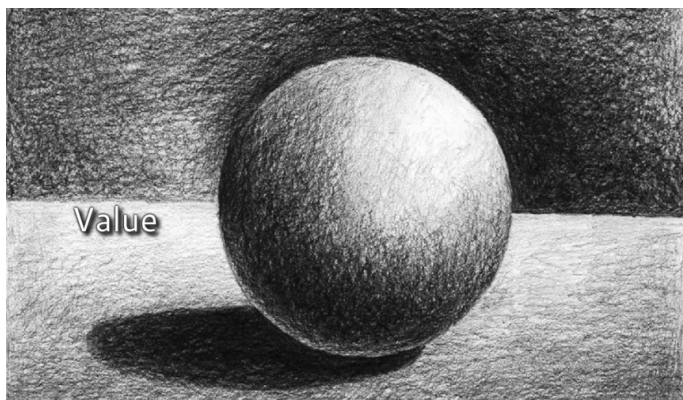
Use dark, light and gray values to create an image. Also called shading.

Your designs should fill the paper at least 80% full.

You can use any art material, technique or creative solution you like to create your page.



Nine value scale



Page 6 - Texture

Use a precut sheet of heavy weight paper - 5.5" x 8.5" to create your design.

Requirements -

Use texture to create a design. Texture can be real or implied.

Your designs should fill the paper at least 80% full.

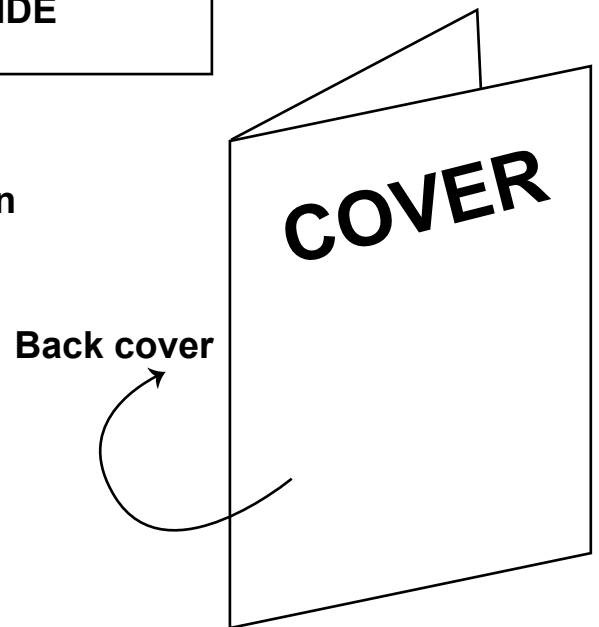
You can use any art material, technique or creative solution you like to create your page.

Texture (real) - The image feels like the surface. Typically you attach the actual material to the canvas or paper. For example, if your real texture is fur, you glue fur to the art work.

Texture (implied) - This is a painting or a drawing of texture it is an illusion of what the surface feels like. For example, an artist could paint a picture of a rock, but it feels like paint on a canvas. Magazines / Photographs are an example of implied texture.



1. Use a full sheet of heavy weight paper.
2. **Fold the sheet in half so the cover is on the right, and back cover is on the left.**

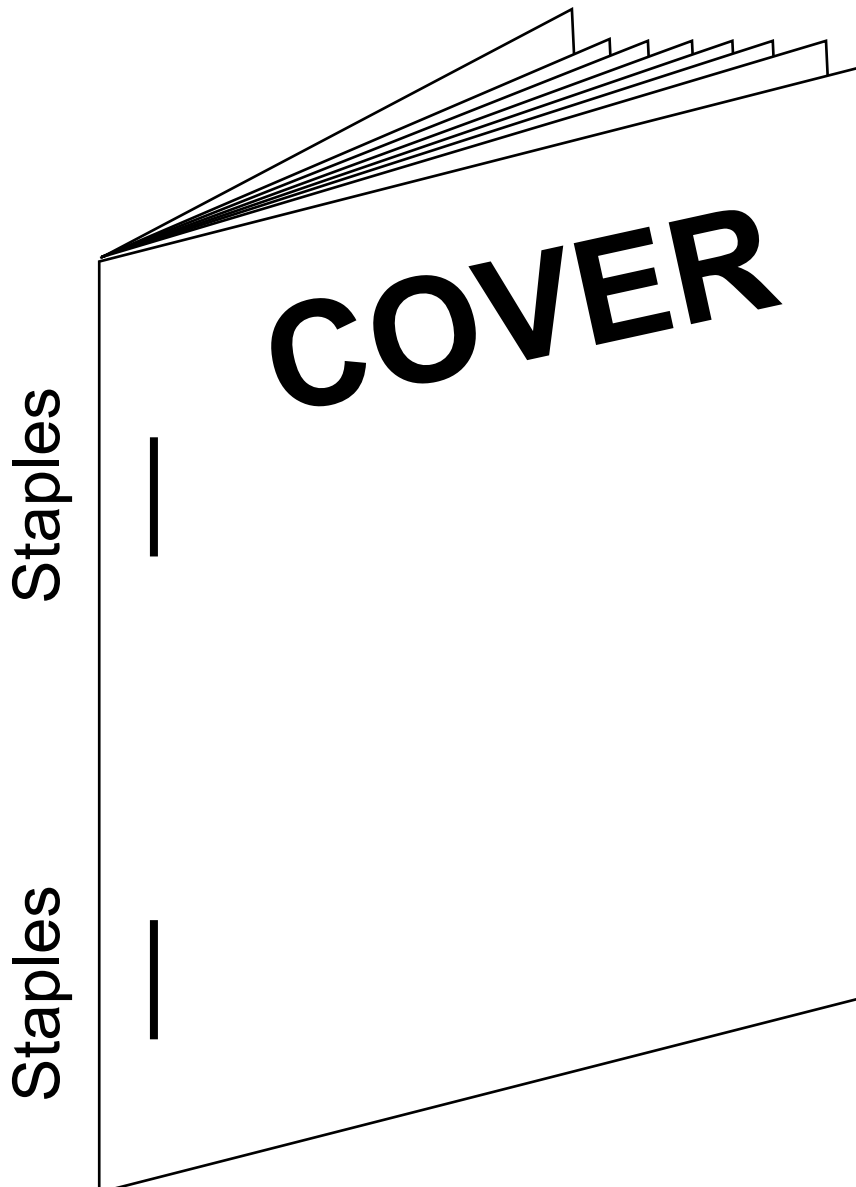


Elements and Principles - Zine

Requirements for this assignment..

- For your zine please use **6 sheets** of precut 5.5" x 8.5" heavyweight paper to create the pages of your zine.

At the end of the project we are going to staple and glue your individual pages into the cover to create your finished zine.



Elements and Principles - Zine

Please see the examples for this project. The examples will help you understand the set up and provide inspiration for your pages.

Art styles to help you create your zine pages

Comic books

Graphic novel

Sketches and drawings

Collages images

Cut up and rearranged pieces of image

Altered images

Trace images or text with graphite paper

Abstraction

ETC.

Use the Internet to search for Zine ideas.