ART 2403: COLOR DESIGN MONGEON

Project #2
Monochromatic/Analogous Design
100 pts.

VOCABULARY
Monochromatic
Analogous
Tint
Tone
Shade
Abstract
Non-Objective
Geometric shape
Organic shape

MATERIALS & SUPPLIES

15 x 20 in. Illustration Board
Acrylic Paints
Pocket color wheel
Palette knife
Plates for mixing paint
Brushes
Cup for Water
Ruler
Pencil & Eraser
Sketchbook

Option to use other drawing media such as collage, colored pencils, watercolor, mixed media (supplies not provided)

OBJECTIVES
— To create a dynamic design with a limited color palette
— To explore non-objective painting
— To learn and demonstrate outstanding craftsmanship in painting.
— To use the elements and principles of design to create a cohesive composition.
— To create the illusion of depth on a 2-dimensional surface

PROBLEM
Create a non-objective/non-representational design using a monochromatic or analogous color scheme. The painting should create the illusion of depth.

Monochromatic:
- Variations on a single hue, which provides a sense of unity in the composition
- One hue plus white, grey, black - tints, tones, shades

Analogous:
- Colors that are adjacent (next to) one another on the color wheel
- A degree of unity but also a wider degree of variety.
- Create tints, tones and shades within these 2-3 hues.

STRATEGY
1. Review the presentation on Blackboard for examples

2. Sketch at least 4 different thumbnails with design ideas. These are simple sketches that are completed quickly. They should be drawn inside rectangles to scale to the dimensions of the board. (for example, 3.25 x 4.5 in.)

3. Choose your favorite design and sketch it larger on a page in your sketchbook. Photograph all 5 sketches and submit on Blackboard. Consider the following:
   - How can you create a sense of depth using only shape and hue?
   - How can you achieve unity or variety? What about rhythm? Composition?

4. Choose whether you are doing a monochromatic or analogous color scheme. If monochromatic, which hue will you use?

5. Lightly draw a 1 in. border around your illustration board to create a 13 x 18 in. rectangle. Draw your design lightly and then begin painting. You may want to tape the border with painter's tape. Make sure to remove it at the end of each painting session when the paint is dry so that it doesn't adhere to the paper. The border should be neat and free of paint, including white paint.

6. Submit to Blackboard, use the Media Gallery option and use the tag #nonobjective. Label your image in the description as either monochromatic or analogous and include which hues you used.