

# 27 BONES

DRAW

PAINT

Socrates once said, "If we hadn't a voice or a tongue, and wanted to express things to one another, wouldn't we try to communicate by moving our hands".

Webster's dictionary defines "hands" as; The terminal part of the human arm located below the forearm, used for grasping and holding and consisting of the wrist, palm, four fingers, and an opposable thumb.

Hands are the chief organs for physically manipulating the environment, used for both gross motor skills (such as grasping a large object) and fine motor skills (such as picking up a small pebble). The fingertips contain some of the densest areas of nerve endings on the body, are the richest source of tactile feedback.

A normal human hand consists of Digits, Bones (27 to be precise), Articulations, and Muscles. An artist must be familiar with the anatomy of hand in order to reproduce it artistically.

## Assignment

Your Job is to draw a picture of a hand that is as realistic as possible. Remember that a hand consists of fingers, a palm, and an opposable thumb. Your picture must show at least two fingers connected to a palm.

## Required Techniques

**-Required Tools:** Various Pencils (4H, HB, B, 5B) & an eraser.

-You must show (me) your planning & **inspiration** for your ideas.

-You cannot use any smudging tools, (this includes your finger) show control with your pencil.

-You must **use your Canvas/ paper to the fullest.** (i.e. No large blank areas of unused space)

-Your **lines need to be clean & as accurate** as possible.

-Your **shading needs to accurately reflect the look & feel of skin.**

-Your piece needs to **have a full range of values.** (*from the whitest whites to the blackest blacks, and all the grey's in between.*)

-Your piece must be **clean, free of stray marks** & if mounted (it must be done appropriately).

### ENDURING UNDERSTANDING

Artists use a variety of problem solving and decision making skills to apply the elements & principles of art and sensory and expressive features in works of art.

#### OVERALL ARTISTIC GOAL FOR THIS ASSIGNMENT:

Understand how to control different types of pencils for a desired effect.

Understand how to create realistic looking textures by using shading techniques.

Understand how to create a piece with a full range of values.

Understand how to create an interesting & dynamic compositions.

### ESSENTIAL QUESTION:

Why and how do artists apply the elements & principles of Art in works of art?

\* **MAIN (EPA) ELEMENTS & PRINCIPLES OF ART APPLIED TO THIS ASSIGNMENT:**

LINE

EMPHASIS

SHAPE

BALANCE

FORM

PROPORTION

VALUE, TEXTURE

UNITY

\* In everyone of my assignments **ALL** the Elements and Principles of Art could be listed, these are just the Main (EPA) emphasized in this specific assignments.

### DRAW PAINT LANGUAGE

1. Values

2. Pencil control (shading)

3. Pencil Scale (hard & Soft lead)

4. Composition

5. Line + Shape = Form

## Due Date: