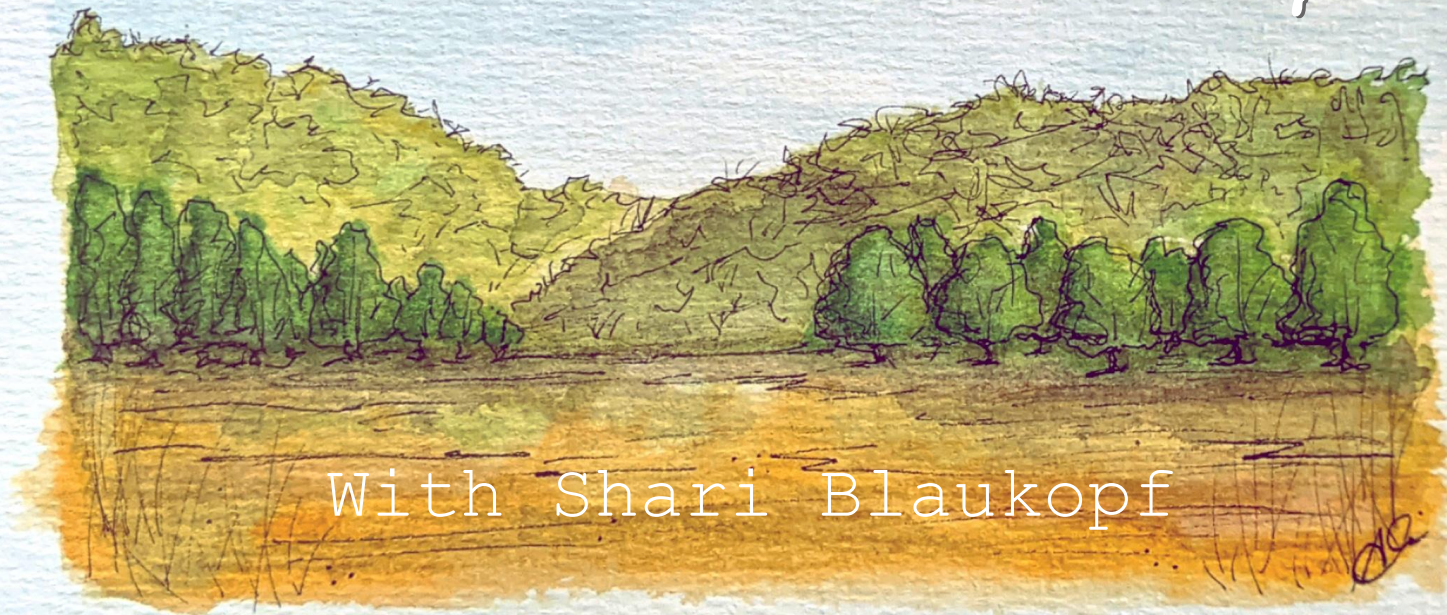


Watercolor Landscapes



You will create **3** watercolor landscapes. 1 large and 2 small.

All must show your understanding of **space**: Background, Midground, Foreground

All must show your understanding of them **medium**: Ink AND Watercolor

ONE must show **YOUR creative style**. Research less-realistic styles to help influence 'your' creative style.



Creative Style Inspiration:

Explore 'unrealistic' colors like the **Fauvists**.

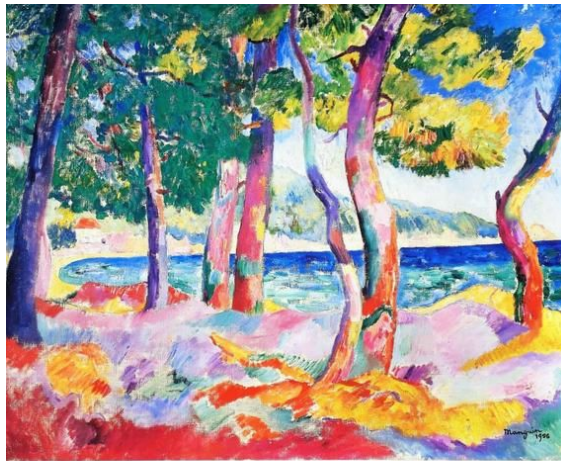
Play with exaggerated organic shapes like **Matisse**.

Incorporate **Frankenthaler's** style into your landscape.

MATISSE



'Landscape At Collioure'
1905
Museum of Modern Art



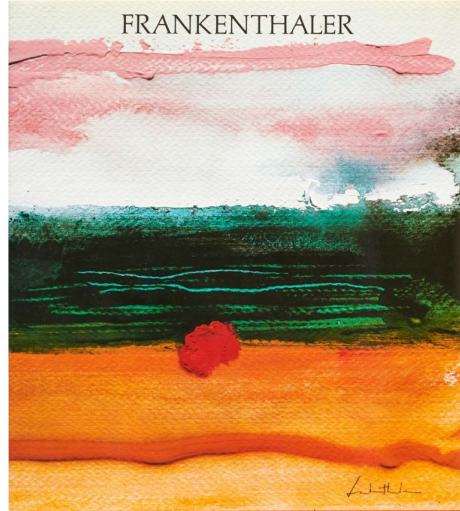
THE **FAUVE** LANDSCAPE

HENRI MATISSE

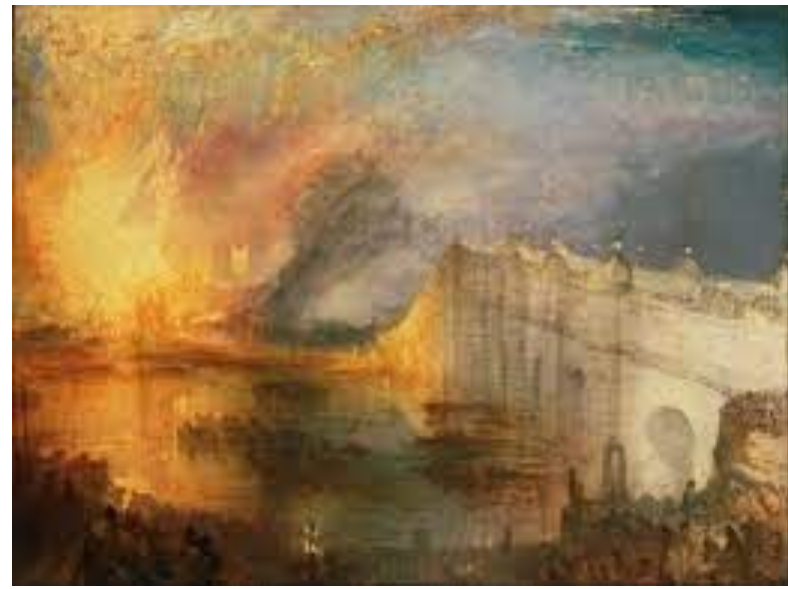
"La Gerbe"



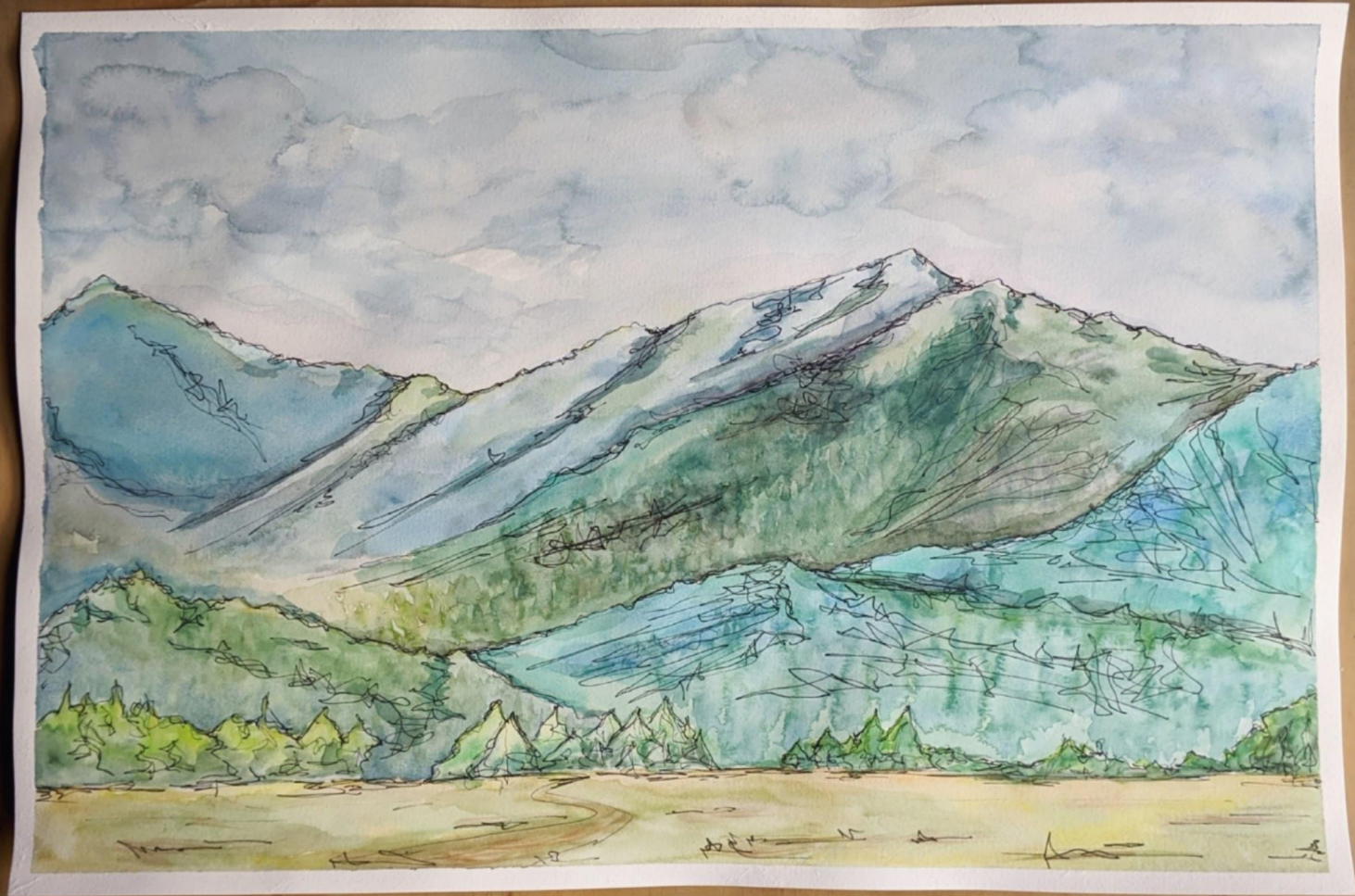
THE CUT-OUTS



FRANKENTHALER

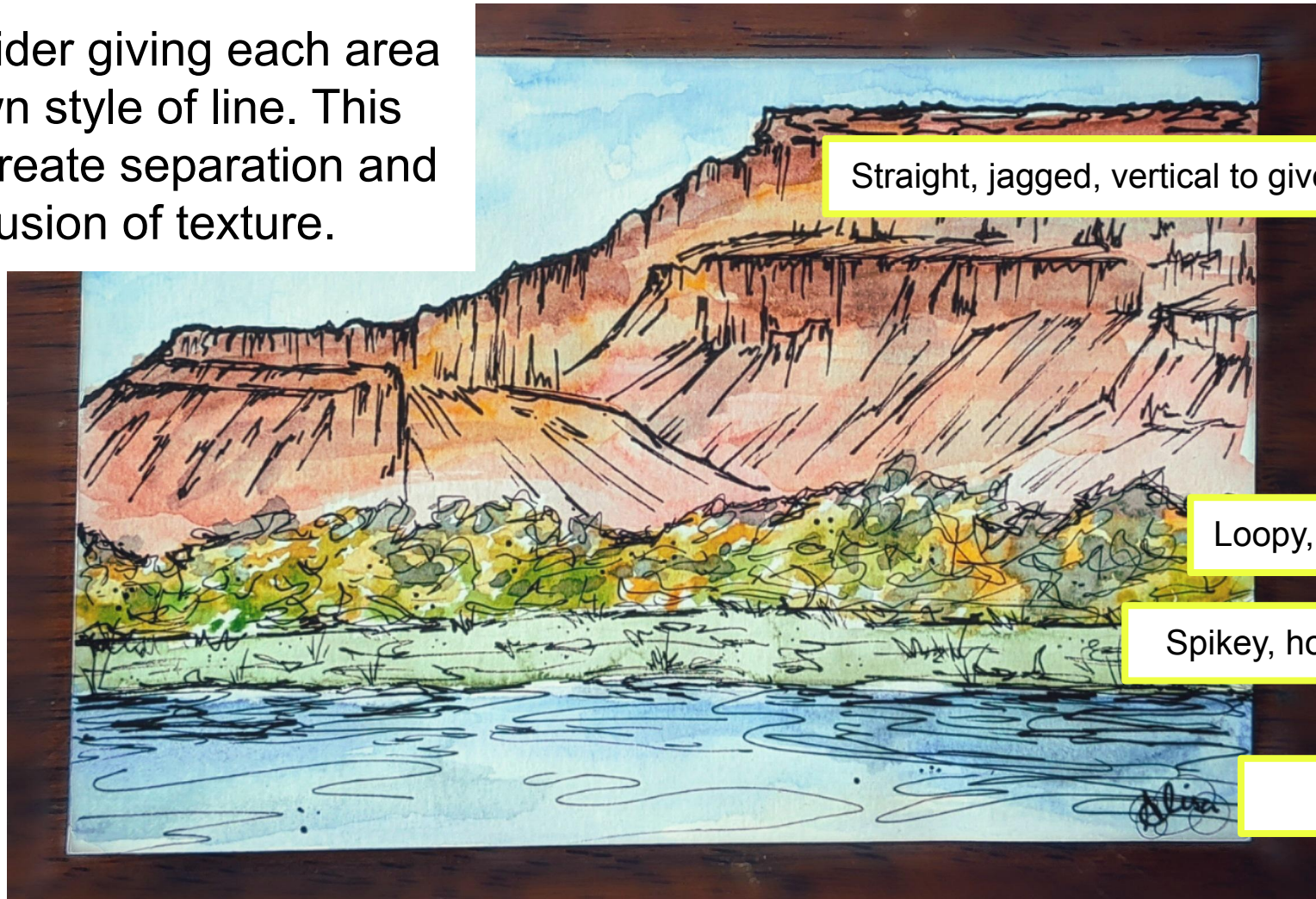


Turner painted landscapes that were obstructed by something in the atmosphere, like smoke. He famously painted a fire that broke out at the Houses of Parliament in 1834. While everyone rushed to help put the fire out, Turner sat and painted.





Consider giving each area its own style of line. This can create separation and the illusion of texture.



Straight, jagged, vertical to give height

Loopy, circular

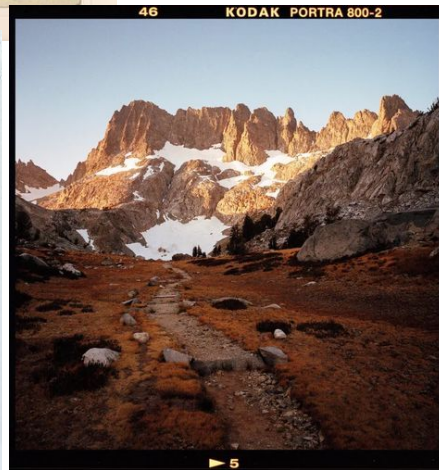
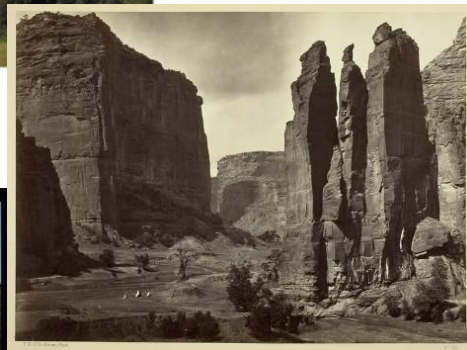
Spikey, horizontal

Swirly





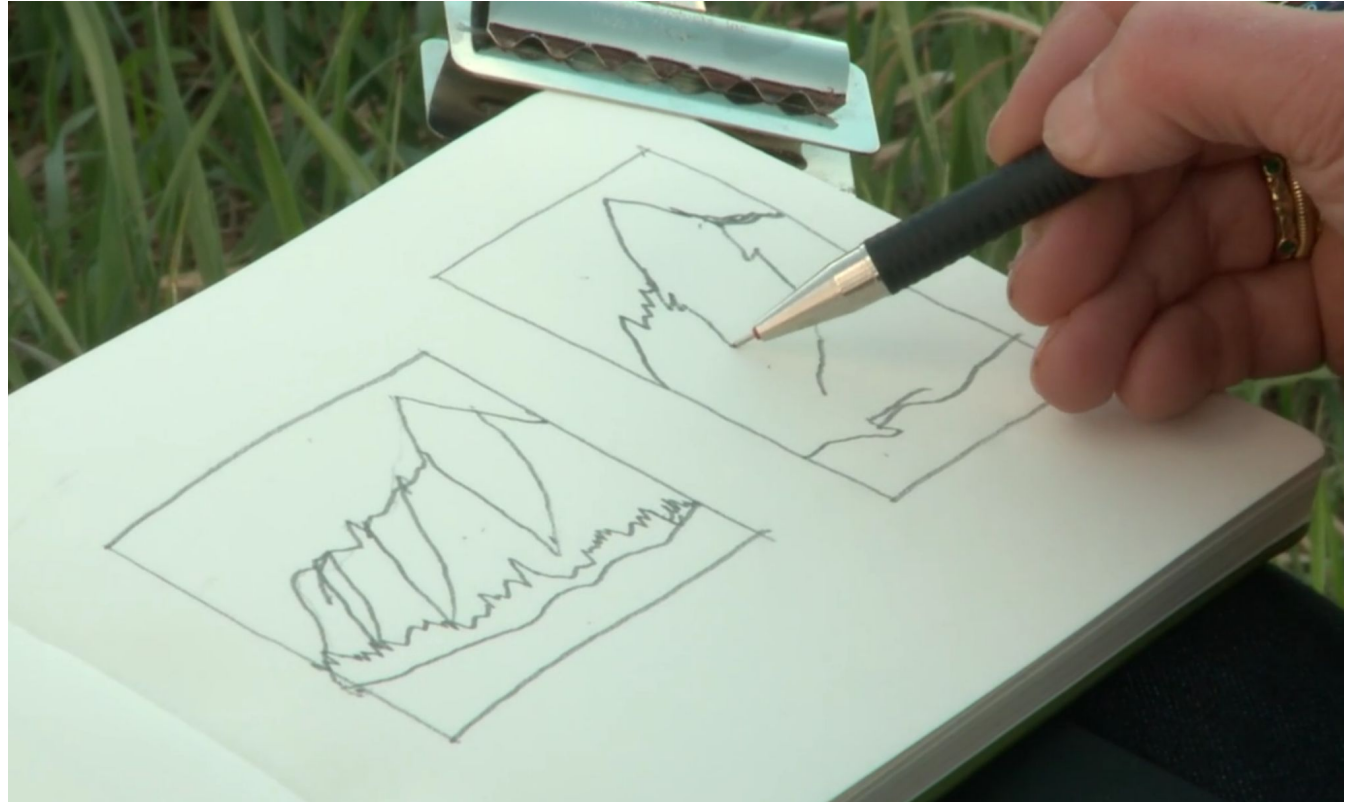
Preparing



Create Composition thumbnail sketches

Create a horizontal
and vertical Sketch

Just focus on the
main lines that divide
your landscape into
background,
mid-ground, and
foreground



Create a Value Sketch

Use three values : dark,
medium and light

Shade in your composition
Sketch to show where your
values are, letting white paper
be your light value



TODAY:

- **Explore** our website for project details.
- Use today to **find photos** of landscapes you want to use as reference images.
- **Create a Google Folder** to put your reference photos in.
- **Sketch** some composition ideas.

BEFORE YOU GO:

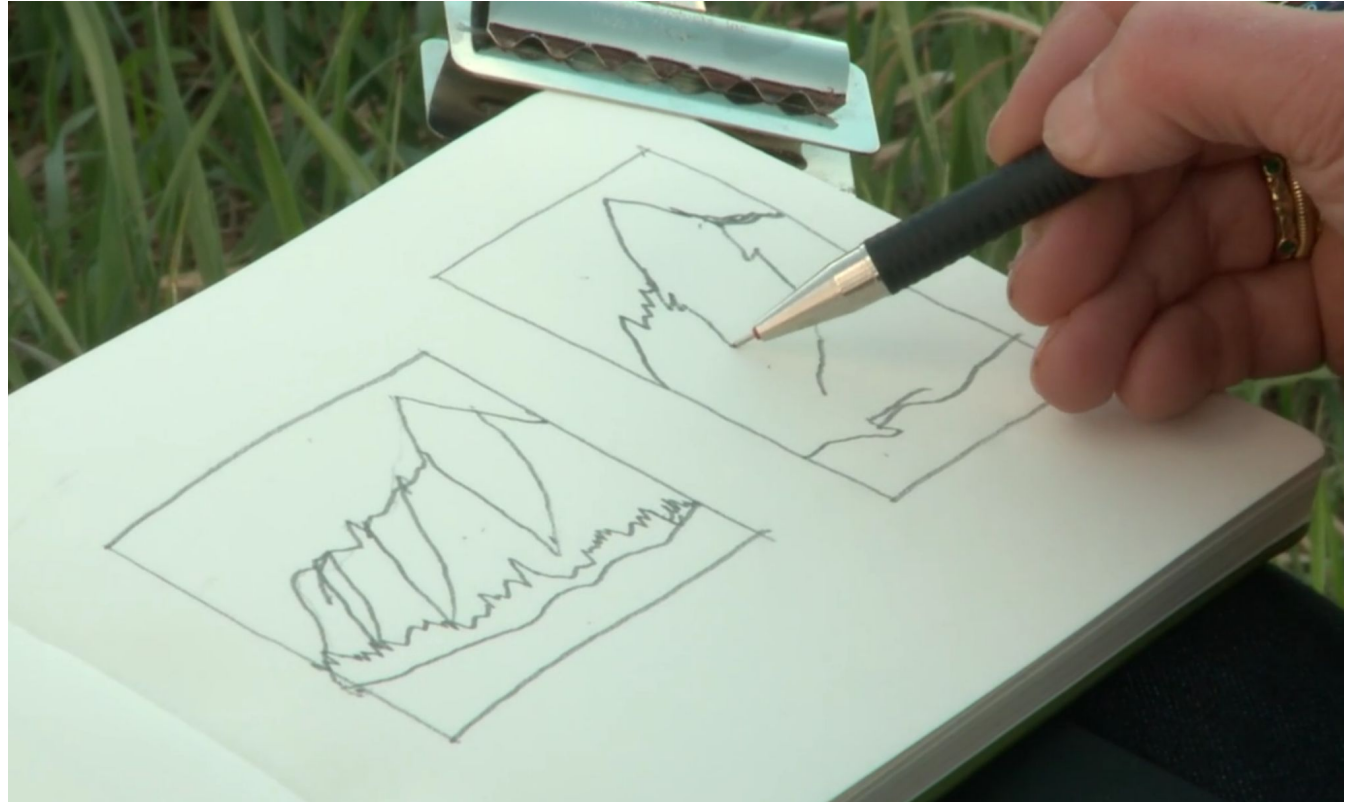
- Turn in your **Metamorphosis** project if you haven't already.



Create Composition thumbnail sketches

Create a horizontal
and vertical Sketch

Just focus on the
main lines that divide
your landscape into
background,
mid-ground, and
foreground



Choose your composition

Create a Value Sketch

Use three values : dark (3),
medium (2) and light (1)

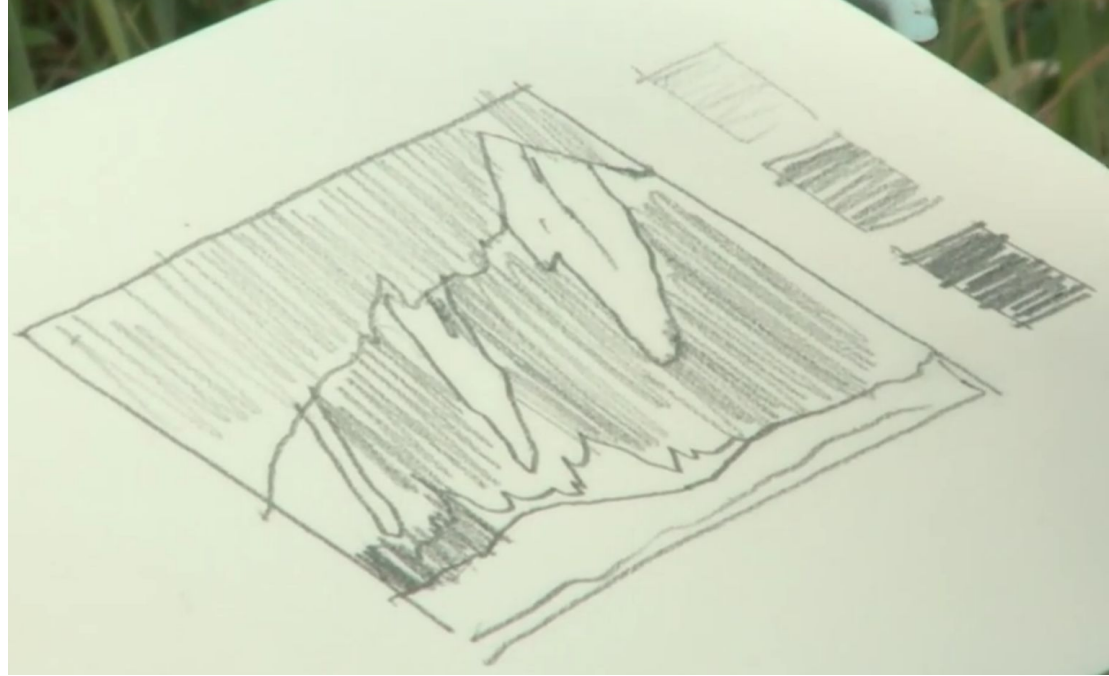
Shade in your composition
Sketch to show where your
values are, letting white paper
be your light value (0)



Check In

Hold your paper far from you. Can you easily see three different values?

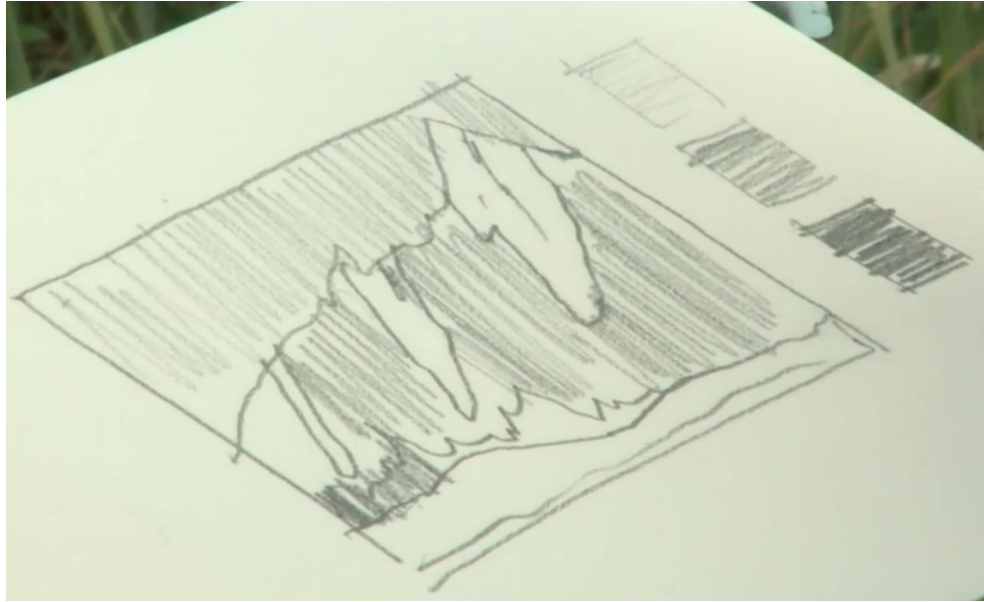
Mark your light source.
Place a little arrow, sun or star to represent where your light is coming from.



Check In w/ a Peer

If you had 30 seconds to find and paint the darkest value here, could you do it?

If not, what's the main problem? Too many values, not enough contrast, too much detail?



Start with your big lines

You are drawing your main lines.

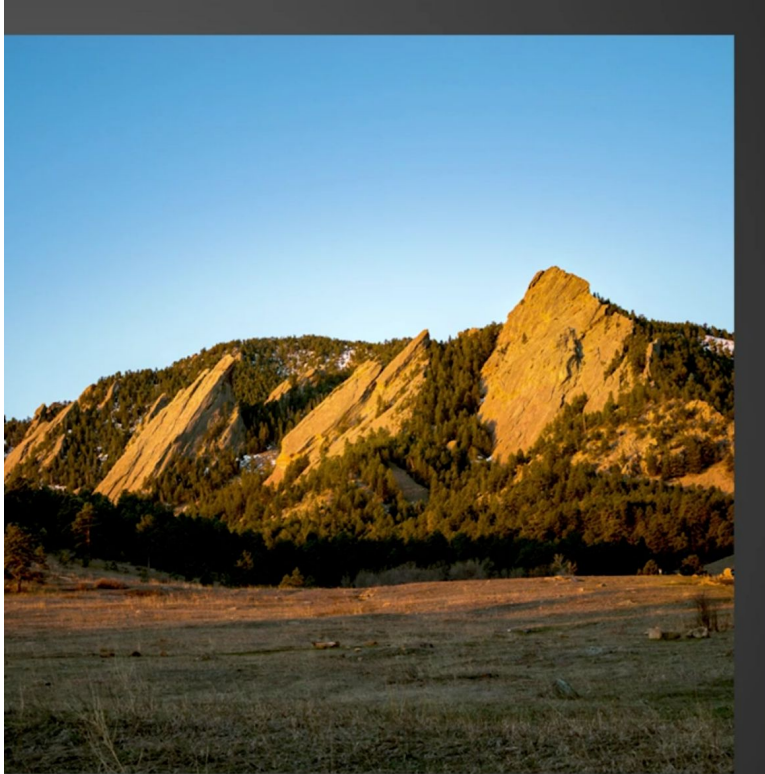
Your lines should have texture, and be a bit scribbly.



Draw your big shapes using a loose pen technique

Hold your pen lightly and far back, so your lines are a little wobbly and imperfect.

You can start with pencil if you'd like.






Add texture lines

Texture in the foreground will be thicker than the texture lines in the background

Add some horizontal lines to your foreground to help build perspective and depth



Erase Pencil Lines !

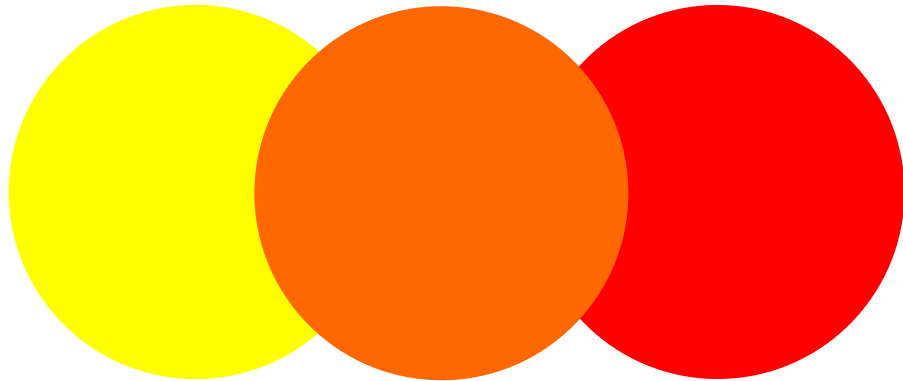
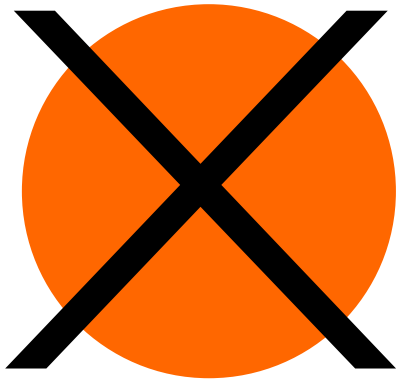


Gather your watercoloring supplies

The image shows a collection of watercoloring supplies laid out on a white surface. At the top left is a stack of white paper. Next to it is a small wooden eraser. To the right is a white bowl filled with blue water. Below the paper and eraser are three green pencils. In the center is a wooden brush holder with a colorful braided cord, containing several brushes. To the right of the brush holder is a white watercolor palette with various colored paints. A hand is visible at the bottom left, resting on the brush holder, and another hand is at the bottom right, resting on the palette. The text 'Gather your watercoloring supplies' is overlaid in the center of the image.

HELPFUL TIP #1:

Think 'color families' not a single color



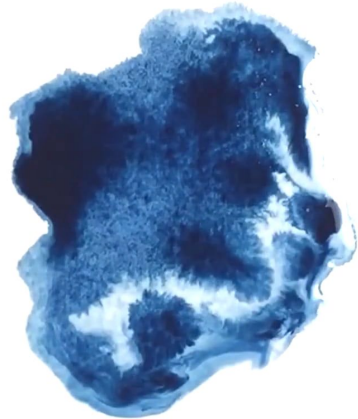
HELPFUL TIP #2:

Control the amount of water you use and replace your water often.

wet on dry



wet on wet



WRONG



RIGHT



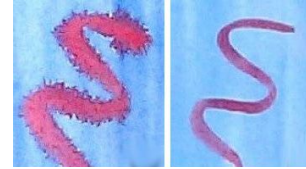
HELPFUL TIP #3:

If you want well blended areas, apply your colors while your paper is wet.

wet on wet



wet on dry



For details, or defined edges, apply paint to dry paper.



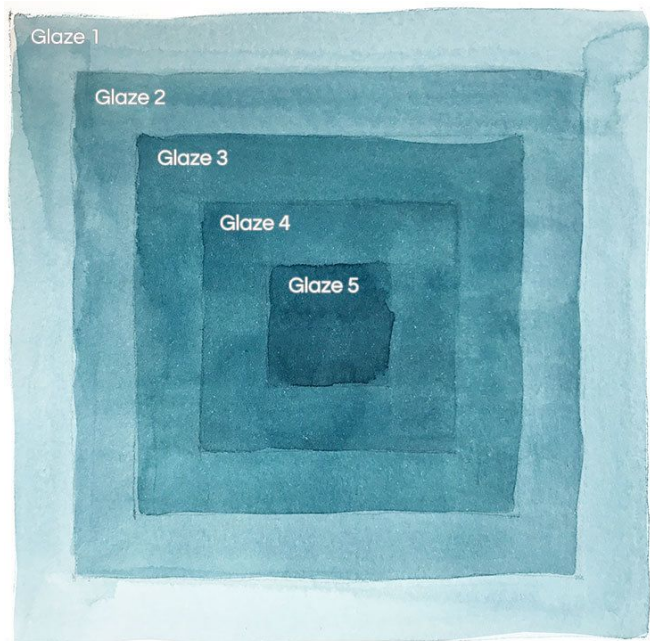
HELPFUL TIP #4:

Work the background first and move your way forward.



HELPFUL TIP #5:

Work in washes and let them dry before adding another.

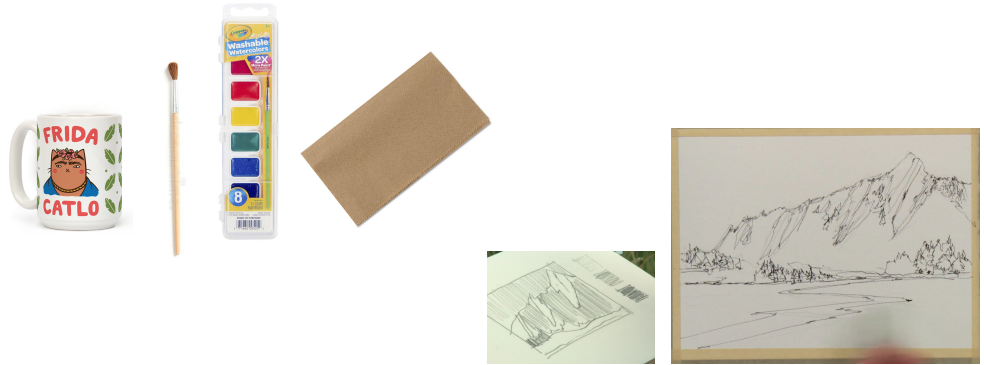


LET'S START PANTING

Painting value with washes

You will need:

1. Watercoloring supplies
2. Your value maps
3. Your inked landscape drawing



Start with the **background** move your way forward

Tape off the outside edges of your paper.

Use the wet on wet technique

Start with a wash (diluted paint)

Let your paint be a little blobby

When if it all looks like one color of blue, add at least three different shades/tones

Remember: you're just trying to show the dark, middle and light areas



Paint your mid-ground, working your way towards the foreground

Use the wet on wet technique

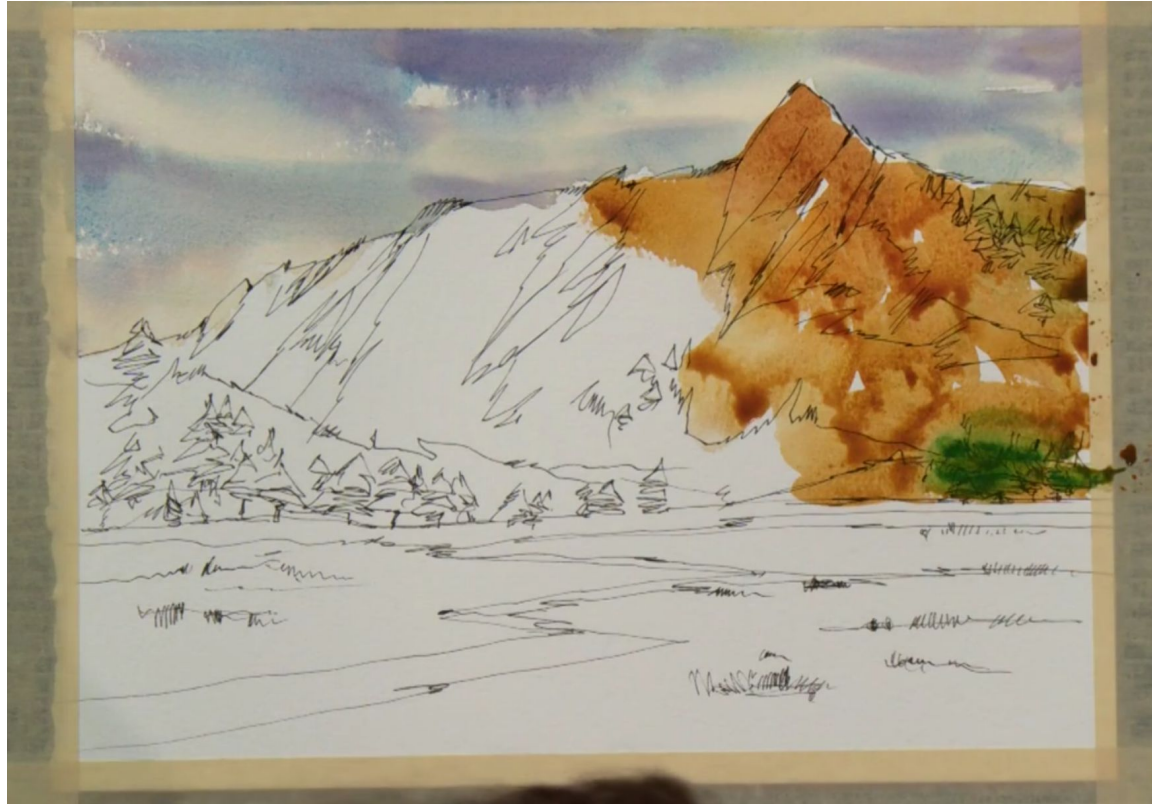
Use many colors in each shape

Let it be a little blobby

Leave some time white spaces that you can add concentrated color to later

Build up your values

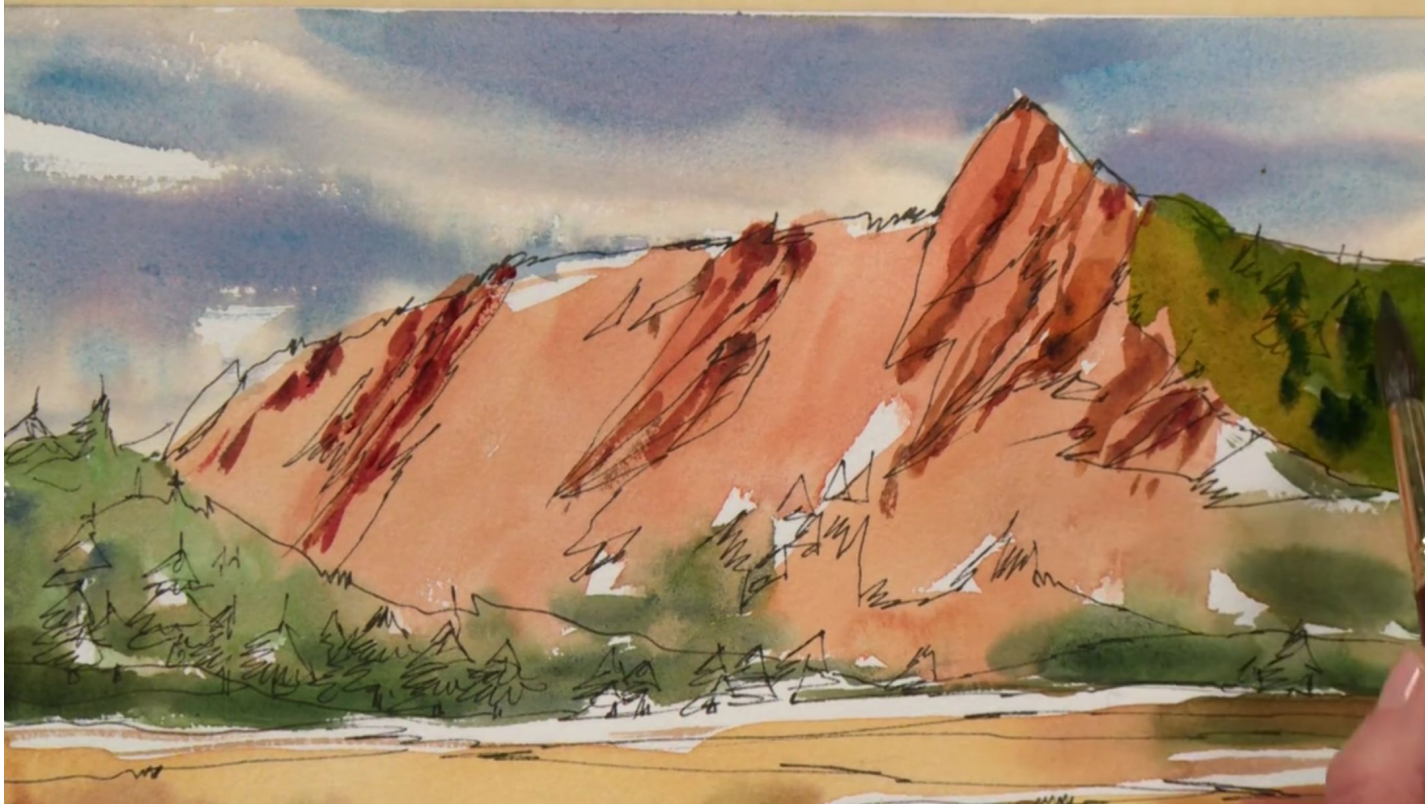
Remember: you're just trying to show the dark, middle and light areas





Building up value & texture

Start adding more concentrated paint (drier paint)





Add texture with dryer paint



Final texture & details

Use a dry-brush technique in your foreground for grass/soil

Your brush should be fairly dry, and lightly drag your brush across your paper to get a fuzzy look

Lines in the front should be thicker than lines in the back



Darken your darks! With paint and ink

This is the secret step that makes your artwork look professional.

Using a pen, thicken some lines and add some more detail



Using paint, add your darkest value and create shadowed areas







