

GRADE 12 Visual Art**UNIT ONE: 20 PORTRAITS**

Explore the creative process through media experimentation to make variety portraiture. You are encouraged to take risks with your art-making through a variety of individual and collaborative creative challenges.

Create 20 different portraits, each in a different style, media, concept, etc. Limited series are possible, as are common themes.

By focusing on self-portraiture students will develop their understanding of anatomy and figurative art while exploring expressive techniques to represent personal identity. How can the artist's own concepts and ideas, personality and emotions be expressed through processes and choices of media and techniques? Students will work collaboratively to present their self portraits in a gallery, a screening, or display around the building etc.

Make notes and collate research

A survey of portaiture will be presented as a warm up to this activity comparing styles, concepts and portraiture presentations, i.e. Byzantine up to Picasso and on to Cindy Sherman etc.

Assessment For and Of Learning

- Sketchbooks -sketches, experiments and research
- The 20 portraits
- Student/teacher conferencing
- Anecdotal comments
- Descriptive Oral Critiques
- Rubric

Performance Task For Evaluation

- The 20 portraits

Prompts

- Graphic images to represent subjects from the real world. All graphic images are *abstractions* that may be classified within three basic types: (1) **projections**, (2) **likenesses**, (3) **surrogate images**.

Projections are “point-to-point” representations of a subject; photographs, shadows, maps, drawings, paintings, and sculptures can be highly accurate representations of the original subject. Trompe l’oeil art, or the super-realistic paintings of William Harnett, fall within this category as well.

Likenesses are *stylized* representations of a subject; they can be take the form of caricatures, simplified drawings, or any graphic form that is abstracted yet retains recognizable aspects of the original subject.

Surrogate Images are representations of a *symbolic* nature; certain shapes, forms, or marks *stand-in* for the original subject (*Lesson 1-2*) . They are a kind og symbolic shorthand wherin lines and shapes that are entirely different from the original subject are substituted in order to gain symbolic expression. The portrayalof a *cube with wings of wax*, for example, may be said to be a surrogate image of Icarus, the adventurous youth of Greek mythology.



From sketch
without fear; 100
faces in 30 seconds
with a fine liner



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- -Emotive Self Portrait in acrylic paint using symbolic colour to convey meaning.
- Combine text and image to reflect on your unique qualities and abilities, the value of their own opinions, and the power of personal expression. To create a graphic story (comic, manga, zine, etc).
- Explore a variety of media as well as different surfaces, with particular emphasis on transparencies and layers.
- Consider that an individual's identity can change and is in flux in different times and spaces.



Copy machine Smashed Face a self portrait in charcoal. Students look for shape and value and not so concern about getting the perfect eyes, nose etc

DEADLINE: September 23rd (display 23/24th)

Rubric

The student demonstrates the specified knowledge and skills with...	a high degree of effectiveness	considerable effectiveness	some effectiveness	limited effectiveness
<u>THINKING</u> <i>e.g., extend their skills in working with a range of media; creative process 'imagining & generating', Planning & Focusing', 'Exploring Experimenting'...</i> A1.2 apply, with increasing fluency and flexibility, the appropriate stages of the creative process to produce two- and three-dimensional art works using a variety of traditional and contemporary media	Level 4	Level 3	Level 2	Level 1
<u>THINKING Sketchbook</u> A1.3 document their use of each stage of the creative process, and provide evidence of critical inquiry... A3.1 use with increasing skill a wide variety of media...				/20
<u>COMMUNICATION Display</u> <i>creative process 'presenting & performing'</i> A3.3 demonstrate a understanding of the appropriate standards and conventions for presenting art works for a variety of purposes				/10
<u>CREATION</u> A2.1 ... produce two- and three-dimensional art works that express personal feelings and communicate specific emotions				/10