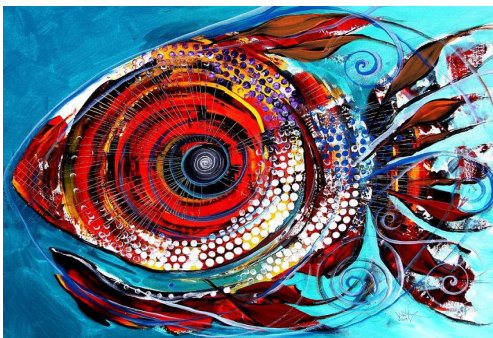
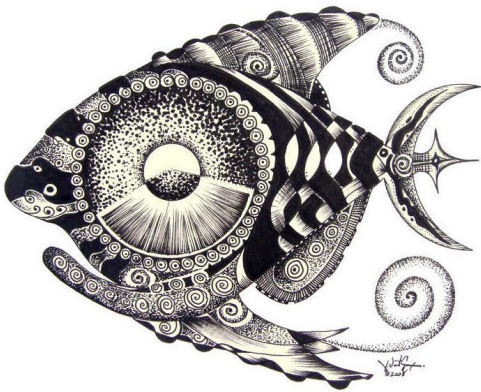


In this unit, we will study the work of Vincent Scarpace, whose main focus is sea creatures. He is a painter and graphic designer, who uses different materials and pattern to create different textures.



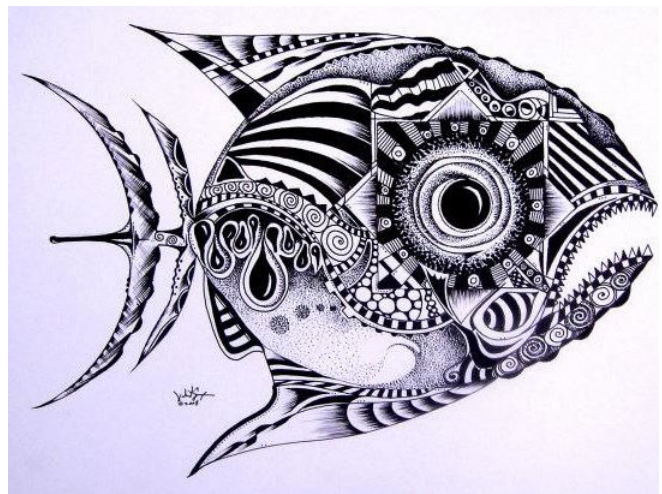
Key Vocabulary

Texture - the surface quality of an object, the way it looks like it feels.

Tone—lightness or darkness of something

Pattern—a design in which lines, shapes, forms and colours are repeated.

Organic shapes—free flowing shapes that have loose curving lines.



Key Objectives

I can confidently use shading to create tones and reflections on 3D shapes.

I can create own patterns.

I can use a variety of techniques to interpret textures of a surface.

I can work on a variety of scales.

I can independently select appropriate materials and tools to create a specific outcome.