



Game of Life Still-Life

ASP

Ms. MacLure

Objective: Using a memorable childhood game as inspiration, you will create a unique still-life using a complementary color palette.

Objective (3.8): Create representational 2D artwork from direct observation and from memory that convincingly portrays 3D space and the objects and people within that space



OVERVIEW

Childhood has such a huge impact on who we become and our perception of the world around us. One common childhood plaything is board games. Board games teach us little things as kids- fairness, right from wrong, taking turns, and sharing. By choosing your favorite board game from your childhood, and creating a still-life from it, you will not only gain skill artistically, but perhaps insight into yourself. My definition of “board game is very broad”

Still-Life- Making a drawing or painting from a setup of inanimate objects. Some artists famous for their still-lives were Cezanne, Matisse, and Picasso

Complementary Colors- Colors opposite one another on the color wheel. Such as Purple and Yellow, or Orange and blue. Using complementary colors to express light and shadow is one of the most dynamic ways to render a subject.

Materials : Pastel-
chalk or oil. Your
choice.

Some Board Game

Ideas:

Sorry
Monopoly
Mouse Trap
Chess
Checkers
Kerplunk
Trouble
Shoots and Ladders
Candyland
Marbles
Legos

Demos/ In-class Exercises

1. Composing a still-life
2. Drawing and shading with complementary colors
3. In-class still-life practice using interesting perspective and point-of-view.

Contact: Questions? Email Ms. Mac at amaclure@valleytech.k12.ma.us

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Use the following steps...

-During class, students will draw the still-life set up by Ms. Mac. You will create 5 small drawings exploring dynamic compositions. (DEMO)

-Choose 3 of your 5 sketches to color into using chalk/oil pastel in order to practice rendering from life using complementary color palettes. Using a color wheel, choose 3 different complementary color palettes to express light and shadow. (DEMO)

-For homework- go home and find a board game from your childhood. If you no longer have it, borrow one from a friend. Or go to a Salvation Army or a Saver's and see if there isn't a board game that jumps out at you. Bring it into class to use for this project.

-With your board game, set up a series of different possibilities for a composition. Make 3 thumbnails. Remember to be dynamic! In addition, consider your lighting source.

-Upon choosing your composition, you may begin sketching out your final piece. Remember to keep your still-life in front of you always.

Assessment:

-Overall design/composition: **15 pts**

-Originality: **20 pts**

-Craftsmanship: **20 pts**

-Creative use of complementary colors in light and shadows **15pts**

-Strong sense of light source: **15 pts**

-Used care with art materials: **15 pts**

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Choose a board game for this project.

1. In your sketchbook- reflect upon the following:

What board game are you choosing? Why? What memories do you associate with this board game? What are some good ones? Bad ones? Who did you play this game with most?

2. Find this board game from your childhood. If you no longer have it, borrow one from a friend. Or you can go to a Salvation Army or a Saver's and see if you can't find it there. Bring it into class to use for this project.

3. Bring all of this to class tomorrow- you will need these resources to continue with the project.



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