

Painting Vocabulary Week 2

Atmospheric Perspective- Atmospheric perspective is based on a basic perceptual principle that:

- areas standing out in stark contrast to the background appear to be near the observer while those that are close in value seem to fade away in the distance.
- intenser hues appear to be near the observer while neutralized hues (achieved by combining of the three primary colors, for example red in varying degrees is added to green [blue + yellow]) seem to fade away in the distance.

Atmospheric perspective occurs because light becomes diffused as it passes through water particles that are suspended in the air. The distance of the object from the observer and the amount of moisture in the air effects how clearly we can see.

Chiaroscuro- chiar (light) + scuro (dark) refers to the technique of subtly bending shades to imitate the varying intensities of light and shadow that occur when light is directed toward and reflected off three dimensional forms.

For the rolling flag painting and landscape painting at 1pm the majority of illumination (sun) will be directly from above. When light comes from above, the highest points are the lightest and the lower points are the darkest value.

Planes- Three dimensional shapes have volume. Shapes become volumetric when they are read as planes. The smaller and closer the planes the more rounded the form. The larger the planes the more defined the angle. "Painterly brush" strokes follow the planes of a three dimensional shape.

Reflective Light- Shadows are affected by indirect light and hue. Note the angle at which two planes face each other. The reflective light from an opposite plane will hit the plane of the object.