

Art is influenced & Influences culture, Time Place & environment

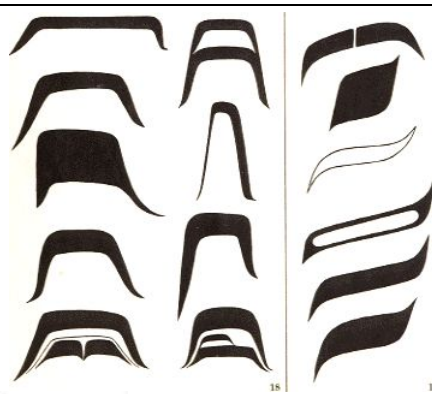
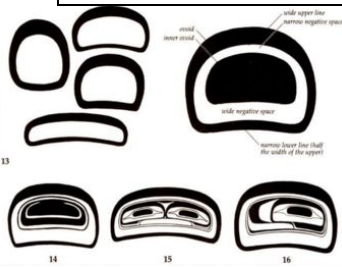
- Create art work by experimenting with & combining a wide range of Elements & Principles
- Consider the work habits of art professionals & career connections to Fine Arts
- Develop skills & techniques in a variety of styles, techniques & movements
- Appreciate Art from a variety of cultures

HAIDA ART

Using the basic shapes on the side, create a non-BC animal. This is similar to cubism & fragmentation techniques we have already studied. In fact Cubist & Fauvist artist were inspired by African, Polynesian & other aboriginal Art. The point is to have enough "information" about the animal shape/movement to be able to recognize it.



1. Start by thinking of what it is about that animal that makes it different
2. Think of its movement, would it fit in a square, circle...?
3. You may start with a faint outline of the animal and see what Haida shapes & combinations fit in
4. Think of the negative shape (the empty shapes) they should be as interesting as the positive shapes (the ones you draw)
5. Color using black for the main color, red for shapes of secondary importance and blue green for details



Gecko

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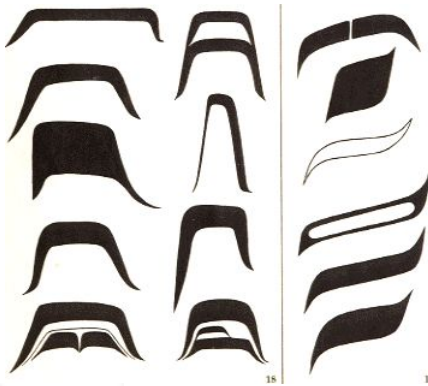
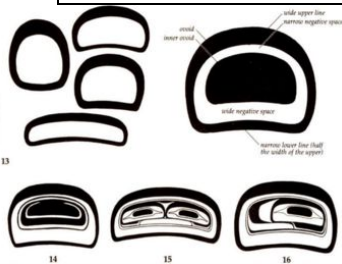
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KANGAROO



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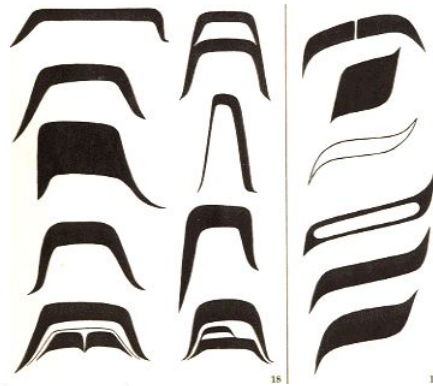
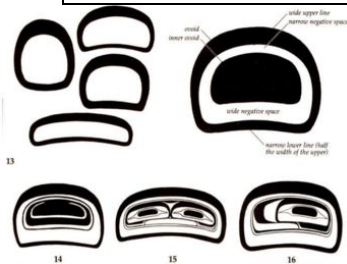
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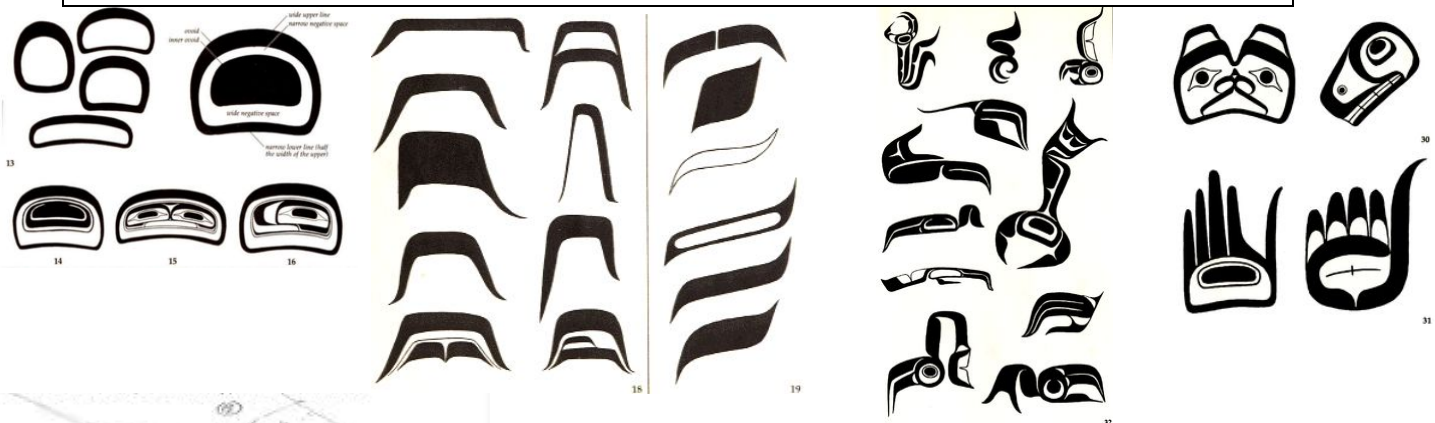
ELEPHANT

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TOUCAN BIRD



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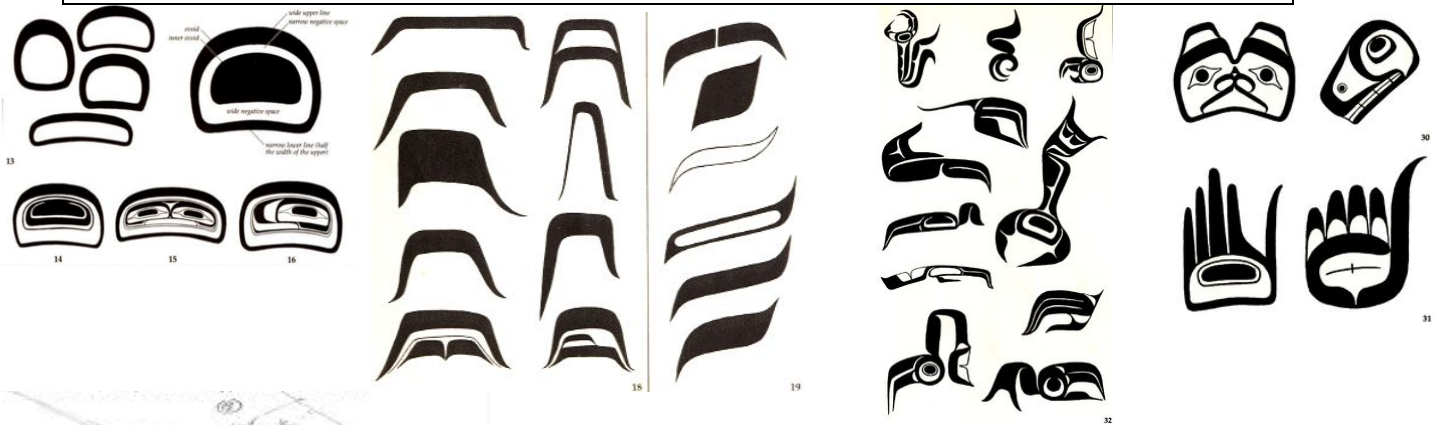
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MONKEY



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