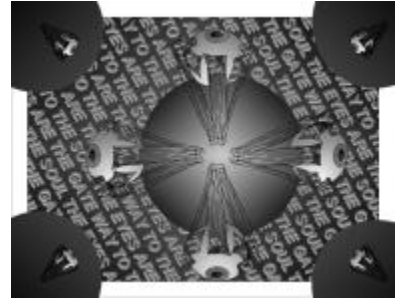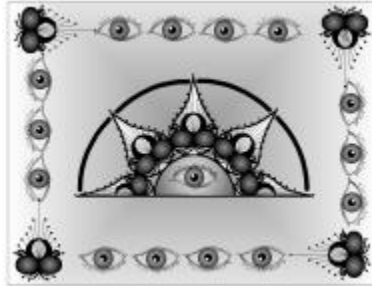# The Expressive Eye

Gradients, Textures, and Composition

This is a thematic, creative assignment that focuses on your ability to conceive, develop and draw an idea using a **Monochromatic color scheme**.

1) Choose a Monochromatic color scheme
2) Use the creative theme: *expressive eye*
3) Incorporate a creative visual representation of an eye into your work.
4) Focus on solid design that has ***visual impact***.

- You may use *images* found on the Internet as a *reference* for ideas. Trace these using *layers* if necessary.
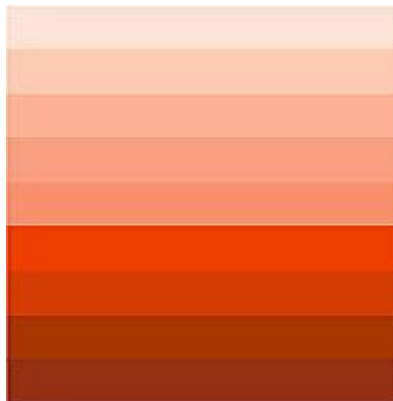
Monochromatic Scheme

Monochromatic colors are all the colors (tints, tones and shades) of a <u>single hue</u>.

<u>Hue</u> – Indentifies a color and its place on the color wheel

Monochromatic color schemes are derived from a single base hue, and extended using its shades, tones and tints (that is, a hue modified by the addition of black, gray (black + white) and white).

Example of Monochromatic color ⟶

As a result, the color energy is more subtle and peaceful due to a lack of contrast of hue.

Monochromatic color schemes may be considered boring unless there is **diversity within the design**. You need to create a striking, attention grabbing drawing.

Instructions:

1) Choose a color scheme. You have six (6) to pick from. They are: Red, Blue, Green, Orange, Violet, and Grays.

- Go to *Window > Color Palettes> Open Palette*

- Browse to the *Graphics* lessons folder > *Expressive Eye* > *Palettes*

- Open the folder that is titled "**Palettes**". You will see six different color palettes to choose from. Double click the one you want to use.

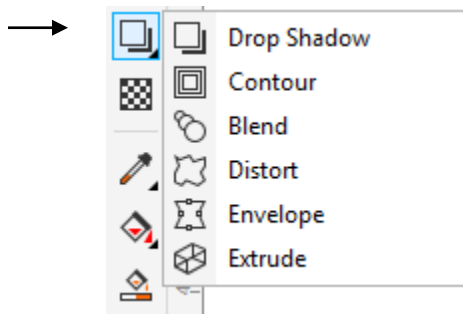| Blues | 10/23/2017 6:48 PM | XML Document | 20 KB |
Grays	10/23/2017 6:50 PM	XML Document	14 KB
Greens	10/23/2017 6:50 PM	XML Document	42 KB
Oranges	10/23/2017 6:51 PM	XML Document	6 KB
Reds	10/23/2017 6:52 PM	XML Document	21 KB
Violets	10/23/2017 6:52 PM	XML Document	5 KB

- The color palette will open in Corel Draw. You can drag the palette and re-size it to better fit your workspace.

2) Use only the colors available to you in this particular palette. *Black and White* are considered **a small part** (less than 10%) of every Monochromatic color scheme.

3) Begin creating a drawing that focuses on the thematic concept of the "eye". It can be a human eye, animal eye, abstract, design based etc.

   a. Focus on creating a unique and interesting composition. Overlapping objects helps create depth. Using some of the effects on the program can create visual interest.

b. Create <u>contrasts in color</u> between objects! Use your fill options to make bold contrasting elements of color in your drawing. Use Gradient fills, Transparencies, Extrude effects, etc.

c. <u>Fill the page</u>! Your drawing should encompass the full workspace at your disposal.

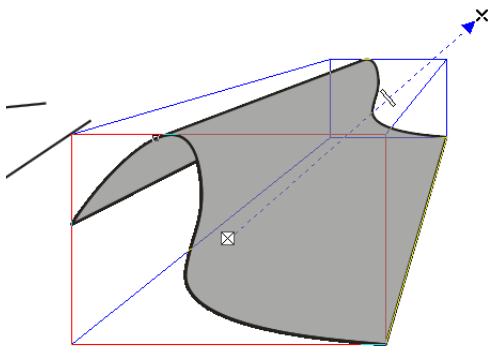d. You **<u>may</u>** include **<u>text</u>** as part of your artistic design.

<u>Tips:</u>

Using Interactive Buttons in your work

1) Use the special effects buttons at your disposal. These are all located under this flyout:

2) Options like *extrude* can be used on all **<u>non-grouped</u>** lines and objects. Experiment!

3) Remember that you can only **<u>apply one effect at a time on an object</u>**. You can layer different individual effects over each other then group them.