

Cubism Drawing Style

Analytic Cubism was developed only by Picasso and Braque during the winter of 1909-10. Picasso and Braque invented specific shapes and characteristic details that would represent the whole object or person. The aim of Analytical Cubism was to produce a conceptual image of an object, as opposed to a perceptual one.

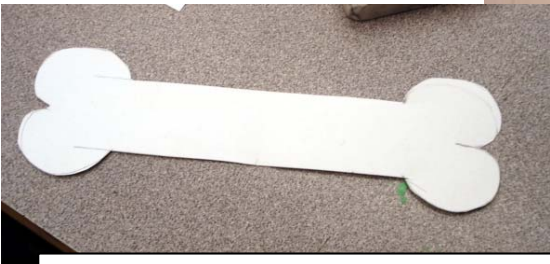
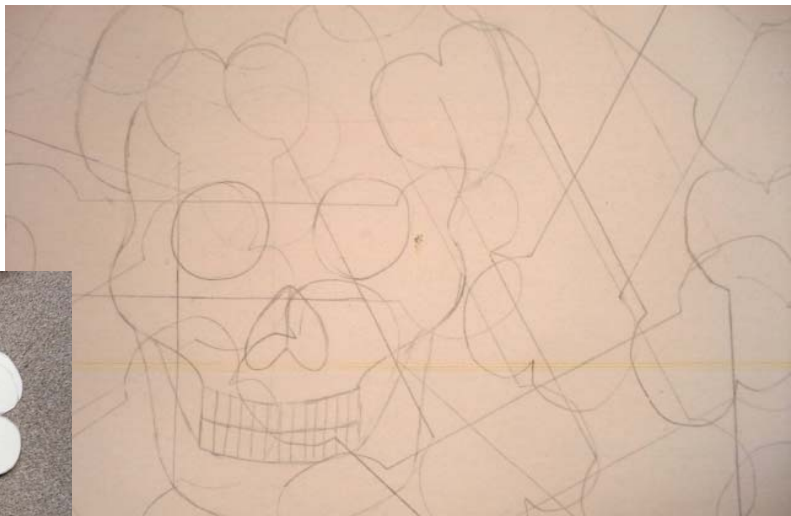
Cubism sliced and diced pictorial space, attempting to see all angles at once, to paint an analysis of a form instead of its appearance. Scale and perspective are gone; forms are simplified into blocks. There is no distinction between foreground and background; the shapes of the drawing seem to be stacked on top of each other.



Lesson:

-Students will create a basic Cubist style drawing using a rather simple yet recognizable image as a starting point.

-On a piece of card stock, draw a simple shape which may or may not be somehow related to their chosen subject. Cut it out.



Students will trace this shape all over their design, in order to break up or “fracture” the image.

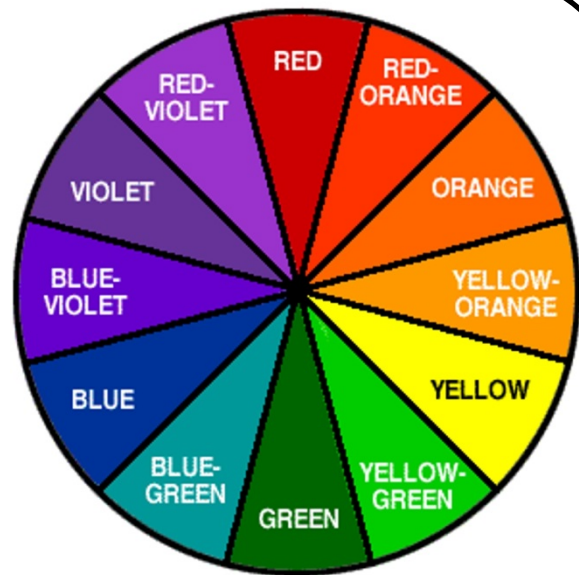
-Once your drawing has been laid out, you will use colored pencils to create a **Monochromatic color scheme with Complements**.

This means that you can use **Light (tints)** and **Dark (shades)** tones of the same color for the majority of the drawing, while using occasional Hues of a **Complementary** color.

Example: Choose a base color -Blue

Use basic lights and darks of blue for approximately 60-70% of the drawing. This is your Monochromatic color scheme.

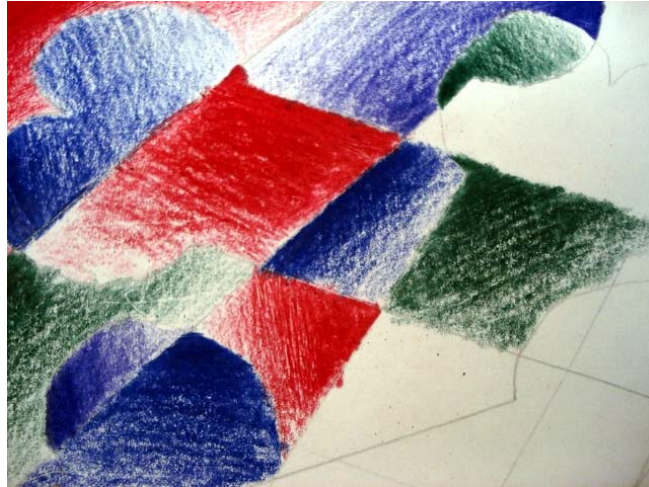
The complement of Blue is Orange, because it lies directly across from it on the color wheel. Use light and dark tones of Orange for approximately 30-40% of the remainder of your drawing



This example uses a mostly Red scheme, with Green Complements. If this was your project, you would include a bit more green, and not so much orange.



- An important part of this assignment relies on your use of gradations. Where the sections overlap, you must change color. Use pencil pressure to make gradations from light to dark within almost every section that you address. This contrast creates dimension on an otherwise flat surface. Very light versus very dark.



Example of student work **NOT USING** your assigned color scheme, but illustrates gradations

