

# Our Lady's Catholic Primary School – Knowledge Organiser



Autumn Term 1

ART: Illusion

Year 6

## Key Information

- Artists have been trying to fool people for thousands of years by creating illusions
- Artists use horizon lines and vanishing points as a starting point in their work to give the painting depth and a sense of distance.
- During the 1960s, artists started using geometric patterns and complementary colours to create the illusion of movement in their artwork.
- Once artists have mastered perspective, they can play around with it and make 'mistakes' that can trick the viewer.

## What I should already know

- There are many different art forms from various cultures and countries throughout the world
- Art can help artists express their emotions and feelings
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## Key skills

- *Mark your vanishing point in the centre of the page.*
- *Make 3D shapes with parallel lines behind them. When you add colours, the lines appear to move.*
- *Using shading effectively can create illusions in your artwork.*
- *Using a triangle is very helpful if you are drawing a character. This helps you locate the vanishing point and keeps all the body parts in proportion*

## Key Vocabulary

**Horizon line** - The point where two lines meet at a vanishing point is on another imaginary line.

**Vanishing Point** - Objects appear to get smaller as you get further away from them and parallel lines eventually converge and meet at a point. In art, this is known as the vanishing point.

**Construction lines** – Straight lines all leading directly to the vanishing point

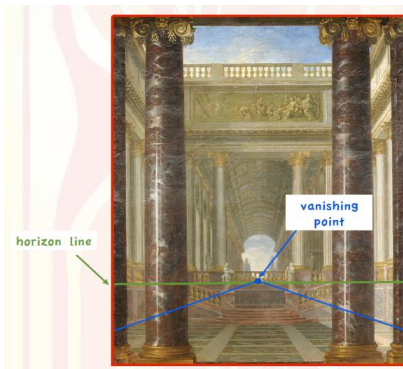
**Foreshortening** - When artists want to create the illusion that the person or object is coming straight towards you.

**Trompe l'oeil** – French language for 'to deceive the eye'.

**Photorealism (also called hyperrealism)** - To make people believe that paintings or drawings are photographs.

**Optic art** – Art that gives the viewer the impression of movement, hidden images, flashing and vibrating patterns, or of swelling or warping

**Perspective** - The representation of three-dimensional objects or spaces in two dimensional artworks.



Here is a guide to horizon lines and vanishing points

## Other Facts/Examples



"Escaping Criticism" Borrell de Caso, 1874

This is an example of trompe l'oeil (deceiving the eye)

Here is an example of foreshortening.



