



THE BODY IN MOTION:

HOW DO ARTIST'S SHOW **MOTION & MOVEMENT?**



HOW DO ARTISTS SHOW MOTION AND MOVEMENT?





BLUR

EDGAR DEGAS

Dancer, pastel, 1880



MARYAM MUGHAL



Classical Dance, painting, 2015



Pakhtun, painting, 2015


MARYAM MUGHAL



Dancing Girl from Punjab, painting, 2015



Kazakhstan Culture, painting, 2015



Time, 2011

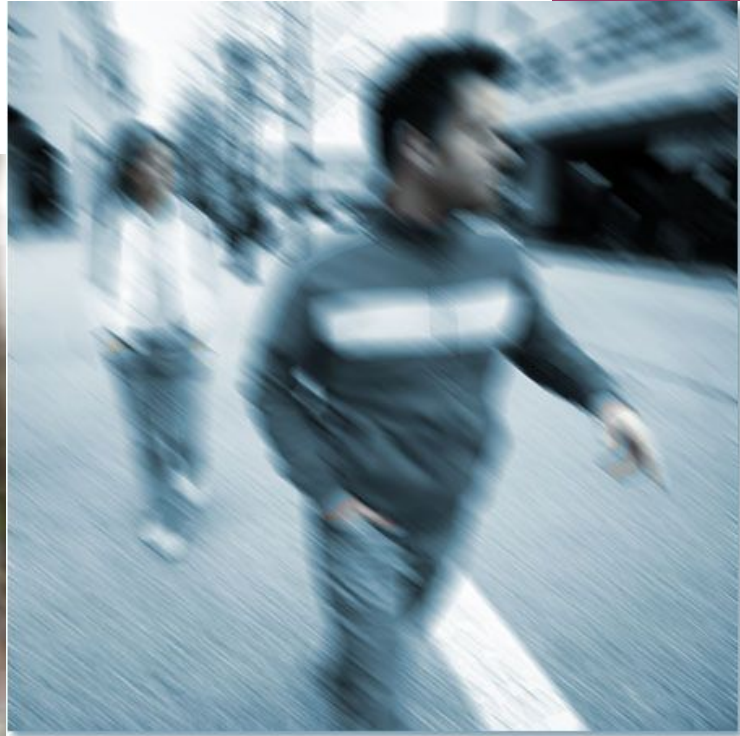
Patricia March

LO SUTIL EN LO INVISIBLE

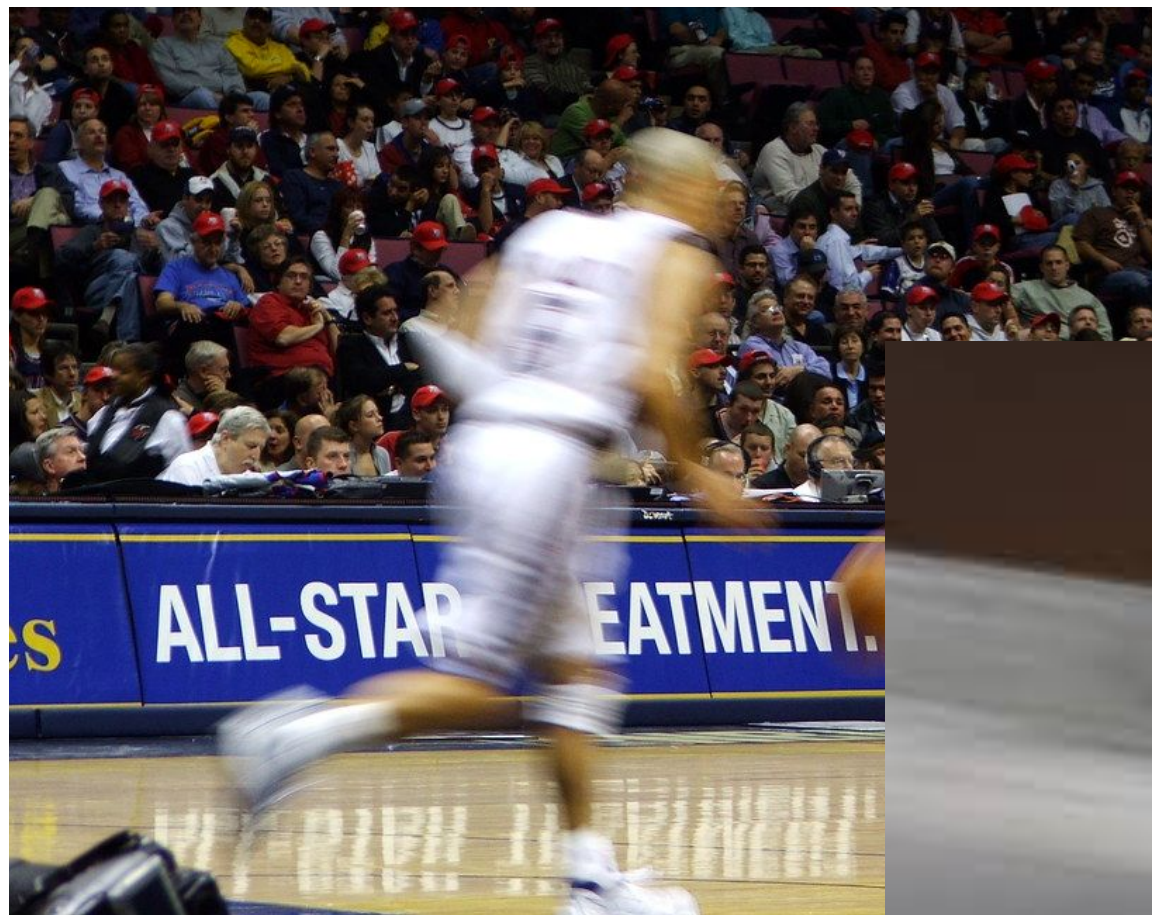


Patricia March

You will take your own motion blur Photograph to draw: *Examples...*







ACTION REQUIRED!!!

- ❑ I need you to take and send me your photo ASAP.
- ❑ If you don't have a photo you are not "prepared for class."
- ❑ Take and send me your photo by Wed. Jan. 29th
- ❑ This is marked.
- ❑ You will get a 0 if you do not take and send me your photo by the due date.

ACTION REQUIRED!!!

- ❑ Send it to azess@vsb.bc.ca
- ❑ Photo should be in [JPEG](#) format
- ❑ This must be an [original photo](#) that you took yourself.
- ❑ You cannot use a photo from the internet!





Wed. Jan. 29th!!!





Wed. Jan. 29th!!!



azess@vsb.bc.ca



This is marked!!!



Wed. Jan.

29th!!!

Student Examples:



Bianca O. (2018)

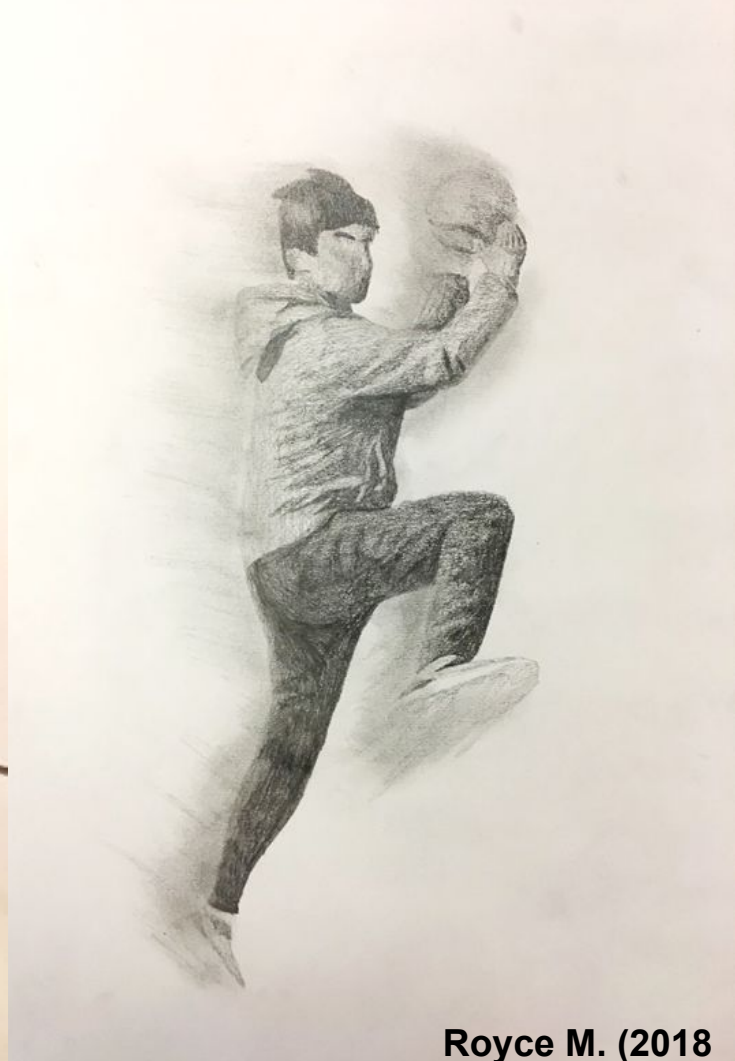


Chantal A. (2018)

Student Examples:



Amanda N. (2018)



Royce M. (2018)

Student Examples:



Kat D. (2018)

Taylor S. (2018)





Gesture Drawing



□ Drawing **very fast**



□ Only the **main shapes** and lines

□ A “**snapshot**” on a pose

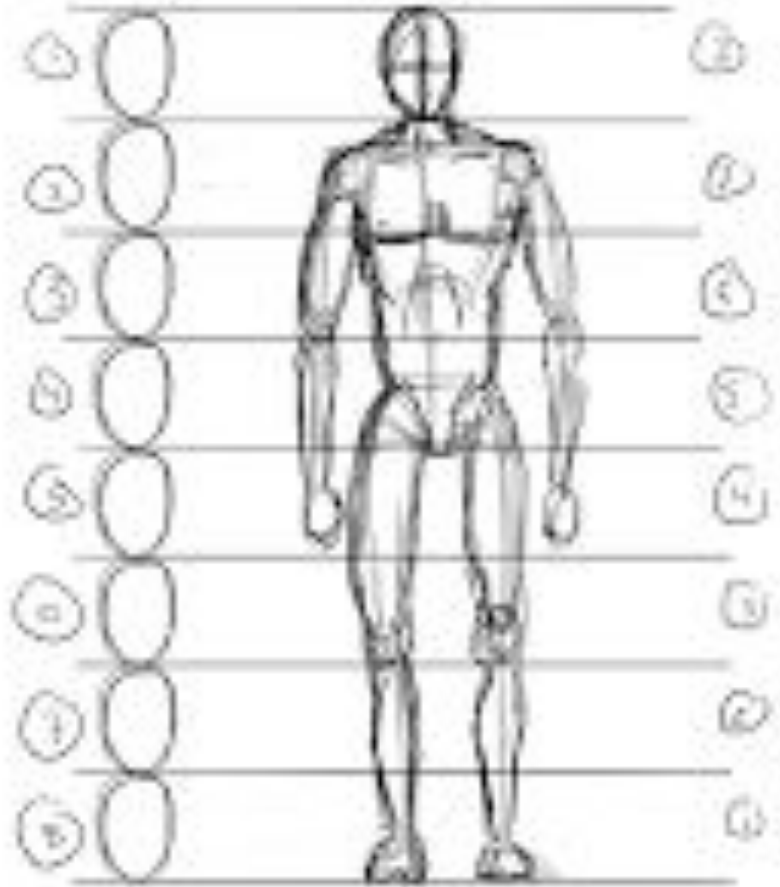
□ **No eraser!!!**

□ Just **keep drawing** over any
“*mistakes*”



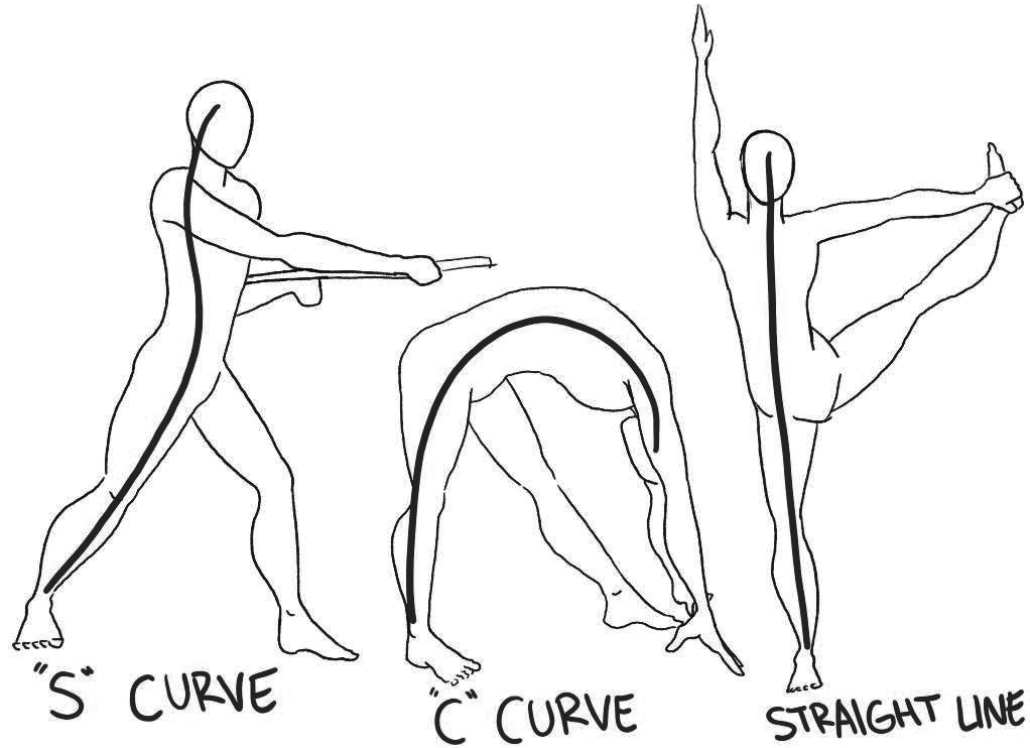
Proportions:

- Where is the **top** and **bottom** of the person?
- How many “**heads**” tall?



Line of Action

- ❑ Draw the **Line of action**
- ❑ This is the “**spine**” of the person.
- ❑ It shows the **curve of the whole body.**



Finding Shapes

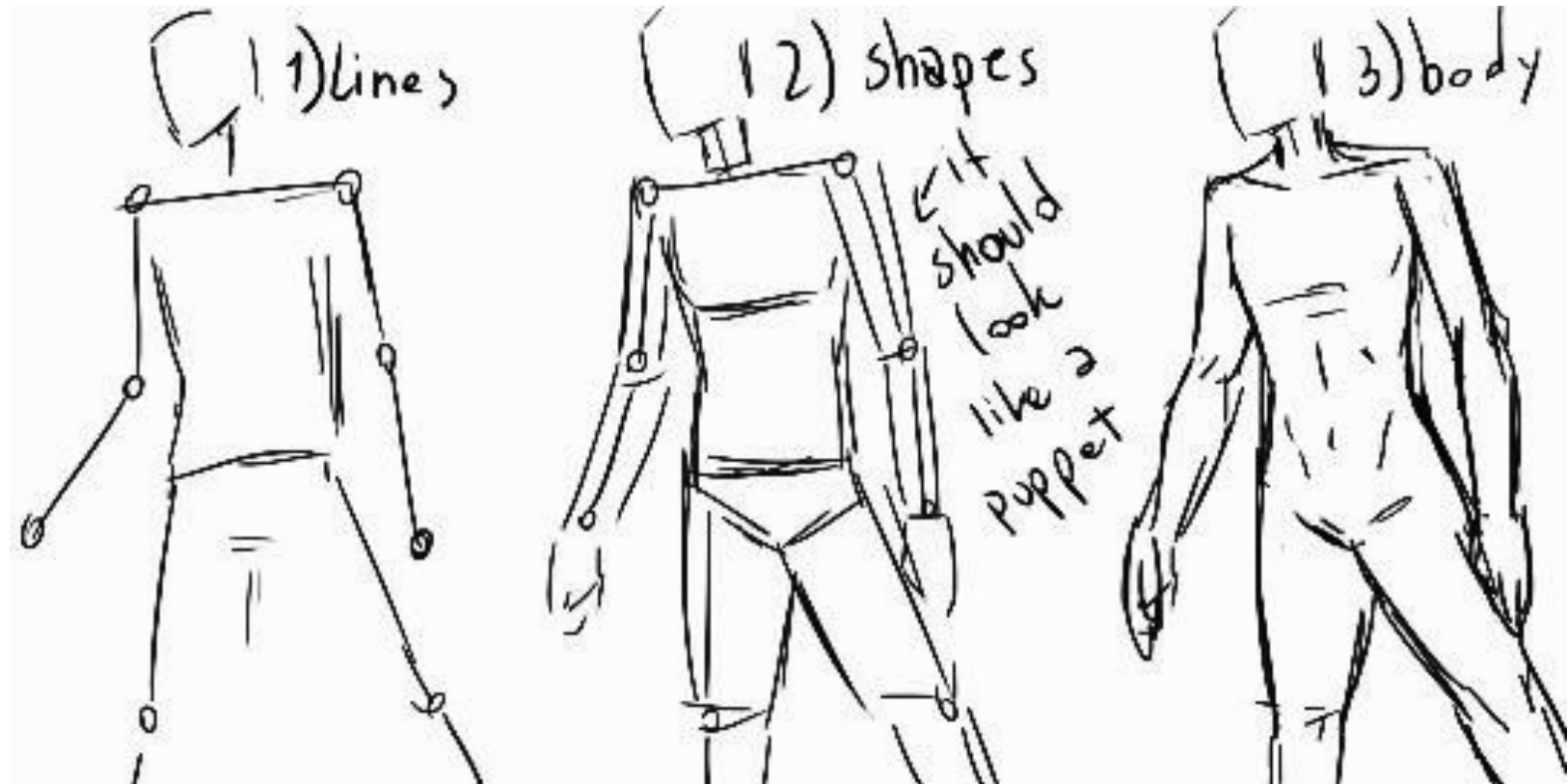
- ❑ Break the body down into different **parts**
- ❑ Break those parts into **shapes**



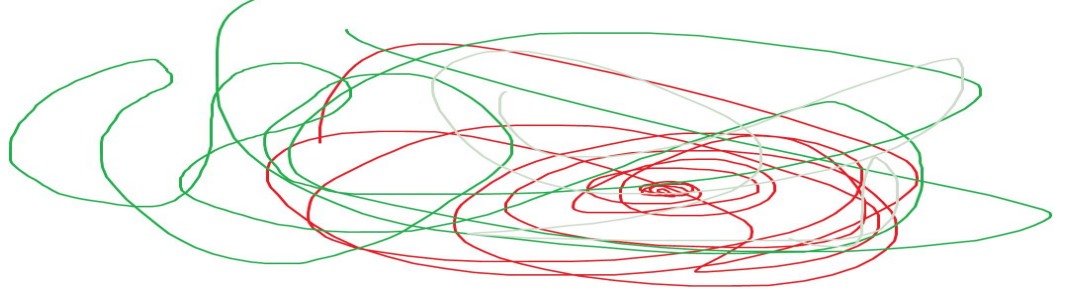
Finding Shapes



Finding Shapes



Review:



1. Draw *top* and the *bottom* of the figure
2. Count the number of “heads”
3. Draw the *Line of Action*
4. Turn the body *into shapes*
5. Pay attention to *joints*



