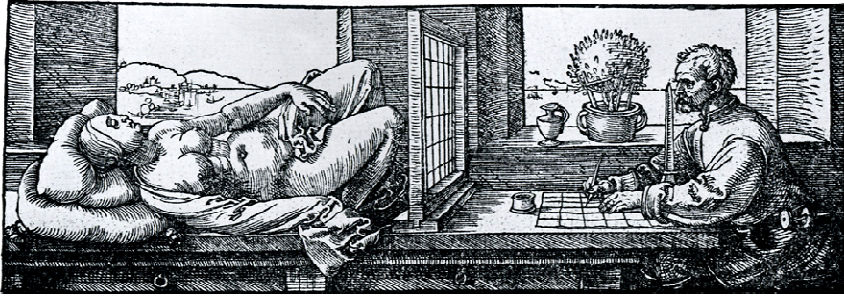


Your Illusionary World > Frame it! > **Relative Shapes and Sizes** > Proportion Explained

Now that you have an idea of what you'd like to paint, lets draw/paint it on the canvas. **Gauge the relative shapes and sizes of things and transfer them onto your canvas.** It sounds simple, but artists have struggled with it for ages.

Persuade the eye and the mind!
 The eye compares everything in front of it to each other -- gauging their **RELATIVE** shapes, sizes, values, and colors; the mind links them with memory.



Artists have invented machines to transfer the shapes they see in front of them onto their canvases more "accurately." The example at left illustrates a gridding system similar to that you may already use to copy a printed image onto your canvas (please see instructor for further explanation if method is unknown to you.) It is analogous to the "Drawing on Plexi Glass" demonstration scheduled for next class.

Creating a drawing that is proportionately accurate is trickier than you think. Here is a suggestion:

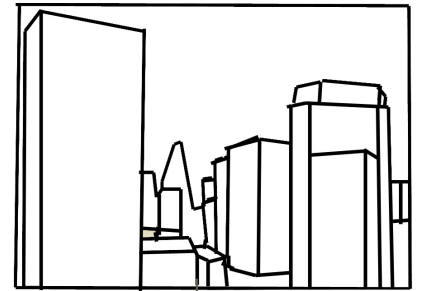


Example of a view/ flat image



See only the large shapes

Don't worry about the details yet. Like doing a jigsaw puzzle, it is easier to establish the perimeter and then fill in. Also, imagine making a large square with a thousand 1" tiles. Do you think you will get a perfect square just by placing down one tile after another?



Copy the large shapes first!

More tricks for drawing next class when we look at space in terms of perspective.

RELATIVE Proportions Explained

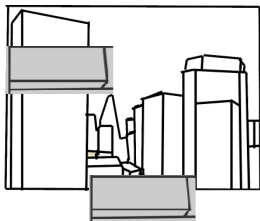
Use elements within the image as a **measuring stick**. Try to select something that is no smaller than a quarter the size of that being measured.

Image is about 2 x height of shaded building & 2.5 x wide

Width of large bldg is a little less and gap between tall bldgs exactly the height of the grey building.



Image from above



Gauge proportions of painting by Edward Hopper

Think about for next class:
Depth and Perspective

1. What things do you have trouble drawing?
2. Bring a few picture or the object itself to the next class and allow me to help you.