



Why is perspective important in a landscape painting?

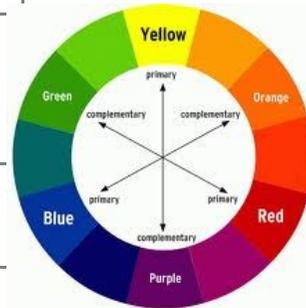
Area of art: Landscape painting

Word	Definition
One point perspective	A drawing created in 2D that uses one point in the distance to create the illusion of depth.
landscape	Landscape art is traditionally paintings of scenes such as fields, hills and mountains.
Horizon line	The point where the Earth meets the sky.
Colour Mixing	Mixing primary colours to create secondary colours and adding light of dark to create different shades.
Tonal range	The range from light to dark of an entire painting.
Dry brush	A painting technique, where only a small amount of
Complementary colours	Colours that sit opposite each other on the colour wheel. When they are placed next to each other, a very strong contrast is created.
Observational skills	Using photographs to draw what you see in front of you.
atmosphere	Use of tone, shapes, and colours to create an emo-

Key Knowledge and Concepts

Artist: David Hockney

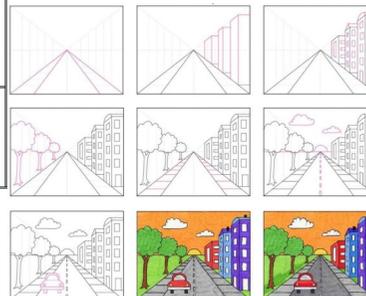
David Hockney is a famous English painter, who was an important contributor to the pop art movement in the 1960s. He used complementary and contrasting colours to create landscape paintings. To give his paintings depth, he used one-point perspective.



Skills:

Carry out preliminary studies, trying out different media and materials and mixing appropriate colours. Mix and match colours to create atmosphere and light effects.

Be able to identify and manipulate primary, secondary, and complementary colours. Develop close observation skills using a variety of view finders, to identify shapes, patterns and tones within landscape photographs. Use a sketchbook to collect and develop ideas. Begin to use simple perspective in their work, using a singular focal point and horizon.



Final Outcome:

To create a landscape painting, using one-point perspective.

You will select a range of

complementary colours of your choice to give an abstract element to your landscape and creating an atmosphere.

One-Point Perspective

A step-by-step guide on how to create an illusion of depth using one-point perspective.