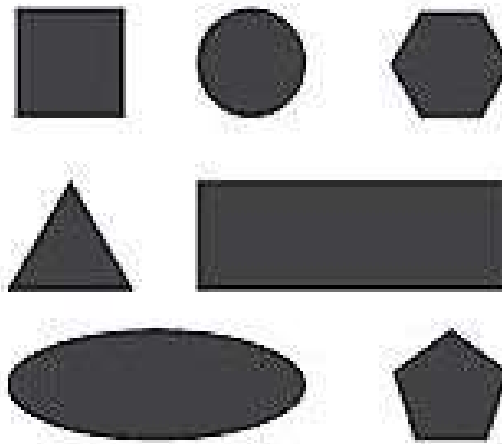


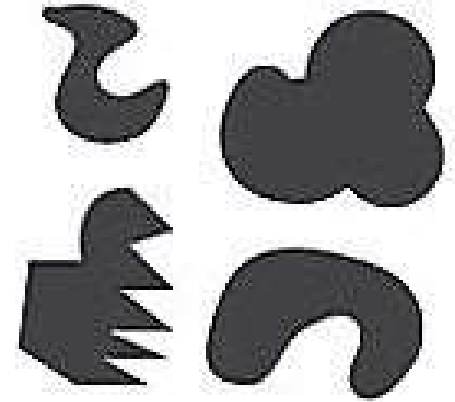
# Shape

- Type 1: Geometric: regular shapes you learn about in math (geometry)
- Type 2: Organic: free form shapes; usually remind you of shapes found in nature.
- Type 3: Positive and Negative Shapes
  - Positive Shapes/Forms: area inside a shape
  - Negative Shapes/Forms: area outside a shape
- Type 4: Open and Closed Shaped
  - Closed Shapes: outer line of shape is continuous
  - Open Shape: Outer line of shape is interrupted.
- Contour Line Drawing: representing the edges of forms with a line.
- Blind Contour Drawing: an exercise that builds and develops hand-eye coordination and observational skills; A contour drawing made without looking at your drawing hand
- Silhouette: the dark shape and outline of someone or something visible against a lighter background; a shape created by using only the outer contour of an object.

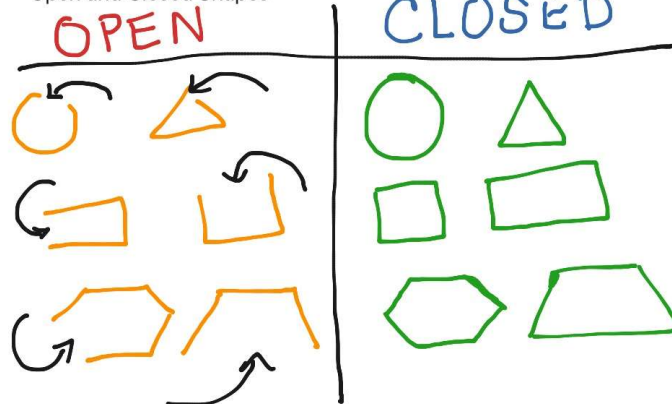
## GEOMETRIC



## Organic



Open and Closed Shapes



## Positive and Negative



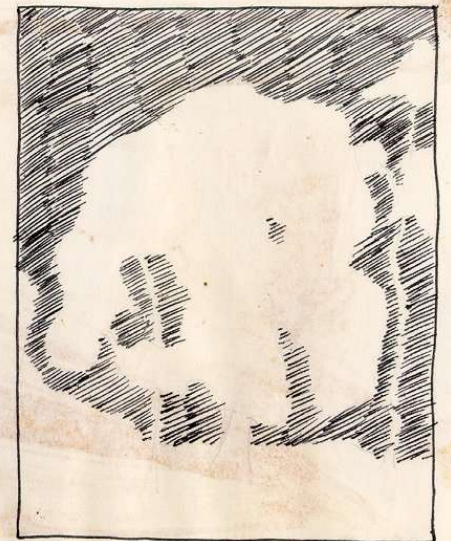
# Positive Vs. Negative Shapes (also relates to Space too)

Top images: Positive and Negative shape are focuses on only the shapes inside or outside the silhouette of an object

Bottom Images: Positive and Negative Space is focusing on rendering the Forms inside or outside of the edge of the form



Positive Space



Negative Space

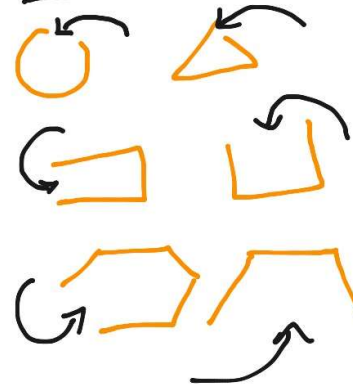
# Open Vs. Closed Shapes

An open shape is made up of line segments, but there is at least one line segment that isn't connected to anything at one of its endpoints. The way they are presented still give the idea of a shape though.

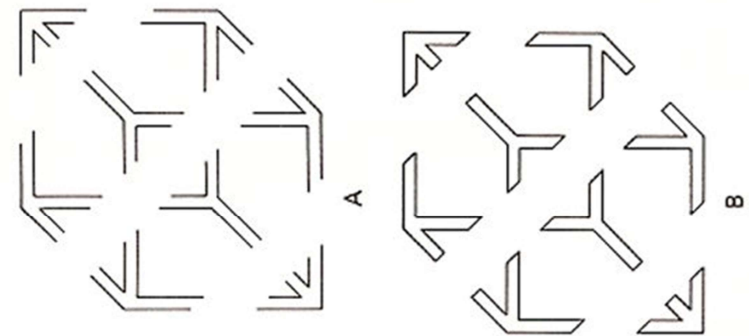
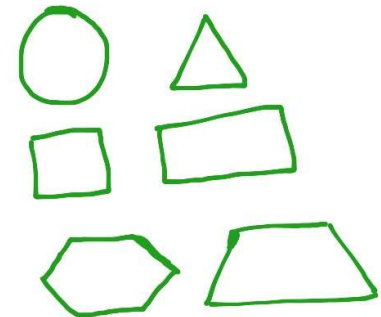
A closed line is created with all segments of the lines touch each other.

Open and Closed Shapes

OPEN



CLOSED

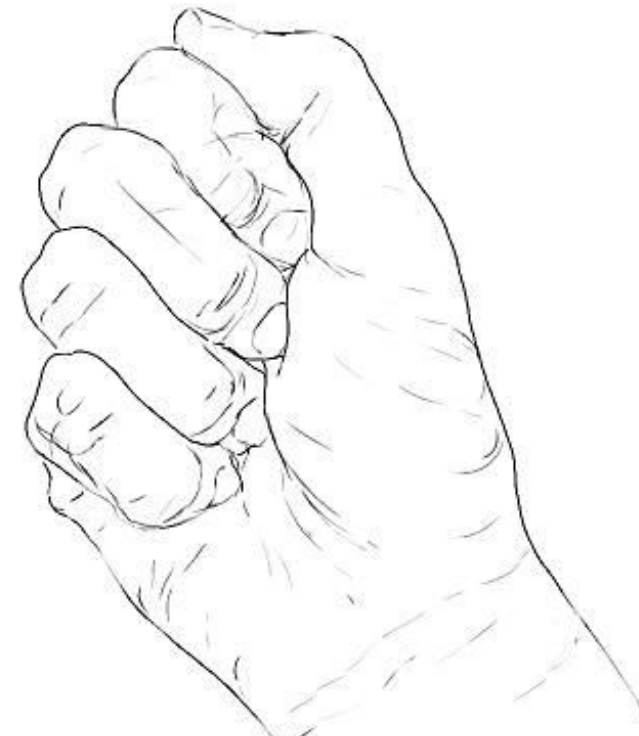
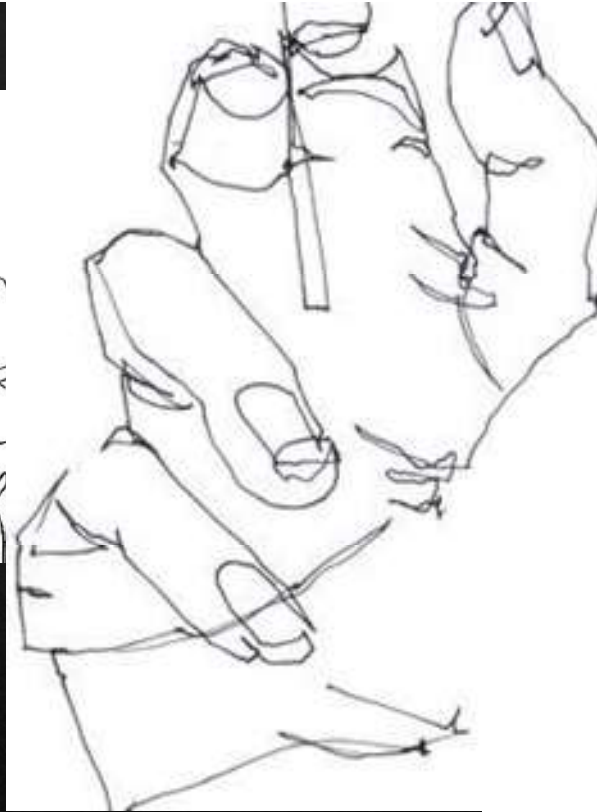


## Contour Drawing

### Contour *line* Drawing

*facts:*

- A contour is the edge of something.
- Contour drawings use line to show the edge of an object.
- Lines can also describe texture and pattern.
- Contour drawings **never** use shading.



#### Type 1 Blind Contour (aka Pure Contour):

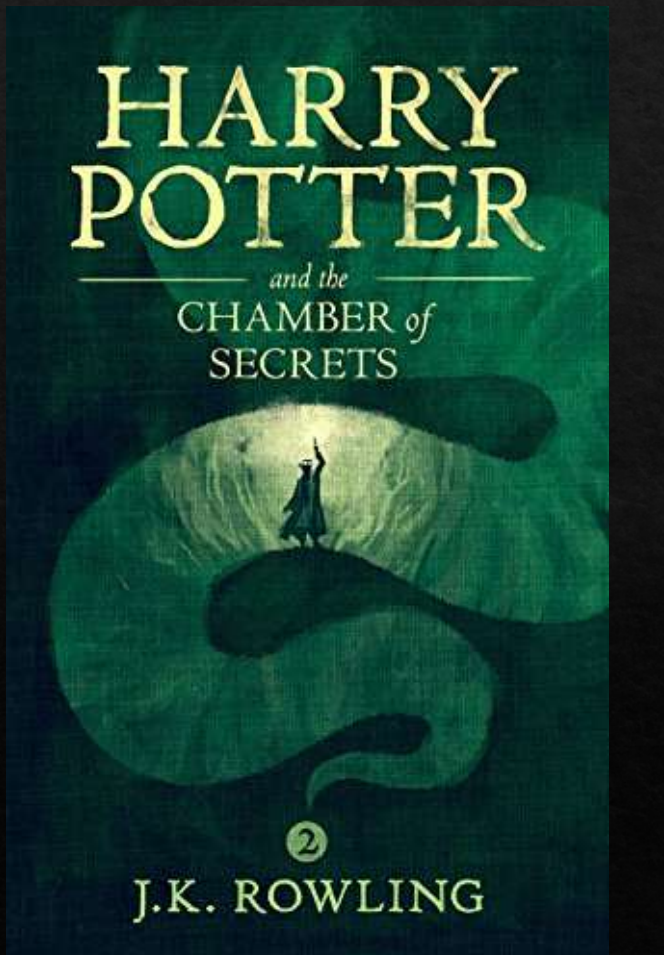
- drawing only looking at your object and without looking at what you are drawing at all.
- an exercise that builds your hand eye coordination and Observational Drawing Skills

#### Type 2- Modified Contour

- Can look at drawing hand but spending more time looking at the object than the drawing.
- Another exercise that builds hand-eye coordination and realistic rendering skills (another way to say observational drawing skills)

There are more types but we'll get to those in another book

How are these artists using Positive and Negative Shapes in their designs?  
How do they relate to the stories they are representing?

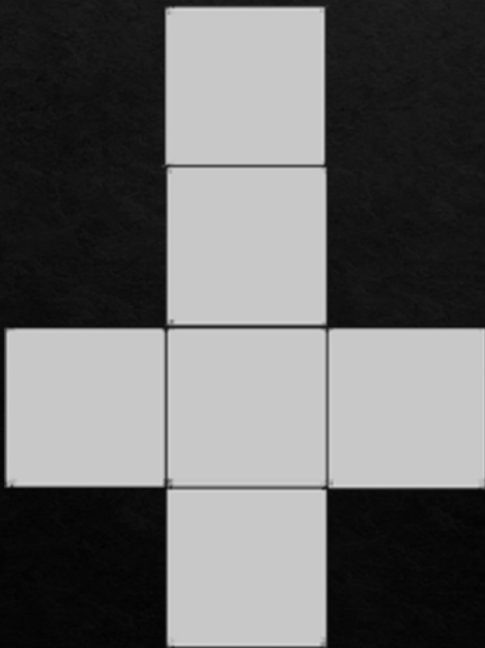


# Form

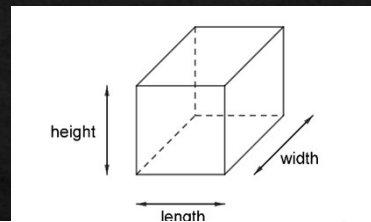
There are 3 things to *consider* when *describing* form...

Shape: the combination of 2-D shapes assembled to create the form/object.

There are some other shortcut descriptions for some 3-D forms too (more info on that will come up soon)



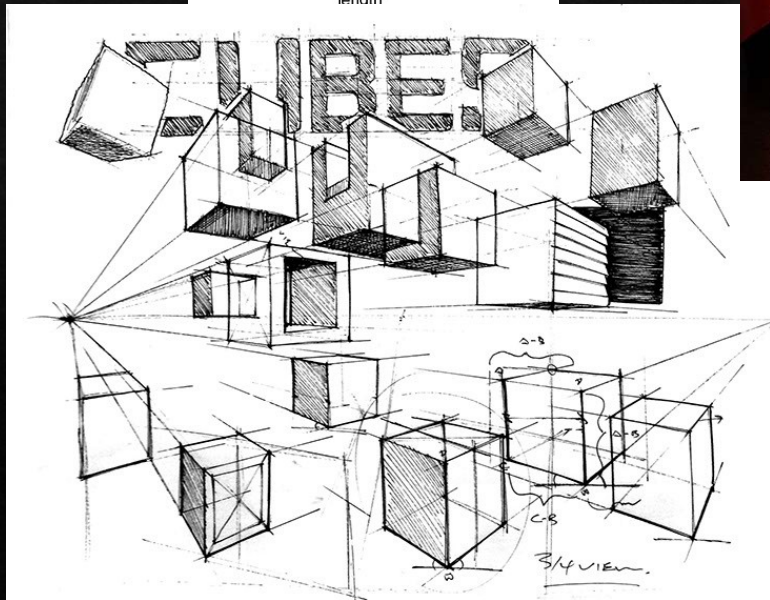
Volume: how much space the form/object occupies and/or can contain inside it.



Mass: how heavy the object/form is or looks like it should weigh.



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What shapes make up the objects below?  
Which object emphasizes volume more than mass?  
Which Object appears to be heavier than the other?  
What made you think that?



Form

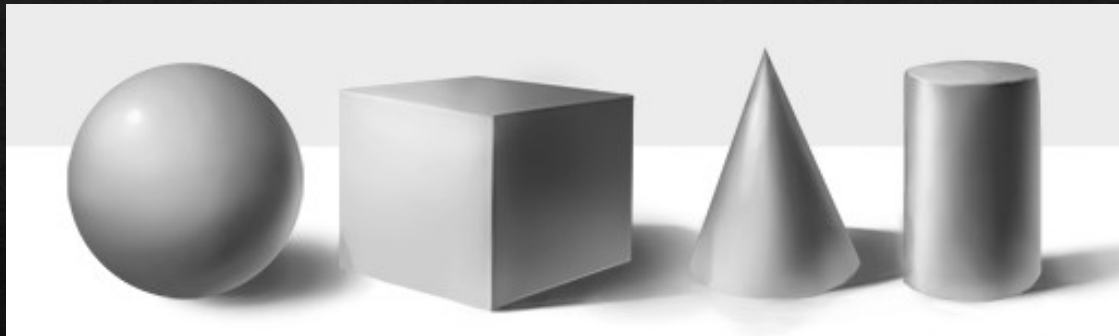
## More Specific ways to describe the Shaper of Forms...

1. Abstract- *idea* of reality
2. Architectural- stuff found in architecture
3. Curvilinear- emphasize curvy lines/edges
4. Geometric- regular forms; forms/shapes used in math
5. Non-Objective- not representing anything specific
6. Organic- representing nature
7. Realistic- *copy* reality



More Specific ways to describe the Shape and Types of Forms...

Geometric  
Forms found in math



Realistic  
Copy reality



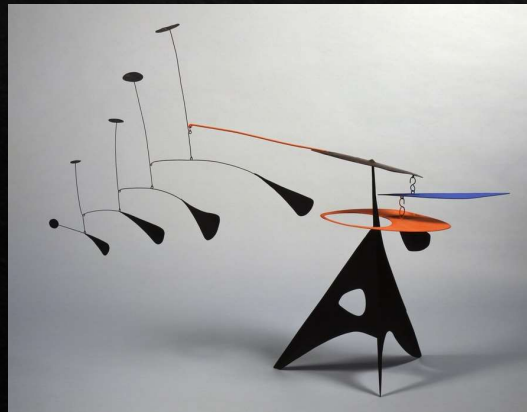
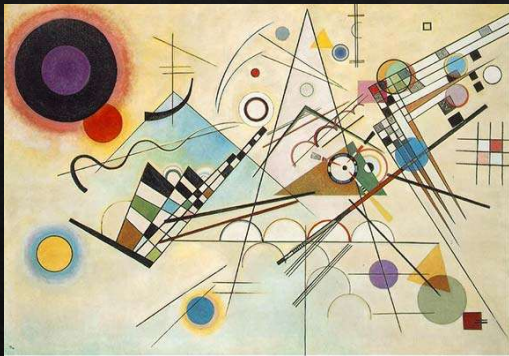
Organic  
Mimic Forms found  
in nature



# Types of Forms

## Non-objective

Not intended to represent anything other than the EOA



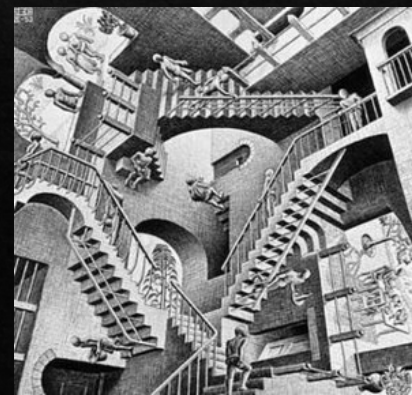
## Abstract

intended to represent or look like something



## Architectural

intended to represent or look like stuff found in architecture



## Curvilinear

Emphasizes curvy, flowing forms



## Adding Clarification...

The sculptures below are all of cats.  
Can you tell what type of form each one is?

The difference between Realistic and Abstract forms is Realism is trying to copy reality whereas Abstraction is trying to capture the idea reality (or simplify the details)

The difference between Abstract and Non-objective is that Non-objective is the extreme version of Abstraction. Non-objective really focuses simple forms so much it is difficult to tell what it's representing if anything at all.



Putting it all Together  
**Form-Up Some Shapes!**

Form: Cube

Shapes: 6 squares are used to make the basic form (4 sides, 1 top, 1 bottom)

Volume Example: an open cardboard box, glass/plastic cube

Mass Example: books stacked on top of each other, ice cube, cartoon ton weight

