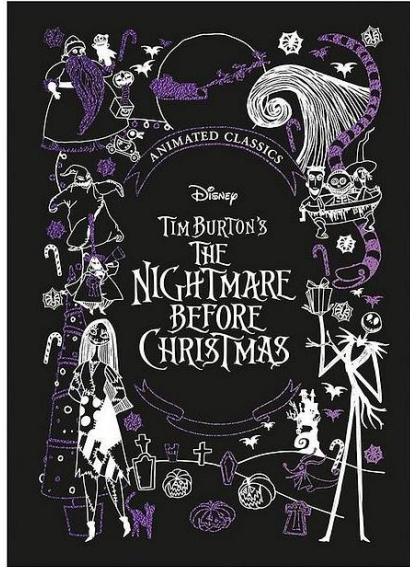


Most of Tim Burton's characters originate from poems and stories that he has created, some of which have been developed into films. A lot of the characters in his stories and poems have been inspired by feelings of being different to his peers when he was younger. He was often bullied for being different, but it is these experiences, quirks and differences that have provided inspiration for his incredibly successful career.



Facts about Tim Burton

- Tim Burton is a visionary artist, animator, producer, writer, and director who specializes in dark, gothic stories with a comedic twist. He was inspired by his childhood artwork.
- He Worked At Disney and animated some of your Disney Favourites
- Timothy Walter Burton was born on August 25th, 1958. He grew up in Burbank, California
- Burton directed his first feature-length film, Pee Wee's Big Adventure, in 1985
- After directing Pee Wee's Big Adventure and Beetlejuice, Burton went on to direct Batman, which was darker than his previous films. Batman grossed over \$100 million in its first 10 days.
- Despite his active imagination, Burton claims he never dreams—or at least he never remembers them.
- Tim Burton brings art supplies with him everywhere he goes because he is always drawing his fantastic ideas. He has a lot of sketch books, but if he doesn't have access to one, he will use tissues, napkins, and even walls to draw on.



**Colour
Palette**



Films

Some of his most iconic movies include; The Corpse Bride, Beetlejuice, Edward Scissors Hands, Batman and The Nightmare Before Christmas. He also directed the re-makes of Alice in Wonderland and Charlie and the Chocolate Factory.



TIM BURTON



Illustrator: A person who draws or creates pictures for magazines, books, advertising, etc.

Film Director: A person who controls the making of a film and supervises the actors and technical crew.

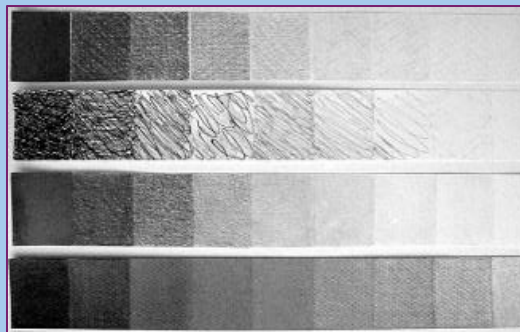
Animator: A person who makes animated films. Usually, animators make a series of drawings on paper or on the computer.



Look carefully at where the shadows fall. Blend from light to dark whilst following the shape to make the heads and bodies look 3 dimensional.

Fineliner and water

- Fineliner works well for either drawing with accuracy and detail but also for creating more expressive, energetic drawings.
- Build up darker areas and shadows with hatching and cross hatching
- Use water to smudge your lines and shading
- Keep washing your brush so that the dark areas are not dragged in to the areas that you want to keep light
- Make sure that you leave some areas white so that you have contrast and tonal range.



Body shapes

- Tim Burton's characters usually have exaggerated body shapes and unrealistic proportions. The common body shapes are long and thin bodies with big heads or short and stumpy bodies with big heads.

Facial features

- Tim Burton's characters often have creepy or gruesome features that link to the story, film or poem that they are from.
- The eyes are usually big and often have shading around them to make them look sunken.

Colours and patterns

- Colours are usually very limited.
- A lot of his work is black and white. This adds to the eerie effect.
- Striped and checked patterns are also common on the clothing of characters and in backgrounds.



Watercolour

- Use a higher ratio of water for lighter colour.
- Use a higher ratio of paint for a darker colour.
- Use water to blend two colours together and to fade from dark to light.
- Leave paint to dry before painting next to it if you require a sharp edge.
- Always hold your brush at the bottom for maximum control.

Tim Burton Common Features	
Head	
Eyes	
Nose	
Mouth	

Core Knowledge: Year 8 Inspiring Trees

Core Knowledge & Skills

- Drawing skills
- Colour Theory
- Application of acrylic paint
- Mark-making/texture experiments
- Pattern development

Recording from observation

Primary source -drawing something real in front of you.

Secondary source -drawing from a picture

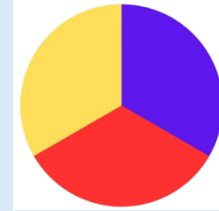
Contextual Links

- David Hockney
- Rebecca Vincent

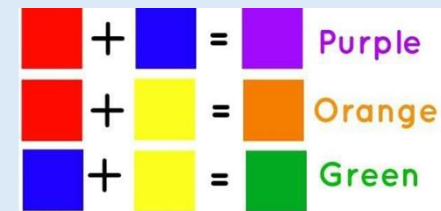


Colour Theory

Primary Colours



Secondary Colours



Secondary colours are made by mixing two primary colours together. Purple, orange and green are **secondary** colours.



Colour Temperature

Colour temperature refers to how warm or cool a colour is, depending on where it's situated on the colour wheel.

Colours in the yellow, orange and red spectrum are warm, while colours in the green, blue and violet spectrum are cool.



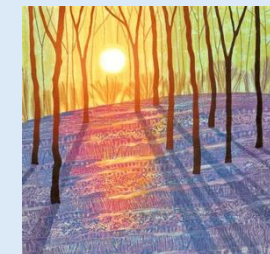
Complimentary colours

are opposite to each other on the colour wheel.



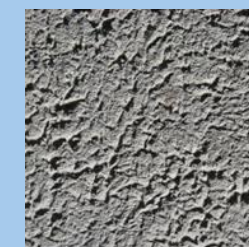
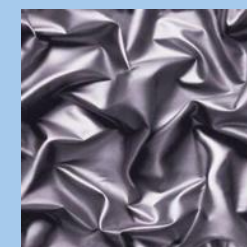
Harmonious colours

sit beside each other on the Colour Wheel.



TEXTURE

Texture is the **feel or appearance** of a surface



The work pictured has **actual texture**. If you felt the work with your hands, it would feel rough or bumpy.



Using bubble wrap to create texture with acrylic paint.
Random objects and masking tape to create lines with varying thickness.



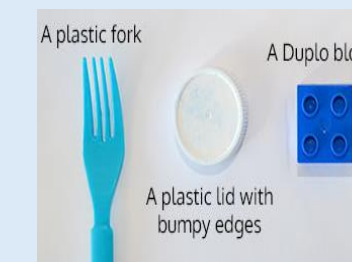
Descriptive words for texture: rough, bumpy, smooth, flaky, fuzzy, fluffy, glossy, prickly, scratched, shiny, spikey, lumpy, slimy, broken, prickly, shiny, gnarled, jagged, abrasive, scaley.

RECALL



How did you create **texture** in Year 7?

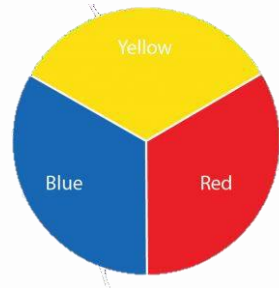
Equipment... *sponge, bubble wrap,*



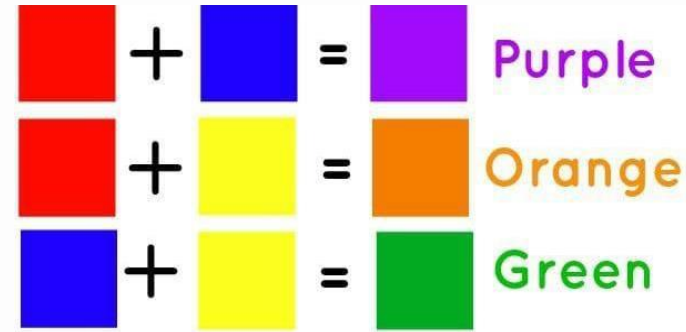
masking tape, random objects.

Colour Theory

Primary Colours



Secondary Colours

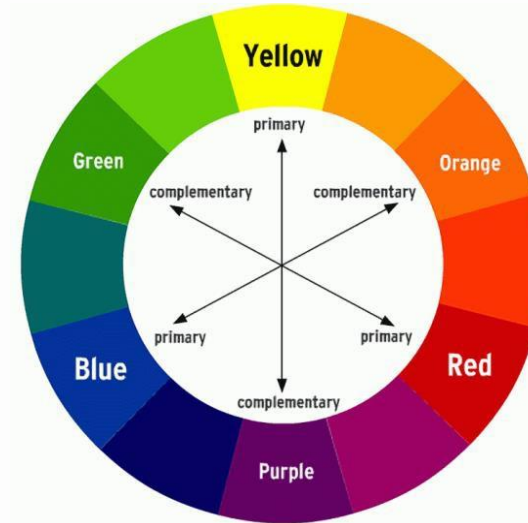


Secondary colours are made by mixing two primary colours together. Purple, orange and green are **secondary** colours.

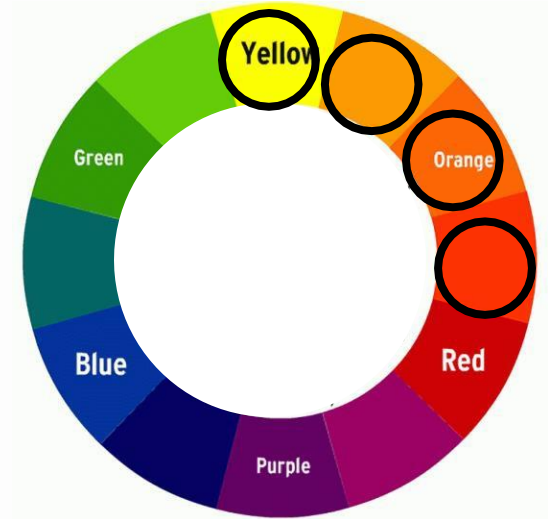


Colour Temperature

Colour temperature refers to how warm or cool a colour is, depending on where it's situated on the colour wheel. Colours in the yellow, orange and red spectrum are warm, while colours in the green, blue and violet spectrum are cool.



Complimentary colours are opposite to each other on the colour wheel.

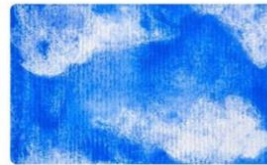


Harmonious colours sit beside each other on the Colour Wheel.

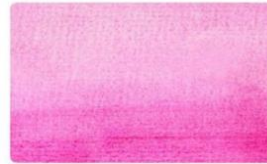
LINE	the path left by a moving point, e.g. a pencil or a brush dipped in paint. It can take many forms, e.g. horizontal, diagonal or curved.
-tone	means the lightness or darkness of something. This could be a <u>shade</u> or how <u>dark</u> or <u>light</u> a <u>colour</u> appears.
TEXTURE	the surface quality of something, the way something feels or looks like it feels. There are two types: <u>Actual</u> and <u>Visual</u> .
SHAPE	An area enclosed by a <u>line</u> . It could be just an outline or it could be <u>shaded</u> in.
PATTERN	A design that is created by repeating <u>lines</u> , <u>shapes</u> , <u>tones</u> or <u>colours</u> – can be <u>manmade</u> , like a <u>design</u> on fabric, or <u>natural</u> , such as the markings on animal fur.
COLOUR	There are 2 types including Primary and secondary. By mixing any 2 <u>Primary</u> colours together we get <u>Secondary</u> colours.



Water activates watercolour tablets. Less water means a *stronger colour*. More water will make your colour *lighter*.



Sponge Painting



Gradient

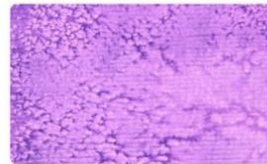
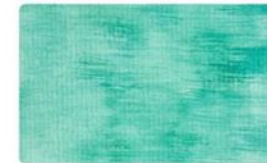
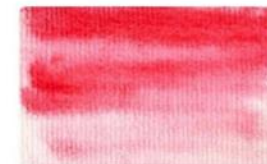


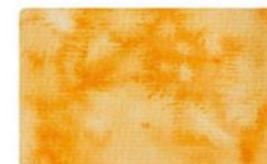
Table Salt



Dry Brush

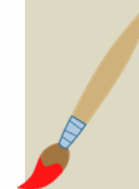


Wet on Wet



Water Droplets

WATERCOLOUR TECHNIQUES



J. Vincent Scarpace

Jason Vincent Scarpace is an American artist and was born in 1971 in Buffalo, New York.

Born to loving, creative and supportive parents, he was encouraged from the age of 2 to pursue the creation of art.

The main focus for his pieces are around sea creatures. His work is created using vibrant coloured acrylic paints. Scarpace's work focus on circular, organic shapes to create a sense of flow to his work. The use of pattern is prominent, often featuring a series of dot work and linear elements.

Analysis

1. What materials does the artist use in their work?
2. How has the artist used colour in their work?
3. Is the artist's work abstract? Where is the evidence of this?
4. What is your opinion of the artists work?

Remember to use technical language in your analysis!

