



KS3 Year 8 Art Knowledge Organiser – Architecture



Hundertwasser (b. 1928 – d. 2000)

Friedensreich Hundertwasser was an Austrian artist and architect who spent his whole career making work based on nature using only curves; he hated straight lines. From the mid-70s, all his amazing buildings were curved and integrated with natural features of the landscape.



Monet (b. 1840 – d. 1926)

A French born Impressionist painter. While Monet is most famous for his nature scenes, he was also very interested in the built environment. He spent a lot of time in London. Monet was fascinated by the way buildings and structures, such as bridges and stations, looked in different light conditions.



Ian Murphy (b. 1963)

Ian Murphy currently works as an artist. He likes to travel and record buildings from around the world in his sketchbook. He brings the studies to life back in his studio where he works in mixed media.



How to draw a city street in one point perspective

https://www.youtube.com/watch?v=oR_YhZrZ8G_Y&safe=active

One Point Linear Perspective - A way to show 3-D objects on a 2-D surface, using one vanishing point. One object faces the viewer; the lines defining other objects in the artwork recede at an angle to a single vanishing point on the horizon line.

Two Point Linear Perspective - A way to show 3-D objects on a 2-D surface, using two vanishing points and two sets of converging lines to represent forms. These forms are seen from an angle and have two receding sides.

Horizon Line – Eye Level

Converging Line - In linear perspective, lines that represent the parallel edges of an object; these may be drawn to converge to a single vanishing point.

Vanishing Point - A point on the eye-level line, toward which parallel lines are made to recede and meet in perspective drawing.

Keywords / Formal Elements:

Tone	How dark or light a shape is.
Line	A mark made by a pointed tool such as a brush, pen or pencil; to define/form a shape.
Form	Objects that are three-dimensional having length, width and height. They can be viewed from many sides. Form takes up space and volume.
Texture	Describes the feel of an actual surface. The surface quality of an object; can be real or implied.
Colour	It is created by light. There are three properties of colour; Hue (name), Value (shades and tints), and Intensity (brightness).
Silhouette	The dark shape and outline of something visible in restricted light against a brighter background.
Perspective	The representation of three dimensional objects on a flat surface to produce the same impression of distance and relative size as that perceived by the human eye.
Cubism	Invented around 1907, by Pablo Picasso and George Braque, they brought different views of subjects together in the same picture resulting in paintings that appear fragmented and abstracted.
Fauvism	Characterised by strong colours and fierce brushwork, for example Henri Matisse.
Impressionism	Developed in France, artists painted outdoors and spontaneously.
Mixed Media	Artworks composed from a combination of different media or materials.



Art Deco was a style of architecture and design that first appeared in the 1920s. It represented luxury and glamour, and combined fine craftsmanship and rich materials. Art Deco was influenced by the bold, geometric forms of Cubism and bright colours of Fauvism. Skyscrapers of New York, built during the 1920s and 30s, are monuments of the Art Deco style.