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# DevLUp FSU

## GBM #5



**Art Basics**

February 20th 2025

# Meeting Schedule

Date	GBM #	GBM Title	Secondary Event	Presenter
9 Jan		(No Meeting)	(oops, no involvement fair!)	
16 Jan	1	Introductions and Design Activity		All
23 Jan		(No Meeting)	SNOW!!!	
30 Jan	2	Intro to Godot (Orbital Odyssey Minigame)		Dion
6 Feb	3	Intro to Game Design	ASLC Showcase	Jake
13 Feb	4	Accessibility in Games		Ares
20 Feb	5	Art Fundamentals (for artists and non-artists)		Parker
27 Feb	6	FIEA Speaker Event with ACM		
6 Mar	7	Godot Tidbits		Dion
13 Mar		(No Meeting)	Spring Break	
20 Mar	8	Intro to Unity		Jake
27 Mar	9	1 Hour Game Jam (or Design Sprint)		Whalen
3 Apr	10	Game Jam Fundamentals	Game Jam?	Dion
10 Apr	11	Intro to Stencyl (Point & Click)		Whalen
17 Apr	12		Innovators Showcase	
24 Apr	13			
1 May		(No Meeting)	Finals	

# Officer Interest Form for Next Year

President

Vice President

Treasurer

Secretary

Marketing Chair

Social Chair

Creative Chair



# showoff

# Still life Instructions

In ~45 minutes, recreate the still life seen in the middle of the room.

- Focus on your observational skills
- Get material on the page
  - Use the hole page
- Capture what \*YOU\* see
  - Don't draw imagined objects
- Work with all the tools at your disposal

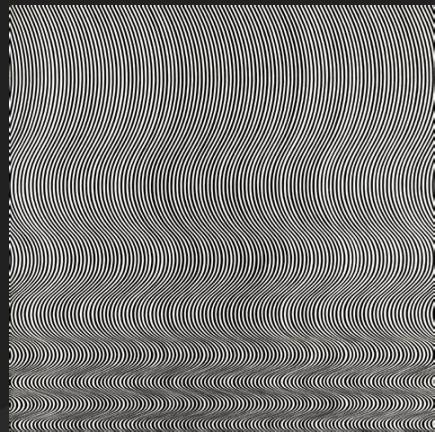
# Value and Form

# Value and Form

## Line

- A line is a connection between two points.
- In the art world we understand vision (or at least visual art) to be our minds understanding of a series of lines
- All form and value in art is therefore a relationship between the lines in an image

# Line, Form, Value



*Fall*, 1963. Bridget Riley

*Empress of India*, 1965. Frank Stella



*Icicle Star*, 1987. Andy Goldsworthy

# Value and Form

## Value

- Value is the relationship between the positive and negative space in a work
  - We will return to the idea of positive and negative space
- What that means for a given work will be determined by its medium
- Value is critical to the composition of a piece

# Line, Form, Value



*The Matter of Time*, 2005.  
Richard Serra



*A Linear Construction in Space Number 1*,  
1944. Naum Gabo



*Salome with Her Mother Herodias*, 1894  
Aubrey Beardsley

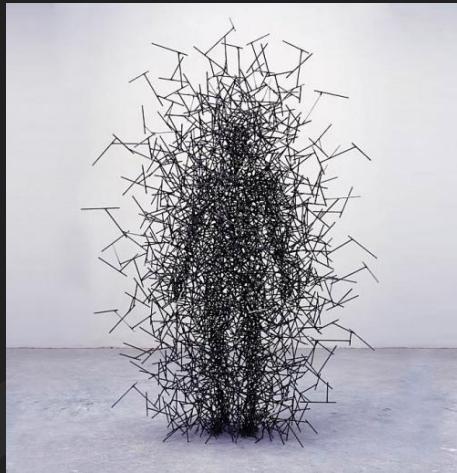
# Value and Form

## Form

- Form is relationship between a composite of lines
- In simpler terms, form is shape
- Form can be both 2d and 3d
  - It can be illusory or physical (like sculpture)
  - In video games all form is illusory

# Line, Form, Value

*Slaughter of the Innocents (They Might be Guilty of Something)*, 2017. Kara Walker



Quantum Cloud XX, 2000. Antony Gormley



Two Open Modular Cubes, 1972. Sol LeWitt



# Media and Technique

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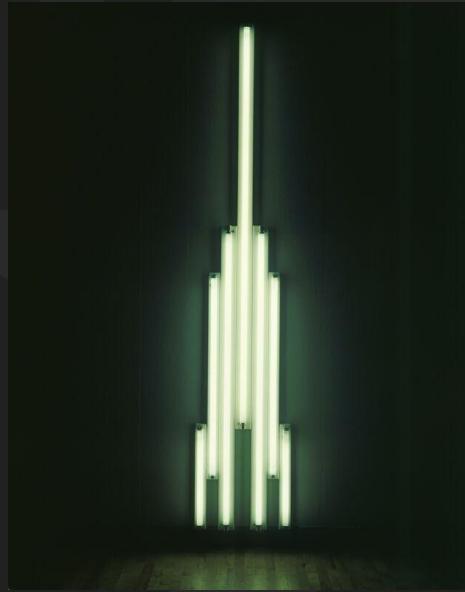
## Additive and subtractive methods

- When making visual art one is typically working either additively or subtractively
- This means different things depending on the medium and more describes a process of working

*Monument for V Tatlin*, 1966. Dave Flavin



*Hero mastering a lion. Relief from the façade of the throne room, Palace of Sargon II at Khorsabad (Dur Sharrukin), 713–706 BCE*

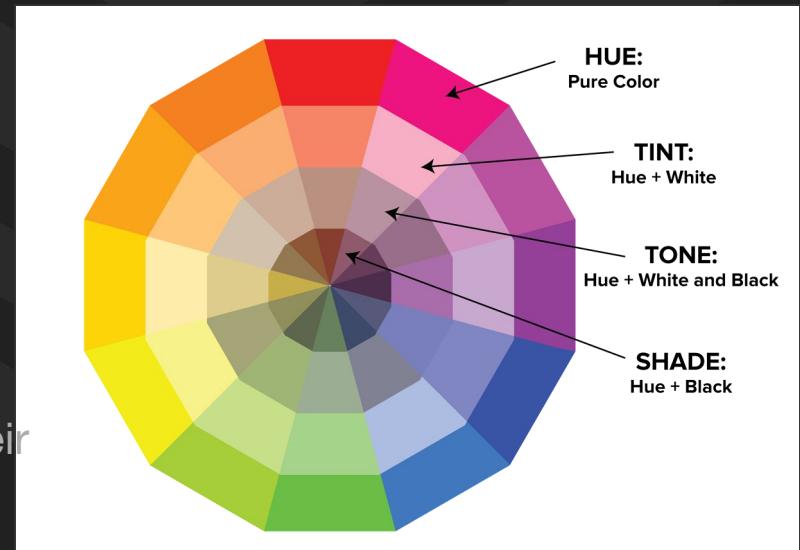


*Erased De Kooning Drawing*,  
1953. Robert  
Rauschenberg

# Color

## Basics

- Colors are made up of 3 primary hues,
  - Red, Yellow Blue
  - these correspond to three photoreceptors in the eye
- Mediums often have their own color wheel caused by their materials
  - CMYK for printmaking
  - RGB for digital
- We can understand these as sort of being their own color wheels
- Color is generally subtractive with physical materials and additive in digital environments



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# Exit Survey:



Fig. 1: Homer dislikes exit surveys.

