

Make a portrait using lines and marks!

Artists have always been interested in making portraits and have used a wide variety of styles and techniques.



Matisse often used very few lines to show the character or mood of an individual.

In this drawing of a girl, can you count how many lines he used? Have a look at the line he created for the face.... Can you see where it starts and ends?

How has he shown the hair?

How do you think she is feeling? How would you describe her mood?

Are there any clues as to what she is wearing?

David Hockney is another artist who uses line very skilfully to describe the way a person looks.

Sometimes he would draw the sitter using just one continuous line.

Can you see what kinds of lines and marks he has used in this portrait?

David Hockney also used a variety of materials to draw: Pencils, pens, felt pens and inks.... whatever he had at hand.



Others like to use many lines to show the character and features of a face.

Have a look at this portrait by the contemporary artist, Maggie Hambling.

What materials do you think she has used to create this piece?

How has she used the very heavy black lines?

What kind of character do you think she was aiming to portray?





The artist Henry Moore used lines and marks in a different kind of way.

He was a sculptor, so interested in showing how solid something or someone was.

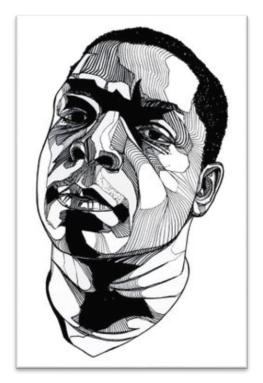
Can you see how he has used the lines to show the roundness of the heads, bodies, and arms?

Here are some anonymous portraits using some of the techniques we have looked at....









Can you see the kinds of skills and techniques that these artists have used?

Perhaps you could create a portrait of someone in your family or a pet.

Once you have decided on your model, you need to decide on your style; do you want to use just one line or many lines to describe your sitter?

Do you want to make them look very solid and almost 3D?

Please do have a go and send your work to art@coleridgeprimary.net

We would love to see what you do!