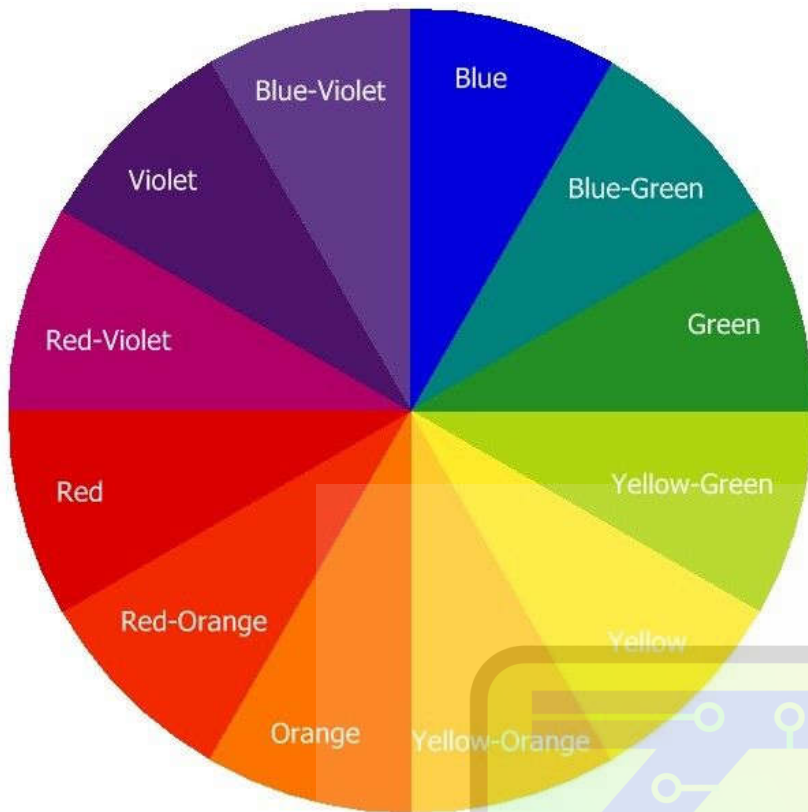


**2025 SHS1 END OF SEMESTER EXAM ART AND DESIGN FOUNDATION 2 SOLUTION  
PAPER 2**

1. (a) 12-Point Colour Wheel:



(b) Colour Schemes on the Wheel:

i. **Primary Colours:** Red, Yellow, Blue.

ii. **Secondary Colours:** Orange, Green, Violet.

iii. **Split Complement of Yellow:** The colours on either side of its direct complement (Violet), which are Red-Violet and Blue-Violet.

iv. **Triadic Colour Scheme:** Any three colours that are equidistant on the colour wheel (e.g., Red, Yellow, Blue or Green, Orange, Violet).

v. **Analogous Colour Scheme:** Any three to five colours that are adjacent to each other on the colour wheel (e.g., Yellow-Green, Yellow, Yellow-Orange).

2. (a) **The Five Main Sense Organs and What They Perceive:**

1. **Eyes:** Perceive sight (light, colour, shape, motion).
2. **Ears:** Perceive sound (hearing vibrations, pitch, volume).
3. **Nose:** Perceives smell (scent, odour).
4. **Tongue:** Perceives taste (sweet, sour, salty, bitter, umami).
5. **Skin:** Perceives touch (pressure, temperature, pain, texture).

(b) **Roles of the Senses:**

1. **Sight:** Allows us to interpret the visual world, appreciate aesthetics, identify danger, and navigate our environment. In art, it's crucial for observing details, colour, and composition.
2. **Hearing:** Enables communication through language, warns us of unseen dangers, and allows for the appreciation of music and the sounds of nature.

3. **Smell:** Helps in detecting danger (like smoke or spoiled food), influences taste, and can trigger strong memories and emotions.
4. **Taste:** Allows us to identify nutritious food and avoid harmful or poisonous substances.
5. **Touch:** Provides information about our immediate physical environment, is essential for social bonding, and helps us manipulate objects and feel texture.

### 3. (a) Explanation of the term "Design":

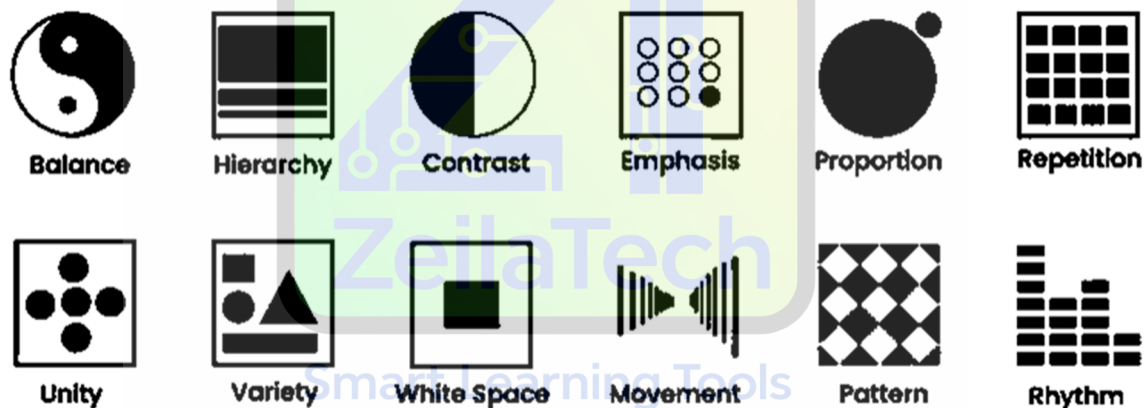
Design is the process of planning and arranging parts, elements, and details to create a finished product, artwork, or system that is both functional and aesthetically pleasing. It is a purposeful creation that aims to solve a problem or achieve a specific goal.

### (b) Principles and Elements of Art and Design:

**Elements of Design:** Elements of design in art are the basic visual components or building blocks artists use to create and organize their work.

**Principles of Design:** These are the rules or guidelines for arranging and organizing the elements of art within a composition. They describe how the elements are used to create a visually effective and appealing artwork.

### (c) Principles Explained (with illustrations):



1. **Balance:** The distribution of visual weight in a composition.
  - i. **Symmetrical Balance:** Both sides of a central axis are the same or very similar.
  - ii. **Asymmetrical Balance:** The two sides are different but still feel stable due to the arrangement of elements with varying visual weights.
2. **Rhythm/Movement:** The use of repeating elements to create a sense of organized movement and lead the viewer's eye through the artwork
3. **Emphasis/Focal Point:** The part of the design that catches the viewer's attention. An artist uses elements to create a dominant area or center of interest.
4. **Unity/Harmony:** The feeling of harmony between all parts of the work of art, which creates a sense of completeness and that everything belongs.

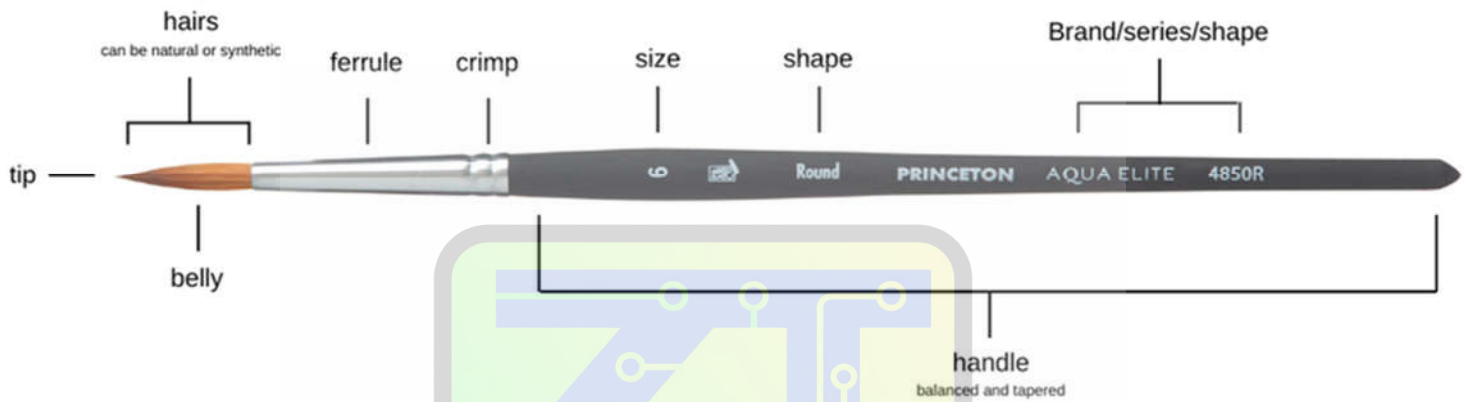
### 4. (a) Meaning of 'Medium' in relation to Technique:

In art, a 'medium' refers to the actual material or substance that an artist uses to create a work of art (e.g., paint, charcoal, clay). 'Technique' refers to the specific method, skill, or way in which the artist uses that medium to achieve a particular effect. For example, oil paint is the medium, and the technique could be impasto or glazing.

**(b) Six Media:**

- Pencil (Graphite)
- Charcoal
- Ink
- Watercolour Paint
- Oil Paint
- Acrylic Paint
- Clay
- Pastel

**(c) Painting Brush and its Parts:**



1. **Bristles/Hairs:** The part that holds and applies the paint.
2. **Ferrule:** The metal band that connects the bristles to the handle.
3. **Crimp:** The part of the ferrule that is pinched to hold the bristles tightly.
4. **Handle:** The long part of the brush that the artist holds.

**5. (a) What is Contour Drawing?**

Smart Learning Tools

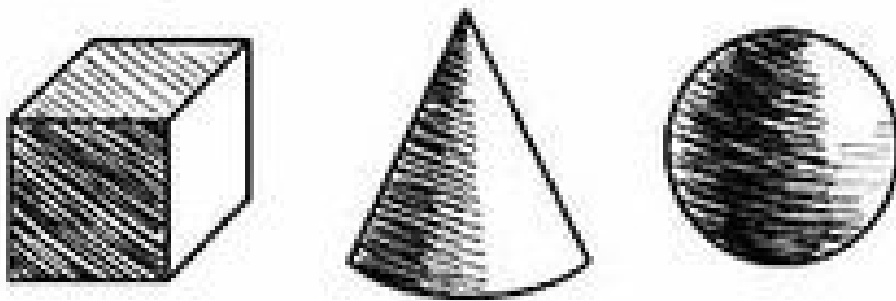
Contour drawing is a drawing technique that focuses on outlining the visible edges of an object or figure. The artist keeps their eyes on the subject and draws the lines without lifting the drawing tool, capturing the exterior shape as well as interior details and planes in a single, continuous line.

**(b) Four Shading Techniques:**

1. **Hatching:** Creating value using a series of fine, parallel lines.
2. **Cross-hatching:** Creating darker values by layering sets of hatching lines at different angles.
3. **Stippling/Pointillism:** Creating value by using numerous small dots; the density of the dots determines the darkness.
4. **Blending/Smudging:** Smoothing the drawing medium (like charcoal or pencil) to create smooth, gradual transitions of value.
5. **Scribbling:** Using random, overlapping lines to build up value and texture.

(c) Illustration of Shading Techniques:

### Hatching



### Crosshatching



### Blending



### Stippling

