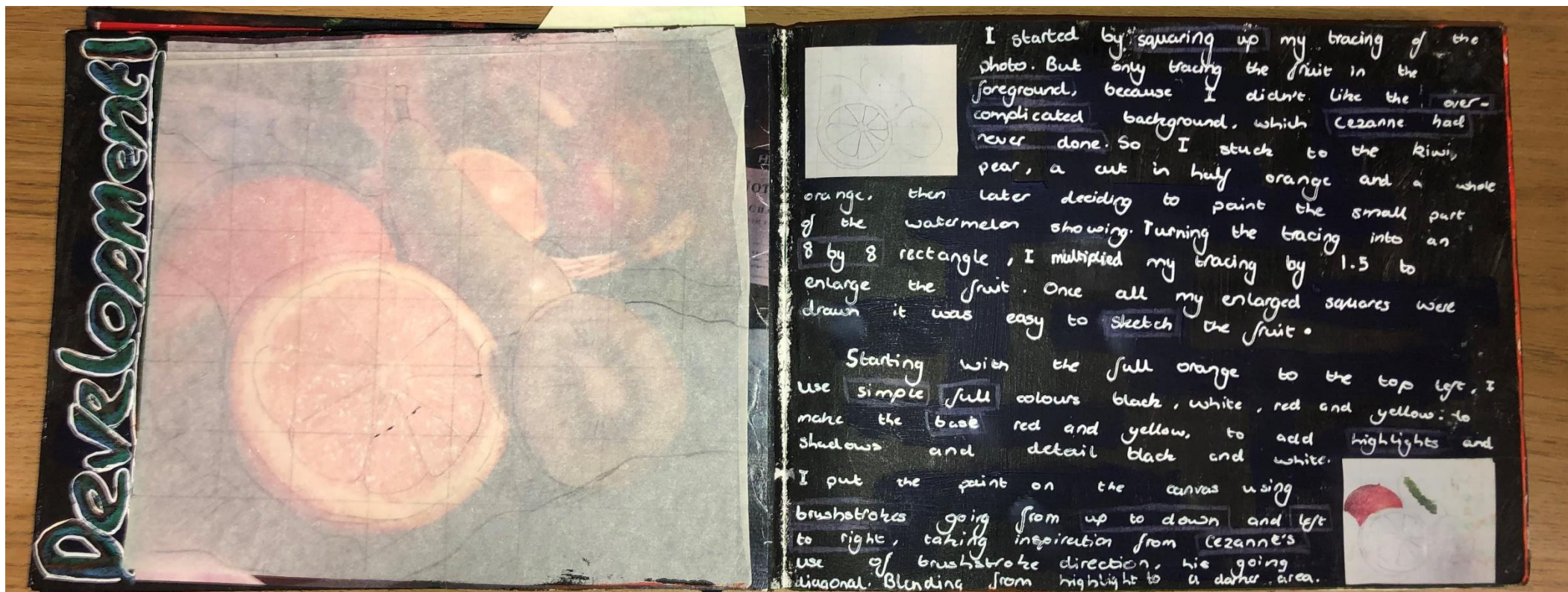
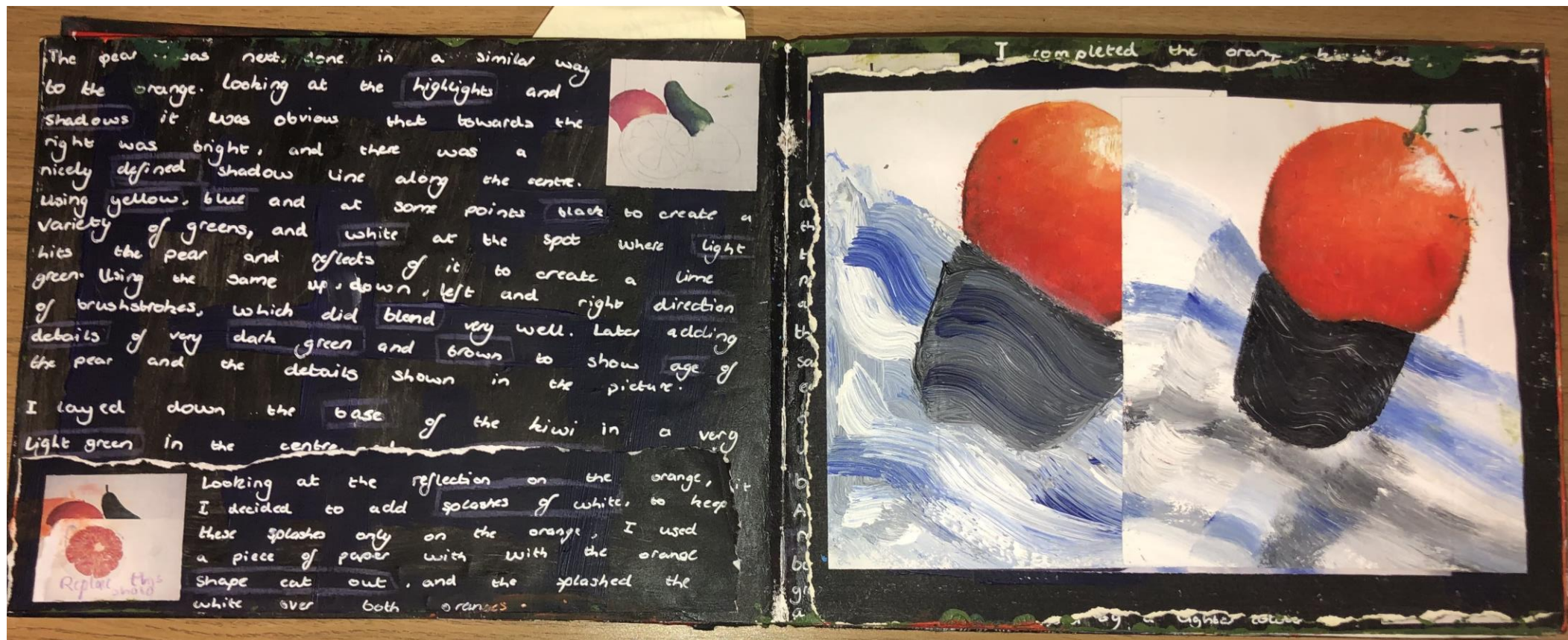


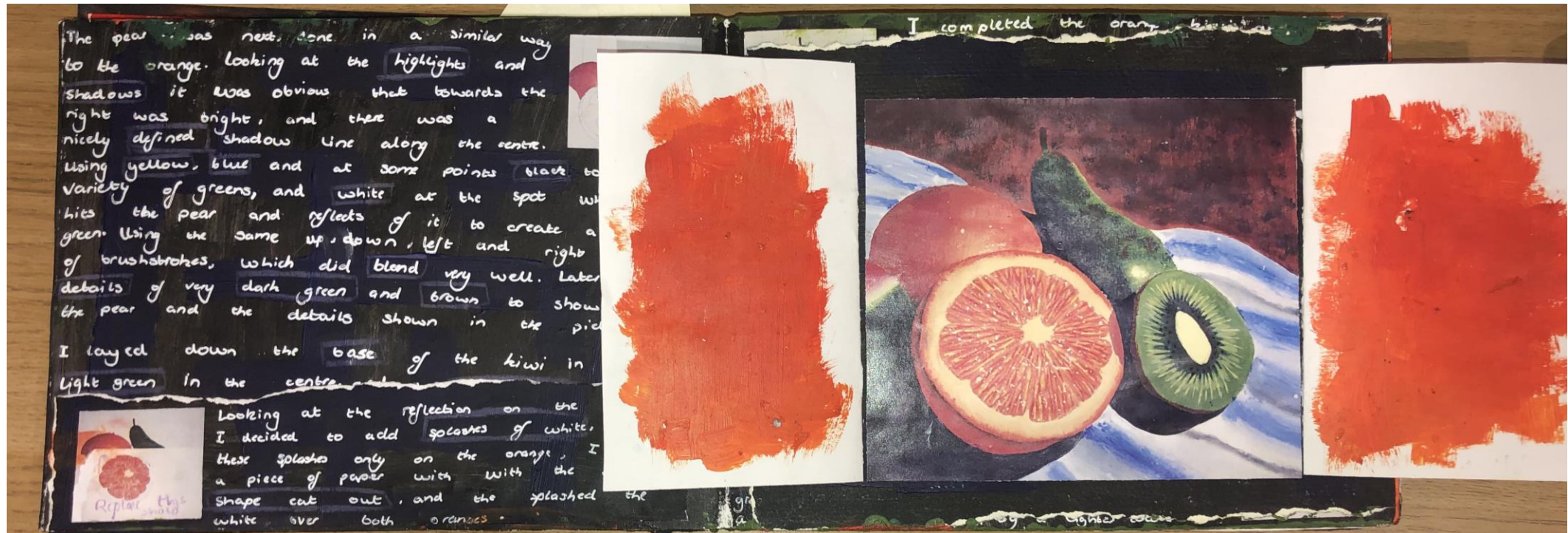
Development 1



Development 1



Development 1



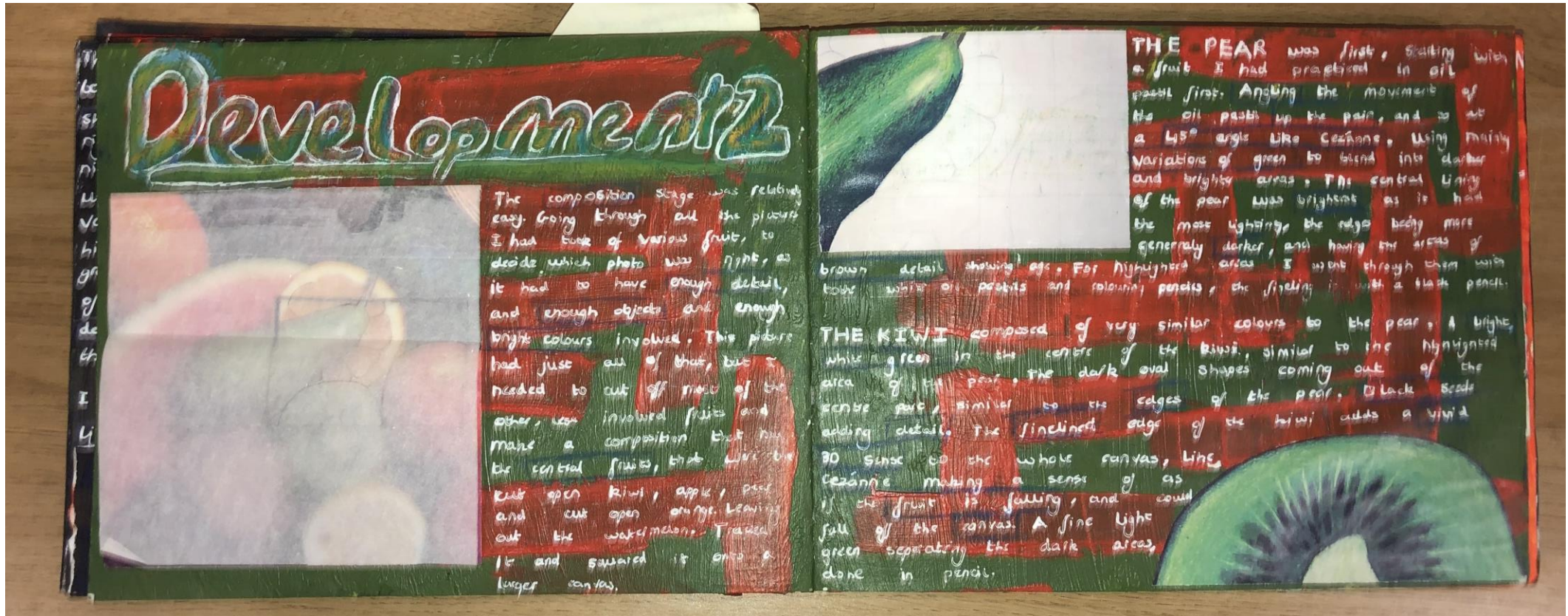
Development 1



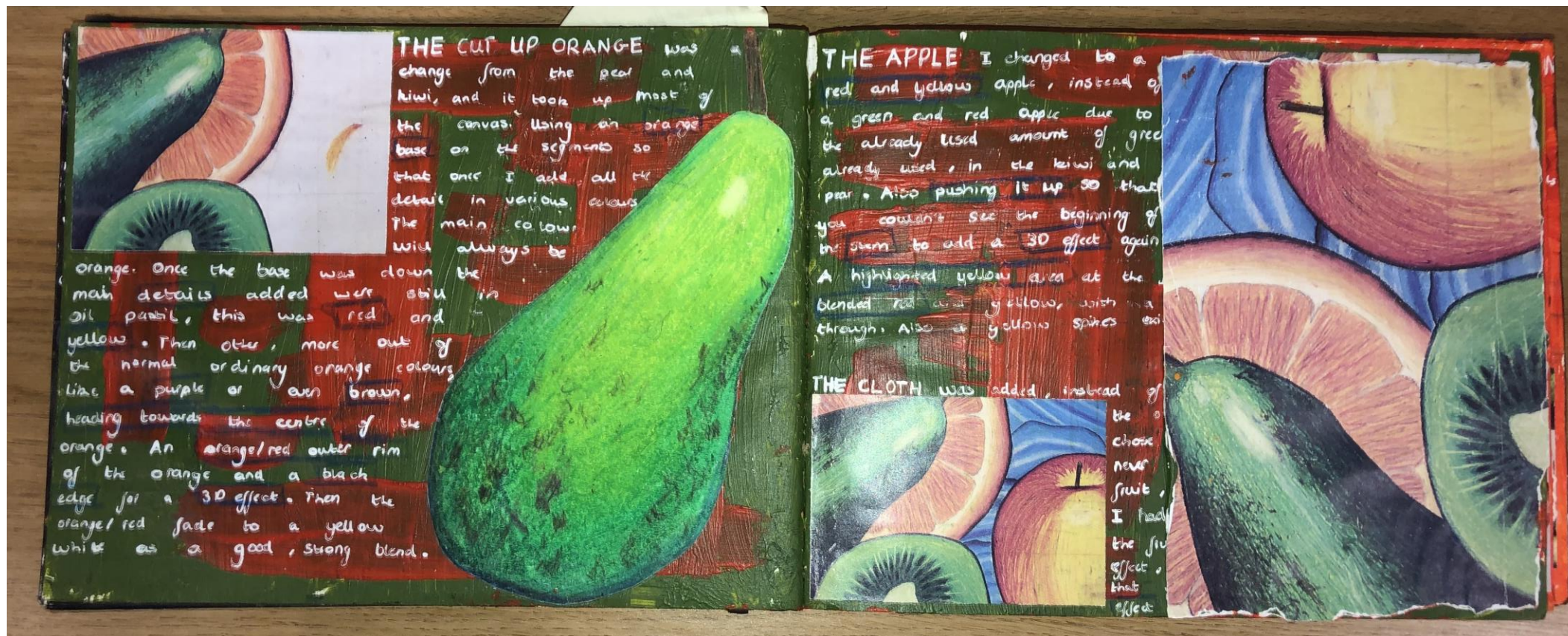
Development 1



Development 2



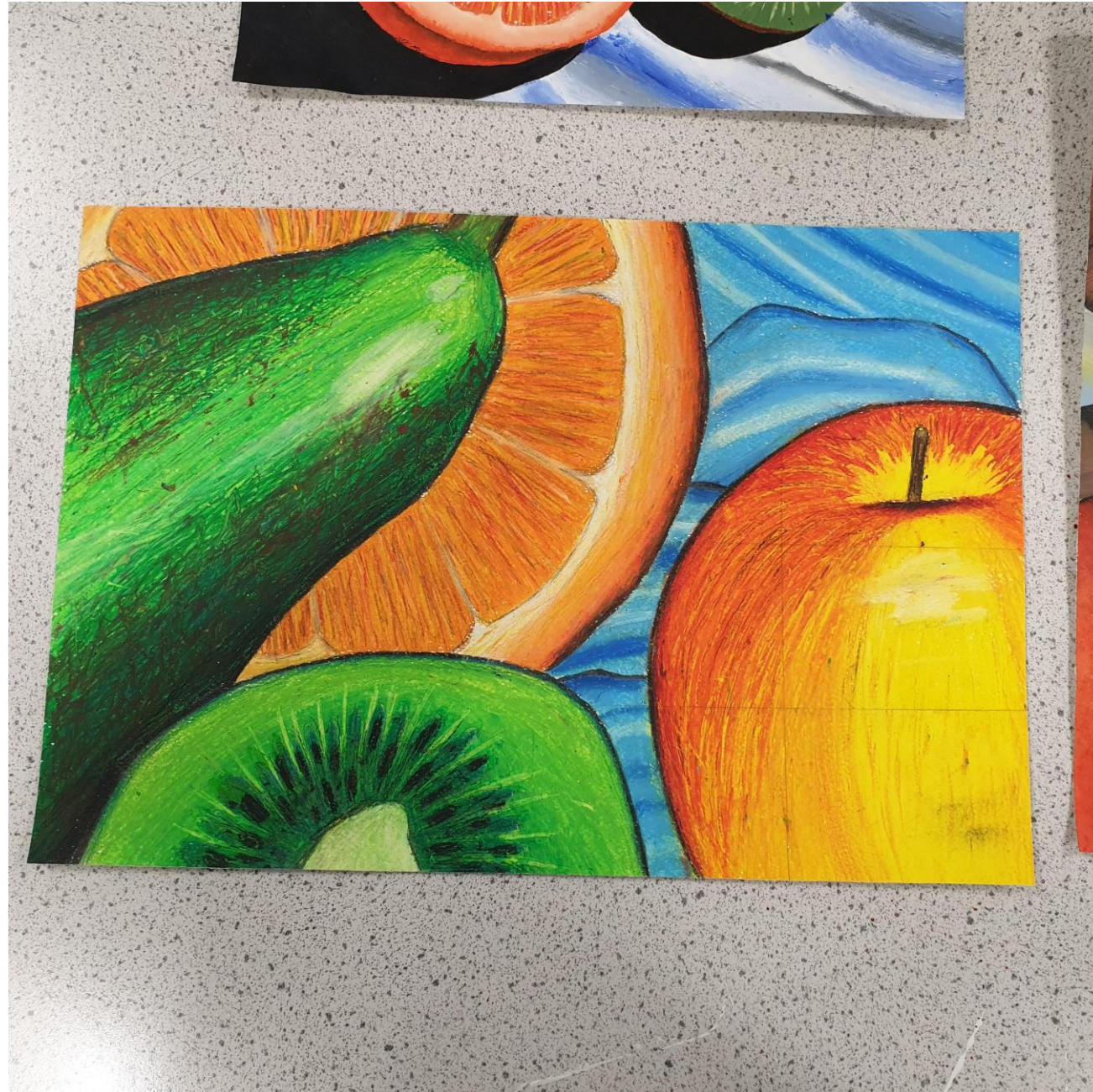
Development 2



Development 2



Development 2



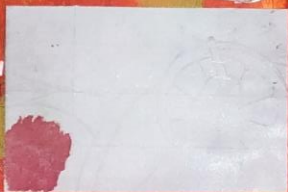
Development 3

Development 3

THE COMPOSITION I thought had to be a bit bigger and harder than normal, including more objects and fruits I hadn't previously used as much as normal. The Jug and watermelon was one of those objects that I had not used



In acrylic as much. This composition was not as much of a dose up as my 2nd development but still closer than my 1st development. The size of the outlined image to the left is what I used to square up my composition 5x more than what is to my left, so I was able to draw the basis of the picture.



THE ORANGE towards the bottom left of the canvas was what I did first. Due to the reason that I am confident on oranges. Using orange, red, white, yellow and black to paint this orange. First with a base of orange, then adding a white and yellow area of highlights to where the light hits the orange and red towards the edge for a 3D effect, until that red quickly blends into a black edge for a vivid 3D orange.



THE CUT OPEN ORANGE was next, using the orange from the previous orange to show a clear correlation between the two fruits. An orange base for the segments, then orange and yellow details, directing towards the centre of the orange, then blending the segments into the rest of the oranges with white. A black edge on the outside of the orange for a 3D effect.



Development 3



ON, something I was less familiar with. I quite like the green, but I was quite sure that the green was very quite thick green white to red. The white, I was using to make the white showed through. But that didn't. This didn't go through, so I went on the watermelon, going down the side of the watermelon, use down, I added the green looking at the watermelon, I added the watermelon.



done before and had to start with a green with edges of the kiwi in which I had a stem out of layer of bright center with edges w a 3D effect. is layered down, added with simple and flat center of the seeds added.



THE OUTSIDE OF is done in a similar way with similar colors. With a base layer of layer with a blend to light green. The edge and bottom where there is a base layer is odd.

THE TUG consisted of many different colors. Some reflections of fruit and some due to the light hitting the jug. I used more water than usual for the blending of the jug, and used where it is brighter. The jug had bands of red and blue and brown and grey all in a circular motion in curve around the jug. Also a shield around towards the bottom.

THE CLOTH was a mixture of blues and yellows and greys. Using wash to blend everything into one. Similar to the jug, the long brushstroke were aiming down with the motion of the cloth. Similar to the motion used a cloth instead of moving, feeling as though a brush background would have like to no detail. I added a cloth.

EXTRA DETAILS ADDED extra details to the to the jug, pear and kiwi of red and yellow to and darker, using a soft dark edges to on the brush to make shading details of white, grey and black and the white and the black seeds. Are fine.



Devel

Development 3



Development 4

Final Piece



The COMPOSITION stemmed from my previous development 3 piece. An adaptation of the composition. Such as I changed the jug to a large piece of watermelon stretching over the top of the piece. The right side of the piece was extended from the development 3. The isolated apple was placed away from the other fruits to express isolation within society, inspired by Cezanne to do so. The cloth was added to present a 3D effect. Also the ladder in the background represents an accurate art studio. I used a projector to sketch my piece out.

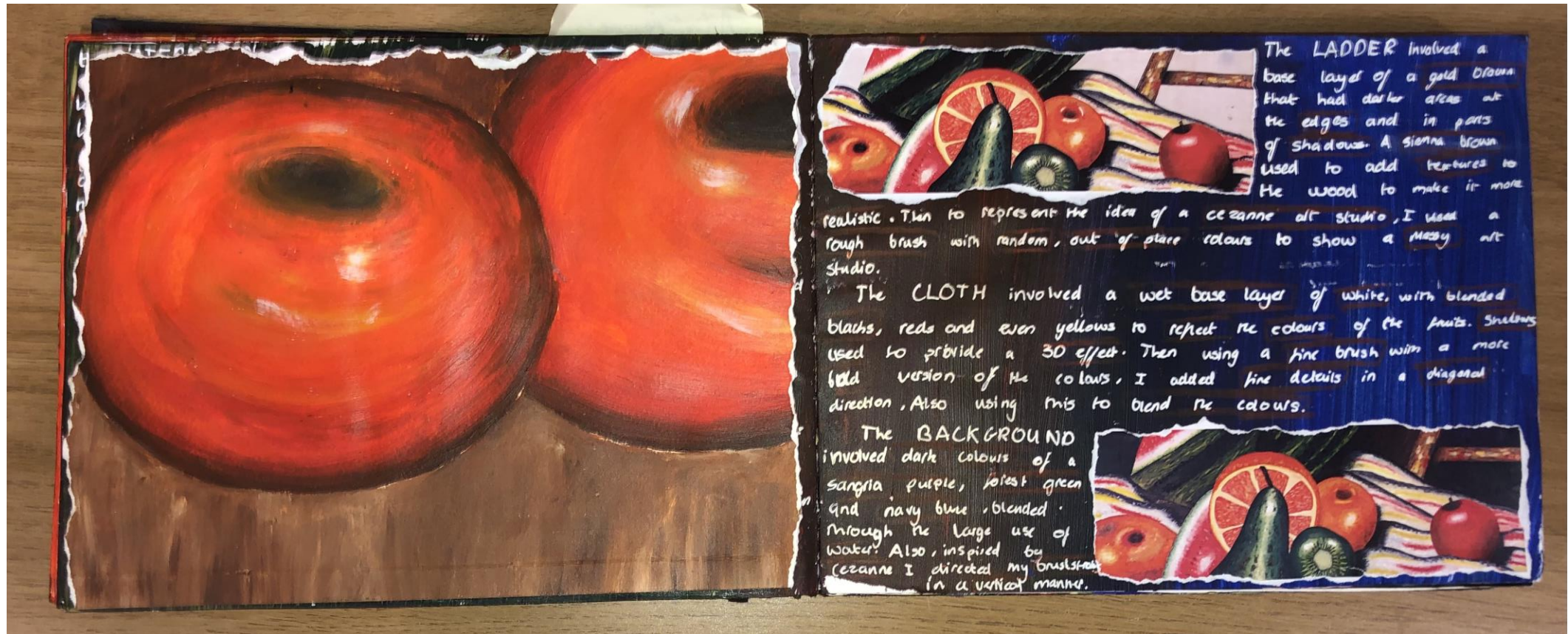


The ORANGES began with a circular orange base layer that in darker areas blended to a darker orange or even red. Then later adding details highlights, shadows and textures. The highlights began blended until I added a final layer of white above the highlight to involve a 3D effect. Textures were both blended and unblended to present a variety of detail. In places this would be red, yellow, gold or even brown to show age within the fruit. These textures are what gave the oranges the 3D effect as if they were as though they created bumps. These textures were done with a fine brushstroke, with short, diagonal brushstrokes.

The WATERMELON involved vivid reds and greens blended into a bold white. Later on adding small details to my plain base layer.

The PEAR involved a blend from an emerald/spring green on the spine of the pear to a hunter forest green at the edges. Inspired by Cezanne I used my direction of brushstrokes to create texture on the base layer. Using sideways brushstrokes to ward the spine highlighted area. Similar to the watermelon. Then after that adding a range of browns for age.

Development 4



Development 4



Development 4

