

1.2 Shape and Form

Name: _____ Class: _____ Date: _____ **Total: 11 marks**

KEY WORDS shape 形状 • form 形体 • geometric 几何 • organic 有机 • positive 正形

Objective

Build the skills to turn flat **shape** 形状 into three-dimensional **form** 形体.

You must be able to:

- distinguish **shape** 形状 (2-D) from **form** 形体 (3-D)
- distinguish **geometric** 几何 from **organic** 有机 shapes
- use value to make a shape read as a form
- identify **positive** 正形 and **negative shapes** 负形

1 Worked examples

Study these first. Each one shows the method for a task used later.

■ Shape vs form

A **shape** is a flat, enclosed 2-D area. A **form** appears 3-D — a circle is a shape, a shaded sphere reads as a form.

■ Geometric vs organic

Geometric shapes are regular (circles, squares); **organic** shapes are irregular and natural (a leaf, a puddle).

■ Positive and negative

Positive shapes are the objects; **negative shapes** are the spaces around them. Strong artists compose both.

2 Practice

2.1 A shaded drawing that makes a circle look like a ball has turned a shape into a [1]

- **A** line
- **B** form
- **C** texture
- **D** negative space

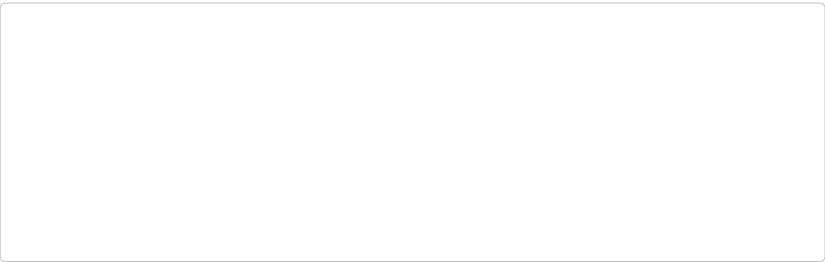
2.2 State the difference between geometric and organic shapes. [2]

2.3 Define negative shape. [1]

3 Studio & portfolio tasks

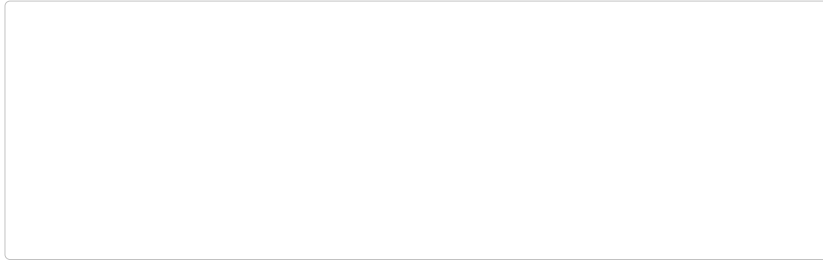
3.1 Do a **positive/negative** study of a group of objects (e.g. scissors, a bottle).

(a) Draw the objects, then shade every **negative shape** solid. [3]



3.2 Turn a flat shape into a believable form.

- (a) Draw a simple shape (circle/square). [1]
- (b) Shade it into a form (sphere/cube) with a light source and cast shadow. [3]



Solutions

2.1 B. adding value to imply 3-D turns a shape into a form.

2.2 geometric = regular, mathematical shapes; organic = irregular, natural, free-flowing shapes.

2.3 the empty space around and between the positive objects.

3.1 Look for: accurate object outlines (1); every background/gap filled as one clear negative pattern (2).

3.2 Look for: consistent single light source (1); highlight, mid-tone, core shadow, and cast shadow present (2).