

Landscape

Modernist terms: Cityscape, Urbanscape, Seascape, Waterscape, Forestscape, etc..

All terms for Landscape have the following in common: Picture plane orientation and Picture plane division, based generally on tradition, of Horizontal layout and 2/3 “sky” to 1/3 “land.” Also, traditionally, a landscape drawing will have a foreground, a middleground, and a background. Since the Italian Renaissance the foreground will have the most detail and greatest contrast and, if color is used, the warmest color pallet. The middleground will have less contrast and detail than the foreground, and colors will begin to shift towards the cooler (bluer) side of the color spectrum. The background will have little contrast or detail and colors will be cool (in the blue/gray portion of the color spectrum.)

Landscapes, traditionally, are intended to show broad vistas with a sense of great depth. Even Modernist versions of what we generically call landscapes will incorporate the traditional elements listed.

Traditional Elements common to LANDSCAPE artwork:

- 2/3 SKY, 1/3 LAND Picture plane orientation and division*.



- Foreground, Middleground, and Background.
- Things closer will have greater contrast and detail, things farthest from viewer will have much less contrast and detail.
- Closer colors will be warmest, furthest colors will be blue/gray.

* The picture plane orientation and the proportions (the 2/3 sky to 1/3 land) traditions are not, I repeat NOT, absolutes. For example: If you were to draw a cityscape, and wished to emphasize the height of buildings rather than the expanse of the city, you might use a “portrait” orientation for your picture plane and only allow 1/10 of the picture plane for land. Every “Rule” has exceptions, but every tradition has a reason. You need solid, believable, reasons for every exception.