

MERIT BADGE SERIES



ART



BOY SCOUTS OF AMERICA®

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"Enhancing our youths' competitive edge through merit badges"



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Requirements

1. Discuss the following with your counselor:
 - a. What art is and what some of the different forms of art are
 - b. The importance of art to humankind
 - c. What art means to you and how art can make you feel
2. Discuss with your counselor the following terms and elements of art: line, value, shape, form, space, color, and texture. Show examples of each element.
3. Discuss with your counselor the six principles of design: rhythm, balance, proportion, variety, emphasis, and unity.
4. Render a subject of your choice in FOUR of these ways:
 - a. Pen and ink
 - b. Watercolors
 - c. Pencil
 - d. Pastels
 - e. Oil paints
 - f. Tempera
 - g. Acrylics
 - h. Charcoal
 - i. Computer drawing or painting

5. Do ONE of the following:
 - a. Design something useful. Make a sketch or model of your design. With your counselor's approval, create a promotional piece for the item using a picture or pictures.
 - b. Tell a story with a picture or pictures or using a 3-D rendering.
 - c. Design a logo. Share your design with your counselor and explain the significance of your logo. Then, with your parent's permission and your counselor's approval, put your logo on Scout equipment, furniture, ceramics, or fabric.
6. With your parent's permission and your counselor's approval, visit a museum, art exhibit, art gallery, artists' co-op, or artist's workshop. Find out about the art displayed or created there. Discuss what you learn with your counselor.
7. Find out about three career opportunities in art. Pick one and find out the education, training, and experience required for this profession. Discuss this with your counselor, and explain why this profession might interest you.



Scouts learn the finer points of painting from the Boy Scouts of America's official artist, Joseph Csatari.

Art Resources

Scouting Literature

Digital Photo Magic; Architecture, Basketry, Communication, Drafting, Graphic Arts, Leatherwork, Model Design and Building, Photography, Pottery, Sculpture, Theater, and Wood Carving merit badge pamphlets

Visit the Boy Scouts of America's official retail website at <http://www.scoutstuff.org> for a complete listing of all merit badge pamphlets and other helpful Scouting materials and supplies.

Art History

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- Gombrich, E.H. *The Story of Art*, 16th ed. Phaidon Press, 1995.
- Heslewood, Juliet. *The History of Western Painting: A Young Person's Guide*. Raintree Steck-Vaughn Publishers, 1997.

Traditional Media

- Capitolo, Robert, and Ken Schwab. *Drawing Course 101*. Sterling, 2005.

- Creevy, Bill. *The Pastel Book: Materials and Techniques for Today's Artist*, 2nd ed. Watson-Guption Publications, 1999.
- Edwards, Betty. *Drawing on the Right Side of the Brain*, 4th ed. Tarcher, 2012.
- Guptill, Arthur L. *Rendering in Pen and Ink*. Watson-Guption Publications, 1997.
- Janson, Klaus. *The DC Comics Guide to Pencilling Comics*. Watson-Guption Publications, 2002.
- Johnson, Cathy. *Painting Watercolors (First Steps Series)*. North Light Books, 1995.
- MacKenzie, Gordon. *The Watercolorist's Essential Notebook*. North Light Books, 2014.
- MacPherson, Kevin D. *Fill Your Oil Paintings With Light and Color*. North Light Books, 2001.
- Parramon's Editorial Team, ed. *All About Techniques in Oil*. Barron's Educational Series, 2007.
- Sheaks, Barclay. *The Acrylics Book: Materials and Techniques for Today's Artist*. Watson-Guption Publications, 2000.
- Thomas, Gregory, and Earl A. Powell. *How to Design Logos, Symbols, and Icons: 24 Internationally Renowned Studios Reveal How They Develop*

Trademarks for Print and New Media. How Design Books, 2003.

Computer Graphics

- Ashford, Janet. *The Arts and Crafts Computer: Using Your Computer as an Artist's Tool.* Peachpit Press, 2001.
- Hartas, Leo. *How to Draw and Sell Digital Cartoons.* Barron's Educational Series, 2004.
- Pardew, Les. *Game Art for Teens*, 2nd ed. Course Technology PTR, 2005.
- Pollard, Jann Lawrence, and Jerry James Little. *Creative Computer Tools for Artists: Using Software to Develop Drawings and Paintings.* Watson-Guptill Publications, 2001.
- Schminke, Karin, Dorothy Simpson Krause, and Bonny Pierce Lhotka. *Digital Art Studio: Techniques for Combining Inkjet Printing With Traditional Art Materials.* Watson-Guptill Publications, 2004.

Organizations and Websites

Bureau of Labor Statistics— Occupational Outlook Handbook

Website: <http://www.bls.gov/ooh/>

National Association of Schools of Art and Design

11250 Roger Bacon Drive, Suite 21
Reston, VA 20190-5248
Telephone: 703-437-0700
Website: <http://nasad.arts-accredit.org/>

National Portfolio Day Association

Website: <http://www.portfolioday.net>

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Photo and Illustration Credits

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