Review (Ch. 1-5)
Art is
the visual expression of an idea or experience
formed with skill through the use of a medium.

A medium is...
(plural media) a particular material along with its accompanying technique.

Artists select a medium to suit the ideas, cultural needs, and feelings they wish to express.
Simon Rodia, Watts Towers, 1921-1954, mixed media

Untrained artist or folk artist
Rodia’s materials are everyday materials found in the world and his skills are self-taught, not skills learned in formal education.
The terms

- Representational
- Abstract and
- Nonrepresentational (nonobjective or nonfigural)

are used to describe a work’s relationship to the physical world.
Representational

Trompe l’oeil, “fool the eye”
Objects that representational art depicts are called subjects

William Harnett, A Smoke Backstage, 1877, oil on canvas
Picasso> Abstract = to extract the essence of an object or idea

Works that depict natural objects in simplified, distorted, or exaggerated ways to emphasize or reveal certain qualities

Picasso, *Girl with a Mandolin*, 1910

Analytic cubism
Nonrepresentational (nonfigurative or nonobjective)

Presents visual forms with no specific references to anything outside themselves, just respond to pure visual forms like you would respond to music!

Mondrian, *Composition in Red and Blue*, 1931
Form refers to the total effect of the combined visual qualities within a work including

Materials -when combined with technique are what I’ll call media-, color, shape, line, and design which I’ll also call composition.

Content refers to the message or meaning of a work of art

What the artist expresses or communicates to the viewer

Are Content and Form inseparable?
Iconography—the narrative and allegorical meaning of images, meaning you read the image either like a text and through a text

Christian symbols can be read here
Visual Elements=
Line, shape, mass, space, time, Motion, light, color, texture.
LINE- path of action- record(s) of the energy left by moving points.
MASS-the physical bulk of a solid body of material, when MASS encloses SPACE, the space is called VOLUME.
SHAPE—expanse within the outline of a 2D area or within the outer boundaries of a 3D object
Geometric or organic shape.

Marc Chagall, I and the Village, 1911, oil on canvas
SPACE - the indefinable, general receptacle of all things -
SPACE in 3D
Spatial arts vs. temporal arts
LINEAR PERSPECTIVE--depicts the way objects in space appear to the eye
One-point perspective has one vanishing point
Vanishing point
Atmospheric perspective is an illusion of depth created by changing color, value, and detail. Nonlinear means for giving an illusion of depth.
Manipulated Time - the appearance of motion, intermixing past, present, and future time
Implied Motion and Actual Motion
DARK/LIGHT RELATIONSHIPS - shows that we perceive relationships rather than isolated forms.
IMPLIED LIGHT  chiaroscuro= shading from light to dark, creates the illusion of roundness

White chalk is used on areas where light strikes the subject most directly
Middle-value paper tends to heighten the contrasts of light and dark within the subject itself
Showing mass or solid form as revealed by light is a Western tradition
Light as Medium - artificial light as medium
Pigments and Light

a. **HUE**—the color wheel.

b. **VALUE**—from light to dark. Value scale from white to black.

Value variation in red.

c. **INTENSITY**—from bright to dull.
Optical Color Mixture- color sensations more vibrant than those achieved with pigment mixture

Pointillism- dots of pure color are placed together so that they blend in the eye and mind
Color Schemes-- color groupings that provide distinct color harmonies

MONOCHROMATIC color schemes
COMPLEMENTARY color schemes
Principles of Design

Design = the organization of visual elements to create meaningful and interesting form. 
Refers to the process and the product.

Note: In 2D art, painting, photography, drawing, etc., this organization of visual elements is called Composition.
Unity and variety
Unity = appearance or condition of oneness

Variety = provides diversity and counters unity
Balance = achievement of equilibrium
Symmetrical Balance = near or exact matching of left and right sides of 3D design/2D composition
Asymmetrical Balance = left and right sides are not the same
Various elements are balanced - according to their size and meaning - around an implied center
Unity = appearance or condition of oneness

Variety = provides diversity and counters unity
Emphasis and subordination

Focal point

neutral areas of lesser interest
Directional Forces

Paths for the eye to follow provided by actual or implied lines
Repetition and Rhythm

Repeated shapes and forms       Regular recurrence of elements with related variations
Scale and proportion

The size relation of one thing to another  The size relation of parts to a whole
Hierarchical scale- the object that is made bigger is more important

Michelangelo, Pieta, 1501
Distortion of scale

Over 17’ high and over 5,000 lbs!