

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

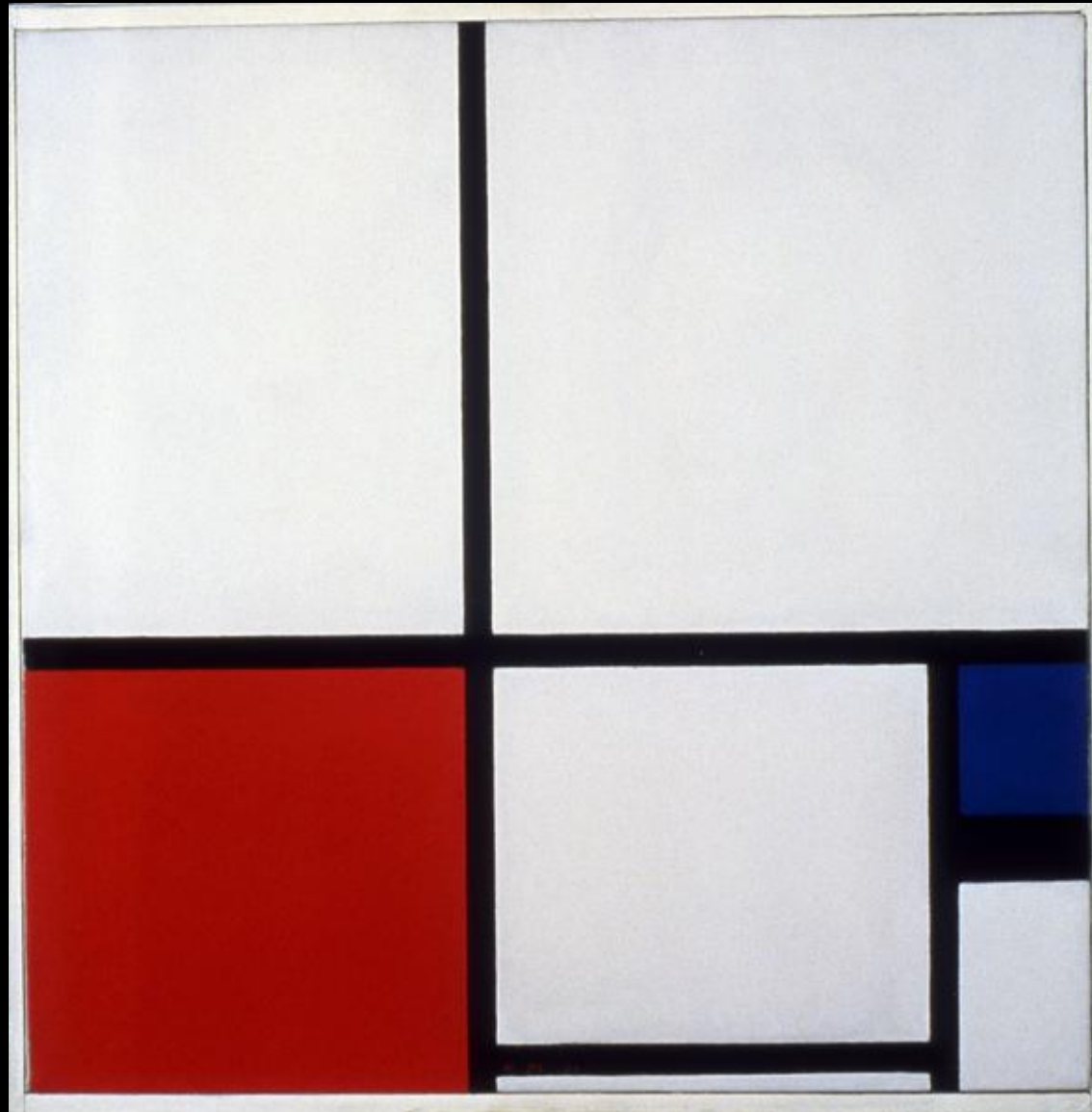


Picasso, *Girl with a Mandolin*, 1910

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.

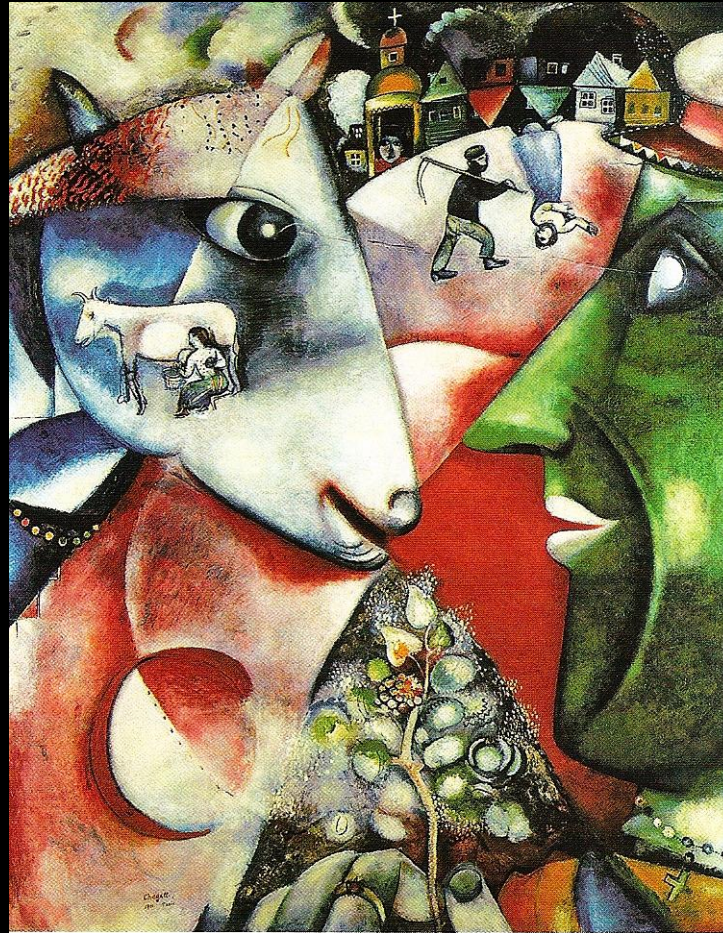


MASS-the physical bulk of a solid body of material, when MASS encloses SPACE, the space is called VOLUME.



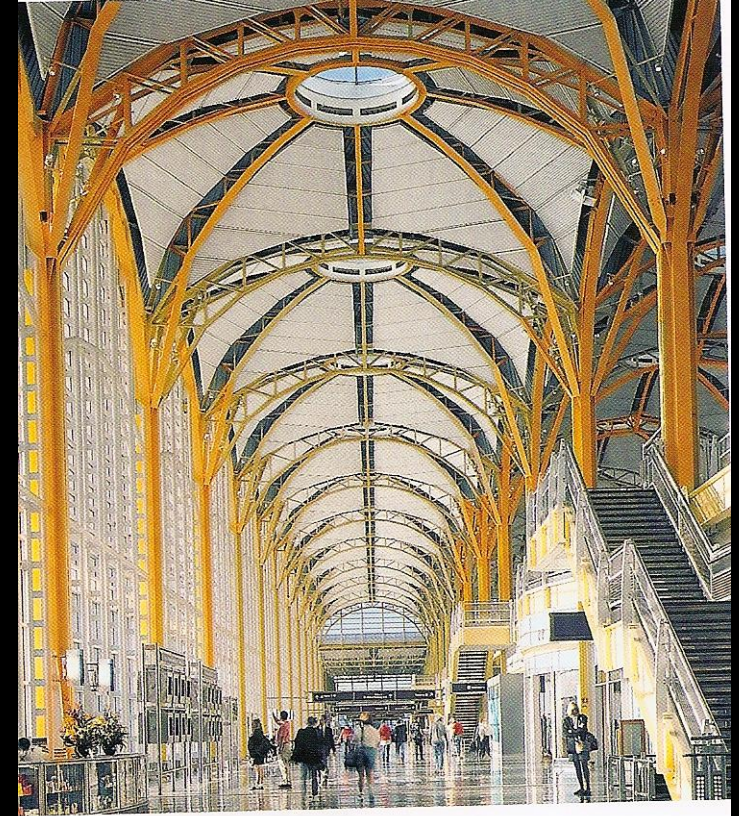
SHAPE-expanse within the outline of a 2D area or within the outer boundaries of a 3D object

Geometric or organic shape.

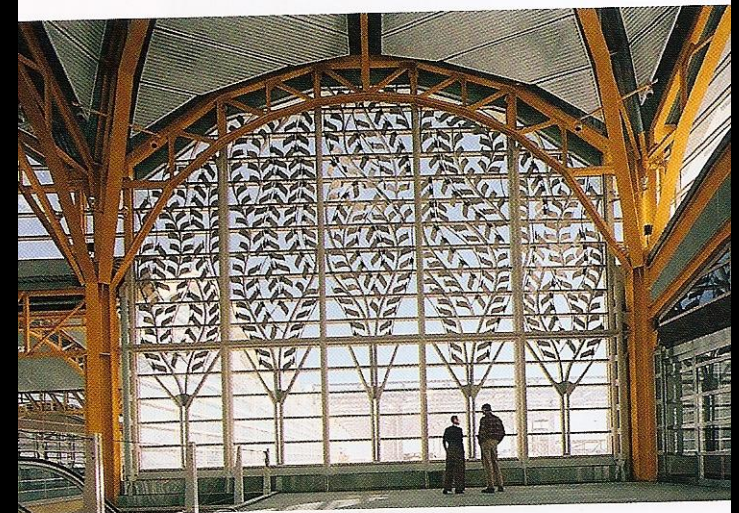


Marc Chagall, I and the Village, 1911, oil on canvas

SPACE- the indefinable, general receptacle of all things-
SPACE in 3D
Spatial arts vs. temporal arts



a. Cesar Pelli and Associates.
NORTH TERMINAL, RONALD REAGAN WASHINGTON
NATIONAL AIRPORT. 1997.
Photographer: Jeff Goldberg/Esto Photographics, Inc.



b. CLOSE-UP OF INTERIOR.
Photographer: Jeff Goldberg/Esto Photographics, Inc.

LINEAR PERSPECTIVE--depicts the way objects in space appear to the eye
One-point perspective has one vanishing point



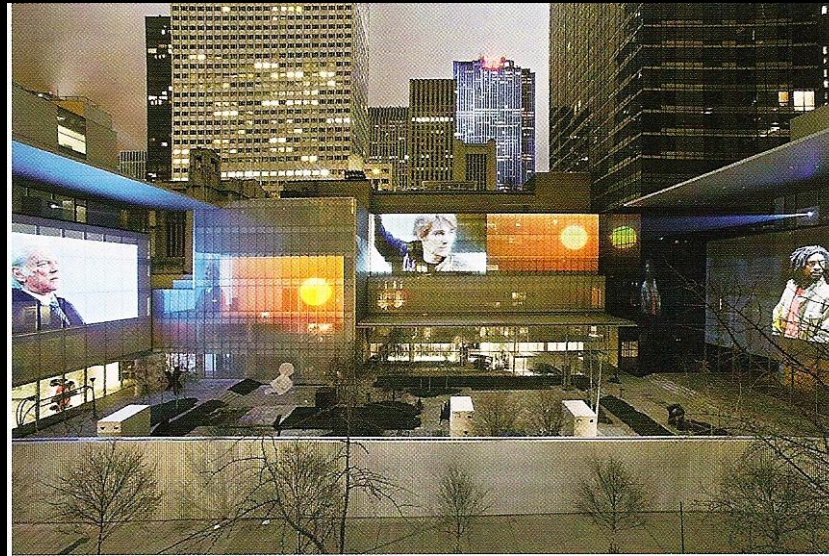


Vanishing point

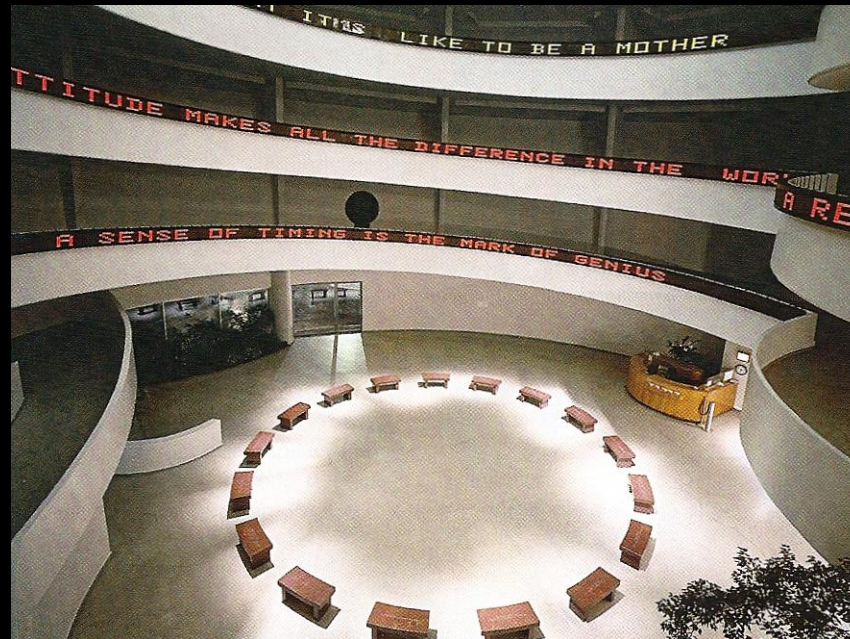
Atmospheric perspective= illusion of depth is created by changing color, value, and detail
Nonlinear means for giving an illusion of depth



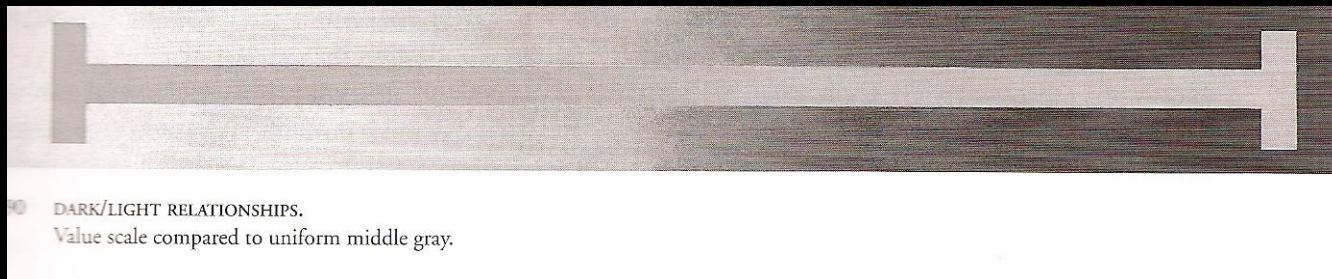
Manipulated Time- the appearance of motion, intermixing past, present, and future time



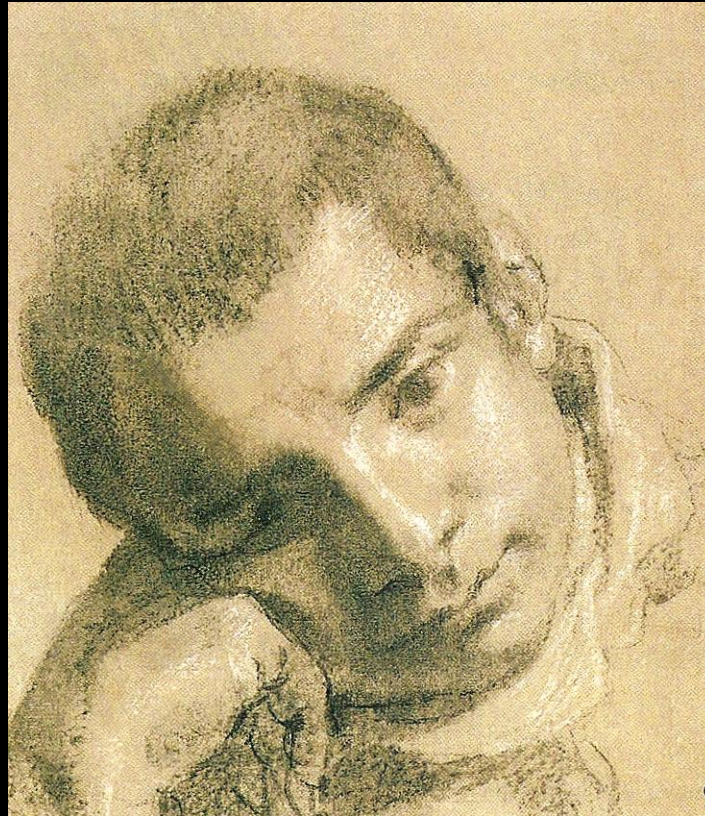
Implied Motion and Actual Motion



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

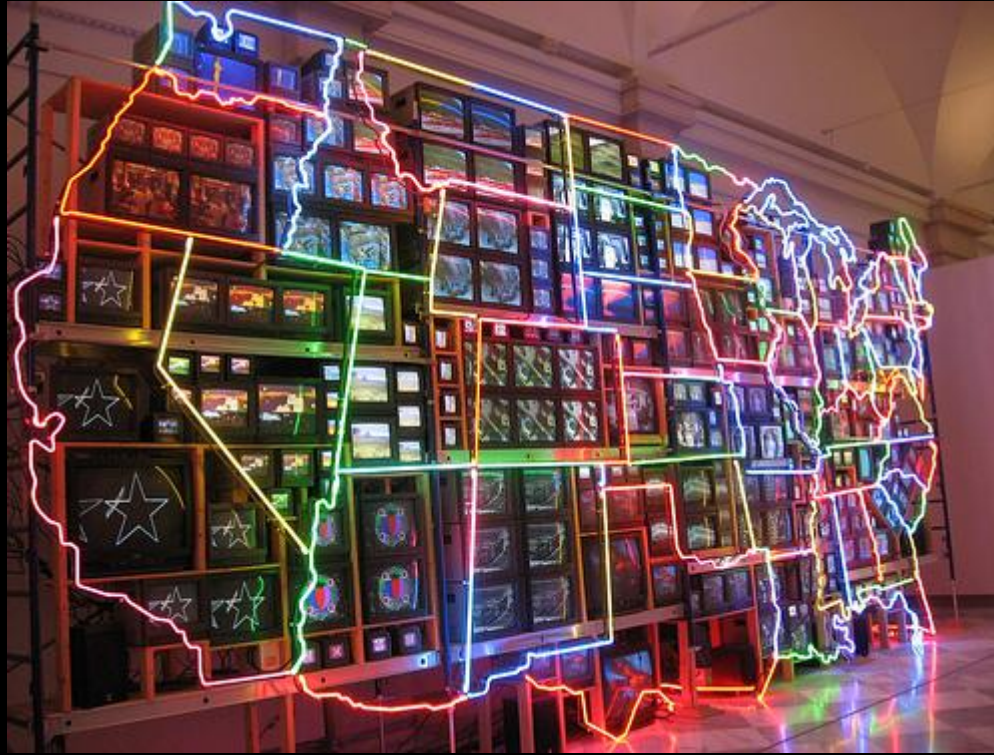


White chalk is used on areas where light strikes the subject most directly

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





a. HUE—the color wheel.

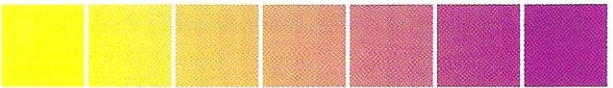


b. VALUE—from light to dark. Value scale from white to black.



+ WHITE PURE HUE + BLACK

Value variation in red.

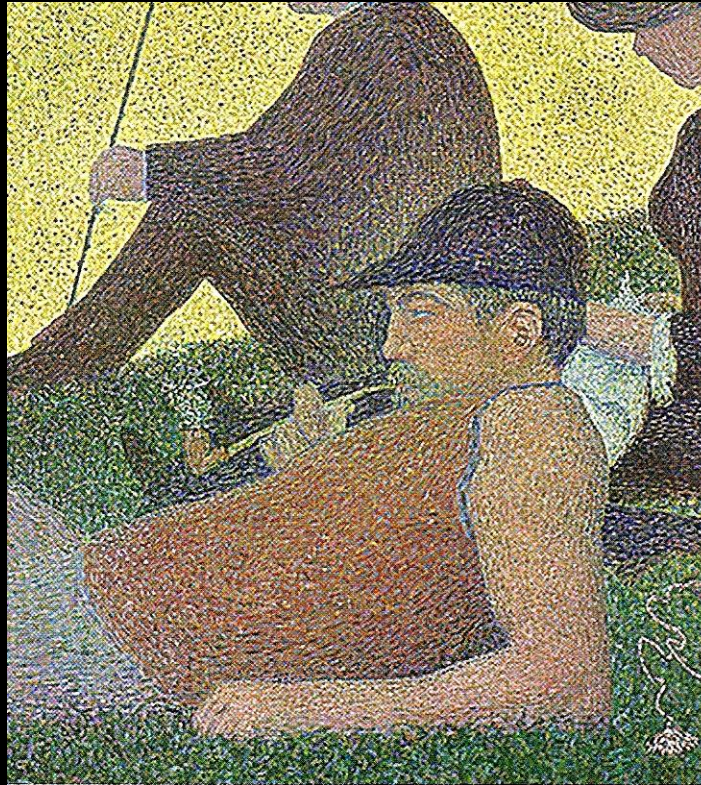


PURE HUE DULLED PURE HUE

c. INTENSITY—from bright to dull.

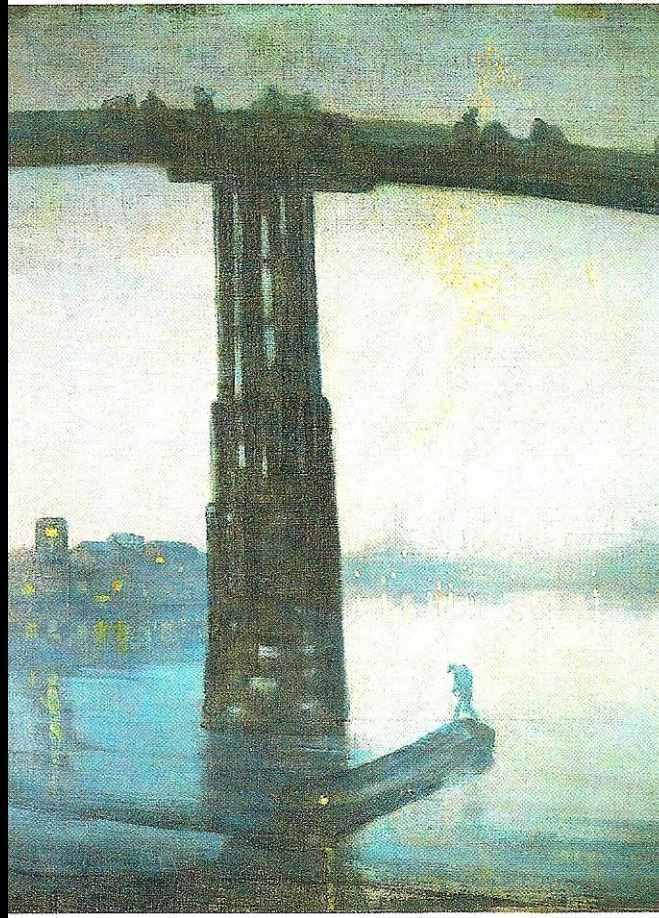
Optical Color Mixture- color sensations more vibrant than those achieved with pigment mixture

Pointillism- dots of pure color are placed together so that they blend in the eye and mind

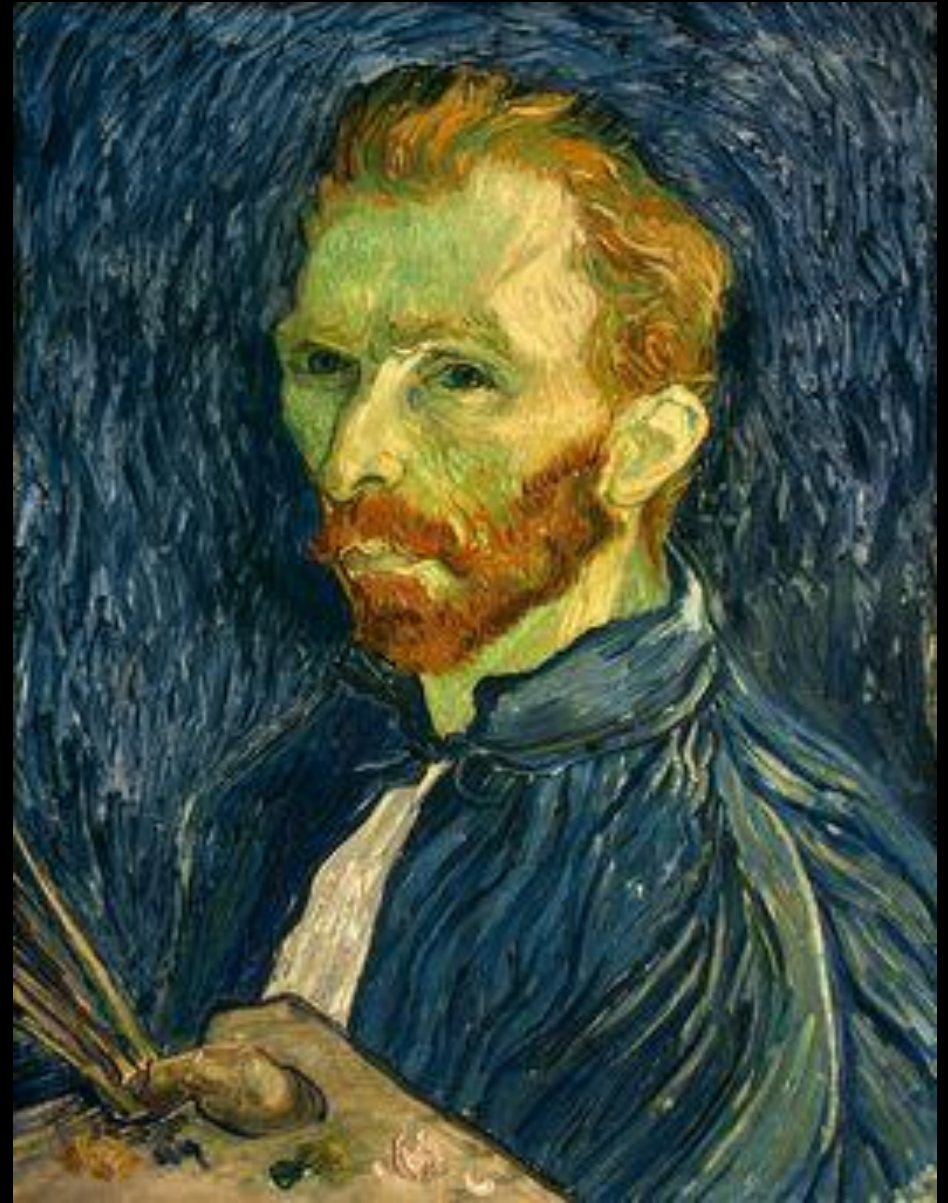
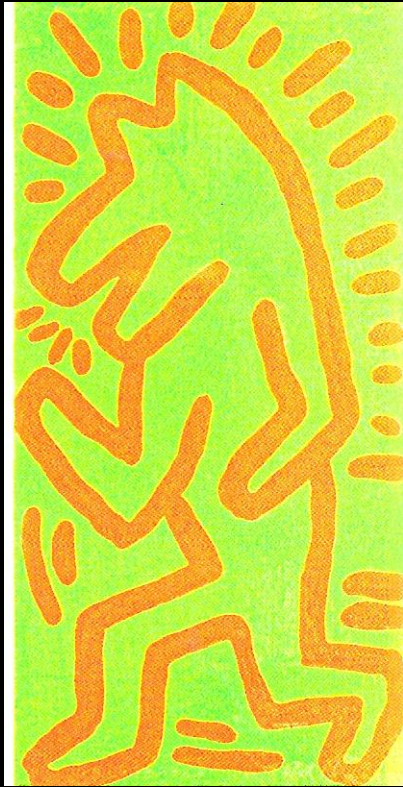


Color Schemes-- color groupings that provide distinct color harmonies

MONOCHROMATIC color schemes



COMPLEMENTARY color schemes



Principles of Design

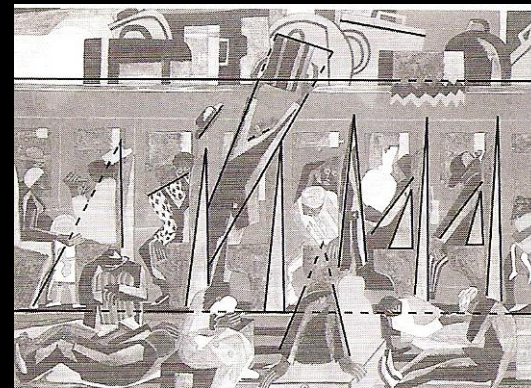
Design = the organization of visual elements to create meaningful and interesting form.

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

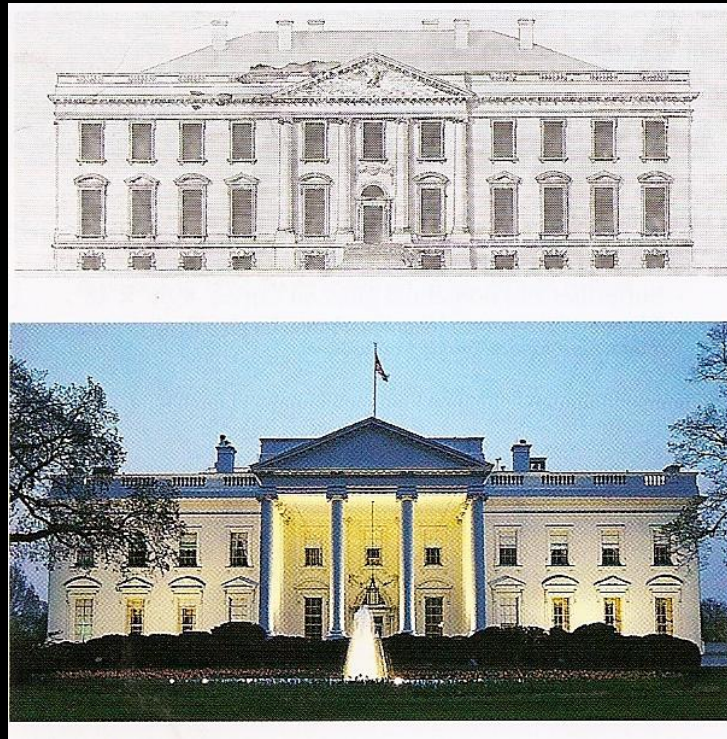
Unity= appearance or condition of oneness



Variety= provides diversity and counters unity

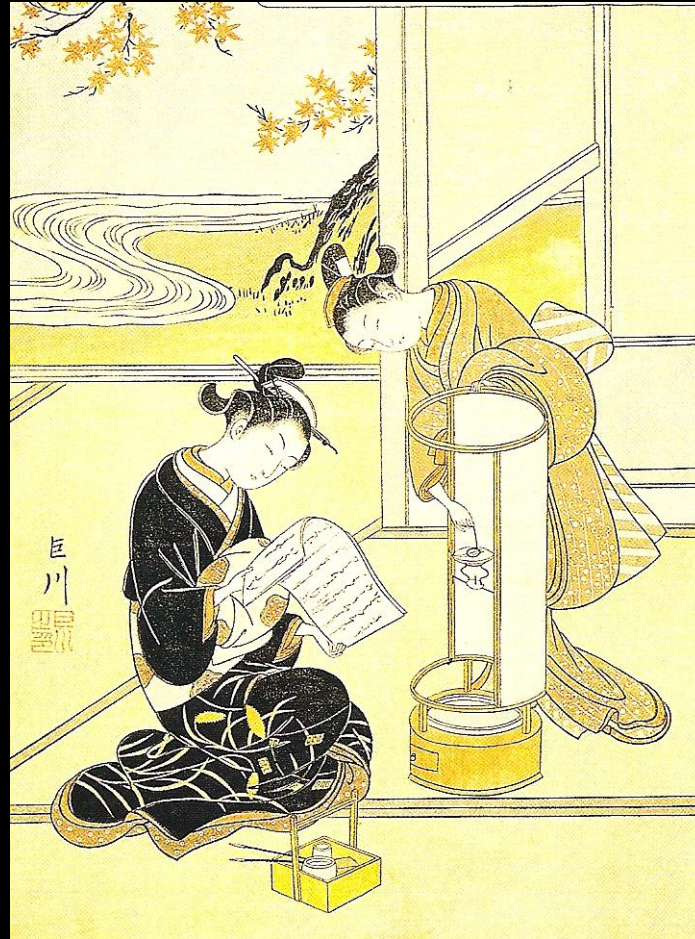
Balance= achievement of equilibrium

Symmetrical Balance= near or exact matching of left and right sides of 3D design/2D composition

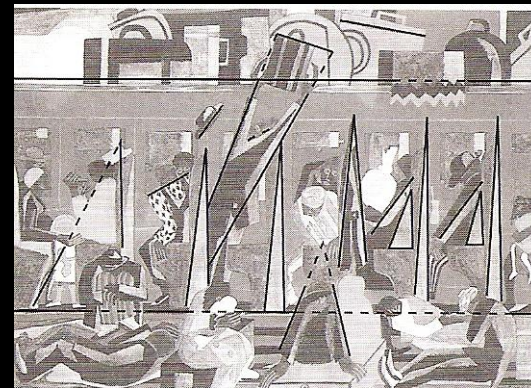


Asymmetrical Balance= left and right sides are not the same

Various elements are balanced- according to their size and meaning- around an implied center



Unity= appearance or condition of oneness

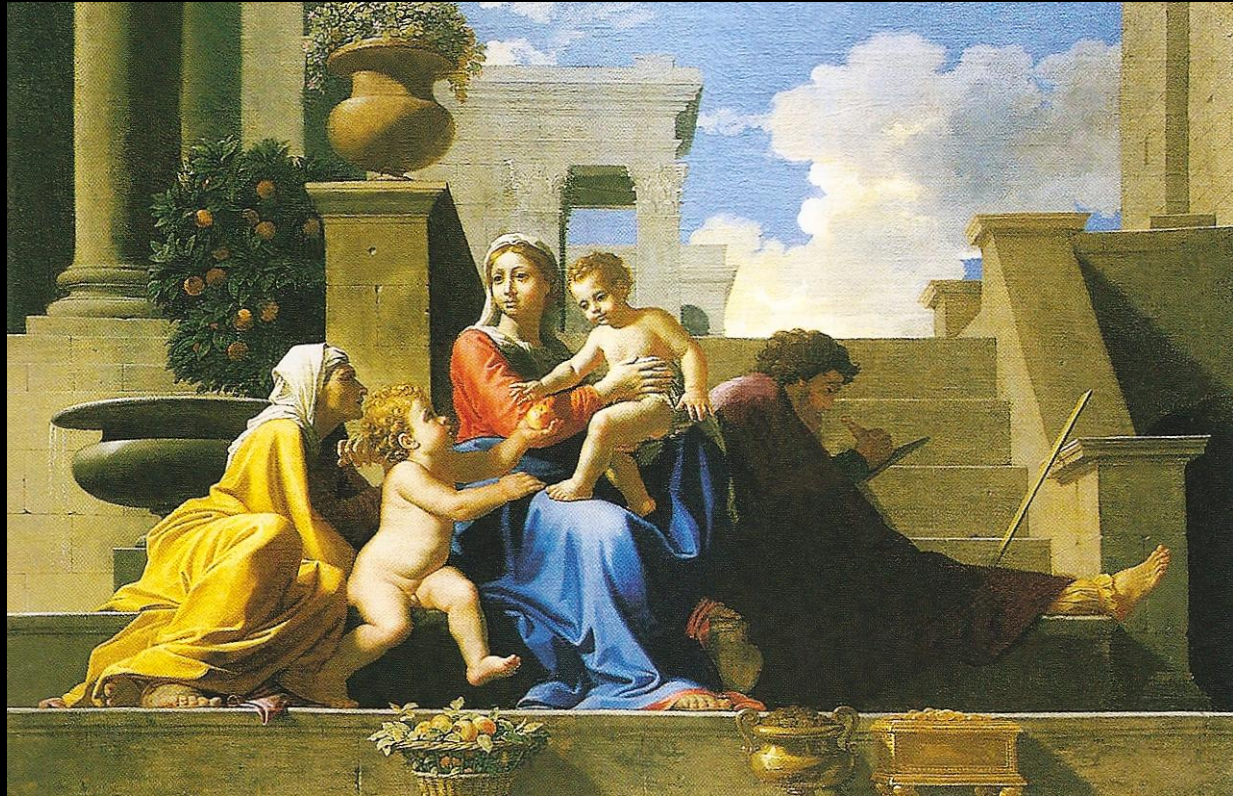


Variety= provides diversity and counters unity

Emphasis and subordination

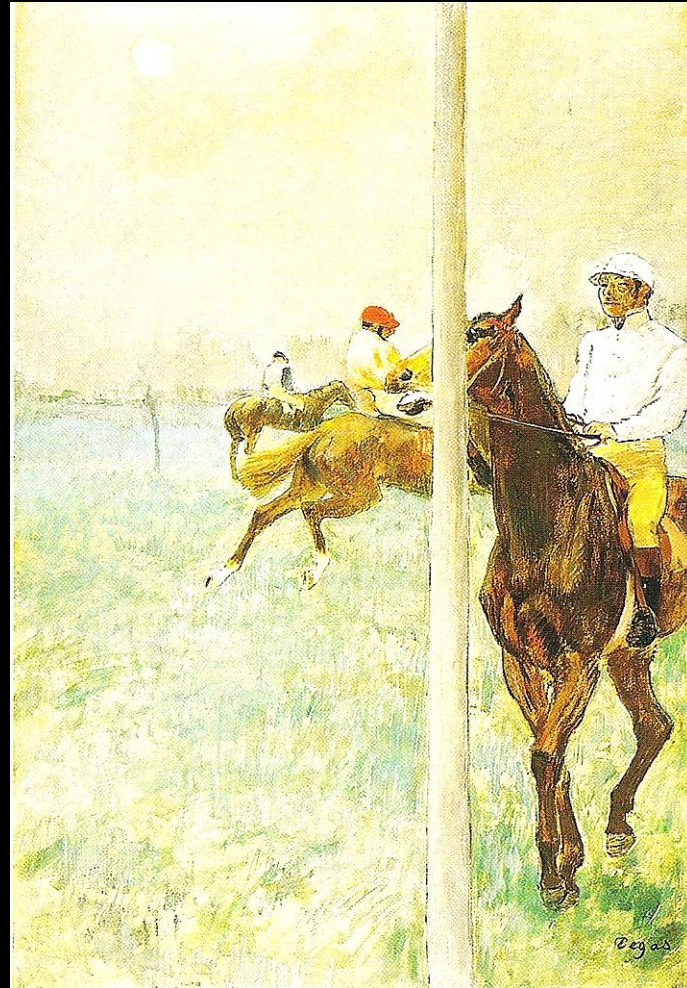
Focal point

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, Pietà, 1501

Distortion of scale



Over 17' high and over 5,000 lbs!