

Name

Content Area 1 Global Prehistory 30,000-500B.C.E.

- 1. Apollo 11 stones
- 2. Great Hall of Bulls
- 3. Camelid sacrum in the shape of a canine
- 4. Running horned woman
- 5. Bushel with ibex motifs
- 6. Anthropomorphic stele
- 7. Jade cong
- 8. Stonehenge
- 9. Ambum Stone
- 10. Tlatilco female figurine
- 11. Terra cotta fragment

Content Area 2 Ancient Mediterranean 3,500-300 B.C.E.

- 12. White Temple and its ziggurat
- 13. Palatte of King Narmer
- 14. Statues of votive figures, from the Square Temple at Eshnunna
- 15. Seated Scribe
- 16. Standard of Ur from the Royal Tombs at Ur
- 17. Great Pyramids of Giza
 - a. Pyramid of Khufu
 - b. Pyramid of Khafre and the Great Sphinx
 - c. Pyramid of Menkaura
- 18. King Menkaura and Queen
- 19. The Code Stele of Hammurabi
- 20. Temple of Amun-Re and Hypostyle Hall
- 21. Mortuary Temple of Hatshepsut
- 22. Akhenaton, Nefertiti, and three daughters
- 23. Tutankhamun's tomb, innermost coffin
- 24. Last judgment of Hu-Nefer, (Book of the Dead)
- 25. Lamassu from the citadel of Sargon II, Dur Sharrukin (modern Iraq)
- 26. Athenian Agora
- 27. Anavysos Kouros
- 28. Peplos Kore from the Acropolis
- 29. Sarcophagus of the Spouses
- 30. Audience Hall (apadana) of Darius and Xeres related: Column capital, audience hall (apadana) of Darius at Susa
- 31. Temple of Minerva (Veii near Rome, Italy), sculpture of Apollo
- 32. Tomb of the Triclinium

- 33. Niobides Krater
- 34. Doryphoros (Spear Bearer)
- 35. Acropolis
- a. Parthenon
 - i. Helios, horses, Dionysus (Heracles?), East Pediment
 - ii. Frieze (video, images), Plaque of the Ergastines
- b. Victory adjusting her sandel, Temple of Athena Nike
- 36. Grave Stele of Hegeso
- 37. Winged Victory of Samothrace
- 38. Great Altar of Zeus and Athena at Pergamon
- 39. House of the Vettii
- 40. Alexander Mosaic from the House of the Faun, Pompeii
- 41. Seated Boxer
- 42. Head of a Roman Patrician
 - related: Veristic male portrait
- 43. Augustus of Prima Porta
- 44. Colosseum (Flavian Amphitheater)
- 45. Forum of Trajan (Imperial forum)
 - a. Forum
 - b. Column
 - c. Markets
- 46. Pantheon
- 47. Ludovisi Battle Sarcophagus

Content Area 3 Early Europe and Colonial Americas 200-1750 C.E.

- 48. Catacomb of Priscilla (Greek Chapel, Orant, Good Shepherd frescos)
- 49. Santa Sabina
- 50. Vienna Genesis
 - b. Jacob Wrestling the Angel
 - a. Rebecca and Eliezer at the Well
- 51. San Vitale (including Justinian and Theodora panels)
- 52. Hagia Sophia
 - a. Theotokos mosaic
 - b. Deësis mosaic
 - c. Hagia Sophia as a mosque
- 53. Merovingian looped fibulae
- 54. Virgin (Theotokos) and Child between Saints Theodore and George
- 55. Lindisfarne Gospels, St. Matthew, cross-carpet page; St. Luke incipit page
- 56. Great Mosque, Córdoba, Spain
- 57. Pyxis of al-Mughira
- 58. Church of Sainte-Foy and Reliquary
- 59. Bayeaux Tapestry

- 60. Chartres Cathedral
 - a. pre-Gothic history, relic, royal portal and jamb figures
 - b. interior, stained glass, nave, aisles, elevation, and choir
 - c. flying buttresses, transept, north rose window, and north porch

61. Dedication Page with Blanche of Castile and King Louis IX of France, Scenes from the Apocalypse from Bibles moralisées

- 62. Röttgen Pietà
- 63. Arena (Scrovegni) Chapel, including Lamentation
 - a. Introduction
 - b. fresco cycle
 - c. Lamentation
 - d. Last Judgment
- 64. Golden Haggadah
- 65. Alhambra
- 66. Annunciation Triptych (Merode Altarpiece)
- 67. Pazzi Chapel, Filipo Brunellschi
- 68. The Arnolfini Portrait, Jan van Eyck
- 69. David, Donatello
- 70. Palazzo Rucellai, Leon Battista Alberti
- 71. Madonna and Child with Two Angels, Fra Filippo Lippi
- 72. Birth of Venus, Sandro Botticelli
- 73. Last Supper, Leonardo da Vinci
- 74. Adam and Eve, Albrecht Dürer
- 75. Sistine Chapel ceiling and altar wall frescos, Michelangelo
 - a. ceiling
 - b. altar wall
- 76. School of Athens, Raphael
- 77. Isenheim Altarpiece, Matthias Grünewald
- 78. Entombment of Christ, Jacobo da Pontormo
- 79. Allegory of Law and Grace, Lucas Cranach the Elder
- 80. Venus of Urbino, Titian
- 81. Frontispiece of the Codex Mendoza
- 82. Il Gesù, including Triumph of the Name of Jesus ceiling fresco
- 83. Hunters in the Snow, Pieter Bruegel the Elder
- 84. Mosque of Selim II
- 85. Calling of Saint Matthew, Caravaggio
- 86. Henri IV Receives the Portrait of of Marie de'Medici, from the Marie de'Medici Cycle
- 87. Self-Portrait with Saskia, Rembrandt van Rijn
- 88. San Carlo alle Quattro Fontane, Francesco Borromini
- 89. Ecstasy of Saint Teresa, Gian Lorenzo Bernini
- 90. Angel with Arquebus, Asiel Timor Dei, Master of Calamarca
- 91. Las Meninas, Diego Velazquez
- 92. Woman Holding a Balance, Johannes Vermeer
- 93. The Palace at Versailles

- 94. Screen with Siege of Belgrade and hunting scene
- 95. The Virgin of Guadalupe (Virgen de Guadalupe), Miguel González
- 96. Fruit and Insects, Rachel Ruysch
- 97. Spaniard and Indian Produce a Mestizo, attributed to Juan Rodríguez Juárez
- 98. The Tête à Tête, from Marriage a la Mode, William Hogarth

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- 99. Portrait of Sor Juana Inés de la Cruz, Miguel Cabrera
- 100. A Philosopher Giving a Lecture on the Orrery, Joseph Wright of Derby
- 101. The Swing, Jean-Honoré Fragonard
- 102. Monticello, Thomas Jefferson
- 103. The Oath of the Horatii, Jacques-Louis David
- 104. George Washington, Jean-Antoine Houdon
- 105. Self-Portrait, Elisabeth Louise Vigée-LeBrun
- 106. Y no hai remedio (And There's Nothing to Be Done), from Los Desastres de la Guerra (The
- Disasters of War), plate 15, Francesco de Goya
- 107. La Grande Odalisque, Jean-Auguste-Dominique Ingres
- 108. Liberty Leading the People, Eugène Delacroix
- 109. View from Mount Holyoke, Northampton, Massachusetts, after a Thunderstorm-
- The Oxbow, Thomas Cole
- 110. Still Life in Studio, Louis-Jacques-Mandé Daguerre
- 111. Slave Ship (Slavers Throwing Overboard the Dead and Dying, Typhoon Coming On), Joseph
- Mallord William Turner
- 112. Palace of Westminster (Houses of Parliament), Charles Barry, A.W.N. Pugin
- 113. The Stonebreakers, Gustave Courbet
- 114. Nadar elevating Photography to Art, Honoré Daumier
- 115. Olympia, Édouard Manet
- 116. The Saint-Lazare Station, Claude Monet
- 117. The Horse in Motion, Eadweard Muybridge
- 118. The Valley of Mexico from the Hillside of Santa Isabel, José María Velasco
- 119. The Burghers of Calais, Auguste Rodin
- 120. The Starry Night, Vincent van Gogh
- 121. The Coiffure, Mary Cassatt
- 122. The Scream, Edvard Munch
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- 124. Carson, Pirie, Scott and Company Building, Louis Sullivan
- 125. Mont Sainte-Victoire, Paul Cézanne
- 126. Les Demoiselles d'Avignon, Pablo Picasso
- 127. The Steerage, Alfred Stieglitz
- 128. The Kiss, Gustav Klimt
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- 130. The Portuguese, Georges Braque

- 131. The Goldfish, Henri Matisse
- 132. Improvisation 28 (second version), Vasily Kandinsky
- 133. Self-Portrait as a Soldier, Ernst Ludwig Kirchner
- 134. Memorial Sheet of Karl Liebknecht, Käthe Kollwitz
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- 136. Composition with Red, Blue and Yellow, Piet Mondrian
- 137. Illustration from The Results of the First Five-Year Plan, Varvara Stepanova
- 138. Object (Le Déjeuner en fourrure), Meret Oppenheim
- 139. Fallingwater, Frank Lloyd Wright
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- 141. The Migration of the Negro, Panel no. 49, Jacob Lawrence
- 142. The Jungle, Wilfredo Lam
- 143. Dream of a Sunday Afternoon in Alameda Central Park, Diego Rivera
- 144. Fountain, Marcel Duchamp
- 145. Woman I, Willem de Kooning
- 146. Seagram Building, Ludwig Mies van der Rohe, Philip Johnson
- 147. Marilyn Diptych, Andy Warhol
- 148. Narcissus garden, Yayoi Kusama
- 149. The Bay, Helen Frankenthaler
- 150. Lipstick (Ascending) on Caterpillar Tracks, Claes Oldenburg
- 151. Spiral Jetty, Robert Smithson
- 152. House in New Castle County, Robert Ventura, John Rausch and Denise Scott Brown

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 - b. Calendar stone
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- 159. City of Cusco
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- 163. Bandolier Bag
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- 172. Nkisi n'kondi
- 173. Female (Pwo) Mask
- 174. Portrait mask (Mblo)
- 175. Bundu mask
- 176. Ikenga (shrine figure)
- 177. Lukasa (memory board)
- 178. Aka elephant mask
- 179. Reliquary figure (byeri)
- 180. Veranda post of enthroned king and senior wife (Opo Ogoga)

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- 200. Lakshmana Temple
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- 250. Kui Hua Zi (Sunflower Seeds), Ai Weiwei

AP Art History

Assigned Textbook Reading list for Gardner's Art through the Ages. 13th edition

169 of the 250 required images are found in our textbook. The information on 55 Images that not in the book can be found either in class handouts, PPTS or the Khan Academy or Metropolitan Museum of Art websites. 26 exact artworks are not in the book but there are similar images and important info on these artists found in the textbook.

Page#- in the book

NO-not in book

SIMILAR-artists or style similar to the 250 required works.

https://www.khanacademy.org/

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- 244. Shonibare, The Swing -NO
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- 246. Mehretu, Stadia II -NO
- 247. Mutu, Preying Mantra -NO
- 248. Salcedo, Shibboleth -NO
- 249. Hadid, MAXXI Museum -NO
- 250. Ai Weiwei, Sunflower Seeds -NO

Aesthetic refers to a type of human experience that combines perception, feeling, meaning making, and appreciation of qualities of produced and/or manipulated objects, acts, and events of daily life. Aesthetic experience motivates behavior and creates categories through which our experiences of the world can be organized.

Artistic traditions are norms of artistic production and artistic products. Artistic traditions are demonstrated through art-making processes (utilization of materials and techniques, mode of display), through interactions between works of art and audience, and within form and/or content of a work of art.

Artistic changes are divergences from tradition in artistic choices demonstrated through artmaking processes, through interactions between works of art and audience, and within form and/or content. Tradition and change in form and content may be described in terms of style.

Audiences of a work of art are those who interact with the work as participants, facilitators, and/or observers. Audience characteristics include gender, ethnicity, race, age, socioeconomic status, beliefs, and values. Audience groups may be contemporaries, descendants, collectors, scholars, gallery/museum visitors, and other artists.

Content of a work of art consists of interacting, communicative elements of design, representation, and presentation within a work of art. Content includes subject matter: visible imagery that may be formal depictions (e.g., minimalist or nonobjective works), representative depictions (e.g., portraiture and landscape), and/or symbolic depictions (e.g., emblems and logos). Content may be narrative, symbolic, spiritual, historical, mythological, supernatural, and/or propagandistic (e.g., satirical and/or protest oriented).

Context includes original and subsequent historical and cultural milieu of a work of art. Context includes information about the time, place, and culture in which a work of art was created, as well as information about when, where, and how subsequent audiences interacted with the work. The artist's intended purpose for a work of art is contextual information, as is the chosen site for the work (which may be public or private), as well as subsequent locations of the work. Modes of display of a work of art can include associated paraphernalia (e.g., ceremonial objects and attire) and multisensory stimuli (e.g., scent and sound). Characteristics of the artist and audience—including aesthetic, intellectual, religious, political, social, and economic characteristics—are context. Patronage, ownership of a work of art, and other power relationships are also aspects of context. Contextual information includes audience response to a work of art. Contextual information may be provided through records, reports, religious chronicles, personal reflections, manifestos, academic publications, mass media, sociological data, cultural studies, geographic data, artifacts, narrative and/or performance (e.g., oral, written, poetry, music, dance, dramatic productions), documentation, archaeology, and research.

Design elements are line, shape, color (hue, value, saturation), texture, value (shading), space, and form.

Design principles are balance/symmetry, rhythm/pattern, movement, harmony, contrast, emphasis, proportion/scale, and unity.

Form describes component materials and how they are employed to create physical and visual elements that coalesce into a work of art. Form is investigated by applying design elements and principles to analyze the work's fundamental visual components and their relationship to the work in its entirety.

Function includes the artist's intended use(s) for the work and the actual use(s) of the work, which may change according to the context of audience, time, location, and culture. Functions may be for utility, intercession, decoration, communication, and commemoration and may be spiritual, social, political, and/or personally expressive.

Materials (or medium) include raw ingredients (such as pigment, wood, and limestone), compounds (such as textile, ceramic, and ink), and components (such as beads, paper, and performance) used to create a work of art. Specific materials have inherent properties (e.g., pliability, fragility, and permanence) and tend to accrue cultural value (e.g., the value of gold or feathers due to relative rarity or exoticism).

Presentation is the display, enactment, and/or appearance of a work of art.

Response is the reaction of a person or population to the experience generated by a work of art. Responses from an audience to a work of art may be physical, perceptual, spiritual, intellectual, and/or emotional.

Style is a combination of unique and defining features that can reflect the historical period, geographic location, cultural context, and individual hand of the artist.

Techniques include art-making processes, tools, and technologies that accommodate and/or overcome material properties. Techniques range from simple to complex and easy to difficult, and may be practiced by one artist or may necessitate a group effort.

A work of art is created by the artist's deliberate manipulation of materials and techniques to produce purposeful form and content, which may be architecture, an object, an act, and/or an event. A work of art may be two-, three-, or four-dimensional (time-based and performative).

Audio Study Guide for Gardner's 13th edition of Art Through the Ages

Paleolithic -

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Ancient Near East -

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Egypt Under the Pharaohs

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Prehistoric Aegean

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Ancient Greece

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South and Southeast Asia before 1200 http://69.32.146.131:8095/gardner/audioStudyTools/mp3/0495567191_topic06_Summary.mp3

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Japan Before 1333 http://69.32.146.131:8095/gardner/audioStudyTools/mp3/0495567191_topic08_Summary.mp3

The Etruscans

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The Roman Empire

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Late Antiquity

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Byzantium http://69.32.146.131:8095/gardner/audioStudyTools/mp3/0495567191_topic12_Summary.mp3

The Islamic World http://69.32.146.131:8095/gardner/audioStudyTools/mp3/0495567191_topic13_Summary.mp3

Native Arts of the Americas Before 1300 http://69.32.146.131:8095/gardner/audioStudyTools/mp3/0495567191_topic14_Summary.mp3 Africa Before 1800

http://69.32.146.131:8095/gardner/audioStudyTools/mp3/0495567191_topic15_Summary.mp3

Early Medieval Europe

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Romanesque Europe

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Gothic Europe

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Italy 1200-1400

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Northern Europe 1400-1500 http://69.32.146.131:8095/gardner/audioStudyTools/mp3/0495567191_topic20_Summary.mp3

Italy 1400-1500 http://69.32.146.131:8095/gardner/audioStudyTools/mp3/0495567191_topic21_Summary.mp3

Italy 1500-1600 http://69.32.146.131:8095/gardner/audioStudyTools/mp3/0495567191_topic22_Summary.mp3

Northern Europe and Spain 1500http://69.32.146.131:8095/gardner/audioStudyTools/mp3/0495567191_topic23_Summary.mp3

Italy and Spain 1600-1700 http://69.32.146.131:8095/gardner/audioStudyTools/mp3/0495567191_topic24_Summary.mp3

Northern Europe 1600-1700 http://69.32.146.131:8095/gardner/audioStudyTools/mp3/0495567191_topic25_Summary.mp3

South and Southeast Asia After 1200 http://69.32.146.131:8095/gardner/audioStudyTools/mp3/0495567191_topic26_Summary.mp3

China and Korea After 1279 http://69.32.146.131:8095/gardner/audioStudyTools/mp3/0495567191_topic27_Summary.mp3

Japan After 1336 http://69.32.146.131:8095/gardner/audioStudyTools/mp3/0495567191_topic28_Summary.mp3

Europe and America 1700-1800 http://69.32.146.131:8095/gardner/audioStudyTools/mp3/0495567191_topic29_Summary.mp3 Europe and America 1800-1870

http://69.32.146.131:8095/gardner/audioStudyTools/mp3/0495567191_topic30_Summary.mp3

Europe and America 1870-1900

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Native Arts of the Americas after 1300

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Oceana

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Africa after 1800 http://69.32.146.131:8095/gardner/audioStudyTools/mp3/0495567191_topic34_Summary.mp3

Europe and America 1900-1945 http://69.32.146.131:8095/gardner/audioStudyTools/mp3/0495567191_topic35_Summary.mp3

Europe and America after 1945 http://69.32.146.131:8095/gardner/audioStudyTools/mp3/0495567191_topic36_Summary.mp3

Major Periods and Movements in Art

Period	Dates	Major Examples
2.11		
Prehistoric	20000 4000 DCE	Amella 11 stores
Paleolithic	30000-4000 BCE 4000- 2000 BCE	Apollo 11 stones Jade Cong
Neolithic	4000-2000 DCE	Jade Collg
Ancient Near East	3500-2300 BCE	Tell Asmar Statues
Sumerian Debularian	1795-1750 BCE	Stele of Hammurabi
Babylonian	1000-612 BCE	Lamassu
• Assyrian	900 – 270 BCE	Sarcophagus of the Spouses
Etruscan Dereien	560-330 BCE	Palace of Darius and Xerxes (A)
• Persian		
Egyptian • Pre-dynastic	3000-2600 BCE	Palette of Narmer
Old	2575- 2134 BCE	Seated Scribe
New	1550- 1070 BCE	Hatshepsut (A)
Greek		
Archaic	600-480 BCE	Peplos Kore
Classical	480-400 BCE	Acropolis (A)
Hellenistic	323-30 BCE	Nike of Samothrace
Roman		
Republic	509-27 BCE	House of the Vettii
• Early Empire	27 BCE – 96 CE	Colosseum (A)
High Empire	96 – 192 CE	Trajan (A)
Late Empire	193 – 337 CE	Ludovisi Sarcophagus
Byzantine (A)	500 - 1453CE	Hagia Sophia
		San Vitale
Islamic (A)	650 CE - present	Dome of the Rock
		Great Mosque
Late Antique	200-500 CE	Catacombs of Priscilla
Early Medieval	th other and	
Hiberno-Saxon	6 th -8 th centuries CE	Lindisfarne
British	th oth c : CT	
• Merovingian	5 th -8 th centuries CE	Looped Fibulae
France	1050 1150 05	
Romanesque	1050-1150 CE	Bayeux Tapestry
Gothic		Sainte-Foy (A)
	1140-1194 CE	Chartres Cathedral (A)
• Early	1194-1300 CE	Bibles Moralisees
HighLate	After 1300 CE	Rottgen Pieta

Gothic in Italy	1250-1400 CE	Arena Chapel
·		(transition from Gothic to Renaissance)
Late Medieval	1301-1500	Golden Haggadah
		Alhambra
Early Renaissance –	1400-1500 CE	Merode Altarpiece
Northern Europe		Arnolfini Wedding
Early Renaissance –	1400-1500 CE	Pazzi Chapel (A)
Italy		Birth of Venus
High Renaissance	1495-1520 CE	Last Supper
		Sistine Chapel (A)
		School of Athens
Later Renaissance in Northern	1500-1600	Isenheim Altarpiece
Europe/Spain		Adam and Eve (Durer)
		Hunters in the Snow
Mannerism	1520-1600	Il Gesu (A)
		Entombment of Christ
Baroque	1600-1700	San Carlo alle Quattro Fontane (Italian) (A)
("odd" to describe departure	1000 1700	Hall of Mirrors (French) (A)
from Reanissance)		Calling of St. Matthew (Italian)
		Las Meninas (Spanish)
		Woman Holding Balance (Dutch)
Rococo	1700-1750	The Swing (French)
("ornate shell")		The Tete a Tete (British)
Neoclassicism	1750-1815	Moticello (American) (A)
	1,00 1010	Oath of the Horatii (French)
Romanticism	1789-1848	Houses of Parliament (British) (A)
		The Oxbow (British)
		And there is Nothing to be Done (Spanish)
		Liberty Leading the People (French)
Realism	1848-1860s	Olympia
Impressionism	1872-1880s	The Saint-Lazare Station
Post-Impressionism	1880s-1890s	Starry Night
1		Mont Saint-Victoire
Symbolism	1890s	The Scream
Expressionism	1905-1930s	Improvisation 28 (second version)
Cubism	1907-1930s	Les Demoiselles d'Avignon
Dada	1916-1925	Fountain
Surrealism	1924-1930s	Object (le Dejeuner en fourrure)
De Stijl	1917-1930s	Composition with Red, Blue, and Yellow
International (A)	1920s-1930s	Villa Savoye
Abstract Expressionism	Late 1940s-1950s	Woman I
Austract Expressionism	Luic 17+05-17505	
	1	

Pop Art	1955-1960s	Marilyn Diptych (paint)
		Lipstick Ascending on Caterpillar Tracks
		(sculpture)
Post-Painterly Abstraction	1960s	The Bay
Site Art		Spiral Jetty
Feminist Art		Untitled #228
Minimalism		Vietnam Veterans Memorial
Conceptual		Electronic Superhighway
New Media		The Crossing
Installation		Shibboleth
Modernist (A)		Fallingwater
Deconstructivist		Guggenheim Museum Bilbao

Elements

Elements of Line for Analysis:

A line is:

- A mark that is longer than it is wide
- An infinite number of points
- The moving path of a point

The qualities of a line will evoke different feelings; a curved line feels natural and organic, while a straight line feels manmade and mechanical. A delicate line feels soft and feminine, while a bold line feels strong and masculine.

- Straight
- Horizontal
- Vertical
- Diagonal
- Visible/Actual
- Implied
- Outline
- Curved
- Smooth
- Jagged
- Creates rhythm

- Etching
- Contour
- Cross-hatching

Elements of Form for Analysis:

- 2D = flat and called a shape
- 3D = called FORM
- Scale size of an object or artwork relative to another artwork or object
- Volume space filled or enclosed by object
- Mass a volume that that has, or gives the illusion of having weight, density and bulk
- Texture the surface quality of an object = fine/coarse or detailed/lacking detail
- Relief a raised form on a largely flat background
- In the round freestanding work to be viewed from all sides
- Façade any side of a building
- High-relief = carved panel where figures project with great detail and depth
- Bas-relief = sculpture carved with very little depth from background
- Stele = upright stone slab decorated with inscriptions or pictorial carvings
- Composition the overall design or organization of a work

- Focal Point center of interest or activity in a work of art; draws viewers' attention
- Axis imaginary line showing center of a shape
- Negative space = an empty space given shape by its surround
- •

Elements of Shape for Analysis:

- Geometric Form = regular and readily expressed in words (cube, cone, sphere...)
- Organic Form = irregular and unpredictable
- Abstract = departs from recognizable images of from the natural word
- Non-representational = is not derived from natural world shape
- Composition the overall design or organization of a work
- Focal Point center of interest or activity in a work of art; draws viewers' attention
- Axis imaginary line showing center of a shape
- Negative space = an empty space given shape by its surround

•

Elements of Space and Perspective for Analysis

- Atmospheric Perspective distant objects lack contrast, detail and sharpness to imply distance
- Isometric perspective a system using diagonal lines to communicate depth
- Linear Perspective a system using converging imaginary sight lines to create the illusion of depth
- Actual Lines
- Implied Lines a line not actually drawn but suggested by element in the work
- Horizon line
- Vanishing point the point in a work of art at which imaginary sight lines appear to converge, suggesting depth
- Orthogonal in perspective systems, imaginary sightlines extending from forms to the vanishing point
- One-point perspective = a perspective system with a single vanishing point on the horizon
- Three-point perspective = a perspective system with two vanishing points on the horizon and one not on the horizon

• Foreshortening – a perspective technique that depicts a form at a very oblique angle to the viewer in order to show depth in space

Elements of Color for Analysis:

Color is:

- A property of light
- Visible when light is emitted or reflected
- Determined by the wavelength of light
 - Additive
 - Subtractive
 - Hue
 - Value
 - Saturation
 - Temperature
 - Color Scheme
 - Monochromatic
 - Analogous
 - Complementary

Additive color is created from emitted light such as a video screen, a computer monitor or theatrical lights. The additive primary colors are red, green and blue and all other additive colors are derived from them. Combining two primary colors yields a secondary color: magenta from red and blue, cyan from blue and green and yellow from red and green. Combining all three additive primaries results in white; shining stage lights of red, green and blue in the same area creates a white spotlight. The absence of all additive primaries (in other words, no light) results in black.

Subtractive color is created from light reflecting off a pigmented surface. The subtractive primaries are red, yellow and blue and combined they form the subtractive secondaries orange (red and yellow), green (yellow and blue) and purple (blue and red). Combining all three subtractive primaries results in black; mixing paints results in dark colors (although rarely a true black). The absence of all subtractive primaries (in other words, no pigment) results in white; an albino has no pigment, nor does a blank canvas.

The three properties of color are hue, value and saturation.

Hue refers to the pure state of a color; it is the name we give a color, such as red or blue.

Value refers to the lightness or darkness of a color. Adding white to a hue creates a lighter value,

or tint (adding white to red creates pink) and adding black to a hue creates a darker value, or shade (adding black to red creates maroon).

Saturation, also referred to as intensity or chroma, refers to the brightness or dullness of a color. High saturation colors are close to the pure hue of a color; they are bright and vivid like pure red or pure yellow. Mixing pure colors with either gray or the color's complement (the opposite color on the color wheel) creates low saturation colors (often called muted colors or neutrals).

Temperature is the heat or coolness a color creates psychologically. The warm colors red, orange and yellow remind us of fire and sunlight and so they create a sense of warmth in an image. The cool colors blue and green remind us of water and plants and so they create a feeling of coolness in image. Warm colors tend to feel brighter and more energetic, while cool colors tend to seem calmer and more relaxed.

Color schemes, or color harmonies, have been developed to help designers choose colors that work well together. The color wheel, a visual

representation of the subtractive primary, secondary and tertiary colors, forms the basis for color schemes.

A monochromatic color scheme involves variations, usually in value, of a single hue. Monochromatic schemes are highly unified, but may lack variety.

An analogous color scheme uses adjacent colors on the color wheel, as well as their tints and shades. Analogous color schemes are also unified, but have more variety than monochromatic schemes.

A complementary color scheme is created with colors that are opposite each other on the color wheel (known as complements). When complements are mixed together (mixing yellow and purple paint, for example),they desaturate or neutralize each other, but when they are placed next to each other they increase each other's intensity.

A split complementary color scheme uses the two colors adjacent to the color's complement for balance. A split complementary scheme offers a wider range of possibilities than a complementary scheme.

A triadic color scheme involves using three colors equally spaced on the color wheel. Triadic colors schemes are lively and can be used where a strong impact is needed.

- Monochromatic = one color
- HUE a particular gradation of color
- Primary = Red, Blue, Yellow
- Secondary = Purple, Green, Orange
- Complementary = opposite color wheel
- Analogous = next to on the color wheel
- TINT adding white to a hue, or a hue to white
- SHADE adding black to a hue or vice versa
- SATURATION brilliance or depth of color
- SHADE -color darker in value than its purest state
- Palette range of colors used by an artist
- Temperature a description of color based on our association with warmth or coolness
- Ground the surface onto which an artist paints

Elements of Value for Analysis:

Value is:

- Relative lightness or darkness
- Dependent on context
- Related to color

Value contrast refers to the degree of variation between light and dark.

The highest value contrast is obtained using just black and white.

The narrower the range of values, the lower the value contrast.

- Highlight
- Light
- Core-shadow
- Reflected light
- Cast Shadow
- Chiaroscuro
- Hatching
- Cross-Hatching
- Sfumato

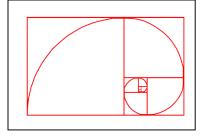
Elements of Texture for Analysis:

- Texture the surface quality of an object = fine/coarse or detailed/lacking detail
 - Actual, or tactile, texture can actually be felt
 - Visual, or simulated, texture can't actually be felt but is suggested. Visual texture is perceived when we take in visual sensations, but we interpret them tactilely.
- Visual textures
 - created by reproducing the value and color patterns of actual textures;
 - darks and lights can be used to suggest the furrows in bark or the threedimensional roughness of a stone surface.
 - can also be created by repeating marks or shapes.
 - Letters and words (text) on a page create a visual texture and changing the size and spacing of the text changes the look and feel of the texture.

Principles

Principles of Scale and Proportion for Analysis:

- Proportion is the relationship of sizes between different parts of a work. For example, how wide it is compared to how tall it is.
 - \circ the golden ratio
 - \circ the rule of thirds
- Scale is the size of something compared to the world in general an artwork might be termed:
 - o miniature,
 - o small scale,
 - o full scale or life-size,
 - o large scale or larger than life,
 - \circ monumental
- Golden Section/Golden Ratio
 - O Also known as the divine proportion, golden mean, or golden section, is a number often encountered when taking the ratios of distances in simple geometric figures such as the pentagon, pentagram, decagon and dodecahedron. Ratio is 1:1.618



- Fibonacci sequence and nautilus shells follow this equation
- Said to be the basis of the proportions of many works of art and architecture, including most famously the Parthenon and Poseidon with Outstretched Arms



- Rule of Thirds
 - Rule of thirds states that it's a good idea to imagine the picture plane divided into thirds horizontally and vertically, and then to align or place compositional elements along these guidelines or at their intersections.
- Hierarchical Scale showing the relative importance of figures by depicting the most important person as larger than the others.
 - \circ Size = importance
 - Ancient Egypt
 - Van Eyck Madonna in a Church
- Distorted Scale deliberate distortion of scale to create an abnormal or supernatural effect
 - Surrealists
 - Dorethea Tanning –Eine Kleine Nachtmusik
- Cubit Measurement(24:1–24 palms to 1 human)
 - Ancient Egypt
 - \circ 4 finger= 1 palm
 - \circ 6 palms = 1 cubit
 - \circ 4 cubits = human height
- Polykleitos Greek how to create a statue of perfect proportions
- Vetruvius Roman applied perfect scale to architecture

Principle of Balance for Analysis:

- Balance is the equal distribution of visual weight in a design.
- Visual balance occurs around a vertical axis; our eyes require the visual weight to be equal on the two sides of the axis.
- Symmetrical, or formal balance, is also known as bilateral symmetry. It is created by repeating the reverse of a design on the opposite side of the vertical axis; each side, in essence, becomes the mirror image of the other.
- Asymmetry achieves balance through contrast.
- Asymmetrical, or informal balance, involves different elements that have equal visual weight; the weight is equal but the elements are not identical.
- Asymmetrical balance is casual, interesting and more dynamic than symmetrical balance.
- Radial balance occurs when all the elements radiate out from a central point and the visual weight is distributed equally.

Principle of Emphasis, Focal Point, and Contrast for Analysis:

- Emphasis creates a <u>Focal Point</u> in a design
- A Focal Point is the center of interest or activity in a work of art
- Emphasis is how artists bring attention to what is most important or to a particular part of the artwork
- <u>Emphasis</u> is what catches the eye and makes the viewer stop and look at the image.
- <u>Subordination</u> is the opposite of emphasis; it draws the viewer's eye AWAY from certain parts of an artwork
- Emphasis can be created through <u>contrast</u>
- An element in contrast with something else is more easily seen and understood; something different attracts the eye.
- Any of the elements can be contrasted:
 - \circ line (a curve in the midst of straight lines),
 - \circ shape (a circle in a field of squares),
 - color (one red dot on a background of grays and blacks),
 - value (a light or dark area in the middle of its opposite) and
 - o texture (rough vs. smooth).

- Contrast can also be created by contrasting orientation in space (horizontal, vertical, diagonal), style (a geometric shape in an otherwise naturalistic image) and size.
- An <u>anomaly</u>, or something that departs from the norm, will also stand out and grab our attention, for example a person wearing a snowsuit on a tropical beach.
- Emphasis can also be created by <u>placement/position</u>
 - Implied lines all directed toward the same place can create a focal point there.
 - Isolating an element from the others by its position in space will also create emphasis.
- If *everything* is emphasized (all text is large and bold, all images are animated or flashing, everything is in bright colors) then *nothing* will stand out,

Principles of Pattern, Repetition and Rhythm for Analysis:

- Repeating art elements in regular or cyclical fashion to create interest, movement, and/or harmony and unity.
- <u>Motifs can be thought of as units of pattern</u>
 - o stamps, tiles, building blocks, modules, etc.
 - can be copied and arranged in multiple instances to create a desired effect, such as repetition, rhythm and pattern.
- <u>Repetition</u> Repeated use of a shape, color, or other art element or design in a work can help unify different parts into a whole.
- <u>Repetition</u> might be limited to only an instance or two: **not enough** to create a pattern or rhythm
- <u>Rhythm</u> When motifs or elements are repeated, alternated, or otherwise arranged, the intervals between them or how they overlap can create rhythm and a sense of movement.
- <u>Rhythms</u> can be random, regular, alternating, flowing, and progressive.
 - <u>Random Rhythm -</u> Groupings of similar motifs or elements that repeat with no regularity create a random rhythm. Pebble

beaches, the fall of snow, fields of clover, herds of cattle, and traffic jams all demonstrate random rhythms.

- <u>Regular Rhythm</u> Like a heart or song with a steady beat, regular rhythm is created by a series of elements, often identical or similar, that are placed at regular or similar intervals, such as in grids.
- <u>Alternating Rhythm</u> Two or more different motifs may be alternated, such as the black and red squares in a checkerboard;
- <u>Progressive Rhythm</u> In progressive rhythm, each time a motif repeats it changes a little, transforming and translating in a steady sequence - the motif progresses from one thing to another.
- <u>Pattern</u> types include mosaics, lattices, spirals, meanders, waves, symmetries, branchings, helices, and fractals

Principles of Unity and Variety for Analysis:

- Unity occurs when all of the elements of a piece combine to make a balanced, harmonious, complete whole.
- Harmony: brings together a composition with similar units. If your composition was using wavy lines and organic shapes you would stay with those types of lines and not put in just one geometric shape
- Similarity of ELEMENTS causes unity
- Variety (by contrast) is a visual diversity that may include many different ideas, media, and/or elements
- Varying the elements creates variety. Ways to vary elements include:
 - Line thinness, thickness, value, color, angle, length
 - Shape size, color, orientation and texture, type
 - Color hue, value, saturation
 - Value darkness, lightness, high-key, lowkey, value contrast
 - Texture rough, smooth

- Compositional Unity strike balance between monotony of too much similarity and the chaos to too many differences (curved and straight lines)
- Conceptual Unity cohesive expression of ideas (flight = feathers, balloon, and kites)
- Gestalt Unity the German word for form or shape; the idea that the whole is greater than the sum of the parts

Principles of Motion, Movement and Time for Analysis:

- Passage of time is conveyed in artwork by merging episodes into one piece
- <u>Time</u> can be shown in sculpture through the piece's relation to the sun and shadow
- Actual Motion
 - Kinetic sculpture mobile
 - \circ Performance art
- Stroboscopic Motion
 - o Zoetrope/early film
 - Animation
- Illusion of motion
 - Op art
 - \circ Positive-negative relationships
- Implied Motion
 - Sculptures where the figures are caught in motion/frozen in time – movement is implied
 - Paintings with lines that imply movement

Medium

Drawing Medium

Dry Media

- Pencil
 - Degree of hardness
 - Imply texture/ create emphasis
 - Varied value
- Color Pencil
 - Wax and pigment
 - \circ Color
- Silverpoint
 - Renaissance
 - Tin, lead, copper, silver to draw on fibrous surface
 - Metal in wood holder
 - Hatching for texture and shading
- Charcoal
 - Oldest of materials
 - Vine charcoal made from branches and is soft/easily erased
 - Compressed charcoal to which a binding agent like wax is added. Denser, harder to erase
 - \circ Rub with bare hand to smudge for shading
- Chalk, Pastel, Crayon
 - \circ Combine pigment with binder
 - Binder can be: oil, wax, gum arabic, and glue
 - Each binder has different characteristics

- Chalk=powdered calcium carbonate mixed with a gum arabic (tree sap) binder
- Pastel=pigment mixed with gum arabic, wax, or oil
- Crayon= pigment and wax
- Fixatives can set these materials

Wet Media

- Ink
 - \circ Carbon ink = soot mixed with water and gum
 - Discolors over time
 - Used since 2500BCE
 - India Ink more stable, modern version of Carbon ink
 - Used by comic book illustrators
 - Iron Gall Ink = tannin (from oak galls, a parasite on oak trees) iron sulfate, gum Arabic, and water
 - More permanent than carbon
 - Renaissance to present day
 - Rich, black color
 - Browns over time
- Quill and Pen
 - Was bird feather; now metal nib
 - Control of ink flow

- Brush Drawing
 - Ink applied with brush is traditional East Asian technique
 - Bamboo shaft and either ox, goat, horse or wolf hair

Paper/Fiber

- Began with papyrus, cloth, wood and hide
- Animal hide is Parchment or Vellum
- Paper invented in China in the first century CE
- Paper classified by fiber content, texture and weight
- Fibers
 - Cotton
 - o Hemp
 - o Abaca
 - o Flax
 - \circ Other plants
- Texture
 - \circ Wove like a grid
 - \circ Laid lines
- Weight
 - \circ Ream = 500 sheets
 - Weight is pounds per ream

Drawing Process

- Live Models
- Two introductory drawing methods
 - \circ Gesture to capture movement
 - \circ Contour to capture 3D qualities

Painting Medium

- Pigment the colored material used in paints
- Binder substance that makes pigment adhere to the surface
- Encaustic
 - o semi-transparent paint medium
 - \circ used by ancient Greeks and Romans
 - o some artists today still use it
 - pigment mixed with hot wax so must apply quickly
 - apply using brushes, palette knives, or rags OR just simply pour on
 - Stiff back support needed, not flexible when cool
 - o Ancient Greeks and Romans painted on wood
 - Funerary in purpose usually
 - Fayum after Fayum Oasis in Egypt
- Tempera
 - Earliest example 5th century CE
 - Renaissance favorite
 - Egg based (also may include oil and/or gold leaf)
 - Yolk gives the paint a transparent soft glow
 - Egg and pigment must be mixed fresh for each painting session
 - \circ Painted with a brush in short, thin strokes

- Lends itself to detail
- Dries almost immediately
- Still popular today
- Fresco
 - Painting technique where paint is applied to fresh plaster
 - Earliest example Crete/Knossos 1600BCE
 - Also Egyptian tombs
 - Became popular again in in Italian Renaissance
 - Pigment is NOT mixed with binder, plaster absorbs color and binds as it sets
 - Chemical reaction makes it very durable
 - Buon Fresco/Good Fresco
 - prepare wall with undercoats of rough plaster that contains sand, gravel, cement and lime
 - Adds further but not final layer and allows to dry for several days
 - Transfers drawing onto it,
 - plasters again, retransfers drawing, onto it
 ONLY in the place to paint in that session
 - Sistine Chapel is example
 - Fresco Secco/Dry Fresco
 - Wet rags moisten lime paster that has already set, then the wall is painted
 - Less durable due to lower absorbency rate
 - Last Supper is example

- Oil
 - Much more recent than encaustic, tempera and fresco
 - Minor usage in Middle Ages
 - Became really popular in 15th century esp Flanders (Modern day Belgium, Netherlands, Northern France)
 - Oil is the binder, usually linseed oil made from flax plant (which is also where linen comes from)
 - Jan van Eyck was best and one of first to use it frequently
 - o Flexible
 - Can paint on cloth or canvas
 - Slow drying, can make changes, smooth effect, lots of detail
 - Dissolve only with the use of turpentine or mineral spirits
 - \circ Impasto = thick paint to create texture/3D
- Acrylic
 - Pigments suspended in an acrylic polymer resin
 - Dry quickly, clean up easily
 - \circ Can be cleaned up with water
 - \circ In use since about 1950

- Watercolor and Gouache
 - Suspend pigment in water with a sticky binder usually gum arabic, but honey in French watercolor
 - Watercolor is Transparent
 - o Gouache has chalk added and is opaque
 - Painted on paper because the fibers hold the pigment
 - Popular medium because of its ease of transport
 - White is a challenge and must be planned out early in the drafting process
 - Soft, light feel
- Ink Painting
 - Differ from drawing inks in that the binder is usually gum arabic
 - Paints a lot like watercolor
- Spray paint
 - Free hand or with stencils

Printmaking Medium

- Allows copies to be made
- More accessible, more affordable
- Editions all the copies made from a single print
- Monoprint = only one made
- Relief Printmaking
 - Artist cuts or carves into wood or linoleum to create image
 - Rolls ink over raised image
 - Presses paper onto the image to make an impression
 - Color woodblock require separate blocks for each color used
 - Registration notches carved in each color block to get accurate alignment
 - \circ Ukiyo-e = pictures of the floating world
- Intaglio
 - Requires the artist to cut or scrape into a metal plate instead of wood/lino
 - Sharp tool called burin to cut/gouge
 - Ink is applied and then wiped off; leaving ink in the lines or marks
 - Pressure transfers the ink to the paper from the plate

- Types of Inaglio
 - Engraving careful scoring of metal plate so there are clean gouges in the surface; fine detail – Burin is PUSHED
 - Drypoint Burin is PULLED, leaving a rough edge; ink is caught under the burr (rough edge) – less precise
 - Etching metal plate covered with acidresistant coating the artist scratches into; plate immersed in acid bath; acid bites into the plate where coating scratched off; makes grooves to hold ink; more control- less scratching, more incision like move, DETAILED
 - Aquatint (dyed water) image created in a coating of powdered rosin (tree sap)on the surface of plate. Heated and rosin melts onto the plate soft organic texture; similar to brush and ink
 - Mezzotint entire surface roughened with spiked rocking tool, covers plate in burrs. Artist smooths burrs for light areas

- Planographic Printing /
 - \circ lithography
 - Image drawn with an oily crayon onto special kind of limestone
 - Non-image part of stone absorbs a little water
 - Printmaker applies oil-based ink to the whole stone; watered part wont absorb ink
 - Printing press transfers image to paper
 - o Silkscreen Printing
 - Physically blocks the non-image areas so that ink can only be applied to certain parts
 - o Stencil or masked off
- History
 - Ancient civilizations used wax cylinders link woodcuts
 - Ancient China had wooden stamps
 - Printed artwork in china in 8th century
 - 9th century Buddhist prayers all over Asia

Craft Medium

- Ceramics Keramos (meaning pottery) came from Sanskrit (meaning to burn) = burnt earth. Like earth has to be baked to harden it
- Steps
 - Choose clay
 - Wedging work out air pockets
 - Shape by building up or modeling or on a wheel
 - Then it dries
 - Dry clay is then fired in a kiln (between 2,000-3,000 degrees)
 - Cool completely
 - o Glaze
- Earthenware = red, hardens at lower temperature
- Stoneware = harder than earthenware, higher temp, durable for bowls and mugs
- Porcelain very breakable
- Types of Ceramics
 - Coil Method uses coils of clay to wind upon itself to make solid form, usually round objects, very organic feel
 - Throwing Potter's wheel, used as early as 3000BCE;
 - Mound of clay on turning wheel, shapes pot by poking hole in middle of mound and

pushing wall of the pot up and out with both hands

- Slab roll out flat sheet of clay, cut out shapes to make the desires object
- Glass
 - \circ Relies on heat and sand and lead
 - Slow cooling is critical
 - o Early as 3500BCE
 - Glassblowing
 - Stained glass, lead lines
- Metalwork
 - \circ Bronze age more than 5000 years ago
 - \circ Iron Age more than 3000 years ago
 - Metal can be poured into molds
 - Can be worked by hammering
 - Wax model, then cover wax model with sand and/or lime to make a mold, pour in molten metal
- Fiber
 - Quilts
 - Embroidery
 - Clothing
 - Indigenous fiber arts

- Wood
 - o Furniture
 - o Inlays
 - Intarsia wood mosaic with tiny pieces of different woods

Architecture Medium

Stone Architecture

- Basic Load Bearing Construction make a pile
 Mayan and Egyptian Pyramids
- Span
 - Distance bridged between two supports such a columns or walls
 - Needed for interior spaces
- Post and Lintel Construction
 - \circ Oldest way to create a span
 - Posts are the Vertical structures
 - Lintels are the horizontals that sit atop 2 posts
- Hypostyle Hall
 - Large room with roof supported by a forest of columns
 - o #20 Temple of Amun-Re
 - o #34 Temple of Athena Nike
- Arches Vaults and Domes
 - Corbeled rounded arch
 - Inverted U shape arch that allows weight to be channeled down the posts for easier distribution and allowing larger spans
 - May or may not have keystone

- Aqueduct
 - Usually a series of rounded arches
 - Structure used to transport water over long distances
- o Vault
 - Archlike structure supporting a ceiling or roof
- o Barrel Vault
 - Also called tunnel vault
 - Semicircular shape
 - Simplest form of vault
 - First found in Egypt
- Flying buttress
 - An arch built on the exterior of a building that transfers some of the weight of the vault
 - Allows larger windows
- Pointed arches
 - Arches with two curved sides that meet to form a point at the apex
 - Conduct the downward thrust outwards
- o Groin Vault
 - Where two or more barrel vaults intersect
- Rib vault
 - Supports ceiling or roof with web of protruding stonework
 - Where pointed arches meet, rib vaults occur
 - Repeat in multiple rows to open up long areas

o Dome

Evenly curved vault

o Axis

- Imaginary line that shows the center of a shape, volume or composition
- Pendentive
 - A curving triangular surface that links a dome to a square space below
 - Hagia Sophia
- Clerestory window
 - A row of windows high up in a church to allow light into the nave
- Parts of a church

• Aisles

- Passageway between areas of seating
- o Nave
- Where the congregation gathers for worship
 O Transept
 - The smaller "arms" of the cruciform floor plan

o Apse

- Curved wall behind the altar
- o Ambulatory
 - Processional walkway around the east end of a cathedral behind the high altar
- 0 Narthex
 - Foyer or entranceway

• Crossing

- Where nave, choir, and transept intersect
 Radiating chapels
 - Small chapels behind the apse usually reached by the ambulatory

Wooden Architecture

- Post and beam
- Cross beam
- Counter beam

Modern Architecture

- Cast-Iron
 - Iron more flexible than stone, stronger than wood
 - Industrial Rev figured out how to make in mass quantities
- Steel-Frame
 - Stronger than iron, more uses
 - 1st "skyscraper" (Wainwright, 10 stories)
 - \circ No frame needed, lots of glass used
 - Still used in modern buildings
- Reinforced Concrete
 - \circ Sydney Opera House
 - \circ Way to avoid hard angles
 - Reinforced with rebar

Architectural Order

• A style of designing columns and related parts of a Greek or Roman building

Façade

• Any side of a building Portico

• Roof supported by columns at entrance to building Pediment

• Triangular space above a row of columns

Frieze

• The strip that goes around the top of a building, often filled with sculptural ornamentation

Entablature

• The part of Greek or Roman building that rests on the columns

Columns

• Base

 \circ The bottom of the column

- Shaft
 - The long middle of the column
 - Fluting the vertical grooves
- Capital
 - \circ The top of the column
 - Doric –bolder, wider, little ornamentation
 - Ionic thinner, capped with inverted scroll
 - Corinthian most ornate, topped with Acanthus leaves

Sculpture Medium

- Plane
 - A flat surface implied by the statue as you view different sides/angles
- Freestanding/In the round
 - \circ Meant to be seen from all sides
- Relief
 - Meant to be viewed from the front only
 - \circ a raised form on a largely flat background
- Bas-relief (bas = French for low)
 - sculpture carved with very little depth from background
 - ex Image #22 (Akhenaton w/family)
- High-relief
 - carved panel where figures project with great detail and depth
 - ex Image #34 (Victory Adjusting her Sandal)

Processes

- Subtractive
 - Carve, drill, chisel, chip, whittle, saw away materials
- Additive
 - Modeling, casting, constructing materials to make the final product

Materials

- Marble
 Michelangelo
- Wood
- Sandstone
- Bone
- Jade
- Greywacke
 - Sandstone composite
- Limestone
 - Assyrians
- Basalt
 - Ancient and Indigenous
- Ceramics
 - o Terra Cotta
 - Porcelain
- Metal
 - o Bronze
 - o Brass
 - o Gold
- Glass
- Plastic (the material, not characteristic)
- Fiber
- Mixed Media
 - o Modern
- Granite
 - o Egyptians

Methods

- Chiseling sub
- Carving sub
- Modeling add
 - Clay and wax
 - Armature Skeletal structure, sometimes needed to support the weight. Later removed.
 - \circ Dried and fired
 - \circ Ex #29 Sarcophagus of the Spouses
- Casting/Molding add
 - o Used by ancient Greeks and Romans
 - \circ Lost wax method complex (substitution)
 - Build armature
 - Add clay to create form
 - Thick layer of wax added to armature, details carved into the wax
 - Cover wax with sand, clay, etc
 - Drill holes in bottom of mold
 - Heat, wax melts, runs out bottom leaving space
 - Cool mold and then pour in molten metal
 - Remove mold, cut off extra metal
 - Sand and polish
 - \circ Create mold, pour in liquid
 - Make Model
 - Use Model to make Mold

- Pour liquid into mold to make final product
- Earthworks
 - o #156 Great Serpent Mound
 - o #151 Spiral Jetty
- Readymades found objects
 - o #144 Fountain
- Construction
 - o #150 Lipstick
 - o #148 Narcissus Garden

Light and Kinetic

• Kinetic

Alexander Calder

Light

 # 243 Darkytown Rebellion

Installations

- Construction of a space or the assembly of objects to create an environment
- Viewer experiences the work using multiple senses
 - sometimes enter the work
 - #244 The Swing (after Fragonard)
 - o #248 Shibboleth

Photography Medium

- Negative reversed image, in which light areas appear dark and dark areas are light
- Positive image light is light; dark is dark
- Subject person, object, space depicted in a photograph
- Fixing chemical process to ensure photographic image become permanent
- Camera Obscura (dark room) small hole in exterior wall of dark room, light outside projects outside scene onto the opposite wall of the darkened wall inside the room
- Cyanotype algae on treated paper, exposed to sunlight. Where algae was stayed white, rest turned blue
- Daguerreotype invented by Daguerre Polished metal plate made light sensitive by silver iodide, shutter of camera opens, mercury vapors reveal image, chemically fixed with table salt. In negative
- Calotype figures out how to turn negative to positive
- Film Photography darkroom, chemical bath, negative, printing
- Digital Photography pixels

Photographic Genres

- Portraiture
- Landscape
- Still Life

Photojournalism

Photocollage and Photomontage

Visual Communication Medium

- Early Graphic Arts
 - Stencil template that allows ink to pass through some places but not all
 - Handprint on cave paintings is earliest form
 - Symbols/Hieroglyphics initial alphabet then became more abstract
 - Chines/Japanese these symbols evolved from
 - Calligraphy distinctive, flowing lettering.
 Meant to be elegant or special
 - Illuminated Manuscript combined calligraphy with illustration of usually religious texts; made easier with the printing press
- Graphic Design came out of the ease of the printing press.
 - Typography
 - o Logos
 - Illustration
- Layout Design
 - White Space
 - \circ Void
- Web Design
 - Hyperlinks
 - Multiple pages

Alternative Media and Processes Medium

- Performance Art
 - Similar to theatre in that is performed in front of live audience
 - Rarely identifiable storyline
 - Takes place in consciously artistic venues
 - Actions are the focus
 - May last a few minutes or a few days
 - o Rarely repeated
- Conceptual Art
 - Similar in some ways to Dada
 - Challenges traditional notions
 - Found images presented with little or no alterations
 - 0 Others/viewers participate in art
- Installation and Environments
 - Artist selects and presents material as if the curator of an exhibit
 - Arranges things in unusual or interesting ways
 - Meant to be thought provoking