



PRIMARY SCHOOL DIVISION
2012 E.C – 2019/20 ACADEMIC YEAR
ART NOTE FOR GRADE SIX ROUND 2

Name: _____ Section: _____ Date: _____

Meaning of Art

There is no universally accepted definition of art but in general it is a highly diverse range of human activities in creating **visual, auditory or performing artifacts (artworks)**, expressing the author's imaginative, conceptual ideas, or technical skill, intended to be appreciated for their beauty or emotional power. Art possesses different forms. The following are the most important types.

Visual Art

The visual arts are those creations that we can see rather than something like the auditory arts, which we hear. These [art forms](#) are extremely diverse, from the artwork that hangs on your wall to the movie you watched last night.

[Visual art](#) includes all the fine arts as well as new media and contemporary forms of expression such as Assemblage, Collage, [Conceptual](#), Installation and Performance art, as well as [Photography](#), and film-based forms like [Video Art](#) and [Animation](#), or any combination thereof. Another type, often created on a monumental scale is the new [environmental land art](#).

Types of Visual Arts

There are three basic types of Visual Art. Subcategories exist in each of these types. Often, these types are **representational, abstract, or non-objective**.

1. Representational Art

Representational artwork aims to represent actual objects or subjects from reality. Subcategories under representational art include **Realism, Impressionism, Idealism, and Stylization**.

We can easily identify with recognizable subjects in a painting, drawing, or sculpture.

2. Abstract Art

The often misunderstood type of art known as abstraction aims to take subjects from reality but present them in way that is different from the way they are viewed in our reality. This may take the form of emphasizing [lines](#), [shapes](#), or [colors](#) that transform the subject. Abstract art includes the subcategories of Minimalism, Cubism, and realism.

Many people have difficulty in understanding the differences between abstract art and non-objective art. If the artist begins with a subject from reality, the artwork is considered to be abstract. If the artist is creating with no reference to reality, then the work is considered to be non-objective.

3. Non-Objective Art

The third type of art is often mistaken for Abstract art although it is entirely different from it. Non-Objective art takes nothing from reality. It is created purely for aesthetic reasons. The intent of Non-objective art is to use [the elements and principles of art](#) in a way that results in a visually stimulating work.

Fine Arts

This category includes those artworks that are created primarily for aesthetic reasons ('art for art's sake') rather than for commercial or functional use.

Kinds of Fine Art

1. Drawing

Using [chalk](#), [crayon](#), [pastel](#) or with [pencil](#) or [pen and ink](#). Two major applications include: [illuminated manuscripts](#) (c.600-1200) and [book illustration](#).

2. Painting

Using [oils](#), [water color](#), [gouache](#), [acrylics](#), [ink and wash](#), or the more old-fashioned [tempera](#) or [encaustic](#) paints. For an explanation of colorants, see: [Color in Painting](#) and [Color Pigments, Types, History](#).

3. Printmaking

Using simple methods like [woodcuts](#) or stencils, the more demanding techniques of [engraving](#), [etching](#) and [lithography](#), or the more modern forms like [screen-printing](#), foil imaging. For a significant application of printmaking, see: [Poster Art](#).

4. Sculpture

It can be made with [bronze](#), [stone](#), [marble](#), [wood](#), or clay.

#The three basic parts of Visual art:

1 elements of art

2 principle of art

3 material of art

#1 Elements of Art The elements of art are the building blocks of art.

It includes; Line, Shape, Form, Value, Space, Texture and Color.

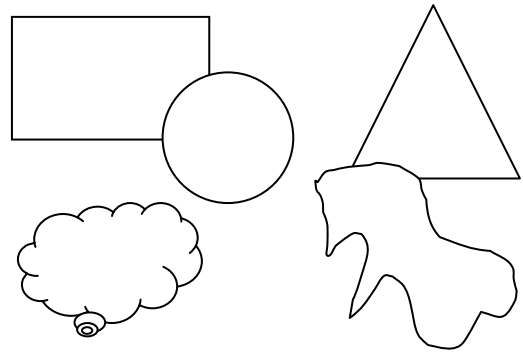
1.LINE

The path of a moving point. A line may define the edge of a shape; repeated, it can create texture or value. It may be thick or thin, smooth or rough, short or long, light or dark.



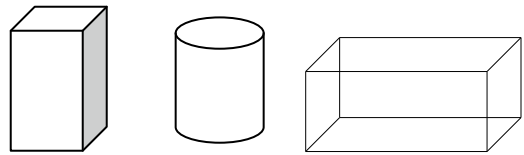
2.SHAPE

A two-dimensional area defined by an outline or change in color. Examples of types of geometric shapes include circle, square, rectangle, triangle, or oval. Other shapes may be freeform such as natural objects (i.e., leaves, flowers, clouds) or invented freeform shapes that might be created by doodling.



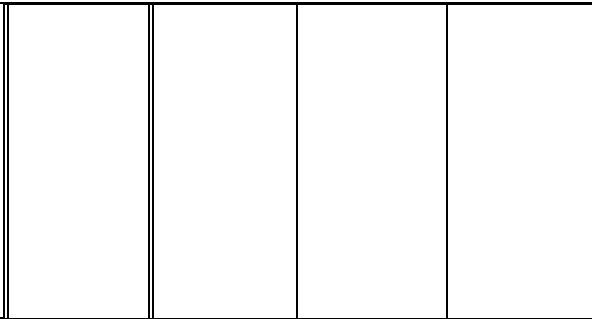
3. FORM

A three-dimensional object with the qualities of length, width and depth. Examples of geometric forms include a cone, pyramid, cube, sphere, or cylinder.



4. VALUE

The degree of dark or light tones or colors. A value scale shows the gradual changing of a tone from the darkest to the lightest or white. Value may be created by simple shading, hatch marks (small repeated lines in the same direction), or crosshatching.



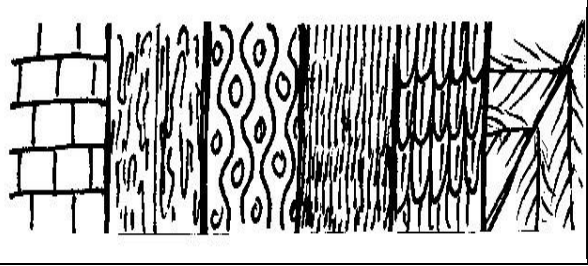
5. SPACE

Area within, around, between, above or below objects and shapes. Space or distance may be suggested in visual art by using perspective or other strategies such as placement of objects on the picture plane, overlapping of shapes, or objects closer to the viewer are made to appear to have more vibrant color and detail than objects further away. Variation of size or value and the use of converging lines are also used to suggest space. Negative space is the space surrounding the object or structure.



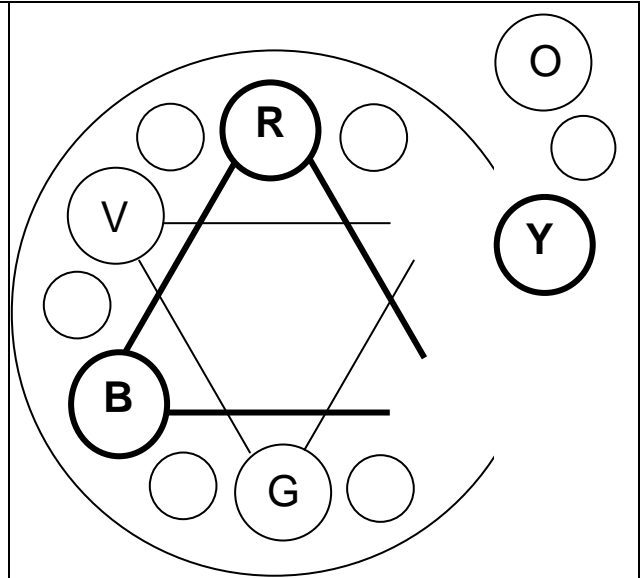
6. TEXTURE

The surface quality or feel of an object. Texture may be actual (rough or smooth) or implied visually. Real textures can be felt; Implied textures may be painted or drawn to look real.



7. COLOR

Hue (name of the color), value (how light a color is), and intensity (amount of brightness) produced through the reflection of light to the eye. Primary colors are the three colors from which all other colors may be made: red, yellow, and blue. Secondary colors are the result of mixing any two primary colors: orange, green, and purple. Intermediate colors - primary + secondary; neutrals - gray, black, white, brown; complementary colors - opposites on the color wheel; tone = grayed color; shade = hue + black; tint = hue + white.



2. Principles of Art

The “principles of art” are mechanisms of arrangement and organization for the various elements of art in artwork. The principle includes; Harmony, Balance, Proportion, Emphasis, Variety, Movement, Rhythm, Unity and Contrast.

1. Harmony in art and design is the visually satisfying effect of combining similar, related elements. For instance: adjacent colors on the color wheel, similar shapes etc.

Harmony

2. Balance A feeling of equality in weight, attention, or attraction of the various visual elements within the pictorial field as a means of accomplishing organic unity.

#There are a four types of balance:

- **Symmetry:** A form of balance achieved by the use of identical balance compositional units on either side of a vertical axis within the picture plane.
- **Approximate Symmetry:** A form of balance achieved by the use of similarly balanced compositional units on either side of a vertical axis within the picture plane.
- **Radial Symmetry:** A form of balance than is even, radiating out from a central points to all four quadrants of the shape’s constraining plane.
- **Asymmetry:** A form of balance attained when the visual units on balance either side of a vertical axis are not identical but are placed in positions within the picture plane so as to create a “felt” equilibrium of the total form concept.

Asymmetry ApproximateSymmetry Symmetry RadialSymmetry

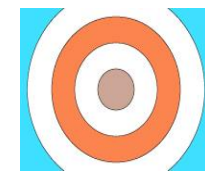
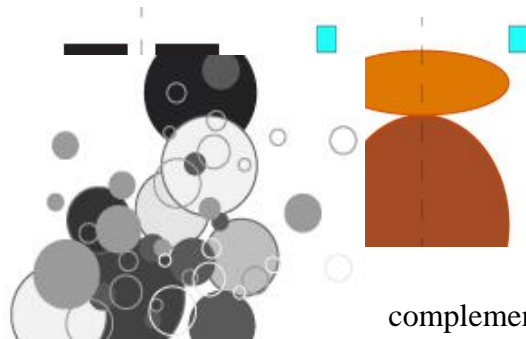
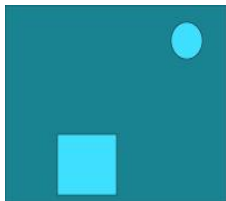
3. Proportion is the comparison of dimensions or distribution of forms. It is the relationship in scale between one element and another, or between a whole object and one of its parts. Differing proportions within a composition can relate to different kinds of balance or symmetry, and can help establish visual weight and depth.

Proportion

4. Dominance/Emphasis The principle of organization that suggests that certain elements should assume more importance than others in composition. It contributes to organic unity by emphasizing the fact that there is one main feature and that other elements are subordinate to it. In the below examples, notice how the smaller elements seem to recede into the background while the larger elements come to the front. Pay attention to both scale and value of the objects that recede and advance.



of visual elements should be the same unity by main feature and it. In the below elements seem to larger elements



Dominance / Emphasis

5. Variety is the complement to unity and harmony, and is needed to create visual interest. Without unity and harmony, an image is chaotic and “unreadable;” without variety it is dull and uninteresting. Good design is achieved through the balance of unity and variety; the elements need to be alike enough so we perceive them as belonging together and different enough to be interesting.

Variety

6. Movement is the path our eyes follow when we look at a work of art, and it is generally very important to keep a viewer’s eyes engaged in the work. Without movement, artwork becomes stagnant. A few good strategies to evoke a sense of movement

(among many others) using diagonal lines, shapes so that the



are placing extend



beyond the boundaries of the picture plane, and using changing values.

Movement



7. Rhythm A continuance, a flow, or a feeling of movement achieved by the repetition of regulated visual information.

Flowing Rhythm

Regular Rhythm

Progressive Rhythm

8. Unity is a sense of cohesiveness, something belong or work together. because a *unified* work looks many ways to create *unity* in a work



a feeling that all the parts of This is an important *principle* complete and orderly. There are of art; a dominant theme or idea,

a *texture* or repeated *color, line, shape, etc.*

Unity in a composition is achieved when all of the design principles (balance, movement, emphasis, visual economy, contrast, proportion and space) have been correctly applied.

Unity

9. CONTRAST

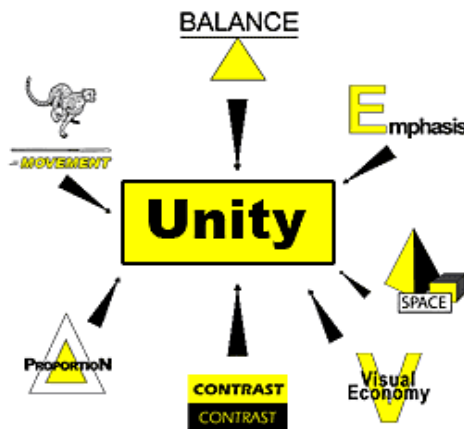
Significant degrees of difference between lines, colors, shapes, values or textures. Pale yellow against charcoal black has a greater degree of contrast than yellow against white, for example.

CONTRAST

Unit Summary

Elements and Principles of Art

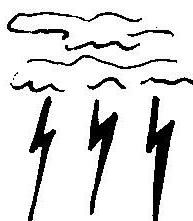
1. The Elements and Principles of Art
2. The Elements of Art The building blocks or ingredients of art.
3. **LINE** A mark with length and direction. A continuous mark made on a surface by a moving point. Ansel Adams Gustave Caillebotte
4. Pablo Picasso
5. **C O L O R** Consists of Hue (another word for color), Intensity (brightness) and Value (lightness or darkness). Henri Matisse Alexander Calder
6. **V A L U E** The lightness or darkness of a color. MC Escher Pablo Picasso
7. **SHAPE** An enclosed area defined and determined by other art elements; 2-dimensional. Joan Miro
8. Gustave Caillebotte
9. **FORM** A 3-dimensional object; dimensional artwork that appears example, a triangle, which is 2- but a pyramid, which is 3- Jean Arp Lucien Freud
10. **S P A C E** Robert Monet The distance or area below, or within things. Positive and Negative (empty areas). Middleground and Background
11. **TEXTURE** The surface "feel" of an object, its softness, etc. Textures may be
12. Cecil Buller
13. The Principles of Art What we Elements of Art, or the tools to make art.
14. **B A L A N C E** The way the elements are arranged to create a feeling of stability in a work. Alexander Calder
15. **Symmetrical Balance** The parts of an image are organized so that one side mirrors the other. Leonardo DaVinci
16. **Asymmetrical Balance** When one side of a composition does not reflect the design of the other. James Whistler
17. **EMPHASIS** The focal point of an when one area or thing stand out the Dine Gustav Klimt
18. **CONTRAST** A large difference two things to create interest and



or something in a 2- to be 3-dimensional. For dimensional, is a shape, dimensional, is a form.

Mapplethorpe Claude between, around, above, (filled with something) Foreground, (creates DEPTH) quality or smoothness, roughness, actual or implied.

use to organize the



image, or most. Jim

between tension.

Ansel Adams Salvador Dali

19. RHYTHM RHYTHM RHYTHM RHYTHM RHYTHM RHYTHM and MOVEMENT A regular repetition of elements to produce the look and feel of movement. Marcel Duchamp

20. Vincent VanGogh

21. P A T T E R N and Repetition Repetition of a design. Gustav Klimt

22. UNITY When all the elements and principles work together to create a pleasing image. Johannes Vermeer

24. V A R I E T Y The use of differences and change to increase the visual interest of the work. Marc Chagall

25. P R O P O R T I O N The comparative relationship of one part to another with respect to size, quantity, or degree; SCALE. Gustave Caillebotte