

Abstract Art – usually does not look like a thing, it is usually a color, shape, emotion, or design

Fauvism- color is conspicuously and deliberately altered visa versa reality

Cubism- blatantly alters the forms of the real life entities depicted

Art is algebra plus Fire.

-Jorge Luis Borges

Composition or design- the purposeful manner in which artists arrange these elements in order to communicate

Five elements of Composition or five elements of design

-Line; not very important or important, flat or curved like on a continuum; most basic design tool; it can be **actual**- actual lines, **contour**- define edges of object or negative space between objects, **geometric**- organize a space and are uniformed, **organic**- mimic things found in nature, **horizontal**- lines that suggest landscape and the horizon, **vertical**- suggest alert attention and imply power and strength, **diagonal**- suggest action and movement and convey vitality and animation, **horizontal and vertical**- to suggest permanent and immovability, and **implied**- lines that we see in our minds eye that fill the spaces between objects or people; lines are where you start; **sharply angled lines**- suggest excitement, anger, danger

-Shape or Form; area enclosed by other elements shape-2D form-3D, **actual and implied shapes, organic or natural shapes, positive negative shapes**- wholes in something like a negative and columns are positive, **Hard and Soft**

-Texture; feel or implied feel of something,

-Mass or space- actual or implied distance or area between, around, or above, or within things

-Color (pigment); Isaac Newton said that all colors make up white light; Red, yellow, and blue are primary; Green, orange and blue-equal part of two primary colors; tertiary- combination of secondary and primary colors

color dimension

hue- pure color or starting color

saturation or intensity- pure hues or highly saturated colors

value- lightness or darkness of a color, add black white or gray; white-tint;black-shade;gray-tones

Black- reflects no light to eyes

White- reflects all light to eyes

Palette- artist overall use of color or the general color tonality in a particular painting; one color- monochromatic; analogous- colors next to each other on the color wheel; complimentary- opposite colors on the color wheel; Triad- three colors, are bold but balanced; pastels- in all shades or tones

Principles and Techniques

See a line-we follow the line

Eyes are drawn to the brightest lightest colors

Eyes are drawn to points of high contrast

Anything that looks like a face we look at

We assign feelings to colors

We like smooth unbroken lines

We look at tall and regular rectangle shapes

Look at diagonals to see movement

How we are to look at paints and how we start and go

Focal points may be defined confined or boxed in

Bright colors

Highest contrast of one or more elements

How to feel and think

Perspective- has to do with what we observe from particular point of view

Linear Perspective- converging real or implied lines draw the eye to a vanishing point

Aerial Perspective creates a sense of depth by imitating the way the atmosphere makes distant objects appear less distinct and more bluish than they would be if nearby

Modeling or chiaroscuro- angle of incidence is equal to reflective, helps us understand the shape of the surface because of the light reflection

Dynamics- movement in the volume, visually it is the depiction of movement or potential motion

Balance- how the artist has distributed the "visual weight" of the composition, light can balance darkness

Asymmetrical-

Symmetrical-

Radial-

Horizontal- is very rare like in a reflection of a lake

Psychological balance-

Pablo Picasso

Guernica Testimony of War

Troubled by Civil war in Spain and personal problems and crappy work he created

Refuses to create the mural at first

After the attack on Guernica, he immediately starts painting