

Topic: **Focus on Non Western Art and Artefacts: (2D/3D Mixed media)**

I need to know: How to read and interpret cultural influences in contemporary art. How to make connections and extract information to inform your creative process.

Key Words	Definitions
Shape	<i>A shape refers to the external boundary, outline, or external surface of a 3D object. Form refers to the three dimensional quality of an object. It is a surface or boundary that describes a volume or space.</i>
Form	
Volume	<i>Volume is the quantity of three-dimensional space enclosed by a closed surface, for example, the space that a substance or shape occupies or contains.</i>
Line	<i>As a visual element in art and photography, a line can be explicit and also implied. When joined it forms a shape. The quality of line used can convey meaning: i.e. thick - heavy, thin - fragile, faint - delicate, bold - loud, curved - natural, straight – mechanical...</i>
Primary Source	<i>In the study of art history, a primary source is an artefact, document, diary, manuscript, autobiography, recording, or other source of information. In practical work, the artist looks directly at the subject of study, i.e. the real face, object or landscape.</i>
Secondary Source	<i>In the study of art history, a secondary source interprets and analyses primary sources. Secondary sources are one or more steps removed from the event. In practical work, the artist may use a photograph/s to draw from combining multiple sources of information.</i>
Synthesis	<i>Bringing together a number of visual and tactile resources to design a unique sculptural form. The outcome might resemble elements of each but may not be recognisable.</i>
Visual Analysis	<i>When drawing you will ask yourself many silent questions. This internal conversation you will have with yourself is visual analysis, it is what will help you to make judgements about line, shape, tone, texture, contrast, colour.</i>
Measuring	<i>There are various techniques for measuring the real world to enable you to translate what you see onto a 2D surface for others to understand.</i>
Estimating	<i>Estimating in art usually occurs between the processes of measuring, comparing proportion and translating the real world to the 2D or 3D surface. By re-comparing, your estimations become progressively more accurate with increasing information.</i>
Modelling	<i>Refers to the manipulation of plastic, malleable materials such as clay.</i>
Joining	<i>Refers to the connection of flat, two dimensional surfaces to give the appearance of a three dimensional form. See examples opposite.</i>
Construction	<i>Refers to the complexity of a variety of methods coming together to create a three dimensional form.</i>
Low Relief	<i>Low Relief refers sculptural elements that are on top of a flat surface, like the friezes on the Parthenon or carvings on the side of old buildings. Low relief means they barely stand out from the background, almost like it's carved just around the edges.</i>

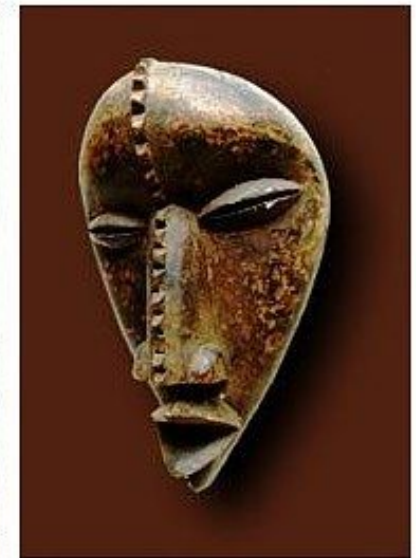
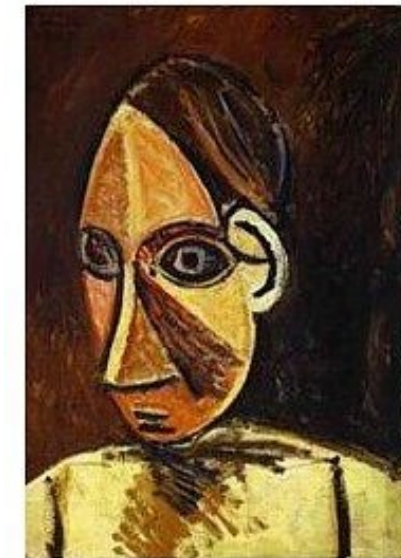
Arrow Tasks: Compare and reflect upon the influence of cultural artefacts in the making of contemporary art.



American Indian Mask Design



Student work.



Picasso Painting influenced by African Mask design.

Links to further resources: <https://mnch.uoregon.edu/collections-galleries/native-american-masks-northwest-coast-and-alaska>
<https://africa.si.edu/exhibits/mosaic/masks.html> <https://www.britishmuseum.org/>

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Asymmetry	Something asymmetrical has two sides that don't match. In art this might result from accurate observation but might also be exploited to 'unsettle' the viewer. In composition, such as the rule of thirds or golden section, it is not unusual to use asymmetry to develop ideas of beauty and aesthetics.
Aesthetics	Aesthetics is a branch of philosophy that examines the nature of art and our experience of it. An aesthetic experience could include a mixture of feelings and determines our appreciation of beauty and taste. It is complex, relies heavily on objective rules, and often influences our decisions and choice. Since virtually everything made or caused by humans will have occurred through a conscious or unconscious design process, you are directly or indirectly influenced by art every day. Clothes, phones, cars, food, websites, buildings...



Wilfredo Lam. 1954. Idolo Foresta.



Victor Brauner. 1903-1966.

Thinking, questioning and communicating your visual intelligence using practical skills in ART.

You will be able to organise your thoughts, understanding and expertise in **ART** this term under the following headings.

Skills: *Selecting, composing, line, shape, form, 3D / mixed media dexterity...*

Contexts: *History, responsibility, connections, narrative, meaning...*

Rules: *Appreciation, analysis, exploration, heritage, aesthetics...*

Audience: *Personal space, community space, purpose, contemporary context...*

Resolution: *Primary and secondary sources, scale, representation, abstraction, resilience, resolving...*

Communication: *Abstraction, representation, evaluation, talk, community engagement, manage emotions...*

Legacy: *Materials, honesty, heritage, culture, celebration, purpose...*

Throughout the year we will be asking you to articulate (to say, explain and use), a number of **Personal, Learning and Thinking skills** to help you develop your knowledge and understanding. This term we will be asking you to reflect upon your **Effective Participation:** Interpret. Contextualise. Discuss issues, resolve questions, plan practical steps, identify improvements, share, influence others, negotiate, compromise, advocate.

Further thinking (why does this matter?):

It is important to us all that we recognize, appreciate and celebrate how humanity appropriates ideas. Art, design, architecture, fashion and film is influenced by a web of cultural references permeating our lives over time.

https://www.saatchigallery.com/artists/yasumasa_morimura.htm

