

Grade 8

# Definitions

# Abstract Art (also called Non-figurative)

- A style of art where the image bears NO resemblance to anything within the “real” world...





Frank Stella, *Kastura*

# Non-objective

--No recognizable objects.  
The art elements (line, colour, shape, texture and tone) produce the principles of design (balance, unity, proportion, rhythm).



# What is nonobjective art?



Wassily Kandinsky, *Composition VI*



# Why is nonobjective art made?

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Franz Kline, *Painting Number 2*



Elaine de Kooning, *Bacchus 80P*





Lee Krasner, *Palingenesis*

# Nothing can be recognised as coming from reality.



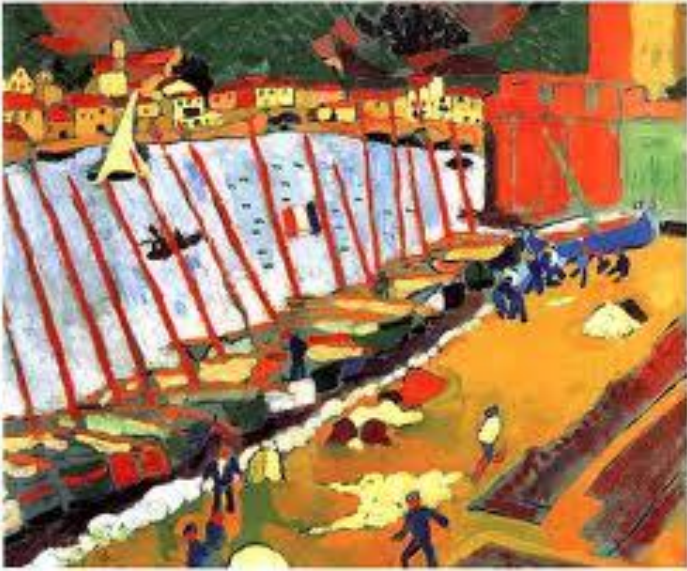
- Nothing looks like it comes from the real world, in any way.



# Abstracted

- ....where the object(s) within the artwork can be recognised as coming from reality yet they have been altered in such a way that they do not look realistic anymore.





- One is still able to recognise the boats, the buildings, people, etc. but they have been distorted and the colour heightened so that they no longer look real.
- The faces and bodies have been altered beyond reality, even though they are still recognisable as what they are.



The beach & clocks are still recognisable.

- The landscape morphs into a distorted face.







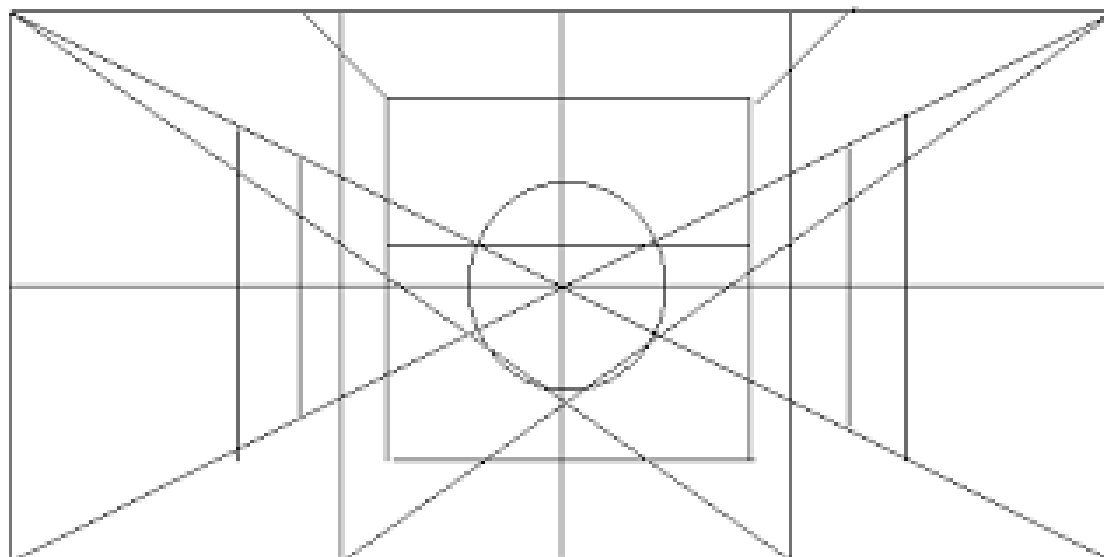
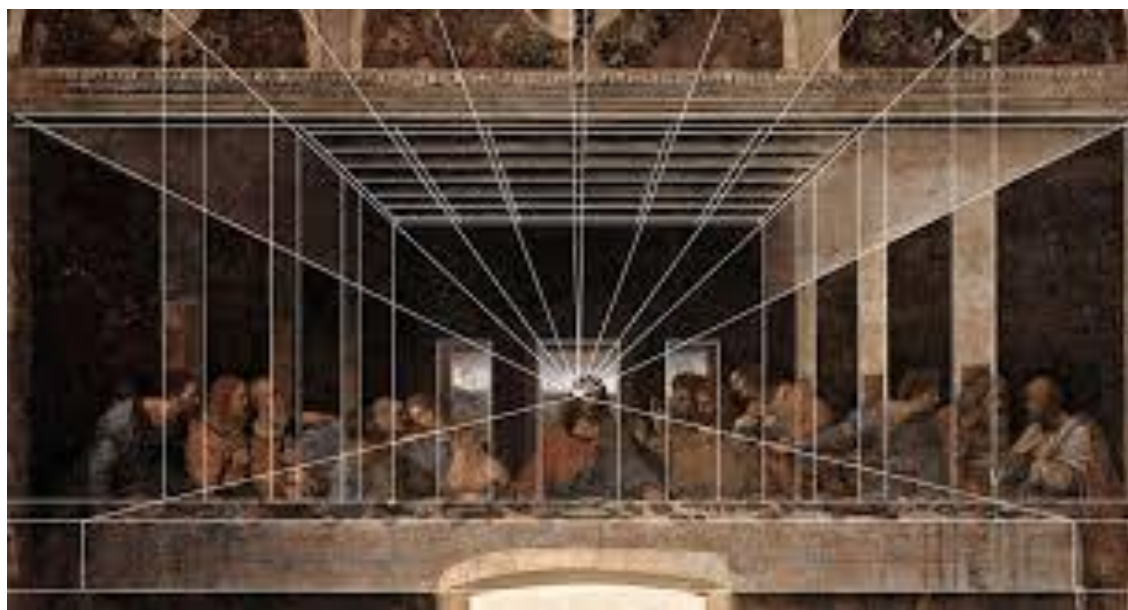
# Abstracted

--Distorted and overlapping features to create new shapes . These are still recognizable but they are NOT as they would be in reality.

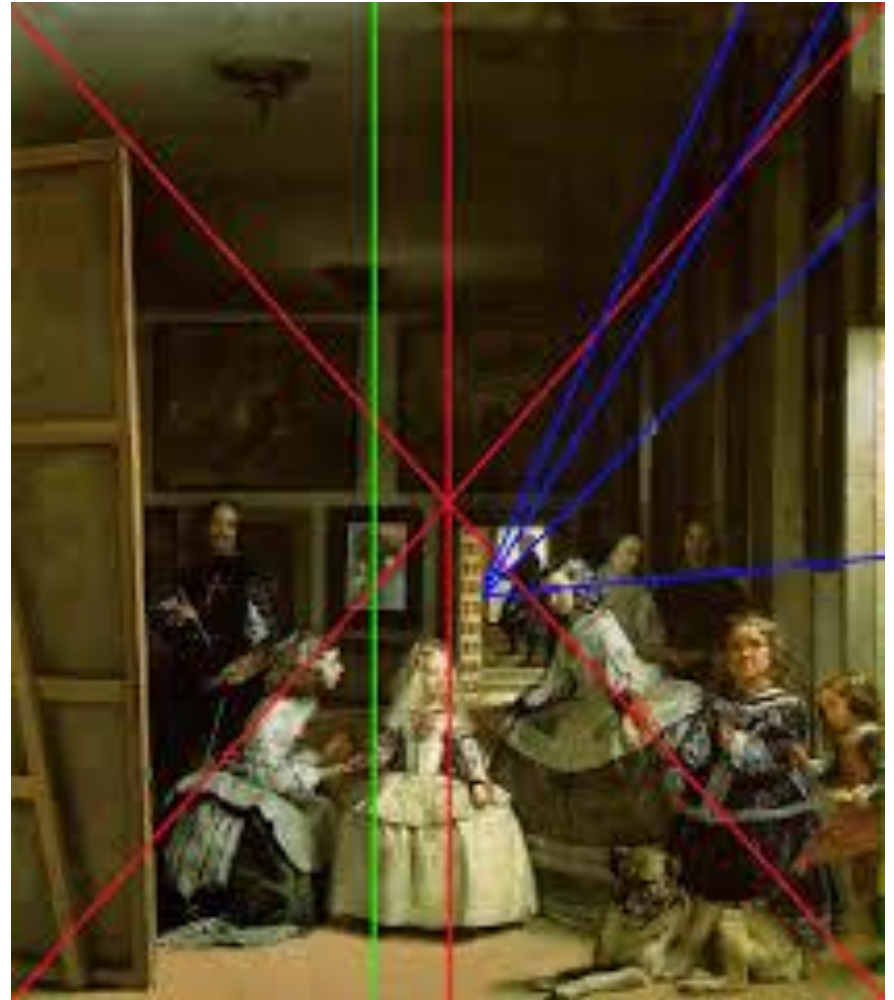
Pablo Picasso, *Girl with Red Beret*

# Composition

- This applies to the way in which the elements of art (line, colour, shape, texture, tone) are ARRANGED within an artwork i.e.. The art of putting something together to form a whole.
- It does not only relate to ART.
- A writer arranges words to convey a suitable message to the reader.
- A musician arranges notes to create melody and rhythm within the music.
- An architect arranges spaces that are suited to a specific purpose.
- A clothing designer....
- A jeweller....etcetera, etcetera







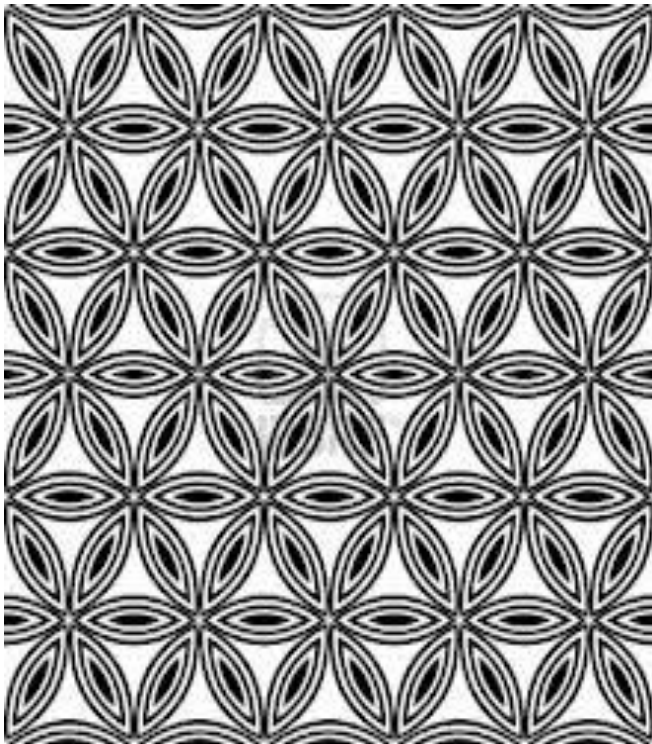






# Decorative Art

- Decoration relates to PATTERN (repetition of shapes and colours to form a design).





# Figurative/Realistic

- The depiction of things in an artwork as they really are in reality. The artworks look as though they are an extension of reality. They seem incredibly real & it seems as if one could walk into the artwork or pick up the objects that are portrayed.



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# Figurative

--photo realistic

Audrey Flack, *Queen*

# Realism

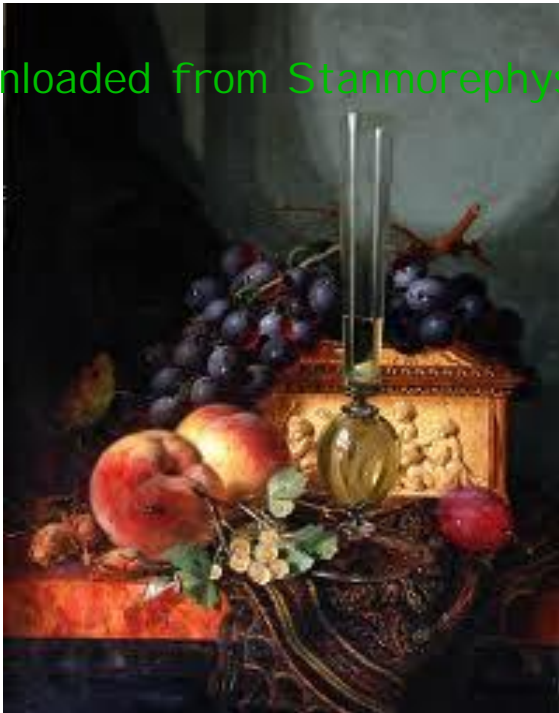
--representational



Edgar Degas, *The Dance Class*



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- Figurative art creates an illusion that “tricks” the mind into believing that something which is NOT real, is real.



# Idealised

- Imitates reality but the image is altered so that it looks BETTER than how it would appear in real life e.g. A withered arm is depicted whole, a scar/blemishes are not included in a portrait, buck teeth made straight, etcetera. It portrays things as being perfect



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# Ideal = Perfection







# Impasto

- This word comes from the Italian word for "paste" and refers to thick, solid masses of paint in a painting.







# Linear

- A style of drawing where LINE is the dominant feature.



# Naturalistic

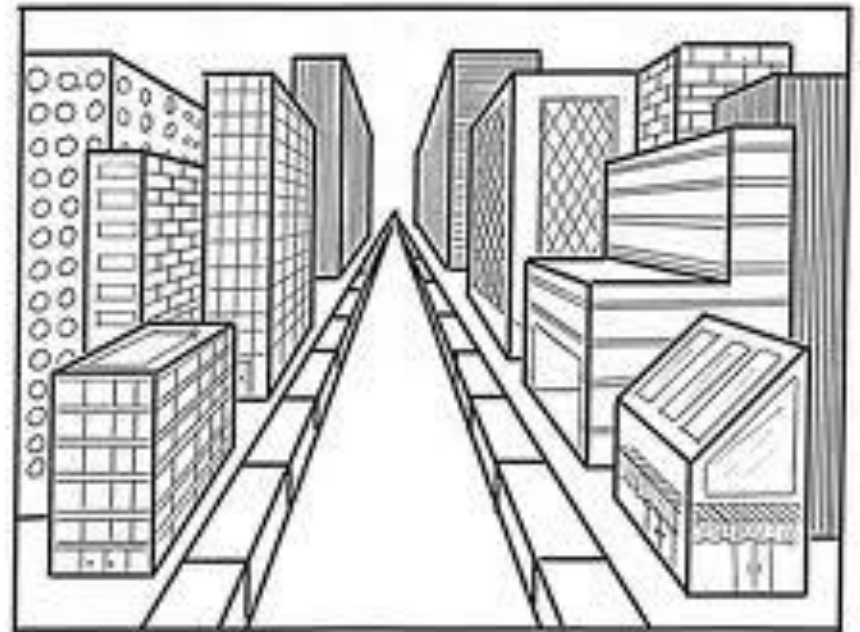
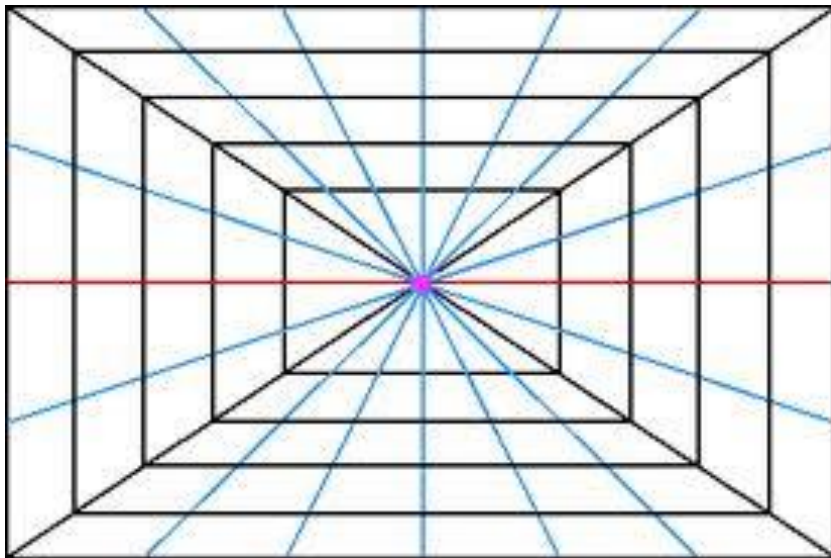
- Art concerned with the natural appearance of objects (very difficult to distinguish from realism excepting that realism includes SPECIFIC features, whereas naturalistic art is more generalised).

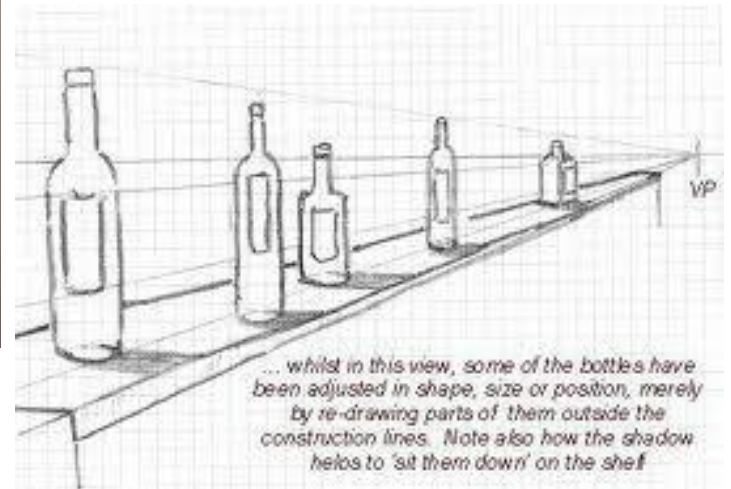
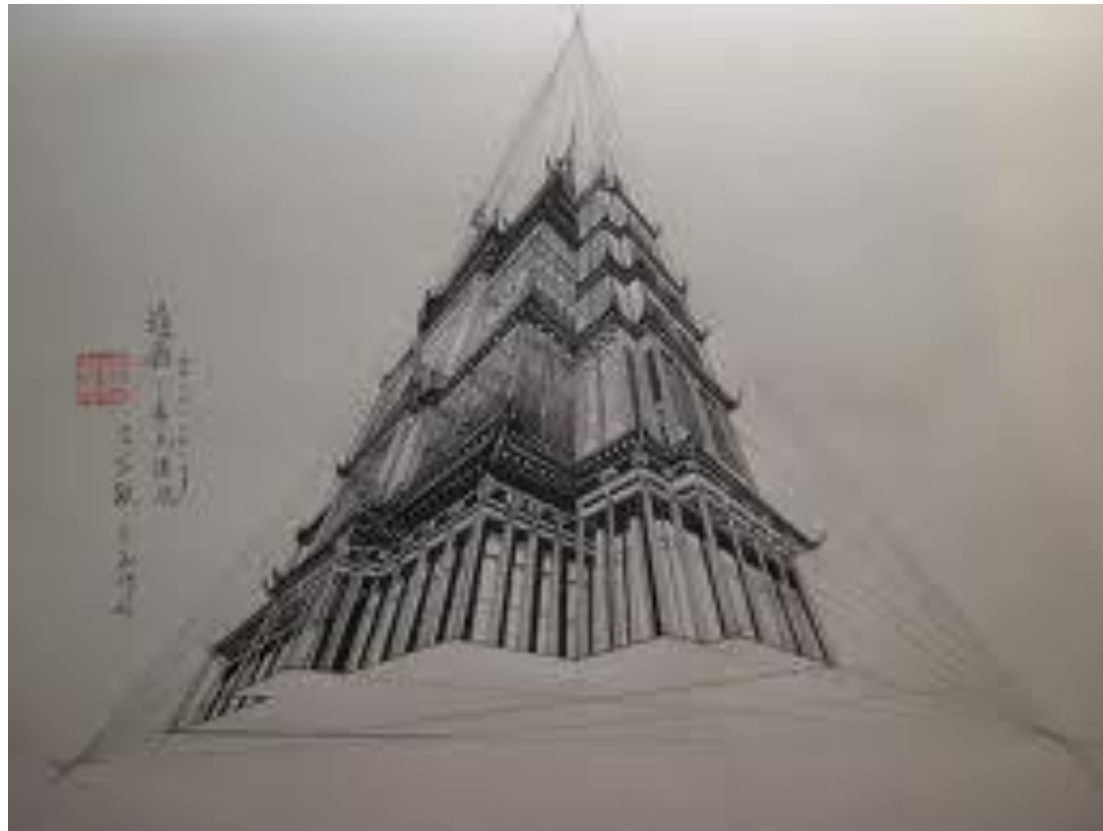




# Perspective

- A mathematical technique, used ONLY in 2-dimensional art, to create an illusion of 3 dimensions and depth on a 2-dimensional surface through the use of VANISHING POINTS towards which the lines converge.





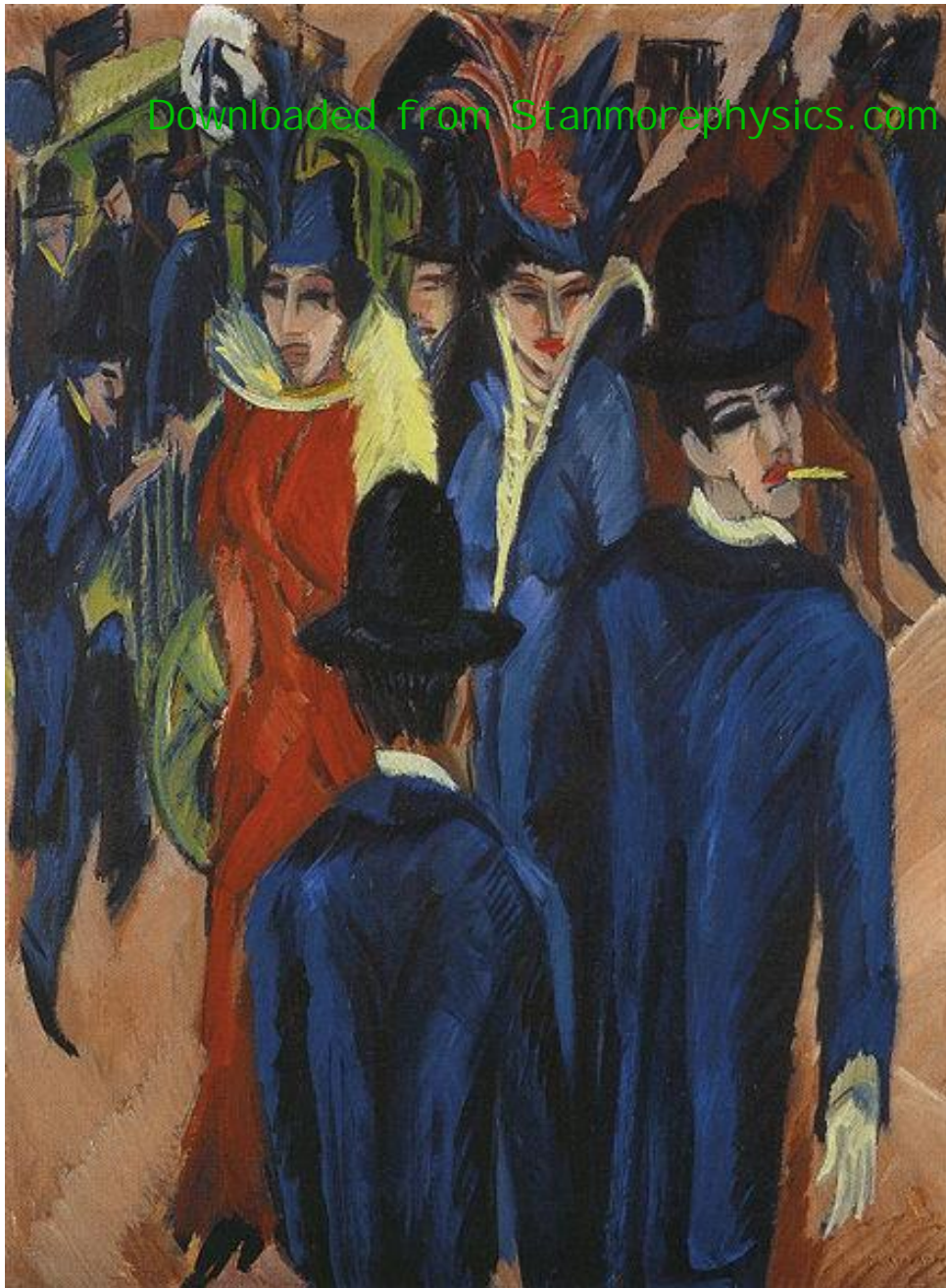


# Stylized

- When a set of standard characteristics are used to depict an object so that it is simplified into its basic, recognisable features e.g. Manga or Marvel comic book heroes, a style of writing, dressing, dancing, etcetera.



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# Stylized

--simplification of details

Ernst Ludwig Kirchner, *Berlin Street Scene*





# Symbol

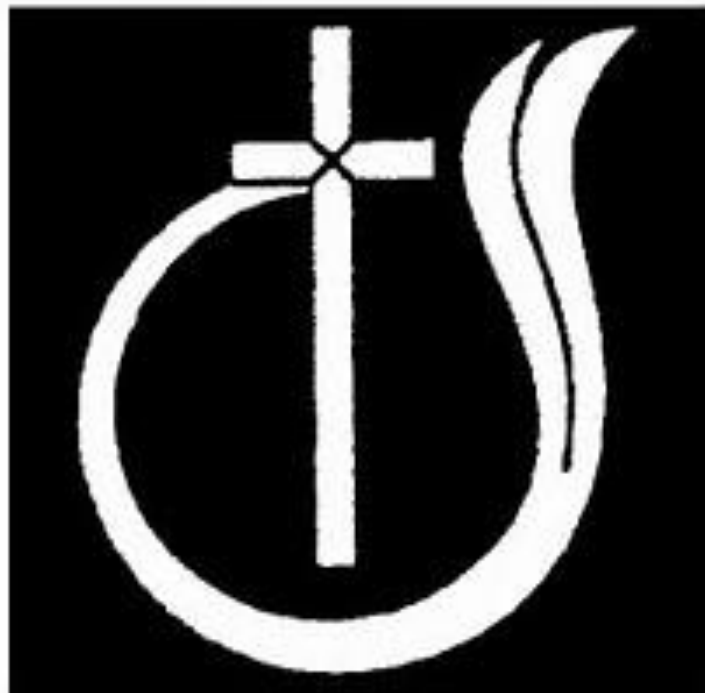
- A form or shape that is usually culturally based, which represents something else. It usually has a far deeper meaning than what it actually looks like.











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# Texture

- The surface feeling of an object. It can be real or illusional

