

Student name: _____

Unit 2 VCE Studio Art Task One: Exploration proposal

Date due: 28 July 2017 (Friday)

Outcome 1:

Develop an individual exploration proposal to form the basis of a studio process, and from this produce and document a variety of potential directions in a visual diary for at least one artwork.

Nature of the task:

An exploration proposal is a statement of intent. It should create a framework for an individual design process in which you plan how your subject matter, ideas, aesthetics, materials and techniques will be explored and developed through the design process.

Task:

Create an exploration proposal that will guide your animated artwork project.

Your exploration proposal should be one to two typed A4 pages in length.

Your exploration proposal should be written up as paragraphs (not dot points). Please use the following checklist as a guide:

Checklist for your exploration proposal:

Paragraph 1 An introduction to artworks, art styles, artists or themes that have inspired you to create your animated artwork - these are your artistic influences and sources of inspiration	
Paragraph 2 An explanation of what aspects of the works you are drawing on to create your animated artwork - this will include reference to art elements and principles (see glossary of key terms)	
Paragraph 3 A description of your chosen medium and how you intend to use this medium to create your artwork - including which techniques you may need to explore	
Paragraph 4 An overview of the materials that you plan to use in creating your animated artwork - this will include the materials that you will use to create your artwork and the materials required for capturing and editing the animation	
Paragraph 5 An explanation of how you intend to finish and present your artwork	

Glossary of key terms for use in your exploration proposal

Focus

A focus is the key idea in the exploration proposal, for example: “The phrase ‘the personal is political’ gained wide currency in the 1970s feminist movement. Its reinterpretation of the relationship between individual experience and institutionalized power informed a broader development of art that explicitly reflects minority or marginalized viewpoints.”

Subject matter

Is the arrangement and placement of figures and objects within a composition. The subject matter is what can be seen in the artwork, for example, a landscape, a portrait, an animal. Look at how artists have treated subject matter similar to yours. Draw comparison between them and your work and explain how you will approach your subject matter in a new or interesting way.

Conceptual possibilities

Are the potential of the ideas you would like to work with in the design process. Where can you see your ideas leading you? What is the potential of your idea? What different directions can you take in your work?

Ideas

Are concepts, themes or issues that you would like to make art works about. Ideas are individual to the artist and can be inspired by other artists or experiences an artist has in their daily life.

Art form/s

Are painting, drawing, printmaking, sculpture, ceramics, interdisciplinary practices, installation, design, performance, textiles and sound. Students select as appropriate. A detailed study of the art form must form part of the design process. All aspects of materials, techniques, processes and skills must be considered in relation to the specific art form.

Aesthetic qualities

Are the application and manipulation of art elements and principles such as colour, line, shape, form, texture, space, movement or balance to create a particular mood or feeling that communicates ideas to a viewer or audience.

Materials

Are specific to the selected art forms listed above, for example, traditional drawing materials include: Chalk, Charcoal soft or hard, Conté, Crayon, Graphite, Marker, Pastel, Pen and ink, Pencil, Sand, Watercolour. Traditional surfaces for drawing include: Canvas, Card stock, Metal, Paper, Plaster, Scratchboard, Walls (typically for murals), Wood, Glass, Fabric.

Techniques

Are specific to the selected art forms listed above, for example, in sculpture, there are four basic sculpting techniques. (1) In modeling, a soft material—such as clay, wax, and plaster—is built up and shaped.

(2) In carving, the sculptor cuts, chips, or drills from a solid mass made of wood or stone.

(3) In casting, molten metal or another substance is poured into a mold and allowed to harden.

(4) In assembling or constructing, various materials are gathered and joined together to make a sculpture.

Processes

Are specific to the art forms listed above and relate to the use of materials, techniques and skills. The process of creating a painting varies from medium to medium and from individual to individual. It is best to have a canvas or panel with a prepared ground, painting tools, a medium (either oil or gel for acrylic), and some solvent (either baby oil for oil paint or water for acrylic).

Skills

Are specific to the art forms listed above, however general skills could include the ability to use the rule of thirds to compose an image, control and manipulate lighting to create different moods, creating perspective through layering images, understanding colour theory to mix colours and apply them to create contrasting and complimentary effects.

Glossary of art elements

The art elements are the basic visual building blocks that can be observed or experienced in an artwork. Artists use them to compose or order the way we see an artwork. They also convey ideas through their associations.

Line

Has a single dimension, joining two points. It has length and direction. It may be a mark made by a painted tool, brush, pencil or pen. It may be the meeting edge between shapes or it may divide space. If repeated, it can make patterns, define a shape (outline), indicate mood or be used to create texture and tone. By varying a line's width and direction, an artist can create movement or weight and suggest emotions. Every line has a thickness, direction and rhythm. Terms to describe line include straight, contour, curvilinear, analytical, uneven, implied, explicit, calligraphic, erratic, thick, thin, gestural, vertical, diagonal, horizontal, and autographic.

Colour

Colour is generated by light reflecting off a surface and describes our experience of this action. Colour hue, value and intensity are the main characteristics of colour. Colour is a visual sensation and can be represented realistically or artists can deliberately alter colour for emotional or subliminal effects. Harmonious colours are similar and are close together on the colour wheel. Complementary colour schemes, such as red-green, purple-yellow, are opposite on the colour wheel and produce vibrant, clashing effects. Terms used to describe the use of colour might include: hue, saturation, intensity, brightness, monochromatic, polychromatic, palette, local, optical, impressionistic, arbitrary, abstract, expressionistic, warm, cool, primary, secondary, tertiary, complementary, opposite, analogous, adjacent, triadic, or tint.

Tone

Tones are black, white and grey and can be described as a range in terms of key or value. Tone can increase the sense of reality or the three-dimensional, or can add a sense of drama if tonal contrast is used. Terms used to describe the use of tone might include: harsh, subtle, gradual, dramatic, chiaroscuro (strong light on the subject with dark background, achromatic, mid-tones, shadow, highlights, silhouette, umbra, tonal patterns and shading).

Texture

Texture the surface quality, from smooth to rough, that can either be felt or observed (literal or implied). Texture can be simulated or actual. Application of paint with a dry brush suggests roughness while heavy application of paint mixed with impasto can create raised ridges of actual texture. Terms used to describe the

use of texture might include: invented, impasto, rough, smooth, natural, irregular, scratched, polished, gritty, uneven, wrinkled or furry.

Shape

Shape an area contained within an implied line, or defined by a change in colour or tone. Shapes have two dimensions: width and breadth. They can be free-form and organic (asymmetrical) or geometric in nature (symmetrical). Terms used to describe the use of shape might include: non-objective, representational, amorphous, irregular.

Form

Form describes a three-dimensional area. It can be visual/depicted or physical. While related to shape, terminology should be specific, i.e. biomorphic, geometric volumes (cube, spherical, pyramid, ovoid). Terms include distorted, elongated, layered, anthropomorphic (human like).

Sound

Sound is an audible material in art that can be made electronically or naturally and might be recorded and reproduced. Sound can be heard as noise, words or music and is usually found in contemporary art, such as videos. It may be a component of installations or multimedia or interactive works. Terms used to describe the use of sound might include: loud, soft, harsh, discordant, melodic, natural, artificial, vocalised, sonorous, high or low pitched.

Light

Light is closely aligned to tone and describes the clarity of light rays that illuminate an object or installation. Terms used to describe the use of light might include: bright, glowing, highlight, reflection, shiny, ambient, atmospheric, sparkle, localised, illuminating, refracted, diffused, blushes.

Time

Time as a material relates to the physical, emotional or psychological duration of an event or experience in art. Terms used to describe the use of time might include: chronological, implied, transient, actual, set, long, short, periodical, constant, abstract, cyclical and erratic.

Glossary of art principles

Art elements are organised individually or in combination to create art principles.

Balance

Balance is the distribution of visual weight in a work of art. Elements like shape may be balanced along a visual axis symmetrically or asymmetrically. The comparative amounts of colours, tones, and textures can create a sense of balance within a composition. Points to consider when looking for balance: comparison of elements and objects, and a comparison of stillness/movement.

Contrast

Differences in tone, colours, textures, shapes and other elements used to draw attention or to make dramatic parts of an artwork. For example, complementary colours or black and white tones create high contrast, and setting circular and elliptical shapes against each other creates low contrast.

Emphasis/focal point

The artist's application of art elements make a part or parts of the composition stand out. Artists often use implied or psychic line to draw the eye to a location on an artwork. Some works have a single focal point, some provide a clear ordering of emphasis, and others have multiple focal points. Isolation, accents and placement can create a focal point or emphasis.

Movement

Can be still, anticipated, kinetic, due to kinetic empathy, suggested by motion blur. Pattern, the arrangement of recurring figures/motifs and modules (3D form), can create movement.

Proportion

Refers to the comparative amounts or ratios of an element. This includes concepts such as the Golden Section and distortions. Proportion includes the connection between parts and the whole.

Repetition (Pattern)

A regularly recurring motif/ shape/ figure creates pattern. A motif that recurs irregularly is repetition. These can create a sense of unity, rhythm or movement in a work. For example, a repetition of line can cause a pattern, or suggest movement, or a time sequence.

Rhythm

Where the use of an element is repeated. This can be a regular or an irregular repetition and if regular can form a pattern. Rhythm creates a sense of movement (think of musical beats); movement in a pattern, the relationship of parts to the whole. Different types of rhythm include flowing; regular; alternating; progressive and random.

Scale

Refers to the comparative size of shapes or forms, use of time, volume of sound in an artwork. Examples could be human, small or large scale. Scale can be a comparison of sizes as in a ratio, for example, one half of the original; in relation to human figures, scale can be larger than, smaller than or actual life size.

Space

Refers to its visual/pictorial (illusionary/ plastic) depiction or physical (sculptural/ architectural) use. Physical space includes relief and in the round work. Visual space can refer to an amount within a composition (i.e. crowded or empty) or the depiction of depth (i.e. shallow, endless). It can be decorative (flattened) through to deep plastic. Space can be created visually by simple overlapping or chiaroscuro, or through more complex techniques such as atmospheric or geometric perspective. Terms such as foreground, middle ground, background, or interpenetration are useful terms for discussing space. Techniques include foreshortening, multipoint perspective or amplified perspective.

Unity

Refers to the similar or uniform use of an element that unifies or ties together a composition. Unity can create a sense of balance in an artwork. Patterns, figures/motifs and modules (3D forms) can create unity.

Variety

The diverse use of an element creates a more assorted and visually dynamic composition. Variety can be used to create slight differences or alter the rate of change, for example, a drawing is more expressive if variation is used in the thickness of the lines. Tonal variation when painting an object produces a greater sense of solidity.