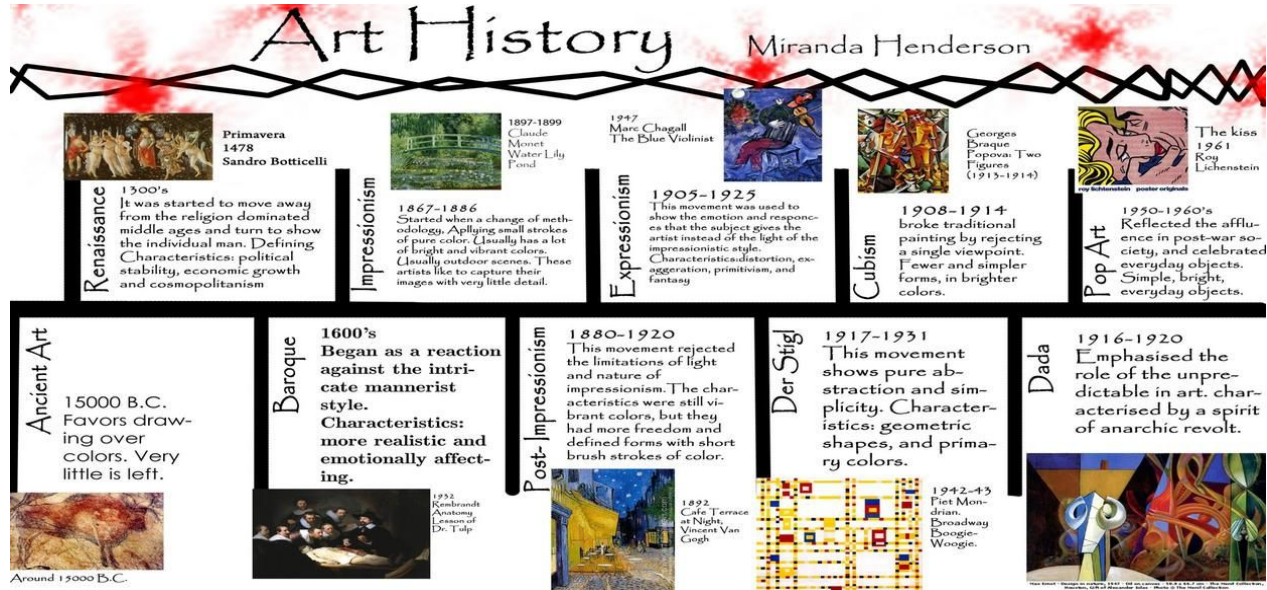


# 4 Steps to Art Critique



Throughout the school year art history is referenced and studied daily through readings, videos and hands on exercises in the *Foundation Art Class*. Many artists and art periods are covered. Students will analyze each period/artwork with a four step method, and critique how the history of art has reflected humanity in the past and mirrors current society and shapes the visual message of the future.

## 4 Step Art Critique

1. Describe
1. Analze
2. Interpretation
3. Judgement

# Language of Art & Critique

## 4 Steps to a Successful Critique

### Step 1

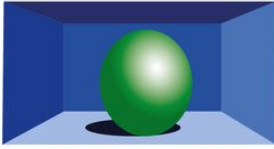
**Description** ~ What do I see? Collect all facts and clues on what you see.

### Step 2

**Analyze** ~ How is the work organized? Look at the work as a whole. Describe the visual composition; how does your eye move through the work? Separate the work into expressive powerful parts.

How are the elements of art used?

- Line
- Shape
- Form
- Value
- Color
- Space
- Texture



# SPACE

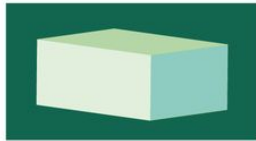
Space is the area between and around objects. The space around objects is often called negative space; negative space has shape. Space can also refer to the feeling of depth. Real space is three dimensional; in visual art, when we create the feeling or illusion of depth, we call it space.

# ELEMENTS OF ART

The elements of art are the building blocks used by artists to create a work of art.

## FORM

Forms are three-dimensional shapes expressing length, width, and depth. Balls, cylinders, boxes, and pyramids are forms.



## SHAPE

Shape is a closed line. Shapes can be geometric, like squares and circles; or organic, like free-form or natural shapes. Shapes are flat and can express length and width.



## COLOR

Color is light reflected off of objects. Color has three main characteristics: *hue* (the main property of color, what differentiates colors), *value* (how light or dark it is), and *intensity* (how bright or dull it is).

- White is pure light; black is the absence of light.

- **Primary colors** are the only true colors (red, blue, and yellow). All other colors are mixes of primary colors.

- **Secondary colors** are two primary colors mixed together (green, orange, violet).

- **Complementary colors** are located directly across from each other on the color wheel. Complementary pairs contrast because they share no common colors. For example, red and green are complements, because green is made of blue and yellow. When complementary colors are mixed together, they neutralize each other to make brown.

*\*Value can also be categorized as an element of art.*

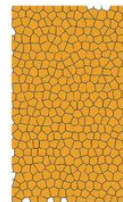


## LINE

A line is a mark with greater length than width. Lines can be horizontal, vertical, or diagonal; straight or curved; thick or thin.

Texture is the surface quality that can be seen and felt. Textures can be rough or smooth, soft or hard. Textures do not always feel the way they look; for example, a drawing of a porcupine may look prickly, but if you touch the drawing, the paper is still smooth.

## TEXTURE



## MOVEMENT

Movement is the path the viewer's eye takes through the work of art, often to focal areas. Such movement can be directed along lines, edges, shape, and color within the work of art.

# PRINCIPLES OF DESIGN

The principles of design describe the ways that artists use the elements of art in a work of art.

## RHYTHM

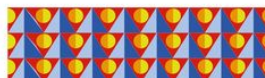
Rhythm is created when one or more elements of design are used repeatedly to create a feeling of organized movement. Rhythm creates a mood like music or dancing. To keep rhythm exciting and active, variety is essential.



## PROPORTION

Proportion is the feeling of unity created when all parts (sizes, amounts, or number) relate well with each other. When drawing the human figure, proportion can refer to the size of the head compared to the rest of the body.

*\*Some Principles of Design can be referred by something else. For ex.: Emphasis can also be called Dominance.*



Pattern is the repeating of an object or symbol all over the work of art.

## PATTERN



## VARIETY

Variety is the use of several elements of design to hold the viewer's attention and to guide the viewer's eye through and around the work of art.

## BALANCE



Balance is the distribution of the visual weight of objects, colors, texture, and space. If the design was a scale, these elements should be balanced to make a design feel stable. In symmetrical balance, the elements used on one side of the design are similar to those on the other side; in asymmetrical balance, the sides are different but still look balanced. In radial balance, the elements are arranged around a central point and may be similar.

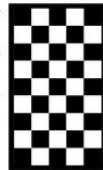


## REPETITION

Repetition works with pattern to make the work of art seem active. The repetition of elements of design creates unity within the work of art.

## UNITY

Unity is the feeling of harmony between all parts of the work of art, which creates a sense of completeness.



## EMPHASIS

Emphasis is the part of the design that catches the viewer's attention. Usually the artist will make one area stand out by contrasting it with other areas. The area could be different in size, color, texture, shape, etc.



What are the principles of design that are noticable visually in the piece?

### Step 3

**Interpretation** ~ What is happening? What is the artist trying to say?  
Can be based on personal feelings and experience of viewer.

### Step 4

**Judgement** ~ What do you think of the work? Give your opinion, judge  
whether the work is a success.

### 3 Theories of Judgement

Imitation ~ when the artist imitates the real world (representation).

Formalism ~ elements and principles are organized. (rules followed)

Emotionalism ~ when the work produces a mood. (focus on emotion)