











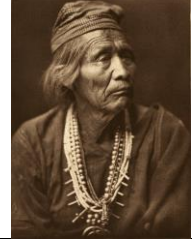



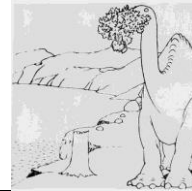

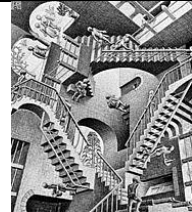



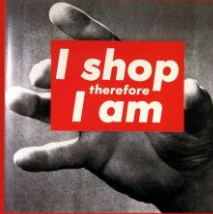




Digital Media 1 – Exam Review

Part 1 of the Exam will be multiple choice. Be able to identify the artist/title/art period by the photograph of their work.

Dada	Shock, Protest, Nonsense Brought about from the happenings of World War I
	Hannah Hoch Da Dandy
	Marcel Duchamp Bicycle Wheel
	Hans Arp Untitled Made by Chance Operation
Art Nouveau	Highly Stylized, flowing, curvilinear designs – Name originated from a shop in Paris – Maseron l'Art Nouveau owned by Siegfried Bing.
	Renee Lalique – Jewelry and glass designer Dragonfly Woman Corsage
	Alphonse Mucha
	Hector Guimard Paris Metro Entrance

Peter Max	Known for his Cosmic 1960's style work, which featured strong lines and bold color combinations.
	The Love Poster – Max's most famous image
	Pan Am Airlines
Romare Bearden	Famous for his richly textured collages
	Three Musicians
	The Conversation
Photographers	
	Dorothea Lang
	Ansel Adams

		Edward S. Curtis
Animation		Anima- Latin for Soul or Spirit The process by which we see pictures move
		Zoetrope 180 Ad
		Praxinoscope Emile Raynard
		Humorous Phases of Funny Faces – First animated film j. Stuart Blackton
		Gertie the Dinosaur – The first established character in an animated film Windsor McCay
		Toy Story – The first fully computer generated film Pixar Studios
Sketchbook Artists		
		MC Escher

		Roy Lichtenstein
		Barbara Kruger
		Andy Warhol
Architecture		
		Falling Water Frank Lloyd Wright
		The Louvre [entrance] I.M. Pei
		The Louvre [entrance] I.M. Pei Glass House Phillip Johnson

Elements and Principles of Art, etc.

Line – An element of art that is the path of a moving point through space.

Shape – An area set apart by line or contrasts of value or color

Geometric Shapes - Precise shapes that can be described using mathematical formulas.

Free-form Shapes – Irregular and uneven shapes

Form- An object having three dimensions. Forms are geometric or free form.

Texture- The element of art that refers to how things feel or how they look as if they might feel on the surface

Value- The Lightness or darkness of a color

Unity- Principle of design that allows the viewer to see a complex combination of elements, principles, and media as a complete whole. (The invisible glue)

Contrast- The difference between a light area and a dark area in a work of art. It also refers to elements in a design that are very different.

Space - The element of art that refers to the emptiness or area between, around, above, below, or within objects. Shapes and forms are defined by the space around and within them.

[Visual] Rhythm –Principle of art that indicates movement by the repetition of elements or objects

Movement – Principle of design that deals with creating the illusion of action or physical change in position.

Balance – A feeling of equality in weight and attention within a work of art

Formal balance – Way of organizing parts of a design so that equal or similar elements are placed on opposite side of a central axis.

Informal balance - Way of organizing parts of a design so that unlike objects have equal visual weight or eye attraction.

Radial balance - Type of balance in which forces or elements branch out from a central point, the axis in a circular pattern.

Motif – Unit repeated in visual rhythm

Focal Point - The element of art that refers to the emptiness or area between, around, above, below, or within objects. Shapes and forms are defined by the space around and within them

Still Life - A painting or other two-dimensional work of art representing inanimate objects such as bottles, fruit, and flowers

Perspective - Method used to create the illusion of depth on a two-dimensional surface.

Linear Perspective - Technique of using lines in drawing and painting to create the illusion of depth on a flat surface.

Atmospheric Perspective - Effect of air and light on how an object is perceived by the viewer. The more air between the viewer and the object, the more the object seems to fade. A bright object seems closer to the viewer than a dull object

Part 2 of the Exam will be a hands on art portion of the exam related to your sketchbook work from the year.