What is the importance of aesthetics and how do they define my artwork?

Concept: Me as an Artist?
- Who am I as a person? (A)
- What sort of things define me? (ET)
- Who am I as an artist? (A)
- What do I want to explore? (A)
- What connections will I make between my pieces of art? (ET)
- What is a visual journal? (ET)

Concept: Explanation and Articulation
- Why is it important for me to explain my creations? (A)
- How does public speaking and good writing skills help me as an artist? (ET)
- What are the connections between my creations and what is presently happening in the art community? (A)
- What statements do I want my artwork to make? (ET)

Concept: Aesthetic Response
- How do I define art? (A)
- What does the word aesthetics mean? (A)
- How do I want other to view my artwork? (ET)
- How do I want my artwork to look? (ET)

Vocabulary:
- Artist, Explore, Self-Expression, Visual Journal
- Artist Statement, Subject Matter, Content, Connections, Assessment
- Aesthetics, Judgment, Art, Senses, Perception, Taste, Beauty, Ugliness, Subject Matter, Content

Additional Information:

Attached Document(s):
Concept: Me as an Artist?
Artist - A person who produces.

Explore - To look into closely; scrutinize, or examine.

Self-Expression - The expression of one's own personality, feelings, etc. as in painting, poetry, or other creative activity.

Visual Journal - A collection of various images that stimulate or inspire an artist in some manner.

Concept: Explanation and Articulation
Artist Statment - A brief statement of an artist's intentions through their artwork.

Subject Matter - The starting point for your art; broad theme or topic of the artwork.

Content - Closely related to subject matter; the refinement of subject matter by defining what you want your artwork to say.

Connections - Associations or relationships.

Assessment - An evaluation.
Concept: Aesthetic Response
Aesthetics - The branch of philosophy dealing with such notions as the beautiful and the ugly; a view of establishing the meaning and validity of critical judgments concerning works of art and the principles underlying or justifying such judgments.

Judgment - Forming of an opinion, notion, or conclusion from circumstances presented to the mind.

Art - The process or product of deliberately arranging elements in a way to affect the senses or emotions.

Senses - The physiological capacities within organisms that provide inputs for perception.

Perception - Immediate or intuitive recognition or appreciation, as of moral, psychological, or aesthetic qualities; insight.

Taste - A result of education and awareness of elite cultural values; taste can be learned.

Beauty - Not based on innate qualities but rather cultural specifics and individual interpretations; judgments of beauty are sensory, emotional, and intellectual all at once.

Ugliness - A property of a person or thing that is unpleasant to look upon and results in a highly unfavorable evaluation. To be ugly is to be aesthetically unattractive, repulsive, or offensive.

Subject Matter - As opposed to content, the subject matter is the subject of the artwork, e.g., still life. The theme of Vanitas (popular a few centuries ago) of vanity, death, universal fate, etc., used in the still life, can be considered the content. The still life objects used in the image are the subject matter.

Content - As opposed to subject matter, content is the "meaning" of the artwork. ex) in Moby Dick, the subject matter is a man versus a whale; the content is a complex system of symbols, metaphors, etc. describing man's existence and nature
How does the examination of major artistic expression influence my production and understanding of three-dimensional art?

**Key Learning:**
- Students understand and apply the fundamental art and art historical terminology.
- Students will make connections between their artwork and art of the past and present.
- Students understand the cross-cultural and global nature of art.
- Students will perform higher order thinking skills by articulating visual and art historical concepts both in written and verbal forms.

**Unit Essential Question(s):**
How does the examination of major artistic expression influence my production and understanding of three-dimensional art?

**Concept:**
- **The Importance of Art History**
- **Art Periods and Movements**
- **Types of Three-Dimensional Art**

**Lesson Essential Question(s):**
- **The Importance of Art History**
  - Why look at art history? (A)
  - How does the past influence the future? (ET)

- **Art Periods and Movements**
  - What periods and movements of art interest me? (A)
  - Who were the major players in those periods and movements? (ET)
  - What works of art were popular? (ET)
  - What were the meanings, purposes, and driving factors behind the artists and their works of art? (ET)

- **Types of Three-Dimensional Art**
  - What were some popular trends in three-dimensional artwork? (A)
  - How has sculpture developed and changed throughout the ages? (ET)
  - What is installation art? (ET)

**Vocabulary:**
- Art History, Functional Art, Fine Art
- Art Movement, Ancient Art, 19th Century, 20th Century, Modern Art, Contemporary Art, Remodernism

**Additional Information:**
Students are required to visit at least two art museums, galleries, studios, etc and write about their experiences. It is important that they are exposed to what has happened and is happening within the art world.
Concept: The Importance of Art History
Art History - Academic study of objects in art in their historical development and stylistic contexts; i.e. genre, format, design, and look.

Functional Art - Art that is experience visually while serving a purpose or function; i.e. pottery or woven scarf

Fine Art - Art that is made purely to be experienced visually.

Concept: Art Periods and Movements
Art Movement - Style or technique in art followed by a group of artists who share common beliefs; confined to a specific period of time anywhere from a few months to several years.

Ancient Art - Art developed in the cultures of ancient societies, such as ancient China, India, Mesopotamia, Egypt, Greece, and Rome.

19th Century - Art movement that includes Romanticism, Neo-Classicism, Realism, Impressionism, Art Noveau, etc.

20th Century - Art movement that includes Fauvism, Cubism, Expressionism, Surrealism, Pop Art, etc.

Modern Art - Artistic works produced during the 1860s to 1970s; the term is usually associated with art in which the traditions of the past have been thrown aside in a spirit of experimentation.

Contemporary Art - Art produced at this present time or since World War II.

Remodernism - Art Movement established in 2000 as an alternate to "replace Postmodernism with spiritual values"; defined by the artist's intentions rather than formal elements.
Concept: Types of Three-Dimensional Art

Ancient Sculpture - A means of human expression since prehistoric times; these sculptures have ritual significance beyond aesthetic considerations as well as being very sophisticated in technique and style.

Bronze Casting - Bronze is ideal for casting art works; it flows into all crevices of a mold, thus perfectly reproducing every detail of the most delicately modeled sculpture. This technique has been used since the early Egyptians.

Carving - The act of fashioning or producing by cutting into or shaping solid material, such as wood; this is one of the earliest forms of sculpture making.

Cire Perdue - Sculptural process of metal casting that may be used for hollow and solid casting; this method has been used for centuries in the great civilizations of Mesopotamia, Africa, China, and Greece.

Paper Mache - Art material made of paper strips soaked in a binder of starch or flour paste; it dries into a firm, hard substance. Papier-mâché is widely used in the production of decorative objects and sculptures of great lightness, delicacy, and strength.

Wax Figures - Sculptures usually made of beeswax or tallow, which is susceptible to modeling, casting, and coloring. The Egyptians, Greeks, and Romans used wax to make sacred images or death masks. Wax has been employed in the cire perdue casting process for sculpture; it is also used in the preparatory stages by sculptors as a sketch or model for the finished work.

Architectural Sculpture - Sculptures of the Romanesque and Gothic periods form integral parts of the church buildings, and often a single cathedral incorporates thousands of figural and narrative carvings.

Kinetic Sculpture - Sculpture that contains moving parts or depends on motion for its effect. The moving parts are generally powered by wind, a motor or the observer. Kinetic art encompasses a wide variety of overlapping techniques and styles.

Installation Art - Art that is or has been installed or arranged in a place by the artist. It might be either site-specific or not, and either indoors or out. The term became widely used in the 1970s and 1980s, and continues to be employed by many artists today. Installations may be temporary or permanent.

Sculpture in the Round - A type of sculpture in which the figures are presented in complete three-dimensional form and are not attached to a flat background (unlike relief). The principal types of sculpture in the round are statues, busts, and sculptural groups. Sculpture in the round can be viewed either from one definite or several vantage points. It can also be seen from all sides, giving the viewer several complementary perspectives.

Relief Sculpture - three-dimensional projection from a flat background. In alto-relievo, or high relief, the protrusion is great; basso-relievo, or bas-relief, protrudes only slightly; and mezzo-relievo is intermediate between the two. Ancient Egyptians and Etruscans also used cavo relievo, intaglio or sunken relief, in which the design is incised deeper than the background. High relief, although also used in ancient times, reached its climax in the Baroque period. Bas-relief is commonly employed on coins and on medals.
What can I learn through the production of my three-dimensional artwork?

Key Learning:

- In order to meet deadlines, you must have a strong work ethic and be disciplined.
- It is important to set priorities and goals.
- Exploration is the key to making art.

Unit Essential Question(s):

What can I learn through the production of my three-dimensional artwork?

Concept: Time Management
Lesson Essential Question(s):
- Why is it important to meet deadlines? (A)
- Why is it vital to be self-motivated? (A)
- How does my work ethic help or hinder my artwork? (ET)
- What can goal-setting do for me and my artwork? (A)
- What defines a good plan or proposal? (ET)

Concept: Composition
Lesson Essential Question(s):
- What is composition? (A)
- How does my knowledge of the Elements and Principles of Art influence my mastery of composition? (ET)
- Why should I master composition? (ET)

Concept: Media and Technique
Lesson Essential Question(s):
- How does the media or materials I use influence the art I make? (A)
- What medium am I most successful with when making my artwork? (A)
- What medium and techniques do I want to explore? (ET)

Vocabulary:
- Time Management, Discipline, Goal, Plan, Work Ethic, Success, Deadline, Efficiency
- Mastery, Composition, Unity, Design, Elements of Art, Principles of Art

Additional Information:

At this level, students are creating works for their portfolios that demonstrate a sincere desire to explore a variety of ideas and problems.
**Concept: Time Management**

Time Management - The prioritization of tasks in order to maximize personal efficiency in the workplace.

Discipline - The activity, exercise, or regimen that develops or improves a skill; training.

Goal - The result or achievement toward which effort is directed; aim; end.

Plan - A scheme or method of acting, doing, proceeding, making, etc.; developed in advance.

Work Ethic - The belief in the moral benefit and importance of work and its inherent ability to strengthen character.

Success - The favorable or prosperous end of attempts or endeavors.

Deadline - The time by which something must be finished or submitted.

Efficiency - The ability to accomplish a job with the minimum amount of time and effort; competency in performance.

**Concept: Composition**

Mastery - Superiority or victory; expert skill or knowledge.

Composition - The arrangement of formal elements to achieve a unified whole; layout.

Unity - The state of being one; oneness; a whole created by combining all its parts into one.

Design - To make drawings, preliminary sketches, or plans; to plan and fashion the form of a structure of a work of art; organization and structure of formal elements in a work of art; composition

Elements of Art - line, shape, form, value, color, texture, and space; the composites of artwork.

Principles of Art - unity, balance, movement, rhythm, contrast, pattern, emphasis; concepts used to make successful artwork.

**Concept: Media and Technique**

Medium - The material or technique with which an artist works.

Media - plural form of medium

Technique - Technical skill; ability to apply procedures or methods so as to effect a desired result.

Kiln - Oven used to bake the kiln; uses extremely high temperatures.

Wedging - Method used for getting the clay into a good working condition (like kneading dough).

Socring - Texturing the surface of two clay parts with a sharp tool to more effectively join the parts.

Slip - Liquid clay made from the same clay as the piece being constructed; used to coat the scored surfaces to two pieces of clay to be joined; functions as a glue.
Fire - To subject the clay piece to a temperature that caused the components of the clay body to melt and mold together.

Greenware - Clay work which has been thoroughly dried but has not been fired; work is extremely fragile!

Bisque - Name given to clay work that has been fired and is unglazed; clay is now sturdy.

Found Object Sculpture - Artwork assembled from objects the artist has found in his or her surrounding world.

Installations - Art that is or has been installed or arranged in a place by the artist. It might be either site-specific or not, and either indoors or out. This term became widely used in the 1970s and 1980s and continues to be employed by many artists today.

Armature - A skeletal framework built as a support on which a clay, wax, or plaster figure is constructed.

Mold - A frame on which something is formed or made; to shape or form

Additive Sculpture - Sculptural form produced by combining or building up material from a core or armature. Modeling in clay and welding steel are additive processes.

Subtractive Sculpture - Sculpture made by removing material from a larger block or form.

Plaster - A composition of lime or gypsum, sand, water, and sometimes hair or other fiber, this mixture hardens, sets, and dries quickly.

Wheel Throwing - Method in which a potter's wheel, or machine, is used in the shaping of round ceramic wares. This method is also part of the trimming process of those round ceramic wares.

Hand building - Clay construction that utilizes methods such as slab, coil, and pinch. Everything is created using the hands and not the potter's wheel.

Pattern - A decorative design created by the repetition of materials or elements.

Structural Integrity - The strength and durability of industrial components and equipment.

Fabrication - The act or process of manufacturing or creating.

Fiber - Matter or material composed of filaments.

Weaving - To form by interlacing threads, yarns, strands, or strips of some material

Conception/execution - Conception is the birth process of an artistic idea, from the initial creative impulse through aesthetic refinement, problem-solving, and visualization/realization. Execution is the second half of the creative process: the actual carrying out of the idea, in terms of method and materials, which often involves compromises and alterations of the initial conception. Artists often see the initial conception as the guiding force for their aesthetic decisions, in terms of formal elements of design, and in terms of the expressive content desired. Contemporary conceptual artists place more emphasis on the first part of the creative process; traditional artists are somewhat more concerned with the techniques and methods involved in producing the artwork.
Curriculum: 2009 Pequea Valley SD Curriculum  
Course: 3-D Design II  
Teacher / Team Name: Rachael Gorey  

Vocab Report for Topic: Production  
Subject(s): Art  

Days: 60  
Grade(s): 11th, 12th