

Expressive Feature and Characteristics of Design (descriptive vocabulary of observed form, useful for interpreting, understanding, and constructing, the artwork of self and others.

Colorado Academic Standards for Visual Art Revised Rationale: Recognizing multiple interpretations for addressing art elements and design principles across time and culture are referred to as **expressive features and characteristics** of art.

Expressive features and... (How something communicates an <u>idea or concept</u>)	Characteristics The <u>literal quality</u> of the things you can see and identify in a design or work of art.	Techniques <u>How</u> you represent something. The way it is constructed or built. Media or medium	Tools <u>Implement</u> or instrument used in making art.
Combination of elements in a art/design that... <ul style="list-style-type: none"> ● Persuade you to take an action ● Consideration of space allows other elements to articulate intended meaning ● Communicate through composition/arrangement (quiet, loud, calm, urgent, etc) ● Show appropriation or recycled materials and ideas* ● Demonstrate reconceptualization (the meaning of the artwork is generated by positioning a familiar image in relationship to pictures, symbols, or texts with which it is not usually associated.*) ● Show layering (imagery evoking the complexity of an idea, multiple perspectives, etc.) ● Interaction of text and Imagery (The text does not describe the work, nor does the image illustrate the text, but the interplay between the two elements generates the idea*) ● Emphasize juxtaposition (bringing together radically disparate elements*) ● Demonstrate hybridity (blending of cultural ideas*) 	Elements in art/design that you can see and identify such as... <ul style="list-style-type: none"> ● Space ● Line (see techniques/types of lines) ● Shapes <ul style="list-style-type: none"> ○ Geometric ○ Organic ○ Flat ● Form <ul style="list-style-type: none"> ○ Dimension ○ Volume ○ Mass ● Texture <ul style="list-style-type: none"> ○ Rough, hard, bristly ○ Smooth, soft ○ Warm, wet, dry, cold ● Value / tone <ul style="list-style-type: none"> ○ Gray scale ○ Transitional ○ Abrupt ○ Low –key ○ High – key ○ mid-value ● Color / hue <ul style="list-style-type: none"> ○ Primary, secondary, tertiary ○ Tint ○ Shade ○ Neutral /Gray ○ Chromatic intensity ● Contrast 	Art/design has been created... <ul style="list-style-type: none"> ● Digitally ● With paper ● Drawn (with ink, pencil, crayon, markers, etc) <ul style="list-style-type: none"> ○ Cross hatch ○ Stipple ○ Line-dividing space ○ Gestural lines ○ Contour lines ○ Chicken scratch ○ Thick, thin, edge lines ○ Measured lines ○ Organic mark making lines ● by being printed (4 color offset) ● by being printed (digital output) ● Photographically ● With paint/ methods and manipulation of medium <ul style="list-style-type: none"> ○ Watercolor ○ Oil ○ Acrylic ○ Tempera ● Using mixed/multi media ● Using collage ● Using printmaking (Silkscreen, hand 	The technique was created using a... <ul style="list-style-type: none"> ● Pen ● Paint brush ● Hammer ● Computer ● Pencil ● Fingers ● Toes ● Chisel ● Camera ● Press ● Knife ● Trowel ● Scissors ● Feathers ● Phone ● Sewing tools ●

<ul style="list-style-type: none"> ● Show representation (using a concept to represent something else such as one's artistic voice within one's personal history and culture of origin*) ● Demonstrates hierarchy (visually describing what is most important, next in importance, and so on) ● Employ psychology (artist strategy to affect moods, feelings, emotions, etc.) As in psychology of color. ● Use anomaly (deviation or departure from the norm or common order) ● Represent time ● Show perspective (opinion/point-of-view) ● Describe systems (a set of interacting or interdependent components forming an integrated whole) ● Demonstrate progression (literal or psychological incremental change) ● Represent movement through time ● Shows change through time ● Shows morphing (something changes into something else) ● Demonstrate formality or informality ● Employ metaphor (A situation in which a word or thing that ordinarily designates one thing is used to imply another) ● Uses nostalgia (evoking a feeling of longing for the past) ● Describes narrative/storytelling ● Becomes gestalt (A physical, psychological, or symbolic arrangement or pattern of parts so unified as a whole) 	<ul style="list-style-type: none"> ● Repetition ● Rhythm ● Pattern <ul style="list-style-type: none"> ○ Flow ○ Branching ○ Spiral ○ Packing and Cracking ● Grid ● Typography ● Headline ● Text ● Imagery ● Graphics ● Composition (radial, symmetrical, rule of thirds, etc.) ● Point, line, plane ● Balance ● Movement ● Pacing ● Size and Scale ● Figure/ground <ul style="list-style-type: none"> ○ Background ○ Midground ○ Foreground ● Framing ● Aerial perspective ● Perspective/illusion of depth ● Literal point-of-view (as in camera) ● Transparency ● Multiple perspectives ● Angle ● Geometry ● Symbols ● Metaphors ● Precision ● Tension ● Space ● Emphasis ● Contrast ● Harmony ● Tension (tenuous balance or proximity) 	<p>press, intallio, etc)</p> <ul style="list-style-type: none"> ● Using 3D construction methods <ul style="list-style-type: none"> ○ Ceramics ○ Soft sculpture ○ Constructed items using found objects ○ Building and constructing using variety of materials ● Using film, video, animation, etc. ● 	
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<p>that its properties cannot be derived from a simple summation of its parts.)</p> <ul style="list-style-type: none"> ● Uses irony (real meaning is hidden by words and/or images) ● Employs parody (imitates the characteristic style of another work, either for comic effect or ridicule) ● Creates tension (figuratively opposing forces or elements often causing anxiety--from dissonance to angst to pain or excitement) ● Demonstrates imagination through visual use of new symbols or mark making ● Represents a visual likeness of visual perception ● An idea expressed through visual formation of concepts (e.g., requires imagination, visualization, abstraction, concepts/ideas, etc.) 	<p>of elements that causes friction)</p> <ul style="list-style-type: none"> ● Unity ● Variety 		
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*wording and or concept from Olivia Gude