

## Study Guide for Quiz 2

Textbook: *Gateways to Art*, 2<sup>nd</sup> edition  
Website: visualartnotes.com

### Part 2 - Two-Dimensional Media (2D)

#### In-class Essay questions (5-8)

Buy **one large Examination booklet** for in-class essay questions. Essay questions will be worth 3 points each. Other in-class group exercises will be worth 1-3 points each.

Your essay answer should be a short paragraph consisting of at least three or more sentences. Answers should be paraphrased in your own words, not plagiarized from online sources. If you plagiarize any author's words, your answer will be critically penalized.

#### Chapter 2.1 - Drawing

(page in textbook)

5. Cartoons had been originally used for what purpose? How did Daumier change the meaning of a cartoon in the mid-19<sup>th</sup> Century? What are some different types of cartoons seen today and do they have meaning or a message?
- |                |   |       |
|----------------|---|-------|
| Raphael        | cartoon for <i>The School of Athens</i>       | (200) |
| Honoré Daumier | <i>Counsel for the Defense (the Advocate)</i> |       |
| CLAMP          | page from <i>Tsubasa RESERVoIR CHRoNiCLE</i>  | (51)  |

#### Chapter 2.2 - Painting

6. Describe the making of a fresco painting. What happened in Mexico which encouraged a period from 1920 into the mid-1930s, known as the *Mexican Mural Renaissance* and what was the renaissance's purpose? Also, who was Prometheus and why do you think Orozco chose this symbol for Pomona College?
- |                      |                   |       |
|----------------------|-------------------|-------|
| José Clemente Orozco | <i>Prometheus</i> | (219) |
|----------------------|-------------------|-------|

#### Chapter 2.7 - Visual Communication Design

7. Provide several reasons why a logo or symbol would be extremely important to a corporation or organization? Also, name two other well recognized symbols and two other well recognized logos and what makes each one so effective?
- |                  |                            |      |      |
|------------------|----------------------------|------|------|
| Carolyn Davidson | <i>Nike Company symbol</i> | 1971 | (57) |
| Saul Bass        | <i>AT&amp;T logo</i>       | 1984 | (61) |

#### Chapter 2.9 - Film/Video and Digital Art

8. Select two films from below, read about the plot in the textbook or online and describe the type of cinematographic experience you as a viewer could have. Also, why might you be interested in seeing these two selected films?
- |                     |   |      |       |
|---------------------|---|------|-------|
| Georges Méliès      | <i>A Trip to the Moon</i>   | 1902 | (340) |
| Wladyslaw Starewicz | <i>Mest Kinematograficheskogo Operatora (The Cameraman's Revenge)</i> | 1912 | (343) |
| Robert Wiene        | <i>The Cabinet of Dr. Caligari</i>                                    | 1919 | (345) |
| Orson Welles        | <i>Citizen Kane</i>   | 1941 | (341) |
| Kar Wai Wong        | <i>Chungking Express</i>  | 1994 | (346) |
| Davis Guggenheim    | <i>An Inconvenient Truth</i>  | 2006 | (346) |

## Chapter 2.1 - Drawing

1. What might be the function of a drawing?
  
2. Differentiate between a **linear** drawing and **value** drawing.
  
3. Categories of Drawing
  - A. **Dry media** - Identify the different natural material used in making these dry mediums. Can you recognize different finished appearances of these dry mediums?
    - 1) Graphite / Pencil
  
    - 2) Charcoal
  
    - 3) Chalk Pastel
  
    - 4) Wax Crayon / Oil Pastel
  
  - B. **Fluid Media** - Where did we originally get ink from and how has it been produced in modern times? Can you recognize the difference in technical application and finished appearance?
    - 1) Pen & Ink
    - 2) Pen & Wash
    - 3) Brush & Ink
    - 4) Brush & Wash
  
4. Compare the original use of a cartoon to the cartoons developed in the mid-19<sup>th</sup> C and how effective might cartoons be today?
  - A. **Cartoon**
  
  - B. What is a **caricature**?

## Chapter 2.2 - Painting

1. Types of Paint - Identify the different binder or vehicle used in these painting mediums.
 

A. Fresco	E. Watercolor and Gouache
B. Encaustic	F. Acrylic
C. Tempera	G. Spray Paint
D. Oil	
  
2. Non-Traditional Paint Media
 

A. Mosaic	B. Collage
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### Chapter 2.3 - Printmaking

1. Differentiate between a **matrix** and a **print**.
2. What is a **limited edition** in printmaking and why does printmaking create limited editions?
3. Four categories of printmaking - **relief, intaglio, lithography & serigraphy**  
Examine the technical processes utilized to achieve these various types of prints.
  - A. **Relief** - On the matrix, what must be taken away to construct a relief print?
    - 1) Can you see a difference between a woodcut or linocut to a wood engraving as a type of relief print?
      - a) Woodcut / Linocut
      - b) Wood Engraving
  - B. **Intaglio** - What must be done to a metal matrix to achieve each type of intaglio print?
    - 1) Engraving
    - 2) Etching
    - 3) Aquatint
  - C. **Lithography** - What material is used for a lithographic matrix and what is used on the matrix to create this type of print? Can lithographs be linear and value prints?
  - D. **Serigraphy or Screenprinting** - What is used for this type of matrix and how might this matrix be created?

### Chapter 2.7 - Visual Communication Design

1. What are some types of *Graphic Design*?
2. What does *Graphic Design* accomplish?
3. Differentiate between a logo and a symbol.
4. What might be a new form of visual communication which utilizes the computer?

## Chapter 2.8 Photography

### 1. History of Photography and types of Photography

- a. Why would a photographic portrait appeal to the bourgeoisie?
- b. What purpose does Photojournalism serve?
- c. Who helped to develop Photography as an Art Form? How did his influence affect the field of photography as it has developed over the last hundred years?
- d. How might a *Photomontage* be similar, yet different from a collage?

## Chapter 2.9 - Film/Video & Digital Art

### 1. Cinematography

- a. How did film develop from photography?
  - b. List various types of *Cinematographic Experiences* or *Film Genres*, a viewer could experience.
  - c. Identify the various editing processes used in film making.
2. Differentiate the process used in **traditional animation** versus **computer-generated imagery (CGI)**?
  3. Differentiate the technology utilized in creating **Video Art** versus **Digital Art**?