# Term Grade 8

# **Creative Arts**

Theory 200 marks

# **Creative Arts June Exam**

Drama: 100/2 +Visual Art: 100/2 = 100% report mark



## 100 Marks

QUESTION 1	Topic 1: Dramatic skills development
QUESTION 2	Topic 2: Drama elements in playmaking
QUESTION 3	Topic 3: Drama performance
QUESTION 4	Topic 4: Drama appreciation & reflection
QUESTION 5	Topic 5: Media and Careers

Page 32 to 49 and 95 to 114



## 100 Marks

**Drama: Study from workbook** 

#### Topic 1: Dramatic skills development

#### Genre:

A form of artistic expression that is similar to each other

#### Voice: Characteristics

- Volume: the relative loudness of a voice
- <u>Pitch</u>: the relative highness or lowness of a voice
- Articulation: clearly pronouncing words
- Resonance: a rich, warm vocal tone
- Inflection: variety of vocal pitch
- Enunciate: to pronounce words or parts of words clearly
- Rate: the speed at which one speaks
- Project: increase voice or actions so they will carry to the audience

DRAMA: QUESTION 1

Topic 1: Dramatic skills development

**Vocal Development** 

- Relaxation and Restful Alertness
- Breath Control and Capacity
- Diaphragmatic Breathing Exercise
- Posture
- Voice Warm-ups

## Vocal Development

- Warm-up by doing breathing exercises
- Stand up straight and keep your feet shoulder width apart
- Use tongue twisters to practice your consonants and vowels
- Practice your lines using your jaw closed and mouth open
- Now open your jaw and relax it
- Speak the words in a deep voice without tucking your chin in
- Speak the words in your normal voice and make sure that your posture is straight.
- Practice your phonation and resonance.

## Vocal Development

- 1. Relaxation
- 2. Restful Alertness
- 3. Posture (Neutral Stance)
- 4. Breath control and Capacity

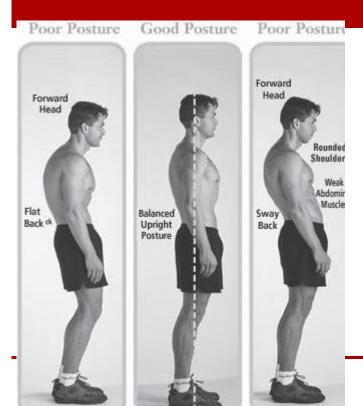
# Vocal Development 1.Relaxation & Restful Alertness

Relaxation is the technique we use to free the body of unnecessary tension. We should do relaxation exercises every day to keep our body at its optimum. We will also improve our vocal ability as the body supports breathing and breathing supports the voice.

In DRAMA, relaxation also means to energise the body and not to be lifeless.

## Vocal Development 3. Posture (Neutral Stance)

a



- 1. Feet parallel and hip distance apart
- 2. Knees unlocked and legs slightly bent
- 3. Hips in line with ankles
- 4. Centre of body not too forward or back
- 5. Shoulders relaxed and in line with hips, not rolled forward or back and not pushed up toward the ears
- 6. Head in the centre looking forward just

point above the horizon

## Vocal Development

## 4. Breath control and Capacity

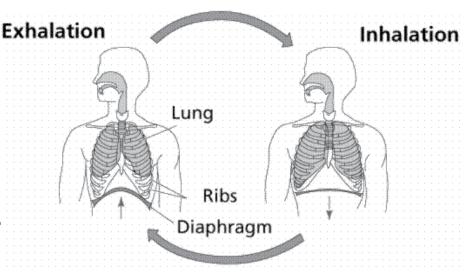
A performer must be skilled in breath capacity and control to ensure that he has enough breath for the length of a sentence; a shout; a whisper; and has enough control for releasing the breath over a certain time. This will minimise vocal faults. Vocal faults affect the clarity and audibility of the voice.

## Vocal Development

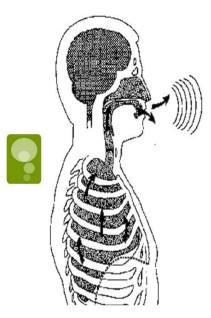
## 4. Breath control and Capacity

"Breath Capacity refers to the amount of breath inhaled. Breath Control refers to how we use our muscles to control

the release of the breath. "



## Vocal Development



Brain: Ideas, Motivation, Language, Regulation

Upper Vocal Tract: Articulation, Resonance

Vocal Folds: Vibration

Respiratory System: Activation

# Phonation is how the voice "speaks"

## Voice Warm-ups

- It is important to warm-up your voice so you don't hurt it when you speak loudly
- It also helps to use your voice properly and to the fullest.

Do the voice warm-up in your workbook

Topic 1: Dramatic skills development

#### **Physical Development**

- Warming up the body
- Imagination Warm-up

Please refer to workbook

# Physical Development Warming up the Body

Before doing any breathing exercises it is important to warm-up, stretch and loosen the body. When we breathe we use our muscles in our body.

The more we warm up our muscles and exercise them, the more our breathing as well as the quality of our voice will improve.

DRAMA: QUESTION 2

Topic 2: Drama Elements

## Elements of Drama

- Elements of Drama are broken up into 4 Groups
- Elements essential to a good Drama
- Plot structure

### Elements of Drama

#### Four Groups of the Elements of Drama:

- 1. Essential Elements
- 2. Literary Elements
- 3. Technical Elements
- 4. Performance Elements

# Elements of Drama Here are the 9 Essential Elements:

- 1. Plot Structure: Story organization
  - Beginning
    - Middle
      - End

Refer to workbook

## Elements of Drama

#### **Essential Elements:**

- 2. Thought, theme, idea
- 3. Characters
- 4. Dialogue
- 5. Music / rhythm

## Elements of Drama

#### **Essential Elements:**

#### 6. Spectacles:

- Sets
- Lights
- Costumes
- Make-up
- Props

## Props

Props are the small things that the actors use on stage as part of their performance. For example, policeman's handcuff, car keys, books, fruit, tea tray, ext.

## Costumes

A costume refers to the clothing that each actor wears to fit with the character he/she is playing. For example, a chefs hat, tutu, fireman uniform, soccer uniform, corset.

## Symbols

Characters /image/figure that represents an idea concept or emotion communication

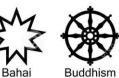
goes beyond its original and literal form



## Symbols













Sankofa "Return and get it" Learn from the past



Adinkrahene Chief of Adinkra signs Greatness, charisma, leadership.



Christianity













Nsa "Katamanso umbrella the covering of the nation". Protection



Duafe Wooden comb Patience, fondness, care





Christianity



Jainism

Christianity



Judaism

Christianity



Hinduism



Gye Nyame "I fear none, except God" Omnipotence of God



Dwanimen Ram's horns Strength and humility



Paganism

Islam



Paganism



Sikhism



Shinto



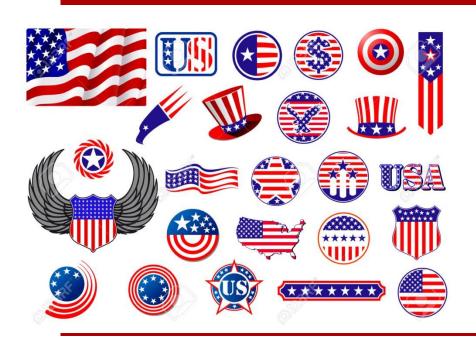




Download from Dreamstime.com



# Symbols





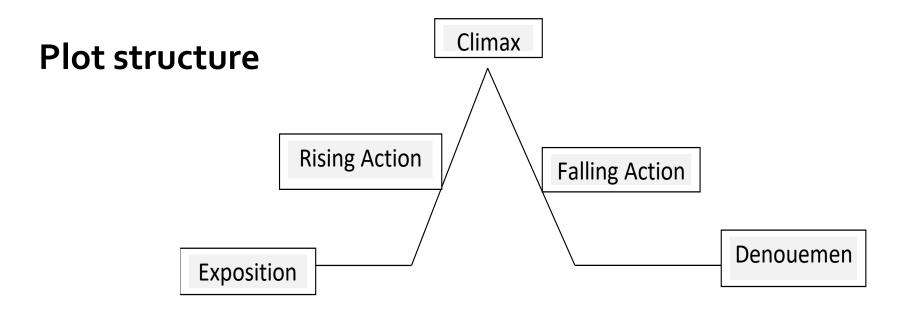
## Elements of Drama

#### **Essential Elements:**

- 7. Convention
- 8. Genre
- 9. Audience

## Elements of Drama

## 2: Literary Elements



## Drama plot structure

#### **Exposition:**

This provides information to the audience to assist them in following the main story line of the play. It establishes the characters, the time and the place.

#### **Point of Attack:**

This is the moment of the play where the main action of the plot begins. The main complication/problem/issue is introduced which leads to the rising action of the play.

#### **Rising Action:**

The action of the play rises. Situations of increasing intensity and anticipation are created. These scenes make up the body of the play and usually create a sense of continuous dramatic tension in the audience.

## Drama

#### The Climax/Crisis:

This is the highest level of dramatic intensity. The whole combined actions of the play leading up to this moment."

#### Denouement/Resolution:

The final part of a play, movie, or narrative in which the strands of the plot are drawn together and matters are resolved.

**CLIMAX**: comes from the Greek word meaning ladder, or staircase, the climax is when dramatic tension in a narrative piece is at its height, thus the decisive turning point in the action.

DRAMA: QUESTION 3

Topic 3: Drama Performance

#### 3. Performance Elements in Drama

- Acting
- Character motivation
- Character Analysis
- Empathy
- Speaking
- Breath Control
- Inflection
- Projection
- Speaking style
- Articulation

DRAMA: QUESTION 3

Topic 3: Drama Performance

#### 3. Performance Elements in Drama

- Improvisation
- Originality
- Resonance
- Modulation
- Pitch
- Inflection
- Pause
- Emphasis
- Pace
- Articulation

## **Projection**

The use of projection is vital as it is your voice that communicates the message to the audience. Be careful not to shout, as it is unpleasant to the audience as well as being harmful to your voice. A lack of voice projection makes a performance dull and loses the audiences attention due to lack of energy. Energy is the most important ingredient to any performance. Never let the audience know that you have made a mistake or show that someone else in the group has made a mistake by pulling a face. Just carry on and cover up. Remember that the audience has never seen the performance before; they will only see a mistake if you react!

## **Articulation**

Articulation is the correct pronunciation of consonants and enunciation of vowels.

## **Improvisation**

Improvisation refers to the impromptu interpretation of agiven situation, this will test your intelligence, imagination, knowledge, insight and above all, CREATIVITY!

In addition, improvisation makes you aware of basic acting and movement techniques.

## Resonance

#### A resonant sound is:

- a sympathetic vibration
- It's a pleasantly rich sound
- It is created by the throat, nose, mouth and sinuses
- It enhances and amplifies a note giving it tone and making it easy to hear
- It modifies the voice

### Modulation

When one changes or varies the pitch, tone or strength of one's voice.

- Pitch
- Inflection
- Pace
- Tone quality

### **Pitch**

This refers to the height or depth of the voice. There are three main pitches - high, middle or low. There are different reasons for changing the pitch:

- \* for a change of emotions
- \* characterisation
- \* a change of paragraph or subject matter
- \* when speaking a parenthesis

### Inflection

Inflection is the variation in pitch of your voice as you speak. The inflection can change the meaning of the words just by changing the inflection.

A rising inflection is when the pitch of the voice goes up or higher. A falling inflection is when the pitch of the voice goes down or lower.

#### Pace

Two things determine how quickly people speak a passage:

- 1. The nature of the passage
- 2. The capabilities of the speaker

It must be remembered that no two people speak at the same pace.

Pace refers to the speed of delivery.

## Tone quality and power

This refers to the sound of the voice, for example: hard, sympathetic, harsh, smooth. In other words, the *timbre*.

It refers to the range of loudness and softness of the voice.

## Tone quality and power

A way to remember the different elements of modulation is the

word, "PIPER" = TONE QUALITY

- P Pitch
- I Inflection
- P Pause
- **E Emphasis**
- R Rate/Pace

## Impromptu

to do without planning or advance rehearsal

## Target audience

A very important aspect of creating & performing drama is knowing who your audience will be.

Knowing the audience helps you create work that is suitable. Ask questions like:

- Is your drama for adults or children?
- What language does your audience speak?

The target audience is the group of people you are aiming at.

 Advertisers aim their advertising at the type of person that their product will appeal to, e.g. children, teenagers, mothers, older people.

DRAMA: QUESTION 4
Topic 4:Drama appreciation and reflection

#### **PUPPET SHOW OR PLAY**

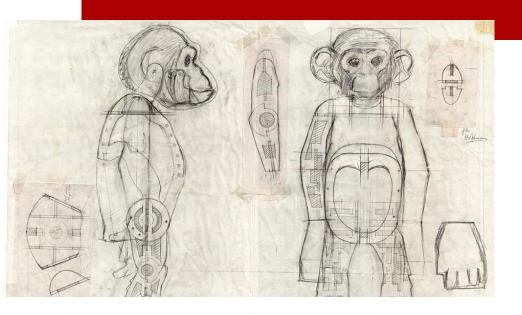
- Puppets Tips on performing a Puppet Show
- Practical: Puppet show

Who makes puppets?

























## Why make a puppet?



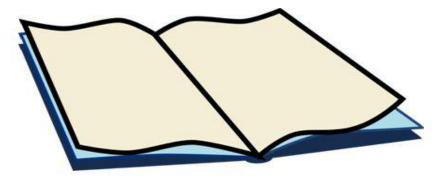


# The puppet Theatre





The text of the play, movie or show, including the dialogue the characters speak and the stage directions.



## What does a script look like?

HERMIA: And you too.

They fall asleep. Enter ROBIN.

ROBIN: I have been through the entire forest and I have not found any

Athenian man to use this flower on. (see's LYSANDER and HERMIA) Wait a minute, who is this? He is wearing Athenian clothes. This must be the man my master spoke of who despised the Athenian maid. And here is the maiden sleeping soundly on the damp and dirty ground. Pretty soul! (he puts the flower juice on LYSANDER'S eyelids) I throw the power of this charm on your eyes so that when you wake up, love

will keep you from sleeping.

He exits and enter HELENA and DEMETRIUS.

HELENA: Stop, Demetrius! Stop, even if only to kill me.

DEMETRIUS: Get away from here and do not follow me.

HELENA: O, will you leave me alone in the dark?

DEMETRIUS: Stay here at your own risk. I am going on alone.

Exit DEMETRIUS.

HELENA: Oh, I am out of breath from this foolish chase. Happy is Hermia,

wherever she is, for she has beautiful eyes. How did her eyes get so bright? Not from crying. If that be the case, tears wash my eyes more than hers. No, no, I am as ugly as a bear, for beasts that I meet run away in fear. So it is no surprise that Demetrius runs away from me as if I were a monster. (she sees LYSANDER) But who is here? Lysander, on the ground? Dead or asleep? I see no blood, no wound.

- Lysander if you are alive, good sir, awake.

LYSANDER: (waking) And run through fire for your sweet sake. Radiant Helena! I

feel like Mother Nature has allowed me to see into your heart. Where

is Demetrius? Oh, I would kill that name with my sword!

HELENA: Do not say that, Lysander. Say not so. Why? Because he loves your

Hermia? What does it matter? Hermia still loves you, so be content.

LYSANDER: Content with Hermia? No. I regret all the boring minutes I have spent

with her. I do not love Hermia. It is Helena I love. Who would not

change a raven for a dove?

HELENA: Why does everyone mock me? What have I done to deserve this? Is it not enough, young man, that I never did or never will deserve a sweet

look from Demetrius' eye? Must you make fun of my inadequacy? I

thought you were a much kinder person than this. Farewell.

Exit HELENA.

LYSANDER: She does not see Hermia. - Hermia, sleep there and never come near

me again! I must go to Helena. I will use all my powers of love to

honour her and be her knight.

## What does a script look like?





Materials: 2 puppets (Tilly & Frank) Ruper Pencil



Puppet show script

Social story (Each page should be cut in half. Staple pages together to make a book before the lesson begins)

Gluing project (Copy enough for each student)

Scissors

Glue

Drawing project (Copy enough for each student) Crayons

#### Instructions

- I. Introduce the lesson with Frank (page 2).
- 2. Present puppet show thumbs up example with questions. (page 3)
- Present puppet show thumbs down example with questions. (page 4)
- 4. Read social story. (pages 5-8)
- Do gluing project of cutting out and ordering pieces of the social story. (page 10)
- b. Do átraiving project. (page 10)

Frank's introduction to the lesson



Frank: Hello friends! Firank Ihere. Today we're going to talk about doing our work. Doing your work is a really big job. Sometimes it is hard to do my work. Sometimes I don't want to do it. But my main told me that my biggest job as a kid is to go to school, learn, and do my best.

Mom said that when the teacher says it is time to do something, I should listen carefully. I want to remember everything that the teacher has to say.

I get out the materials that I need I find my books, pencil, and paper. I start my assignment right away so that I can finish it auckly. But I also remember that I need to do my best work. Then when I'm dane, I can have a break! My favorite break is reading my book, but sometimes the teacher lets me have a break on the computer too.

My friend Tilly sometimes has trouble doing her work because sine works to play. But then sine realizes that sine does not get to have her break and sine gets sad.

I hope you can make good choices and always make thumbs up choices. Watch the shows that "Tilly and I are going to do and try to decide which one is tine thumbs up way to do you work! 1 Do My Work" puppet show (thumbs up example)

(Tilly is reading a book and Frank walks over.)

Frank: Hi Tilyl What are you doing?

Tilly (books up at Frank): On, hi Frank hm doing my work. The teacher said I should read one page of this book and then answer some questions.

Frank: Oh, and so you are doing it now?

Tilly: Yep. I want to finish.

Frank: Why?

Tilly: So that I can have a break sooner! I'm going to play a fun gaine during my break.

Frank: Oh... That's awesome. I'm going to start doing my work too!

(Frank starts writing on a piece of paper.)

#### Questions:

- I. What was Tilly doing?
- 2. Why did Tilly want to finish her work?
- What did Frank decide to do?
- How does 'Tily feel?'
- How does Frank feel?

F Drig 1 Had Super There page 1

F Only I Had Super There page 2

F Only I Had Super Theres page 5

#### TRADITIONAL HAND PUPPETS





### CARNIVAL OR BODY PUPPET









### SOCK PUPPET











### FINGER PUPPETS







#### HAND PUPPET AND GLOVE PUPPET







### MARIONETTE OR STRING PUPPET





Ventriloquist Dummy





Do you know the name of this mans show?

# The Puppet Show

## Tips on performing a Puppet Show

#### You need the following to perform a puppet show:

- 1. Character
- 2. Protagonist who will be the bad guy
- 3. Plot
- 4. Added Humour
- 5. Script
- 6. Rehearsal
- 7. Add: staging, music, special effects, props
- 8. Have fun

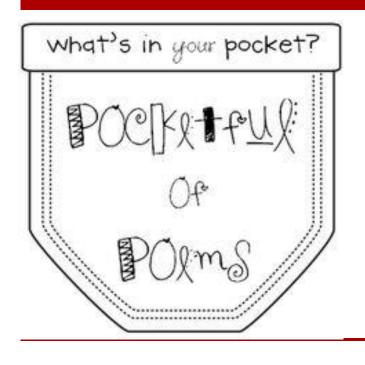
DRAMA: QUESTION 4

Topic 4: Drama appreciation and reflection

#### POETRY PERFORMANCE

- 1. Write a Text Analysis
- 2. Vocal Clarity
- 3. Physical Expressiveness
- 4. Emotional Connection
- 5. Mood
- 6. Poetic Devices
- 7. Audience contact

# How would you write a Poem?



- Write your own
- If you choose to use song lyrics make sure you rewrite the words in a dramatized way

#### 1. Analyse the text

- "What?" The first step in analysing a poem for performance is to understand the content and to gain a general understanding of what it says.
- The poet is sharing an experience.
- What is the poet telling you about?

#### 2. Read the poem and then

- tell the story of the experience the poet is sharing.
- Use your own words.

#### 3. Structure:

- "How?" The next step is to study the structure of the poem.
- The poet may use rhyme, rhythm, phrasing, pauses, imagery and alliteration.
- How is the poet revealing the content?

#### 4. Vocal clarity:

 Warming up teaches you to speak distinctly and clearly, concentrate on pronunciation of vowels and keeping your consonants crisp. Warming up help your voice projection so that the entire audience can hear you. This is vital to ensure vocal clarity and to not damage your vocal cords.

#### 5. Physical expressiveness:

- Gestures and movement can help enhance a performance.
- You must be careful not to distract from the meaning of the poem.
- Reading through the poem while you enact every line as you are reading helps convey the story.
- For example, if the poem says, "Tuck in your shirt".. You tuck in your shirt.
- How much movement does your performance need to convey the story?
- Sometimes the smallest of smiles, and a twinkle in your eye can be extremely powerful.
- Let the words unfold and speak through your performance.
- Is there a meaning that needs to be supported by movement of the body?

#### 6. Emotional Connection

- How does the poem make you feel?
- What is the poet feeling? sadness, despair, happiness?
- Are you allowing the poet to "speak through you"?
- Bring emotion into your poem and make it believable to the audience

# 7. Create an appropriate mood, using your voice and movement:

- Happy, sad, excited, light-heartedness or humorous mood
- Does this mood affect or impact your body language?

#### 8. Make use of poetic devices

- Pause: Pauses are used to create tension, emphasis & time for the audience to take in what is being said. It also allow you some time to BREATHE!
- Rhythm: Created by repetition of sounds and words, punctuation
- Rhyme: creates unity, created by rhythm
- Alliteration: Repetition of Consonant sounds

#### 9. Perform the poem in front of an audience

- **Eye contact:** Make eye contact you are telling them about an experience.
- Volume: Be careful not to drop your volume at the ends of sentences.
- Voice Projection: Make sure that the audience can hear you clearly.
- Pace/Speed: Do not rush the last line.
- Ending: End performance 3 seconds after your have finished reciting the poem.

## When performing a poem:

- Speak loudly and audibly
- Pronounce the last letters of each word clearly
- Speak evenly don't rattle it off
- Speak with feeling not monotonously
- Use voice intonation to make the poem sound better
- Try to improve the meaning of the poem by using facial expression
- Use any aids or movements to improve the meaning
- Add props if you want
- Stand in such a way that the audience can see you

# Careers in Drama

- Actor/actress.
- Stage manager.
- Arts administrator.
- Drama teacher.
- Drama therapist.
- Television production assistant.
- Radio presenter.
- Theatre director









## Media





# Stereotype

Emo IF L Dumb Emo Goth Skinny Emo Dumb Chay Skinny NERD JOCK Emo Hipster NERD GEEK NERD GEEK NERD Emo Blonde Skinny Geek Blonde Hipster Geek Ginger IF L Chay Emo Goth Kinny Dumb Goth Blonde Fat Goth Ginger Geek Chay Skinny Blonde Skinny Chay Ginger Hipster Jock Fat Dumb Ginger Emo YERD **Everyone is different. . .LIVE WITH IT!** 

#### 100 Marks

QUESTION 6	Elements and Principles of Art	40	
QUESTION 7	Interpret, Analyse & recognizing symbols through Functional Containers	20	
QUESTION 8	The role of the artist in Popular Culture.	20	
QUESTION 9	Fashion.	10	
QUESTION 10	Visual Literacy: Analysis of an Artwork, Planning and preparation in art	10	



100 Marks

**Visaul Art: Study from workbook** 



#### 100 Marks

- Elements & Principles of Art
- Popular culture
- Functional containers through history
- Fashion
- Analysis of an artwork

#### VISUAL ART: QUESTION 6 Elements and Principles of Art

**Overview of Elements and Principles:** 

- Unity
- Line
- Texture
- Shape
- Tone & Value
- Form
- Space
- Proportion
- Scale
- Focal Point

## The Elements and Principles of Visual Art

#### **Elements of Art**

- Line
- Shape
- Space
- Form
- Texture
- Value
- Tone
- Colour

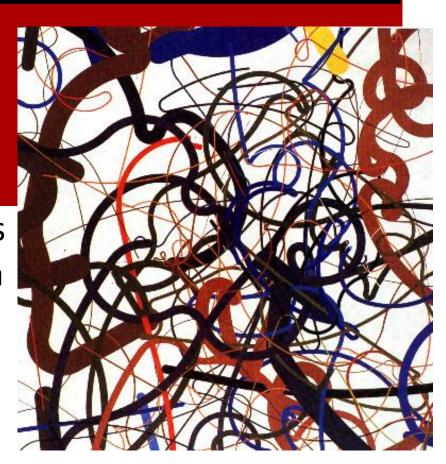
#### **Principles of Design**

- Proportion
- Scale
- Focal Point
- Balance
- Repetition
- Movement
- Pattern
- Variety

## Line

Line refers to the continuous mark made on a surface by a moving point.





## Texture

Texture is the surface quality

or "feel" of an object, its smoothness, roughness, softness, etc.

Textures may be actual or implied.

**Implied** 



## Space

Space is the distance or area between, around, above, below, or within things. Space can have a Foreground, Middle ground and Background = DEPTH Space can be positive or Negative

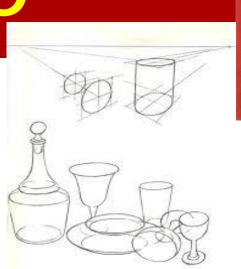




Shape

Shape is Flat and 2 Dimensional. They can be

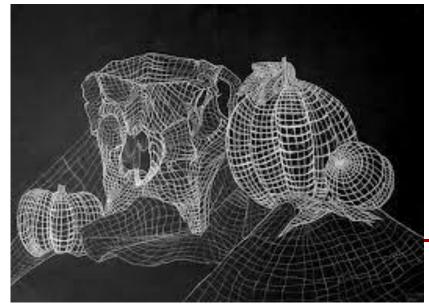
- Geometric
- Organic.
- Positive = Foreground
- Negative = Background





## Form

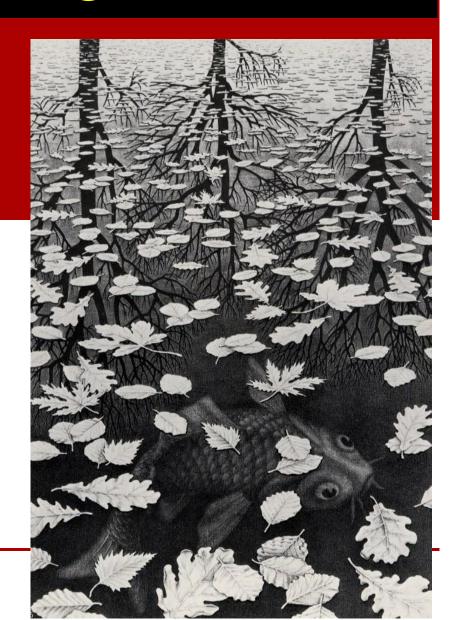
Form is 3-dimensional and they occupy space.





## Value

Vale is the lightness or darkness of a color.

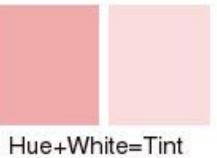


## Tone

Tones are tints and shades:

Tint - Lighter, Tint and White

Shade - Darker, shades and shadows

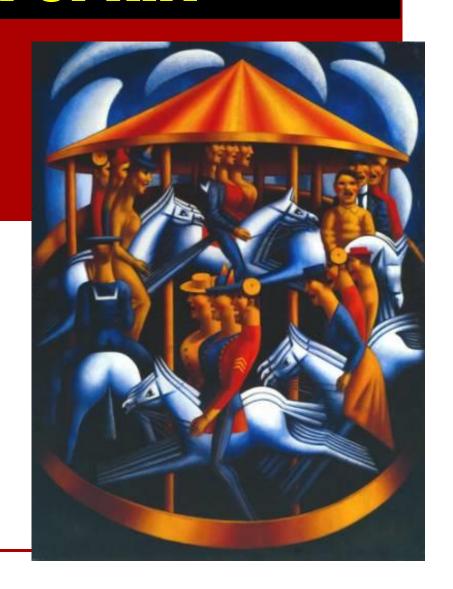


Hue+White= I int Makes Hue Lighter



## Colour

Consists of Hues (another word for color), Intensity (brightness) and Value (lightness or darkness).



## Unity

is the feeling that everything in the work of art works together and looks like it fits.

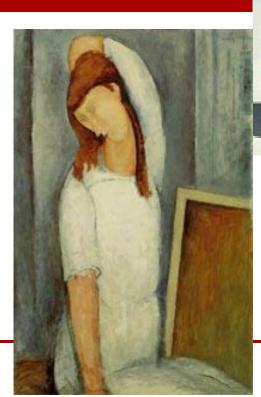
Rule of Third Rule of odds Composition

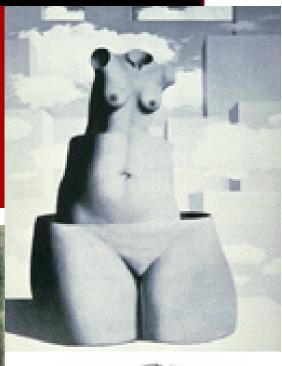




## Proportion

The comparative relationship of one part to another with respect to size, quantity, or degree = SCALE.







## Scale

Scale is a bit different to proportion as it refers to a comparison of one entire object in relation to other like objects.

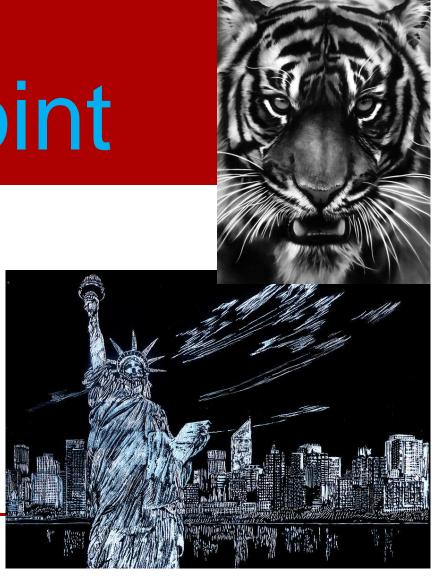


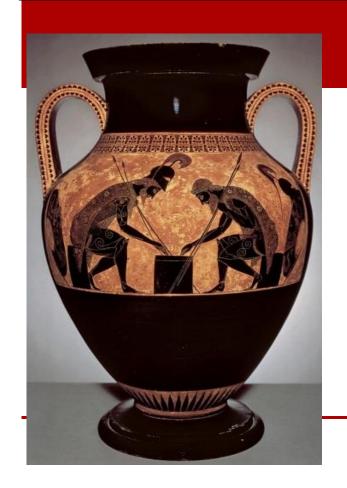




## Focal Point

The area that is emphasized or stands out. It marks the locations in a composition which most strongly draw the viewers attention.





Through time, man has made different containers for specific reasons. Many of these containers were made as functional objects, some were for historical, decorative or ceremonial purposes.

Through history people have used clay to create objects for thousands of years.



Historical Vases are decorated with a more naturalistic design.

Look at the tentacles of an octopus coiling itself around the curve of the vase in Figure A.

The jug in Figure B has decoration with abstract, spirals curling and uncurling, and accentuating the shape of the jug.

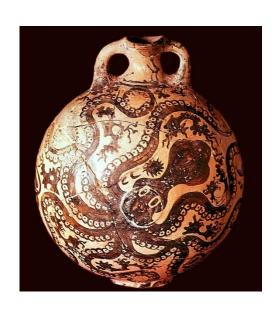


Figure A:
Cycladic
(3000-1600
BCE):
Octopus
Vase from
Palaikastro,
1500 BCE



Figure B
Minoan (1901372 BCE):
Beaked
Kamares jug
from Phaistos,
c. 1800 BCE

Functional containers have different purposes. When looking at a jewellery box or kitchen pot, they are both containers with a functional but have different purposes. The jewellery box would be to hold and protect precious jewels while a kitchen pot would have the purpose to cook a delicious meal.





#### Form Follows Function

Every container that is made has a form for a specific function, this is what it will be used for. The function may be decorative or purely useful like a tea pot or cup. Its job is to hold something inside of it. What is holds and how we need to get it out of the container, determines the shape and size of the container. If it holds the wrong three dimensional shape or form, it will not do its function well. For instance a tea pot has no spout to get the liquid out, or a salt containers hole is so big the salt pours all over your food. This indicates that the form of the tea pot and salt pot does not suit its function, therefore,

The form of an object – its hight, width, depth and shape - must match its function.

## Therefor we say its form follows its function.

#### Form Follows Function

Look at the following images.
What do you think is the form and what is their function?



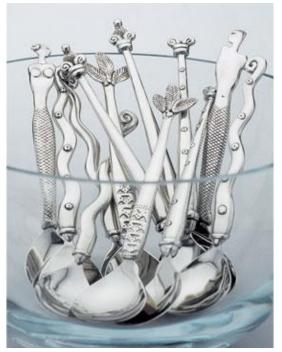
# Functional Containers by South African Artist Carrol Boyes

- Carrol Boyes is a very successful SOUTH AFRICAN artist, designer & businesswoman whose company, Carrol Boyes (Pty) Ltd, has earned the TOP Women-Owned Company of the Year Award (2004)
- Carrol started her career as a teacher!
- She spent many years of experimenting with different materials and ideas, until she eventually settled on working with pewter, stainless steel and aluminium.
- Today her company provided employment to many people.
- Her work is described as FUNCTIONAL ART
- "Funtional", because the items can be used
- "Art", because the pieces are creative, beautifully crafted and of high quality.
- Her work includes items such as cutlery, jugs, bowls, clocks, furniture and sunglasses.

# Functional Containers Carrol Boyes













#### **Pottery as Functional Containers**

Pottery is and ancient method of creating functional containers.

The potter's wheel was invented 4000 years ago and before then people made pots by hand using techniques like pinching and coiling with tools they made from clay.



#### **Pottery as Functional Containers**

All you really need is your fingers to work with clay and make objects.

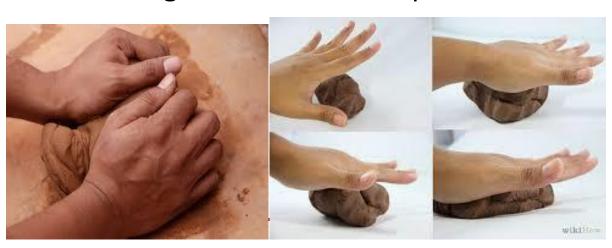
With a few basic tools like a credit card, nylon thread, a toothpick or skewer, an old toothbrush, a small sponge fine sandpaper and a bowl of water you can make pottery easier.

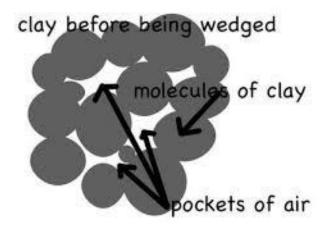
Some of the tools available for pottery



# Pottery as Functional Containers Wedging your clay

- Wedging is the FIRST THING you do to a fresh piece of clay.
- This gets rid of air bubbles, air bubbles expand during the firing process and crack or break your work.
- Wedging clay is a bit like kneading dough when you bake bread.
- You wedge in a ox-head shape.





## Pottery as Functional Containers Shaping your clay

Once you have wedged your clay, you are ready to create an shaped object.

Use the ideas you have drawn in your workbook.





## Pottery as Functional Containers









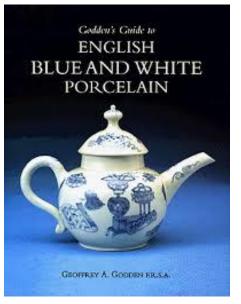




## Pottery as Functional Containers



- Ancient art form
- Mass production of ceramics started before Industrial Revolution.
- Johann Bottger, German, discovered how to make porcelain.
- The first European royal porcelain factory was established at Meissen.
- Finest English Porcelain was made between 1745-1775





Meissen: The famous 300-year-old German Manufactory provides the latest news on Art Works, Jewellery & Accessories and high-quality Interior design.



#### Pottery by...

- Wedgwood factory, established late 1700, famous and still exists today, and is run by the Wedgwood family.
- Items produced at this factory are of extremely high quality, they are collectors' items and fetch high prices.





#### Wedgwood

Josiah Wedgwood and Sons, commonly known as Wedgwood, is a pottery firm owned by KPS Capital Partners, a private equity company based in New York City.

1. Founder: Josiah Wedgwood

2.Founded: 1759

3.CEO: Pierre de Villeméjane



#### Pottery by ...

- In South Africa we have Ardmore Studios that make pottery items
- They take inspiration from nature and African folktales.
- Ardmore is in the Drakensberg region.







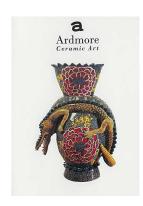


#### **Ardmore Studios**

Ardmore Ceramic Art was established by Fée Halsted on Ardmore Farm in the foothills of the Drakensberg Mountains in Natal, where she lived after obtaining her BA (Fine Arts) Honours degree and lecturing at Natal Technikon. Here she met Bonnie Ntshalintshali, daughter of their housekeeper, whose polio meant that she was unable to do physical work. Fée and Bonnie quickly developed a interaction and under Fée's mentorship, Bonnie's natural skills as an artist blossomed. Five years later, in 1990, Fée and Bonnie were jointly awarded the prestigious Standard Bank Young Artist Award, the first such artistic partnership to be recognised. With this success came the demands of creating ceramics for their exhibition, so Fée offered other local women the opportunity to train at Ardmore, producing pieces to generate income for the studio.

RDMORF



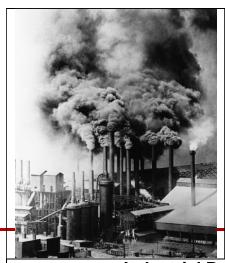


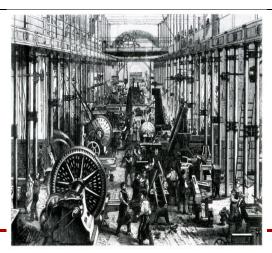
#### **The Industrial Revolution**

This was a period in Europe of rapid development in industry during which machinery was introduced,

it took place in England in the late 1800s and early 1900's.

To some extent, the origins of design can be traced to the Industrial Revolution and the birth of mechanical production. Prior to this, objects were hand crafted. With the advent of new industrial manufacturing processes and the division of labour, design was separated from the craft. At this time, however, design was viewed as just one of the many interrelated aspects of mechanized production.







Industrial Revolution booming factories with their labourers

#### **Arts & Crafts movement**

After the Industrial Revolution in the late 1900's, William Morris and John Ruskin started the Arts and Crafts movement. They protested against the harsh working condition and child labour in the factories as well as the bad quality of the mass produced goods. They influenced people to hand craft items again and their focus was on the quality and not the quantity of products. These objects were often decorated with patterns inspired by English cottage, medical patterns and nature. They believed in being true to their material, structure and function of an object.



Some of the patterns and items created in the Arts and Crafts movement

### Heath Nash - Designer

- Heath Nash makes "cool stuff" out of 'other people's rubbish' he uses recycled plastic, such as milk and detergent bottles, to create magical lampshades.
- The plastic is washed and cut into shapes such as flowers and butterflies, and combined with wirework to create works of art.
- Through trial and error, and by playing around with cardboard, staples and masking tape, he developed a method of working with simple materials
- In 2004, he met a wire artist, Richard Mandongwe, who made flowers made from old plastic bottles and wire and Heath was inspired by the concept of re-use.
- Heath and Richard combined their skills to create a range of 're-purposed post consumer plastic waste products'
- He called this range, "other people's rubbish'.
- His company provide employment to 8 people.
- He also outsources much of his standard products to wire workers around Cape Town.

### Heath Nash - Designer











# Popular Gulture



What is Popular culture ?

- Popular culture or pop culture is hard to define. It is constantly changing and represents different ideas, perspectives, attitudes, images, and other singularities that are within the mainstream of a given culture. Pop culture is motivated and influenced by the mass media such as television, movies, magazines, comic books as well as the advertising industry with branding, packaging and trends.
- Popular iconic figures such as Marilyn Monroe, Che Guevara, Bob Marley and Jimmy Hendrix have been included into popular culture. Their images have been produced on many clothing items, posters, artworks and graffiti.
- Can you name more recent pop icons?
- Popular culture is largely influenced by consumerism, this is buying thing we don't need but want. Pop culture is about being "cool" and everyone wants to be part of wearing cool brands, eating at cool places and listen to cool music. These mass-produced brands can have an influence on our behaviour and value systems. They may also make us feel good about ourselves and as part of a culture and not just ordinary or boring. Pop culture has the ability to unify people and form their identity especially the youth.

# The role of artist in popular culture

 Artists have been using art to comment on society for decades, to draw people's attention to what needs to change. Some artists like the Pop artists have tried to send messages to the crowds about the senselessness of consumerism. Not much has changed, do we do less shopping after their protest against it. Probably not, but their art still makes us stop and think The Pop Art movement started in England in the 1950's and spread to America by the 1960's. Pop Art came from the word "Popular". Art has always been deep and rich in symbolism, now for the first time art was for the ordinary people and it could be understood by everyone that looked at it. The first Pop Art was created by the Artist Richard Hamilton. The work was called: "Just what is it that makes today's homes so different, so appealing?" (1956). This work was created by collaging images together that were cut out of magazines. Andy Warhol became one of America's highest paid artists, and he largely based his art on consumables. Remember the soup can he painted?

- There are many artist's that voice their opinions about certain issues that touch their lives or others. This form of expression can become propaganda and very serious. Artists have created many posters and t-shirts voicing their opinions about war, love, rights and many other social issues. You should not be afraid to voice your own opinion's.
- Look at the following protest artworks and voice your opinion on what you see.





### Barbara Kruger



#### Pop Art

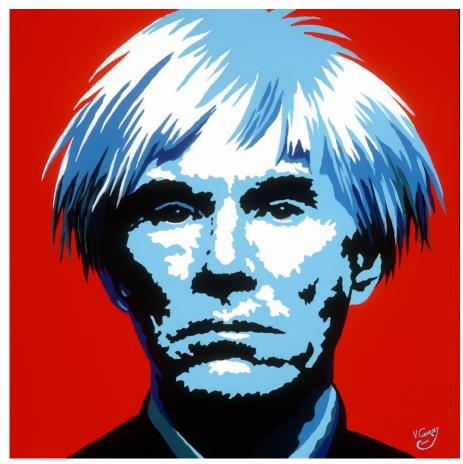
The term "Pop Art" is an abbreviation of "Popular Art" and was first used by an English art critic, Lawrence Alloway, in 1958. He used the term to describe all art created after World War II that had consumerism and materialism sits theme, and that rejected the style of Abstract Expressionism.

Pop Art artists felt that abstract art was **elitist** and that it excluded ordinary people from appreciating and understanding art.

Pop Artists used their art to express their reaction against consumerism and materialism in society and to emphasise the **banality** of mass culture. They often used subjects that were derived from packaging, advertising, celebrities and comic strips.

The most influential artists of the time were **Andy Warhol, Jasper Johns, David Hockney and Roy Lichtenstein.** 





# **Andy Warhol**

# Look at the following artworks and compare the two. How do they differ? How would you say detail is lost? How do these artworks make you feel like?













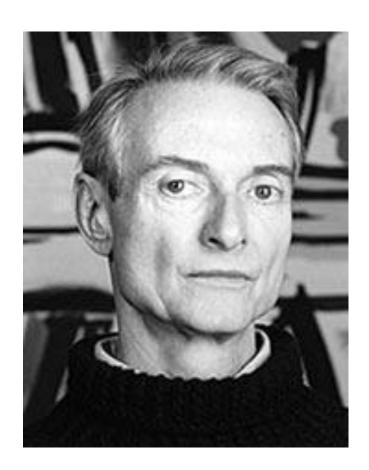
#### Give your opinion about this painting. Do you think this painting is still relevant today

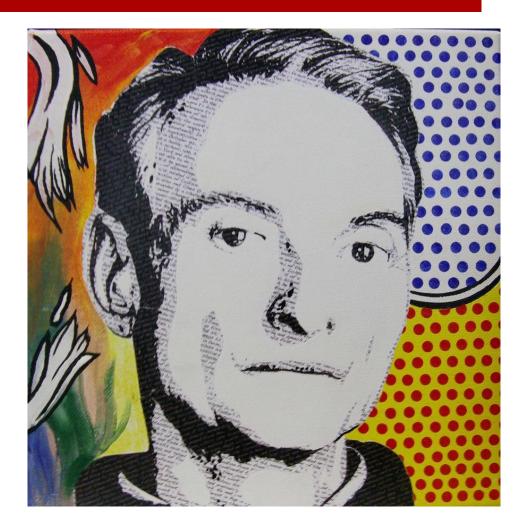












### Roy Lichtenstein









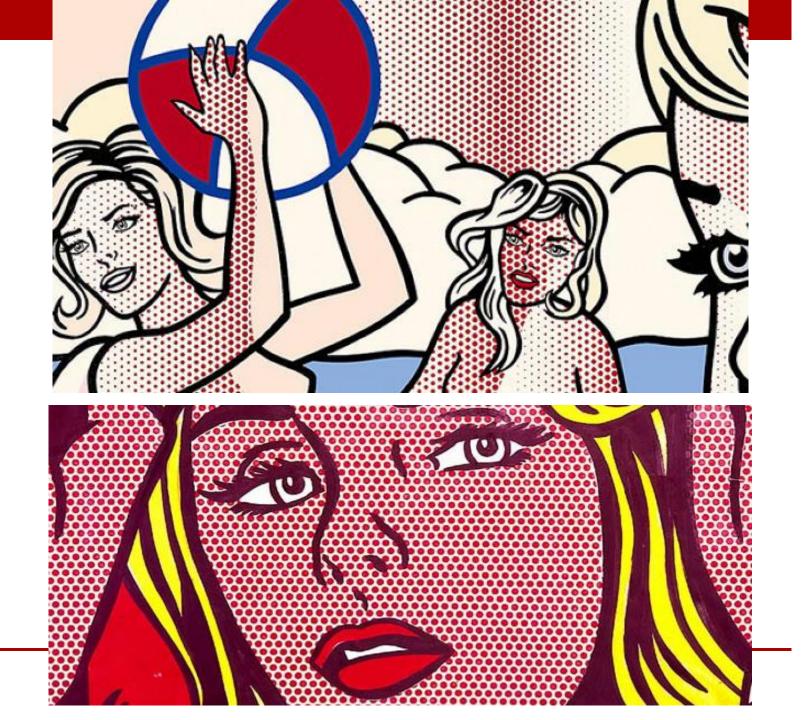
# Analyse the following artwork by using the elements and principles of art







**Ben Day dots** 





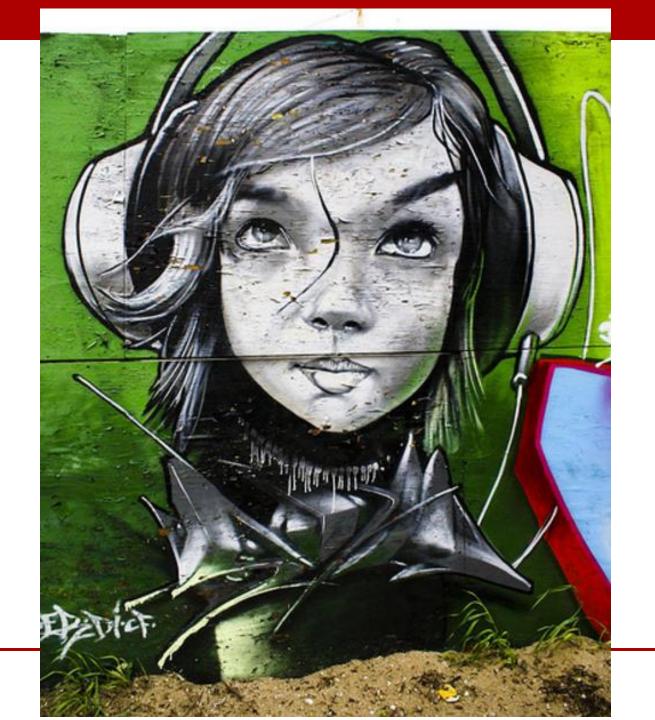


# Graffiti





















# **Fashion**

Fashions through the ages have changed so dramatically. When looking at 1920's fashion and today there is a world of difference but also similarities. Trends come and go as new fashion designers seek new clothes for us to cover ourselves.

Fashion trends are influenced by many different things, war, peace, the economy, music, movies, celebrities and social media. They determine the length of our dresses, the narrowness of our pants, the height of our hats or not wearing one. They influence the colours we ware, the fabric and structure from season to season.

Through the ages men and woman have entered the workplace, socialized in and admired fashion garments and accessories of many different styles.

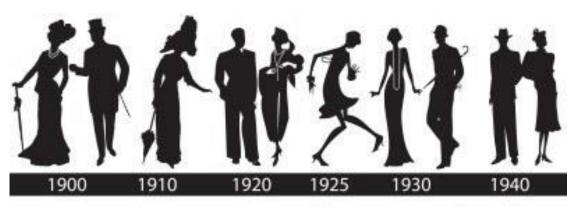
#### **Fashion Time line**



#### **Fashion Time line**



#### **Fashion Time line**





1947 1952 1960 1967 1972 1978



#### **South African Fashion**

Traditional clothing in South Africa has lasted for centuries. People still wear them to special occasions and ritual events. The Shangaan women for example wear skirts called xibelani. It is made of different fabrics and is designed to make woman's hips look bigger, especially when dancing. This is the opposite in the fashion world today, to make a body look slim is the in thing. The Ndebele women wear colourful clothing with beads, their necklaces and ankle rings are often used to accessorise modern fashion items today. Traditional clothing have a huge influence on the ever growing modern fashion world. Fashion designers like Stoned Cherie, Sun Goddess and African Queen, base all their fashion trends on traditional fabrics, patterns, colours and African designs. This emphasizes the inspiration we can draw from our heritage.

#### **Careers in Fashion**

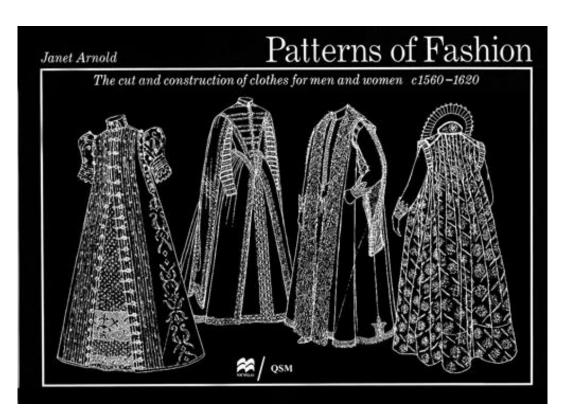


# **Careers in Fashion**

**Fashion Illustration** 



## **Careers in Fashion**







Modelling fashion

# **Careers in Fashion**

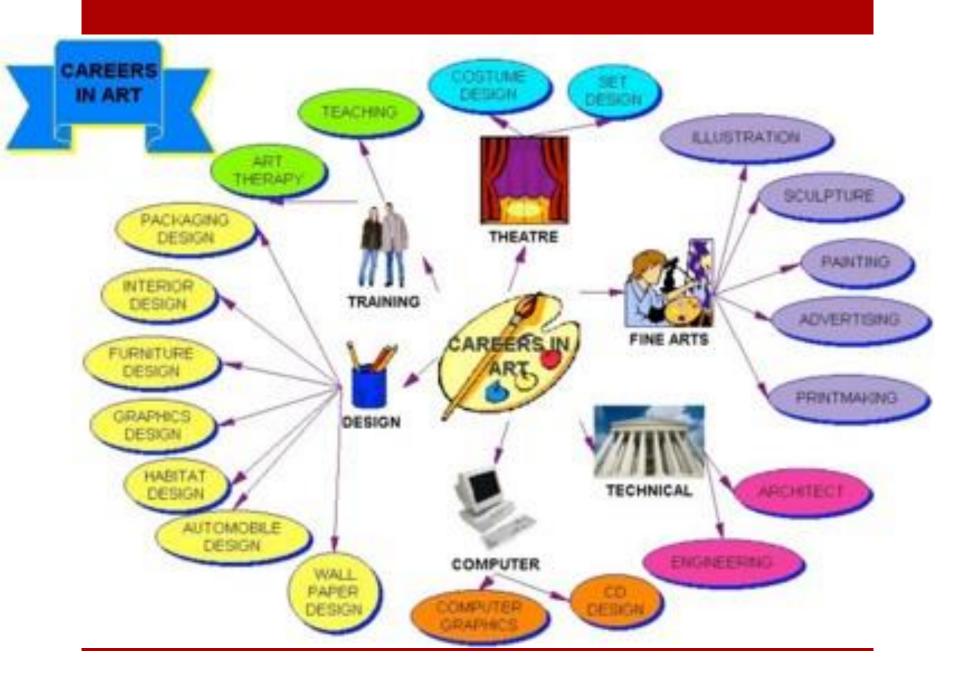
How so you know you have the right personality to become a fashion designer?

Study fashion design in your textbook from page 450-460

### Careers in Visual Art

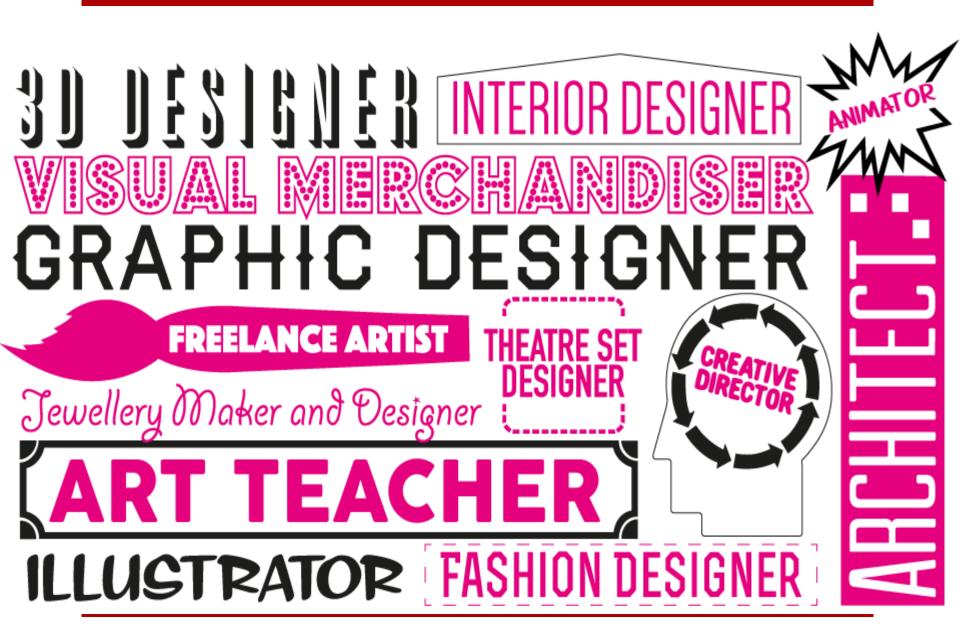
- Art Curator
- Art Director
- Artist
- Art Teacher
- Artist
- Art

163 CAREERS IN THE VISUAL ARTS							
Crafts	Ceramist Jeweler Weaver Leather Craftsman Metal Worker	Cabinet Maker Stained glass Designer Woodcarver Serigrapher	Criminology	Police Artist Police & Legal Photographer			
Architecture	Architect City Planner Landscape Architect Draftsman Model Maker Lighting consultant Letterer Architectural Illustrator		Industry & Business	Industrial Designer Art director Design Consultant Industrial Photographer Colour Consultant Typography Designer Textile Designer Market Researcher Draftsman Foundry Artist Package Designer Designer in Glass	Design Engineer Model Maker Sign Painter Exhibition & Display Designer Jeweler Lighting Consultant Lithographer Tool Designer Buyer Mock Up Designer		
Advertising	Graphic Designer Art director layout Artist Illustrator Communication Design Illustrator Paste up Artist Display Artist	Package Designer Calligrapher Type Designer Window Decorator Researcher Photo Retoucher Sign Painter Colour Consultant Publicity Director	Interior Design	Designer Decorating Studio Assistant Colour Consultant Lighting Consultant Fabric Consultant	Draftsman Model Maker Upholsterer Illustrator Antique Restorer Furniture Designer		
Science & Museum Work	Technical Illustrator Medical Illustrator Scientific Photographer Curator Display Artist Diorama Artist	Cartographer Researcher Field Expedition Artist Marine Illustrator Museum School Instructor	Journalism & Publishing	Art Editor Art Publisher Illustrator Layout Artist Cartoonist Photo Retoucher Caricaturist Type Designer	Greeting Card Designer Calligrapher Graphic Designer Photographer Lithographer Photographer Editor Political Cartoonist		
Fine Arts	Painter Sculptor Printmaker Photographer	Art Film maker Portraitist Muralist Animator	Theatre, T.V. & Dance	Scenic Designer Costume Designer Lighting Consultant Make-Up Artist Choreographer TV Animator	TV Background Artist Graphic Artist Director Puppet Maker Film Editor Special Effects		
Education	Textbook Artist Historian lecturer	Teacher Artist in Residence Researcher	Photography	Portrait Photographer Photo Journalist News Photographer Dark Room Photographer	Illustrator Fashion Photographer Technician Industrial		
Fashion • Costume	Haut Couturier Fashion Illustrator Fabric Designer Hair Stylist make Up Consultant Fashion Photographer	Jewelry Designer Fashion Commentator Colour Consultant Window Decorator Buyer Dressmaker	Military	Training Aids Artist Cartographer Combat Photographer Draftsman	Sign Painter Aerial Photographer Functional Designer Cartoonist Illustrator Combat Artist		



#### 197 Careers Related to Visual Arts

advertising art director	comic book extent	graphic artist	primary teacher
advertising commercial director	comic strip artial	graphic designer	print maker
advertising copy writer	computer graphics designer	giorling card designer	properties artist
advertising enculve director	contractor	guide	publicity director
advertising illustrator	corporate designor	bair stylist	pupper maker
advertising photographer	contama designer	haste continier	renderer
acrial phonographer	court artist	disutration agent	pocardur.
animation director	conformation	Bustator-frecioncy	rotore
animator (digital/traditional)	creative director advertising	industrial designer	The second secon
			sulingenera
arrique reviene	contine	industrial photographer	somic designer
architect.	cutter & editor	interior decentator	scientific illustrator
architectural illustrator	dark even technician	interior designer	sospen
architectural technologist	dostet	jovedor	scigniplur
art exclusion	design consultant	grwellery designer	not designer
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art critic	digital artes	Sayout artist	silversesti
set diraker	digital film maker	layout dougner	special effices technician
art director-film/video/print	domena artist	Incherer	stained-glass designer
art editor	director	Arthores	stonermanns
art November	display artist	lighting consultant	structural design engineer
art lochator	display-designer	Sighting designor	stylist
art Shranian	documentary photographer	Sthographer	tolor
art publisher	doftsperson	Nigo designer	billion selled
art thanspiret	deventables	machine designer	taxidermint
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artist-in-mislosor	oditotal illumntor	make-up artist	inchescal illumeter
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automobile specialty painter	exhibition designer		theatrical photographer
background artist	fabric designer	metalworker	tool designer
hasketry artisan	Solition buyer	reflect	tone guide
hillhoard designer	Saltion Anigner	mock-up artest	toy designer
hook jacket designer	Subsem soldier	mandel maker	travel photographer
hoyer	Solition Husbatter	menacid	TV animples
cultivet maker	Goldon plustograptur	mention picture camera operation	TV buckground artist
colligraphor	Shor artist	multimodia designer	TV contemporals director
radiolothi	field-expedition artist	mondet	TV director
aupester	film odner	nesserum golde	type designer
cartographer	film/video cumum operator	psckage designer	typography designer
carbonist	film/video lighting designer	painter	apholiterer
commic tile arriver	film/video sound engineer	putade float designer huilder	orban planner
ceramical.	floor covering designer	punkt-up arted	visual aids artist
child day over worker	florist	performance artist	wallpaper designer
children's book designer	Soundry artist	photo introdut	weight.
children's book iffarmers	functional designer	photo extracher	with page designer
chomographer	fumine designer	photographer	window decorator
- Amino Bridger	immer and an	benedicture	THE PERSON NAMED IN



# Analysis of an Artwork

It is important to know and understand the elements and principles of art so we can analyse and Artwork. It helps you to look at an artwork and see why the artist created it. We can ask ourselves the following:

How do we look at art?

How do we analyse art?

We ask the right questions related to the elements and principles.

Look at the following:

# **Analyse an Artwork**

- 1. What element do you see? line, shape, space, texture, form, value, tone, colour?
- 2. Where do you see this element within the picture? Is it on the left or right of the picture plane? Where is the picture plane?
- 3. <u>How</u> is it created? What type of element was used and what characteristic does it have?
- 4. Why was the artwork created?
  Is there a specific meaning behind the element?
- 5. Give reasons for what you say, <u>because</u>?

# Analyse the following Artwork by answering these questions



Can you see line?
Where in the image do you see line?
What type of line is it?
Why do you think the artist used line?

Can you see **shape**?
Where in the image do you see **shape**?
What type of **shape** is it?
Why do you think the artist used **shape**?

Can you see texture?
Where in the image do you see texture?
What type of texture is it?
Why do you think the artist used texture?

# **Analyse an Artwork**



Can you see space?
Where in the image do you see space?
What type of space is it?
Why do you think the artist used
space?

Can you see colour or tone? Where in the image do you see colour or tone?

What type of colour or tone is it? Why do you think the artist used colour or tone?

**Analyse an Artwork** 



Well done you have just analysed an artwork by Vincent van Gogh, called "Starry Night"