

Ancient Egyptian Art (c.3000-30BC)



Classical Greek Art (c.500-320BC) **Notable Artists: Euphronios** Myron Polyclitus



Ancient Rome c.509BC-330AD **Notable Artists:** Skopas Praxiteles **Phidias** 



Byzantine Art (c.300-1204) Notable Artists: Angelico Rubley Perugino



Installation Art

(1960-Present)

Neo-Pop

(1980's-Present)

Street Art

End

(c.1140-1500) **Notable Artists:** Durer Duccio

Gothic Art



Prehistoric Art

Cubism (1907-14)Picasso, Braque Iondrian, Duchamp Leger, Giacometti

**Futurism** (1909-44)Dada (1916-20)



Surrealism (1924-50's) Dali, Magritte Chirico, Chagall

Abstract Expressionism (1946-60's) Pollock, Kooning, Rothko, Johns



YEAR 10 KNOWLEDGE ORGANISER 3



Pop Art 1950-60) Op Art (1960's)

Conceptual Art (1960-70)



Early Renaissance (c.1300-1500)

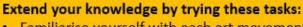
Expressionism (c.1890-1934) Munch, Kandinsky Klee, Marc, Schiele Mondrian, Dix

Fauvism (1900-20)

Art Deco (1920-30)



Art Nouveau 1890-1905 **Notable Artists:** Mucha, Klimt, Gaudi Mackintosh, Beardsley



 Familiarise yourself with each art movement. As you explore make a note of any individual artists and art movements you like. What is it you like about them? Write a brief statement and keep some examples of work you like for future reference.

 Create a mini project on any theme you like. Locate artists who fit the theme either by style (example look at the image by Andy Warhol above the number 3 on this sheet. He has used a famous celebrity and repeated the image four times using bright colours. You could use your own image in this 'style') or find an artist who has explored the theme you have chosen (example theme – emotions, example artist – Edvard Munch) Copy their artworks and produce your own work in

their style. npressionism

1870s-90s Monet, Renoir, Degas, Manet Post-Impressionism (c.1880-1905)

Van Gogh, Cezanne, Seurat, Gauguin Pointillism/Neo-Impressionism

> (1886-c1900) Seurat, Signac, Pissaro, Delaunay, Matisse

Pre-Raphaelites (1848-1853) Notable Artists: Rossetti, Millais, Waterhouse, Burne - Jones



Ukiyo-e (c.17th-20th centuries) **Notable Artists:** Hokusai, Hiroshige, Eishi Realism - 1830s-50s





Neo-Classicism (c.1750-1850) Romanticism (c.1800-80) **Notable Artists:** Delacroix Milet Daumier

(1970's-2000's) Raphael, Michaelangelo Donatello, Botticelli, Bosch Northern Renaissance (c.1400-1500) Titian, Durer, Jan Van Eyck High Renaissance (c.1490-1527)

> Leonardo Da Vinci Titian, Salai, Peruzzi



Baroque (c.1600-1750) **Notable Artists:** Reubens, Rembrandt Caravaggio Rococo

(c.1700-1800)

## Types of **Visual Art**



PAINTING - The practice of applying paint, pigment or colour to a surface. The three most common types of paint are Oils, Acrylics and Watercolours.



DRAWING - A picture or diagram made with pencil, pen or crayon. A drawing might represent something in front of the artist or a design for something not yet made.



PRINTING - The act of transferring an image from one surface to another. There are many methods for achieving this. Here are some of the main techniques: Woodblock, Linocut, Collagraph, Engraving, Etching, Aquatint, Monotype, Lithography, Screen print.





LAND ART - Art made directly in and from the landscape itself using natural materials such as rocks, sand or twigs.



INSTALLATION - An artwork of any form or size that inhibits a space inside or outside a gallery. The artwork works in relation to the space it is placed in thus transforming how you view the space itself.

## Extend your knowledge by trying these tasks:

- · Familiarise yourself with each 'type' of visual Art. Analyse the top ten artworks from each type, (top 10 paintings, drawings, photographs, installations etc.) What makes them a good example of the art form?
- · Could you use any of these 'types' in your own work. The themes you have explored so far are 'Belongings' and 'Zoomorphism'. Think creatively – how could you use photography to develop your ideas? (example – download a photo app - combine images of animals and people) Could you sculpt an animal using salt dough, sand or found objects. Could you connect your work to Land Art by making an image relating to the theme using natural objects? Could you cut out silhouettes of animals and use a light source to cast its shadow onto your face? Could you video someone performing as an animal – could you use make-up, costume and props? Could you make drawings from the stills/frames of the video you have created? Could you make an animal print using a potato or string glued onto cardboard? Research methods you could recreate at home. Exploration never goes to waste! record your experiments in a journal, write down the methods you used, the artists you discovered and what was successful and unsuccessful.



NEW MEDIA ART - Art which utilizes new technologies and materials such as robotics, 3D printing, internet, sound and video, computer games and bio technology.



PERFORMANCE ART - An artform that combines visual art with dramatic performance. Sometimes scripted, sometimes spontaneous. Some artists also encourage audience participation.



CRAFT & DESIGN - Design - A plan or drawing showing the look and function of a product. Craft - The activity of producing something skilfully, usually by hand. Craft & Design uses a wide range



SCULPTURE - To make or represent a form in three dimensions by molding, carving, assembling or casting. Modern types of sculpture include: sound, light, environmental, street and kinetic sculpture.



PHOTOGRAPHY - The combination of Aperture, Shutterspeed and ISO to capture a moment in time. Some common types of photography: Event, Portrait, Journalism, Product, Fine Art, Fashion, Travel, Lifestyle, Nature, Sport, Ariel, Scientific.