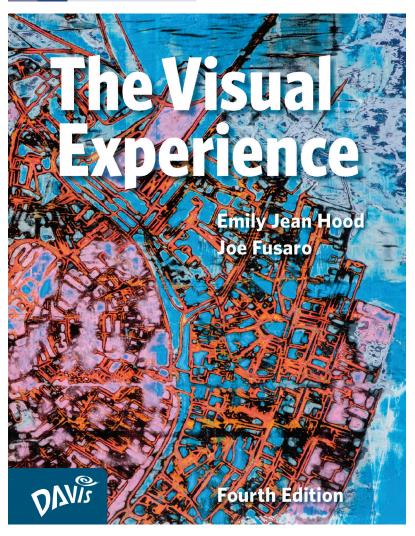
The Visual Experience

FOURTH EDITION By Emily Jean Hood and Joe Fusaro



PRINT + DIGITAL



Artworks Designed to Capture Students' Imagination

The fourth edition of *The Visual Experience* has **75% new art** chosen to capture the imagination of even the most reluctant students. An emphasis on contemporary 21st-century art and thought-provoking art from around the world will help students make personal connections to each artwork and lesson.

Postmodern Principles Engage Students with Art

The fourth edition is your resource for introducing students to concepts such as appropriation and recontextualization. Studios, new lessons, and added features, as well as videos in our eBooks, help teachers introduce students to and engage them with the evolving elements of art and principles of design.

Art History and Explorations

All-new Art History features in each chapter explore guestions that real-world art historians consider as they examine artworks from diverse cultures, artistic traditions, and styles. Each lesson focuses on a compelling question, such as: How do culture and time period help shape an artist's choice?

Art Career Profiles in Each Chapter

All-new Art Career Profiles introduce students to exciting career opportunities, such as toy designer, animator, cinematographer, and fashion designer. Each Career Profile has a **personalized interview** format, along with photos of each artist and designer at work.



Committed to Art Educators Since 1901

Program Overview and Chapter Organizer

At-a-glance chapter organizers include the chapter's Essential Question, details about each lesson, learning objectives, fine art images, key terms, and lesson resources. Scan the entire chapter and select the topics, activities, and resources that fit your curriculum.

7.13 Studio Experience: Meaning

pages 262-265

CHAPTER 7 PRINCIPLES OF DESIGN,

· experiment with composition using

CHAPTER 7 PRINCIPLES OF DESIGN, CONTINUED

					7.6 Movement	7.7 Balance	7.8 Pat
				Learning	pages 246-249 • analyze how artists create implied movement in	pages 250-253 • explain how balance in design can create a	pages 25 • recogn
Essential Questions The chapter's Essential Question is highlighted. Principles of Design Essential Question: How are principles of design used to create art?							
		Overview & Introduction pages 232-235	7.1 Exploring I in Composition pages 236–237		7.2 Unity pages 238-239	7.3 Variety pages 240-241	

Learning Objectives

Quickly identify each lesson's Learning Objectives.

Images •

Check out the chapter's Fine Art Images.



Faith Ringgold, Tar Beach 2

design

unity

Learning

Fine Art

Key Terms





rhythm

Teacher Resources Package: 7-A, 7-B, 7-C, 7-N

The Visual Experience Video Series

movement

· identify principles of design-unity, variety, emphasis,

rhythm and movement, balance, pattern, and proportion

analyze how principles of design are used to compose

interpret stylistic similarities between two artworks across time and cultures

• demonstrate an understanding of appropriation · analyze an artwork's use of design principles · produce works of art with compositions that show unity, variety, emphasis, rhythm, movement, balance, pattern,

artworks and convey information





Controller of the Universe

pattern

proportion

appropriation

explain how artists use design

principles to compose artworks

and create or convey meaning

analyze principles of design in



Drugstore

halance

pattern

proportion

unity variety emphasis

rhythm



· identify proximity, similarity, and

nerceive and describe how artists

create unity in artworks



Tsam Dance Mask

Teacher Resources Package: 7-0



Yayoi Kusama, All the

Eternal Love I Have for the Pumpkins

understand how artists create

· identify and describe variety in

Object

Teacher Resources Package: 7-M

Key Terms •

Pinpoint vocabulary covered in the chapter.

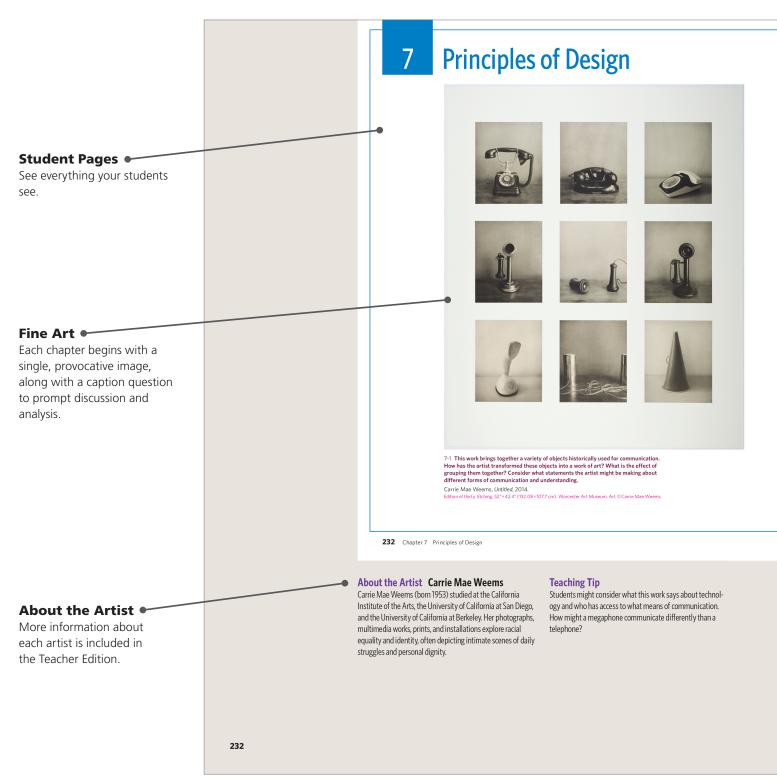
232a

Teacher Edition, Chapter 7

CONTINUED 7.14 Studio Experience: Comic Art: Movement and Narrative 7.15 Studio Experience Advertising for a Cause 7.16 Studio Experience: Social Media Collage 7.17 Career Profile: Loveis Wise, Illustrator **Chapter Review** pages 274-277 pages 266-269 pages 270-273 page 278 page 279 develop a character, create a cartoon demonstrate understanding of emphasis · analyze artists' use of text and image to 7.9 Art History: 7.11 Evolving Ideas: 7.10 Proportion 7.12 Responding to Art pages 260-261 pages 257-258 page 259 4-255 page 256 explain how artists are explain the difference between proportion distinguish appropriation nize patterns in art, as homage, response, or Yayoi Kusama, All the Eternal Love I Have for plagiarism in works of art create a collaborative Pumpkins artwork with a message about community using appropriation tragations 7.5 Rhythm 7.4 Emphasis pages 242-243 pages 244-245 describe three methods for creating · explain the creation and role of focal rariety to add interest Shepard Fairey points in artwork rhythm in a visual artwork Ellen Gallagher, Bouffant Pride Teacher Resources Package: 7-N, 7-P, 7-Q analyze how rhythm can contribute to the mood of an artwork artworks · describe how artists create emphasis in an artwork Norman W. Lewis. John Biggers. The Yellow Hat Shotguns, 4th Ward appropriation 232f Teacher Resources Package: Teacher Resources Package: T.C. Cannon, All the Tired Horses in the Sun Edvard Munch, The Scream emphasis rhythm **Chapter Review** Preview the tools provided Teacher Resources Package: 7-L Teacher Resources Package: 7-L 232d for checking student understanding. **Chapter Features** Quickly find each chapter's special features 232b highlighted in green. Chapter features include: Art History, Evolving Ideas, Responding to Art, and Career Profiles.

Chapter Opener

Openers give you consistent previews of each chapter, plus strategies for engaging students with the chapter's Essential Question.



Teacher Edition, Chapter 7

Chapter at a Glance •

Essential Question

How are principles of design used to create art?

You Will Learn

- how principles of design organize artworks and create visual effects
- techniques for achieving visual effects using principles of design
- · methods to analyze artworks using design principles

Contents

INTRODUCTION page 234

- 7.1 Exploring Principles in Composition and Design page 236
- 7.2 Unity page 238
- 7.3 Variety page 240
- 7.4 Emphasis page 242
- 7.5 Rhythm page 244
- 7.6 Movement page 246
- 7.7 Balance page 2507.8 Pattern page 254
- 7.9 ART HISTORY INFLUENCES page 256
- 7.10 Proportion page 257
- 7.11 EVOLVING IDEAS APPROPRIATION page 259
- 7.12 RESPONDING TO ART ART CRITICISM:

 Bouffant Pride by Ellen Gallagher page 260
- 7.13 STUDIO Explore the Unexpected: Everyday Objects page 262
- 7.14 STUDIO Comic Art: Movement and Narrative page 266
- **7.15 STUDIO** Advertising for a Cause *page 270*
- 7.16 STUDIO APPROPRIATION: Social Media Collage page 274
- 7.17 CAREER PROFILE Loveis Wise, Illustrator page 278

CHAPTER REVIEW page 279

Learning Objectives

- identify principles of design—unity, variety, emphasis, rhythm and movement, balance, pattern, and proportion
- analyze how principles of design are used to compose artworks and convey
- interpret stylistic similarities between two artworks across time and cultures
- demonstrate an understanding of appropriation
- analyze an artwork's use of design principles
- produce works of art with compositions that show unity, variety, emphasis, rhythm, movement, balance, pattern, and proportion

Key Terms

English

principles of design unity variety

variety
emphasis
rhythm
movement
balance
pattern
proportion
appropriation

variedad énfasis ritmo t movimier equilibrio

ritmo movimiento equilibrio patrón proporción apropiación

Spanish

principios de diseño

Using the Essential Question

Principles of design add complexity to our understanding of visual artworks, building on the basic elements of art studied in previous chapters. Select images that give strong examples of each principle to introduce the concepts. How do artists think about these principles as they create? How can students use these principles in their own work? Show examples of student

work that feature principles of design.

Artists •

John Biggers Umberto Boccioni T.C. Cannon Mary Cassatt Joseph Cornell

Mark Dion Richard Estes

Shepard Fairey Ellen Gallagher Zaha Hadid Suzuki Harunobu Ben Hatke Jenny Holzer Edward Hopper

Iktinos Olivia Jaimes Kallikrates

Yavoi Kusama

Norman W. Lewis

Esther Mahlangu

Beatriz Milhazes

Henri Matisse

Edvard Munch

C

Wangechi Mutu Claes Oldenburg Damián Ortega Bridget Riley Faith Ringgold Jean Shin Shazia Sikander

Tadasky Victor Vasarely Carrie Mae Weems Loveis Wise Andrew Wyeth

Shih Chieh Huang

Chapter at a Glance Informs students about the

Informs students about the details of each chapter. They can identify the Essential Question, what they will learn, the chapter's Learning Objectives, and Key Terms.

Artists

The Teacher Edition lists the featured artists in each chapter.

Key Terms

Listed in English and Spanish in the Student Book.

Chapter Contents

Color coded to identify the sections of each chapter. Easily find the Introduction and Review in blue, chapter lessons in black, special features in green, and studios in orange.

Chapter Resources

Lists additional items available to assist with the lesson, including videos or blackline masters from the Teacher Resource Package.

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Chapter Resources Teacher Resources Package

Key Terms 7-A Key Terms (Spanish) 7-N About the Art and Artists 7-C Support for Spanish Language Speakers 7-N TVE Video Series

Chapter Introduction and Thinking About Art

Each chapter begins with a Chapter Introduction and Thinking About Art feature to introduce students to the chapter's big ideas and to foster thinking about the chapter's key focus. Information in the Teacher's Edition includes items such as Differentiated Instruction, Teaching Tips, more information about every artist and Research and Writing suggestions to expand lessons.

Key Terms •

Key Terms are listed and defined in the Teacher Edition.

Image Captions •

Captions include questions that prompt students to explore each artwork deeper.

Postmodern Principles •-

The fourth edition provides unparalleled support for teachers to introduce students to postmodern principles.

Kev Terms

appropriation In art, the use of preexisting images, sound, text, or objects in a new context.

balance The arrangement of visual elements to create stability in an artwork. There are four balance arrangements in art: asymmetrical, symmetrical, approximately symmetrical, and radial.

emphasis A principle of design in which one element, or a combination of elements, is given more attention than anything else in a composition. The dominant element is usually a focal point in a composition and contributes to unity by suggesting that other elements are subordinate to it.

movement A principle of design associated with rhythm, referring to the arrangement of parts in an artwork to create a sense of motion to the viewer's eye through the work such as implied, optical, or actual movement.

pattern The repetition of elements or combinations of elements in a recognizable organization.

principles of design Balance, emphasis, rhythm, movement, variety, pattern, proportion, and unity. The effects that artists achieve by intentionally arranging elements of design in works of art

proportion A design principle reflecting the size relationship of parts to one another and to a whole.

rhythm A principle of design that refers to ways of combining elements to produce the appearance of movement in an artwork. It may be achieved through repetition, alternation, or progression of an element.

unity A principle of design related to the sense of wholeness that results

from the successful combination of the component elements of an artwork.

variety The inclusion of differences in the elements of a composition to offset unity and add interest to an artwork.

INTRODUCTION

What Are Principles of Design?

Artists use principles of design and other foundational ideas to create compositions. These compositions, when organized to convey meaningful concepts, can create powerful works of art. **Principles of design** can be used to organize elements of art (line, shape and form, value and color, space, and texture), and include unity, variety, emphasis, rhythm and movement, balance, pattern, and proportion.

Unity in an artwork occurs when all elements work together, which is achieved by grouping objects, creating similarities, and enabling a flow of vision through the work.

Variety is achieved by introducing differences in the elements of a composition.

Emphasis occurs when one element, or a combination of elements, attracts more attention than anything else in a composition.

Rhythm refers to combinations of elements that create or suggest the appearance of movement.

Movement can be implied using a sequence of images or arrangements of elements to create optical illusions; actual movement occurs in art with moving parts.

Balance occurs when the visual weight in an artwork feels equally distributed through the use of one of four balance arrangements: asymmetrical, symmetrical, approximate, and radial.

Pattern is the repetition of elements or combinations of elements in a recognizable organization, adding movement and variety to artworks.

Proportion in art concerns the size relationships between parts of an artwork.



7-2 Can you identify three aspects of this image that demonstrate unity'
Student work, Kim Rathyar.

Mixed media, 11" × 8 ½" (279×21.6 cm).

Principles of design can be found all around you. Music, fashion, and other aspects of daily life usually exhibit some intentional organizing principles. For example, what patterns do you see in the clothing worn by students in the art room? How are movement and rhythm suggested in graphic novels, comics, memes, or GIFs? How much variety do you see in hairstyles? How do these visual elements send messages about people, their interests, and their identities?

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Postmodern Principles

As discussed in Chapter 3, design principles are not a single, definitive list. The organizational strategies featured in this chapter are some of the main principles traditionally used to create and analyze works of art. Postmodern principles—juxtaposition, layering, recontextualization, hybridity, appropriation, interaction of text and image—present an evolving approach to creating and responding to art in contemporary contexts.

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Teacher Edition, Chapter 7

Thinking About Art •

Group Discussion: What principles are at play?

There are endless ways that art elements can be organized by principles of design to create a work of art. In fact, you have probably used principles of design without even realizing it. As materials are arranged to depict a subject, different combinations of elements and principles will produce strikingly different effects. These artworks show just some of the ways elements and principles can work together.



How does the variety of art elements impact your appreciation of this work? How does the artist's choice of pattern and repetition affect your understanding of the subject?

Faith Ringgold, Tar Beach 2, 1990.

Quilt. Silk, 66"×64 ½" (167.6×168.8 cm). Philadelphia Museum of Art: Purchased with funds contributed by W. B. Dixon Stroud, 1992. Photo by Graydon Wood, 200

- Which elements and principles can you find in each image? Most artworks contain multiple elements and principles that work together to help communicate a feeling or idea.
- As you look at the images, consider what ideas and messages are conveyed. How do principles of design contribute to the messages?



How has the artist arranged the different parts of the image to draw you into the scene? Consider the use of value, shape, balance, and emphasis.

Edward Hopper, Nighthawks, 1942.
Oil on canvas, 33" × 60" (84.1 × 152.4 cm). The Art Institute of Chicago, Friends of American Art Collection. Art © Estate of Edward Hopper/Artists Rights Soci



Is this an art installation or a movie still? Although it is an art installation, imagine you could hit a "play button." What would happen? How has the artist used space to freeze a moment in time?

Damián Ortega, Controller of the Universe, 2007.

Damián Ortega, Controller of the Universe, 2007.

Damián Ortega, Controller of the Universe, 2007.

Found tools and wire, 9' 4" 13" 4" 14" 11" (285" 440 4 455 cm). Courtesy of the artist and Gladstone Gallery, New York and Brussels. ID Damián Ortega.

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Prepare

PACING 1 period

Teach

PERCEPTION Ask students about what draws them into a work of art. What captures their attention? The subject or message? A particular section? The colors or shapes? How has the artist arranged the image to make that part noticeable? After looking at each image for a little while, how do their eyes travel around the image to notice different parts?

PERCEPTION What story or message do students see in each of these images? How have the artists used unity, variety, emphasis, rhythm, movement, balance, pattern, and proportion to support that message? Ask students if they can find more than one of these principles in each work of art

Assess

Did thinking about elements and principles in the artwork help students engage with it?

Close

Ask students to consider their own experience using unity, variety, emphasis, rhythm, movement, balance, pattern, and proportion to create art. Have they purposefully used design principles in the past? Explain that all artists use principles to organize their work, although they may make some decisions instinctively. Understanding the different effects possible with design principles can lead to more meaningful, deliberate, and effective design choices.

Resources

Teacher Resources Package

Thinking About Art 7-B Key Terms 7-A Key Terms (Spanish) 7-N Introduction (Spanish) 7-N

Thinking About Art

Begin exploring each chapter by engaging students in deep, meaningful discussion and observance of artworks that appear later in the chapter.

Lesson Format

A simple lesson format in the Teacher Edition allows both flexibility and structure. Each lesson includes:

- **Prepare:** lists pacing and items such as key terms and the Essential Question
- Teach: presents ways to engage students, extend the lesson, and use the art and text
- Assess: offers evaluation techniques
- **Close:** suggests ways to summarize and reinforce the content

Studio Experience

The fourth edition includes **twenty all-new studios** based on contemporary artworks written by Joe Fusaro, Art21 Senior Education Advisor. Studios include more student choice, digital options, writing prompts, and a focus on process and ideation. Each chapter includes one studio that focuses on **postmodern principles**. A point-of-use rubric is included in the Student Book.

A new, predictable four-page studio format includes Studio Objectives, Before You Begin, Materials, Create, Reflect, Technique Tip, Digital Option, **Presenting Your Work**, and a **Rubric** that focuses on both product and process.

7.15 Advertising for a Cause

appealing than others? In this studio experience, you will explore the qualities of effective commercial design by developing a print or digital advertiseme design for a new product or a cause that you think will make the world a better place. Use emphasis to help you to make your point.

Before You Begin

Research advertising campaigns that show imaginative artistic qualities. Study ads and product design in magazines online sources, consumer products, bill-boards, and store displays. Think about what aspects of the ads make you take a econd look. What elements are emph sized in the best ads? How is proportion used? How do advertisers appeal to your emotions? Brainstorm ideas for products and causes that could make the world a better place, such as biodegradable pack-

7-42 How did the design-er of this public service ad create unity? Where do you think an ad like this

might appear? Why do you think so?

Materials

- · good drawing paper
- · a variety of drawing and painting materials; colored pencils, markers, pen and ink, colored chalk, acrylic paint, watercolor paint
- · railroad or illustration board in a variety of sizes
- · gray newsprint
- computer with graphic design software (optional)



Assess

SELF-ASSESSMENT Require students to respond to the evaluation questions in writing. Have classmates rank their work on a scale of one to ten in terms of emphasis, readability, and composition. Encourage students to make connections to the social, cultural. and political implications of this new product or ad campaign.

- What makes your design an advertisement?
- What audience would find i Why?
- · How did you use emphasis a
- · What could be improved in
- How will your product or ca thing significant to society?

HUMAN DOES

7-43 Giving voices to creatures or objects that can't speak is a time-honored source of humor How did the designer create emphasis here?

Ad Council, From the Shelter Pet Adoption Campaign. The Advertising Council, Inc., The Humane Society of the United States, and Maddie's Fund.

Create

- 1 Select the media you want to use to develop your ad. On drawing paper, sketch your ideas for an ad that will catch people's attention. You might create a serious ad or use humor to make your point.
- 2 Show your sketch to a peer and revise your ad based on feedback and your vision.
- 3 Consider readability you design your ad. Us sional presentation.
- 4 To create your final vare. Combine images design. Display your ac

- demonstrate understanding of emphasis to communicate a message
- design an advertisement to promote a worthy product or cause

Why are some advertisements more

aging, a high speed solar-powered train, or important social issues.

Ad Council, From the

270 Chapter 7 Principles of Design

270

Prepare

advertisement

1 for final presentation

good quality drawing paper

paint, watercolor paint

 railroad and illustration board, variety of sizes

 computer with graphic design software (optional)

Ask students the following questions:

What makes any advertisement visu-

ally attractive? What aspects of the

ad would cause you to take a second

look? Ask students over a weekend

to go to a brick and mortar store like

a supermarket or go online to answer

those questions. Instruct students to

and scroll through a store's website,

social media platforms, or view TV

commercials to notice what catches their eye. Ask them to think about the

qualities that command their attention or even change their minds about

wander through the aisles at the store

• 12" x 18" (30 x 46 cm) gray newsprint

a variety of drawing and painting

materials: colored pencils, markers,

pen and ink, colored chalk, acrylic

1 for critique

MATERIALS

glue sticks

2 to introduce project and research 4 to develop and create finished

PACING 8 periods:





Teach

STUDIO EXPERIENCE Begin the class with a random selection of advertisements and discuss the striking qualities of each. Ask: What visual elements or design qualities has the advertiser used to generate interest in the product? Follow with a discussion. Ask: What attracts you to the product? What makes it eye-catching? How important is the visual presentation of the product? Are you aware that certain age groups or other subgroups are targeted in advertising? Use this discussion as a jumping-off point for exploring the problem students will solve. Ask: What product do you think we need in today's world? How about a product for the future? What about an ad that brings $attention \ to \ an \ important \ social \ is sue?$ Rubric Proficient Developing Incomplete Researches more than five advertising campaigns. Thoroughly analyzes for emphasis and proportion. Researches and analyzes four or five advertising campaigns. Analyzes for emphasis and proportion. Researches one or two advertising campaigns. Some analysis of emphasis and proportion. Does not research any advertising campaigns. Does not brainstorm product ideas. Create Excellent uses of media to create advertisement with clear mood, effective composition, and carefully considered target audience. Successful use of media to create advertisement that shows mood in a clear composition for a specific audience. Advertisement has Advertisement does not inconsistent or unclear mood, readability, or target audience show mood, clear composition, or target audience. Reflect/Evaluate/Present Not enough understanding of concepts to adequately reflect on, evaluate, and determine emphasis, proportion, composition, Critically reflects on, evaluates, and determines emphasis, proportion, composition, and message. Adequately reflects on, evaluates, and determines emphasis, proportion, composition, and message. Does not reflect on and evaluate emphasis, propor-tion, composition, and message. Freely shares ideas and takes interest in others; eagerly participates in class discussions. Shares ideas and shows Does not participate in class and message. interest in others; partici-pates in class. Little interest in sharing ideas or listening to others; reluctant to participate in class discussions. Work Process Consistently works inde-pendently and remains on-task at all times. Uses time management skills effectively. Usually works independently and remains on-task. Work completed with some time-management issues. Works somewhat independently and usually remains on-task. Uses time ineffectively and rushes through Does not work indepen-dently and is off-task most of the time; disruptive behavior. Project not completed.

Chapter 7 Principles of Design 273

and strong composition as e digital lettering for a profes-

advertisement, use the media railroad board or design softand text to create an effective lvertisement.

Chapter 7 Principles of Design 271

Teacher Edition, Chapter 7

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Special Features

Each chapter includes the following special features: Art History, Career Profiles, Responding to Art, and Evolving Ideas.

Prepare

PACING 1 period

PERCEPTION Before examining the artworks, begin a discussion about the influence of culture on artists. Ask: What aspect of Japanese culture and art has the most influence on people in the United States today? Responses may include Japanese Manga comics, Anime, Cosplay, or video games. Then ask students to read about and compare the Harunobu and Cassatt artworks. Discuss other examples of cultural influence. Encourage students to research social issues they might be interested in. Aid students in develeach of these artworks.

Art History *Ukiyo-e* means "prints of the floating world," "floating" in the Buddhist sense of the temporary nature of life. The prints highlighted beautiful women in the latest fashions, theater actors and plays, genre scenes, and landscapes. The prints were so numerous in Japan that they were ometimes used as packing material for other exported items.

Assess

Students should present their research about social and cultural issues of the time and culture of each artwork. leading to rich discussion.

Close

Have students respond to the two queries in Consider the Essential Question in order to better understand the influence of Japanese prints on

Resources

Teacher Resources Package Consider the Essential Question 7-D

7.9 How Are Artists Influenced by the Work of Others?

- explain how artists are influenced by one an across time and cultures
- discuss stylistic similarities in artworks
- identify elements and principles of design used by

Throughout art history, artists have been inspired by, responded to, and reacted against art from other times and places. The enthusiasm for Japanese art in the West—called Japanism—began in 1853 when the United States forced Japan to trade goods with the West for the first time since the 1808. URipo e-typic color woodcuts—inexpensive prints meant for the Japanese middle class—became available in Europe in the 1805. The prints were technically sophisticated and stylistically exciting to Western artists, particularly the Impressionists, who were searching for new modes of expression.

Probably born in Edo (Tokyo), Suzuki Harunobu was most likely trained by a pupil of Hishikawa Moronobu, considered one of the pioneers of the Throughout art history, artists have been inspired

Moronobu, considered one of the pioneers of the ukiyo-e style. He produced many genre scenes that



About the Artist Suzuki Harunobu

Suzuki Harunobu's (ca. 1727–1770) career took off after 1765, when he began producing prints in the multiple (up to twelve) block printing technique, a separate wood block for each color. His tall, elegant figures defined by sinuous contour lines established a style that endured into the 1800s. Degas starting yielded many the late 1880s technique. Dr needle to scra that produce f

About the

Career Profiles •

All-new Career Profiles are included in each chapter. The Teacher Edition provides information about each career, identifies steps in the career process, and includes recommendations for students who wish to pursue a given career.

have become a valuable source of information about middle-class life in Edo-period Japan, particularly that of women. This print of a woman having her hair done (Fig. 7-26) shows aspects of Japanese prints that enthralled Western artists: the asymmetrical, open composition; an emphasis on flat shapes and space; and a contrast of decorative patterns.

colleges of art and design. Encourage students to explore appropriate links

that support illustrators in the field. and follow organizations and/or individual illustrators on social media.

Help students begin to differentiate between comic book illustrators, court

room illustrators, animators, and other

Portfolio Prep Students can search

Mary ing at t in Paris after m **Getting Students Started** day life in Illustration in the Become Familiar with the ticular Field Review career web pages of

combin

college and career websites as well as individual blogs, websites and vlogs for career trajectories in illustration. Most will say that creating an outstanding portfolio is the first step. Many art schools require specific pieces in a portfolio as part of the admissions process, so students should research those requirements well ahead of the admissions due date. Art school

students often post videos online that offer useful perspectives on portfolio preparation. **Inspiration** Students might also

want to record in their sketchbooks good illustration examples they find in catalogs, magazines, wrapping paper, textiles, and other printed if possible, artists' names, titles of works, where the work was found, and the date in order to trace the origin of particular visual concepts. Keeping track of sources of inspiration can help them explain their own work in the context of other artists and illustrators. Students will need to be confident that they are not copying someone else's idea, even though they might have been inspired by it in some way

Resources Careers 7-K

Art History

Art History features in each chapter focus on questions explored by art historians and connect to the chapter's Essential Question.

7.17 Loveis Wise Illustrator



Loveis Wise is an accomplished freelance illustrator from Washington, DC, who now lives in Philadelphia. She comes from an artistic family and visited DC galleries often in her youth. She is a graduate of the University of the Arts in Philadelphia, where she studied illustration and naithfun and naithfun and market programme. tion and painting.

What made you want to pursue illustration?

I wanted to pursue illustration because
I was always interested in design and printmaking and while in
college, a professor noticed how much I loved using digital tools and encouraged me to take more illustration-based classes

Did you have particular illustrators that you loved as a child? What about illustrators, artists, or designers that inspire you today? As a child I found myself drawn to illustrators like Ezra Jack Keats, Eric Carle, and Faith Ringgold because of their use of pat terning and vibrant color. Today I'm inspired by Kerry Jan Marshall, Mickalene Thomas, Keith Negley, and Andrea Pippins



I normally work for clients in editorial such as *The New Yorker,* The New York Times. BuzzFeed. and Refinery29. Also advertisin clients like Cartoon Network, REI, and March of Dimes.





What media do you prefer working with and why?
I love to experiment with all mediums but currently I prefer to work digitally because it's less messy for a clumsy person like myself and I love being able to play around with various

What are challenges you have to overcome in your line of work?

Constantly creating new and interesting ideas to base work on It learned that it always helps to sketch in a sketchbook or any surface and pull ideas from there when I feel stuck. Also, I learned how important self-care is to my process. Remember, it's always important to rest and take care of yourself (for me personally, this is also when the best ideas for art-making happen).

What advice do you have for students who might want to pursue

Trust yourself and draw images that you love and care about!

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4.8 The Poplars at Saint-Rémy by Vincent van Gogh 1 Describe





Art Criticism: The Poplars at Saint-Rémy

Step-by-Step Approach

Now try another approach to respond to the artwork on page 112.

Other Ways to Engage with Art Utner vways to Engage with Art
Lay tracing paper over the image of The poplar as
sun-gény and trace the work. Notice the kinds
of lines van Gogh used, While tracing, pay close
attention to the placement of the trees and overall
composition, including foreground, middle ground
and background, Consider the use of expressive lin

and brushstrokes—what emotions might they evoke When finished, compare tracings with a classmate and discuss your ideas about the choices van Gogh made in this painting, what ideas or emotions was he trying to convey?

Chapter 4 The Power of Line, Shape, and Form 113

PACING

KEY TERM

iuxtaposition. As students begin to bring out

juxtaposition Placing unrelated

force unexpected meaning.

DISCUSSION TIPS

objects or ideas in close proximity to

As students examine the Rosskopf and name the various elements, point

out the variety and surprises. The unexpected is an important aspect of

personal items for the activity. encourage them to get to know each other a little better. Do they have

from a net? A favorite snack?

As students edit their photos and

begin to finish, have them send the images to a central location such as an online drop box or email to your

school account. Organize all the images into a file to share with the

class to close the activity.

 $music\ or\ an\ instrument\ with\ them?$ Sports equipment, or something

- 3 Interpret

 Answers may include lively, moving, stormy, restribl.

 If students are eluctant to drave personal connections, by sharing an experience such as the wind blowing just before a rainted or, An example of a poem about a van Gody haparting can be lound in the layris of the song "finent" by bon McLean Connect the painting to a song, Asc Willy would fin the experience of the conference of the providence of the proof of the conference of the providence of the displacement of the providence of the proof of the providence of
 - ideas.

 Answers will vary. Some possibilities are: Celebration of nature, the constant movement of life, standing strong in windy/troublesome times other answers possible.

- Responses will vary. Consider divid-ing students into four teams, each tasked with finding visual evidence to support one of the four suggested
- purposes. Have students apply the elements Have students alples of design to judge the compositional arrangement, such as the structure of the trees in the center to create a clear focal point/area of emphasis for the
- focal point/area or emphasis to viewer.

 Call attention to the rejection wan Gogle experienced when he first painted atwork, like this. His style was new and seemed strangs to viewers. Encourage students toor sider their first impressions of the work and what they have learned about van Gogh's life. Use smaller questions to stimulate discussion:

Responding to Art

as well as Other Ways to

Engage with Art in each

chapter.

Step-by-Step Art Criticism,

About the Artwork

39 1889, when Gaugain and van Gogh painted together in
Aftes, van Gogh had developed a distinctive style involving
pure color. Rud line, and short, narrow brushwork that often
bodrede of hard middle and short, narrow brushwork that often
bodrede of hardlinistic Poplars were a karvorte subject
or van Gogh. He found poplars expressive in form and
excellent which so the long, unabilishing brushstrokes. His
painting method vas quick and expressive, as he was trying
to capture the mood at the emonent. Poplars or Soint-Remy
Night, painted in the same form the same year.

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ocky shapes in the foreground

rody shapes in the inception.

There is variety in the shapes of the rocks, trees, and plants in the foreground and middle ground. Students may also observe the variety of shades of blue in the sky, creating a sense of space and movement.

Some students may find color the students while

Some students may finit clout use most dominant element, while others might name line. Both are strongly featured in this work. Encourage students to make a case for their answer using visual evidence from the artwork.

EVOLVING IDEAS JUXTAPOSITION

3.6 How Can Art Confront Us with the Unexpected?

- Juxtanosition occurs when at least two different or contrasting Juxtaposition occurs when at least two different or contrasting elements, images, or objects are brought together. Artist Morgan Rosskopf uses juxtaposition in an unexpected way (Fig. 3–31). She clusters and entangles items, including human and nonhuman elements. Even though the images are still, the viewer gets a sense of movement or action through the chaotic arrangement of these seemingly unrelated and partial objects. Rosskopf states that these works are about relationships and vulnerability They might be representations of the complex emotions we feel when trying to make meaningful connections with other people



For this activity you will work with two of your classmates Spend a few minutes brainstorming responses to the question: When have you been surprised by a work of art?

Activity: Collaborate

- Gather items that you have with you in your pockets or backpacks. What ideas do these items represent? What are they for? How do they affect your life every day? From your group's collection,
- in a digital photograph. How can you juxtapose these objects in a thought-provoking way? Take a digital photograph of your
- item(s).
- Edit your photo to incorporate elements and principles, while maintaining juxtaposition. Use one of the following strategies or create your own. Use the principle of balance or pro
 - portion (for example, dark and light, big and small). Remove something from the image
 - that is expected to be there Add text to provoke specific thoughts about the image.
- Present your group's exploration in juxtaposition to your class. Explain the choices you made to create it

Teacher Resources Package Evolving Ideas: Collaborate 3-E

Resources

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Evolving Ideas •

Each chapter includes at least one lesson that focuses on postmodern principles, such as appropriation. Evolving Ideas includes student collaboration, with Discussion Tips listed in the Teacher Edition.

About the Artist Morgan Rosskopf

Morgan Rosskopf (b. 1987) lives and works in Portland, Oregon. Her works are a complex combination of collage, drawing, and printmaking. She earned a BFA in printmaking from Sonoma State University in California, and an MFA in fine art from the University of Oregon. Calling herself a "visual hunter-gatherer," Rosskopf's work is influenced by the Surrealist emphasis on "automatic drawing" wherein the subconscious takes priority in the cre-ative process. She gathers ideas that she believes are already present in her mind, and her compositions grow organically based largely on her intuition Rosskopf's works combine passages flora, everyday objects and architectural elements, and internal and external body parts. These chaotic combinations are meant to evoke ideas such as anxiety, love, and vulnerability.



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