

Building Vocabulary

On a separate sheet of paper, write the term that best matches each definition given below.

1. Any materials used to create art.
2. The use of light and dark values to create the illusion of form.
3. A process in which an artist repeatedly transfers an original image from one prepared surface to another.
4. The impression created on a surface by a printing plate.
5. A copy of a work of art.
6. All the prints made from the same plate or set of plates.
7. A three-dimensional work of art.
8. The technique of capturing optical images on light-sensitive surfaces.
9. A system that processes words and images directly as numbers or digits.
10. Computer software programs that help users design, organize, and combine text, graphics, video, and sound in one presentation.

Reviewing Art Facts

Answer the following questions using complete sentences.

11. What is the difference between two- and three-dimensional art?
12. Describe the four shading techniques.
13. Name and define the three main ingredients of paint.
14. What are the three basic steps of print-making?
15. What is the difference between sculpture in the round and relief sculpture?
16. Why are crafts called the applied arts?
17. How is videotape technology an improvement over cinematography?

18. What are the similarities and differences between paint and draw programs?

Thinking Critically About Art

19. **Compare and Contrast.** Study Figures 3.13 (page 51), 3.14 (page 52) and 3.15 (page 53). List the similarities and differences you find in all three artworks. In particular, compare and contrast the use of form in each work. How would you describe the form of each work?
20. **Historical/Cultural Heritage.** Review the Meet the Artist feature on page 46. Winslow Homer was influenced by the art trends of his time. Compare and contrast Figures 3.8 and 3.9 on page 46 with the work of another Realist, Édouard Manet in Figure 13.20 on page 369. Why are both artists considered Realists?



How would you describe the differences between two- and three-dimensional media if you were blindfolded? Play this interactive game with your classmates after taking the **Web Museum Tour** of the Walker Art Center in Minneapolis, Minnesota. Just click on the link at art.glencoe.com.

Linking to the Performing Arts

Use the Performing Arts Handbook, page 415, to see how choreographer Merce Cunningham uses the computer and other technology to help him create his renowned ballets.

