

# CERAMICS BEGINNING

## MIDTERM REVIEW

ANYTHING WE'VE COVERED SO FAR IN THE CLASS MAY BE ON THE EXAM. THIS WORKSHEET IS DESIGNED TO HELP REVIEW A LOT OF THAT INFORMATION.

**STUDY TIPS** • COLOR, DRAW, ADD DESIGNS WHILE GOING OVER INFORMATION. GO BACK & RE-READ NOTES GIVEN OUT SO FAR THIS YEAR.

NAME: \_\_\_\_\_  
 DATE: \_\_\_\_\_  
 PERIOD: \_\_\_\_\_

## CERAMIC BASICS

**1 BASIC VOCAB** DEFINE THE FOLLOWING TERMS & ADD ANY OTHER IMPORTANT INFO ABOUT THEM

- CLAY:
  - ↳ SLIP:
  - ↳ PLASTIC:
  - ↳ LEATHER HARD:
  - ↳ BONE DRY:
  - ↳ GREEN WEAR:
  - ↳ BISQUE WEAR:
  - ↳ GLAZE WEAR:
- KILN
- GLAZE

• HOW THICK SHOULD CLAY BE ON A PROJECT FOR IT TO BE ABLE TO BE FIRED?

• WHAT CAN MAKE A CLAY PROJECT NOT SURVIVE BEING FIRED?

**2 IMPORTANT CERAMICS INFO** INCLUDE ALL INFO TO FULLY ANSWER THESE PROMPTS

• CLEANING

↳ WHY IS IT IMPORTANT?

↳ DESCRIBE ALL STEPS NEEDED TO ACTUALLY LEAVE AREA CLEAN IN A CERAMICS STUDIO:

- 1
- 2
- 3
- 4
- 5
- 6

↳ HOW DO YOU EFFICIENTLY CLEAN A SPONGE?

• GLAZING

↳ WHY IS IT IMPORTANT?

↳ WHEN CAN YOU GLAZE A PROJECT?

↳ DESCRIBE ALL STEPS FOR GLAZING A PROJECT:

- 1
- 2
- 3
- 4
- 5
- 6

## 5 ELEMENTS OF ART

JUST THE BASICS: WHAT ARE THEY?

- 1 TEXTURE:
- 2 LINE:
- 3 SHAPE:
- 4 FORM:
- 5 VALUE:
- 6 SPACE:
- 7 COLOR:

## 6 PRINCIPLES OF DESIGN

JUST THE BASICS: WHAT ARE THEY?

- 1 UNITY/HARMONY:
- 2 CONTRAST:
- 3 PROPORTION:
- 4 PATTERN/RHYTHM:
- 5 EMPHASIS:
- 6 MOVEMENT:
- 7 BALANCE:

**3 TOOLS** USE SPACE BELOW TO DRAW EXAMPLES OF EACH TOOL, DESCRIBE HOW IT CAN BE USED, & WHERE IT IS PUT AWAY AT THE END OF EACH CLASS...

POTTER'S TRIMMERS/KNIFE	NEEDLE TOOL	SMALL LOOP/RIBBON TOOL	LARGE LOOP/RIBBON TOOL	WOODEN RIB	METAL RIB
				SCULPTING SPONGE	WIRE CUTTING TOOL

- WHERE IS THE ONLY PLACE NEEDLE TOOLS ARE PUT AWAY?
- WHERE SHOULD TOOLS NEVER END UP?

**4 SCULPTING BASICS** DEFINE & DRAW EXAMPLES OF EACH CLAY SCULPTING TECHNIQUE

SLAB BUILDING	COIL BUILDING	BENCH-POST BUILDING	SLIP & SCORING
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# 7 CREATIVE PROCESSES

FILL OUT THE CHART BELOW. DEFINE EACH CREATIVE PROCESS TYPE, LIST EACH STAGE OF THAT PROCESS, & GIVE EXAMPLES OF WHAT EACH PART CAN LOOK LIKE.

## ① PROCESS DRIVEN

A \_\_\_\_\_

B \_\_\_\_\_

C \_\_\_\_\_

D \_\_\_\_\_

## ② PRODUCT DRIVEN

A \_\_\_\_\_

B \_\_\_\_\_

C \_\_\_\_\_

D \_\_\_\_\_

E \_\_\_\_\_

# 8 MISCELLANEOUS INFO

## COIL PROJECT JOMON POTTERY & SYMBOLISM

USE THIS SPACE TO EXPLAIN ① WHAT JOMON POTTERY IS, ② WHY ITS IMPORTANT, ③ HOW THEY USE SYMBOLISM, & ④ DRAW AN EXAMPLE

①

②

③

④

## BAS-RELIEF TILE PROJECT BASIC COMPOSITION & ATMOSPHERIC PERSPECTIVE

### 2D DESIGN BASICS

A COMPOSITION IS...

STRONG COMPOSITIONS HAVE...

WHAT MAKES A COMPOSITION WEAK?

### COMPOSITION EXAMPLE

### THE NEVER'S ARE...

1. NEVER BULLSEYE

Ex:



WHY?

HOW TO FIX IT...

2. NEVER CROWD

Ex:



WHY?

HOW TO FIX IT...

3. AVOID CORNERS & EDGES

Ex:



WHY?

HOW TO FIX IT...

4. AVOID STICKER EFFECT

Ex:



WHY?

HOW TO FIX IT...

• HOW DOES A 3-D TILE RELATE TO 2D DESIGN?

• DEFINE BAS-RELIEF:

• DEFINE DEPTH-OF-FIELD:

• DESCRIBE HOW A BAS-RELIEF TILE CAN CREATE THE ILLUSION OF DEPTH-OF-FIELD

CREATE A STRONG, DYNAMIC COMPOSITION THAT ALSO DEMONSTRATES DEPTH OF FIELD (LABEL EACH DEPTH) IN THE SPACE PROVIDED

## CUP PROJECT / FUNCTIONAL ART

• DEFINE FUNCTIONAL ART:

• DESCRIBE THE SIMILARITIES & DIFFERENCES BETWEEN A FUNCTIONAL & NON FUNCTIONAL CUP

• DESCRIBE HOW EACH PART OF A CUP FUNCTIONS....

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_

• WHICH ELEMENT/PRINCIPLE IS MOST PROMANENT WHEN DESIGNING A CUP? (EXPLAIN WHY)

DRAW & LABEL ALL PARTS OF A TRADITIONAL FUNCTIONAL CUP IN THE SPACE PROVIDED

