

Ceramics Midterm Study Guide

December 2020

This study guide will help you know what to expect on the midterm exam. **Only the Terms Highlighted will be on the midterm.** The unhighlighted terms will be on the end of year exam but may come up in the midterm as extra credit.

Ways to study:

1. Copy the terms down and FIND (don't assume you know) the definitions for them.
2. Create visual notes that show and tell what the terms mean and how they relate to each other.
3. Go back and review your notes and assignments, marking off stuff listed below as you come across them.

Ceramic Basics

1. What is clay?
 - a. Clay
 - b. Ceramic
 - c. Water
 - i. Physical
 - ii. Atmospheric
 - iii. Chemically Bonded
2. Describing Clay
 - a. Clay Body
 - b. 3 Properties of clay
 - i. Color
 - ii. Melting Point
 - iii. Plasticity
3. Importance Of Water
 - a. Slip
 - b. Plastic/Moldable
 - c. Leather Hard
 - d. Greenware
 - e. Bone Dry
 - f. Ceramic
 - g. Glaze-ware
4. Recycled Clay
 - a. How to recycle clay
 - b. How to tell clay can be recycled
 - c. When clay *can't* be recycled
5. Sculpting Clay
 - a. Processes
 - i. Additive
 - ii. Subtractive
 - iii. Image Transferring
 - b. Hand Building Techniques
 - i. Coil

- ii. Slab
- iii. Pinch-pot
- iv. Pour-mold
- c. Tools- know what they are and what to use them for...
 - i. Needle Tool, Potter's Knife, Wheel Sponge, Wire Tool, Large and small Ribbon Tools, Crescent Tool, Wood/metal/rubber Rib, and your hands!

6. Firing Clay

- a. Firing
- b. What happens to clay with it's fired? (3 things)
- c. Where can clay be fired?
- d. 3 ways temperature is measured during firing
- e. What are the 2 differences between Clay and Glaze?

7. Decorating Clay/Ceramics

- a. Before firing
 - i. Sgraffito
 - ii. Slip Trailing
- b. After firing
 - i. Glazing
 - 1. What 3 purposes do glazes serve?
 - 2. Vitrification
 - 3. Application Techniques
 - a. Paint
 - b. Dip
 - c. Spray
 - 4. Describe the 4 steps to glaze a project
 - ii. Under glazing

Elements of Art

- 1. Texture
 - a. Implied Texture
 - b. Actual/Literal Texture
 - c. How texture impacts Visual Message
- 2. Line
 - a. Implied Line
 - b. Actual/Literal Line
 - c. How to convey a specific idea using only line
- 3. Shape
 - a. Organic/Free-Form
 - b. Geometric/Regular
 - c. Contour
 - d. Silhouette
- 4. Form
 - a. Shape/3-D forms
 - i. Geometric/Regular
 - ii. Organic/Free-form
 - iii. Curvilinear
 - iv. Architectural
 - v. Abstract

- vi. Realistic
 - vii. Non-Objective
 - b. Volume
 - c. Mass
- 5. Value
 - a. Tone
 - i. Tint
 - ii. Shade
 - iii. Contrast
 - 1. High-Key
 - 2. Low-Key
 - b. Chiaroscuro
 - i. Highlight
 - ii. Mid-Tone
 - iii. Shade
 - iv. Cast Shadow
- 6. Space
 - a. 2-D
 - b. 3-D
 - c. Positive
 - d. Negative
 - e. Depth of Field
 - i. Foreground
 - ii. Midground
 - iii. Background
- 7. Color
 - a. Hue
 - b. Value
 - c. Intensity
 - d. Color Wheel
 - e. Color "Families"/Schemes:
 - i. Primary
 - ii. Secondary
 - iii. Complementary
 - iv. Monochromatic
 - v. Analogous
 - vi. Warm
 - vii. Cool

Principles of Design

- Basic Composition
 - Focal Point
 - Picture Plane
 - Magic Diamond
 - Rule of Thirds
 - Working "on" / "off" the page
 - Why should you keep important visual stuff in your composition about 1/2 inch in from the edge of the picture plane?
 - Matting

- o Strong Composition
- o Weak Composition
- o "The Nevers"
 - 1.
 - 2.
 - 3.
 - 4.

1. Unity
 - a. Tricks to create Unity:
 - i. EoA and Message Alignment
 - ii. Design Thinking
 - iii. Mindful of Variety
2. Contrast
 - a. Literal
 - b. Conceptual
 - i. Juxtaposition
3. Balance
 - a. Symmetrical
 - i. Exact
 - ii. Axial
 - iii. Radial
 - b. Asymmetrical
 - c. Approximate
 - d. Occult
4. Movement
 - a. Linear
 - b. Visual Passage
 - c. Elongated Shapes
 - d. Closure
 - e. Kinetic
 - f. Directional
5. Rhythm/Pattern
 - a. Regular
 - b. Irregular
 - c. Flowing
 - d. Progressive
6. Emphasis
 - a. Contrast
 - b. Isolation
 - c. Placement
7. Proportion
 - a. Symbolic (Ancient Egyptian Art)
 - b. Ratios (Classical Greek Art)
 - c. Linear Perspective / Depth of Field (Renaissance Art)

Art Processes

- Concepts
 - o Symbolism
 - o Iconography

- Media
 - Ink
 - Process:
 - Lay-in lines (aka Blocking)
 - Tools
 - Felt Tip Marker
 - Dip Pen
 - Loose ink
 - Brush
 - Manipulation techniques
 - Work center out
 - Working in Layers
 - Paper Manipulation
 - Tools
 - Bonefolder (plastic flat tool)
 - Manipulation techniques
 - Score and Folding
 - Clay Basics
 -
- Creative Process
 - Process Driven (ex. Cup 1)
 - General Process:
 - 1 Define Process
 - 2. Apply Process
 - 3. Reflect
 - 4. Repeat
 - Zentangle
 - Who Created it?
 - Why did they create it?
 - Describe the process
 - What style of art is it?
 - String
 - Pattern
 - Tangle
 - Product Driven
 - General Process (ex: Cup 2)
 - 1. Topic
 - 2. Develop
 - Brainstorm
 - Research
 - Sketch
 - 3. Refine
 - Final Practice Sketches
 - 4. Create
 - 5. Reflect
 - Artist Statement
 - Critique
 - Designing a Cup
 - Be able to identify the parts of a cup and their purposes

o Mouth, Lip, neck, handle, body, waist, foot, internal/External Shape