

ART APP - REVIEWER

1. Nature of Beauty

Concept of Beauty

- Beauty is **complex and can be understood differently by individuals**. It is influenced by culture, personal experiences, and societal norms. Because of these differences, beauty is classified into subjective and objective beauty.

Subjective Beauty

- Subjective beauty refers to **beauty based on personal feelings, tastes, and opinions**. It varies from person to person and is influenced by emotions, cultural background, memories, and personal experiences.

Examples include:

- Preferences in art styles
- Music genres
- Fashion choices
- Physical appearance

Subjective beauty emphasizes that different people can have different standards of beauty.

Plato on Beauty

- Plato believed that beauty exists in a perfect and eternal form.

Key Ideas:

Beauty as a Form

- Plato stated that beauty is not simply a physical trait but exists as a perfect and unchanging Form in a separate realm known as the Realm of Forms.

Participation in Beauty

- Physical objects are beautiful because they reflect or imitate the perfect Form of Beauty.

Intellectual Appreciation

- True beauty is understood through intellectual thinking rather than sensory perception.

Hierarchy of Beauty

- Beauty is closely connected to truth, goodness, and justice. It helps guide

people toward knowledge and moral goodness.

St. Augustine on Beauty

- St. Augustine believed that beauty originates from God.

Key Ideas:

Transcendental Beauty

- All beauty comes from God and reflects divine beauty.

Interior vs Exterior Beauty

- Exterior beauty refers to physical appearance, while interior beauty refers to the harmony and goodness of the soul. Augustine believed interior beauty is more important.

Love and Beauty

- He believed love reflects the beauty of the soul. When people value material things more than spiritual goodness, their understanding of beauty becomes distorted.

Beauty as a Path to God

- Experiencing beauty can lead people toward spiritual awareness and connection with God.

Creation and Beauty

- The world is beautiful because it was created by God, although evil and disorder may affect how beauty is perceived.

Objective Beauty

- Objective beauty refers to beauty that is considered universal and independent of personal opinions. It is based on measurable qualities such as symmetry, balance, harmony, and proportion.

Examples include:

- Geometric patterns in nature
- Classical artworks
- Mathematical concepts like the Golden Ratio

Aristotle on Beauty

- Aristotle focused on beauty in the real and observable world.

Key Ideas:

Beauty as Proportion and Harmony

- Beauty results from the proper arrangement and balance of parts.

Objective and Subjective Elements

- Beauty involves universal principles but can also be influenced by personal preferences and cultural background.

Function and Purpose

- An object is beautiful when it effectively fulfills its purpose.

Art as Imitation (Mimesis)

- Art imitates reality and reveals deeper truths about human nature and emotions.

2. Elements and Principles of Design

- Visual appeal is created through the proper use of elements and principles of design.
 - a. **Elements** are the ingredients of design
 - b. **Principles** are the methods used to arrange those elements.

Elements of Design

Line

- Line creates direction, movement, and emotion.

Types of Lines:

- **Vertical lines** represent strength, stability, and dignity.
- **Horizontal lines** represent calmness and relaxation.
- **Diagonal lines** represent movement, action, and excitement.
- **Curved lines** represent softness, freedom, and natural flow.

Color

- Color produces emotional and psychological responses.

Types of Colors:

- **Warm Colors:** red, orange, yellow. These colors create feelings of energy and warmth.
- **Cool Colors:** blue, green, purple. These colors create feelings of calmness and peace.

Value

- Value refers to the lightness or darkness of a color.

Methods:

- **Shade** – adding darkness to a color.
- **Tint** – adding lightness to a color.

Form and Shape

- **Form** refers to three-dimensional objects with volume and depth.
- **Shape** refers to two-dimensional figures such as circles or squares.

Space

- Space refers to the area around or within objects.

Types:

- **Open space**
- **Unused space**
- **Cramped space**

Texture

- Texture refers to how an object looks or feels.

Types:

- **Smooth** texture reflects more light and appears brighter.
- **Rough** texture absorbs more light and appears darker.

Principles of Design

Proportion and Scale

- Refers to the relationship of size between elements. The Golden Mean ratio (3:5) is commonly used to create balance.

Emphasis

- Creates the focal point of a design and attracts attention. It can be achieved using color, shape, line, or size.

Contrast

- Shows noticeable differences between elements. It can be created using differences in color, size, shape, or texture.

Rhythm

- Uses repeated elements to create organized movement or pattern.

Unity

- Ensures all elements work together to create harmony and completeness in a design.

Movement

- Creates a flow or sense of action that guides the viewer's eye through the design.

Balance

- Refers to equal distribution of visual weight.

Types of Balance:

- **Symmetrical** Balance – equal on both sides.

- **Asymmetrical Balance** – unequal but still visually stable.
- **Radial Balance** – arranged around a central point.
- **Vertical Balance** – balanced from top to bottom.
- **Horizontal Balance** – balanced from left to the right.

3. Aesthetic Experience

- Aesthetic experience focuses on how humans understand beauty through sensory perception.

Empiricism

- Empiricism is the belief that knowledge comes from sensory experience. It states that nothing enters the mind unless it passes through the senses.

John Locke

- Tabula Rasa
- Locke believed that the human mind is born as a blank slate. Knowledge is gained through experience and reflection.

Empiricism

- Locke emphasized that all ideas and knowledge come from sensory experiences.

Primary and Secondary Qualities

- **Primary qualities** are objective and exist in objects regardless of perception. Examples include shape, size, and motion.
- **Secondary qualities** depend on perception and personal experience. Examples include color, smell, taste, and sound.
- **Beauty** is considered a **secondary** quality because it depends on human perception.

Perception

- Perception is the process of interpreting sensory information. It allows people to recognize objects, understand their environment, and respond to stimuli.

Sensory Experience and Aesthetic Judgment

- **Sensory experience** refers to immediate feelings received through the senses.
- **Aesthetic judgment** refers to evaluating and appreciating beauty based on interpretation and reflection.

Relationship Between Sensory Experience and Aesthetic Judgment

Foundation

- Sensory experience provides the basis for aesthetic judgment.

Subjectivity

- Both sensory experience and aesthetic judgment are influenced by individual background, culture, and personal taste.

Engagement

- Aesthetic judgment involves deeper thinking and reflection beyond initial perception.

Context and Culture

- Cultural and historical factors influence how people interpret beauty.

Association and Emotional Response

- Past experiences, memories, and emotions influence how individuals respond to beauty.

The Five Senses in Aesthetic Experience

- **Touch** allows people to feel pressure, texture, and temperature.
- **Sight** allows people to see color, shapes, and patterns.
- **Hearing** allows people to interpret sounds and music.
- **Taste** allows people to experience flavor.
- **Smell** allows people to detect scents and fragrances.

Sensory experiences often work together to create a complete aesthetic experience.

4. Aesthetic Judgment

- **Aesthetic judgment** refers to personal evaluation of beauty or artistic value. It is influenced by culture, personal experience, and preferences.
- **Immanuel Kant's** theories explain how individuals form aesthetic judgment through a process called the Four Moments.

The Four Moments of Aesthetic Judgment

1. Moment 1: Perception

- This involves the initial sensory experience through sight, hearing, taste, smell, or touch. Personal background and

culture influence first impressions.

2. **Moment 2: Recognition**

- This involves identifying artistic style, historical background, and structure. It moves from simple observation to understanding.

3. **Moment 3: Evaluation**

- This involves analyzing emotional impact and comparing the artwork with personal beliefs and social values.

4. **Moment 4: Judgment**

- This is the final conclusion formed after combining perception, recognition, and evaluation. It reflects a holistic understanding of the artwork.

Bracketing

- Bracketing is a method of setting aside personal biases and assumptions to understand artwork objectively. It aims to achieve openness, authenticity, and fairness.

Aesthetic Experience vs Aesthetic Judgment

- **Aesthetic Experience** focuses on gaining knowledge **through sensory** perception.
- **Aesthetic Judgment** focuses on **forming wisdom** through evaluation and interpretation.
- **Aesthetic Experience** helps individuals **understand** the artwork.
- **Aesthetic Judgment** helps individuals **determine** the value and meaning of the artwork.