**Achievement Standard 91441 (3.1 Painting) *Analyse methods and ideas from established painting practice***

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| **Background / Influences**1. Where and when did the artist live?
2. What is the theme? (still life, landscape, portrait, war, love, politics)
3. Did social, political, or technological events affect the work?
4. What is the name of this style (realism, impressionism, cubism, abstraction, pop-art, post modernist)?
5. What other artists worked in this style?
6. Which other artists did this artist admire?
7. Has the artist borrowed any images or objects from other artists or cultures? (This is called “Appropriation”)
8. Who did this artist influence?
9. Was the artist alone or working with a group?
 | (Paste picture here) | **Media / Technique**1. What media is used?
2. Is the media used normally or has the artist invented new techniques?
3. What tools has the artist used to apply the media? (brushes, palette knife, rag)
4. What ‘approach’ has the artist taken? (careful, calculated, methodical, aggressive, spontaneous, emotional)
5. Are the techniques conventional or revolutionary? How?
6. How does the media chosen relate to the theme and/or intention of the artist?
7. Are decorative effects created?
8. How skilful is the application of media?
9. Have new technologies influenced the use of media? (acrylic paint, digital, plastics)
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| **Artist:**  |
| **Title:** |
| **Date:** |
| **Formal Elements** |
| **Line**1. Are the lines mainly horizontal and vertical? (This creates a calm still effect)
2. Are the lines curved or diagonal? (This creates a moving dynamic effect)
3. Do the lines lead the eye to one point? (this creates a central focus)
4. Do the lines go in every direction? (this creates energy and confusion)
5. Are the lines sharp/crisp or soft/blurry?
 | **Tone/Texture**1. Are the tones mainly dark or light?
2. Are there strong contrasting tones?
3. What effect does the tone have on the atmosphere and/or impact of the picture?
4. Is the physical texture smooth or rough? (Impasto)
5. Has the artist used different techniques to create different textures?
 | **Space/Depth**1. Is space created by using perspective? (linear, single point, atmospheric)
2. Is tone used to create space? (dark areas in the background with light areas in the foreground)
3. Are overlapping objects used to create space?
4. Is the space deep or shallow?
5. Are objects solid or transparent?
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| **Shape/Form**1. Are the forms clearly defined?
2. Is a 3D effect created by using tonal modelling with a single light source?
3. Are objects drawn accurately (shape, scale, details) or are they simplified and/or distorted?
4. Are the forms delicate/fragile or heavy/solid?
5. Are the shapes geometric or organic?
 | **Composition**1. Where is the main focus/object placed? (centre, top, bottom, left right)
2. Is the work complicated or simple/empty?
3. Are there objects on either side of the picture that balance each other?
4. Is the composition symmetrical (Static) or asymmetrical (Dynamic movement)?
5. Is repetition, rotation, reflection used?
6. Is geometry used to arrange objects?
7. Is there the rule of thirds, golden ratio?
 | **Colour**1. What are the main colours used? (primary, secondary, cold, hot, black & white)
2. Does a single colour dominate? (monochrome = unified picture surface)
3. Are opposite colours used to create a dramatic effect? (simultaneous contrast)
4. Are the colours bright (high saturation) or dull? (pastel or subdued)
5. How do the colours relate to the theme?
6. Are the colours realistic?
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