**Study notes for Creative arts**

**Visual Art**

Broken lines

Vertical lines

 Scribble

Hatching

Wavy lines

Diagonal lines

 Dotted

Crosshatching

Zig Zag lines

 Spiral line

**Rhythm/ Pattern** – the regular repletion of, or alternation in elements to create movement and interest.

**Balance** - refers to using the exact same characteristics in the same position on either side of the composition,

 like a mirror image.

**Overlapping** – Laying across something and partly covering it.

**Symbolic –** Using symbols

**Interpretation –** Explanation of the meaning

**2D –** Shape has length and breadth

**3D –** Shape has length, breadth and height

**Harmony –** It is the feeling that everything in the work of art works together and looks like it fits.

**Emphasis / Focal point / center of interest -** The place the artist draws your eye to first

**Line** – Mark made on paper

**Logo –** Symbol designed for a company to use in advertising.

**Important elements when creating a sculpture –** Balance and proportion

**Pattern –** an element, object, design or picture that is repeated

**Dark green** – When a small amount of blue is added to yellow.

**Principals of Design**

**Balance:** Distribution of visual weight or either side of the vertical axis.

**Contrast:** Opposite arrangement of opposite elements (light vs dark rough vs smooth) visual interest.

**Emphasis:** Make certain parts of art to stand out.

**Movement:** How the eye move through the composition.

**Pattern:** The repetition of specific visual elements such as a unit of shape and form.

**Rhythm:** Regular repetition / or alteration in elements to create cohesiveness and interest.

**Different types of drawings**

Still life – When an artist makes an arrangement of objects that do not move and sketches them.

Landscape – When outside areas are sketched on a big scale.

Observational drawing – Drawing made while looking carefully at something.

**Organisations that help the less fortunate to make a living out of recycled materials by using it to create crafts and art products**

* Africa!Ignite
* Design Africa

**Collage –** Image that include newspaper, clipping, strings, photographs and text, these are glued down on to a piece of paper.

**Symmetry –** of the same equal size

**Asymmetry –** not to draw any line of symmetry this will divide the shape

2D – have its elements organised in terms of a flat surface

3D – Giving the illusion of depth or varying distances

**Careers in visual art –**

* Sculptor, fine arts, photographer, painter

**Materials that can be used for weaving**

* Plastic bags, ropes, grass, cardboard, rubber strips, elastics

**Drama**

**Terminology**

**Tableaux –** A still image to show a scene.

**Improvised scene –** Making up short dramatized stories on the spot.

**Character –** A performer acting as a person in a story.

**Projection –** To make voices strong so they can be heard

**Relaxation –** State of being free of tension

**Backstage –** The part of the theatre that is not seen by the audience

**Unison –** When the whole group speaks together at the same time

**Fable –** A story that is made up to teach a lesson

**Genre –** A style that a play is written in

**Play writer –** A person who writes plays

**Actor –** Person who participates in a performance

**Audience –** People who watch and event, show or performance

**Vocal development -** Relaxation exercises, breathing exercises, resonance exercises, Articulationexercises

**Lighting technician –** Person who operates the lights on the stage

**Props –** Stage properties, any object / objects that are used to enhance or support the play on stage

**Dialogue –** A conversation between two or more characters in a play or film

**Monologue –** A long speech by one character / actor in a play or film

**Common elements in cultural and social rituals**

Music; Characters; Space; Timing; Props; Symbolism

**Careers in drama**

 Drama teacher, Acrobat, Actor, Choreographer, Comedian, Dancer, Stage designer, Disc jockey, Lighting manager, Sound manager, Stunt double, Producer, Director, Music teacher, Piano tuner, Radio and television Announcer, Writer, Singer, Special Effects artist, Stage Manager, Presenter, Ventriloquist, Lighting technician

**Director**: The director is usually hired by the producer. He/she will often express what the producer wants the play to say. Directors take the text and make it come alive. He/she interprets the text through the use of actors and designers. The director analyses the text and create a vision for bringing it to life. The director works with the producer and they hire a design team: the sets, costumes, lights, props. The most important thing about a really good director is that they are all very good collaborators. It takes lots of people to create a successful show, and the director is the liaison between all of them. The director works with the Actors, Stage Manager, the Producer, the Costume Designer, the Set Designer, the Lighting Designer, the Sound Designer, and if it is a musical, the Musical Director and the Choreographer to create the final product. The director has the final say on matters of the creative concept and it is his/her job to communicate openly with everyone involved, and stay on budget.

**Props Master/designer:** Designs, creates, collects and buys the necessary props for the play, Ensures that that all the hand props are laid out on a table is labeled area for actor to use during the play. Keeps an inventory of all the props needed for each actor. Ensures that props that are broken are mended and ready for every performance

**Choreographer**: Responsible for designing and creating all of the dancing for the performers in a musical or gives advice on movement for characters and use of the stage space in a play. In larger productions, the choreographer turns rehearsals over to an assistant choreographer called the dance captain.

**Set Designer**: Designs the set on stage. The set is motivated by the content of the play. The set is the immovable structure on stage and can be symbolic or realistic. He/she turns the director’s creative concepts into reality through the design and construction of the set.

**Lighting Technician/ operator**: Designs the sequence of light changes from beginning to end. The lighting adds atmosphere, indicates the time of day and enhances the mood of the play. He/she turns the director’s creative concepts into reality through the use of lighting.

**Costume designer**: Designs, makes and collects all costumes used during the performance. The costumes should enhance the character’s personality, purpose and status in the drama. It should also reflect the period and place in which the drama takes place.

**Traditional rural performance space and type of performance that takes place there**

**Inside a hut:** Storytelling. When an old woman performs stories. The elder are respected and women are revered as sacred wisdom givers and creation of life. Stories are the way that traditions and histories are transferred from one generation to another

**Courtyard:** Men and boys perform historical performances that relate to the male experience of hunting and battle while the women will accompany with clapping and ululating. This is linked to the harvest, rain, war rituals that have specific meaning

**Open spaces:** Hunters come together to tell their stories over a fire and in the veld, men will highlight and exaggerate their prowess and have movements to illustrate the event. Masks and son may also be used.



