

Name: Vince Gong

Period: 7

- 1) What is the color scheme you chose? Explain why you chose this color scheme and these colors. What mood/tone do they create?

The color I chose was green representing envy since it represents the idiom that I chose that the grass is greener on the other side. Since people are naturally taken over by envy believing that other people have the good stuff. Since the color green is also in the wording of the idiom itself, it would be appropriate to make the theme generally green. The second half of the idiom “on the other side” inspired me to shade the corresponding corners with opposite shades of green to show how we view what we don’t have in better “light”. (no pun intended)

- 2) What is the narrative your artwork is inspired by? How did you visually illustrate the narrative? Explain.

Personally, when in school I experience a lot of stress and anxiety over tests and grades to the point in which, like any student, start to long for the month of June to arrive. However as soon as summer is here, my parents often bombard me with prep books for the following year as I prepare for my AP’s. Under this, I often found myself fed up without anyone to help me understand these concepts and then I found myself looking for school to arrive not only so I can escape the tedious prep books, but also to find out my schedule and see who is in my class. Thus I made a picture of a room cut in half and I kind of mirrored the same setting with different environments like what kind of books are on top of the desks and what target date is circled on the calendar etc.

3. What do you want the viewer to think when they see your artwork? Explain.

As a student, I want everyone to get the ha ha sensation if they are able to relate (because this probably applies to many others). By first seeing the shade, and then the contrasting view should be able to help people identify the idiom that I am trying to show.

4. Look carefully at your piece and discuss the 3 elements of art and principles of design you emphasized in your artwork. Be specific when discussing them (tell me where they are, don’t just list them).

Texture, color, and symmetrical balance were the main elements of art and principles of design in my artwork. Since I couldn’t find a way to incorporate grass into my picture, I had to make do with the walls and floor for the background to create a **texture** with lines on the floor and spread out texture on the walls to half represent grass which is often envisioned as spread out lines. Obviously, since this is a narrative color project, I had to incorporate a certain **color**, however I took it a little further and incorporate the idiom that I am showing in my picture by displaying a light and a dark green on each side of the picture emphasize “greener on the other side.” Using two sides to a picture proved to be an interesting task, I ended up creating **symmetry** in various places in my picture with the human silhouette, the calendar, the poster in the middle, and the table. At the same time, I added variety to both sides to show how even though the environment was the same, the content in each side had different views that ultimately came down to the same feeling as expressed in the mixed up emoji in the middle that has 2 corresponding corners with a smile and 2 with a frown.

5. What rules of composition did you use in your artwork? Be specific and tell me what rule(s) you used and where. Explain how the rule helps your focal point stand out, directs the eye, etc.

Since my main focus is intended for the posters and the table's contents in the room. I used the **rule of thirds** and adapted it to my split perspective to draw the eyes to specifics to empathize their differences. **Framing** was also a key component because while I wanted to separate the two views, I also wanted to incorporate a way to show their similarities so I ignored the framing for one part of my picture and sort of let things overlap. This way I had a Venn diagram style picture showing the differences towards the outsides and similarities in the middle. I didn't have much that I wanted to place on the floor so I shifted the **horizon** down so I could fit more things along the wall. This helps direct readers attentions away from the floor (which just consists of a simple pattern) towards the walls which have more content.

6. What do you like about your artwork? What do you think is successful?

I think that after some initial previewing, people might not understand my picture until they look at the other components of my picture and piece them together to help them find out the correlation in between the two sides. This wasn't my original intent but it ended up working out nicely. I did have to look up some tutorials for textures in my picture and they turn out really well while contributing to the meaning of the picture. I also went away from my original style and plan of how to put together my idea and I like how it got improvised into a single picture instead of two environments.

7. What do you feel could be improved about it?

My original plan was to have a cartoon image suffering at school while pondering about summer plans and vice versa for summer. However after a shaky start, I realized things wouldn't work out. While improvising got me results, I would have liked to have put together my original plan. To do that, I would need to spend more time at home while learning a ton of new skills to make my idea work out. I wish I had managed to come up with some more things to put into my picture because I spent a good amount of time attempting to create ideas just to scrap them ten minutes later. I also feel as though I spent too much time thinking about how to incorporate the theme and color which resulted in my neglect of other components I was supposed to add.

	1	2	3	4
<b>Composition: Use of the entire picture plane</b> – no “floating” elements, objects crossover/interact with edges of artwork. Use of 1 or more rules of composition.	Poor composition. Floating imagery creates disunity.	Problems with composition. Some floating objects.	Good Composition. Most images arranged well.	Excellent use of composition. Images arranged thoughtfully.
<b>Subjective Representation of color</b> – use of appropriate imagery to convey something about your color. Symbolism is thought provoking. Artist's choice of color creates a new perspective.	Symbolic meaning is absent or unclear.	Some symbolism evident. May be unclear or conflicting.	Symbolism/new perspective is clear. Good concept.	Insightful and thought-provoking use of color conveyed clearly.
<b>Color scheme &amp; Value:</b> color is used to create aesthetic interest	Little or no range of values. Poor contrast.	Moderate use of color and value. Could see more range of values. More contrast.	Good use of color, varying values to create contrast, movement, etc. Could see more.	Excellent use of color, varying values to create contrast, movement, etc.
<b>Use of elements and principles</b> – thoughtful use of the elements and principles in creating imagery	Limited to no use of elements.	Moderate to good use of a few elements.	Good use of a 3 or more elements.	Excellent use of Many elements.

<b>Photoshop Skill</b> – mastery of photoshop skills learned	Selections are rough, little blending of images, color not unified	Some rough selections, some blending of imagery, some overlapping.	Tried to integrate and blend all images. Good color adjustments, good overlapping of imagery, good use of opacity changes.	Integrated and blended all images. Great color adjustments, great overlapping of imagery and use of opacity changes.
<b>Overall unity of design</b> – all elements appear to flow and work together to create a unified design	Not unified. Inconsistent color scheme. Floating objects.	Fair unity. May need more overlapping of imagery or consistent color and value.	Good unity. May need more overlapping of imagery or consistent color and value.	Excellent unity and harmony.
<b>Creativity</b> – uniqueness of design	Not unique. Images and symbolism might be common or cliché.	Fair creativity. Images might be common or cliché.	Good creativity. Some new choices.	Unique! Has artistic voice.
<b>Studio Performance and Effort</b> – how well I used my studio time during this project	Poor effort. Often off task.	Fair effort. Did not use all studio time wisely. Off task.	Good effort. May have strayed off task once.	Used all studio time. Excellent effort.

TOTAL: /32