

Glossary of terms

2D / 2D work Two-dimensional or flat work, normally painting or graphics.

3D/ 3D work Work with a third dimension (depth), normally sculpture or relief work.

A1, A2, A3, A4, A5 Paper sizes – A5 is the smallest in the range and A1 is the largest.

abstraction/abstract art Work which does not represent reality, often concerned with ideas rather than objects.

accessory Clothing or objects that are worn or carried, but are not part of your main clothing.

aerial view Viewing a subject from above, looking down.

aesthetic Often refers to effective composition; images, forms and appearance that don't jar on the eye.

analysis Examining something in great detail, to make clearer.

animation sequence Animation is the technique by which each frame of a film or movie is produced individually, whether generated as a computer graphic, by photographing a drawn image, or by repeatedly making small changes to a model unit and then photographing the result, often with a special animation camera.

annotations Short, relevant comments that record observations and thoughts. Rather than stating what is already there, the annotations should enable the viewer to have a better understanding of the choices that you are making, and why you are making them.

architectural Related to designing and building structures.

Art Deco Popular in the US and Europe in the 1920s and 1930s, a style of design and decoration with designs that are geometric and use highly intense colours, to reflect the rise of commerce, industry and mass production.

articulated An object with parts that are attached by joints and can be moved.

audience A group of people who participate in and experience a work of art, literature, theatre or music.

audio-visual Information in any form other than words printed on paper. Examples include films, slides, audiotapes, compact discs, video cassettes and computer software. Audio-visual (AV) technology is technology that combines visual input, such as video or 35mm slides, with sound to give information.

axonometric A drawing technique devised to represent three-dimensional objects on flat paper. Verticals are drawn to scale, but diagonal dimensions are distorted.

brainstorming A process which helps generate lots of ideas. Working as a group and starting from one main idea, you each come up with as many ideas as you can. If you are working on your own, you write down all the ideas that come to you.

calico A coarse, cheap fabric which is used to test plans for fabric construction.

calligraphy The art of handwriting where the writing is done in an ornamental way.

chiaroscuro The dramatic effect of light and darkness to create depth and atmosphere.

choreography The arrangement of a dance.

client Anyone who hires a person or company to provide a service or a product.

collage Putting together a work by assembling two-dimensional elements such as bits of paper or fabric.

colour palette The set of colours included in an image.

colourway One of several different combinations of colours in which a pattern is printed on fabric, wallpaper, etc. It is a term used by textile/fashion designers.

complementary colours Colours that lie directly opposite each other on the colour wheel and so are as unlike as they can be. Examples include red and green or blue and orange.

composition The arrangement of parts in relation to each other and to the whole; something that is created by arranging several things.

compositional study An arranged or grouped study.

concept board A term used to describe putting together ideas on a worksheet based on a theme – usually visual.

concepts Ideas that are inspired from thought processes.

constraints Restrictions and limiting factors that should be taken into account when preparing a project proposal, e.g. lack of available materials, skills, money.

construction An object or building that has been constructed from a number of parts.

contemporary Work currently being produced by living artists.

contextual references Finding sources connected to your work for the purpose of study.

criteria The standards, measures or expectations used in assessing something.

critical assessment See group critique.

cross-section A side-on view of an object, which shows its shape and form.

Cubism An art style developed in 1908 by Picasso and Braque, where the artist breaks down the natural forms of the subjects into geometric shapes. In contrast to traditional painting styles where the perspective of subjects is fixed and complete, Cubist work can portray the subject from multiple perspectives.

cuboid A solid figure bounded by six rectangular faces. Since it follows that all its angles are right angles, and the opposite faces of a cuboid are equal, a convenient mental image is an ordinary cardboard box.

culture Generally, in art and design, this refers to ethnic civilisations, an era with a strong quality such as 'the 60s' or a sub-culture such as punk or circus.

cylinder A roller-shaped body with circles at each end, and with straight sides between.

Dadaism A controversial art movement begun in Germany in the early 20th century. Works reflected cynicism toward social values and tradition. The artists employed unusual methods and materials in their works. Marcel Duchamp's photograph of the Mona Lisa with a moustache is one example of the Dada movement's creations.

decoupage Art produced by decorating a surface with cut-outs from magazines or the like, and then coating it with several layers of varnish or lacquer. Matisse made decoupages.

design A preliminary sketch indicating the plan for something.

design process This is the creative process by which a project develops from an initial idea to a final outcome. The initial research stage moves on to an experimental stage, where often lots of ideas are considered or rejected. Once the ideas have been selected, the next stage is the development stage, where the idea is developed, and then the last stage is the production of the final outcome.

development A process by which something passes gradually to a different stage (especially a more advanced or mature stage).

developmental sketch models/prototypes Hand-made studies or items made before production of the final model.

digital Refers generally to computer work.

digital manipulation Creating designs and changing them using computer design packages.

directional Relating to or indicating directions, e.g. a directional microphone.

distressing A hand-applied process of creating random nicks and cuts in the surface to create a well-used, or aged look.

dominance When certain design elements are more important than others – it may relate to any of the design elements.

drawing A picture, plan or sketch made by means of lines on a surface (usually pen or pencil on paper).

elements Components or different parts of a piece of work.

ephemera Refers to anything transitory or short-lived. Items produced, regardless of the century, that were not meant to last, are considered ephemera.

evaluate To present an appraisal of a problem, stressing the pros, cons, advantages and limitations.

evocative Recalling memories of something, or of a particular time in the past.

experimentation Taking risks and exploring the potential of materials and techniques.

exploration Searching and experimenting in order to discover or find information.

extract (design elements) To draw out or find parts of a subject for the purpose of creating a new form or design; to find the essence of a subject in order to create a design.

fibre fuse A technique for joining fabrics using heat.

fluorescent The word used to describe lamps that produce light through the illumination of a phosphorous coating by gas, produced by ultraviolet radiation; brilliantly coloured and apparently giving off light; fluorescent colours.

focus The concentration of attention or energy on something.

font A typeface.

form The visual relationship between two or more three-dimensional objects; the overall unity of visual shapes. In general, it refers to the external shape and appearance of an object and how this relates to its intended use.

formal elements These are: line, tone, texture, colour, perspective, form, shape, pattern, composition and scale.

found objects Literally, anything that you find and use in your work.

fourth dimension The fourth dimension is said to be at right angles to the other three, and is often described as time.

freehand impressions Drawing without the use of any mechanical devices.

frottage A rubbing, usually taken with a wax or oil crayon, of a hard raised image or pattern, e.g. a manhole cover.

graphic design The art of arranging image and text to communicate a message. It may be applied in any media, such as print, digital media, motion pictures, animation, product decoration, packaging and signs. Graphic design as a practice can be traced back to the origin of the written word, but only in the late 19th century did it become identified as a skill.

grid pattern A criss-cross pattern of straight lines at right angles.

grid system A system of columns on a printed page which is used by a graphic designer to make sure that they are putting text and images in the right place. The grid is invisible when the page is printed or viewed on screen.

group critique An exercise in which a group of students talk about their work and ideas. It is normally chaired by the lecturer or teacher.

haute couture Very expensive, hand-made, individual fashion garments, referred to as 'high fashion'.

icon A representation of a contemporary, historical or religious idol, represented in paintings and sculptures.

identity board This is normally referred to as a mood board. A mood board is a board, which visually shows the references for key design decisions in a project. It may be based on impressions and contain influences and rough starting points, or it may be more technical and reinforce decisions taken when creating an idea.

Impressionism French art movement of the late 19th century characterised by the representation of a scene, object or figure through the application of paint in dabs of colour in order to give an impression of the view rather than an accurate, photographic-like depiction. Claude Monet is a well-known Impressionist painter.

industrial engineering The engineering discipline that concerns the design, development, implementation and evaluation of integrated systems of people, knowledge, equipment, energy and material.

ingenious Clever, imaginative, inventive.

initial ideas The first ideas you have when you start thinking about how to tackle a brief.

ink and wash Using inks with water in different dilutions.

innovative New ideas, products or ways of doing things.

inspiration A product of your creative thinking and work; a sudden intuition as part of solving a problem.

installation An artwork or other creation, usually temporary, which is made especially for a particular gallery space or outdoor site.

interactive The interaction between a human and a computer. As a result of a prompt from a human, the computer generates a response.

interpret To explain the meaning of, or to make a personal visual response from, a given idea.

interrelationship A relationship between two things, for example the relationship that exists between images and texts.

intuition Instinctive knowing (without the use of rational thought processes).

investigation The work of inquiring into something thoroughly and systematically.

isolation The act of setting something apart from other things.

labyrinth A maze, a complex system of paths or tunnels in which it is easy to get lost.

layering The process of placing one image on top of another and eliminating the lines underneath.

layout To put visual elements into a pleasing and readable arrangement; a design for graphic production, roughly depicting the look of the finished design; a sketch of a page for printing showing the position of text and illustrations and giving general instructions.

lay plan A plan for a garment, which lays out all the parts needed to construct the garment. The parts are laid out in order to use the minimum amount of material.

Lazertran A transfer paper that will transfer a colour image onto glass, fabric, paper, metal, plastic and even onto polymer clay. The transferred image is vivid, photo-quality, and transparent.

line An idea or observation shown by a drawn line without the use of shading.

location A place or position, such as a particular street or landscape.

log A written record of events.

manipulate To treat manually, as with modelling clay; to re-create and change, or develop.

maquette A small-scale model, made as a three-dimensional preliminary sketch.

marketing and promotion The techniques used to attract and persuade consumers.

mark-making Refers to the making of a mark, which could involve any medium or material capable of making a mark.

mechanical forms Products made by man, having machine qualities and often moving parts.

media The plural of **medium**. The process or substance you use to produce a work, e.g. ink, paint or clay.

metaphor In this context, an image, object, idea or design, used to stand for something similar, to suggest a connection.

millinery Hats and other articles sold by a milliner; the business of designing, making or selling hats.

mind maps These are like spider diagrams and are a visual way of helping develop ideas. Lines are drawn out from the centre to connect with associated words and the process is repeated until all the associated words or ideas are mapped.

mixed media The art technique where the artist employs two or more media such as painting, charcoal, collage, etc. and combines them in a single work.

modifying and synthesising Changing and developing your work towards putting together your final ideas.

mono-printing A method of printing in colour or black and white, where only a single print is taken, thus mono-print. It is usually taken from an inked base, which is marked or sketched onto a plate or glass. Paper is laid on the inked base and either pressed down or further marks/drawing are made on the laid-down paper. The paper is then lifted off to reveal the design. Mono-prints can also be taken from objects such as leaves, string or textured flat surfaces, using a print roller and inked base.

motif A dominant theme, idea or pattern in a work of art. Motifs are often repeated.

neon A fluorescent colour of ink or dye that is especially bright.

net A two-dimensional representation of a three-dimensional shape, created in such a way that a three-dimensional shape can be created from the net. It will include any necessary flaps or folds.

nostalgia A longing for the past, often idealised and unrealistic.

obscure Not clearly understood or expressed; to make less unclear.

observational drawing Refers to drawing or mark-making that involves the observation of some object.

observations Looking at a subject and sketching, photographing or taking notes.

organic forms In art, usually intended to mean forms and shapes from the natural world.

organza A thin transparent silk, rayon or nylon fabric made in a plain weave and given a stiff, wiry finish.

origins The place or way in which something begins.

outcome In all Art and Design work there is an outcome or series of outcomes. Outcomes are very varied as they can range from huge paintings to a series of installations.

overlay The upper layer of an overlay technique, the layer with the design.

pattern To do with surface design, it can be regular or irregular, with a two- or three-dimensional surface.

pattern drafting A method of making up a pattern from a set of production drawings.

perspective How to show a three-dimensional object in two dimensions on a flat surface.

photogram A unique photographic print made without a camera by placing objects on a light-sensitive surface and exposing them to light. The objects appear as negative silhouettes. It is a technique commonly associated with the work of Man Ray (Rayograph), Christian Schad (Schadograph), and Laszlo Moholy-Nagy.

plinth A base or column used to place and display sculptures.

point size The size of a typeface.

portfolio A large, flat, thin case for carrying loose papers or drawings, studies and projects; a set of pieces of creative work collected for a purpose.

post-modernism A period in culture which has questioned the basis for modernist ideas. Modernism came to be associated with a very functional attitude to design, where the form of a building was based on its purpose, and art was obsessed with the underlying idea. This has given way in post-modernism to a culture less obsessed with fundamental ideas, and more concerned with surface and representation.

presentation Formally presenting something, a show or display; a visual representation of something.

primary observational studies Observational studies that you carry out yourself.

primary sources Places, objects, forms or words from live sources for the purpose of recording.

professional A person who practises an occupation involving high standards of knowledge, after successfully completing the required education and training.

prototype The original form which serves as a model. One of the first units manufactured of a product, which is tested so that the design can be changed, if necessary, before the product is manufactured commercially.

references Works that you refer to or consult in the creation of your work.

refine To improve and develop work by making changes and modifications.

relief Shapes carved on a surface so that they stand out from the surrounding background.

reminiscent Evocative, bringing something to mind.

rendering / rendering visual A **visual** normally refers to a test where various visual techniques are experimented with. In the case of a 'rendering visual' the technique of 'rendering' or experimenting with surface texture, is demonstrated.

review An analysis undertaken at a fixed point in time to decide what you have achieved. A review is used as a basis for decision-making, including updating plans.

samples Example test pieces, often referring to textile swatches.

scale Size in relation to other objects.

scale drawings and models Studies, plans and maquettes that are mathematically reduced in proportion to the actual size.

scalpel A very sharp knife used for surgery and various arts and crafts.

'scratch and turps' A method of working that involves oil-based crayon or paint and the application of turpentine using a scratching action.

seam samples There are many ways to sew or stitch a seam. A seam sample is a collection of different types of seam.

secondary sources References that are found in printed or digital material, not from life but based on images or writing created by other people.

semiotics The study of signs and symbols.

sepia tone A brownish-coloured, old-fashioned look to an image, often created as a special effect either within a digital camera or in image editing software.

sequence An arrangement in which things follow in logical order or in a recurrent pattern.

sgraffitto Scratching lines into the surface of a picture, wet clay or ceramic slip with different tools, to expose the underlying colour or layer. Picasso frequently used this technique in both his paintings and clay sculptures.

shape The forms that make up a design or composition; the 2D or 3D definition of form(s).

sight-line A line extending from an observer's eye to a viewed object or area.

sketchbook A drawing notebook in which an artist records things seen or imagined.

spatial design The location of points in three-dimensional space.

specialist routes The particular pathway or subject chosen for study on an Art and Design course.

specified Clearly and explicitly stated (as in a brief).

stencil A thin sheet of card, metal or plastic into which a design is cut. The uncut areas act as a mask.

string printing A method of printing using string stuck to a block and inked with a roller.

structural The solid part of a structure that carries the load.

surface treatments Treatments which give material different properties.

swatches An arrangement of samples.

synthesis Putting together ideas and knowledge in a new and unique form.

technology This includes objects from pencil and paper to the latest electronic gadget.

test To look at the results of experiments with materials, swatches and samples.

test pieces The results of testing, such as samples and swatches.

texture Surface quality: rough, smooth, oily, wet, etc.

thumbnail sketches A series of small sketches where ideas are worked through very quickly, often using pencil.

tie-dyeing A method of dyeing material. Clothes are tied, either with string or rubber bands, into some sort of pattern. Then the clothes are dyed, either by submerging them or by squirting dye solution onto them. Where the fabric is tied, some areas do not absorb dye, forming a pattern. This is known as a resist technique (the areas that are tied resist dyeing).

tonal range The various shades of grey between solid black and absolute white.

tone A colour or shade of a colour, often concerned with lightness or darkness.

transform To change something in shape or appearance.

twig and ink A method of mark-making where twigs or sticks or other found drawing tools are dipped in ink and used to draw lines and shapes.

type/typography Type is the reproduced written word. Typography refers to the use and study of type.

vacuum form A technical process of heating plastics over forms to create plastic shapes.

viewfinder A piece of card with a small rectangular shape cut into the centre, used to concentrate on selected parts of a scene.

viewpoint Allows you to see a scene in a specific way.

visual and non-visual forms Things produced that can be seen; others that can be heard/imagined.

visual language The visual vocabulary of art, craft and design which includes the formal elements; visual qualities created by the use of the formal elements.

visual thinking To visualise ideas and the relationship of forms and structures; to work out practical ways of solving problems through studies/sketches/computer manipulation.

vocational The study of the more applied aspects of art and design, that are usually closely linked to employment in the creative sector.

work order A term in fashion production, which relates to the order that the construction of a garment takes place.

win commissions To be chosen to answer a commercial brief (for pay).

worksheet A large sheet of ideas that demonstrates your visual thinking.