

Frist Art Museum

Scout Us Out! Scouts Day 2018



Art Merit Badge

Choose one of the Frist Art Museum's exhibitions to visit.

1. Discuss the following with your troop leader:
 - a. What is art? What are some different types of art?
 - b. How is art important to humankind?
 - c. What does art mean to you? How can art make you feel?
2. Looking closely at the works of art, identify an example of each element of art and discuss it with your troop leader. Use the attached glossary for guidance.
3. Looking closely at the works of art, identify an example of each principle of art and discuss it with your troop leader. Use the attached glossary for guidance.
4. Visit another Frist Art Museum exhibition. Find out about the art displayed or created there. Discuss what you learn with your troop leader.

Go to the Martin ArtQuest Gallery on the Upper Level.

5. Render a subject of your choice in these FOUR ways:
 - a. Watercolors
 - b. Pencil
 - c. Zoetrope
 - d. Printmaking
6. Tell a story with pictures at one of the animation stations.

Go to the Martin ArtQuest Gallery front desk for a counselor to approve your worksheet._____

Visit the nearest Scout Shop to purchase badges, pins, and belt loops.

Share photos and videos from your visit with us! #FristArtMuseum

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Elements of Art: Glossary of Terms

Color is produced when various wavelengths of light strike an object and are reflected back to the eyes.

Form refers to an element of art that has three dimensions (height, width, and depth) and encloses volume. For example, a triangle, which is two-dimensional, is a shape, but a pyramid, which is three-dimensional, is a form.

Line refers to the continuous mark made on a surface by a moving point. Types of line include *vertical*, *horizontal*, *diagonal*, *straight*, and *curved*.

Shapes are enclosed spaces. Examples of shapes include *circle*, *oval*, *triangle*, *square*, and *rectangle*.

Space refers to the distance or area between, around, above, below, or within things.

Texture is the surface quality or "feel" of an object, its smoothness, roughness, softness, etc. Textures may be *actual* or *simulated*. *Actual* textures can be felt with the fingers, while *simulated* textures are suggested by an artist in the painting of different areas of a picture.

Value refers to the lightness or darkness of a color. Value is an especially important element in works of art when color is absent.

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Principles of Art: Glossary of Terms

Balance is the distribution of the visual weight of objects, colors, texture, and space. These elements should be balanced to make a design feel stable. In *symmetrical balance*, the elements used on one side of the design are similar to those on the other side; in *asymmetrical balance*, the sides are different but still look balanced. In *radial balance*, the elements are arranged around a central point and may be similar.

Emphasis is the part of the design that catches the viewer's attention. Usually the artist will make one area stand out by contrasting it with other areas. The area could be different in size, color, texture, shape, etc.

Movement is the path the viewer's eye takes through the work of art, often to focal areas. Such movement can be directed along lines, edges, shapes, and colors within the work of art.

Pattern is the repeating of an object or symbol all over the work of art.

Proportion is the feeling of unity created when all parts (in size, amount, or number) relate well with one another. When drawing the human figure, *proportion* can refer to the size of the head compared to the rest of the body.

Repetition works with pattern to make the work of art seem active. The repetition of elements of design creates unity within the work of art.

Rhythm is created when one or more elements of design are used repeatedly to produce a feeling of organized movement. Rhythm creates a mood like music or dancing. To keep rhythm exciting and active, variety is essential.

Unity is the feeling of harmony between all parts of the work of art, which creates a sense of completeness.

Variety is the use of several elements of design to hold the viewer's attention and to guide the viewer's eye through and around the work of art.