

Differences Between the Art of the Middle Ages and the Renaissance

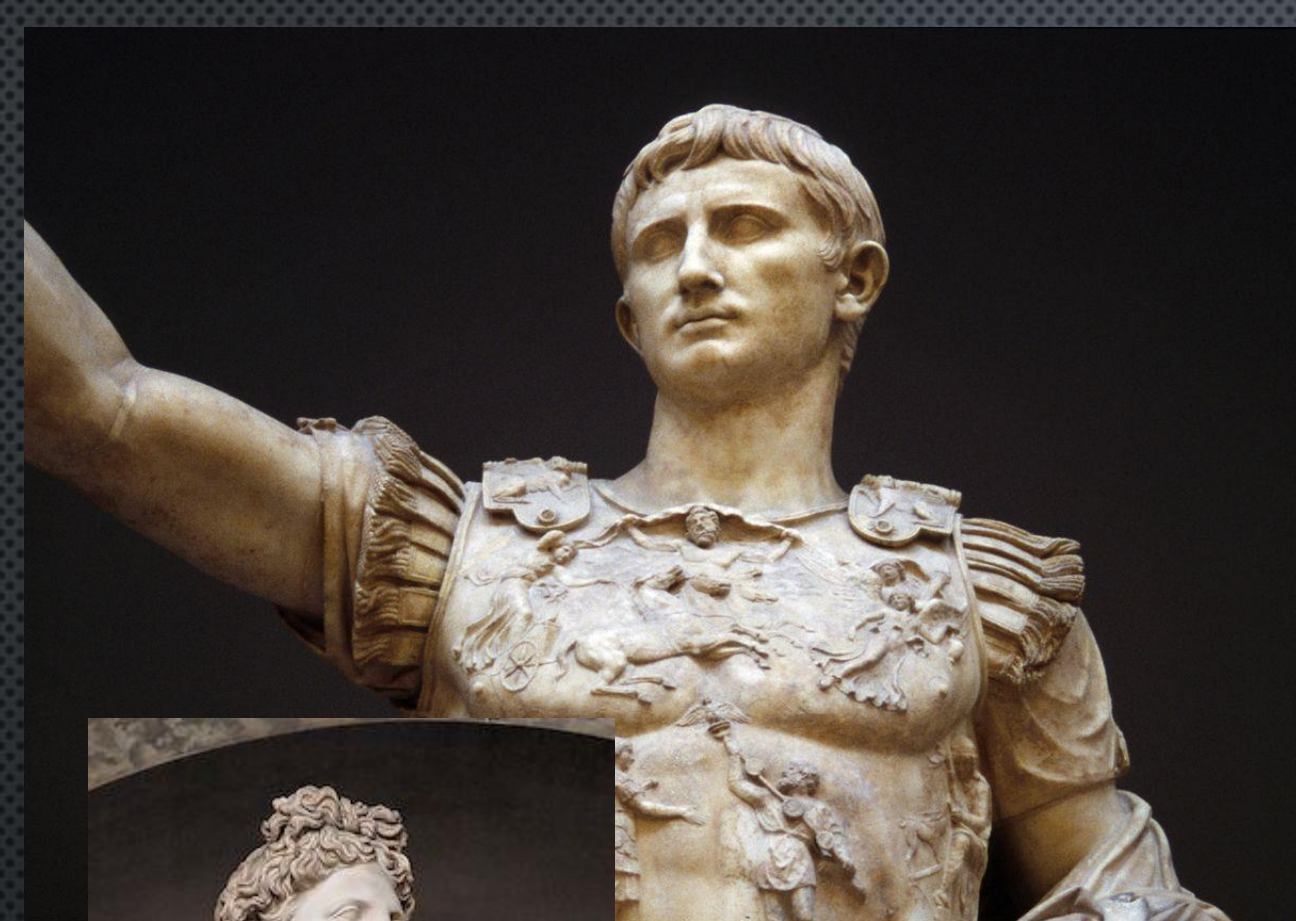




IN THE MIDDLE AGES:

- “REALISTIC” IMAGERY WAS NOT A FOCUS OF ART
- NOTICE THAT THE ART IS 2D AND “FLAT”
- ART WAS **ALWAYS** ABOUT RELIGIOUS SUBJECTS





- THE CRUSADES BROUGHT EUROPEANS BACK INTO CONTACT WITH CLASSICAL ROMAN ART, AND THE “REALISTIC” DEPICTIONS OF HUMANS



- THOUGH STILL RELIGIOUS IN IN THEME, EUROPEAN ARTISTS BEGAN TO COPY THE ROMAN “REALISM” IN THEIR ART.
- WHAT IS WRONG WITH THIS PICTURE?



THE PLAGUE
CAUSED
EUROPEAN
ARTISTS TO
FOCUS ON
DEATH.





- OVER TIME, ARTISTS BEGAN TO FOCUS MORE ON REALISTIC DEPICTIONS OF HUMAN LIFE AND DEATH INSTEAD OF ON RELIGIOUS SUBJECTS.

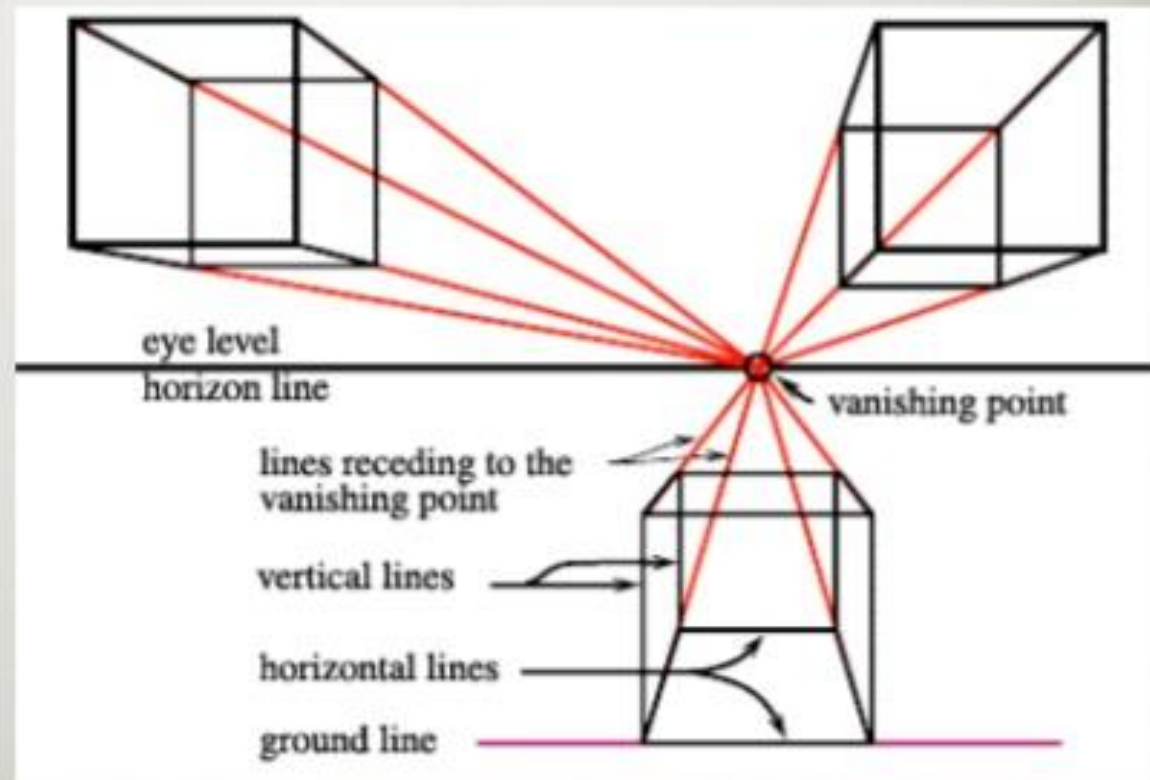


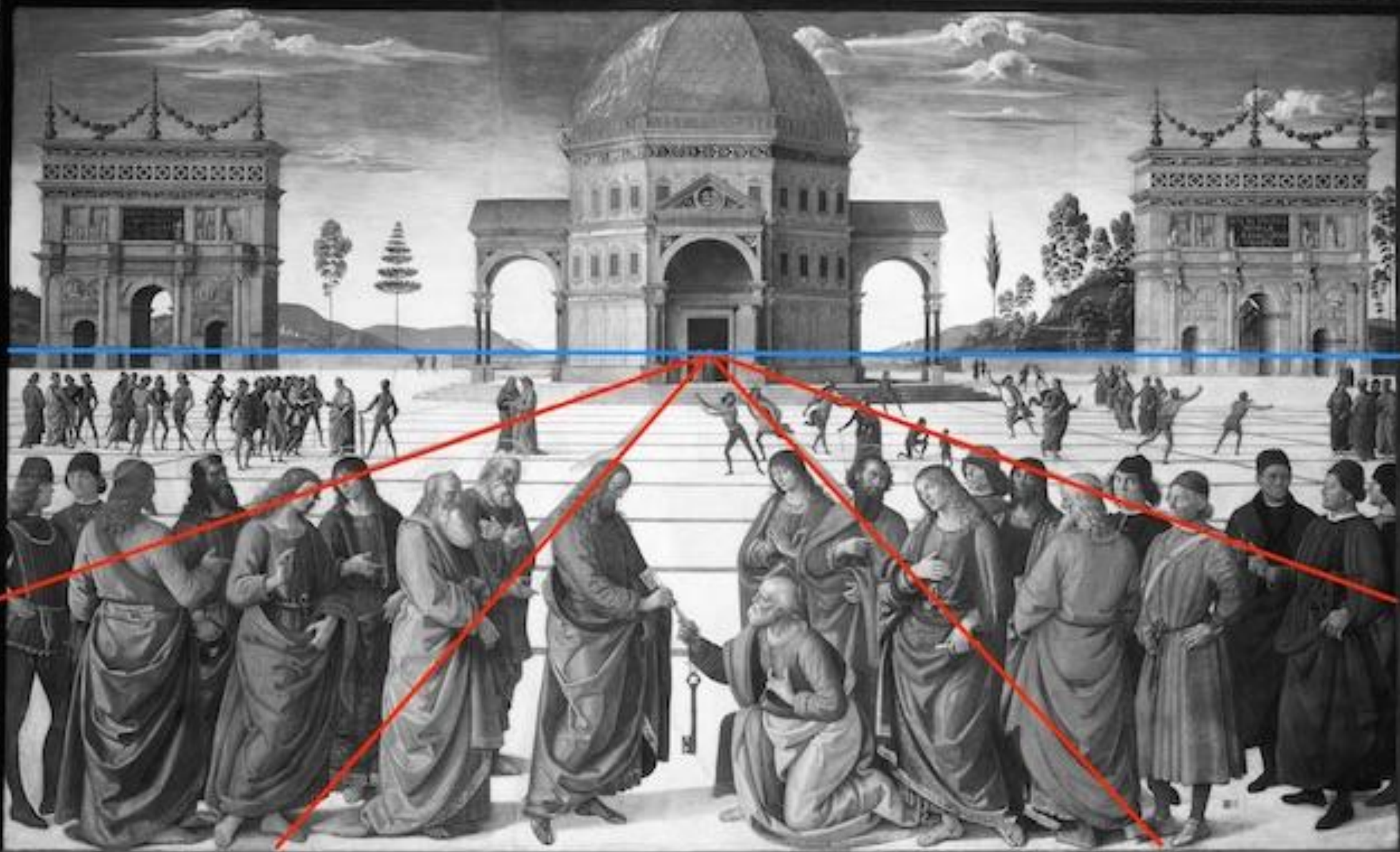
- RELIGIOUS IMAGES SLOWLY DISAPPEARED AS “PERSPECTIVE” EMERGED IN EUROPEAN ART.

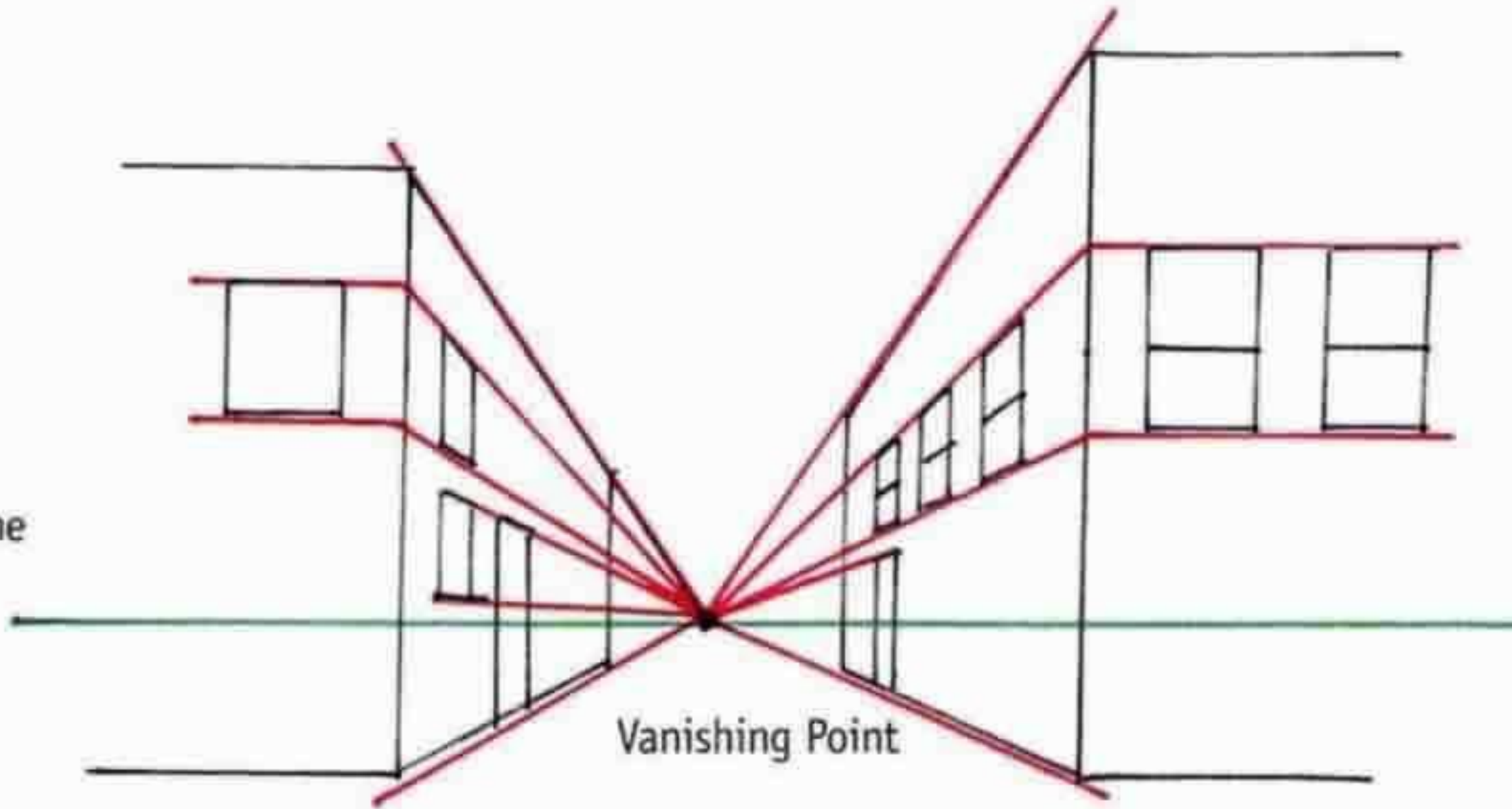
One Point Perspective

Uses a single vanishing point to draw an object.

Only the receding orthogonal lines change their angles.







Notice how the use of perspective makes things in the distance seem far away?

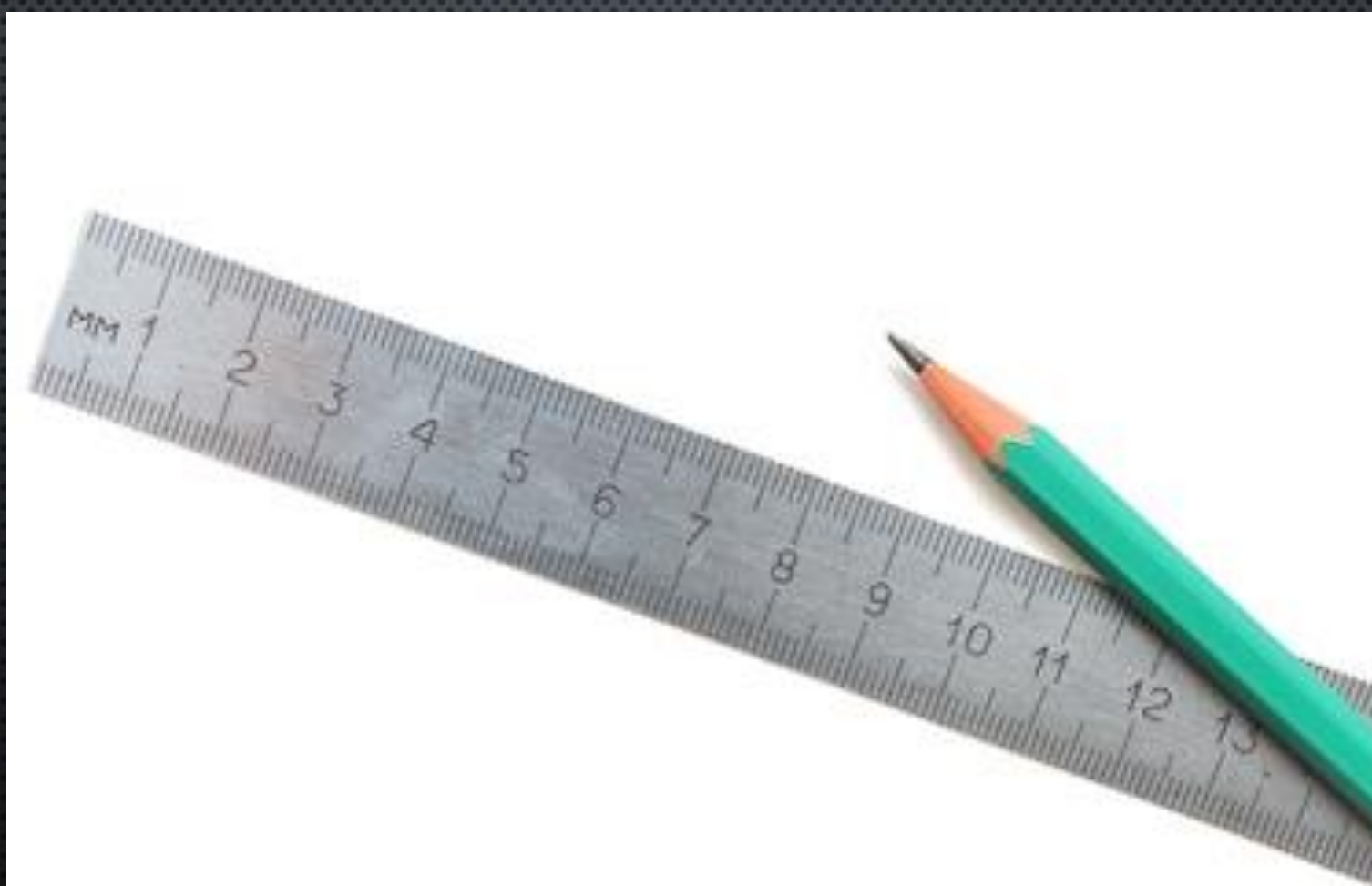


BEFORE



AFTER

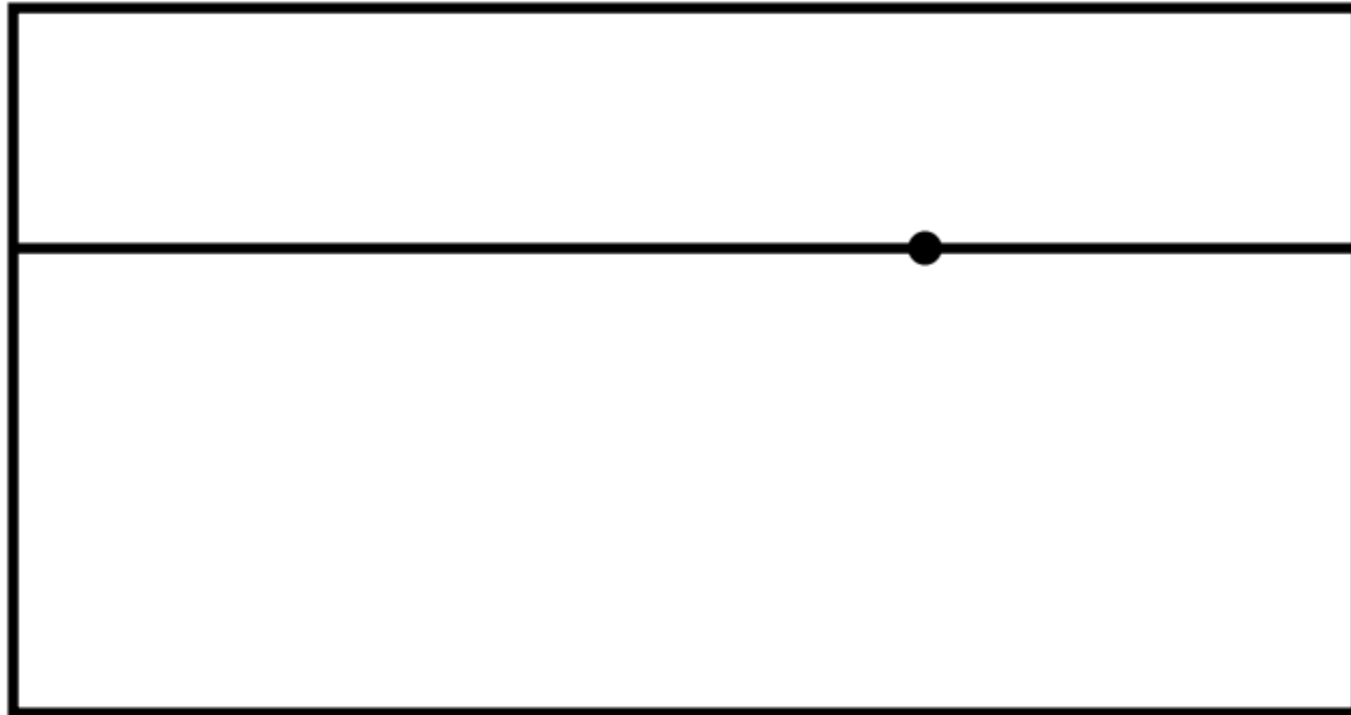
YOUR TURN!



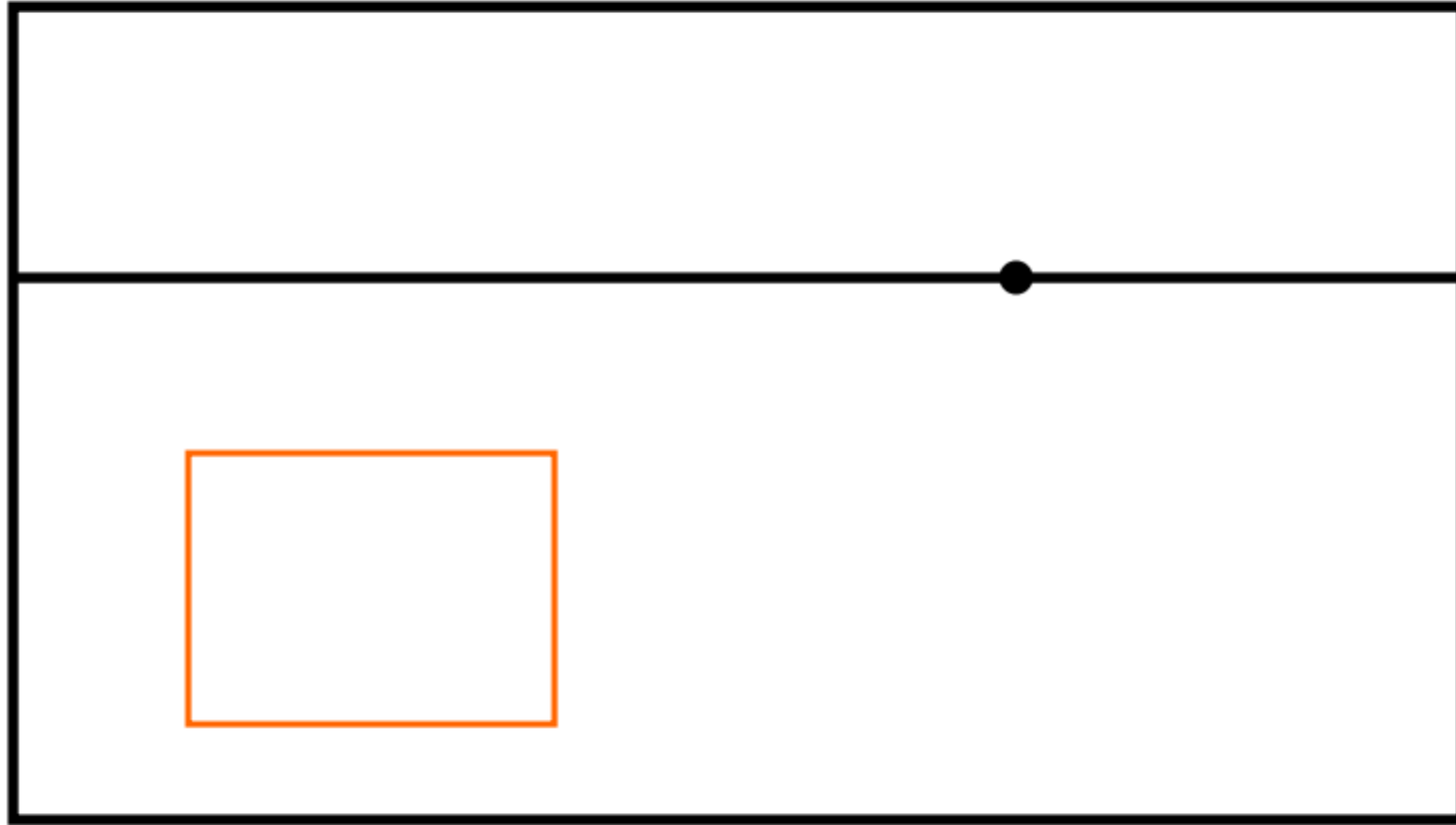
LET'S GET STARTED!

Draw a horizon line across your paper

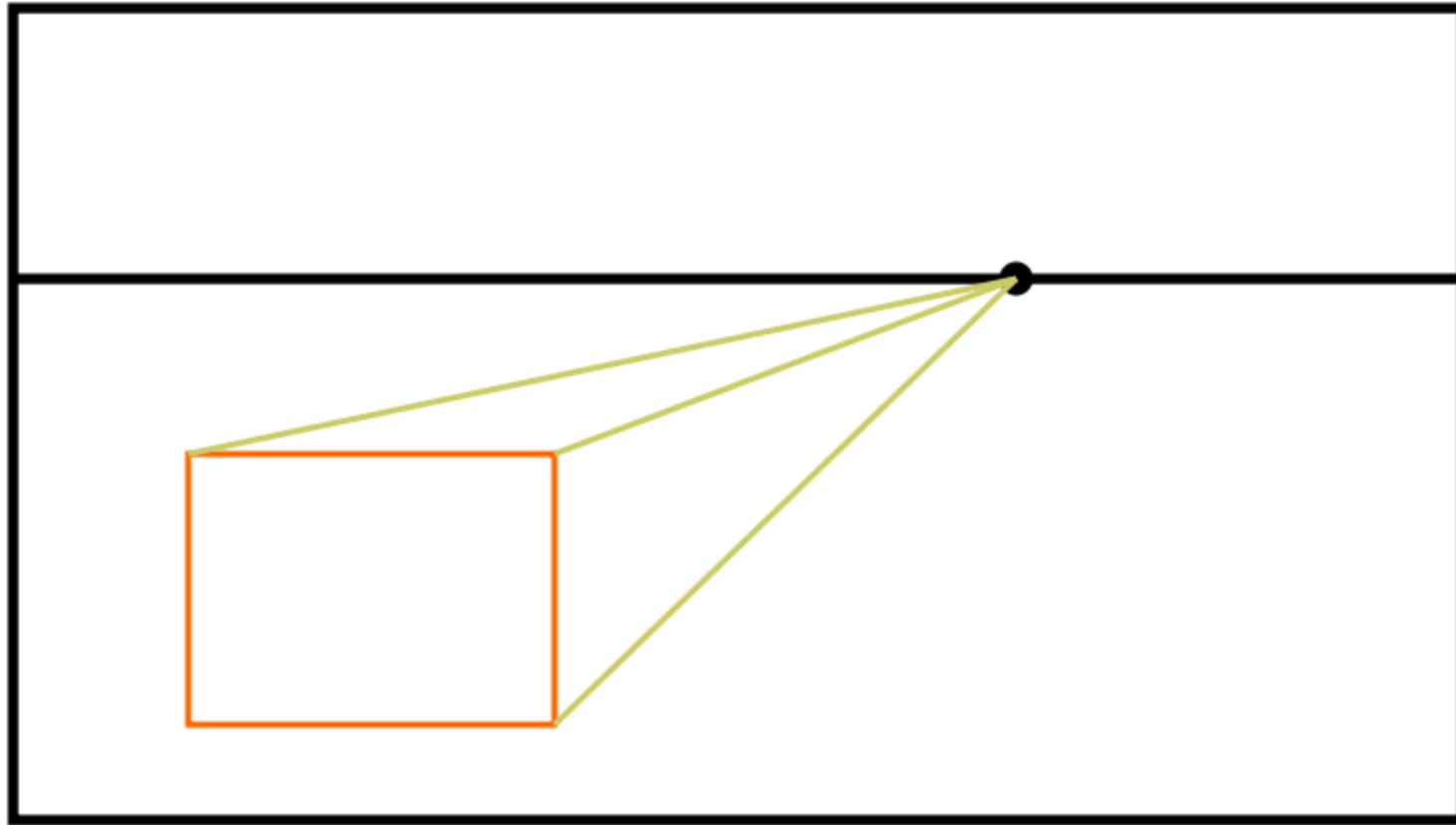
Put the vanishing point on the horizon line



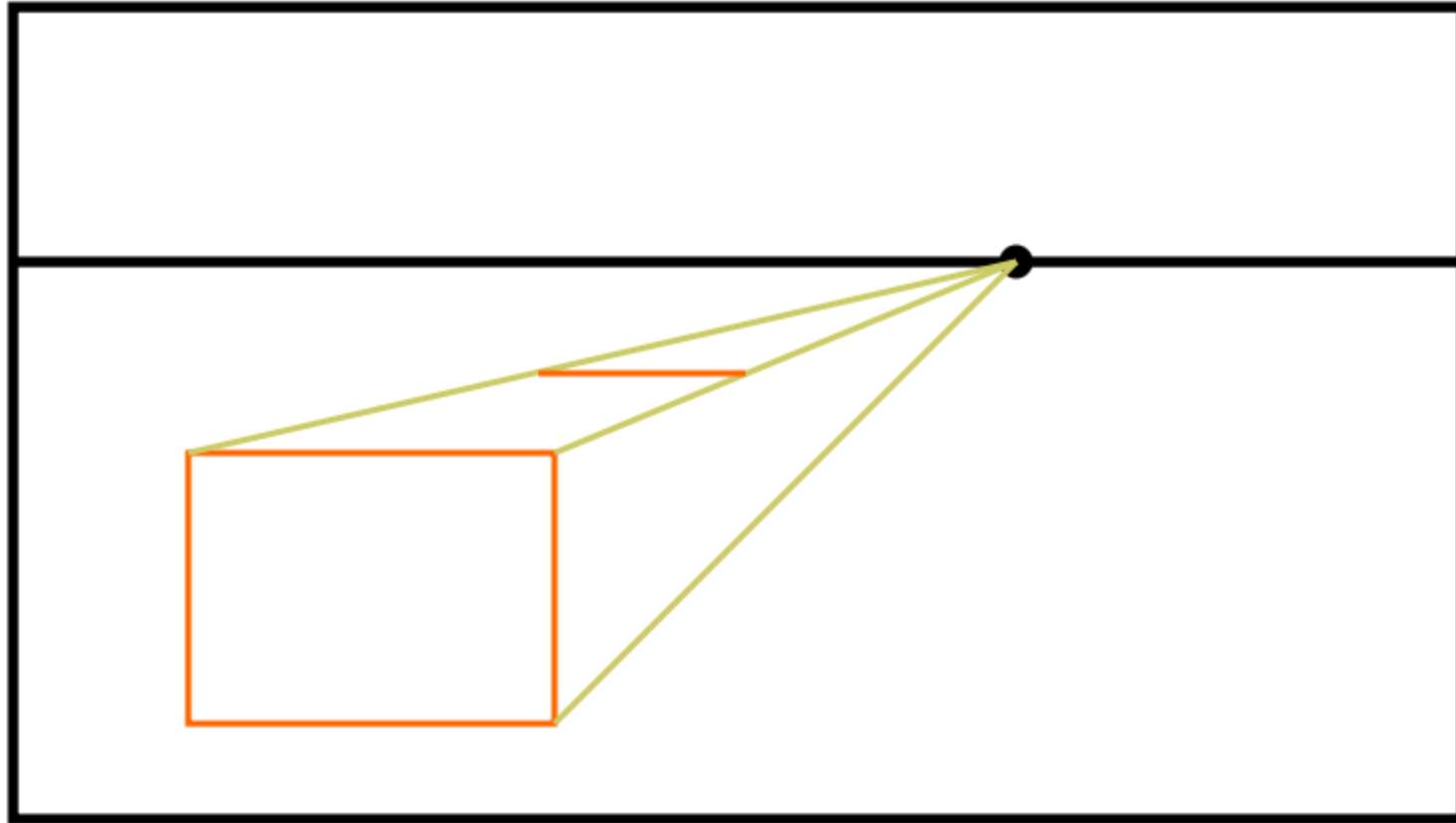
Draw a square or rectangle on the left side of your paper below the horizon line



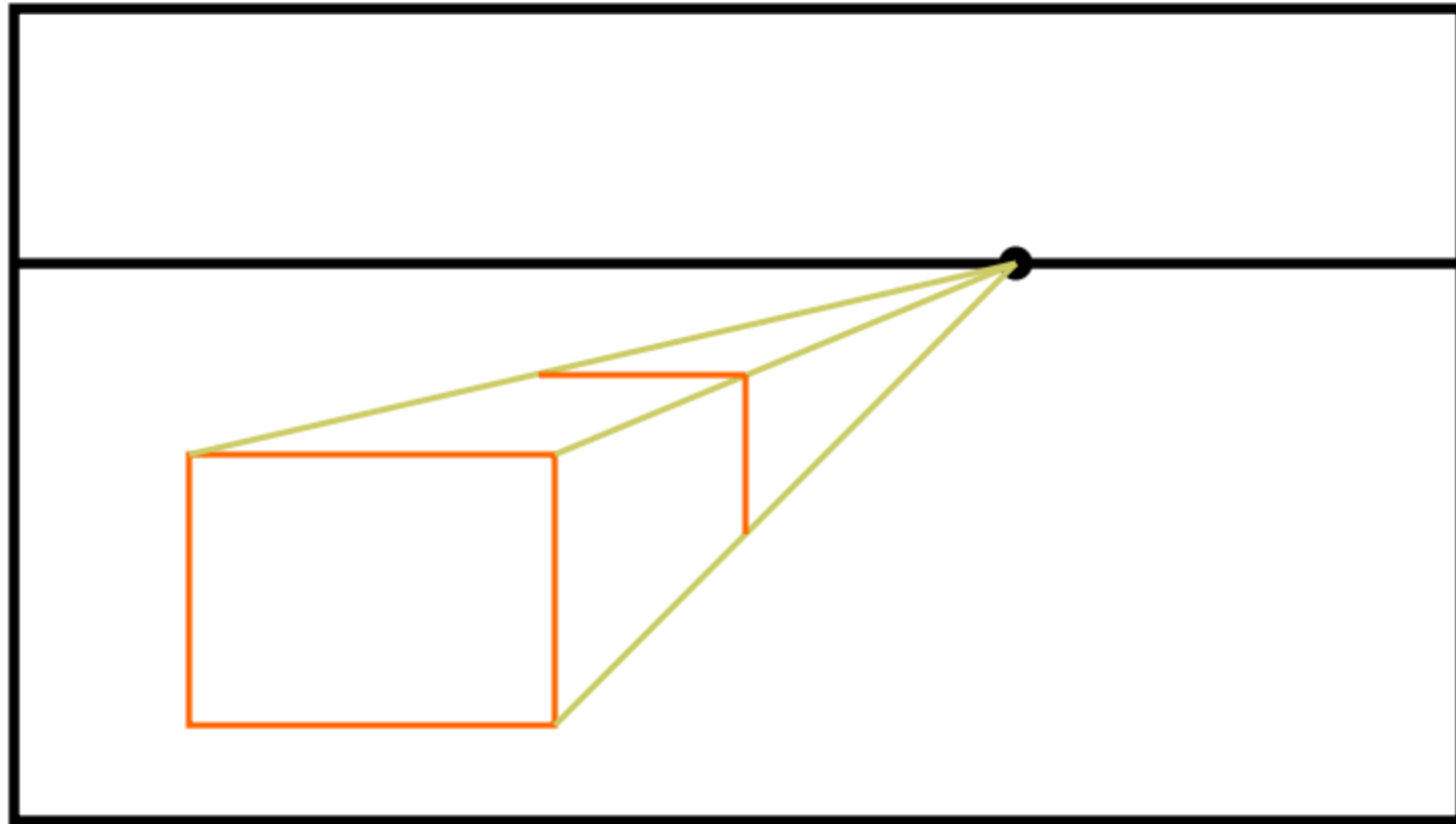
Create the orthogonal lines by connecting three corners of your square or rectangle to the vanishing point



Draw a horizontal line to create the top of your form



Draw a vertical line to create the side of your form



Erase your remaining orthogonal lines

