

Содержание:

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Introduction

What is fine art? Fine art is art developed primarily for aesthetics or beauty. The notice of fine art derived from the 19th century. It became a common term to describe artists growing towards freedom of expression, rather than historical and cultural events. The term fine art was used to differentiate works from artists who made their creations from being commission or through passion and decorative. The concept of "art for art's sake," originated in the late 19th and early 20th centuries, with the rise of abstract art - art that exists for its own purpose.

Historically, the five main fine arts were painting, sculpture, architecture, music, and poetry, with performing arts including theatre and dance. Today, the range of what would be considered fine arts commonly includes additional modern forms, such as film, photography, video production/editing, design, and conceptual art.

Painting and drawing

Painting as a fine art means applying paint to a flat surface (as opposed for example to painting a sculpture, or a piece of pottery), typically using several colours. Prehistoric painting that has survived was applied to natural rock surfaces, and wall painting, especially on wet plaster in the fresco technique was a major form until recently. Portable paintings on wood panel or canvas have been the most important in the Western world for several centuries, mostly in tempera or oil painting. Asian painting has more often used paper, with the monochrome ink and wash painting tradition dominant in East Asia.

Paintings that are intended to go in a book or album are called "miniatures", whether for a Western illuminated manuscript or in Persian miniature and its Turkish equivalent, or Indian paintings of various types. Watercolour is the western version of painting in paper; forms using gouache, chalk, and similar mediums without brushes are really forms of drawing. Drawing is one of the major forms of the visual arts, and painters need drawing skills as well. Common instruments include: graphite pencils, pen and ink, inked brushes,

wax color pencils, crayons, charcoals, chalk, pastels, markers, stylus, or various metals like silverpoint. There are a number of subcategories of drawing, including cartooning and creating comics.

Mosaics

Mosaics are images formed with small pieces of stone or glass, called tesserae. They can be decorative or functional. An artist who designs and makes mosaics is called a mosaic artist or a mosaicist. Ancient Greeks and Romans created realistic mosaics. Mythological subjects, or scenes of hunting or other pursuits of the wealthy, were popular as the centrepieces of a larger geometric design, with strongly emphasized borders. Early Christian basilicas from the 4th century onwards were decorated with wall and ceiling mosaics. The most famous Byzantine basilicas decorated with mosaics are the Basilica of San Vitale from Ravenna (Italy) and Hagia Sophia from Istanbul (Turkey).

Printmaking

Printmaking covers the making of images on paper that can be reproduced multiple times by a printing process. It has been an important artistic medium for several centuries, in the West and East Asia. Major historic techniques include engraving, woodcut and etching in the West, and woodblock printing in East Asia, where the Japanese ukiyo-e style is the most important. The 19th-century invention of lithography and then photographic techniques have partly replaced the historic techniques.

Older prints can be divided into the fine art Old Master print and popular prints, with book illustrations and other practical images such as maps somewhere in the middle. Except in the case of monotyping, the process is capable of producing multiples of the same piece, which is called a print. Each print is considered an original, as opposed to a copy.

The reasoning behind this is that the print is not a reproduction of another work of art in a different medium – for instance, a painting – but rather an image designed from inception as a print. An individual print is also referred to as an impression. Prints are created from a single original surface, known technically as a matrix. Common types of matrices include: plates of metal, usually copper or zinc for engraving or etching; stone, used for lithography; blocks of wood for woodcuts, linoleum for linocuts and fabric in the case of screen-printing. But there are many other kinds. Multiple nearly identical prints can be called an edition. In modern times each print is often signed and numbered forming a

"limited edition." Prints may also be published in book form, as artist's books. A single print could be the product of one or multiple techniques.

Calligraphy

Calligraphy is a type of visual art. A contemporary definition of calligraphic practice is "the art of giving form to signs in an expressive, harmonious and skillful manner". Modern calligraphy ranges from functional hand-lettered inscriptions and designs to fine-art pieces where the abstract expression of the handwritten mark may or may not compromise the legibility of the letters.

Classical calligraphy differs from typography and non-classical hand-lettering, though a calligrapher may create all of these; characters are historically disciplined yet fluid and spontaneous, improvised at the moment of writing.

Photography

Fine art photography refers to photographs that are created to fulfill the creative vision of the artist. Fine art photography stands in contrast to photojournalism and commercial photography. Photojournalism visually communicates stories and ideas, mainly in print and digital media. Fine art photography is created primarily as an expression of the artist's vision, but has also been important in advancing certain causes.

Architecture

Architecture is frequently considered a fine art, especially if its aesthetic components are spotlighted – in contrast to structural-engineering or construction-management components. Architectural works are perceived as cultural and political symbols and works of art.

Historical civilizations often are known primarily through their architectural achievements. Such buildings as the pyramids of Egypt and the Roman Colosseum are cultural symbols, and are important links in public consciousness, even when scholars have discovered much about past civilizations through other means. Cities, regions, and cultures continue to identify themselves with, and are known by, their architectural monuments.

Pottery

With some modern exceptions, pottery is not considered as fine art, but "fine pottery" remains a valid technical term, especially in archaeology. "Fine wares" are high-quality pottery, often painted, moulded or otherwise decorated, and in many periods distinguished from "coarse wares", which are basic utilitarian pots used by the mass of the population, or in the kitchen rather than for more formal purposes. Even when, as with porcelain figurines, a piece of pottery has no practical purpose, the making of it is typically a collaborative and semi-industrial one, involving many participants with different skills.

Sculpture

Sculpture is three-dimensional artwork created by shaping hard or plastic material, commonly stone (either rock or marble), metal, or wood. Some sculptures are created directly by carving; others are assembled, built up and fired, welded, molded, or cast. Because sculpture involves the use of materials that can be moulded or modulated, it is considered one of the plastic arts. The majority of public art is sculpture. Many sculptures together in a garden setting may be referred to as a sculpture garden.

Sculpture in stone survives far better than works of art in perishable materials, and often represents the majority of the surviving works (other than pottery) from ancient cultures, though conversely, traditions of sculpture in wood may have vanished almost entirely. However, most ancient sculpture was brightly painted, and this has been lost.

Conceptual art

Conceptual art is art in which the concepts or ideas involved in the work take precedence over traditional aesthetic and material concerns. The inception of the term in the 1960s referred to a strict and focused practice of idea-based art that often defied traditional visual criteria associated with the visual arts in its presentation as text. However, through its association with the Young British Artists and the Turner Prize during the 1990s, its popular usage, particularly in the UK, developed as a synonym for all contemporary art that does not practice the traditional skills of painting and sculpture.

Poetry

Poetry (the term derives from a variant of the Greek term, poiesis, "making") is a form of literature that uses aesthetic and rhythmic qualities of language — such as sound symbolism, phonaesthetics — to evoke meanings in addition to, or in place of, the prosaic ostensible meaning.

Music

Music is an art form and cultural activity whose medium is sound organized in time. The common elements of music are pitch (which governs melody and harmony), rhythm (and its associated concepts tempo, meter, and articulation), dynamics (loudness and softness), and the sonic qualities of timbre and texture (which are sometimes termed the "color" of a musical sound). Different styles or types of music may emphasize, de-emphasize or omit some of these elements.

Music is performed with a vast range of instruments and vocal techniques ranging from singing to rapping; there are solely instrumental pieces, solely vocal pieces (such as songs without instrumental accompaniment) and pieces that combine singing and instruments. The word derives from Greek μουσική (mousike; "art of the Muses").

The identity of a "work" or "piece" of art music is usually defined by the notated version rather than by a particular performance and is primarily associated with the composer rather than the performer (though composers may leave performers with some opportunity for interpretation or improvisation). This is so particularly in the case of western classical music.

Art music may include certain forms of jazz, though some feel that jazz is primarily a form of popular music. The 1960s saw a wave of avant-garde experimentation in free jazz, represented by artists such as Ornette Coleman, Sun Ra, Albert Ayler, Archie Shepp and Don Cherry. And avant-garde rock artists such as Frank Zappa, Captain Beefheart, and The Residents released art music albums.

Dance

Dance is an art form that generally refers to movement of the body, usually rhythmic, and to music, used as a form of expression, social interaction or presented in a spiritual or performance setting. Dance is also used to describe methods of nonverbal communication (see body language) between humans or animals (bee dance, patterns of behaviour such as a mating dance), motion in inanimate objects (the leaves danced in the wind), and certain musical genres. In sports, gymnastics, figure skating and synchronized swimming are dance disciplines while the Katas of the martial arts are often compared to dances.

Theatre

Modern Western theatre is dominated by realism, including drama and comedy. Another popular Western form is musical theatre. Classical forms of theatre, including Greek and Roman drama, classic English drama (Shakespeare and Marlowe included), and French theater (Molière included), are still performed today. In addition, performances of classic Eastern forms such as Noh and Kabuki can be found in the West, although with less frequency.

Film

Fine arts film is a term that encompasses motion pictures and the field of film as a fine art form. A fine arts movie theater is a venue, usually a building, for viewing such movies. Films are produced by recording images from the world with cameras, or by creating images using animation techniques or special effects. Films are cultural artifacts created by specific cultures, which reflect those cultures, and, in turn, affect them. Film is considered to be an important art form, a source of popular entertainment and a powerful method for educating - or indoctrinating - citizens.

The visual elements of cinema give motion pictures a universal power of communication. Some films have become popular worldwide attractions by using dubbing or subtitles that translate the dialogue. Cinematography is the discipline of making lighting and camera choices when recording photographic images for the cinema. It is closely related to the art of still photography, though many additional issues arise when both the camera and elements of the scene may be in motion.

Independent filmmaking often takes place outside of Hollywood, or other major studio systems. An independent film (or indie film) is a film initially produced without financing

or distribution from a major movie studio. Creative, business, and technological reasons have all contributed to the growth of the indie film scene in the late 20th and early 21st century. Main Film Genres. There are some of the most common and identifiable film genre categories.

Action films usually include high energy, big-budget physical stunts and chases, possibly with rescues, battles, fights, escapes, destructive crises (floods, explosions, natural disasters, fires, etc.), non-stop motion, spectacular rhythm and pacing, and adventurous, often two-dimensional 'good-guy' heroes (or recently, heroines) battling 'bad guys' - all designed for pure audience escapism.

Adventure films are usually exciting stories, with new experiences or exotic locales, very similar to or often paired with the action film genre. They can include traditional swashbucklers or pirate films, serialized films, and historical spectacles (similar to the epics film genre), searches or expeditions for lost continents, "jungle" and "desert" epics, treasure hunts, disaster films, or searches for the unknown.

Comedies are light-hearted plots consistently and deliberately designed to amuse and provoke laughter (with one-liners, jokes, etc.) by exaggerating the situation, the language, action, relationships and characters. This section describes various forms of comedy through cinematic history, including slapstick, screwball, spoofs and parodies, romantic comedies, black comedy (dark satirical comedy), and more.

Crime (gangster) films are developed around the sinister actions of criminals or mobsters, particularly bank robbers, underworld figures, or ruthless hoodlums who operate outside the law, stealing and murdering their way through life. The criminals or gangsters are often counteracted by a detective-protagonist with a who-dun-it plot. Hard-boiled detective films reached their peak during the 40s and 50s (classic film noir), although have continued to the present day. Therefore, crime and gangster films are often categorized as film noir or detective-mystery films, and sometimes as courtroom/crime legal thrillers - because of underlying similarities between these cinematic forms. This category also includes various 'serial killer' films.

Dramas are serious, plot-driven presentations, portraying realistic characters, settings, life situations, and stories involving intense character development and interaction. Usually, they are not focused on special-effects, comedy, or action, Dramatic films are probably the largest film genre, with many subsets.

Epics include costume dramas, historical dramas, war films, medieval romps, or 'period pictures' that often cover a large expanse of time set against a vast, panoramic

backdrop. Epics often share elements of the elaborate adventure films genre. Epics take an historical or imagined event, mythic, legendary, or heroic figure, and add an extravagant setting or period, lavish costumes, and accompany everything with grandeur and spectacle, dramatic scope, high production values, and a sweeping musical score.

Horror films are designed to frighten and to invoke our hidden worst fears, often in a terrifying, shocking finale, while captivating and entertaining us at the same time in a cathartic experience. Horror films feature a wide range of styles, from the earliest silent *Nosferatu* classic, to today's CGI monsters and deranged humans. They are often combined with science fiction when the menace or monster is related to a corruption of technology, or when Earth is threatened by aliens. The fantasy and supernatural film genres are not always synonymous with the horror genre. There are many sub-genres of horror: slasher, splatter, psychological, survival, teen terror, serial killers, paranormal/occult, zombies, Satanic, monsters and etc.

Science films are often quasi-scientific, visionary and imaginative - complete with heroes, aliens, distant planets, impossible quests, improbable settings, fantastic places, great dark and shadowy villains, futuristic technology, unknown and unknowable forces, and extraordinary monsters ('things or creatures from space'), either created by mad scientists or by nuclear havoc. They are sometimes an offshoot of the more mystical fantasy films (or superhero films), or they share some similarities with action/adventure films. Science fiction often expresses the potential of technology to destroy humankind and easily overlaps with horror films, particularly when technology or alien life forms become malevolent, as in the "Atomic Age" of sci-fi films in the 1950s. Science-Fiction sub-categories abound: apocalyptic or dystopic, space-opera, futuristic noirs, speculative, etc.

Westerns are the major defining genre of the American film industry - a eulogy to the early days of the expansive American frontier. They are one of the oldest, most enduring genres with very recognizable plots, elements, and characters (six-guns, horses, dusty towns and trails, cowboys, Indians, etc.). They have evolved over time, however, and have often been re-defined, re-invented and expanded, dismissed, re-discovered, and spoofed. Variations have included Italian 'spaghetti' westerns, epic westerns, comic westerns, westerns with outlaws or marshals as the main characters, revenge westerns, and revisionist westerns.

War (and anti-war) films acknowledge the horror and heartbreak of war, letting the actual combat fighting (against nations or humankind) on land, sea, or in the air provide the primary plot or background for the action of the film. War films are often paired with

other genres, such as action, adventure, drama, romance, comedy (black), suspense, and even historical epics and westerns, and they often take a denunciatory approach toward warfare. They may include POW tales, stories of military operations, and training.

Conclusion

Since time immemorial, art has been part of human life. For a very long period, art has served as a universal language in which aesthetics and beauty take prevalence; it has been a means of expression too. Pieces of fine art are created by professionals and amateurs both mainly and only for their aesthetic, and not to be used as decorative art or applied art.

Paintings, sculptures, architecture, music and poetry were considered to be the most prominent five branches of fine arts historically. In fact, these five forms of art were the first types of art introduced by the masters during the Renaissance Age. Till today, they are considered to be the original forms of Fine Art, created for the pleasure of viewing.

Only a few decades ago, art meant landscapes and portraits painted by genius artists, or life-size sculptures made on commission. Even the greatest names in art were limited in their creation of paintings and sculptures familiar to the rest of the population. With time, however, the concept of art changed and expanded. In the modern days, art isn't just limited to landscapes, portraits and sculptures, but also includes all kinds of sketches and doodles, clay modeling, graphic designing, typography, graffiti, furniture designs, clothing, mosaic arts, as well as decorative arts. The field of art is vast now, with more and more new additions to it every day.

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