



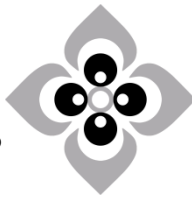
Inter-relation amongst the art

(Academic Script)

What is 'Art'. In a layman term art imitates life. A photographer or a film maker looks at the world and captures its essence and represents it by his or her understanding of the world and portrays it in their work. A sculptor does the same with clay, wood or stone. An artist portrays their emotion visually on a canvas. A writer describes the world through words. Art represents the society and also changes a society by introducing new ideas and concepts. Art is an expression of human creative skill and imagination. Art branches out to several forms of creative endeavours. If we look at the history of art traditionally it has been divided into five forms painting, sculpture, architecture, music, poetry which were interrelated to other forms of performing art such as theatre and dance. Today, there are several categories and sub-categories which include new-media forms – films, photography, printmaking, conceptual art and design.

Art in its holistic form now encompasses visual arts, performing arts and literary arts. To understand their interrelation first we have to understand about each of these categories in art. Let's start with Visual arts.

Humans have always tried to portray the very essence of life since their early attempts to draw, mould and create art incorporating a spirit of life within it. One of the earliest examples of such an attempt is the drawing created by Cro - Magnon man in the caves of south Western Europe. The depictions of animals in these drawings portrays man's urge to capture the essence of life. Cave paintings not only show the strength and energetic outlines and roundness of forms, they also express the power and dignity of the creatures depicted with an uncanny sense of life which is highly impressive.



This urge of humans to portray life and motion in art has led them to conduct infinite experiments and inventions in art and science. The oldest documented form in arts is Visual Arts. Visual Arts include creation of imagery or objects in skill based specialization such as painting, sculpture, printmaking, photography, and other visual media. Often architecture is also considered art, however it involves a practical usage. Many artistic disciplines incorporate visual arts form, in-fact architecture often gets inspired painting and painters have painted beautiful architectural forms.

Drawing is a mean of making imagery using a variety of tools, techniques and mediums. generally drawing involves making It generally involves making marks on a surface by applying pressure from a instrument, or moving a tool across a surface using mediums such as pencils, pen, brushes, color pencils, crayons, charcoals, pastels, markers, chalk, hands, fingers and even foot possibilities are endless. Digital tools that simulate the effects of these are also used these days, such as a Pen Tablet, digitizers.

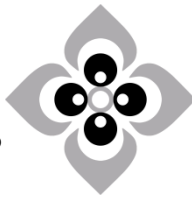
The main techniques used in drawing are: line drawing, hatching, scribbling, stippling, hatching, cross-hatching, and blending. An artist who surpass in drawing is referred to as a draftsman.

Drawing dates back to 16,000 years to Palaeolithic cave illustration of animals such as those at Lascaux in France and Altamira in Spain.

Painting practice began with the invention of pigments and its application onto a surface after being mixed with a binding agent. Surfaces such as wall, canvas and paper are the primary available plane available to painters. The finest examples in history of painting are believed to be 32,000 years old, in the Chauvet and Lascaux caves in southern France. The beautiful paintings on the walls and ceilings of bison, cattle, horses and deer in shades of red, brown, yellow and black.

Some of the most illustrious periods in painting have been.

- The Renaissance
- Baroque



- Impressionism
- Post Impressionist
- Symbolism, expressionism and cubism

Sculpture operates in three dimension, sculptors' works in variety of mediums- wood, clay, metal, ceramic, glass etc., using a variety of tools and techniques, such as carving, welding, modelling, cast etc.

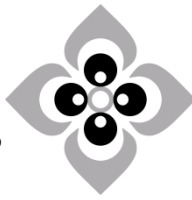
Sculptures in stone survives the wrath of time compared to other forms of art, even sculptures made of wood or clay break, deform and wear-off.

Traditionally sculptures can be divided into two types - Round free standing sculpture and relief sculpture, relief sculpture can classified in terms of Degree of projectin from the wall into low or bas relief, mid-relief and high relief. Contemporary art have added a number of non-traditional forms of sculpture

- Kinetic sculpture
- Light sculpture
- Environmental art
- Sound sculpture
- Street art sculpture
- Land art
- Site-specific art

Sculpture is a significant form of public art.

Architecture is the art of designing structure and buildings. To become an architect one requires having knowledge of art, technology, science and humanity. One of the earliest surviving written work on the



subject of architecture is De architecture written in 1st century AD by Vitruvius, he specified three principles that a good building should satisfy.

Durability – a structure should stand up strongly and remain in good state.

Utility – it should be appropriate for the purposes for which it is used.

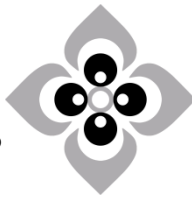
Beauty – it should be aesthetically satisfying.

Photography: is the art and science of creating images by capturing light or other- electromagnetic radiations. Photography is employed in many fields of science, manufacturing and business, as well as its more direct uses for art, film and video production, recreational purposes, hobby, and mass communication.

Before the camera was invented and the history of Photography began, the knowledge of colour and the context of a photograph had to be understood. In the 5th-4th Century Chinese and Greek philosophers reviewed the basics of optics and the camera, and the secrets of light. The word "Photography" is continued from the Greek words photos ("light") and graphein ("to draw"). The word was firstly used by a scientist Sir John F.W. Herschel in 1839. Photography is a way of recording images by the action of light as the related radiation is reflected on a sensitive material.

The first pinhole camera was invented by a man called Alhazen. This discovery opened doors into the world of photography and cameras. In 1879, the dry plate was invented, a glass negative plate with a dried gelatine emulsion. Dry plates could be stored for a longer time. Photographers no longer needed portable darkrooms and could now hire technicians to develop their photographs. Dry processes absorbed light quickly so rapidly that the hand-held camera was now possible.

Kodak released the first professional digital camera system (DCS) which was of a great use for photojournalists. It was a modified Nikon F-3 camera with a 1.3 megapixel sensor. Disposable Camera Fuji introduced the disposable camera in 1986. We call them disposables but the people who make these cameras want you to know that they're committed to recycling



the parts, a message they've attempted to convey by calling their products "single-use cameras."

First camera in a Mobile phone In Japanese Sharp's J-SH04 introduced the world's first camera phone. 2005 Digital Cameras the Canon EOS 5D is launched. This is first consumer-priced full-frame digital SLR with a 24x36mm CMOS sensor. By 2013 new technology has been developing every year and cameras and photographs can be taken on a huge range of devices.

Film: is an interdependent medium, created by filmmakers using a variety of technology all working together. Film is an art of visual storytelling. Film cameras were invented in late 19th century, at the beginning composition in film were similar to stage enacts. Till 1927 movies had no sound and were often supplemented with live music and commentary.

In 1904 Edward Muybridge, an Englishman, needed to settle a \$25,000.00 bet. He believed that a galloping horse had all four feet off of the ground at the same time but others said that this was impossible. The problem was that galloping hooves move too fast for the eye to see. To settle the bet indisputable proof was needed. In an effort to settle the issue once and for all an experiment was set up in which a rapid sequence of photos was taken of a running horse. When the pictures were developed it was found that the horse did indeed have all four feet off the ground for a split-second. Why is this significant? In doing this experiment they found out something else — something that becomes obvious from the illustrations of the horse on the left. In the case of Muybridge's series of still photos, when they were presented sequentially at 0.1 second intervals they created the illusion of continuous motion.

Persistence of Vision is the phenomenon that explains why the intervals between the successive images merge into a single image as our eyes hold one image long enough for the next one to take its place.

Cameras and projectors were developed that could do this at a rate of 16 frames per-second. The rate was later moved up to 18 frames, and



eventually to 24 FPS. A few years later, George Eastman standardized film widths for cameras and projectors to 16 and 35 mm.

Soon, a host of devices were invented to entertain anyone who wanted to watch; Unfortunately, all of these devices had the disadvantage of only having an audience of one. A viewer would look through a peephole at a series of drawings or photos presented in rapid sequence.

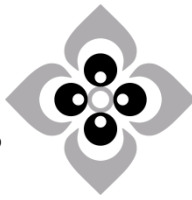
Edison eventually saw the light and devised his own camera and projector but he didn't have much confidence in the long-range value of motion pictures. When he paid for patents, he didn't pay the extra \$150 to secure the international copyright, a mistake that cost him millions in the coming years.

Performing arts use all the art forms that we had discussed earlier and much more. Many of these art forms are inter-related to each other and their fusion creates something unique. Performing art can be broadly divided into three types;

- Theatre
- Dance
- Music

Performing art is an activity based practice that incorporates other art forms and is performed over a period of time in front of a live audience. Performing art includes sub-categories such as puppetry, circus arts, opera, musical theatre, mime, spoken words, magic tricks and public speaking.

This inter-relation between performing art with other visual art forms changes depends on current political, cultural and social climates too. This relationship is multifaceted which each art form incorporating something from the other or altering the discourse. When heard and seen simultaneously, these arts become combined arts. The performing arts include music, dance, theatre arts and literature.

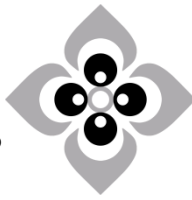


Theatre is a collaborative form of fine art that uses live performers to present the experience of a real or imagined event before a live audience in a specific place. The performers may communicate this experience to the audience through combinations of gesture, speech, song, music, and dance. The specific place of the performance is also named by the word "theatre" as derived from the Ancient Greek *théatron*, which means "a place for viewing".

Theatre refers to:

- The acting
- The building
- Plays themselves
- Administrators
- Scenery
- Costumes
- Make-Up
- Lights

Theatre is a Collaborative Art. The city-state of Athens is where western theatre originated. It was part of a broader culture of theatricality and performance in classical Greece that included festivals, religious rituals, politics, law, athletics and gymnastics, music, poetry, weddings, funerals, and symposia. The Greeks also developed the concepts of dramatic criticism, acting as a career, and theatre architecture. The theatre of ancient Greece consisted of three types of drama: tragedy, comedy, and the satyr play. according to Aristotle (384–322 BCE), the first theoretician of theatre, are to be found in the festivals that honoured Dionysus. The performances were given in semi-circular auditoria cut into hillsides, capable of seating 10,000–20,000 people. The stage consisted of a dancing floor (*orchestra*), dressing room and scene-building area (*skene*).



There are different theatre styles too, based on their visual imagery and narrative flow - Classical, Commedia dell'Arte, Theatre of Cruelty, Symbolism, Naturalism, Realism, Expressionism, Absurdism, Modernism, Postmodernism, Physical and Verbatim.

Music is an art. Culture is reflected in art. The more music a person knows, the more cultured they become. Music deals with sounds. The mediums of music are: vocal and instrumental music. Vocal Music Vocal music is the oldest and most cultural forms of music. Voice is produced by the vibrations of the vocal chords in the voice box. Since the sound produced by these vibrations is not loud enough to be heard, resonators (lungs, head, and mouth cavities) are needed to increase its volume.

Musical instruments have always been a source of wonder to both the player and the listener. They figure in our music singly, in small groups in a band, or as part of the ensemble-orchestra. Musical instruments are of three main types: string instruments (instruments which are bowed), wind instruments (instruments which are blown), and percussion instruments (which are struck).

LITERARY ARTS: is an art of language and words are its tools. Literature uses words to create a mental image, inspiring the reader to visualize and create an imagined world.

Literary art is often referred to as creative writing. Creative writing is not normal journalist, academic, professional or technical form of literature; as it involves character development, narrative craft and it is also interrelated to poetics'. Creative writing is a more contemporary term for literature and includes various genres such as Autobiography/Memoir, Creative non-fiction-Personal & Journalistic Essays, Children's books, Drama, Epic, Flash fiction, Graphic novels/Comics, Novel, Novella, Play (theater), Poetry, Screenplay and Short story.

All the art forms that we have discussed just now are interrelated and get their inspiration from each other. A dancer might get inspired by a particular musical piece, a painting; an unusual sculpture and even a



structure. Art is about communicating a message through various mediums, visually, sensorial which are aesthetically pleasing.

Literary art and Music are interrelated, as we look at the history of music and especially lyrics used in songs are often inspired by poems and other forms of literary work.

Integrating interrelated art forms for education

By integrating interrelated art forms, we can make education fun and more engrossing. Students engage in a creative process which connects an art form and another subject and meets evolving objects in both.

Arts Integration is valuable, as it addresses multiple intelligences. Arts Integration builds literacy skills across subjects, develops the “Whole Child” Human Brain at Birth 6 Years Old 14 Years Old, engages the community, encourages differentiated instruction, encourages culturally relevant curricula, and requires student creativity which builds 21st Century Skills. Arts Integration also engages students in authentic learning.

The Arts provides students with opportunities to identify value and extend their academic, personal and social capabilities by offering multiple pathways to learning. The arts are essential parts of the human experience, they are not a frill. All students study the arts to discover how human beings communicate not only with words, but through music, dance, and the visual arts. The traditional practices of the arts can improve teaching and learning in all areas.

Integration of Interrelated art forms and technology for education

These days Different Medias such as Power Points, You Tube Video, File Conversions, Photo-Story, Moviemaker, Jing and Blogs are constantly being used in current education system in metropolitan cities.

Students can use a variety of software that include drawing and paint programs, movie maker, as well as document and presentation programs. These can be used for creating art projects as well as documents and presentations about art and art history.



Internet: Students can use the internet for research and interactive art websites. They can also create wikis, blogs, podcasts, and websites and use online software like animation and paint programs. Students can also use the internet for online collaborations and to share their art globally.

Video: Students can use digital cameras to create art, art presentations, digital storytelling, slide show presentations and movies.

Audio: Students can create audio files to enhance presentations through voice or music, and even performance art.

Handheld Devices: Students can use handheld devices to capture pictures, video and audio for presentations, blogs, and websites and for podcasting pertinent art information. Students might also use some handheld devices for responses. (However, at this time I do not have access to this type of handheld devices.)

Computers: Students can use computers for access to the internet and software to create and produce art projects and presentations for art class.

What Students Need to Know to Use Technology in Art Class:

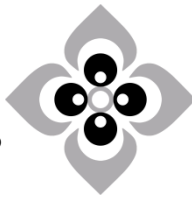
Students need to have a basic knowledge of how computers work and how to troubleshoot for problems as they occur.

Students need to have a basic knowledge about how to use software and how to access tutorials and help files.

Students need to know how to do intelligent research on the internet.

Students need to know about ethical use of computers and the internet. These include issues such as plagiarism and cyberbullying.

THE INTEGRATION INTERRELATED ART FORMS- VISUAL ARTS, PERFORMANCE ART AND LITERARY ART began in 1950s from three sides, artists and performers and conceptualist. During early twentieth century Picasso and Cocteau helped out with the ballets of Dagliev by creating



costumes and sets and also helped to express the "contemporary" music of operas. Combining dance, music and art, Sergei Diaghilev collaborated with the most avant-garde artists of the day, resulting in a bold mix of heart and brain, making the Ballets Russes one of the most exciting ventures of the early twentieth century. In 1924, he created the ballet *Le Train Bleu*.

In the 60s artists and musicians teamed up with dancers and theatre folk to create happenings. John Cage, Robert Rauschenberg, Merce Cunningham and many others combined art-making and music making. A fascinating time to look at how these collaborations set the stage for post modern art.

David Hockney had built magical sets for the opera, Mozart's *Magic Flute* and others, performed at Glyndebourne Festival Opera, 1978. During 1981, Hockney premiered his new production premeditated by Maurice Sendak at the Houston Grand Opera.

Magic Flute places intense creative impetus on props and costumes, so there is always a challenge to create something new and delightful for audiences. *Magic Flute* by Jun Kaneko, a Japanese -American artist premiered at San Francisco Opera in 2009. In Kaneko's production computers played a major part in bringing his artistic vision, it involved animating most of the artist's work so it could be digitally timed.

This emphasis on story and integration of different performing arts and visual arts forms made Indian theatre super sensory right from the beginning. Creating a performance using multiple art forms which are interrelated is not something new in India, during 1939 Uday Shankar explored the possibilities of fusing masks, puppets, shadows, actors and dancers in a two hour performance 'Ram Lila' at Almora. This was at an experimental school started by Shankar at Almora. His brother Late. Shri Ravi Shankar, the sitar maestro gave the music for Ram Lila and performers were Guru Dutt, Mohan Sehgal, Devi Lal Samar, Zohra Sehgal, Kameshwar Sehgal, Sardar Mallick and Narendra Sharma. Shadow of dancers and puppets were projected on a 12feet by 14feet screen lit by a high voltage lamp.



These days' interrelated art form and technology are constantly being integrated to create something out of the box.