

Criticism (aka Critiquing)

Characterized by thoroughness and a reference to principles (standards of truth, beauty, etc), involving the enquiry and objective analysis and evaluation of an issue in order to form a judgement.

Or

Criticism (aka being Judgemental)

Inclined to find fault; marked by a tendency to find and call attention to errors and flaws; quick with opinion often based on assumptions; to rashly pass judgement.

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| <p>1. It's ELEMENTAL, my Dear. Just the facts ma'am. Start out purely objective. ELEMENTS</p> | <p>2. Let's get RELATIONAL! Note the relationships between elements = principles of design at play PRINCIPLES of DESIGN</p> |
| <p>3. ANALYZE it, to death. both Method AND Message. Was the Method (style, medium) and Message (communication) clear (skilled) or unclear (unskilled)?</p> | <p>4. Just JUDGE it. Like it? Hate it? Why and why not? Think of skill and message as two different things.</p> |

1. THE ELEMENTS

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| <p>Elements of POETRY Sounds: alliteration, assonance, consonance, onomatopoeia Repetition (patterns) Voice and audience Form (haiku, ballad, sonnet, free verse, etc)</p> | | <p>Imagery (senses) Figurative language (simile, metaphor, hyperbole, idiom, personification) Symbolism Connotation/Denotation Rhyme/near rhyme Meter/rhythm Word order/placement</p> | <p>Stanza/verse Mood (reader's feelings) & tone (writer's feelings towards the subject) Harmony Rhythm</p> |
| <p>Elements of MUSIC Texture Tempo Timbre Pitch Duration Structure Dynamics Pulse</p> | <p>Elements of Theatre Arts Actors Text (or indent) Clothing Makeup, Lighting</p> | <p>Hearing (public) Choreography Voice in over (background voice) Mood/tone SoundDirector</p> | <p>Elements of ART Texture Space Harmony Rhythm Mood/tone Line Colour Shape Form Value</p> |
| <p>Elements of a Novel Voice (point of view) Plot Theme Narration Dialogue</p> | | <p>Setting Character development (protagonist, antagonist, minor) Style Exposition Conflict/climax</p> | <p>Conflict resolutions Denouement Syntax Imagery Symbolism Mood/tone</p> |
| <p>Elements of Dance The Body (is the paintbrush of the piece) Action: locomotor and non-locomotor (axial)</p> | | <p>Space: level, direction, place, orientation, pathway, size, relationships Time: clock time, relational, metered, free rhythm Energy: attack, weight, flow, quality</p> | |

2. RELATIONSHIPS.

The application of the elements to the principles of composition

“Good” design moves towards a harmonious whole.

UNITY
MOVEMENT
BALANCE
RHYTHM

FOCUS
CONTRAST
PATTERN
PROPORTION

3. ANALYSIS.

This is still mostly objective and based on your observation of what you now know about the art and the artist. Is it skilled or unskilled?

Describe the SKILL of the Method
(style, medium)

Is the piece made in a skilled or unskilled manner?

Describe the SKILL of the COMMUNICATION Message
(meaning)

What does the message appear to be? Was it clearly or unclearly

4. JUDGEMENT.

You have now earned the right to judge this piece. Always define the reasons why you like or dislike it. And whether it is the skill or the meaning you are liking or disliking. YOUR value system is a part of this. This is where your core beliefs, preferences and opinions come into it.

End note: There is an assumption here that there IS A **STANDARD of beauty.** ie. a piece can be made in an attractive way where the standards above are successfully managed but it can also have a very clear and negative meaning. That meaning might communicate truth or it may communicate lies. It is up to you whether or not you like or dislike it but if you like pieces that do not meet the standards of harmony, you need to accept that you are deconstructionist in philosophy, not even modern or

TRY IT OUT!

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| 1. ELEMENTS | 2. RELATIONSHIP (principles) |
| 3. ANALYZE message and method | 4. I like, dislike, because... |