

# Egyptian and Ancient Art:

## Introduction:

- Art was functional
- Art for art's sake / artisan - art is appreciated for the art in it (not the case).
- Egyptian language had no word for "art"
- Highly religious
- Many arts depict gods and goddesses.
- Some depict pharaohs.
- These were considered divine.
- Completeness, exactness and function were preferred.

## \* Ancient Egyptian Architecture:

- Main architecture were pyramids.
- Others were tombs, temples, palaces.
- Most artworks were made out of stones.
- They also used unbaked mud bricks.
- Most architectural structures still stand up to now.
- Architectural & engineering skills were used.
- Workforce consisted highly trained craftsmen & workers.
- Still a mystery how massive structures were constructed.
- Egyptian buildings were decorated with paintings.
- Carved stone images & hieroglyphs were also used.
- 3 dimensional statues were also used to decorate buildings.
- These artworks also depicted gods, natural world plants, birds & animals.
- Architectural designs aimed to preserve & show relationship between humankind, the pharaoh and gods.



## About the pyramids.

- Most famous Egyptian buildings.
- Giza pyramids are the last remaining 7 wonders of ancient world.
- Most discussed structures in history.
- Built to be burial places for Pharaohs.
- The step pyramid at Sappara is the earliest pyramid.
- Still stands up to date.
- Built in 2630BC as a burial place of King Djoser.
- Still more over 80 pyramids in Egypt today.
- Over 3000 years old.
- The architects were very skilled.
- Today mtc, phy, T.D skills to do such work.
- Position of the sun & stars used in building them.
- Pyramids were carefully designed to be in straight line.
- Egyptians had thorough understanding of creation & astronomy.
- Pyramids were fully treasured (Pharaoh tombs).
- Pharaohs buried with all their riches & belongings.
- Egyptians believed in life after death.
- King buried with his servants in the pyramids.
- Pyramids were big, strong and functional to pharaohs.

## Ancient Egyptian sculptures;

- Mainly large and small statues.
- large sculptures for gods, goddesses, pharaohs & queens.
- Small ones for other people, animals, slaves & minor objects.
- Materials like limestone, & sandstone were used.
- Mainly got from quarries, hillsides, banks of R. Nile.
- Materials from statues got from sacred acacia & sycamore trees.
- Other materials were imported e.g. ebony, iron, ivory, gold & silver.
- Mud from R. Nile was moulded, baked & covered with glaze.
- Most free-standing.
- Other Bas-relief.
- Sunken reliefs on walls and columns, in profile view.
- Sculptures made in association with tombs, to honour pharaohs.
- Many of them still stand in religious tombs.
- Bright coloured dyes were used on sculptures.
- Bones and ivory were also used.

Examples;

Statues of Ramses at the main entrance of Abu Temple.



## Ancient Egyptian paintings;

- Mostly decorated on walls, ceilings of tombs.
- Not meant to be seen by humans after closing the tomb.
- Colourful representations on pharaoh tombs.
- They used to reflect a happy life, plenty eats & drinks.
- Made in bright colours from minerals made from nature.
- Painting colours, also used as symbols.
- Painted scenes provided certainty of continuation of life.
- Mural paintings reinforced the memory of royal deeds.
- Symbolism was inclusive in their paintings.
- Animals were highly symbolised figures in painting.
- Painting colours were equally expressive.
- Painted figures showed a side and front view at the same time.
- Egyptian painting language had 4 basic colour terms:
  - Kem (black)
  - Hedj (white/silver) - Osiris with a green skin.
  - Khepri (Green/Blue) → fertility, birth, life of water.
  - Desher (red/orange/yellow)
- Paintings were influenced by local environment.
- Correct proportions were got using ↑ → reference lines.
- Pharaohs drawn in large figures.
- Greater gods would be drawn larger than smaller ones.

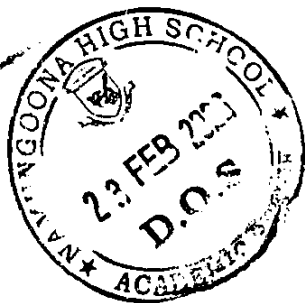
In conclusion: Egyptian painting did not develop a sense of depth, lack visual perspective and emphasised figures in varying sizes basing on their importance rather than their location.

## Ancient Egyptian pottery;

- Egyptians were 1<sup>st</sup> cultures to do pottery with clay
- Clay was got banks of R. Nile
- Pottery was fairly simple.
- Decorated with expressive designs
- Pottery sun-baked to dry
- Pottery depicted heads of their gods.
- Animal images added by 2500BC
- Pottery used as coffins by the poor sometimes.
- Pottery works honoured the dead in tombs "Embalming"
- Pottery customary used on tomb walls.
- Techniques used; free hands, rotating potters, moulds, wheels.
- Decoration made; firing, polishing, burnishing; incision etc
- Incisions done using tools like bones, bone combs, flint knives.

## Conclusion;

The Egyptian pottery share many similarities with the Uganda pottery making industries in line with its production techniques, materials and purpose.



# Roman Ancient Art.

Introduction; - Founded in 509 BC

- Ancient Rome ruled Europe over 1000 years.
- During this time Art flourished
- Sculptures of people were made art popular.
- Mass production of sculptures of bodies with heads done.
- Roman arts got inspiration from Greek artists (admired culture)
- Inspirations also from Ancient Egypt, and the Germans.
- Roman artists considered beauty rather than function in art.
- Main artworks were sculpture, painting, pottery, relief, architecture, mosaic, metalwork, jewelry, glass work, wory carvings.

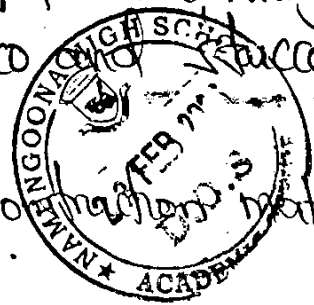
## Ancient Roman Paintings - Realism.

- Depicted wide range of themes - animals, still life, portraits.
- More so in scenes from everyday life, tales, landscapes (flora & fauna)
- Paintings about Roman Battles (important ones)
- Paintings from historical events with history lessons.
- Important people like Senators, emperors were painted
- Mainly painted the building interiors
- Mainly used bold natural colors eg red, yellow & brown
- Other colors like Blue, Black were also popular.
- Painted on wall surfaces.
- Mainly in private homes, temples, tombs & military places.
- Commonest styles used were "Fresco" (Rander) & "Stucco" (Rander)

N.B

"Stucco" means "Rander" thus - a composite material made of aggregates, binder and water.

"Fresco" means mural painting



## Ancient Roman Sculpture;

- Most sculptors were Greeks by 2<sup>nd</sup> BC (conquered)
- These were working as slaves and ; names barely rec
- Produced full statues.
- Gain by produced busts (head, shoulder & chest)
- Reliefs sculptures
- Sculptures on tombs "Sarcophagi"
- Done in public places, private homes, parks & gardens
- Sculptures of gods & goddesses were done.
- Philosophers, successful generals & famous athletes.
- Busts owned by wealthy people in their homes (heritage)
- Materials like marble, stone, concrete and clay used.

Examples; heroic statue of Augustus

## Roman Architecture

- It is a combination of classical Greek & Roman architecture
- The two are jointly considered one body of classical architecture
- Most of these structures survived and still in use now.
- Roman concrete was mainly used.
- Arches, vaults and dome mainly used.
- Materials like bricks, tiles, & volcanic stone used.
- Sedimentary rock "Travertine" (marble) used.
- Mortar used to combine sand, lime and water.
- Italian volcanic sand "Pozzolana" used
- Columns were used for support and beauty.

forexample; Colosseum / Flavian Amphitheatre.

Conclusion; Roman architecture influences architecture over the world. in Christianity.

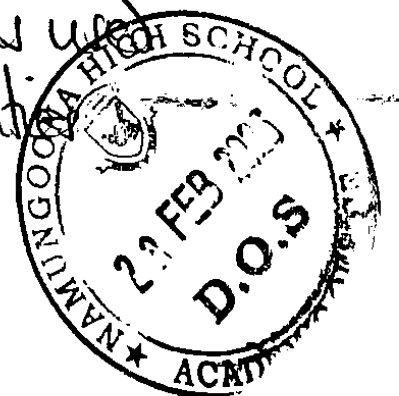
# Ancient Greek Art

## introduction

- Very significant in science, philosophy, music & arts.
- Significant in art with painting, pottery, sculpture & Architecture.
- Their styles are still relevant today.
- Made up by several competing cities.
- Strong economy.
- Education was mainly for the rich.
- Worshipped many gods.
- Great love for beauty and knowledge.
- Painting was dominated by themes from Greek mythology.
- Painting also dominated by daily activities themes.
- Displayed in four major periods:
  - Geometric period 900BC - 700BC
  - Archaic period 700BC - 480BC
  - Classical period
  - Hellenistic period

## Geometric period characteristics (900BC - 700BC)

- Dominated by large painted pottery in form of vessels.
- There were done in many various shapes, size eg amphora
- Geometric shapes mainly used.
- Organized in horizontal bands "called... Vase painting"
- Simplified abstract human figures were used later.
- Black and red figure technique was used
- Vessels were used for funeral activities



# Archaic period (700BC - 480BC)

## Characteristics; (Pottery)

- Occurrence of significant population growth.
- Formation of new cities.
- Old cities expanded.
- Great economic development realized.
- Different shapes & sizes of vessels served different purposes.
- Jugs for wine and bowls for mixing.

## Sculpture;

- Rigid figures.
- Marble mainly used.
- Male (Kouros) & female (Kore) were made.
- Kore dressed.
- Kouros undressed (Nude).
- Archaic smile (Expanded lips).
- One leg forward than the other.
- Hands carried close to the body.
- Clenched fists.
- Hair treated like braids.
- Knees appear outstaring on Kouros.

# Ancient Greek Architecture;

- Mainly significant to temples & open-air theatres.
- Temples were rectangular.
- Also surrounded by columns.
- Architectural temples had an open space (porch)
- Also had a closed space (Cella) x2 bigger than porch.
- Entire temple structure raised on a base (Podium)

## Architectural Styles;

Mainly 3 styles

- These were developed by different Greek tribes
- Styles are called "orders"
- Orders include; Doric by Dorians
- Ionic by Ionians
- Corinthian by Corinthians
- Differentiated by their columns & entablature

Ⓐ Doric:

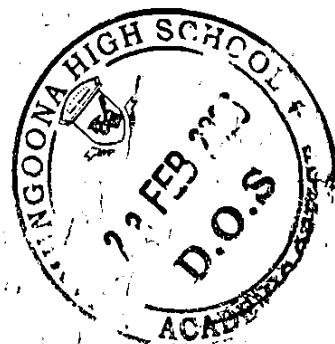
- Bowl-shaped Capital
- Grooved shaft
- Shaft has no base

Ⓑ Ionic;

- Inverted bowl shaped capital
- Grooved shaft
- Has a base

NB Greek Columns had a small top, & wider towards the base.

The shaft are decorated with grooves to create feeling of lightness towards the roof.



# Renaissance Art.

## Introduction.

- Europe.

- 14<sup>th</sup> and 17<sup>th</sup>

- High depth in drawing, sculpture, painting, science, tech, philos, music.
- Abrupt break from medieval values.
- Re-birth of knowledge about nature and awareness.
- Revival of classical knowledge.

## Characteristics.

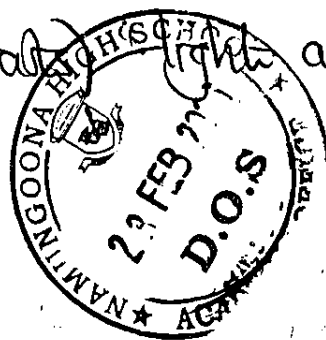
- Gradual shift from abstract to representational forms to realism.
- Biblical scenes as subjects.
- Portraits, classical era episodes, events from day to day lives.
- Dynamic poses in human figure.
- Expressional and gestural human figures.
- Interacting human figures.
- Human figures that suggest mass.
- Realistic landscapes.
- Figures painting that portray human anatomy.
- Precision of detail to achieve realistic work (Northern Europe).

## Techniques of Renaissance Art.

- Realism in painting.
- Naturalism in painting.
- sfumato (soft, vague or blurred).
- Chiaroscuro (use of strong contrast) lights and dark = depth.
- Perspective.
- foreshortening.
- Proportion.

N.B

All the above techniques contributed to the artist's ability to achieve a 3 dimensional figures on a 2 dimensional plane.



# Materials and tools in Renaissance Art.

## Ⓐ Sculpture.

- Marble
- Soft white stone
- Bronze
- Clay molds for casting.
- Gold by some artists.

## Ⓑ Painting

- Pigments for frescoes
- Wet plaster.
- Dry coloured powder.
- Plaster walls. - Egg yolk
- Water. - Tempera
- Wood. - Oil paints

## Renaissance subject matter.

### Culturally;

- Influenced new developments in learning
- In arts
- In politics
- In society
- Greek intellectuals became interested in humanism.
- Focus was put on ancient Greek and Roman Culture.
- Developments spread in the rest of Europe by late 1400s
- Invention of printing.
- Focused on reviving the best features of ancient culture
- Unique period in literature around 1500s (Italian Poet Petrarch)

### Socially.

- Renaissance thinkers considered a cultural decline in medieval
- Renaissance revitalised culture through re-emphasising classical philosophy of texts
- Classical texts & philosophies were interpreted to create their own styles in art, philosophy and science.
- Renaissance depicts astronomy, humanist philosophy, printing press, language writing, painting, sculpture.
- Shakespeare's works in late Renaissance

- Renaissance artists enrolled in studios as new careers.
- Commissioning of artworks from patrons.
- Mainly Commissioned from the Catholic church; clergy.
- Commissioning also from nobility.

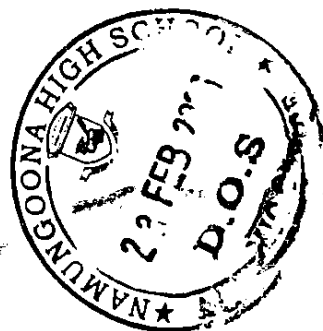
## Conclusion

Renaissance humanism championed the "attempts by man to master nature rather than develop religiously, nevertheless it is worth noting that some artworks in the Renaissance Period were as a result of the need to advance new knowledge in science by artists like Leonardo Da Vinci by making a "Vitruvian Man"

N.B

## Examples of Commissions:

- (i) Pope Sixtus Commissioned Michaelangelo to paint the Creation story in sistine chapel.



## Relevance of Renaissance Art to Contemporary/modern artists

- Teaches the power of looking to the past (rights)
- Source of inspirations to dealing with today's issues
- It's a guidance today to find potential answers
- Aids to address current challenges that past societies faced.
- It's a push towards using new means to address problems.
- The use of Chiaroscuro now in photography today.
- It is a forward looking innovation in engineering.

forexample;

When Filippo Brunelleschi designed and executed a dome which covered the hole in ceiling of Florence Cathedral.

By: Billy Pencil Gallenes

