

# COOPER HEWITT

## VOCABULARY AND DEFINITIONS

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| <b>Artwork</b>          | An artist's expression of an idea, theme or design-brief that would reference to particular forms, styles or mediums.  |
| <b>Audience</b>         | Individuals or groups of people who experience the arts in a range of settings and contexts (formal, informal, virtual or interactive) through intellectual, emotional and social engagement.  |
| <b>Breadth</b>          | Wide range or extent.  |
| <b>Cliche</b>           | Phrases, opinions, images that are overused and demonstrate a lack of original thought.  |
| <b>Design Challenge</b> | A difficulty or challenge that can be solved through design.   |
| <b>Design</b>           | To make something for someone who needs to solve a problem.  |
| <b>Designer</b>         | A person who designs; one who creates a new object, idea or plan.  |
| <b>Design Process</b>   | The steps you take to solve your challenge.  |
| <b>Design Solution</b>  | The way, idea, or answer to a design challenge/problem.  |
| <b>Double Meaning</b>   | An idea or statement that is open to more than 1 interpretation or perception.   |
| <b>Elements of art</b>  | The 'building blocks' of an artwork, the fundamental parts that shape a work of art. These include: Line, Shape, Colour, Form, Texture, Space and Value.   |
| <b>Elimination</b>      | The act of removing all or parts of an artwork to draw the attention of the viewer to specific details.  |
| <b>Familiarity</b>      | Well-known or recognizable in some form to the viewer or audience.   |
| <b>Focal Point</b>      | A specific part of an artwork that pulls the audience's to that spot, usually this is the centre of the artwork's idea or the main subject of the artwork. Often this is used in conjunction with the elements of colour and tone in the composition of the artwork. |
| <b>Form</b>             | The shape and structure of an object.  |
| <b>Function</b>         | The way something works.<br><i>e.g., the function of a paper clip is to fasten things together.</i>  |
| <b>Hierarchy</b>        | May be a system or organization where items are classified according to importance or need.  |
| <b>Materials</b>        | The items you are using to represent your ideas.<br><i>e.g., foil paper represents metal</i>   |
| <b>Mediums</b>          | The materials that are used to create a work of art.   |
| <b>Narrative</b>        | Connected events that form a story or statement.   |
| <b>Needs</b>            | What the user must have in order to use the design successfully.   |
| <b>Placement</b>        | The deliberate action by the artist or curator to position ideas, themes and / or elements within an artwork or installation.  |
| <b>Portfolio</b>        | A set of pieces of creative work selected by the artist to display their skills, especially to a potential employer or educator.   |
| <b>Prototype</b>        | An original model on which something is patterned.   |
| <b>Provocation</b>      | An action that incites a response or reaction (good or bad) from the viewer.   |
| <b>Team</b>             | A group working together on a common goal or activity.   |
| <b>Techniques</b>       | The skills, knowledge and processes that are used to create artworks.  |
| <b>Solution</b>         | The way, idea, or answer to a problem. There can be more than one solution.  |
| <b>User</b>             | A person who operates or experiences the design.   |
| <b>Variety</b>          | Pieces that show differences or contrast in skills, mediums and elements.  |

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