

## 1.2 - INTRO

< p > INTRODUCTION PART TWO < /p > < p > < /p > < p > Let us consider the following idea – we can break down images into certain categories. So, we have films, paintings, photographs. Can you think of different ways to divide each of these into further categories? For example, with paintings we might say that there are different types of paintings – for example portraits, landscapes, still life, historical, everyday life, abstract. < /p > < p > < /p > < p > Can you think of any more? Can you think of the different types of moving image (film) and photographs? < /p > < p > < /p > < p > As well as the subject matter of each genre we need to think about the different elements of an image – the content, the arrangement of the content, why these were chosen, how each of these decisions could have been different. The artist, be they a painter, a photographer, a film maker, wants to get things “right”, to express the idea, to capture a moment, communicate with the viewer of the image. < /p > < p > < /p > < p > As we move through the various sections of this resource we want you to bear in mind the key questions to apply to images that we see and create. < /p > < p > < /p > < p > What? How? Why? Where? Who? When? < /p > [dkrAccordionItems type="glossary" cat="1-intro"] [dkrAccordionItems type="bibliography" cat="1-intro"] [dkrPrevnextButtonsGraphics prevpage="366" nextpage="508"] < p > Please, use a device of at least 1024px width, to view the Art App < /p >