**Art Assessment Process – by Lalita Hamill**

A. Intro – why it is important to spend more time with one painting
B. Choosing a painting
    a. Something that catches your eye for whatever reason – can like or dislike
C. How will you be viewing the painting?
    a. In person (gallery, art fair, your house, virtual reality) – position yourself at viewing distance from the painting…all of the painting is in view
    b. On a device (desktop, tablet, phone) – size?
    c. Book or print
    d. Are you alone, or with others?
D. Close your eyes, take a few slow, deep breaths
E. When you open your eyes, what words immediately come to mind? Allow these without judging or censoring them.
    a. If you can, write these down or say them aloud
F. How does this painting 'feel'…does it have a mood?  How do you feel when looking at it?
    a. Examples: love,
G. What is your initial reaction to the painting?
    a. Love it, like it, indifference, bored by it, dislike it, feel revulsion, confused,
    b. In short, by this point, do you want to keep looking at it?  Or would you like to move on to something else?
H. Decision: do I stay?

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1. How/where does your eye move through the piece?  Track your eye flow.
2. What is the story, narrative or mood?
3. How does the artist tell the story?  What compositional devices does the artist use to convey something and move your eye? Does the artist seem to have an intention? A style?
4. What is the hierarchy of compositional devices?  Some options are:
    a. Size – large to small shapes, brush strokes, lines
    b. Line / Edge
        i. Literal – contour lines used
        ii. Implied – lines of sight, or a pointed finger, etc
        iii. The quality of a mark or demarcation between two elements of design; eg when 2 colours meet an edge or line is created.
    c. Tonal value – lights and darks
    d. Colour – hue, intensity, temperature, etc
    e. Space – planes of space
    f. Shape
        i. Flat – shows no indication of form
        ii. Organic – shapes found in nature
        iii. Geometric – human-made shapes or crystal-like shapes
    g. Form – illusion of 3 dimensions
        i. Form exists because of light: light shines on an object to create shadows and highlights with in turn imply form
    h. Texture
        i. Illusion of texture (eg fur on dog)
        ii. Literal texture (eg. Use modeling paste)