**ANCIENT GREEK SCULPTURE**

Possible Functions of Sculpture in the Ancient World:

**1: icon / image** *idol* - worship or veneration

**2: monument** *propaganda* - inspire or to be revered

**3: historical record** *narrative e*- record event for the future

**4: decorative element** *embellishment*- to architecture

**5: theoretical investigation** *canon* - an intellectual construct of an aesthetic ideal

Possibilities for Analysis:

Stance / Presentation

Anatomical Detail / Correctness

Movement / Gesture

Facial expression

Negative space

Organic / Geometric Form

Technique / Material

**STYLISTIC ANALYSIS/Formal qualities:** (Form, Proportion, Mass, Volume, Space, Texture, Balance, Repetition, Rhythm)

Methods of Creating Sculpture:

**1: Subtractive Method: the form is created by removing (as in *carving*) from a block or *mass.***

**2: Additive Method: the form is built up by *modeling* in clay, constructing (joining) materials**

**3: Casting:** Subtractive or additive methods of creating sculpture can then be cast in another material - such as bronze - by taking molds (a three dimensional imprint) from the forms.

Types of Sculpture:

1: **Freestanding**   *sculpture in the round*

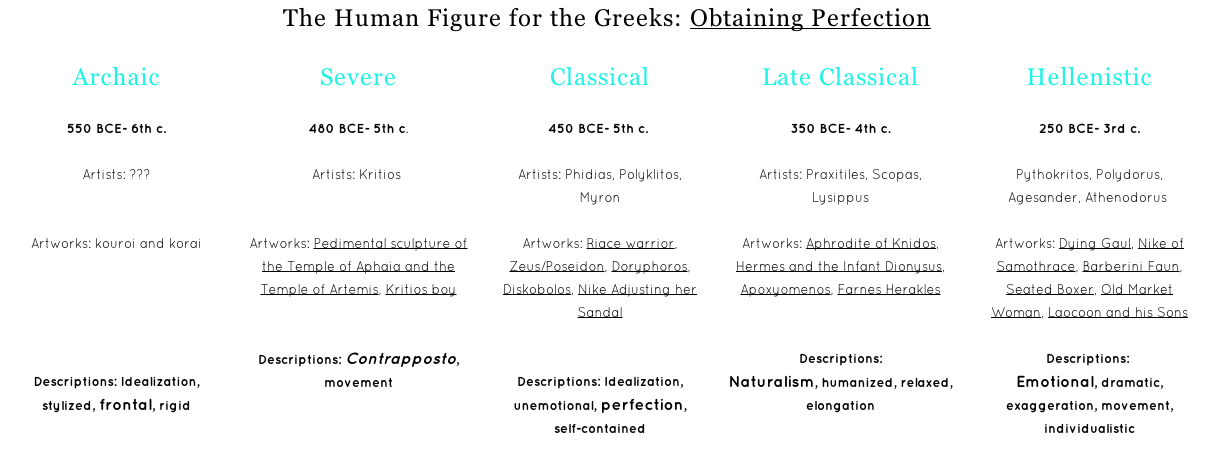
2: **Relief Sculpture** sculptural forms which project from a surface or background

Types of Relief Sculpture:

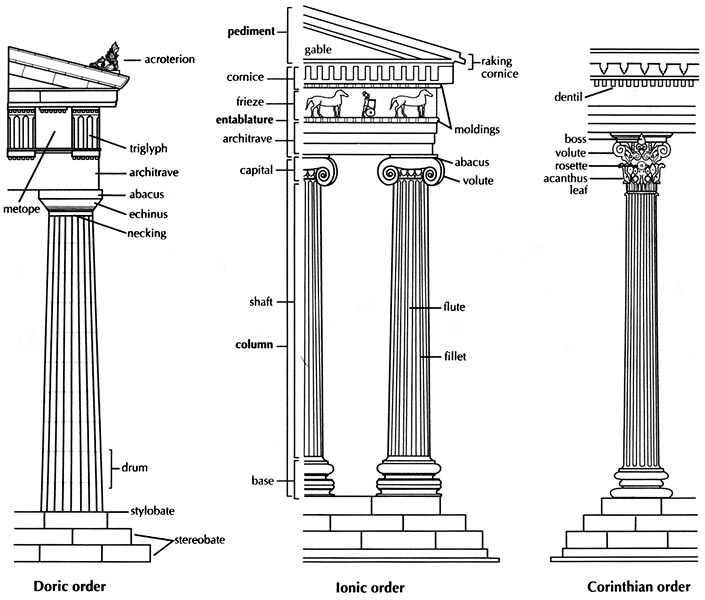
- **Low Relief:** forms project only slightly from the background. Also called *bas relief*.

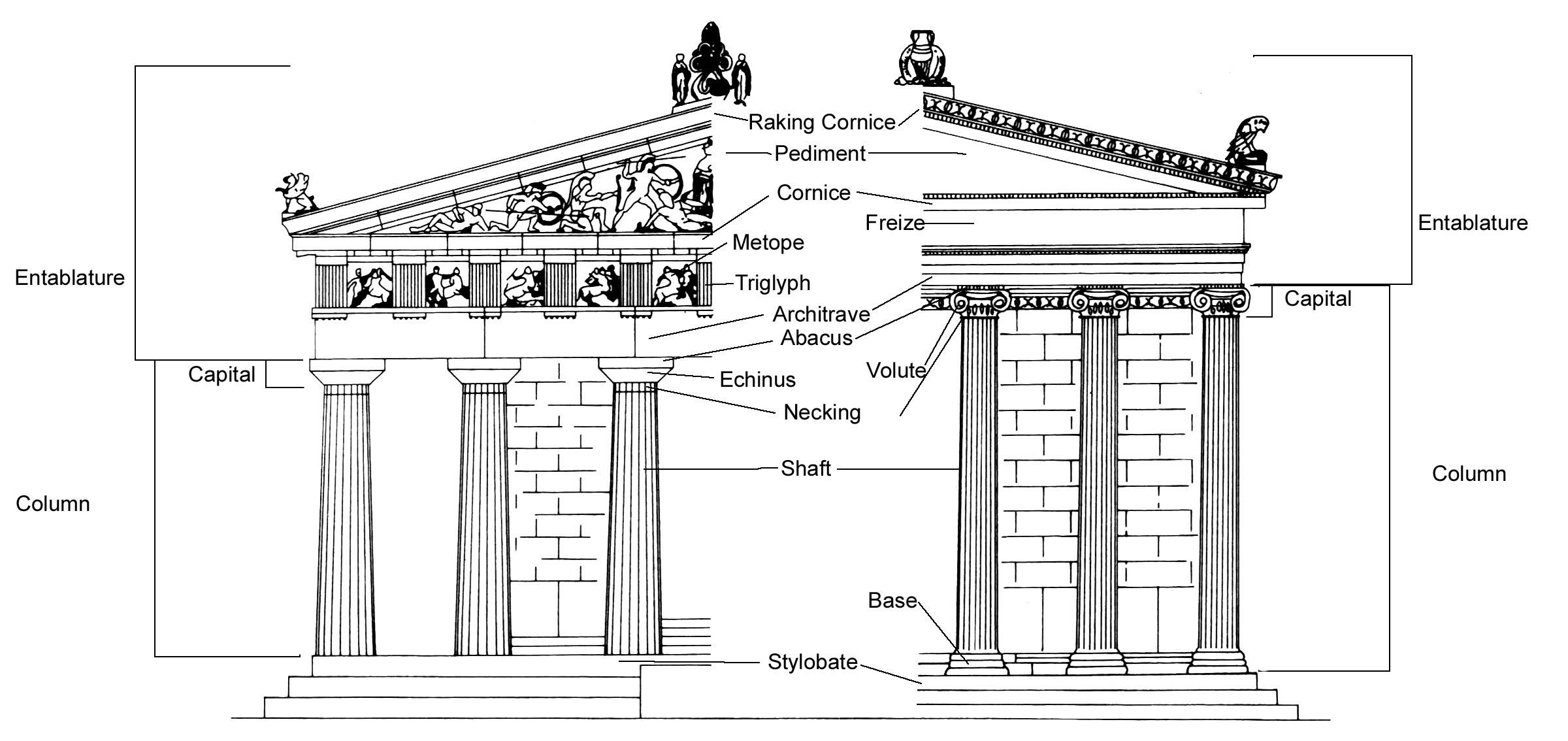
- **High Relief:** form project significantly from the background.

- **Negative Relief:** images are *incised* into a flat surface - emphasis on contours and outlines rather than forms



**ANCIENT GREEK ARCHITECTURE**

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