# Writing about HSC Visual Arts

## Section I – planning your response

### KCI example

Table 1 – KCI example

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| Step | Planning question 2 |
| Key words – circle the key words in the question including the verb, syllabus content area and concepts.  Choose subject-specific words that are appropriate to use for this question. | Compare, explore light and space, meaning  Syllabus: structural frame  Concepts: light, space, meaning  Subject-specific words: light, tonal modelling, composition, symmetry, materials, techniques used for light and space, 2D, 3D and 4D, virtual, interactive spaces, light and space used as symbolism to convey meaning |
| Connect syllabus content to references – plates and source material, citation information, artists, time and place, the subject matter, materials, site and/or presentation. | **Plate 2:** El Greco, born 1541, Spanish artist, work completed 1577–1579  Form/materials: Oil painting on canvas  Traditional 2D materials and techniques  Scale 65 × 90 cm  Allegory – a story with a hidden meaning or message  Light and dark painting  **Plate 3:** Feng Mengbo, born 1966, Chinese artist, work completed in 2015  Contemporary form: large scale interactive 4D video installation  Stills, projected arcade game, customised computer software, colour, sound, wireless console  Appropriates video gaming digital technology  Virtual 4D interactive multimedia artmaking techniques  Museum of Modern Art, New York, USA (site-specific installation designed for a major museum) |
| Connect concepts to references – plates and source material. | **Plate 2:** figurative painting using extreme light and dark (chiaroscuro)  Drama and mystery  2D illusion of confined space, increases tension, light used as focal point  **Plate 3:** blaring bright lights and loud sounds projected into physical space simulates video game arcade  Large scale designed to fit gallery site  4D virtual space designed for audience interaction and engagement |
| Interpret meaning, or main idea, within the artwork.  Refer to title as a hint. | **Plate 2:** *Allegory, Boy Lighting a Candle in Company of an Ape and a Fool*: moral or ethical lesson to teach 16th century audience through allegory using light and space symbolically.  **Plate 3:** *Long March: Restart*: Long March may refer to Mao’s long march, a Chinese historical event.  Restart may refer to reinterpretation, reimagining or retelling of a historical event.  Important historical event reimagined and an interactive video game in a video arcade where the audience can change the course of Chinese history. |

## References

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