

Background Information

Characteristics of Medieval and Renaissance Art

	Medieval	Renaissance
Paintings	<ul style="list-style-type: none"> • often 2-D • size of symbol dictated importance • more concerned with the content and symbolism • placement was less important • muted colours 	<ul style="list-style-type: none"> • often 3-D provided by shadows • concerned with the illusion of reality • placement was more important • composition very important • bolder colours
Architecture	<p><u>Religious</u></p> <ul style="list-style-type: none"> • Gothic form (cathedrals) • focus on large stained-glass windows for light and teaching • home for God <p><u>Secular</u></p> <ul style="list-style-type: none"> • functional form (castles/homes) • served for defense 	<ul style="list-style-type: none"> • revival of Roman and Greek styles • use of symmetry (math) • development of regional styles • secular buildings became more ornate • emphasis on individual in humanism (architects are known)
Music	<ul style="list-style-type: none"> • very little music was written • mostly religious based • harmony without melody (e.g., chants) • singing and instrumental were not combined 	<ul style="list-style-type: none"> • secular music became more popular • maintained strong religious emphasis • polyphony (multiple/independent voices) • many more composers/manuscripts documented
Sculpture	<ul style="list-style-type: none"> • evolution from long and stiff to spatial and naturalistic • many similarities to Medieval art • lacked emotion • lacked contour 	<ul style="list-style-type: none"> • true to life (correct anatomy) • individualized (independent of surroundings)