

Abstract

Master's thesis in all free sections deals with processing colour matter, its possibilities of application in artwork and specifically focusing on gestural and procedural artwork. At first this question is being analyzed from the theoretical point of view, when the thesis is devoted to an overview of selected artists and in their artwork they provide examples of various innovative ways of working with color. Subsequently this gained knowledge is applied in the educational process, where this topic was connected with defined intentions and objectives in the implementation of art assignments. They were held in an art education field teaching practice in primary school, high school and in a private primary art school. The results and data from this practice have been used in a research probe which works with analysis, open coding and conceptual maps. In the conclusion, its findings are summarized in a interpretive report. The thesis also includes author's artwork, which fulfills its illustrative function and personal expression to the topic. It includes both theoretical aspects as well as some knowledge of didactics. The artwork is aswell conceived as self-verifying of non-traditional techniques and even own point of view of the world.