

ABSTRACTS

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THREE SKETCHES

Iconography was formed as a canon art with strictly defined subject, composition and images. These elements have been depicted in the same way from century to century. An ancient iconographer had to follow the sample without any novelties in the way of painting or in the interpretation of the content. There were special manuals, the Painter's Guides, of two types – «illuminated» or «explanatory». The illuminated manuals contained the tracings while the explanatory ones – the description of images. The technique how to prepare the wood for iconography had been ultimately defined. Iconographer had to have a particular way of living mentioned in the guides and directions. Creative process started from the long fast, reflections in isolation, persistent attempts to visualize the images to be created.

So, there were strict regulations in the Painter's Guides how to depict the iconographic figures. The bylina characters are depicted with the help of the invariable epithets as well as the iconographic images are painted in the same clothes: the Saint is dressed in chasuble, prince in coronet and prince clothing, warrior armored in cloak. An infant has ascetic features as he is portrayed as a young adult.

There is an interesting method of depicting the multiplicity of figures and objects by means of a peculiar detail repetition on the background. Thus, army is represented by one or two warriors shadowed with the forest of helmets. A city requires the depiction of a church with the domes of churches behind.