



Timeline of Major Art Movements

1. **Prehistoric and Ancient Art**

c. 40,000 BCE to 500 CE

- *Cave paintings and megalithic structures*
- *Early civilizations: Egypt, Mesopotamia, Indus Valley, China*
- *Greek and Roman art focused on idealized human forms, architecture, mosaics, and pottery*
- *Symbolism rooted in spirituality, ritual, and mythology*

2. **Classical and Medieval**

500 to 1400 CE

- *Byzantine, Islamic, Romanesque, and Gothic styles*
- *Religious narrative dominated painting, sculpture, and architecture*
- *Illuminated manuscripts and monumental cathedrals*
- *Increasing use of light, iconography, and decorative complexity*

3. **Renaissance**

1400 to 1600 CE

- *Revival of classical knowledge and humanism*
- *Mastery of perspective, anatomy, and realism*
- *Artists gained identity and authority: da Vinci, Michelangelo, Raphael*
- *Scientific curiosity informed creative innovation*

4. **Baroque to Romanticism**

1600 to 1850 CE

- *Baroque: drama, movement, grandeur. Powerful use of contrast*
- *Rococo: decorative elegance, pastel color, aristocratic opulence*

- *Neoclassicism: return to clarity and classical virtues*
- *Romanticism: emotion, imagination, nature, the sublime*

5. **Impressionism and Post-Impressionism**

1860 to 1900 CE

- *Impressionism: capturing light, fleeting moments, plein air painting*
- *Post-Impressionism: exploring structure, color theory, symbolism*
- *Foundations laid for abstraction and subjective expression*

6. **Modernism**

1900 to 1970 CE

- *Rapid experimentation and breaking of traditions*
- *Major movements: Fauvism, Cubism, Expressionism, Futurism, Dada, Surrealism, Bauhaus, Abstract Expressionism, Pop Art*
- *Art as a vehicle for ideas, psychology, and formal innovation*
- *Artists challenged what art could be*

7. **Postmodernism and Contemporary Art**

1970 to Present

- *Irony, playfulness, and critique of cultural narratives*
- *Pluralism instead of one dominant style*
- *Conceptual art, performance, installation, street art*
- *Global and cross-cultural approaches expanded the definition of art*

8. **Digital and AI-Driven Art**

2000 to Present

- *Art created with digital tools, networks, and immersive media*
- *CGI, 3D printing, VR and AR, interactive installations*
- *Algorithmic and generative processes introduce co-creation with technology*