READING COMPREHENSION

Choose the best response, based on your reading of the Essay.

_____ belonged to the group De Stijl (Style). (c) Peter Max

(d) Piet Mondrian

Rietveld's Red/Blue Chair is often called ______

(a) a one-dimensional joke (c) a 3D Mondrian

(b) a two-dimensional triumph (d) a 4D Dali

3 De Stijl favored basic geometric shapes (especially right angles), colors, and simple machining of parts.

(a) primary or neutral(b) secondary or partial(c) dark and gloomy(d) soft or glowing

4 Why does the chair seem "dematerialized"?

- (a) Rietveld did not care about material things.
- (b) The seat and back are made of cardboard.
- (c) Because of the use of hollow steel tubing.

(d) The seat and back do not touch; other sections touch without intersecting.

6 Choose "T" for True or "F" for False.

The color combination reinforces the feeling that the chair is "dematerialized." (T) (F)

Complete the Summary by filling in the blanks.

The Dutch furniture designer Gerrit Rietveld understood design theory, but remained practically oriented. (1) 1917 and 1931 he designed some 75 pieces of furniture.

Rietveld's iconic Red/Blue Chair is the 3D equivalent of a Piet Mondrian painting. Like Rietveld, Mondrian was, at one point, a member (2) the Dutch art group De Stijl (Style). Yet Mondrian hated diagonals, at first. The seat and back of the Red/Blue Chair are spectacular oblique surfaces (diagonals).

De Stijl artists and designers had (3) disagreements. But they all dreamed of liberating postwar (4) through design. Their designs would offer a new, (5) "language" of simple geometric shapes and mass production.

The small struts of the Red/Blue Chair touch but do not intersect. The seat and back do not touch (6). Lines and planes seem to continue (7) space. The chair is thus "dematerialized." Is it emerging out of empty (8)? Such feelings are reinforced by the color combination Rietveld used for the chair after 1919.

a. society b. many such c. space d. universal e. of f. Between g. into h. museum i. at all