

Surrealism Project

SMArts
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Dreams are incredibly powerful things. Did you know that if you don't dream (R.E.M. sleep) at enough times a week, you would slowly go insane? They are very powerful things! Between the 1st and 2nd world wars, a group of artists started a movement called Surrealism. This art movement was built around the idea that you could communicate new information about something plain and ordinary if you did it in a way that was new and different. Surrealist artist used the way they painted their subjects to shock and interest people into thinking about something in a way different than they were used to. Part of how they do this is by "transforming" the objects within the painting.



Your assignment is to create a digital composite based upon the surrealism style. The composite will also be a self-portrait of such. Think about a dream you had, or something strange that happened to you. How would this look in a painting? How could you express what it means to you with what is called a "visual pun"? How could you paint something ordinary in an extremely different manner?

Your painting will be built in Adobe Photoshop. You will be very mindful of the Elements of Art and Principles of Design, and use them wisely. You do not need to work in **objective** color, either; you may work in **subjective** color as well.

The image will have the following requirements:

- 1) You will have your portrait taken by a partner in class. You must include this portrait of you in your surrealistic composite somehow
- 2) Your composite will need to have some kind of **transformation**. In other words, you will need to transform an object or element in the images somehow so as to enhance the meaning of the image. This transformation will be integral to the image's meaning! We will talk a lot about this in class.
- 3) You will need to do visual research and chose/include **at least 3** other elements in the design, including a background/environment. We will be completing a "pre-visualization" worksheet to help you figure out those details.
- 4) Above all, your surrealism design should have some kind of a **story**. It needs something more than just the visuals. It needs to have some sense of the human spirit, or some kind of an analogy or lesson. The pre-visualization will help with this as well.
- 5) The images you create will need to be high-quality and printable. This means setting up the image in Photoshop properly. I will demonstrate this in class, and we will talk about the necessity of pixels and resolution and how that affects image quality in class.