



2013 Olympics of the Visual Arts



PROBLEM CATEGORIES

DRAWING – The Herd Mentality

draw-ing: *n.* The art of representing objects or forms on a surface chiefly by means of lines.

Create a drawing that interprets the densely packed and often chaotic space of a tightly packed group of moving animals, such as in a flock, shoal, or herd. Research the nature of animals that move or migrate in large groups, and the meaning of “herd mentality” and incorporate it into an original composition. Brainstorm about the various animal groups you can select from and the importance of the placement of individuals in the group. Research how artists use lines and mark-making in their work and imitate it in your drawing. Create an original drawing using the materials and techniques of drawing lines and mark making based upon what you have discovered.

The drawing may be of any size, shape, and drawing medium. Originality and creativity is important. Evidence of your research should be documented in a portfolio. Your portfolio is to be exhibited with the completed drawing. Research may include the elements and principles of design, perspective, sketches, reflections, written notes, and explorations in different art media.

References for Drawing: Observation of works of art from throughout history. Visit museums within your community. Artists such as Rembrandt van Rijn, Johannes Vermeer, Albrecht Dürer, Joan Miro, Henri Matisse, M. C. Escher, Michelangelo, Leonardo da Vinci, Gustave Doré, Aubrey Beardsley, Mary Cassatt, Paul Cezanne, Roy Lichtenstein, Paul Klee, Claus Oldenburg, Robert Rauschenberg, Jasper Johns, James Rosenquist, Kathe Kollwitz, Jim Dine, Alexander Calder, Pablo Picasso, George Braque, Salvador Dali, Renee Magritte, Henri Toulouse-Lautrec, Francisco Goya, André Masson, Vincent van Gogh, Andy Warhol, Norman Rockwell, Jamie Wyeth, Alice Neel, and Larry Rivers. Find your own resources using print and electronic media sources such as the Internet and library.

PAINTING – Portrait of Mystery and Drama

paint-ing: *n.* The process, art, or occupation of coating surfaces with paint for a utilitarian or artistic effect.

Throughout the history of art, artists have created portraits full of mystery and drama. The most famous is Leonardo di Vinci's “Mona Lisa” (1503-06). Books have been written and movies made about Mona Lisa's mysterious smile, the painting's dramatic landscape, and even hidden messages and codes left by the artist. Johannes Vermeer's portrait “Girl with a Pearl Earring” (1665) has been the inspiration for a book and a movie. You are to create a portrait that conveys to the viewer a sense of mystery and drama about the person(s) portrayed. Research the techniques used by portrait painters to give an air of mystery, drama, and even intimacy of their subjects. Creativity is an important part of your final solution.

Research and explore the different styles, techniques, and solutions artists have used to create mood in a work of art. Create a series of sketches and ideas that help you decide on your approach to color field painting. Create an original painting that interprets your team's vision for the final work of art. Originality is important. Size, shape, and medium are your decision. Exhibit your portfolio with the completed painting. Research may include the elements and principles of design, perspective, and experiments in different art media, sketches, reflections, and written notes.

References for Painting: Observation of works of art from throughout history. Visit museums within your community. Artists such as Hieronymus Bosch, Giuseppe Arcimoldi, Leonardo di Vinci, Francisco de Goya, Diego Velázquez, Rembrandt, Man Ray, M. C. Escher, Pieter Brueghel the Elder, Roy Lichtenstein, Edvard Munch, Henri Matisse, Vincent van Gogh, Paul Cezanne, Andy Warhol, Henri Rousseau, Johannes Vermeer, Paul Gauguin, Sandro Botticelli, Pablo Picasso, Salvador Dali, Freida Kahlo, Georgia O'Keefe, Pierre-Auguste Renoir, Edouard Manet, and Gilbert Stuart. Find your own resources using print and electronic media sources such as the Internet and library.

FASHION DESIGN – Matching Outfits

fash-ion de-sign: *n.* A graphic representation, especially a detailed plan for construction or manufacture of the prevailing style of dress.

A recent celebrity trend is to appear in public with pets. Some have gone as far as to create matching outfits or costumes for their pet. Design and create matching outfits for you and a pet based upon research of a specific art period, movement, or artist. **No real (live or taxidermy) animals are to be used in your modeling of your entry or brought to the competition.** Both wearable fashion statements must to be made from paper products. Creativity and originality are important.

The modeling of your entry is not to exceed 60 seconds, including the reading of a script and/or the playing of music. All garments must be made from paper products. Fasteners and surface adornments may be made of other materials but should not assist in the overall construction of the garment. Garments made from non-paper products will be disqualified. Exhibit a portfolio with your entry that clearly identifies the art period, movement, or artist you have designed your garment. Provide evidence of brainstorming, research and references. Your portfolio should also include documentation of your creative problem solving, your original sketches, reflections, and written notes. Include research of your pet selection.

References: Investigate ancient civilization publications, books and magazines on fashion, advertising, illustration, and product design. Explore how world cultures, past and present, have created and interpreted fashion in their artwork. The Smithsonian Museums, The New York Museum of Natural History, The New York State Museum, The Metropolitan Museum of Art, the Fashion Institute of Technology Museum in NYC, the Museum of Modern Art, and The Ringling Brothers, Barnum & Bailey Circus. Artists like Andy Warhol, Jasper Johns, Robert Rauschenberg, Roy Lichtenstein, Jim Dine, Tom Wesselmann, James Rosenquist, Richard Lindner, Peter Phillips, Clas Oldenburg, George Segal, Marisol, Anthony Caro, Robert Indiana, Allan D'Arcangelo, Red Grooms, Edward Kienholz, Martial Raysse, Mimmo Rotella, and Oyvind Fahlstrom. Find your own resources using print and electronic media sources such as the Internet and library.

ILLUSTRATION – “Blue Flames and Red Flames”

il-lus-tra-tion: *n.* A visual representation (a picture or diagram) that is used make some subject more pleasing or easier to understand.

In 1918, Rand McNally & Company published “The Peter Patter Book of Nursery Rhymes” by Leroy F. Jackson with illustrations by Blanche Fisher Wright. The publisher would like to add an illustration of the nursery rhyme “Blue Flames and Red Flames” (page 77) in an updated version of the book they are planning to publish. Create and original illustration based upon the visual imagery as described in “Red Flames and Blue Flames.” Creativity is an important part of your final solution.

“Blue Flames and Red Flames”

Blue flames and red flames
In a world all dark;
Blue flames and red flames,
And a tiny spark
Hurrying to heaven, lest it should be late;
Lest the cautious seraphim close the shining gate,
And leave the little wanderer forevermore to fly
Like an orphan angel through the endless sky.

Most illustration requires the illustrator to research the subject being illustrated. Your research will be an important part of the success of your illustration. Create an original illustration that best interprets your research. You may choose the size and media of your final illustration. Exhibit your portfolio with your completed illustration. Research may include the elements and principles of design, perspective, sketches, reflections, written notes, and experiments in different art media.

References for Illustration: The Society of Illustrators, Norman Rockwell, James Montgomery Flagg, N. C. Wyeth, Howard Pyle, Bernie Fuchs, Bob Peck, Frank Fazetta, Patrick Woodroffe, Stan Lee, Jacob Lawrence, H. R. Geiger, Aubrey Beardsley, Albrecht Dürer, W. W. Denslow, Robert Indiana, Roy Lichtenstein, Milton Glazer, Greg & Tim Hildebrandt, Jasper Johns, Alphonse Mucha, Gustav Klimt, M. C. Escher, Ben Shahn, Diego Rivera, Brad Holland, and Ralph Steadman. Find your own resources using print and electronic media sources such as the Internet and library. "The Peter Patter Book of Nursery Rhymes" is available for free download (eBook) through The Project Gutenberg at the following link <http://www.gutenberg.org/files/22014/22014-h/22014-h.htm>

ARCHITECTURE – Conceptual Skyscraper

ar-chi-tec-ture: *n.* The profession of designing buildings, open areas, communities, and other artificial constructions and environments, usually with some regard to aesthetic effect.

Architects are all big dreamers. While their special projects and grand ideas are often not considered practical enough to be built, looking at their concepts is a great way to see the potential that architecture holds in the future, as creativity and beauty is increasingly rewarded. Design a skyscraper with a fun, open aesthetic, and a functional purpose (Example: provides green energy while providing a beautiful view and is beautiful to look at). Carefully consider the location of your skyscraper and design it to take the best advantage of its environment. Creativity and originality are important.

Build a model of your design. Your model is not to exceed 16 square feet of floor space. Your model may be of the materials of your choosing. If water is part of your architectural design, it should be simulated with other materials when exhibiting your entry. **No water or other liquids are allowed to be part of your entry.** Your architectural entry should be displayed with a portfolio that includes all of your research, documentation of your creative problem solving, original sketches, reflections, and written notes.

References for Architecture: Smithsonian Institution, National Museum of American Art, historical museums, print and electronic media reference materials, libraries, and amusement park and golfing publications. Architects such as: Cesar Pelli, Michael Graves, Richard Meier, Pei Cobb Freed, Zaha Hadid, Rem Koolhaas, Arata Isozaki, Massimiliano Fuksas, Paolo Soleri, Pier Luigi Nervi, Kenzo, Lucio de Costa, Richard Buckminster Fuller, Le Corbusier (Charles-Edouard Jeanneret), Gustave Eiffel, Thomas Jefferson, William Thornton, Thomas Ustick Walter, Erich Mendelsohn, I.M. Pei, Hagia Sophia, Antoni Gaudi, Ludwig Mies van der Rohe (Bauhaus), Frei Otto, Charles Gwathmey, William Pereira, Frank Lloyd Wright, Philip Johnson, Louis Sullivan, Arata Isozaki, Aero Saarinen, Renzo Piano, Louis Kahn, Helmut Jahn, and Frank O. Gehry. Research ancient civilizations and find your own resources using print and electronic media sources such as the Internet and library.

NUMISMATIC DESIGN – American Artist Coin Designs

de-sign: *n.* A graphic representation, especially a detailed plan for construction or manufacture.

nu-mis-mat-ics: *n.* The study or collection of coins, money, and often medals.

The oldest known coin was minted over 2700 years ago by the Lydians. It is composed of a gold and silver alloy and features the Lydian kings' emblem of a roaring lion. Since then every major civilization has developed its own form of coinage to use as currency and an official mint to regulate the design of coins and oversee the quality and quantity of the coinage being produced. You are to re-design United States coinage (front and back for penny, nickel, dime, quarter, half dollar, and dollar) based upon the theme of "American Artists." The coins must be designed to the standards of the United States Mint, and meet the Mint design specifications for legal US coinage. Each coin should represent a different American Artist.

Research the history of American coin design and that of other nations and civilizations. Your design solutions should include both sides of each coin, the size of each coin, and the metal(s) used. Creativity, originality, and research are very important in your solution. Your entry should be displayed with a portfolio that will include all of your research, documentation of your creative problem solving, original sketches, reflections, and written notes.

References for Numismatic Design: British Museum, Smithsonian Institution, The United States Mint, The US Treasury, European Central Bank, historical museums, print and electronic media reference materials, libraries, and numismatic publications.

PHOTOGRAPHY – The Moral of the Story

pho-tog-ra-phy: *n.* The art or process of producing images of objects on photosensitive surfaces or through digital processes.

Almost everyone is familiar with the axioms “every picture tells a story” or “a picture speaks a thousand words.” This year you get the chance to prove it. Using no more than 12 images, tell a visual story to the viewer with a moral ending, other than a title you are not to use any other text or writing to assist in telling the story. The story is of your own choosing – original or borrowed. What is important is that you convey a real sense of a start, a sequence of events, and an end to your story. Brainstorm about how you will visually represent your story. Research and discover the many different ways photographers and other artists create a narrative in their artwork. Your use of color, black and white, composition, digital imaging, or a combination of techniques is entirely up to you.

Your photographs may be of any size and shape. The use of digital cameras, scanners, computers and imaging software is permitted, as well as all other forms of “traditional” photography in achieving your final 12 images. Originality and creativity are important. Evidence of your creative problem solving should be documented in a portfolio. Your portfolio should exhibit your research, and may include other photos, drawings, examples of the elements and principles of design, perspective, and explorations in different photo media, reflections and written notes. Your portfolio is to be exhibited with your completed photographs.

References for Photography: *Artnews, Art in America, Camera Arts, Popular Photograghy* and other publications, cultural institutions and museums, Photographers such as: Ansel Adams, Alfred Stieglitz, Mathew B. Brady, Louis Auguste Bisson and Auguste Rosalie Bisson, Diane Arbus, Richard Avedon, Margaret Bourke-White, Harry Callahan, Robert Capa, Imogen Cunningham, Walker Evans, Ralph Gibson, Josef Koudelka, Annie Leibovitz, Man Ray, Cindy Sherman, Sandy Skoglund, Edward Weston.

SCULPTURE – Beacon of Light in the Darkness

sculp-ture: *n.* The art of carving, modeling, welding, or otherwise producing figurative or abstract works of art in three dimensions, as in relief, intaglio, or in the round.

For thousands of years, almost as long as people have sailed the seas, they have erected beacons or lighthouses to help bring their people home. Modern technology has almost made the classic lighthouse obsolete. They are fully automated and no longer need lighthouse keepers. You have been commissioned to re-design the classic lighthouse and re-create it as a monumental sculpture that also serves as a costal beacon, a beacon of light in the darkness.

Research the history of the lighthouse and select a costal location from anywhere on the globe. Design a monumental coastal beacon for the specific location, and explain why your team chose that location. Your design may be of any size, scale, and shape. You should take into account that the finished sculpture will be exposed to the harsh weather of four seasons. **No water or other liquids are allowed to be part of your entry.** Exhibit a portfolio with your entry that includes documentation of your research, brainstorming, original sketches, reflections, examples of the elements and principles of design, perspective, and explorations in different sculpture media.

References for Sculpture: Public and private museums, corporate and private art collections, the library, art magazines, Internet sources, and sculptors such as Mark di Suvero, Constantine Brancusi, Piotr Kowalski, Lynn Chadwick, David Ascalon, Constantin Brancusi, Mathias Goeritz, Louise Nevelson, Claus Oldenburg, Marcel Duchamp, Lyman Whitaker, Henry Moore, David Smith, Fritz Wotruba, Jean Dubuffet, Henry Moore, Alexander Calder, Red Grooms, George Rickey, Cesar Pelli, Christo, and other artists such as Robert Rauschenberg, Jasper Johns, Marcel Duchamp, and Pablo Picasso. Find your own resources using print and electronic media sources such as the library and the Internet.