2018 Olympics of the Visual Arts
36th Anniversary

PROBLEM CATEGORIES

DRAWING – Erasure as a Medium

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

Reductive drawing, also known as negative drawing, is a resourceful, inventive process in which the artist first darkens a surface with an erasable pigment and then using an eraser, or many different kinds of erasers, erases the highlights and lighter tones of the subject or composition. Essentially, the artist is drawing with an eraser. Your team is to create an original artwork that uses reductive drawing as the primary drawing technique.

Research the many ways artists have used reductive drawing to create artwork. Based upon your research create an original drawing using the materials and techniques of reductive drawing that you have discovered. The drawing may be of any size, shape, and drawing medium. Originality and creativity is important. Evidence of your research and brainstorming 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 drawing 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 Dűrer, Joan Miro, Henri Matisse, M.C. Escher, Michelangelo, Leonardo da Vinci, Gustave Doré, Aubrey Beardsley, Mary Cassatt, Paul Cezanne, Roy Lichtenstein, Frida Kahlo, Paul Klee, Claes Oldenburg, Robert Rauschenberg, Jasper Johns, James Rosenquist, Kathe Kollwitz, Jim Dine, Alexander Calder, Pablo Picasso, Georges Braque, Salvador Dali, Renee Magritte, Henri de 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 – Steampunk Surrealism

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

This year's painting problem combines Surrealism with Steampunk. Steampunk is a genre of science fiction that features a Victorian industrial setting and typically features steam-powered machinery rather than more advanced technology. Your problem is to combine steampunk with surrealism and create an original composition executed in a painting media of your choice.

Research the many varied interpretations of surrealism and steampunk design. Your imagination will be your greatest asset. Incorporate your research into your final painting solution.

Create a series of sketches that experiment with various compositions to help you decide upon your final composition. Visual size, shape, and medium are your decision. Your painting must be completely dry before being displayed at the competition. No paint is allowed in the exhibition center. Exhibit your portfolio with the completed painting. Research may include the elements and principles of design, perspective, historical and artist references, and experiments in different art media, sketches, reflections, and written notes. Remember, originality and creativity is an important part of your final solution.

References for Painting: Observation of works of art from throughout history. Visit museums within your community. Surrealists such as Rene Magritte, Frida Kahlo, Giorgio de Chirico, Gertrude Abercrombie, Salvador Dali, Andre Breton, M.C. Escher, and Joan Miro. Other famous painters from history: Hieronymus Bosch, Giuseppe Arcimboldo, Leonardo di Vinci, Francisco de Goya, Diego Velázquez, Rembrandt van Rijn, Man Ray, Pieter Bruegel the Elder, Roy Lichtenstein, Alice Neel. Edvard Munch, Henri Matisse, Vincent van Gogh, Paul Cezanne, Bridget Riley, Helen Frankenthaler, Andy Warhol, Henri Rousseau, Mary Cassat, Johannes Vermeer, Artemisia Gentileschi, Paul Gauguin, Sandro Botticelli, Pablo Picasso, Georgia O'Keeffe, Pierre-Auguste Renoir, Edouard Manet, and Gilbert Stuart. Rube Goldberg. Find your own resources using print and electronic media sources such as the Internet and library.

FASHION DESIGN – Things with Wings

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

This year's fashion theme is "Things with Wings." Think of all of the fantastic things with wings, both real and imaginary. Pick one, or a combination of things, that inspire your original fashion design of "Things with Wings."

Research the many things with wings. Your inspiration can be real or imaginary, wild life, animal, or machine. You are only limited by your imagination. Design and create an original outfit based upon the fruits of your research. Use new and/or recycled paper products to create your original new fashion design. Your team will model= your design at this year's OVA fashion competition. 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. The modelling for your fashion design will be scored as your spontaneous problem. All garments must be made from paper products. Paper products being used that were found in the trash or recycled should be dry, relatively "clean" and odorless. Fasteners and surface adornments may be made of other materials but should not assist in the overall construction of the garment. Garments using non-paper products for the primary construction will be disqualified – this includes the use of Duct tape or similar fabric based tape products. Exhibit a portfolio with your entry that clearly identifies the research used to 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.

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, and the Museum of Modern Art. Artists like Mary Cassat, Andy Warhol, Jasper Johns, Robert Rauschenberg, Roy Lichtenstein, M.C. Escher, Hieronymus Bosch, Jim Dine, Faith Ringgold, Tom Wesselmann, James Rosenquist, Richard Lindner, Peter Phillips, Claes 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.
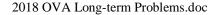
ILLUSTRATION – Illustrate an Idiom

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

Your project is to illustrate an idiom. An idiom is a phrase that has a non-literal meaning. Think of phrases like "it's raining cats and dogs" or "you are what you eat." The literal meaning of the words can serve as an inspiration as you think of playful and clever ways to portray and illustrate your idiom.

Research and then select an idiom for your team to illustrate. Creativity is important, as is being playful and a little bit clever. Your research will be an important part of the success of your illustration. Create an original illustration that best interprets your choice of an idiom. You may choose the size and media of your final illustration. Exhibit your portfolio of research 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, Ida Rentoul Outhwaite, Bernie Fuchs, Bob Peck, Frank Fazetta, Patrick Woodroffe, Elenore Abbott, Stan Lee, Jacob Lawrence, H. R. Geiger, Aubrey Beardsley, Albrecht Dürer, W. W. Denslow, Robert Indiana, Roy Lichtenstein, Milton Glazer, Helen Stratton, Greg & Tim Hildebrandt, Jasper Johns, Alphonse Mucha, Gustav Klimt, M. C. Escher, Rockwell Kent, 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.

ARCHITECTURE – Human Labyrinth

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.

In classical mythology, the great inventor Daedalus designed a vast labyrinth on the island of Crete for King Minos. Minos kept the monstrous Minotaur in the maze. Very few people ever escaped from the labyrinth and Monotaur. The most famous was the Greek hero Theseus, the slayer of the Minotaur and founder of Athens.

A labyrinth is a complicated and irregular network of passages or paths in which it is difficult to find one's way, also called a maze. They have been prominent in architecture design throughout history. Labyrinths have been simple puzzles, meditative walks, Herculean tasks, and/or spiritual journeys. You and your architecture team are to design an outdoor human labyrinth to be built in a park like setting. The construction needs to be suitable for 4 seasons of use in the northeast. You are to build a scale model of your labyrinth in the park setting of your choice, not to exceed 4 square acres in size (400 feet x 400 feet).

Research the different kinds of labyrinths that have been created throughout history. Design an original human labyrinth based upon one or a combination of labyrinths from your research. Using a building site of your choice, design and create a model of your contemporary castle based upon using modern building materials and technology.

Build a scale model of your design. Your model is not to exceed a total of 16 square feet of floor space (4 feet x 4 feet). 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 Scoleri, Pier Luigi Nervi, Kenzo, Lucio de Costa, Richard Buckminister 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.

TYPOGRAPHY DESIGN – New Letter for the Alphabet

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

Your design team is in charge of creating a new letter to be added to the English alphabet. You are in charge of deciding what phonetic sound your new letter makes when spoken, and where it will be inserted in the existing alphabet. You will also design your new letter to match an existing font. Your final task is to use your new letter in the spelling of a word, using the font you have chosen.

Research the alphabet for ideas for adding a new letter to the English alphabet. Studying foreign language alphabets might be a good place to look as well. You should consider the phonetics of your letter with its design.

Create a minimum of three renderings for display: your individual letter design, your letter inserted in the English alphabet in the font of your choice, and your letter in the spelling of a word, also in the font of your choice. The font may be the same for all three renderings.

Research the history of alphabets and typography (font) design. Use your research to design a new letter for the English alphabet. Creativity, originality, and research are very important in your solution. Your entry should be displayed with your portfolio. Your portfolio should include all of your research, documentation of your creative problem solving, original sketches, reflections, and written notes.

References for starting your research for Typography Design: U&lc Magazine (Upper & lowercase), the American Institute of Graphic Arts (AIGA), The Society of Illustrators, Type Directors Club (TDC), historical museums, print and electronic media reference materials, libraries, and ceramic, glass, and jewelry publications. For more ideas try a *Google* search of "dinner party design."

PHOTOGRAPHY – Artist Portrait

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

Using the self-portraits of artists throughout history, create a photographic portrait of a particular artist of your choice that mimics the artist's style and medium. As simple as this sounds, the attention to detail is very important.

Your photograph(s) 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 solution. 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, Cindy Sherman, Mathew B. Brady, Louis Auguste Bisson and Auguste Rosalie Bisson, Diane Arbus, Richard Avedon, Margaret Bourke-White, Harry Callahan, Barbara Kruger, Robert Capa, Imogen Cunningham, Walker Evans, Ralph Gibson, Josef Koudelka, Annie Leibovitz, Man Ray, Sandy Skoglund, Edward Weston. Also: Marvel Comics, DC Comics, etc.

SCULPTURE – Repetition

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.

This year's sculpture theme is repetition. Your sculpture team is to build a sculpture using the same 3D form over and over and over again. Think of it as multiples of a small sculpture (or maquette) used to create a bigger, singular sculpture. The small form (maquette) can be of your own design and creation, or found and repurposed into your sculpture entry.

Research how sculptors have used repetition in creating their art. Your design may be built of any material of your choice, but the final materials used to make your sculpture should be researched and described in your portfolio.

Your sculpture may be of any size, shape, and media, but may not exceed 16 square feet (4 feet x 4 feet) of floor space and able to fit through a normal doorway. **No water or other liquids are allowed to be part of your entry.** Originality and creativity is important. Evidence of your research should be documented in a portfolio. Your portfolio is to be exhibited with the completed sculpture. Research may include the elements and principles of design, perspective, sketches, reflections, written notes, and explorations in different sculpture media.

References for Sculpture: Public and private museums like the Storm King, corporate and private art collections, the library, art magazines, Internet sources, and sculptors such as Jason deCaires Taylor, Mark di Suvero, Piotr Kowalski, Lynn Chadwick, David Ascalon, Barbara Hepworth, Constantin Brancusi, Mathias Goeritz, Louise Nevelson, Claes 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, Judy Chicago, Marcel Duchamp, and Pablo Picasso. Find your own resources using print and electronic media sources such as the library and the Internet.