2020 Olympics of the Visual Arts
38th Anniversary

PROBLEM CATEGORIES

DRAWING–Mark Making

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

The focus of this year's drawing problem is to challenge your team to display the many ways and techniques of making marks in your drawing entry. The subject matter is of your choosing, as well as the drawing medium/media. While originality and creativity are always important, so will be the diversity and creativity of your mark making in your final drawing entry.

Research the many ways artists have used various marks and mark making to create interesting compositions. Discover how marks are used to imitate form and texture as well as convey emotion. Based upon your research create an original drawing using the various techniques you have discovered for mark making. The drawing may be of any size, shape, and drawing medium. 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–The Marriage of Movements

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

In this year's painting problem your team must "marry" 2 prominent art movements from the 20th Century into a single composition. (Example: Art Deco and the Harlem Renaissance) Your goal is to blend the basic principles of both of the 20th Century art movements you select into a single composition, but still have them be recognizable to the viewer. Carefully consider both the art movements you choose and how much they complement or conflict with each other. Either could be a great "marriage" for a winning solution!

Research 20th Century Art Movements. A quick Google search came up with a list of 38 art movements during the 20th Century, and there are probably more! Compare and contrast the combinations of various movements before deciding on your final pair. Research the artists and their artwork in the movements you select. Create an original composition based upon the principles of the movements you have selected. Visual size, shape, and medium of your painting are your decision. Your painting must be completely dry before being displayed at the competition. No wet 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.
Research 20th Century Art Movements and 20th Century painters. Joan Miro, Roy Lichtenstein, Alice Neel, Edvard Munch, Henri Matisse, Marc Chagall, Piet Mondrian, Rene Magritte, Frida Kahlo, Georgia O'Keeffe, Bridget Riley, Helen Frankenthaler, Andy Warhol, Giorgio de Chirico, Gertrude Abercrombie, Salvador Dali, Artemisia Gentileschi, Pablo Picasso, Georges Braque, Frank Stella, Janet Fish, Romare Beaden, Gustave Klimt, Robert Rauschenberg, David Hockney, Mark Bradford, Yayoi Kusama, Wayne Thiebaud, James Rosenquist, Takashi Murakama, Jean-Michel Basquiat, Totte Mannes, Keith Haring, Rita Ackerman,Thierry Bisch, Fernando Botero, Michael Borremans, Gillian Carnegie, Edward Hopper, Marlene Dumas, Wasily Kandinsky, Jackson Pollock, Mark Rothko, Jenny Saville, Kate Tucker, Shepard Fairey, Victor Vasarely, Bridget Riley. Romero Britto, Find your own resources using print and electronic media sources such as the Internet and library.

FASHION DESIGN–Fashion Trends for 2020

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

International fashion designers and critics are already predicting the major Fashion Trends for 2020. The main trends they agree on are as follows: *animal prints, pastel and bold/neon colors, feathers, fringe, tie-dye, and clothing designed for comfort.* **Using this list, design your entry for this year's OVA fashion show. You do not have to use every "trend" mentioned on the list, but you should use as many as possible in your final fashion design solution.**

Create one original fashion design (*one primary garment, not multiples*) based upon your research of the Fashion Trends for 2020. You are only limited by your imagination. Use new and/or recycled paper products to create your original fashion design. Your team will present and model your finished entry at this year's OVA fashion competition. Creativity and originality are important.

The presentation and modeling of your entry is limited to 60 seconds total, including the reading of a script and/or the playing of music, and serves as the spontaneous problem, for the fashion category. *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 and develop 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: Explore books and magazines on fashion, advertising, illustration, and product design. Research how world cultures, past and present, have been influenced by the function and purpose of clothing as well as various style trends. 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. Designers like Ralph Lauren, Giorgio Armani, Jimmy Choo, Jean-Paul Gaultier, Marc Jacobs, Roberto Cavalli, Calvin Klein, Valentino Garavani, Miuccia Prada, Dolce & Gabbana, Alberta Ferretti, Alenxander McQueen, Alexander Wang, Amancio Ortego and Rosalia Mera (Zara), Alessandro Dell'Acqua, Anna Sui, Anna Molinari, Cristobal Balenciaga, Betsey Johnson, Christian Dior, Colette Dinninghan, Diane Von Furstenberg, Donna Karan, Emanuel Ungaro, Emilio Pucci, Gianni Versace, Donatella Versace, Guccio Gucci, Issey Miyake, Kenneth Cole, Kenzo Takada, Luciano Benetton, Maria Nina Ricci, Nino Cerruti, Oscar de la Renta, Stella McCartney, Tod Oldham, Tomas Jacob Hilfiger, Thomas Burberry, Vera Wang, Vivienne Westwood, Yohji Yamamoto, Yves Mathieu-Saint-Laurent, Find your own resources using print and electronic media sources such as the Internet and library.

ILLUSTRATION–Artist Super Hero

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

We all have a favorite artist. Your illustration problem is to choose a favorite artist from art history and illustrate them as a super hero. You hero's super power should be related to their art, art style, and/or art movement. Your final composition should include a background that would be consistent with your artist's artwork.

Research artists for art history and decide upon one as your "hero." Create an original illustration that best represents your choice of an artist as your hero. You may choose the size and media of your final illustration (no, it does not have to be a painting). 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, Kara Walker, Shepard Fairey

Comic book artists: George Perez, Walt Simonson, Mike Allred, Greg Capullo, John Cassidy, Becky Cloonan, Darwyn Cooke, Geoff Darrow, Steve Dillon, Francesco Francavilla, Tony Harris, Jae Lee, Jim Lee, Alex Maleev, Frank Miller, Mike Mignola, Michael Avon Oeming, Sara Pichelli, Paul Pope, Frank Quietly, Eduardo Risso, John Romita Jr, Tim Sale, Fiona Staples, Jill Thompson, Chris Ware, Skottie Young, Brian Bolland, Will Eisner, Osamu Tezuka, Steve Ditko, Dave Gibbons, Jack Kirby, Nick Derington, Russell Dauterman, Joelle Jones, Paul Ranaud, Erica Henderson, Christian Ward, Gabriel Hendandez Walta, James Harren, Greg Smallwood. Find your own resources using print and electronic media sources such as the Internet and library.

ARCHITECTURE–Artist's Home

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.

Your architecture team's mission is to design a home that includes appropriate studio space for an artist of your choice. Your artist may be from any time in art history. Research the art and lifestyle of your artist and then design the home you believe they would build for themselves. You are to consider the artist your client, and everything you do is for them.

The location of your artist's home can be of your choosing. You may assume that all the utilities you need are available at your building site. You may also design your artist's home to use alternate sources for water or power. You can even make the home "off the grid" if you wish. ("The grid" refers to the *electrical grid*, i.e. the system or network which delivers electrical power to residential and commercial properties, building, homes, and machinery, etc.)

Build a scale model of your design. Your artist home and studio model is not to exceed 4 feet in any direction (height, width, length), and your entire model landscape not to exceed a total of 16 square 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. 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.

JEWELRY DESIGN–Artist Inspired Jewelry

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

Imagine your design team is commissioned to create an original set of jewelry based upon the work of an artist of your choice. Your design may be for any gender or identity. Your jewelry set must consist of a necklace, bracelet, earring(s), and a ring. Your team's final design entry must be wearable. No precious or semi-precious metals or stones are to be used, but may be simulated with other materials.

Once your team researches and agrees on an artist for your design inspiration, research jewelry design. You may discover your artist actually made jewelry! Create a series of sketches of jewelry designs inspired by your artist. Creativity and originality is important. The choice of art medium/media to construct your jewelry designs are up to you. Remember your final design must be wearable! 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 Jewelry Design: Chopard, Cartier, Bulgari, Piaget, Van Cleef & Arpels, Harry Winston, Louis Comfort Tiffany, Graff, Buccellati, and Mikimoto, Hermes, Chanel, Faberge, David Yurman, Dior, Christophe Poly, Other possibilities include: Alexander Calder, Salvador Dali, Picasso, Georges Braque, Max Ernst, Francois Hugo, Man Ray, Romero Britto, Roy Lichtenstein, Frank Stella, Yoko Ono, Fernand Leger, Hans Arp, Auguste Rodin, Thea Miller, GiGi Ferranti, Emily Hirsch, Gwen Myers, Yokabid Worku, Susan Cohen, Vrai & Oro, Anna Sheffield, Mociun, Erica Weiner, Jemma Wynne, Messika, Dana Rebecca, Love Adorned, Jennie Kwon, Faris Du Graf, Margery Hirschey, Sarah Hendler, Kathleen Whitaker, Ariana Boussard-Reifel, Eden Presley, Leigh Miller, Charlotte Chenais, Agmes, Ellery, Gabriela and Tere Artigas, J.Hannah, Knobbly Studio, Laura Lombardi, Lemaire, Loren Stewart, Somme Studio, Noon, Sophie Buhai, Bia Tambelli, Anastasia Dubrova, Francesca Paolin, Stanislav Drokin, Nayibe Warchausky, Anna Maccieri Rossi, Jessica Pass, Nina Oikawa, Denis Sozin. Find your own resources using print and electronic media sources such as the Internet (Google, etc.) and library, and the art history timeline of art, artists, art movements, and periods.

PHOTOGRAPHY–Autobiographical Still Life

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

Your team is to create an autobiographical still life using personal items that have particular meaning to you as a group and/or as individuals. You are to create a photo portrait of your still life that shows creative use of lighting and editing to create an overall mood or emotion representing your team.

First and foremost, you must decide what items to choose, and not to choose for your still life. Interesting Still life's have interesting stuff in them. Critic each item for relevance to your team's biography. Your still life photograph 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. Your portfolio should display your experiments with various still life layouts, lighting, editing, etc., and show evidence of progression to your final composition. 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: *WikiPedia.org, Artnews, Art in America, Camera Arts, Popular Photograghy*, and other publications, cultural institutions and museums, Photographers such as: Étienne-Jules Marey, Georges Demeny, Man Ray, Barbara Morgan, Gjon Mili, Peter Keetman, Vicki DaSilva, Tokihiro Satō, 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: Audrey Flack, Frances Hodgkins, Alex Isreal, Jeff Wall, Nan Goldin, Andrea Gursky, Hiroshi Sugimoto, Chris McCaw, Didier Massard, Francesca Woodman, Gregory Crewdson, Hendrik Kerstens, Michael Wolf, Philip-Lorca diCorcia, Ryan McGinley, Shirin Neshat, Silvia Grav, Camila Falquez, David Uzochukwu, Tom Johnson, Alecsandra Raluca Dragoi, Nadine Ijewere, Nicholas Scarpinato, Zev Hoover, Oliver Charles, Rachel Baran, Katharina Jung, Alex Stoddard, Ailera Stone, Evan Atwood, Diane Sagnier, Petra Collins, Olivia Bee, Elliot Erwitt, Joan Miro, Alexey Titarenko. Find your own resources using print and electronic media sources such as the Internet (Google, etc.) and Instagram.

SCULPTURE–Surrealism

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 Surrealist sculpture, which rose from a desire to create in three-dimensions the images pulled from the unconscious or subconscious mind. Sculpture was the final artistic step by the surrealists to bringing the surreal world into this reality as something you could not only see, but also touch and feel (and sometimes taste and smell).

"People were no longer limited to talking about their phobias, manias, feelings and desires, but could now touch them, manipulate and operate them with their own hands."
~Salvedor Dali

Research how surrealist sculptors created their art. Many surrealist sculptors were painters as well. You may find a direct correlation between their 2D and 3D artwork that will prove beneficial to your team's success. Your sculpture may be built of the 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 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 are 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 and sculpture museums like the Storm King and Art Omi, corporate and private art collections, the library, art magazines, internet sources, and sculptors such as Yayoi Kusama, Claes Oldenburg, Joseph Cornell, Auguste Rodin, Faith Ringgold, Joseph Beuys, Lucy Sparrow, Nick Cave, Jason deCaires Taylor, Mark di Suvero, Piotr Kowalski, Lynn Chadwick, David Ascalon, Barbara Hepworth, Constantin Brancusi, Mathias Goeritz, Louise Nevelson, Marcel Duchamp, Giorgio de Chirico, Lyman Whitaker, Henry Moore, David Smith, Fritz Wotruba, Jean Dubuffet, Henry Moore, Alexander Calder, Red Grooms, George Rickey, Cesar Pelli, Christo. Other artists such as Robert Rauschenberg, Jasper Johns, Judy Chicago, Marcel Duchamp, and Pablo Picasso, Jean Arp, Yves Tanguy, Andre Masson, Salvador Dali, Frida Kahlo, Rene Magritte, Pablo Picasso, Joan Miro, Edward James, Max Ernst, Andre Breton, Man Ray, John Brosio, Leif Podhajsky, Nicole Watt, Casey Weldon, Beeple (Mike Winklemann), Khan Nova, Rewinda Omar, Thomas Easton, Mark Ryden, Mariano Peccinetti, Matthew Stone, Karen Lynch, James Jean, Find your own resources using print and electronic media sources such as the library and the Internet.