



2016 Olympics of the Visual Arts



PROBLEM CATEGORIES

DRAWING – Dancing with the Stars

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

Create an original drawing that captures and interprets the lines, movement, and emotion of a dance, and/or dancing. Research the many different kinds and forms of dancing from throughout history and its many cultures. Find one to recreate as a drawing.

Research how artist use lines and mark-making in their work and incorporate it into 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, 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 – Creative Environment

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

Some people are night owls, and others are morning people. Some people are inspired by groups, others prefer to be alone. Some artist like the comfort of private studio while others enjoy the wide open spaces of the outdoors. Create an original painting of the optimal creative environment for your painting team. Discover the pros and cons of the perfect creative environment of each of your painting team members, then create a painting creative space solution for your team. There are no limitations on location or budget or imagination.

Research artist studios and creative spaces from history. Incorporate what you learn into your final 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. 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. 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. Artists such as Hieronymus Bosch, Giuseppe Arcimboldo, Leonardo di Vinci, Francisco de Goya, Diego Velázquez, Rembrandt van Rijn, Man Ray, M. C. Escher, Pieter Bruegel 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, Frida Kahlo, Georgia O’Keeffe, 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 – Trashy

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 inspiration is dress "Trashy." Design and create an outfit from paper products found (or often found) in the trash. Recycle them into an exciting new fashion design to be modeled at this year's OVA fashion competition. Research and discover the many kinds of paper products found in the trash and use them to create an original fashion design. Creativity and originality are important.

The modeling (re-enactment) 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. Paper products being used that were found in the trash 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 made from non-paper products 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 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.

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 Andy Warhol, Jasper Johns, Robert Rauschenberg, Roy Lichtenstein, M.C. Escher, Jim Dine, 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 – The Jabberwocky

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

Alice's Adventures in Wonderland and the sequel *Through the Looking Glass*, were written by **Charles Dodgson** (1832-1898) under the pen name **Lewis Carroll**. Born in Daresbury, Cheshire, England, Charles Dodgson wrote and created games as a child. At age 20 he received a studentship at Christ Church and was appointed a lecturer in mathematics. Dodgson was shy but enjoyed creating stories for children. His famous poem *Jabberwocky* appears in *Through the Looking Glass* and is considered one of the greatest nonsense poems written in English. Its playful, whimsical language has given English nonsense words and neologisms such as "galumphing" and "chortle". Create and original illustration based upon the visual imagery used in the poem *Jabberwocky*. Creativity is an important part of your final solution.

Jabberwocky

By Lewis Carroll

'Twas brillig, and the slithy toves
Did gyre and gimble in the wabe:
All mimsy were the borogoves,
And the mome raths outgrabe.

'Beware the Jabberwock, my son!
The jaws that bite, the claws that catch!
Beware the Jubjub bird, and shun
The frumious Bandersnatch!'

He took his vorpal sword in hand:
Long time the manxome foe he sought --
So rested he by the Tumtum tree,
And stood a while in thought.

And, as in uffish thought he stood,
The Jabberwock, with eyes of flame,
Came whiffling through the tulgey wood,
And burbled as it came!

One two! One two! And through and through
The vorpal blade went snicker-snack!
He left it dead, and with its head
He went galumphing back.

'And hast thou slain the Jabberwock?
Come to my arms, my beamish boy!
Oh frabjous day! Callooh! Callay!
He chortled in his joy.

'Twas brillig, and the slithy toves
Did gyre and gimble in the wabe:
All mimsy were the borogoves,
And the mome raths outgrabe.

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.

ARCHITECTURE – Organic Architecture

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.

The term organic architecture was created by American architect Frank Lloyd Wright (1867–1959). It is a philosophy of architecture which promotes harmony between human habitation and the natural world, using nature as the basis for design. Organic architecture integrates the building site with the building(s) and furnishings, and the surroundings become part of a unified, interrelated composition. Using a building site of your choice, design an educational retreat that uses organic architecture and that integrates the structure(s) with the natural surroundings of the retreat.

Research organic architecture and the various architectural applications used to achieve integration with the natural environment. Brainstorm how you might use these applications in your design solution.

Build a model of your design. Your model is not to exceed a total of 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 Scoleri, 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.

GRAPHIC DESIGN – Commemorative US Postage Stamp

gra-phic de-sign: n. A creative process that combines art and technology to communicate ideas.

Create a series of US Postage Stamps that commemorates 6 American artists of your choice. Display your final designs as a sheet of stamps.

Research the history of postage stamps. Discover the current regulations for designing a postage stamp in the US. Creativity, originality, and research are very important in your solution. Give your original typeface/alphabet a name. 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 Graphic Design: Herb Lubalin, Ralph Ginzburg, Milton Glaser, Luke Lucas, Craig Ward, Jasper Johns, Frank Stella, The American Institute of Graphic Arts (AIGA), Upper and Lower Case (U&lc) magazine, Communication Arts magazine, Print magazine. Find your own resources using print and electronic media sources such as the Internet (Google, etc.), the US Postal Service, and library.

PHOTOGRAPHY – Reflections

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

Create an original photographic image or images that capture the theme of “Reflections.” Brainstorm about how you might visually record or represent reflections and different ways you might find them. Research and discover the many different ways photographers and other artists capture reflections and reflective surfaces in their artwork. Your use of color, black and white, composition, digital imaging, or a combination of techniques is entirely up to you.

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 Photography* 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 – Shake, Rattle, and Roll

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.

Create an original sculpture that is inspired by and interprets contemporary popular music. Research the many different kinds of popular music and find a song or melody to recreate as a sculpture.

Your sculpture may be of any size, shape, and media. **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, corporate and private art collections, the library, art magazines, Internet sources, and sculptors such as Mark di Suvero, Piotr Kowalski, Lynn Chadwick, David Ascalon, 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, Marcel Duchamp, and Pablo Picasso. Find your own resources using print and electronic media sources such as the library and the Internet.