

Concentration Suggestions!

These are just starting points – you need to take an idea and make it your own. Remember, you must absolutely love the idea because you will be creating 12 pieces of art for your concentration.

- A series of expressive landscapes based upon personal experience of a particular place
- Abstraction developed from cells and other microscopic images
- A series of self-portraits with a specific theme
- Interpretive self-portraiture and figure studies that emphasize exaggeration and distortion
- A personal or family history communicated through the content and style of still-life images.
- A project that explores interior or exterior space emphasizing perspective, structure, mood created by light, etc.
- The use of multiple images to create compositions that reflect psychological or narrative events
- Combine unlikely images. Exchange, overlap, or superimpose parts to create unusual relationships and a new synthesis. Use color, mixed media.
- Combine at least four objects with reflective surfaces to create a still life. Draw it. Choose your medium. Fill the whole page (No Floating Images).
- “Bad Luck” situations: black cat, ladder, umbrella, cracked mirror, etc.
- Fruits – from their growth on trees through picking, processing, selling and consumption by people
- Self-Portraiture in action (at play) from early childhood to later childhood with a focus on color and texture
- Kitchen objects set up to represent cellular structures (in biology) with dramatic lighting and usage of color
- Focus on Vermeer, setting up friends and relatives in the positions of famous paintings and drawings by the artist and then emulating the set ups in the students’ own work (dramatic natural light, models involved in daily routines)
- Fauvist style landscapes of places that have meaning for you
- Favorite book or poem illustrated in a specific style (exaggerated perspective)
- Trip overseas for 2D design, creating posters, flyers, magazine covers to advertise the country (using photos that you have taken yourself), typeface and Photoshop
- Human influences on the environment, using photos the student took of aesthetically Unpleasing human made structures (oil rigs, factories, etc.) Student then developed the photos and used them to do hand coloring, collage and experimental mixed media techniques, finding the beauty within the ugliness
- Close Ups of machines – engine parts, factory machines, etc. combined with exaggerated 3D effects and specific usage of color (i.e. warm/cool, analogous, etc.
- Choose a particular artist/or style and emulate it, setting up your own people/objects/landscapes or abstractions
- Image based a quote of phrase.
- Images based on a musical idea.
- Create a series using common material.
- Image based on an emotion.
- A repetition of all or part of a figure.
- Based on a political statement.
- Based on art style.
- Based on a repeated color scheme.
- Explore birds.
- Exploring the geometric form.
- Juxtaposition of texture.
- Reinterpreting the colors of death.
- Irony of a gloomy subject.
- The feeling of isolation.
- Contrasting the whole to the part.
- Black, white and color.
- Emphasizing using color/ inverted color.
- Extreme emotions.
- Images symbolizing loss.
- New takes on famous paintings.
- People and Nature.
- Subtle Surprise.
- 7 deadly sins.
- Cultural artifact from the future.
- Patterns of leaves.
- Bubble space.
- Floating objects.
- Reinterpret animal pattern.
- Private in Public.
- Deconstruction of construction. City bones.
- Houses as roots.
- Images the color of language.
- What does the future look like?
- Wrapped objects. A study of shape or form.
- The movement of water.
- Colorize a form in black and white.
- Leftover materials.
- Ancient and pop icon. Marilyn Monroe sarcophagus
- Fake out materials.
- Cultural deserts contrasted real deserts.
- Objects made from natural materials.
- Examining to make a vanishing ritual.
- 2-D to 3-D combining both in one piece.
- Right/Left brain.
- Exploration of design textures related to nature with a strong focus on the leaf image
- Portraits

- Human Form
- Junkyard Still Life
- Tennis Shoes
- Boots
- Circus Life
- Crime and Punishment
- Seven Deadly Sins
- Women in Feminine Roles
- Foreshortened Figures or Objects
- Things that make me smile
- Historical Events
- Reflections of Images Within
- Emotional Exploration
- Things that come in pairs
- The movie experience
- "The Attic" the childhood experience
- Instruments
- Icons within our society
- Outside vs. Inside
- Object suspended in colored dish detergent
- Pile of pillows
- Fabric with a pattern
- Childlike drawing made into fine art
- Close up to abstraction
- Insets, drawings within a drawing
- How it works: Inner workings of a machine
- A word and visual description
- Contour line drawing using only letters:
Repetition
- Masking tape patterns and color
- 2 old drawings torn apart and made new
- Draw on top of an old drawing
- Insects
- Man-made vs. natural
- Opposites collage
- Less than an inch (small objects in repetition)
- Mechanics of an object...create a drawing as a designer would have first drawn it
- A chair as a self portrait
- Mundane
- Accidents...random acts of art
- Exaggeration
- Value study with dried up markers
- 5 Drawings on top of each other
- Numbers: How many ways
- Geometric COLLAGE:
- Linear Line Drawing of Organic Objects
- Jim Dine: TOOLS
- Negative Space Only
- How do I love art: Let me count the ways!!
- I hate these things!
- Dirty water drawing with Sharpie (weighted line)
- Drawing with colored paper
- Only object I found at this location_____?
Collage Design only, No other media.
- Dots to Drawing: Only a pencil eraser and ink... Stamp your heart out!!
- Non – Objective
- Oops, Wrong Color?
- Dance Images
- The struggle to find oneself
- Home
- Car Interiors
- Abstract Portraits
- Childhood memories and feelings
- Toys/Games
- Visions of the Future
- Evolution of an item as it decomposes
- Couples
- Appliances
- Family Celebrations
- Figures at rest from an extreme perspective
- Arches
- Mechanical
- Dreamscapes
- Objects emerging from bags
- Lonely.....Object
- Messiest vs. cleanest
- Contradiction
- Ballpoint pen only!!
- Everything in my backpack....Wow me!!
- Music to my ears.
- Normal
- Not Normal
- Plugged in.
- Extreme Light source
- Shoes as a portrait
- Refuge
- Extreme Perspective
- Organic
- All that and a bag of chips
- Reflective Identity
- Interior: Non-traditional, no buildings....more like the inside of a purse
- One of these things is not like the other
- Hanging or suspension
- Free Space
- Yesterday
- 10 Things I Love About You = Merge 10 things that express who they are
- Create a collage that depicts one of the following characters: Rock Star, Brat, Teenager, Rapper, Senior Citizen, Movie Star, Athlete, Baby, Wall Streeter, Mom, Angel/Fairy, Princess, Scientist, etc., etc.

- Architectural renderings showing (exploring) the interior and exterior space with a strong focus on light, perspective and structure
- Exploration using realistic and non-objective animals
- Stipple technique...a series of black and white ink drawings moving into color
- Process piece showing the making and baking a cake
- "The wedding" from the engagement ring to the sealing kiss
- "The attic" the childhood experiences
- An exploration of design textures related to nature with a strong focus on the leaf image
- A series of landscapes based on childhood experiences beginning with representational art and evolving to non-objective
- Pistolero Poses (gun fighters)
- Toilets and water closets
- Monkeys or primates
- Junk yard still life
- Tomatoes from seed to fruit
- Tennis shoes, boots, etc.
- Nude figure drawing
- Fantasy characters – gargoyles, fairies, dragons, etc. – convincingly rendered
- Low riders
- Circus life
- My ancestry
- Crime & Punishment
- Things that come in Paris
- The movie experience
- Foreshortened figures and objects
- Portraits
- Subject showing progression through historical references from a variety of artists
- Women in feminine roles
- "Exhaustion"
- "The Seven Deadly Sins"
- "Things that make me smile"
- Cartoon character through animation cells
- Architectural viewpoints that are unusual
- Architectural forms that are unusual
- Historical events
- Reflections of images wherein the reflections are an emotional exploration (of literal reflections)
- Instruments that make music
- Generations of my family
- Icons within our family
- Strength of women
- Dreams and dream images (Chagall)
- Dance images (Degas)
- The infinite (M.C. Escher)
- Emerging images of tiger in my culture (Melissa Miller, Hokasai)
- Struggle to find one's self (Dali, Picasso)
- Home
- Figure studies in strong lights/darks
- Car interiors
- Abstract portraits
- Unconventional Angels
- Architectural drawings from a different point of view
- Concentration based on a particular style of art
- A single object or product drawn in a succession of locations and/or styles
- Illustrate a classical character or story in a new or modern way
- Childhood memories and feelings
- Toys/games
- Visions of the future

- Evolution of an item as it deteriorates or decomposes
- Time lapse of a person, place or thing
- Deconstruction of still life, subject, or portrait, image
- Families/couples (Alice Neal)
- Transformations (Dali, Magritte)
- Bizarre interior spaces/perspectives
- Appliances (Warhol, Oldenberg)
- The Infinite (M.C. Escher)
- Portrait/figure distortions in color/shapes (Ed Paschke)
- Family Celebrations (Carmen Lomas Garza)
- Figures in motion or at rest from extreme perspective
- Bird's or ant's eye view
- Common objects that investigate social issues – appliances/furniture/utensils (Oldenburg, Warhol)
- Architectural landscapes with morphing shadows (De Chirico)
- Figure drawing – contour, gesture, portrait
- Arch – unusual viewpoints
- Abstracted Objects
- Mechanical
- Personal or Social issues
- Create dreamscapes (Dali, Rodger Dean)
- Have the student have an object emerging from a bag – rat chewing its way out...use for bags – culture bags, fast food bags, airsick bags, etc.
- Illustrate a descriptive word – I.E. vivid scrumptious (E. Muchn, Francis Bacon, H. Bach)
- People morphing into objects that are integral parts of their modern lives – I.E. cell phones, skateboards, computer/laptops, remote controls, glasses, video game, calculators, digital cameras, plasma T.V (Ken Veith, Steve Desteve)
- Have people morph into things becoming obsolete – vinyl records, cassette tapes, slide projectors...
- Illustrate folklore
- Landscapes of real areas
- Abstraction dealing with light and liquid (Pfaff, Baldessare, Carlotta, Adam Fuss)
- Minimalist images of architecture, concentrating on light and shadow (Callahan, Minor White, Caponigro, Meyerowitz)
- Series of paintings depicting strong influential women particular to their own lives. The personal character of each woman, as seen through the artist's eye, must be evident in the painting so as to reflect the significant importance of this person to the artist. (Alice Needl, Lucien Freud)
- Drawing which employs linear perspective rules to create a geometric form whose dimensions if the attempt were made to be built in three-dimensional space could not be done. (M.C. Escher's impossible buildings and Illusionary space drawings would be used as an influential example.)
- Drawings/paintings that track the different factors occurring on one object over time. Study from the same angle spanning time. Studying how light affects the visual perception of color and form as it moves across the surface of an object. The concentration could also incorporate the growth or development of one object or thing over the period of its lifetime.
- Transformations of geometric form into organic. Students will begin in the emerging stage with black and white media and move into color in the higher level. The students will piece from personal observations the forms and shapes that will be used. The end result must represent a personal transformation that the student has personally experienced within their lives.
- Animal bones and how they are affected by their surroundings. The student will be asked to deal with the positive and negative spaces equally. Emerging students will start with black and white drawings in a basic still life setting. As they advance the students will move into color and the bones will be place into another setting.
- Cultural diversity – social issues (Diego Rivera)
- Cultural dichotomy (Cheech Marin's collection)
- Desert Landscape (O'Keefe)
- Adobe architectural design (Navajo/Escher)
- Visual Puns/Hybrids (Magritte)
- Patterns – Indigenous (Oaxacan)
- Metamorphosis of shape to form (Escher)
- CD Jackets/ Cubists (Picasso)
- The human form within nature
- Travel
- The Graphic Self

- The Cinematography of Fellini
- Hunger
- Family Relationships
- Urban Symbols
- Suburban Interpretations
- “My Cultural Icons”
- Fears
- “The Power of Words”
- People That Have Influenced My Life
- Organic Abstractions in Mixed Media
- Illustration of Bible Stories with References
- Canterbury Tale in Anime
- Electronic Self-Portraits and Figures from Realism To Abstraction
- Black and White Photographs of Buildings Interiors and Exteriors
- Toys and The Idea of What A Toy is To Different People and Age Groups
- Japanese Patterning (Japanese Student)
- American Quilt Patterns
- Signage
- Doors
- Exterior Design
- Clothing
- Mechanical Illustration
- Transportation – Trains, Planes, Autos, etc.
- Patter in Nature
- Costume Design
- Distortion
- Theme Park Designs
- Radial Compositions
- Time Change Symbols Showing Movement and Balance (Magritte)
- Changing Properties Using Rhythm and Movement
- Dali’s Melting Clock...Frozen or Melted Objects
- Logos to Personify Individual Character Traits
- Media Package for An Event (tickets, t-shirts, ads)
- Series of Designs Based on a Product or Single Object, Drawn in a Succession of Locations and/or Styles
- Illustration of a Story (Romeo & Juliet) or Fairy Tale
- Invent a Toy or tool That Would Have Been a Favorite/Very Useful in Childhood
- Create a Calendar Based on a Topic or Theme (famous artist, school events, art shows, family oriented, inventions, science)
- Designs created for illustrating certain animal, person, object at certain times of year (January/cold, December/Christmas)
- Equality (Mondrian)
- The End (W. Blake/Goya)
- Life Cycles (Klimt)
- Transformations (Susan Soudan Boulet, Escher, Maxfield Parrish) (Margritte, Dali, Picasso)
- Object/product in a variety of locations or styles
- Illustrate a story or update and modernize a classic tale or story
- A calendar based on a topic or theme such as famous artist or style, the students’ family or school
- Important inventions and/or historical events
- Foods/food art
- Location or specific sites
- Car designs in different environments (emerging in time)
- Layers in society
- Patterns found in nature
- Mardi Gras Masks
- Theme Park Designs
- Radial designs in an asymmetrical composition
- Modern cave painting designs
- Nature’s simplicity – simplifying shapes in nature (O’Keefe)

- Journey within one hundred miles of home (D. Elden, Shore, Neyerowitz, Winogrand, Keith Carter)
- Wings as symbols of transformation in life
- Scrapbook images (Kahlo, Elden, Beattie)
- Dreamscapes with “new”/old machines (Ulesman)

Elements of Design!



Line is a mark with greater length than width. Lines can be horizontal, vertical or diagonal, straight or curved, thick or thin.



Shape is a closed line. Shapes can be geometric, like squares and circles; or organic, like free formed shapes or natural shapes. Shapes are flat and can express length and width.



Forms are three-dimensional shapes, expressing length, width, and depth. Balls, cylinders, boxes and triangles are forms.



Space is the area between and around objects. The space around objects is often called negative space; negative space has shape. Space can also refer to the feeling of depth. Real space is three-dimensional; in visual art when we can create the feeling or illusion of depth we call it space.



Color is light reflected off objects. Color has three main characteristics: hue or its name (red, green, blue, etc.), value (how light or dark it is), and intensity (how bright or dull it is).



Texture is the surface quality that can be seen and felt. Textures can be rough or smooth, soft or hard. Textures do not always feel the way they look; for example, a drawing of a porcupine may look prickly, but if you touch the drawing, the paper is still smooth.

Value is an element of art that refers to the relationship between light and dark on a surface or object and also helps with Form. It gives objects depth and perception. Value is also referred to as tone.

Principles of Design!



Balance is the distribution of the visual weight of objects, colors, texture, and space. If the design was a scale these elements should be balanced to make a design feel stable. In symmetrical balance, the elements used on one side of the design are similar to those on the other side; in asymmetrical balance, the sides are different but still look balanced. In radial balance, the elements are arranged around a central point and may be similar.



Emphasis is the part of the design that catches the viewer’s attention. Usually the artist will make one area stand out by contrasting it with other areas. The area will be different in size, color, texture, shape, etc.



Movement is the path the viewer's eye takes through the artwork, often to focal areas. Such movement can be directed along lines edges, shape and color within the artwork.



Pattern is the repeating of an object or symbol all over the artwork.



Repetition works with pattern to make the artwork seem active. The repetition of elements of design creates unity within the artwork.



Proportion is the feeling of unity created when all parts (sizes, amounts, or number) relate well with each other. When drawing the human figure, proportion can refer to the size of the head compared to the rest of the body.



Rhythm is created when one or more elements of design are used repeatedly to create a feeling of organized movement. Variety is essential to keep rhythm exciting and active, and moving the viewer around the artwork. Rhythm creates a mood like music or dancing.



Variety is the use of several elements of design to hold the viewer's attention and to guide the viewer's eye through the artwork.



Unity is the feeling of harmony between all parts of the artwork creating a sense of completeness.

Contrast

Contrast is the occurrence of differing elements, such as color, value, size, etc. It creates interest and pulls the attention toward the focal point.

Proximity

Proximity is the placing of similar objects closer together physically, and unlike objects further apart. This aids in creating unity. For example, different furniture styles with different colors compressed in a small bedroom does not look as nice as the same furniture placed further apart in a very large living room.