## Surrealism

<u>Problem:</u> To create fantasy (surrealistic) computer image that has a 3-D quality. The subject of your drawing should reflect an imaginary composition that incorporates detailed imagery of real objects manipulated in an extraordinary or out of place manner, often blending or combining different things together for an interesting effect.

".....imagination is the ingredient that distinguishes the creative person. It accounts for originality...it enables you to fantasize and dream, and to put imaginative thoughts on paper."

## **Directions**: Begin with the question "what if...."

- b. Research the individual parts of your composition. Realism of the parts is necessary to make the total effect of the combinations work.
- c. Blend the components of your subjects so that they appear as if they were made to be together.
- d. Use your imagination to manipulate the subjects with your media. Try distorting, transforming, blending, fragmentation, collage, etc
- f. Detail lends credibility to your work
- g. Consider using differences in "scale", otherwise known as "size" to your advantage. Something that is very small in real life can be blown up to massive proportions, and vice versa.

## Possible Imaginary Subjects might be......

Futuristic theme	Fabric or Metal in place of skin
Underwater, Underground cities	Mythic or Medieval theme
Machines with Human/Animal Parts	Caricatures to distort, emphasize physical characteristics
Fantastic Worlds/Landscapes	Supernatural theme
Etc	

## **Grading Rubric: 100 pts**

Adherence to <u>surrealistic art style</u>, overall compositional creativity and variety

25 pts

<u>Quality of digital imagery</u>. Crisp and clean, with little pixilation except where employed consciously as part of an effect

25 pts

Technical mastery of the digital media. Morphs are <u>well done</u>, masking is clear, and color adjustments match the scene.

25 pts

Compositional variety. The scene has a variety of focus points, and is not plain, simple, or <u>boring to the viewer</u>. Engages the viewer to look around.

25 pts

