



Guy Anderson, "Northwest Totem"



Morris Graves, "Snake and Moon"



Mark Tobey, abstract

"Every art communicates because it expresses. It enables us to share vividly and deeply in meanings... For communication is not announcing things... Communication is the process of creating participation, of making common what had been isolated and singular... the conveyance of meaning gives body and definiteness to the experience of the one who utters as well as to that of those who listen."

– *John Dewey*

Visual Arts

Visualization Project; art as experience

Mentor: Yvonne Love

Requirements:

This assignment requires you to conceptually express the experience of visualization of which the final project may be defined by a sculpture, drawing, painting, photograph, installation, or some combination of visual media. You will be required to make journal entries weekly.

Learning Outcomes

- to use what you learn in the course about visualization, from any of the introduced disciplinary perspectives or combination of disciplines to develop a visual response
- to experience visualization both verbally and visually
- to allow the written word and the activity of meditation to inform the visual response
- to use evocative combinations of materials and imagery
- to use flexible and fluent process, in use of materials and in translation of journal entries into the final visual response, here flexible is defined as the ability to change direction, while fluency is the ability to build on an idea – to engage flow

- to explore elements and principles of design (line shape color form repetition movement etc.) in relationship to the visual response
- to use an experiential approach to art making
- to reflect on artistic responses, through journal entries, discussions and critiques

Project

You will be required to respond in your journals to class lectures, discussions and readings from the text, *Secret Essential Methods for Curing Meditation Sickness*.

It will be necessary to synthesize ideas and perspectives from your journal and decide what part of the visualization and your responses you want to be your point of entry. We will work together to develop your ideas into visual images and matching materials and process that will best articulate these ideas.

Your project can use traditional processes of sculpture, drawing, painting, photograph, installation, or some combination of visual media. Whichever materials you choose, the process of how you use the materials should reflect the experience of the visualization, or provide the viewer with another way to visualize the text.

Grading Rubric

Projects will be graded on the quality of;

30% - Craftsmanship

- developed technique with chosen materials
- experimentation with materials

50% - Developed concept of visualization

- depth of expression
- ability to synthesize the theme with other disciplines
- flexibility – ability to change concept based on the growth of the idea and limitations of materials
- fluency – ability to use process of reflection to move ideas forward – and remaining connected to original thoughts

20% - participation/critique