### Hey! What's the BIG Idea?

- Big ideas are broad, important human issues characterized by complexity, ambiguity, contradiction, multiplicity
- Is Subject Matter the same as a Big Idea?
   Not necessarily. A Big Idea refers to the <u>artist's concept</u>, which is not always just what you see
- Big ideas extend beyond the subject matter in an artwork
- The big idea assumes primary importance
- The big idea should provide a conceptual foundation for artmaking, while subject matter should provide a context for examining the big idea

### **Artist Examples**

### Van Gogh:

<u>Subject Matter:</u> included landscapes, portraits, and still lifes Big Idea: portrayal of human emotions

### Andy Warhol:

<u>Subject Matter:</u> silkscreened images of soup cans, coca-cola bottles, dollar bills, and Marilyn Monroe

Big Idea: The taking away of the sacred values and ideals of "high art"

#### Henri Matisse

<u>Subject Matter:</u> interior spaces, still lifes, figures, colorful abstract paper-cut-outs <u>Big Idea:</u> Depiction of an ideal world untroubled by the imperfections of the real world (war 1940's)

### **SOME EXAMPLES OF BIG IDEAS**

- Dreams & Nightmares
- Life cycles
- Interdependence
- Individual Identity
- Aging
- Power
- Community
- Life & Death
- Boundaries
- Ritual
- Views of Reality
- Conflict
- Social Norms
- Spirituality

- Storytelling
- Legacy
- Emotional life
- Relationships
- Suffering
- Human Diversity
- Materialism
- Heroes
- Family
- Celebration
- Uncertainty
- Nature & Culture
- Social Order
- Systems

# Seminar In Art Semester 2, Assignment #1: Big Idea Series (3 Final Artworks) DUE DATE: Monday March 6, 2017

Choose 1 of the Big Ideas from the list of examples (see reverse side) or come up with your own. Investigate and explore your chosen Big Idea through a series of 3 separate artworks. These 3 artworks will be connected through your chosen Big Idea, but can change in dimension, use of media, and even visual style.

### **STEP #1: Idea Development Phase (30 possible points)**

Research & Document your chosen Big Idea. Identify key themes within your Big Idea that are of particular interest to you, and/or that you have a strong feeling or opinion about. Take notes, collect images, and sketch visuals in your sketchbook.

## STEP #2: Brainstorm & Sketch Ideas for your Final Composition (30 possible points)

Think about how you will **compose each artwork in a visually engaging way**. Consider dimensions and materials that most effectively communicate your ideas, thoughts, and/or feelings about your chosen Big Idea. Consider ways to showcase technical skill with choice of media.

## STEP #3: Create 3 Separate Final Artworks (100 possible points each/300 possible points total)

**3 individual artworks** will be connected through your chosen Big Idea, but can change in dimension, use of media, and even visual style. Each piece should show a high level of creativity and originality of ideas in connection with your Big Idea, thoughtful use of space and composition, craftsmanship, technical skill, and visually engaging final execution.

### Sample Rubric for 1 Artwork (100 POSSIBLE POINTS)

1= No Evidence	2= Poor	3= Average	4= Good	5= Excellent
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