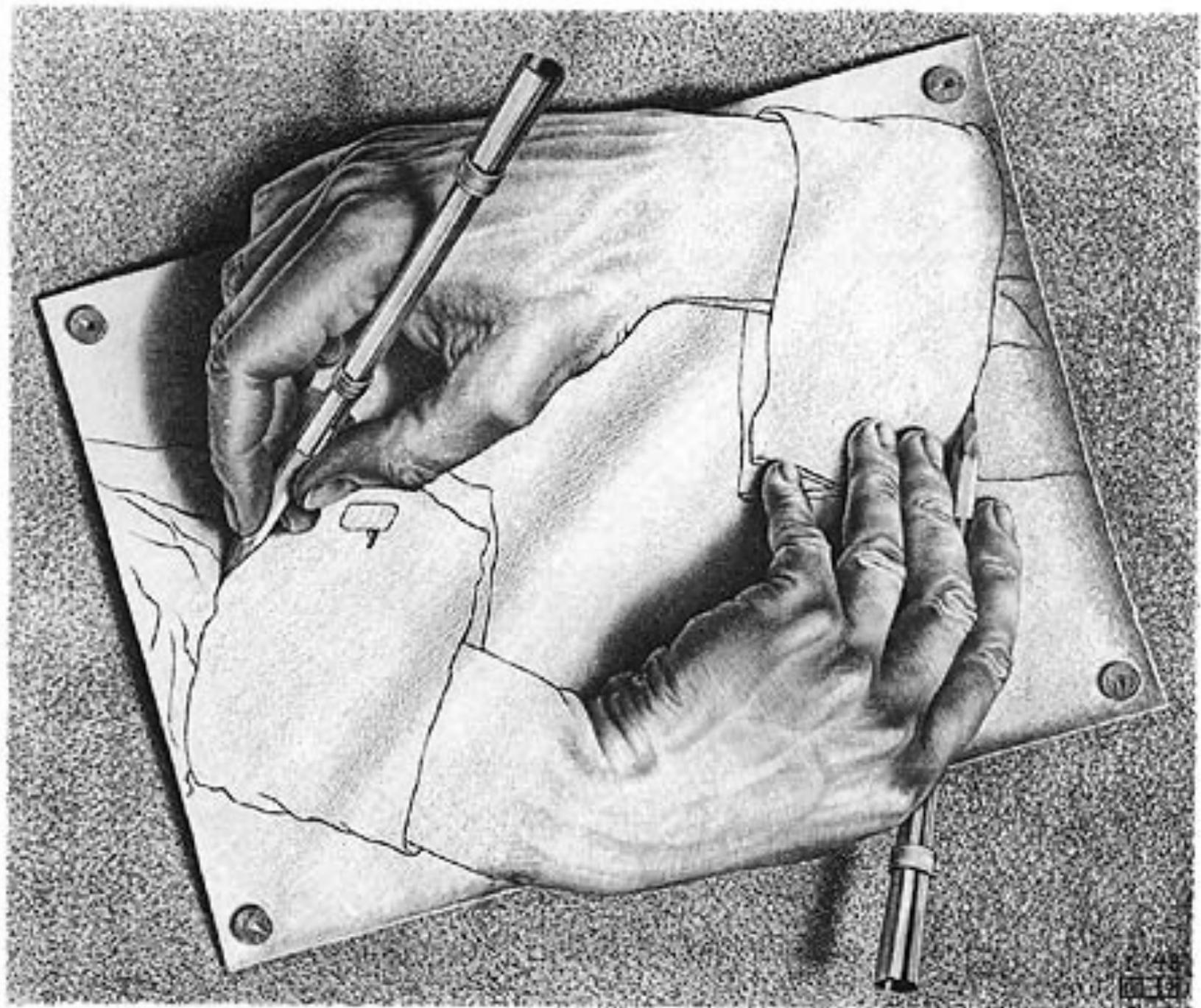


**SURREALIST
HANDSCAPE
PROJECT**



Dream Journal

Keeping a dream journal is an important part of lucid dreaming and understanding Surrealism. It's easy and fun!

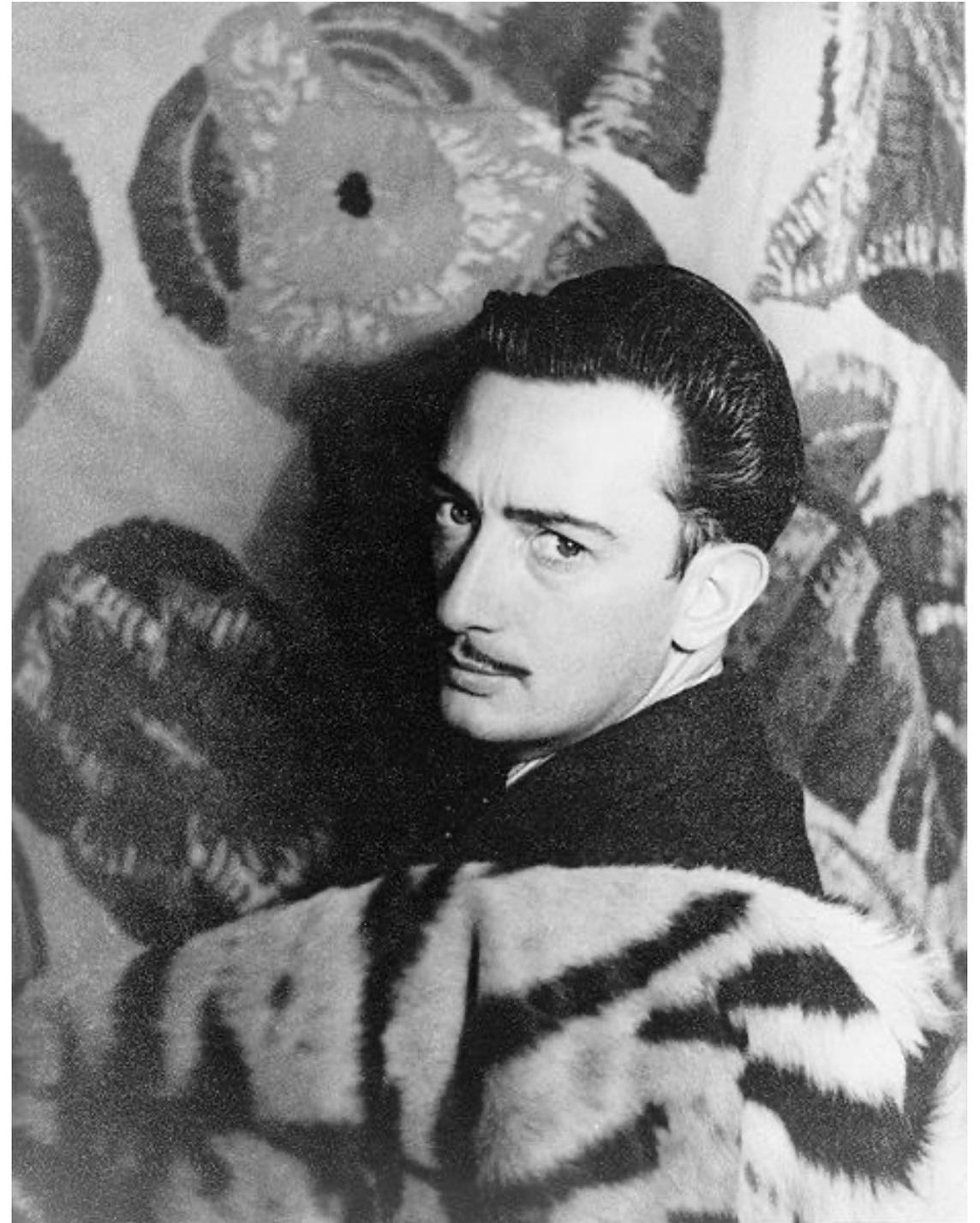
How to keep a dream journal may seem obvious, but there are a few things worth remembering:

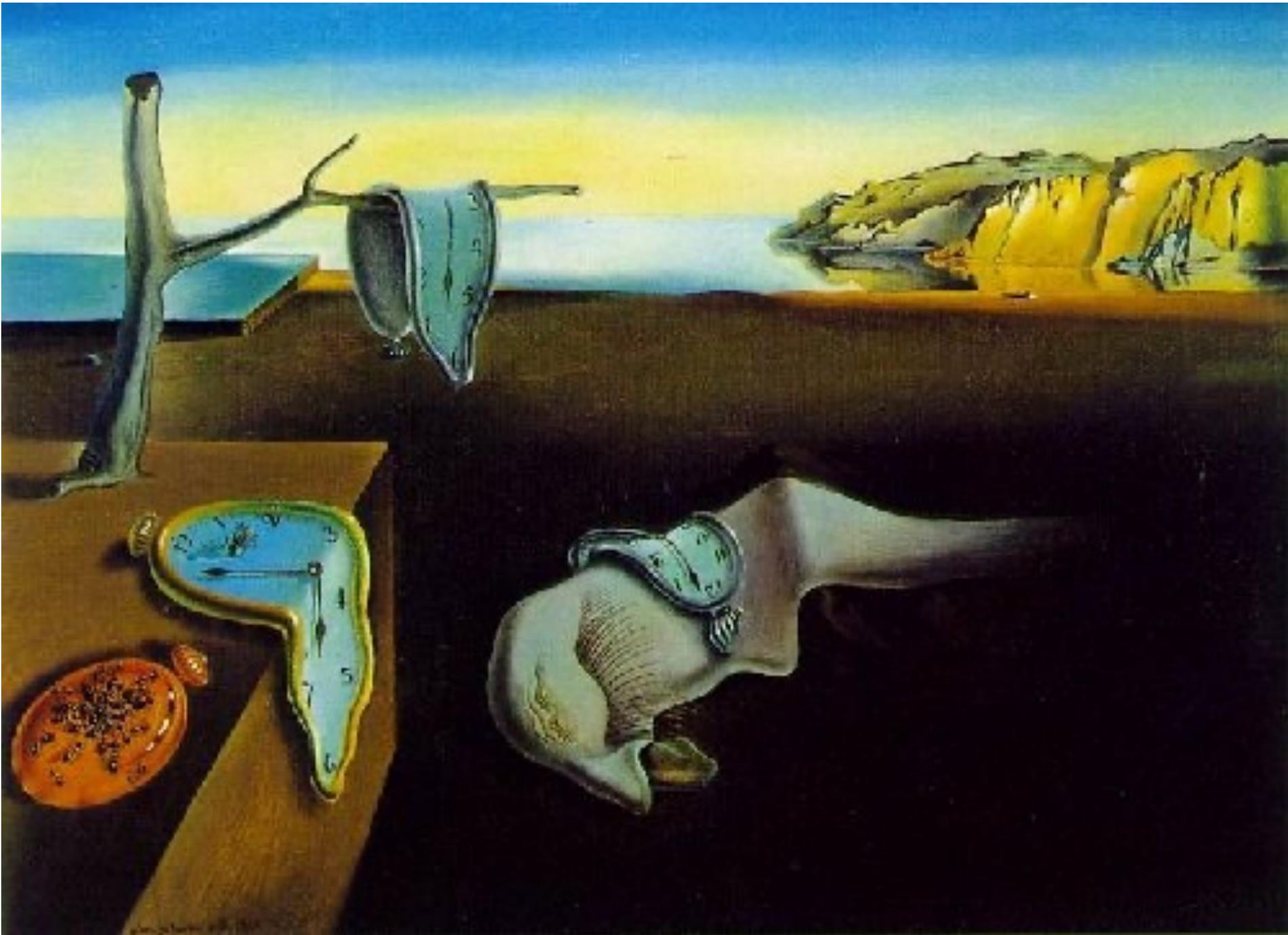
1. Create a space in your sketchbook specifically to record your dreams.
2. Document your dreams during the period of this project, you may have only portions of the dream or just a moment.
3. You can write, sketch or both. What ever comes to you that day.
4. Take notes (on your phone, sketchbook, paper, etc.) when you wake up so the memory is fresh in your mind.



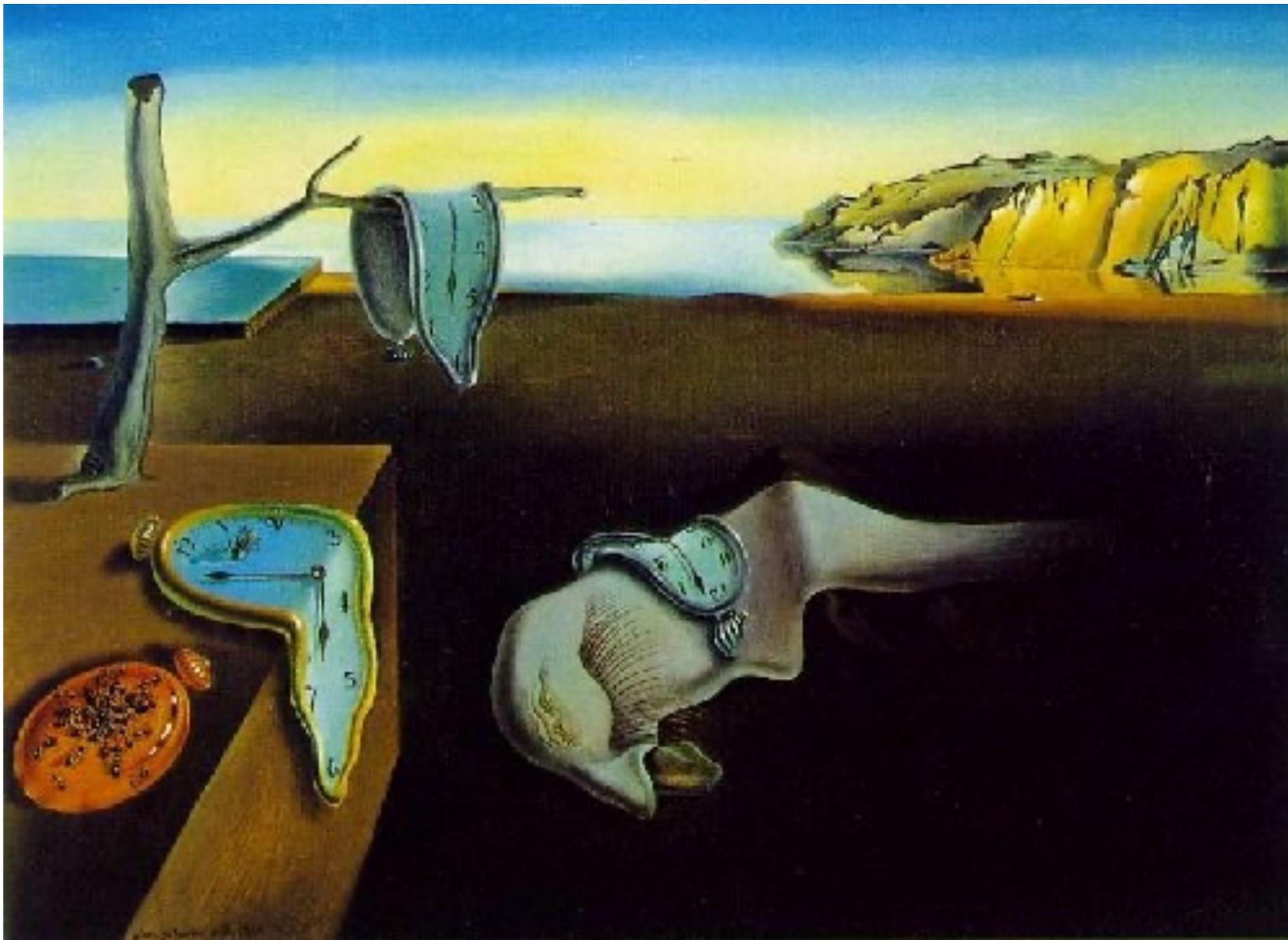
Surrealism is a cultural movement that began in the early-1920s, and is best known for the visual artworks and writings. Surrealist works feature the element of surprise, unexpected and juxtapositions; however many Surrealist artists and writers regard their work as an expression of the philosophical movement first and foremost, with the works being an artifact.

Salvador Dalí (Spanish Artist 1904–1989) was a skilled draftsman, best known for the striking and bizarre images in his surrealist work. His painterly skills are often attributed to the influence of Renaissance masters. His best-known work, *The Persistence of Memory*, was completed in 1931. Dalí's expansive artistic repertoire includes film, sculpture, and photography, in collaboration with a range of artists in a variety of media.

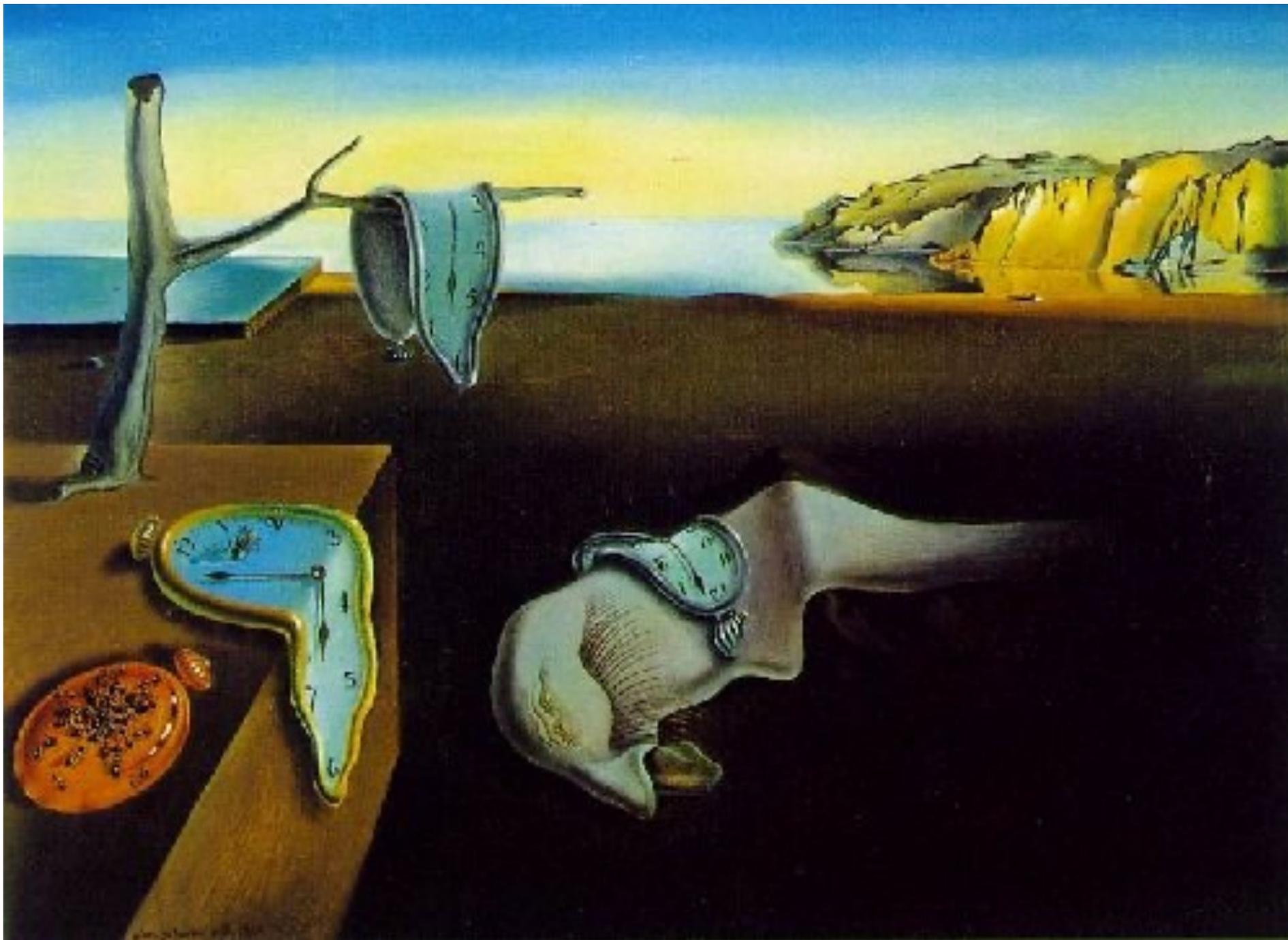




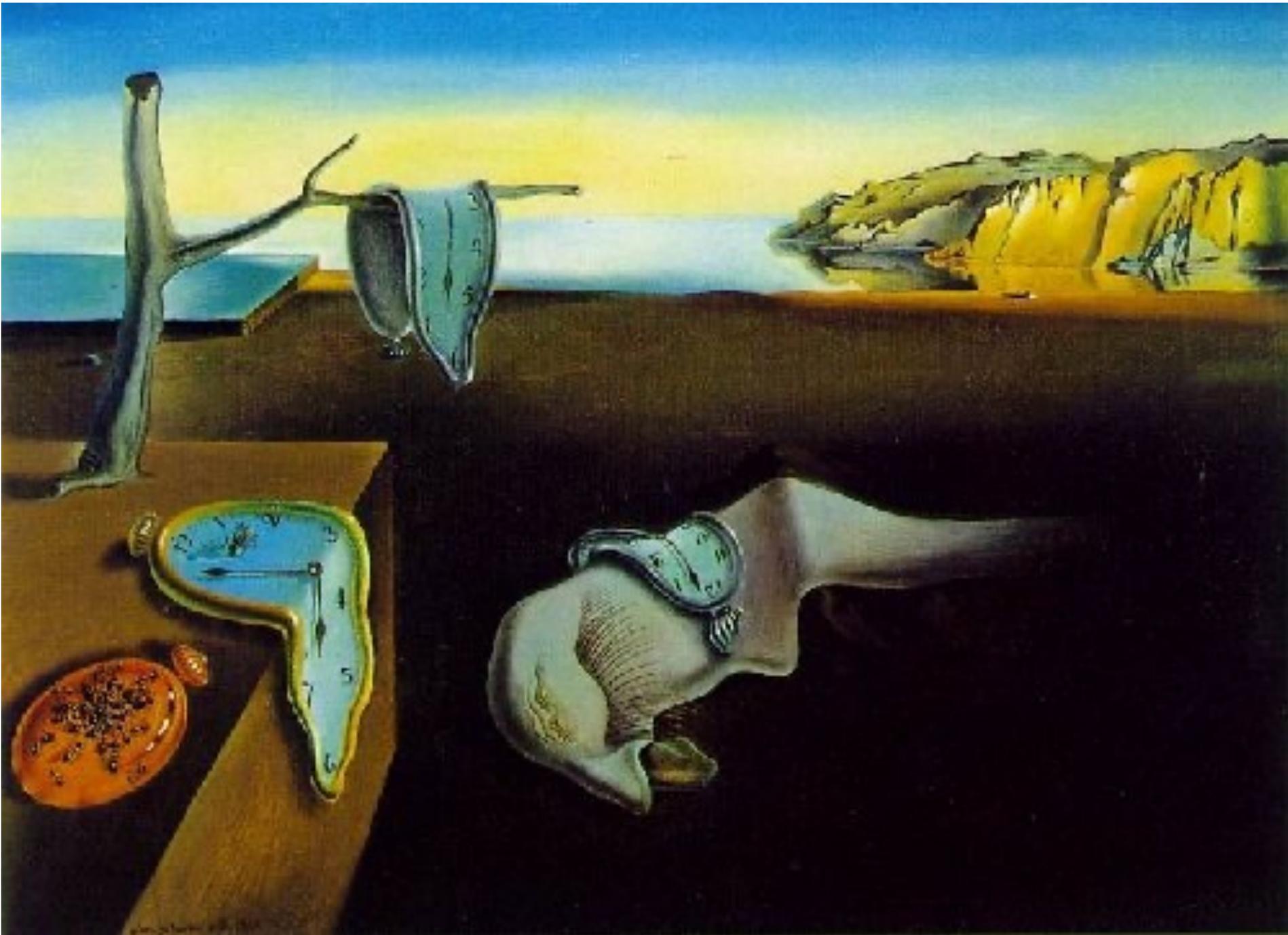
The well-known surrealistic piece introduced the image of the soft melting pocket watch. It epitomizes Dalí's theory of 'softness' and 'hardness', which was central to his thinking at the time.



It is possible to recognize a human figure in the middle of the composition, in the strange "monster" that Dalí used in several period pieces to represent himself - the abstract form becoming something of a self portrait, reappearing frequently in his work.



The orange clock at the bottom left of the painting is covered in ants. Dalí often used ants in his paintings as a symbol for death. In general the tree means life, but, in this case, it has the same function as the rest of the elements in the picture.



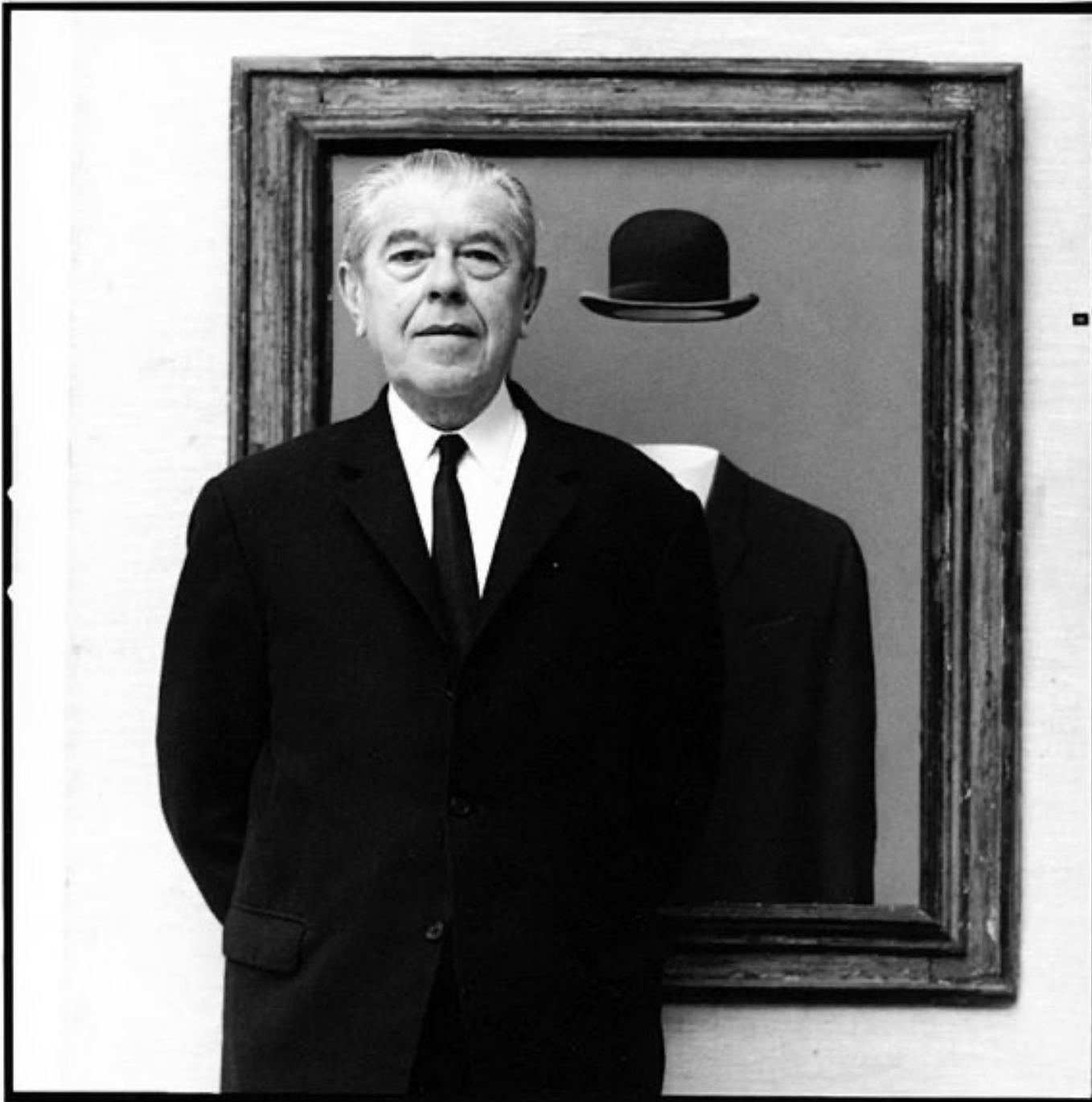
To impress anxiety and, in a certain way, terror, although it is likely that it was conceived as a functional element on which to drape one of the watches.

It is rumoured that the painting was sprinkled with red wine shortly after it was complete, as was the Mona Lisa.









René Magritte (1898-1967) was a Belgian surrealist artist. He became well known for a number of witty and thought-provoking images. consummate technician, his work frequently displays a juxtaposition of ordinary objects in an unusual context, giving new meanings to familiar things.

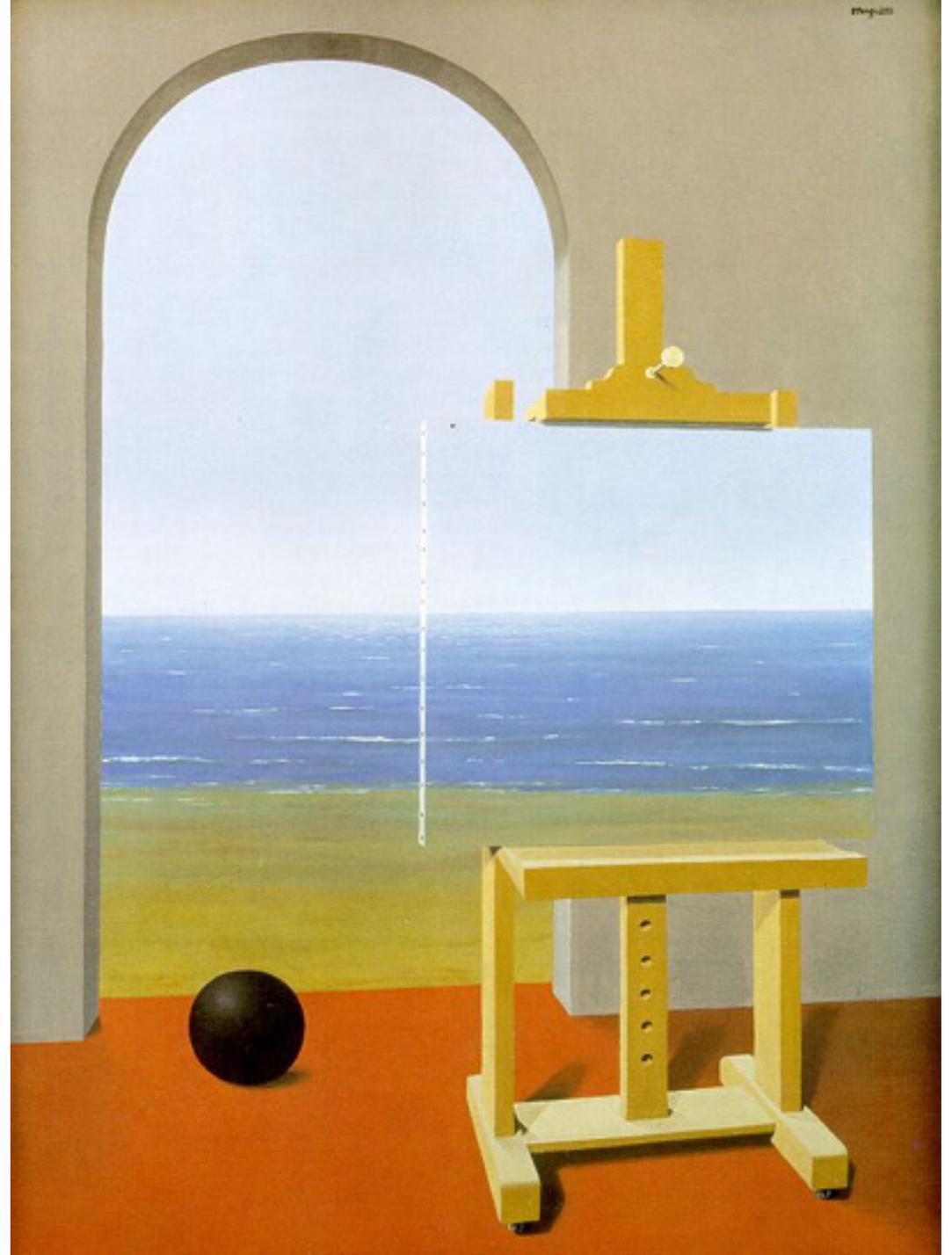
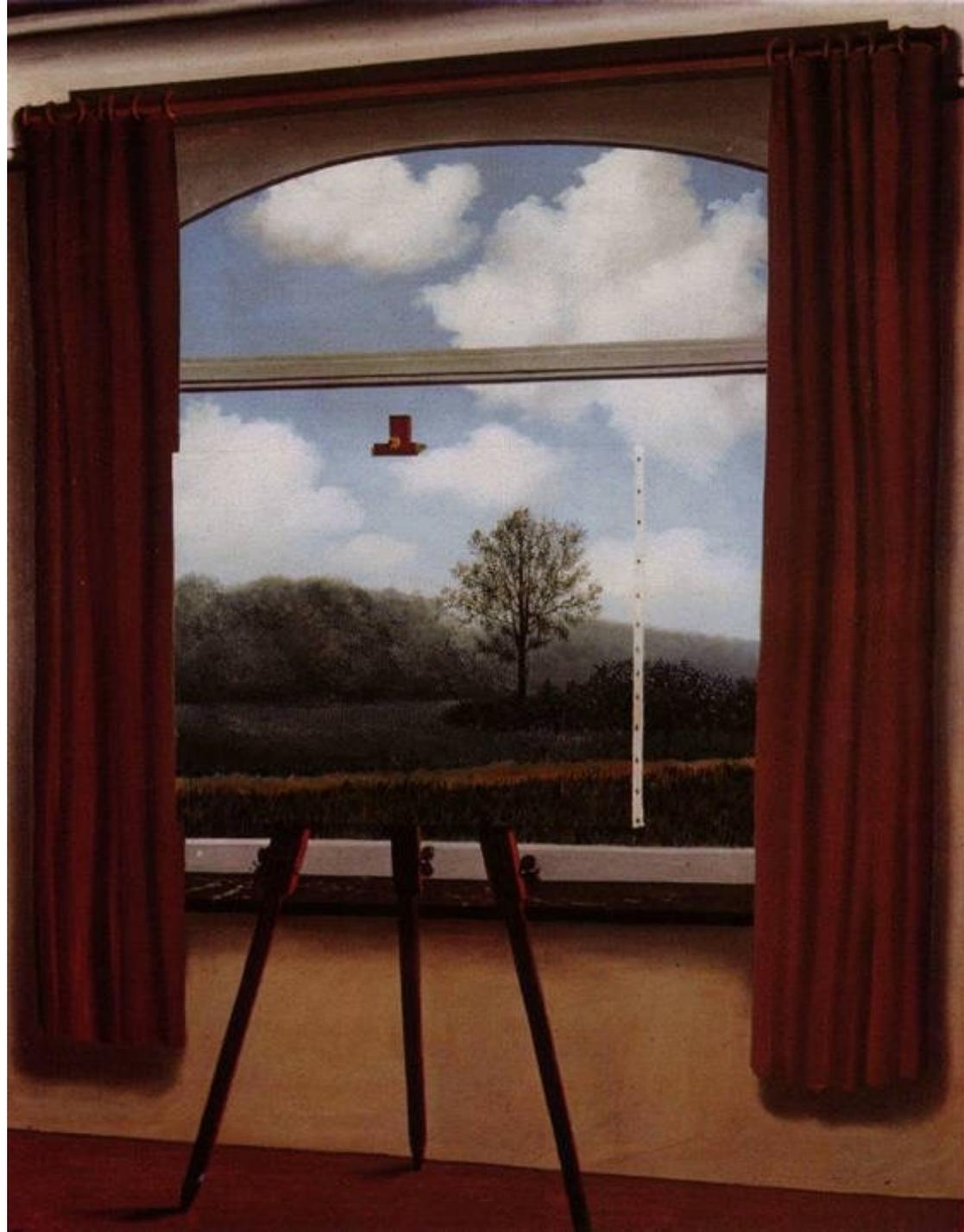
The representational use of objects as other than what they seem is typified in his painting, *The Treachery of Images*, which shows a pipe that looks as though it is a model for a tobacco store advertisement.



Magritte painted below the pipe "*This is not a pipe*" (*Ceci n'est pas une pipe*), which seems a contradiction, but is actually true: the painting is not a pipe, it is an **image** of a pipe. It does not "satisfy emotionally" – when Magritte once was asked about this image, he replied that of course it was not a pipe, just try to fill it with tobacco.









Objectives:

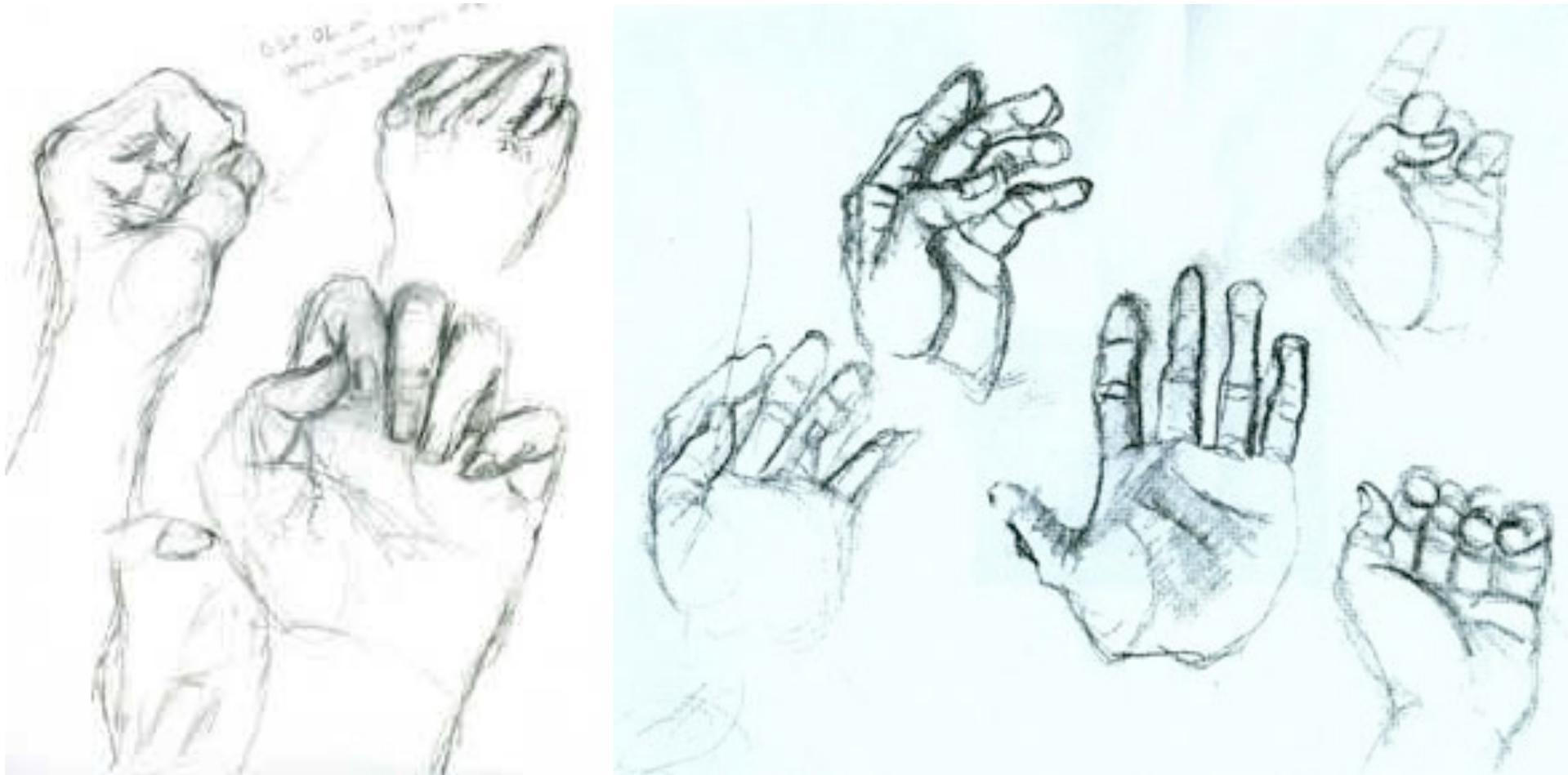
Students will

- Draw hands from life - careful observation
- Combine realistic hand drawing in fantasy "scape"
- Utilize elements of design - demonstrate good composition
- Skills/principles of design
- Medium options: Value using crosshatching, scribbling and a little pointillism using PEN AND INK or Ceramics.
- Learn about Surreal/Fantasy Art- Dali and Magritte

PROCEDURE:

Step 1 (1 class)

The projects will start with students drawing contours of their own hands using pen (any type).



Step 2 (2 Classes)

Students will have up 2 days to come up with ideas for an environment in which to place drawing of their hands that: Must portray the hand as a prominent, totally unusual & unexpected 'character' in its environment. Show hands interacting w/that environment... passively, or actively.

Step 3 (6 Classes)

Execute the finish project...





















