










Basic Guidelines for Final Project

	Creative Project	Hybrid	Essay
	MAKE an artwork. Describe process. Provide audio/visuals. Contextualize it.	PROPOSE an artwork. Describe process. Provide audio/visuals. Contextualize it.	Make an ARGUMENT. Analysis. Theoretical quotations. Conclusion.
Words (<u>per person</u>)	200-400	400-800	800-1600
Images/video			
References (theory)			
References (art)			
Group projects			

Final Creative-Art Projects can be done in small groups.

The course 2B description states:

“Projects (art-research): Final projects will propose or implement possible art-works related to transactions. Projects will be developed in small groups; each student must contribute and document their own contributions independently. Team members are encouraged to take responsibility for specific aspects of the project, i.e.: creative lead, documentation, graphic designer. Projects can take any form but must include a written, multimedia and online (documentation) component. Projects will be graded on complexity, originality, relevance, implementation, design, structure, clarity and process.”

Note that means that the word-count in the Final Project Guidelines will be revised to reflect a *per-person* count.

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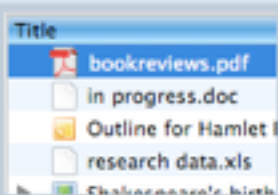
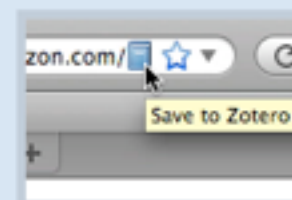


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DEMO
Creative Project Example

Portraiture in the App Era

the problem of the value of imitable style

Jhave

Example FINAL Project GE1127

CONTEXT

In previous eras, the portrait operated as a class designator. Oil portraits allowed the rich to position their identity within a hierarchical structure. As John Berger notes in another context: “It is seeing which establishes our place in the world” (Berger, 1972). In the era of the app, portraiture erodes the way seeing creates hierarchy by replicating the gestural technique and styles of famous artists.

The following set of creative studies problematizes the impact of an app on the evaluation of portraiture. Each image copies or emulates some of the style of a famous artist using the *Foolproof Art Studio* app on an iPod Touch 5th Gen. All the generated images were done in a few minutes replicating or reasonably approaching the style of a famous artists. This process highlights shifts in value that effect societal appreciations of artistic skill. The app costs nothing; the results could be valued highly.



**Self-Portrait by App
(Homage to Vic Muniz)
*Jhave***

Date: April 3rd , 2013
Time: 11:32pm
Duration: a few minutes

Tool: *Foolproof Art Studio*
on iPod Touch 5th Gen



**Self-Portrait by App
(Homage to Zippy the Conehead)
*Jhave***

Date: April 4th, 2013
Time: 0:24am
Duration: 3 min 25 secs

Tool: *Foolproof Art Studio*
on iPod Touch 5th Gen



**Self-Portrait by App
(Homage to the 1970s)
*Jhave***

Date: April 4th, 2013

Time: 0:38am

Duration: 25 secs

Tool: *Foolproof Art Studio*
on iPod Touch 5th Gen



**Self-Portrait by App
(Homage to Francis Bacon)**
Jhave

Date: April 4th, 2013

Time: 0:46am

Duration: 1 min 55 secs

Tool: *Foolproof Art Studio*
on iPod Touch 5th Gen



**Self-Portrait by App
(Homage to Sophie Jodoin)
*Jhave***

Date: April 4th, 2013
Time: 9:02am
Duration: 1 min 11 secs

Tool: *Foolproof Art Studio*
on iPod Touch 5th Gen



Self-Portrait by App
(Homage to Pop-Art Screen-Shots)
Jhave

Date: April 4th, 2013

Time: 3:08pm

Duration: unknown

Tool: *Foolproof Art Studio*
on iPod Touch 5th Gen

CONCLUSIONS

In figurative art, the ease with which an untrained eye and hand can emulate the trained eye and hand of artists by using an app with clever filters, makes clear that digital technology impacts societal appreciation of values such as artistic skill. Photos can be manipulated to appear to be paintings. These paintings can be in diverse styles that arise from code and algorithms. As evidence of this dilemma the programmer Scott Blake in 2010 “created a free online filter that built digital mosaics out of dissected Chuck Close images, but Chuck Close asked me to shut it down and I agreed” (Blake, 2010).

REFERENCES

Berger, J. (1972). *Ways of Seeing*. Penguin Books Limited.

Blake, S. (2010). *Portraits by Scott Blake*. Retrieved from http://www.barcodeart.com/artwork/portraits/chuck_close/