

Collage a Story
Sun City Spring 2008
Instructor Laurie Mann

Objective: Create a representation of a **dream** (or a portion of a dream), part of your **life story** (choose a specific event), a **story from a book** (choose a simple story or section of a story), or a **poem** (poem must have vivid imagery) by *collaging* photocopied *shapes*. You will be introduced to a range of Principles of Design for *unifying* diverse elements on the *picture plane*.

Directive: This assignment is a fun exploration of a *narrative*, or an account of events in the order they happened. You have more freedom in choosing your subject matter, so be sure to pick a dream that will interest you for the duration of the project. This assignment will also free you up from the labor of creating the *shape, line, value* and *texture* by hand because it will be composed of photocopied images and objects.

In the beginning you will need to focus on the *shapes, lines, textures* and *values* that you are collecting with your photocopies. The second half of the assignment will deal with *collage* techniques and you will need to focus on creating a successful *composition* using the Principles of Design: *unity, emphasis/focal point, scale/proportion and rhythm*.

Assignment Specifics:

1. Write Down your Simplified Story:

Write in your sketchbook your dreams for the next week, or write a specific dream or nightmare that you remember in **vivid detail**. Or start researching a story or poem you would like to use. Do not try to “make sense” of your dreams, as they are often fragmented and often there are many elements that do not relate to each other. Preserve these incongruities when you write the dream down. Describe each visual element in your story as carefully and vividly as possible.

2. Make a List:

Think of ways you can represent the different elements of the dream visually and make a list of the images you know you need, and a list of other elements/parts of the dream that you aren't sure how to represent visually.

For example, if the dream I chose was about a monkey whispering something and I could not hear the monkey— I know I need a picture of a monkey, but how could I represent the whispering? How could I show that I could not hear the monkey? One solution is to find an

image of someone whispering in someone else's ear. I would collage that next to an image of a "Hear no Evil" monkey from the well known symbol/saying "See no Evil, Hear no Evil and Speak no Evil" which is often depicted using monkeys. The combination of these two images can loosely communicate the storyline for the viewer to "read" or follow.

Therefore, I would include these images on my list:
monkeys
"See no Evil, Hear no Evil and Speak no Evil"
people whispering

3. Gathering Images:

ALL IMAGES MUST BE IN BLACK AND WHITE!

Make at least 20 photocopies or black and white prints from your computer, to bring to the first day of the workshop.

Use the list of images you made as a reference while you thumb through magazines, illustrated books, newspapers, documents etc. looking for the images you need. Stay open to new ideas and consider images that might not be the ones that you have on your list.

Also, look around your house, work, at stores, on the ground for objects you can photocopy or photograph and print from your computer. Consider using fabric for textures, fabric for patterns, plastic wrap, aluminum foil, hair, dolls, doll house furniture, toys, twigs, leaves, things from nature, photographs, etc. Be inventive! Anything relatively flat will photocopy well, and things that are larger might turn out as well.

Another wonderful resource for images if you are computer savvy is:
www.images.google.com/

Go to this site and you can type any kind of image you'd like to see into the blank, search images and you'll get hundreds of image options that come up, although not all of them are G rated unfortunately!

For example, hear no evil found at Google images:

