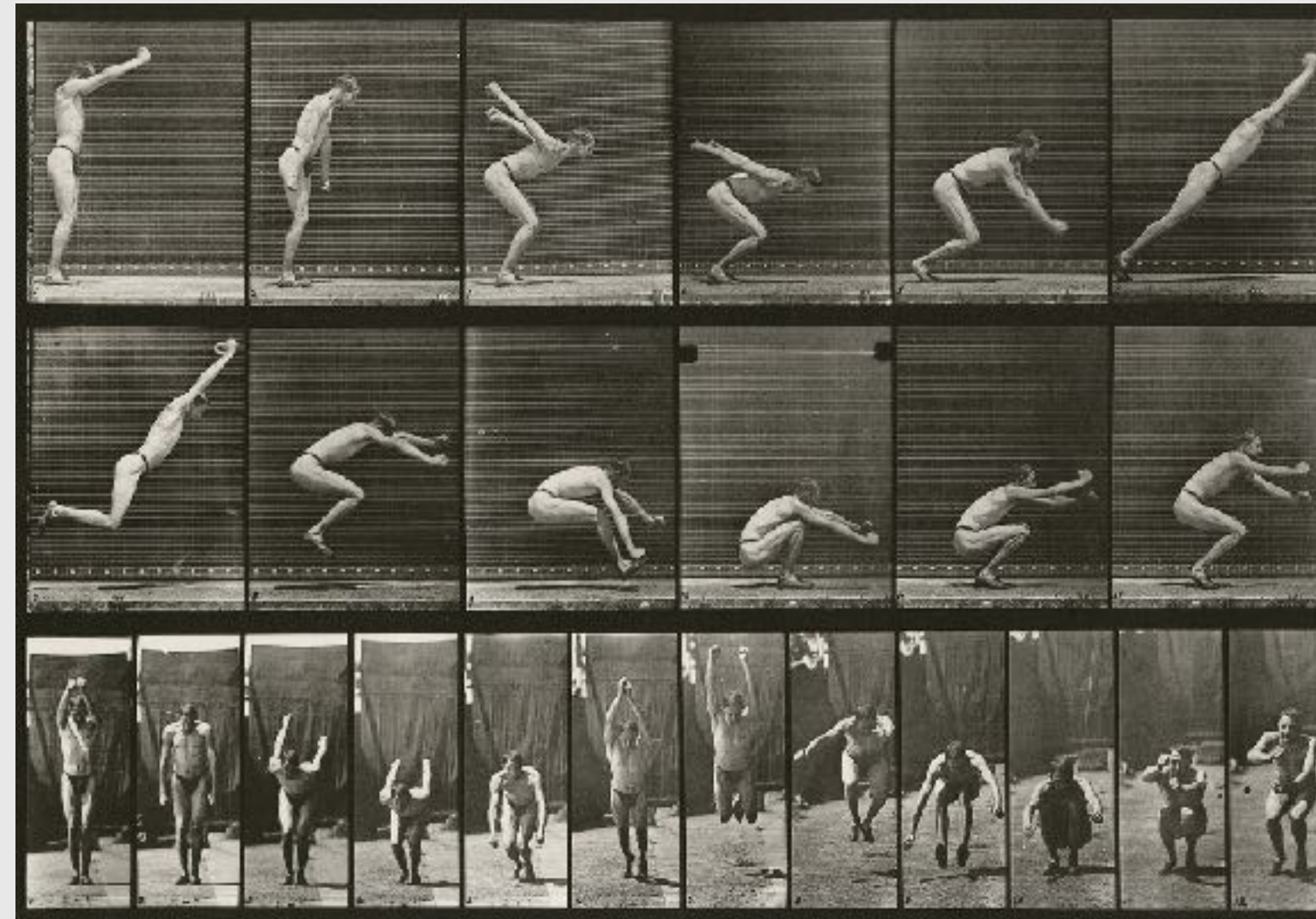


A photograph (image) can be used to freeze (suspend) a moment in time.

As such it captures part of a story and has narrative qualities, naturally a before and an after.



Edward Muybridge, Plate 163, with key words "Male, Jumping; standing broad jump (shoes)," model is Percy C. Madeira (1862-1942). The black and white grids used to track movement are visible on the top two panels. (Image: University of Pennsylvania Archives)

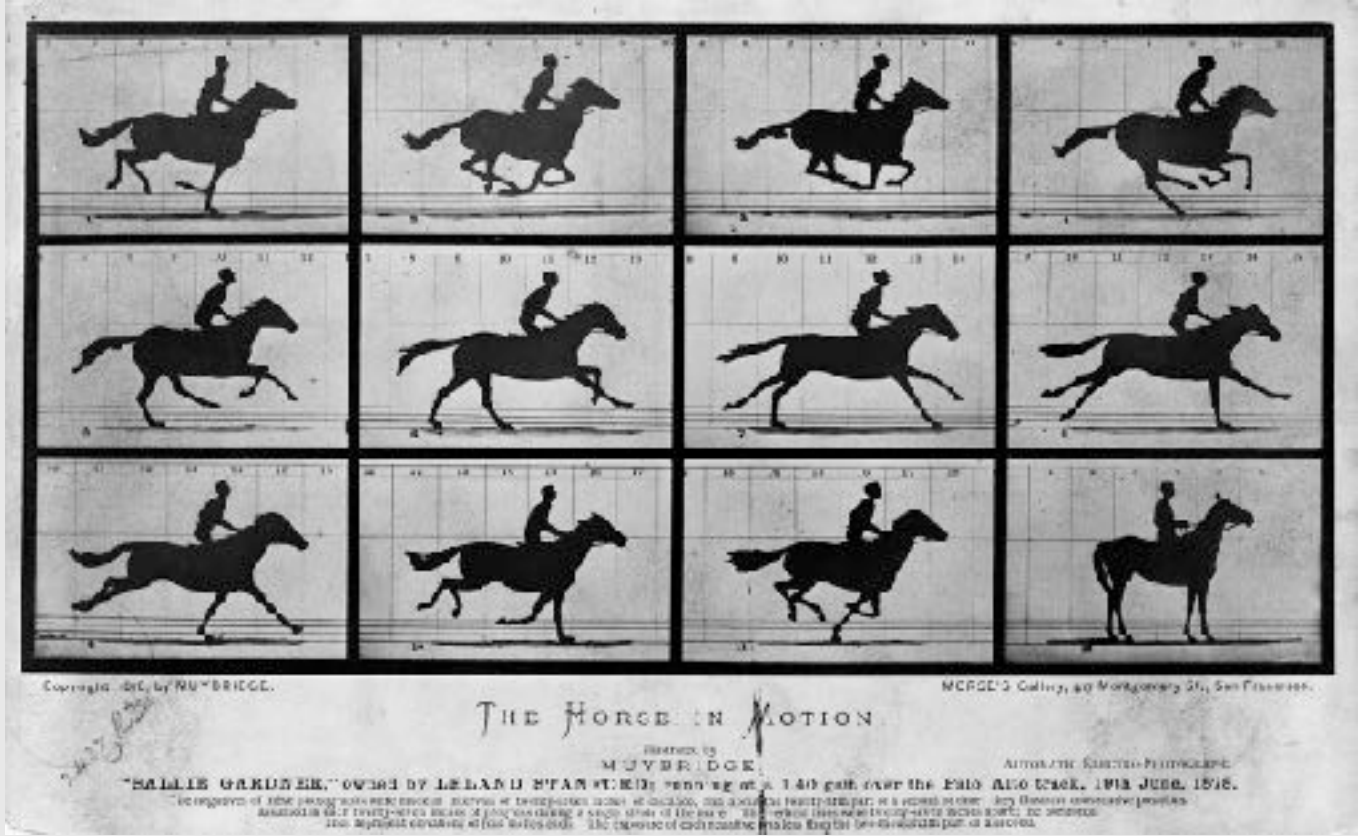


Edward Muybridge, Plate 156, with key words "Woman Jumping, Running Straight High Jump" (Image: University of Pennsylvania Archives)

## Session Aims:

- To develop the static image and understand its narrative potential.
- To introduce the principles of generative art.
- To develop an understanding of abstraction and figurative visual systems.





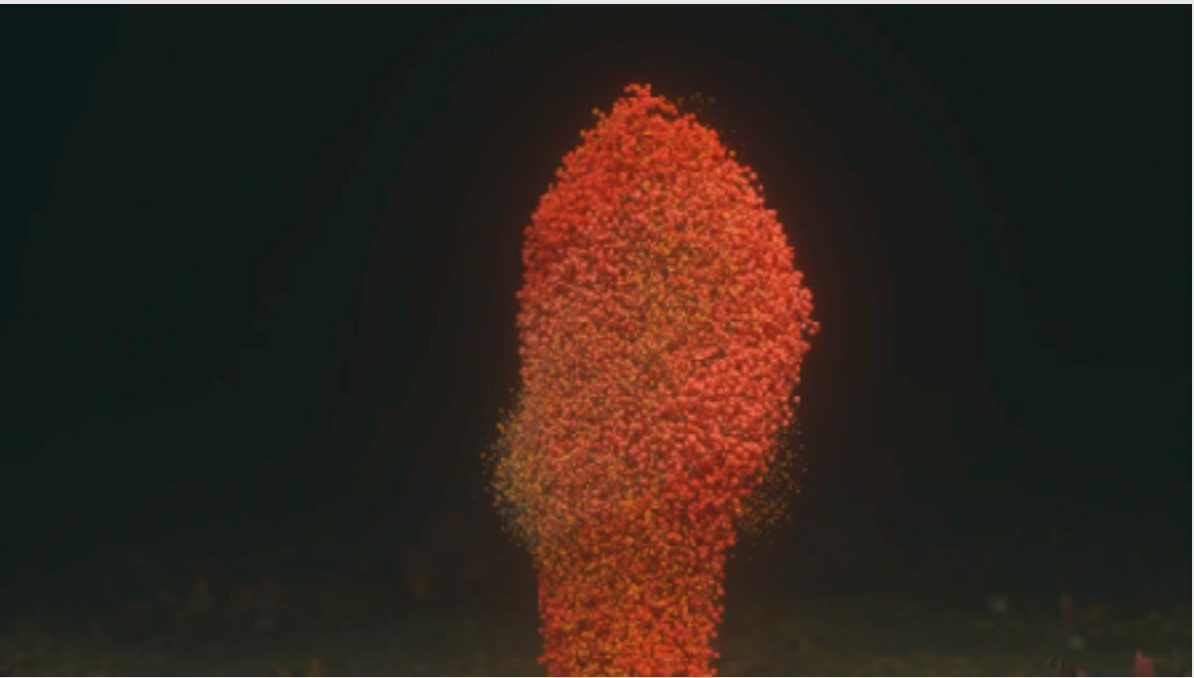
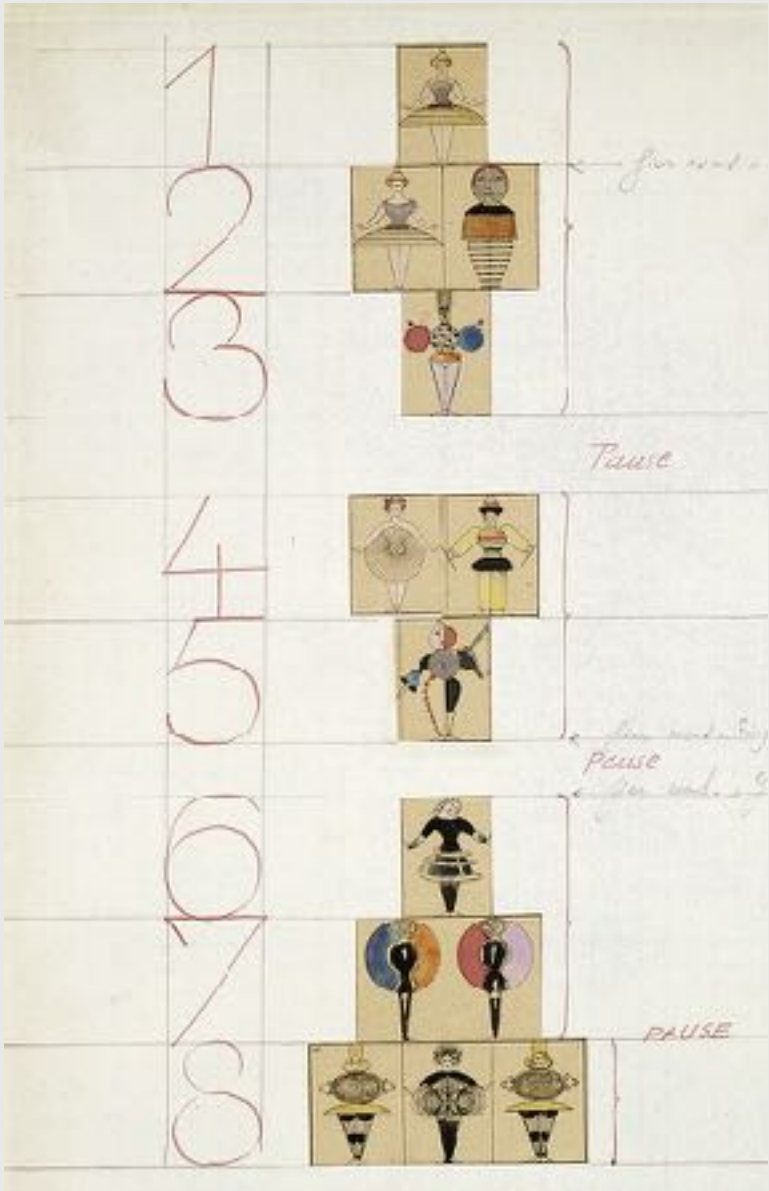
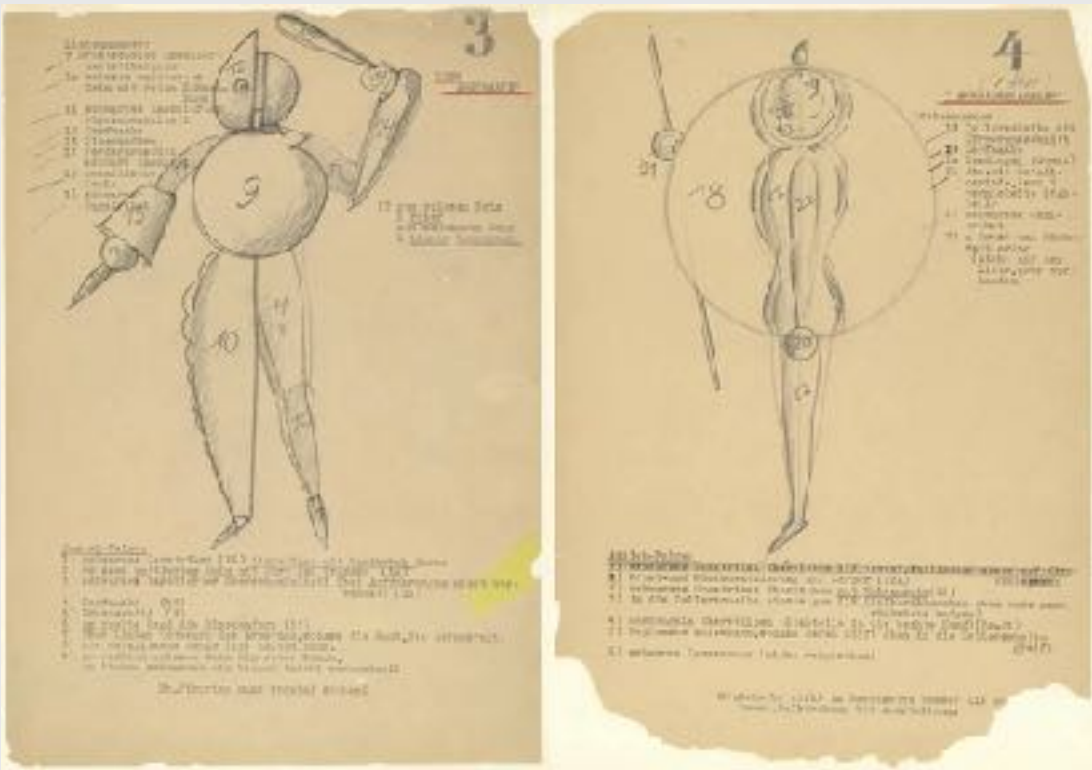
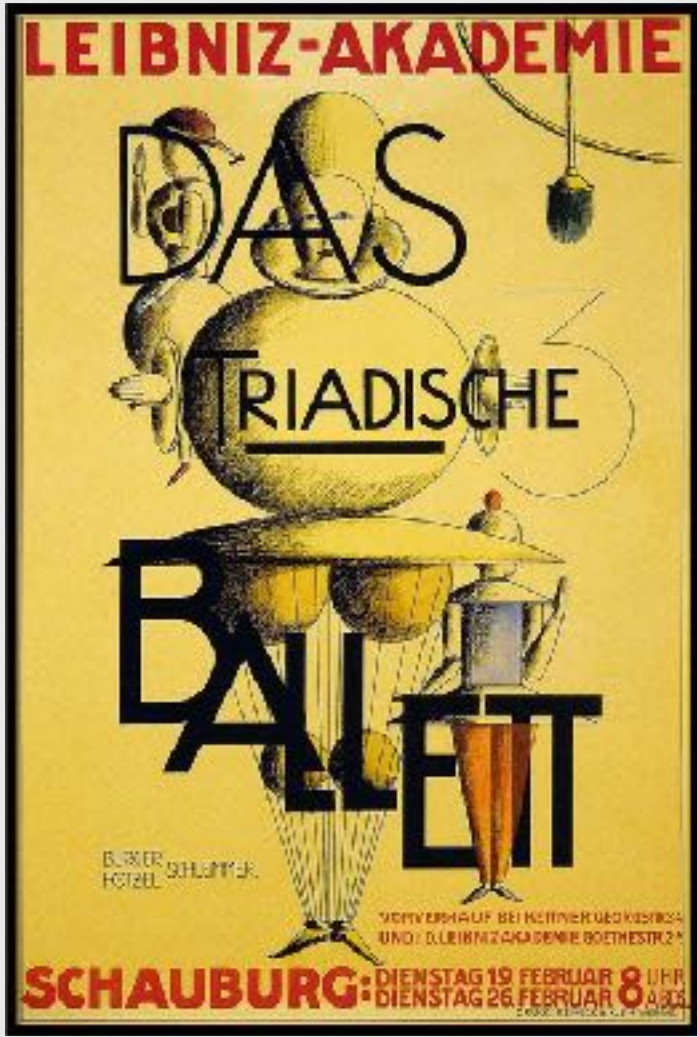
From left to right:

1. [Edward Muybridge, The Horse in Motion, 1878](#)
2. [Henri Cartier-Bresson, Behind the Gare Saint-Lazare, 1932](#)
3. [Yves Klein, Harry Shunk and János \(Jean\) kender, Leap into the Void, 1960](#)
4. [Nike, 1985, Jumpman for Air Jordan 1 Photoshoot](#)
5. [Peter Moore and Tinker Hatfield, 1988, Jumpman Logo](#)

Abstraction (Art)...does not attempt to represent an accurate depiction of a visual reality but instead uses shapes, colours, forms and gestural marks to achieve its effect

The term can be applied to art that is based on an object, figure or landscape, where forms have been simplified or schematised. It is also applied to art that uses forms, such as geometric shapes or gestural marks, which have no source at all in an external visual reality.





From left to right:

1. Poster... design for Das Triadisches Ballett, developed by Oskar Schlemmer, 1920s.
2. Watch an Avant-Garde Bauhaus Ballet in Brilliant Color, the Triadic Ballet, First Staged by Oskar Schlemmer in 1922
3. Sketches and movement studies for Das Triadisches Ballett, by Oskar Schlemmer, late 1910s.
4. Grouping and costume for each movement.
5. Alexander Whitley, Digital Body, 2020



## Task 1:

Work in teams of six to produce a series of images that showcase a body in motion (scenario). Consider how changing and oppositional states can be used to depict the full range of motion.



Edward Muybridge, Plate 156, with key words "Woman Jumping, Running Straight High Jump" (Image: University of Pennsylvania Archives)

## Task 2:

Produce 3 symbols that are **generated** from the images and showcase the action as a narrative sequence.

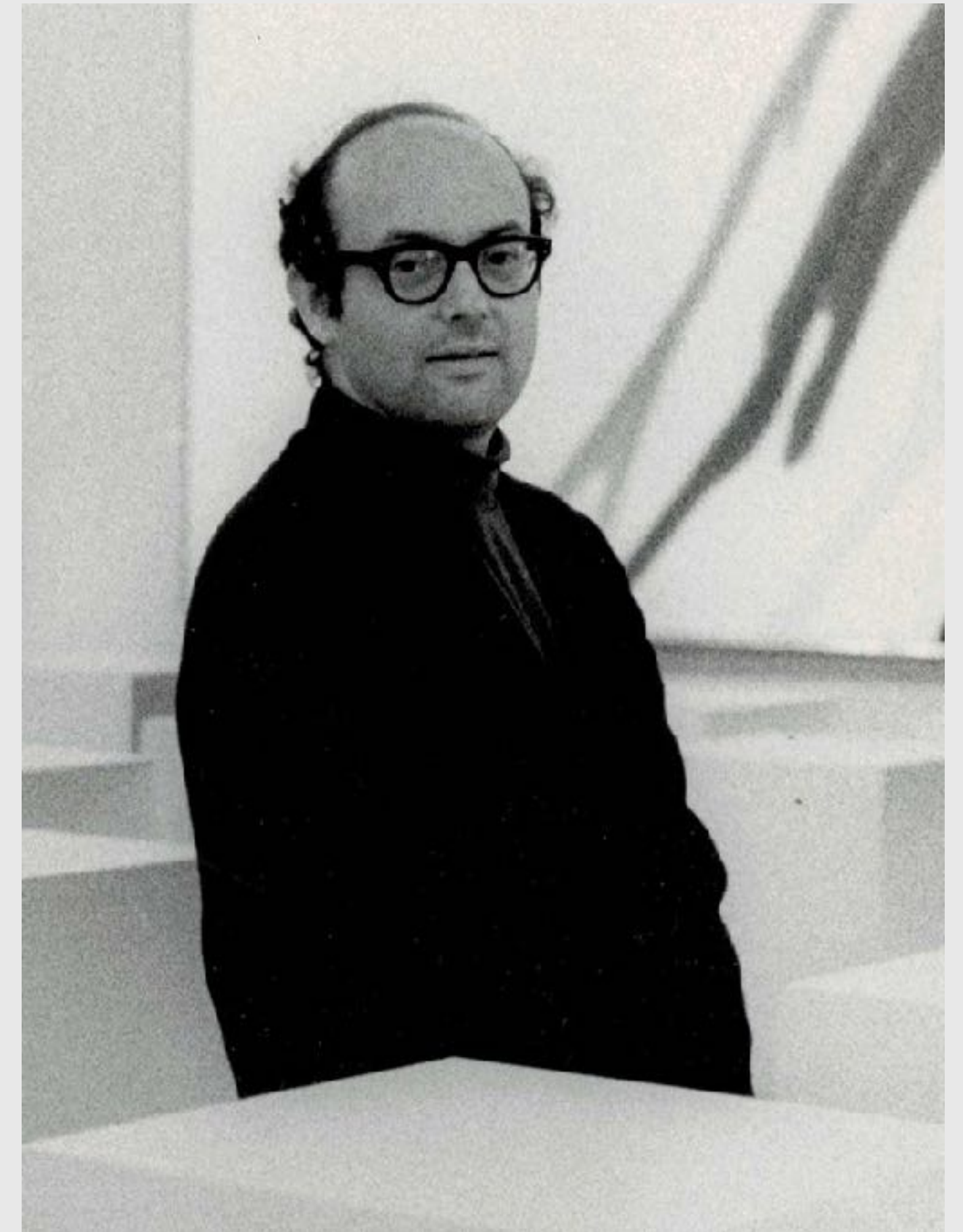
Note: Sort yourselves alphabetically and take on the following roles (from first to last as A-Z)

- Photographer 1 (To photograph from 1st angle)
- Photographer 2 (To photograph from 2nd angle)
- Model (Someone to pose the action)
- Project Manager (Someone to delegate)
- Mark maker 1 (Drawing symbols)
- Mark maker 2 (Drawing symbols)

## Sol Lewitt, American Artist - Conceptualism, Minimalism

Some of his artwork was participatory in nature. He produced a set of rules that were enacted by members of the audience, students and draftsman

"On a wall surface, any continuous stretch of wall, using a hard pencil, place fifty points at random. The points should be evenly distributed over the area of the wall. All of the points should be connected by straight lines."



Sol Lewitt. Source: <https://www.artvisor.com/sol-lewitt/>



## Task 2 :

In order to abstract your symbols, you'll need a visual system. One that comprises of rules. On the next slide, you will see a long list of rules.

### Step 1:

Working as a pair, select 1 rule to work with as a team. Begin abstracting the images to symbols.

### Step 2:

Choose a second rule, to compound with the first.

For example: Draw hands and feet using triangles. Connect limbs with dotted line.

## Rules #1:

Draw legs using circles. Connect limbs with dotted lines. Connect limbs with solid lines. Draw the figure using horizontal lines. Draw the figure using only vertical lines. Find a centre point and draw lines to the hands and feet. Represent hands and feet using squares. Connect any three joints using a thick line. Draw hands and feet using triangles. Draw the figure using vertical lines. Connect five points anywhere on the body. Use only triangles for the torso and limbs. Connect the head to the body using a curved line. Draw the arms and legs using alternating squares and circles. Represent the torso with parallel diagonal lines. Use only one geometric shape to represent the entire figure. Draw the body using only equilateral triangles.

## Rules #2

Join two shapes. Keep the intersection of two shapes and delete the outside. Round 2 corners. Fill in a section using a different colour. Trim a section of the image. Overlay a pattern. Create a mirror image of one half of the body. Add an arc connecting the knees and elbows. Draw a figure with no visible head or neck, focusing only on limbs.



## Task 4:

As a Team, upload 3 images and 3 symbols to the Padlet below. Include them as one post so we can appreciate how the symbols communicate the narrative qualities of the image.

[Padlet](#)

