

## **CULMINATING ACTIVITY: Toy Mash-Up**

**December 14th – January 15th**

Create a media artwork using techniques and skills learnt throughout the course. Choose one or more of the following mediums to use for the Culminating Activity: photography, composition, image manipulation (e.g. Adobe Photoshop), film, culture jamming, collage, Adobe Illustrator and sound work.

**CHALLENGE:** To be inspired by your own childhood imagination and visually represent the daydreams you used to have; or still do!

“If it was a blizzard outside I always thought of Hoth. If I saw a jogger I would imagine them with Yoda on their back like Luke Skywalker. That was my childhood.”

Thomas Dagg

Artist Reference: Thomas Dagg

Dagg is a Toronto based photographer who has manipulated his old Star Wars toys. His black and white imagery is so subtle in some cases that it'll take you a little while to find the Star Wars reference within it. He credits Star Wars with inspiring him to become an artist, and he's spent two years working on the personal project. The images invite viewers into the world of his childhood, when he imagined seeing a galaxy far, far away in everything around him. <http://www.wired.com/2014/10/thomas-dagg-star-wars/>



< Look for Darth Vader among the passengers, as if the Sith lord is commuting to work. Dagg says he made that photo because as a kid he figured Darth Vader just rode public transportation after his TIE fighter lost control in the Battle of Yavin in *Episode IV: A New Hope*.

The four organizing principles Media Arts

Use at least two of the **four organizing principles** of Media Art's in your Culminating Activity:



➤ **Hybridization** involves innovative ways of combining art disciplines; “hybrid” forms of art.

➤ **Duration** explores the nature of time and how its perception can be manipulated and presented, such as film.

➤ **Interactivity** involves viewer participation and includes art forms such as interactive installations, performance art, gaming environments, and web-based art.

➤ **Point of view** can be expressed both conceptually – revealing, for example, the artist’s political perspective – and physically through perspective.

Dave Perillo’s fantasy (daydream) using ILLUSTRATOR.  
<http://montygog.blogspot.ca/>

PHOTOGRAPHY  
PHOTOSHOP  
ILLUSTRATOR  
FILM  
COLLAGE /  
MIXED MEDIA

Many of this year’s mediums / software can be used for this theme:



COLLAGE / MIXED MEDIA: media arts doesn’t always mean digital.



Maihyet Burton (another Toronto artist)

<http://www.maihyet.blogspot.ca/>

“Most recently, she has turned her attention toward the canvas, utilizing a **multi-media** approach involving paints, needle and thread and



photographic collage. Her abstract, often childlike illustrations seek to **juxtapose** dream imagery with harsh reality, the dark and scary with the fanciful and joyous, and nature with the supernatural.”



**Alice Zilberberg** received a BFA in **photography** from Ryerson University, Toronto, in 2011. Inspired by folklore, mythology, and fairy tales, her work explores themes of femininity and environment.

*Sleeping Beauty* 2010

*Thumbilina* 2010  
From *The Death of “Happily Ever After”* series

Thomas Dagg, Star Wars Series links

<http://www.thecollector.com/star-wars-thomas-dagg/>

<http://www.thomasdagg.com/blog/star-wars>

<http://www.thomasdagg.com/>

## **PROCESS**

Dagg intentionally made the photos less than perfect. He wanted them to appear like snapshots capturing moments in time, because that's how he saw them in his youth. All of the characters and spaceships seen in the photos are toys he's had since childhood, and convincingly blending them into the photos convincingly required careful attention to things like perspective, light and depth of field.

- Many of the photos are subtle with hidden elements
- Dagg intentionally made the photos less than perfect. He wanted them to appear like snapshots capturing moments in time, because that's how he saw them in his youth.
- Nailing that technique was a challenge, though. All of the characters and spaceships seen in the photos are toys he's had since childhood, and convincingly blending them into the photos convincingly required careful attention to things like perspective, light and depth of field.
- For example, the Walker looms menacingly over the park, which required shooting the toy from a perspective that made it feel large. If he was trying to blend a toy into an outdoor scene, he'd sometimes shot the toy at the same location to ensure the light was similar.
- He always made sure images of the toys had the same depth of field as snapshots he used for the background.
- 'Integrating them into the shot requires a lot of lens trickery and playing with perspectives.'
- 'It's quite a complicated process,' he said. 'It usually takes four to five hours to edit the photo but it can take days to find the right location and figure out the suitable lighting and angle.'
- He intended to depict a world in which Star Wars characters and technology are mundane sights.
- 'I wanted the photos to seem realistic. If you had to photograph something flying past your window in real life it wouldn't be a clear shot - it would be blurred,' he said.
- 'I had to work very hard to make it look like I had just snapped the photos in passing and accidentally captured something amazing.'
- Shot toys on a grey background.



^Dagg's setup for shooting a toy.



^One of the toys he used.

## More work by Thomas Dagg



Above

A photograph utilizing shutter speed. Dagg also shot a little promo for a Ryan Hemsworth's tour.

See the video at

<http://www.thomasdagg.com/blog/ryan-hemsworth>

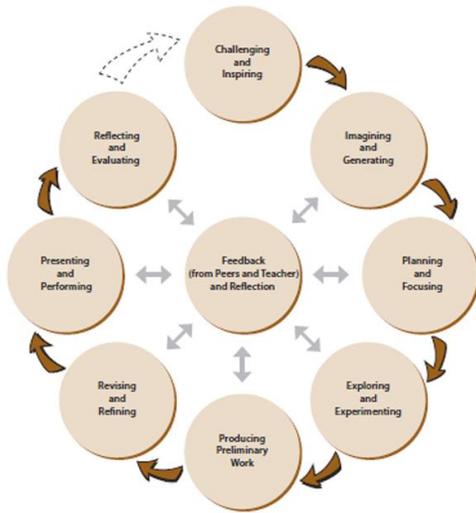
Left

Photos of Anielika Sykes.

See more at

<http://thomasdagg.blogspot.ca/search?updated-max=2014-02-13T12:04:00-05:00&max-results=8>

**THE CREATIVE PROCESS:**



Applying the Creative Process to the Culminating Activity:

- Imagining and generating:** brainstorm as many ideas as possible, write, draw, paint, collage and research (include images & stories).
- Imagining and generating:** Submit a contact sheet and final photograph as an idea.
- Experimenting:** develop rough versions of final ideas. An idea can be shown many different ways
- Planning:** Submit a final plan
- Feedback / Reflect:** demonstrate a response to feedback
- Present final media artwork
- Reflecting / Evaluating:** in class test and reflection.

**One idea can be expressed in many ways**

**Week 1: Imagining, generating, experimenting**

CRITERION	Level 4 (8 - 10)	Level 3 (7)	Level 2 (6)	Level 1 (5)
Plan / studies	Detailed plan/ experiments; contains required elements to complete final.	Clear plan / experiments contains required elements to complete final	Adequate plan contains required elements to start final	Limited plan. More planning needed in early stages.
<b>Use of processing skills</b> (e.g., analysing, evaluating, inferring, interpreting, forming conclusions...)	- uses processing skills with a high degree of effectiveness	- uses processing skills with considerable effectiveness	- uses processing skills with some effectiveness	- uses processing skills with limited effectiveness

**Week 2-3: FINAL ART**

Application / Creation	Expressive & detailed (where necessary). Media / technology explored & applied with great skill.	Reasonably expressive & detailed (where necessary). Media / technology explored & applied with skill.	Competent (where necessary). Media or technology explored & applied.	Incomplete. More time needs to be taken in the planning stage.
Design /Composition	Student applies design principles (such as space, unity, contrast, balance, movement, direction, & emphasis) with great skill.	Student applies design principles (such as space, unity, contrast, balance, movement, direction & emphasis) with fair skill.	Student tries to apply design principles; overall result is not entirely successful.	Limited evidence of the elements & principles in the painting.
Communication: Four organising principles	Incorporates three of the principles effectively. Point of View is successfully communicated.	Incorporates two-three of the principles. Point of View is communicated.	Incorporates one of the principles: Hybrid	Minimal consideration of principles
<b>Understanding of content</b> (e.g., concepts, ideas, styles, procedures, processes, themes, informed opinions...)	- demonstrates limited knowledge of content	- demonstrates some knowledge of content	-demonstrates considerable knowledge of content	- demonstrates thorough knowledge of content

**Week 3: Presenting, Reflecting & Evaluating**

Use of critical/creative thinking processes (e.g., creative and analytical processes, design process, exploration of the elements, problem solving, reflection, elaboration, oral discourse, evaluation, critical literacy, metacognition, invention, critiquing, reviewing)	- uses critical/creative thinking processes with limited effectiveness	- uses critical/creative thinking processes with some effectiveness	- uses critical/creative thinking processes with considerable effectiveness	- uses critical/creative thinking processes with a high degree of effectiveness
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