

## **Personal Mythmaking and Dreams**

*Mythmaking from a contemporary viewpoint denotes none's ability to generate any type of unique story. The personal myth can function as an outlet for self discovery, quest for truth, or archetypal symbolism. Whether based on fact such as memory or fictionalization, mythmaking is an inherent part of pictorial narration.*

"When I examine myself and my method of thought, I come to the conclusion that the gift of fantasy has meant more to me than my talent for absorbing knowledge." Albert Einstein (1879-1955) German scientist.

"I like nonsense. It wakes up the brain cells. Fantasy is a necessary ingredient in living. It's looking at life through the wrong end of a telescope, which is what I do. And that enables you to laugh at life's realities."

Dr. Seuss (pseudonym of Theodore Geisel) (1904-1991), American children's book illustrator

**Concept:** Choose an image from a dream, a scene from childhood, or a symbol that has special meaning for you and expand with imagination on that image to create a narrative painting. The image will develop form a series of images that come together to make a complete idea.

*Creative daydreaming is a license to fantasize and think subjectively and to express "emotional realities" more importantly, it is a means of maintaining and using the power of childlike wonder and creative play.*

### **Procedure:**

1. Draw several images that, like a dream, narrate a personal story. Weave images together, overlapping some and adding more graphic detail as required to produce a unified design.  
OR  
Use collage technique as a format that is consistent with the way dream images present themselves.  
OR  
Paste together many separate drawings that, although unrelated, somehow work together in psychological unity.
2. Work with flat patterns and simple images
  - Do not be concerned with perspective, shading or rules of pictorial design.
  - Try to work intuitively, and place emphasis on the way you *feel* about the subject.
3. Use color emotionally, working with the 6 color method and expanding that with more color if needed. Paint in unrealistic colors.
4. Simplify, exaggerate, and distort. Create a style that is consistent throughout the painting.
5. Transfer the preliminary design to a prepared canvas, ether by drawing the images freehand lightly in pencil or by using the grid method.
6. This image must be very definite before the painting begins. The images may be "dreamlike and imaginative" but the process must be rational and technical skills must be applied in a specific manner. (Think of techniques previously studied)

See: Expressionism, Surrealism, Symbolism