

# Good Fences Make Good.. COMPOSITION!

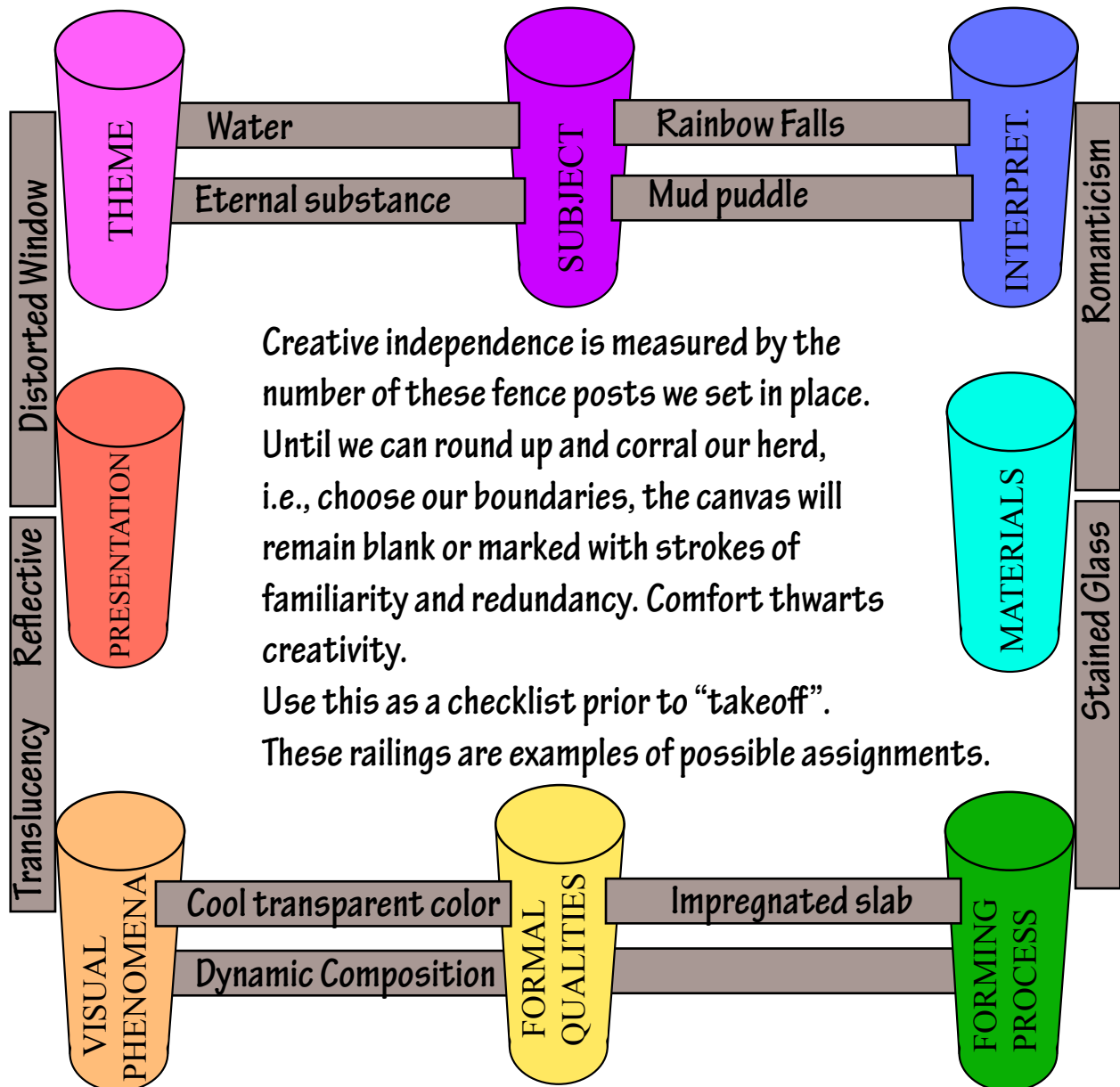
Decisions, whether conscious or intuitive, are the basis of all creative work. Whether these decisions are imposed on us or by us indicates our level of creative maturity and uniqueness.

## WHAT ARE MY BOUNDARIES?

1. Theme (Example: Religious, Landscape, Portrait, etc.)
2. Subject Matter (Example: Last Supper, Old Mill, King Lear, etc.)
3. Interpretation (Example: Classic, Realism, Impressionism, etc.)
4. Materials & Techniques (Example: Oils, Collage, Canvas, etc.)
5. Forming Process (Example: Palette Knife, airbrush, carve, etc.)
6. Formal Qualities (Example: Line, Form, Value, Color, Texture, etc.)
7. Visual Phenomena (Example: Films, Veils, Light & Shade, Halations, Vanishing Boundaries, etc.)
8. Presentation (Mat, Frame, Installation, etc.)

6 Phases of Creative Problem-solving are:

1. Point of Entry.
2. Expansion.
3. Convergence.
4. Development.
5. Evaluation.
6. Exploitation.



Creative independence is measured by the number of these fence posts we set in place. Until we can round up and corral our herd, i.e., choose our boundaries, the canvas will remain blank or marked with strokes of familiarity and redundancy. Comfort thwarts creativity.

Use this as a checklist prior to “takeoff”.

These railings are examples of possible assignments.