

# AP Photography Summer Assignments

Assignment 1:		Assignment 2
Part A) What is a Sustained Investigation?	Part B) Create two series of images, five photos per series. These don't have to be your final SI, but consider these launching points/brainstorming for your SI  <b>Deliverables: 10 photos</b>	Go to an art exhibition of your choice (I've included some photography related exhibitions, but you can go to a different one)  <b>Deliverables: Documentation of your trip to the exhibition</b>

**Directions:** Complete the following assignments over the summer and bring them with you the first day of class.

This is your [course and exam description](#); take a look at the materials. We will go over these together in September.

## Assignment 1. Review Sustained Investigation and Experiment Through Photographing a Series

### PART A) What is a Sustained Investigation?

Review College Board Information regarding Sustained Investigation Ideas – AP Art and Design Drawing Sustained Investigation 2020 Scoring Commentaries: <https://apcentral.collegeboard.org/pdf/ap-art-and-design-drawing-sustained-investigation-samples-2019-2020.pdf?course=ap-drawing>

Explore the Sustained Investigation [Theme Sheets](#) included in this packet to help find ideas!

### September 2024 Students will do the following:

1. Review AP Art and Design Course
2. Share Summer Assignment of your Sustained Investigation with teacher & peers
3. Brainstorm and share possible SI ideas with peers
4. Set up your Student AP online Account

STAY CREATIVE, BE BRAVE – TAKE CHANCES WITH YOUR ART! ENJOY THE JOURNEY!  
THIS WILL BE A GREAT YEAR!

### SUSTAINED INVESTIGATION IDEAS!

Look at your work up to this point. Choose your favorite pieces and try to see what common themes or interests you seem to naturally want to explore. Why are these pieces strong? Think about not only subject matter; but also, technical and compositional devices that you explored.

Your Sustained Investigation is **MORE** than a simple theme or idea. It is about **HOW** you develop that idea over time and how your works increase in **SOPHISTICATION**. (higher level thinking and problem solving.) It should show a journey; one of skill, improvement, point of view, and individual voice. As always, thoughtful composition and exceptional technique is expected. This is your chance to dig deeper than ever before; to discover and hone that spark that makes your art a purely unique and individual reflection of you. With that said, please avoid the “trite” or “overdone” ideas/themes. (Unless you can find a unique and meaningful way to express them that will knock the socks off your viewers!)

CAUTION: there are many lists online of possible SI ideas. These are not inherently bad to refer to for ideas, but use these as a starting point, not as a means to an end. Your SI must be your own and you must have ownership of it to find success with it!

## **PART B) Photograph a Series**

**Directions: Choose two of the following topics and create a photographic series. You will have at least five final photographs for each of your series. 10 photos total! It's ok if these don't end up being your final SI, but consider them as brainstorming for your SI.**

1. An exploration of patterns and designs found in nature and/or culture
2. A series of works that begins with representational interpretations and evolves into abstraction
3. A series of landscapes based upon personal experience of a particular place
4. Abstractions developed from cells and other microscopic images
5. Interpretive portraiture or figure studies that emphasize dramatic composition
6. A personal or family history communicated through symbols, imagery or metaphorical objects only
7. Document a summer travel experience while focusing on unique angles and perspectives
8. Take a series of photos of the same landscape, cityscape or beach scene at different times of the day, capturing the changing light.
9. Communicate a message about a social issue or subject you are passionate about
10. Student choice
11. See [here](#) for more ideas

## Assignment 2: Visit One Art Related Exhibition

To receive credit document your visit: write a journal entry on your experience, grab a brochure, and/or take reference pictures of photographs that inspired you at the exhibition. You can take photos of the works of art on your phone, or you can even take pictures of the museum labels and descriptions to see how the curators discuss the art - this may help you to see how you can communicate your own ideas! You can write a journal entry reflecting on how the artist(s) communicated their ideas, your personal reaction to the art, and what about the exhibition you find inspiring/interesting.

### **Recommended Exhibitions:**

**Arthur M. Sackler Gallery, Washington DC**

**Park Chan-kyong: Gathering**

**October 7, 2023 – October 13, 2024**

Seoul-based artist Park Chan-kyong has gained international recognition for his use of photography and film to examine the complex history of modern Korea. Park Chan-kyong: Gathering is the first solo presentation of his work in a major U.S. museum. The exhibition features a range of works that highlight Park's masterful use of the photographic medium to explore the enduring traces of tradition, history, and disaster in contemporary society.

Park's multi-channel video, Citizen's Forest, anchors this exhibition of five recent works. A panoramic video presented in the format of a monumental landscape scroll painting, Citizen's Forest draws on the poetry of Kim Su-yeong (1921–68), Minjung painting, and folk culture to reflect on major tragedies in South Korea's history from the late 19th century to the present. In Belated Bosal and Fukushima: Autoradiography, inverted images and the natural landscape convey the inescapable sense of ecological disaster. Another installment in Park's study of the history of North and South Korea, a series of still and moving image portraits titled Child Soldier reimagines the presence of a lonely North Korean soldier.

**Smithsonian American Art Museum, Washington DC**

**Carrie Mae Weems: Looking Forward, Looking Back**

**September 22, 2023 — July 7, 2024**

Legendary artist Carrie Mae Weems has been described as an icon, national treasure, and genius. She is a moral compass in the field, entwining art and activism to address racism, sexism, classism, colonialism, and xenophobia using photography, text, textile, video, film, installation, public art, and performance.

This focused exhibition, featuring all new acquisitions to SAAM, pairs two projects in which Weems invites others to step back in time. Lincoln, Lonnie, and Me—A Story in 5 Parts(2012) is a multimedia installation that transforms the gallery into a nineteenth-century illusionistic theater. This complex work brings to life episodes from the American Civil War to the present, accompanied by a soundtrack that evokes the constitutional promise of equality, along with projections of recurring racial and gender difference that make achieving it so elusive. It is accompanied by eight photographs from her series Constructing History(2008). Weems worked with college students to restage iconic photographs from World War II to the civil rights era and beyond. Taking on these poses, a new generation simultaneously enacts and witnesses past moments of strength, pain, and progress in the present.

**National Museum of African Art**

**From the Deep: In the Wake of Drexciya with Ayana V. Jackson**

**April 29, 2023 – January 6, 2025**

For her first monographic exhibition, acclaimed photographer Ayana V. Jackson was inspired by the Detroit-based 1990s techno band Drexciya (musicians James Stinson and Gerald Donald) whose albums imagined a mythical aquatopia populated by descendants of pregnant African women thrown (or who jumped) overboard into the Atlantic Ocean during the Middle Passage. In this exhibition, Jackson expands her practice to include animation, immersive video, installation, sound, and scent. She creates a series of haunting, yet profoundly beautiful and empowering encounters that draw upon African water spirits from Senegal to South Africa.

**National Portrait Gallery, Washington DC**

**Star Power: Photographs from Hollywood’s Golden Age by George Hurrell**

**March 1, 2024 – January 5, 2025**

Widely regarded as the preeminent Hollywood portrait photographer of the 1930s and 1940s, George Hurrell (1904–1992) created definitive, timeless images of many of the most glamorous figures of film’s golden era. Hurrell began his Hollywood career in 1930 as a photographer for Metro-Goldwyn-Mayer, the studio (founded in 1924) that claimed to have “more stars than there are in heaven.” With a keen eye for lighting effects and artful posing, he developed a style of presentation that magnified the stars and influenced popular standards of glamour. Advancing rapidly to become MGM’s in-house portraitist, he produced memorable images of film royalty, from Greta and Clark Gable to Spencer Tracy and Joan Crawford. He established his own studio on Sunset Boulevard in 1933, where he continued to photograph actors for MGM as well as those under contract with other major studios. After closing his studio in 1938, Hurrell concluded the decade as the head of photography for Warner Bros.

Selected from the National Portrait Gallery’s collection by senior curator of photographs Ann Shumard, this exhibition features golden-era portraits that reveal Hurrell’s skill in shaping the images of Hollywood’s brightest stars.

**National Museum of African American History and Culture, Washington DC**

**Spirit in the Dark: Religion in Black Music, Activism, and Popular Culture**

**April 29, 2023 – January 6, 2025**

Spirit in the Dark examines Black religious life through a selection of photographs from the Johnson Publishing Company, publisher of *Ebony*, *Jet*, and *Negro Digest*. The images in the exhibition spotlight noteworthy individuals—including religious and political leaders, musicians, authors, athletes, activists, and educators—and uplift objects from the museum’s collection, many on display for the first time. Together they reflect diverse aspects of the Black religious experience and testify to the role religion has played in the struggle for human dignity and social equality.

# AP Thematic Ideas

These topics are great starting points for the Sustained Investigation portion of the AP portfolio. Consider the relationships, themes, and concepts as they relate to you and how they could inspire creative artmaking.

## Encounters, Experiences and Meetings

- The meeting between mother and child / adoption / birth;
- The clashing of those who despise each other;
- Friends in a bustling and crowded restaurant;
- The shields we put up in our brains: the filter between ourselves and those we meet;
- The joining (or meeting) of two halves;
- Meetings between strangers...The million people we pass on a daily basis, but never connect with;
- Encounters with god;
- Online encounters and the changing social landscape of the world;
- The clashing of cultures;
- Meeting someone who has suffered a great loss;
- Shameful encounters / those you regret;
- A meeting room, filled with business people who go about their daily lives in a trance;
- A boisterous meeting between children;
- A birthday party;
- Meeting at a skateboard park;
- Reunion at an airport;
- Meeting for the last time;
- A life-changing moment;
- Focus on the senses (an event experienced through sight / audio etc);
- Something that made you cry;
- A déjà vu experience;
- Remembering an experience a long time ago: the passing of time / generations;
- The meeting of truth and lies;
- The meeting of fiction and reality;
- Encountering animals: the interaction between human and animal kind and our influence upon them (for good or bad);
- Meeting your childhood self or yourself fifty years in the future;
- The meeting of land and sea;
- Physical meetings between two things: the boundaries and edges, perhaps at a cellular level (plunging into / stabbing / tearing apart);
- The meeting of theory and practicality;
- How our own biases, backgrounds and modify/influence every experience we have: the influence of the mind;
- Truly seeing yourself as you really are;
- The aftermath of a meeting that never happened;
- Meeting temptation: the battle of wills;
- The meeting of technology and nature;
- Ancient man meeting the modern world: the conflict between genes and the modern environment;
- Terrorist encounter.

## Combinations and Alliances

- A young child holding the hand of their mother;
- Bad influences (combinations of friends) and peer pressure;
- A family unit, in alliance against the world;

- The butterfly effect (how a combination of actions / behaviours leads from one thing to another until every tiny moment in a life is interwoven with all the moments that came before);
- Political alliances;
- How 'good' people can complete horrific acts when lead on by the wrong situation and the wrong company;
- Still life combinations: salt and pepper, sweet and sour, fish & chips, apple and cinnamon; peanut butter and jam; the literal combination of ingredients used to make a meal;
- Unpleasant combinations we would rather not be reminded of: chocolate and obesity; that cute lamb and the juicy steak;
- The legal binding (combination) of lovers: marriage / civil unions;
- Combination of genes: Darwin's theory of evolution – how traits are passed on etc;
- A study of two people (or animals), or people who care about each other;
- A person and something that they use to embellish their identity (i.e. fast car, makeup, fashion accessories, label clothing, iPhones);
- You and the one thing that defines you;
- Twins;
- Siblings;
- Mismatched couples;
- Unfortunate combinations: drugs and celebrities; childbirth and pain; cats and water; sugar and tooth decay;
- Discipline and being cruel to be kind;
- Combinations of exercises / sets / routines;
- Mixing of light (light streaming through coloured glass windows etc);
- Lock combinations;
- Combinations of numbers – gambling, addiction;
- An uneasy alliance: a dog about to break its chain;
- Things that depend on each other for survival: a plant growing in dirt trapped in a hole in the rocks; tiny creatures that live in on the fur / skin of others – ticks on cows / hair lice / germs;
- Vaccinations and the alliance of 'good' germs fighting against bad...
- Eco-systems – the interconnection of water / life etc;
- A trusted alliance: horse and rider; blind person and guide dog;
- Business networks that rely on one another;
- Uniting against a common enemy.

## Fossils

- The layering of time;
- Disintegration and memory;
- Bones: the structure of life – the architecture of a living form;
- Fish skeletons;
- Archaeology and the documenting of fossils;
- Unexpected items as fossils (i.e. a fossil of an iPod or other contemporary object – remnants of a modern existence);
- Dinosaurs / extinction.

## Society Today

- Modern diet / processed food;
- Digital technology and the impact it has on our lives;
- Soaring depression levels / the psychiatric torment of modern man;
- Mind-numbing forms of escape;
- Slowing down;
- More, more, more: ever increasing consumption;
- The mechanised processes involved in the production of meat: pigs in tiny cages / battery hens / images from an abattoir;
- Disconnection from the whole: i.e. a factory worker who spends his/her whole life assembling one tiny part of a product, without having any input into the big picture: disillusionment with life purpose.

## Inside / Outside

- Framing / windows;
- Blurring of the boundary between inside and out;
- Prisons / loss of freedom;
- Breaking in the exterior barrier of things i.e. injuries in flesh resulting in the spilling out of insides;
- Autopsy;
- Opening a can of preserved fruit;
- Pregnancy /birth;
- Shelter from the rain;
- The inconsistency between what is going on in the outside world and the inner turmoil of someone's brain;
- The change in state as something moves from outside to inside the human body (i.e. food > energy);
- An environment that is devoid of 'outside' i.e. fluorescent lights / poor ventilation...lacking in plant life...unable to see nature outdoors...the dwindling human condition etc;
- Apocalyptic future: what will happen if humans destroy the outdoor conditions; or a wall is erected to keep an infected virus-ridden population 'outside';
- The peeling back of interesting things to expose what is underneath (inside)...i.e. banana skins, seedpods, envelopes.
- Vegetables or interesting fruit sliced through to expose the insides (things with lots of seed / pips / bumpy skin etc);
- Something opening to reveal something unexpected (i.e. inside a cardboard box);
- The Impossible Staircase: indoors blending into outdoors in an indeterminable fashion / a blurring of dimensions;
- Inside the human body: complex, organic form: the miracle of life (human anatomy drawings / x-rays);
- The human 'outside' – an exterior presented to those around us. The fixation we have on creating the best exterior possible: weight control/dieting; makeup; cosmetic surgery; latest fashions;
- Inside the earth: minerals / geology / the underworld;
- Sectional views through a landscape (i.e. showing a slice through the ground / inside the earth): mines / slips / erosion / quarries, with trucks and machinery taking soil and rocks away;
- The soul: inside / outside – leaving the body;
- Plays upon storage and scale, i.e. miniature 'scaled down' items inside other items, like large wild animals stored inside tiny jars;
- Castings of the insides of objects – things you don't normally think about – that are then exposed for all to see;
- Walls / divisions / outsiders;
- Deterioration that has occurred to something as a result of being left outside (i.e. an ice sculpture that is left in the sun or a decayed, rusted, weathered structure showing the long term effects of the elements);
- Light streaming in a window from outside;
- Animals in a small enclosure: a sorry life in comparison to those wild and free outside;
- Looking outside from an unusual perspective, i.e. as if you are a mouse looking through a small crack into a room;
- Inside a bomb shelter;
- Inside is meant to equal haven / shelter: what if inside is not this at all: a crime scene / an inside that has been violated;
- In the palm of your hand;
- The contents of something spilling out;
- Shellfish or snails inside their shells.

## Harmony and Discord

- Love and hate relationships / fighting between families and loved ones;
- The human mind, swinging from joy to misery and despair / schizophrenia / the meddling mind: our own worst enemy;
- A whole lot of similar things, with one different thing that clashes with the rest;
- Disturbing of the peace: a beautiful scene which is rudely interrupted (i.e. a hunter firing a bullet into a

- grazing herd of animals or someone pulling out a gun in a crowded shopping mall);
- Musical interpretations: jazz bands / instruments / broken instruments;
- Money: the root of good and evil;
- The broken family / divorce / merged families;
- The clashing of humans with the environment;
- Something beautiful and ugly;
- Meditation to escape the discord of modern day life;
- Prescribed medication (happy pills) to minimise the discord in life – but eliminates the harmony?
- A visual battle: a mess of clashing colours;
- Things in the wrong environment: placing objects unexpectedly in different locations to create discord (or at least alertness and aliveness) a scene of apparent harmony.

## Changed Landscape

- Erosion;
- Changing seasons;
- The impact of human waste / litter on the environment;
- Urban sprawl;
- Forests cut down to make way for new developments;
- The pattern of crops, farming and paddocks on the land.

## Sky High

- Black holes / stars / solar systems / the big bang;
- Skateboarders or snowboarders;
- A drug induced high;
- Cloud formations / the science of rain;
- Flying in sleep;
- Views from an aeroplane window;
- Patterns humans have made in the landscape – i.e. motorways / city grids;
- Hang-gliding / hot air balloons / free fallings / parachuting;
- Insects / birds flying;
- Wing structures;
- Airports;
- Aftermath of a plane crash;
- Superman / superheroes
- Things blowing into the air (old newspapers / an open briefcase / seed pods / dandelion seeds);
- Falling off a high rise building;
- Paper aeroplanes;
- Giants / over-scaled items
- A inner cityscape of high rise buildings – glimpses through windows to people living lives contained in tiny capsules in skyscrapers;
- Athletes / sports people leaping through air.

## Shade

- An intricate still life that creates shadows which become an integral element of the composition;
- Translucent sculptures;
- Images containing only shadow (without the source object);
- Woven shadows;
- Overlapping shadows from multiple light sources;
- Shadows that are not of the object shown;
- A dark alleyway or other location where the lighting conditions are dramatic;
- Photographs of paper sculptures: artificial manipulation of form to explore light and shadow;



- Skin colour;
- A monochromatic subject, with the emphasis on tone (light & shade) rather than colour;
- Sunhats and sunscreen / skin cancer;
- Buildings with visible shading screens built into the facade.

## Icons

- Toilet symbols in airports with crowds of people of multiple ethnicities (i.e. icons communicating without language);
- An absurd aspect of a pop star's life;
- The worship of a pop star by an ordinary teen (posters peeling off a crowded bedroom wall etc);
- Religious icons – relevance in a modern world;
- Someone using icons to communicate;
- The lie of the icon: a pop star with a public image that is nothing like they really are;
- Sex symbols: the disparity between 'real' bodies and those portrayed in magazines...

## Memorabilia

- An obsessed fan's memorabilia collection relating to a particular famous person;
- Objects related to something negative that you don't want to remember:
- A collection of tacky plastic characters from a particular film, that lie forgotten and dusty in the bottom of a box;
- War memorabilia, interspersed with photographs.

## Neon

- 'Sleazy' signs from a dodgy part of town...with litter / other traces of human life / dark alleyways underneath;
- A inner cityscape crowded with brightly lit signs – perhaps exploring things to do with the clutter of human life / overpopulation of space etc;
- An decrepit sign (on an entertainment park or tired motel, for example) with broken bulbs / peeling paint;
- Disassembling old neon signs and reassembling different signs together in tongue-and-cheek ways;
- Focusing on the eye-catching aspect of neon colour to draw attention to unexpected subjects...

## Playing

- Young children playing with toys;
- A family playing a card or board game;
- Playing in water – or at the beach, with a bucket and spade in the sand;
- Sports – competitive playing;
- 'Playing the field';
- Dress up games;
- A young child putting up make-up in the mirror (playing at the imitation of adults);
- Wendy houses;
- An early childhood education scene;
- Playing gone wrong: an injured child / fighting children etc...

## Folding Structures

- Origami;
- Paper aeroplanes
- Paper bags
- Architectural models;

- Folding architectural structures;
- Tents;
- Beach chairs;
- Weaving.
- Paper sculptures lit by studio lighting

## Journey

- A physical journey from a particular destination to another (i.e. the mundane drive between your home and school...seeing beauty in the ordinary etc; your first visit to see something that moved you);
- The transformational journey from old to new (old structure demolished for something new / old technology making way for new etc);
- A journey through time, such as a person aging / physical changes, or a record of memorable occasions in a life;
- Childhood to adulthood;
- Getting through an emotional circumstance, such as a loved one passing away or overcoming illness;
- Conception/pregnancy/birth;
- A miniature journey (i.e. walking down your garden path – with viewpoint at your feet etc; brushing your teeth in the morning – the journey from arrival at the sink to bright white smile);
- Achieving a goal;
- An academic journey – through school etc (ambition / academic goals / failure / success / test papers / assignments / grades etc...as in the hurdles you need to get to university);
- On a bus or a plane or a train;
- Memorabilia related to a particular journey (i.e. an overseas trip);
- A still life made from tickets, maps, timetables;
- The journey of an animal (i.e. a bird or fish, swimming upstream);
- The journey of an insect walking a short distance over interesting surfaces;
- Terrorism and the journey you will never forget.

## Domestic

- A family argument;
- Domesticated cat or other animal;
- Domestic chores – focus on a mundane ordinary task such as doing the dishes
- Housewives / the female role / feminism etc;
- Wild versus Domestic;
- The 'perfect' home situation illusion and what bubbles below the surface...
- Domestic versus foreign / invading / other;
- Domestic goods = items made in your own country...a still life featuring country-specific items...

## Digital Dreams

- The merging of reality and our 'online' lives;
- The fictional online persona (the person we craft in our Facebook profiles and so on);
- iPods / digital devices and brightly lit screens;
- Cyber dating / online love;
- Brain waves and digital imaging of human brains while dreaming.

## Looking Through

- Windows / frames – from unexpected locations / unexpected angles or in places where the outside scene contrasts the inside scene;
- Transparent layers / glass / distortion / interesting views through things;

- X-rays;
- Old overhead projector transparencies;
- Flicking through an old recipe book or photo album;
- Looking through small gaps between leaves in the foreground at a natural scene;
- Trains / tunnels;
- A child looking through cracks in a jetty at the water below;
- Invisibility, and the feeling you get when someone 'looks through' you – i.e. doesn't notice you at all;
- Kids playing hide and seek, peeking out from a hiding place;
- Inappropriate snooping through someone else's personal belongings...

## People – Ordinary and/or extraordinary

- People engaged in ordinary mindless actions, i.e. brushing teeth, doing one's hair, eating breakfast;
- Scars / tattoos / deformities that are out of the ordinary;
- The vices of ordinary people;
- Portraits of really 'plain' people – seeing the beauty in the ordinary;
- The facades / layers people build up around themselves to make themselves seem extraordinary – make-up, fashion accessories etc;
- A person of extraordinary importance in your life (your mother or grandmother etc);
- Ordinary people who have extraordinary roles (i.e. a firefighter);
- The extraordinary;
- Merging images of people with other objects to make fantastical creatures;
- A portrait of an ordinary stereotype: the gossip or the cheerleader etc;
- The desperate attempts or lengths someone will go to become extraordinary;
- Depictions of ordinary people, so that they look eerie and extraordinary, like the awesome artworks by [Loretta Lux](#);
- Sculptures of the ordinary, at extraordinary scales.

## Old and New

- A grandmother or other elderly person holding a baby;
- Meeting your childhood self or yourself fifty years in the future;
- Ancient man meeting the modern world: the conflict between genes and the modern environment;
- Ancient artefacts, alongside modern instruments;
- Discarded outdated computers / technology, to make way for new (things that become rapidly obsolete);
- Fresh fruit alongside rotted and decaying produce;
- Plastic surgery: an attempt to make old into new;
- A decaying structure alongside a new, contemporary form;
- New posters overlaid onto an outdoor wall layered with old, peeling posters;
- An old architectural form demolished for something new / old technology making way for new etc).

## Here and Now

- The impact of digital technology on modern lives;
- Advances in preventative health and medicine;
- The prevalence of natural disasters in recent times;
- Terrorism;
- Time;
- The mechanics of an old clock;
- A topical issue, such as food addiction.

## Arrival / Departure

- Birth;
- Death;
- Train stations / Airports / Looking out windows at that which is left behind;
- Divorce / departure of a parent;
- Parents who leave their children;
- Recovering from a departure / coping mechanisms;
- First day at school (or some other place);
- Feet walking away;
- A decaying, decrepit building after the departure of the occupants;
- A look at building entrances and exits;
- Motorway exits;
- Maps / subway routes / directions for travellers...

## Fruit, vegetables and gardening tools placed in a setting of your choice

- A freshly harvested outdoor setting;
- A farm-like scene with wooden crates / indoor wooden shed;
- Vegetables stored for animals;
- Vegetables hanging to dry, i.e. onions / garlic with tools leaning nearby;
- A kitchen scene;
- A fruit and vege shop;
- A bustling marketplace;
- Preserving fruit – knives / chopped fruit / preserves in glass jars;
- Fruit, veges and tools in an unexpected location, i.e. [hanging in plastic bags](#);
- Abstract works derived from the patterns on the skin of fruit and vegetables or the interiors that have been sliced open with knives;
- The brutal smashing of a watermelon or some other fruit or vegetable with a hammer;
- The hanging of [decaying fruit and vegetables](#).

## Time-Honored

- Wedding traditions;
- Birthday celebrations;
- Religious rituals;
- Christenings;
- Coming-of-age rituals;
- Graduation ceremonies.

Unsuccessful SI ideas used in AP Studio Art: Because the artist did not explore a specific angle of the theme! How could these be made More Specific and become successful?

- \*portraits of emotions
- \* people who shape me
- \* nature in general
- \* memories in general
- \* shocking viewers with the bizarre
- \* surrealism

- \* faces
- \* flowers
- \* eyes
- \* reflective surfaces
- \* illustration of inner thoughts
- \* moments I was happy/depressed \* self-portraits
- \* music
- \* everyday life objects
- \* goddess/myth
- \* "different cultures"
- \* guitars
- \* reflections
- \* "ideas of beauty"
- \* dance