



# Play

Artists	Inspirations	Ideas
<p><i>Jeff Koons</i> b. 1955</p> 	<p>Koons works by taking images from pop culture and dramatically adjusting the scale to change the meaning. The resizing of this object raises questions about taste and value.</p>	<p>Dramatic shifts in the scale of objects to change meaning.</p>
<p><i>Florian Maier-Aichen</i> b. 1973</p> 	<p>This artist takes landscape photographs and digitally alters them to give the images imperfections and illogical elements. The irony is that they may “feel” visually right, but are factually wrong.</p>	<p>Altering images to have subtle factual errors.</p>

**Jessica Stockholder**  
b. 1959



Stockholder works with vibrant colors and incorporates 2D and 3D spaces. Her installations use many different found objects, and paints to create an optical and spatial impact. These pieces may seem random, but on a closer examination reveal specific color and compositional choices.

Using 2D and 3D elements together to play with space.

**Walton Ford**  
b. 1960



Ford's work looks at elements of nature, and specifically various species of animals. He depicts them very realistically, examining the beauty of the animals, while showing scenes in which something very violent is about to occur. The use of irony and dark humor is key in his works.

Using satire and beauty together to surprise the viewer.

**Elizabeth Murray**  
b. 1940



Murray blurs the lines between sculpture and painting by using unusual shapes for canvases, and allowing pieces to jut out from the flat surface. Her works have a cartoonish nature and incorporate everyday images in unexpected ways.

Playing with 2D shapes and abstracted images to make unusual pieces.

*Salvador Dali*  
1904-1989



Dali was a surrealist artist who made very realistically rendered paintings of impossible scenarios. The surrealist artists created dreamlike scenes with fantastical juxtapositions and creatures. In this example, the scale of the butterflies is the most notably bizarre element.

Surrealism as a form of play; making impossible scenes.

“Departure of the Winged Ship”

*Meret Oppenheim*  
1913-1985

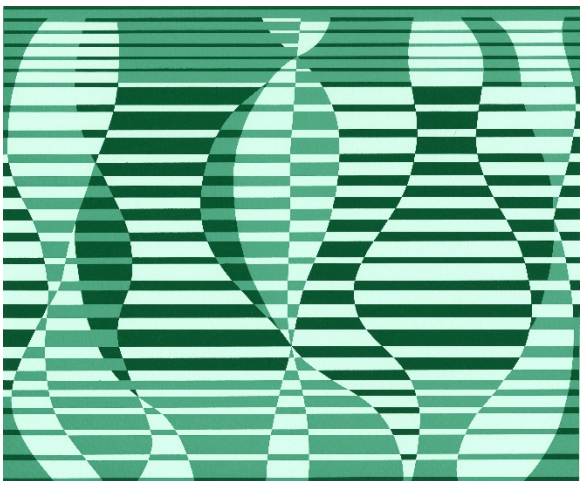


Oppenheim was another surrealist artist, who took functional items and repurposed them to suggest a different (usually odd) function. This piece provokes discussion about civilization and how meaning changes when elements are combined.

Associating items changes the meaning or idea.

“Object in Fur”

*Josef Albers*  
1888-1976



Albers explored how color relationships and proximity affect the visual image. These were early forms of optical illusions. In this piece, he was not only working with color and proximity, but shape as well. All of these factors combined, greatly impact our perception of the image.

Exploring optical illusions to play with perception.

**Other Examples:**

*Hannah Hoch*- Dada collage artist

*Arturo Herrera*- fragmentation, re-contextualization

*Yves Tanguy*- surrealism, fantasy

*Joan Miro*- abstraction, and surrealism

*Odilon Redon*- symbolism and surrealism

*Oliver Herring*- impromptu video and performance pieces

*Raymond Pettibon*- using humor and comic-strip like drawings

**Basics:**

Play in art can be conceptual and imaginative. It is a way for the artist to mess around. It teaches that it is not necessary to know what the outcomes of the work will be, and allows them to interact with ideas and images as they emerge. Play is manifested in just about every area of art, and can incorporate surrealism, fantasy, humor, open-ended ideas, and intuition.