Improvisation in art: produce an underwater themed class mural inspired the contemporary artist *Jon Burgerman* and the animation short *Something Fishy*.

Key Knowledge

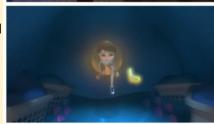
Learn this information

John Burgerman was born in the UK, now lives in New York, USA. He investigates improvisation in art, which is know as Doodle Art. He is one of the leading artists of Doodle Art. His art can trace influences back to cubism and surrealism.



All contemporary art is influenced in some way by earlier artists but also by other sources. For example, Something Fishy by Ringling College of Art and Design is an animated short film and will be used as inspiration for a class mural.





For their income, as well as selling artworks in galleries and online, artists rely on **commissions**.

Key Skills

Practice and perform these skills

Explore creativity through doodle art.

To identify the possible influences of earlier artists on **contemporary** artists.

As part of a **commission**, produce animated groceries to help market them.

Use multiple sources of inspiration to design an independent doodle artwork



Take initial doodle design and convert into larger artwork for group **mural** project.

Key Vocabulary

Understand these keywords

Improvisation – the activity of making or doing something not planned beforehand, using whatever can be found.

Doodle art – improvised drawing that can often be **surreal** in appearance.

Mural – any piece of artwork that is applied directly to a wall.

Contemporary – existing or happening now and therefore seeming modern.

Art commissions – a commission is the act of requesting the creation of an artwork.

Cubism – early 20th century art movement that looked at objects from many viewpoints.

Surrealism – a mid 20th century art movement that tried to release the creative potential of the unconscious mind.

Examples of Jon Burgerman's work

Study and evaluate, to develop your own artwork



Examples of past pupil work

Study and evaluate, to develop your own artwork

